NATIONAL HYBRID, Inc.

NHi-156XX Terminals

NHi-157XX Terminals

Bus Controller, Remote Terminal, Bus Monitor

PCI Bus And Local Bus Host Interface

User's Manual

Version 2006.06.14
June 2006

2200 Smithtown Avenue, Ronkonkoma, NY 11779
Telephone (631) 981- 2400 Data Bus Fax (631) 981- 2445

Website http: //www.nationalhybrid.com Email: databus@nationalhybrid.com

1.0.0 SCOPE

This document defines the functional and electrical specification for National Hybrid's series of MIL- STD- Data Bus Expanded Capabilities terminals(NHi-156XX).

2.0.0 NHi-156XX PROTOCOL COMPLIANCE

MIL- STD- 1553A
MIL- STD- 1553B Notices I and II
MIL- STD- 1760B
MCAIR MDC A3818, A5690, A4905, A5332
EFA/ STANAG- 3838 requirements for Eurofighter Aircraft

3.0.0 INTRODUCTION

The NHi- 156XX is a low cost complete **Multi-Protocol** Mil- Std- Data Bus Interface between a dual redundant bus and a host processor. The device functions as a programmable Bus Controller, Remote Terminal, Bus Monitor and simultaneous Monitor/Remote Terminal. It contains a protocol chip, two monolithic transceivers and 64K word SRAM. The unit is available packaged in a .95" x .95" 69 pin ceramic PGA, or .95" x .95" 68 pin ceramic quad flatpack. The only external components required are two coupling transformers.

The NHi-156XX appears to the host computer as 64K words of 16 bit wide memory controlled by standard RAM signals. The device can thus be easily interfaced with all popular processors and buses. The built in interrupt controller supports an internal FIFO which retains header information for queuing up to 6 pending interrupt requests plus an overflow interrupt.

All modes of operation access data tables via pointers residing in RAM which facilitates multiple buffering. This allows buffers to change without moving data and promotes efficient use of RAM space. The data tables have programmable sizes and locations.

The NHi-156XX defaults to remote terminal operation on power up.

3.1.0 FEATURES

3.1.1 GENERAL FEATURES

- Multi-Protocol Interface
- PCI bus or Local Bus interface to host processor.
- Operates from 20 Mhz clock.
- +5V monolithic transceivers
- +3.3v logic.
- Appears to host as a Dual Port Double Buffered 64K x 16 SRAM
- Footprint less than 1 square inch
- Ensures integrity of all shared data and control structures
- Built- in interrupt controller
- Internal FIFO is configurable to retain header information for queuing up to 6 pending interrupt requests plus an overflow interrupt, or as a 7 interrupt revolving FIFO
- Provides interrupt priority input and output pins for daisy- chaining interrupt requests
- Contains a Timer Unit which provides 32 bit RTC (Real- Time- Clock) with 1, 2, 4, 8, 16, 32 and 64 uS internal, or user provided external clock resolution for data and event time tagging.
- Selectable 768/ 672 us Failsafe Timer with complete Testability.
- Double buffering of messages and data tables.
- Low power CMOS technology

3.1.2 Bus Controller Highlights

- Implements all Message Formats and Error Checking
- Major and minor frame message structure.
- Simple setup and operation. Multiple minor frames, message tables and data tables. Only one Major Frame Pointer Register is required to control unlimited number of messages
- BC initialized by writing to three Configuration Registers and the Interrupt Mask Register
- Executes lists of messages via Minor Frame Pointers
- Configurable Local Retry and Interrupt Requests Enabled on Message by Message Basis
- Configurable Global Retry and Message Specific Local Retry
- Programmable retries per message:
  - None
  - Retry Current Bus
  - Retry Alternate Bus
  - Retry Alternate Bus then Current Bus.
- Programmable response timeout of 14, 18, 26, or 42 microseconds.
- Programmable Intermessage Gap Time up to 4 mS with 2uS resolution.
- Programmable Synchronous Message Time up to 4mS with 2uS resolution.
- Extended Gap Time and Synchronous Message Time using NO- OP Feature.
- Programmable Minor Frame Gap with 64 us resolution.
- Programmable Interrupts for:
  - End of Message
  - End of Frame
  - Response Time Out, Message
  - Error
  - Message Retry
  - RT Status Bit Set
  - FIFO Overflow.
- Host controlled commands:
  - Start BC
  - Continuous Mode
  - Stop at End of Message
  - Stop at End of Frame
  - Abort,
  - GOTO Alternate Frame.
- Dynamic Message Bus Switch Upon Successful Retry.
- Synchronous or Asynchronous Messages.
- Synchronous or Asynchronous Minor Frames.
- Up to 63 autonomous data tables per message.

3.1.3 Remote Terminal Highlights

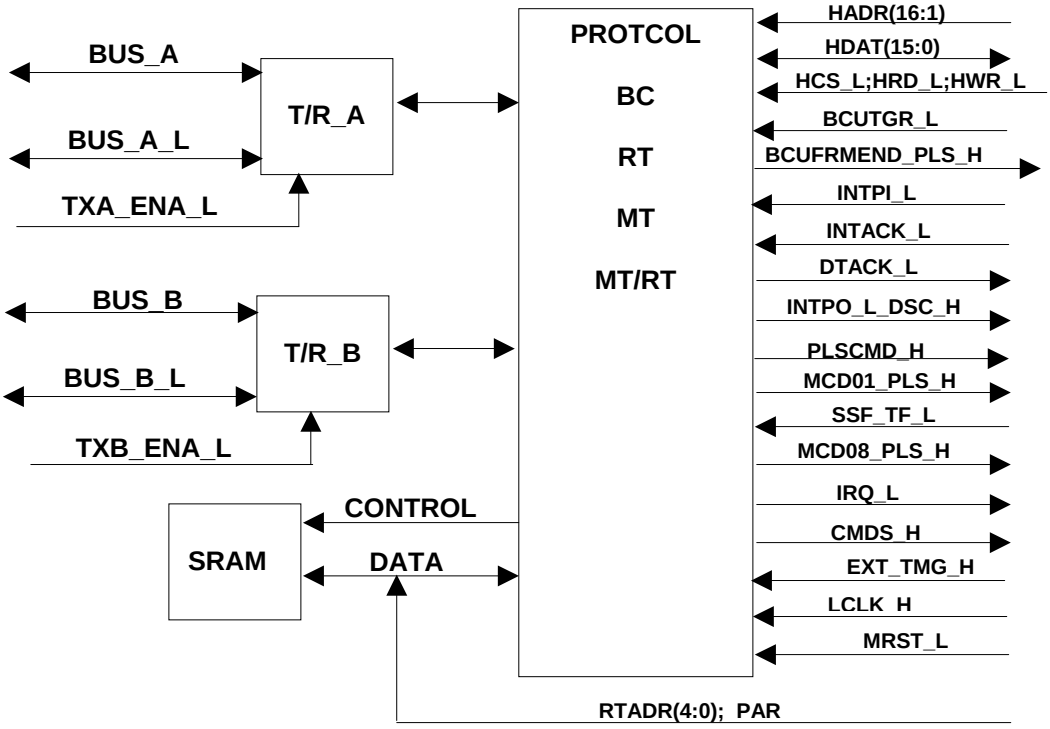
- Dynamic Bus Control Acceptance
- DBCA_ L bit is set in configuration register.
- Message Illegality is internally programmable. DOES NOT require external PROMS or glue logic.
- Employs data tables with individual tag words which indicate data validity, data latency, table status and broadcast
- Optionally sets the subsystem flag bit whenever stale data is transmitted or received data is overwritten.
- Issues interrupts on any subset of T/ R bit, subaddresses, mode commands, broadcast messages and errors.
- Optionally resets the real- time clock in response to a "Synchronize" mode command.
- Optionally updates the lower 16 bits of the real- time clock in response to a "Synchronize With Data" command.
- Indicates the reception of specific commands by outputting pulse on discrete pin.
- Internally loops- back messages under host control for test purposes.
- Employs a decoder algorithm which ensures high noise immunity and a low error rate.
- Software RT Address Lockout.
- MDC3818 Status Response, Error Handling, Status Bit Definition, Mode Code Operation.
- Separate Broadcast Interrupts.
- Up to 63 autonomous data tables per message.
- Multiple and individual message logs provide expedited message analysis.

3.1.4 Bus Monitor Highlights

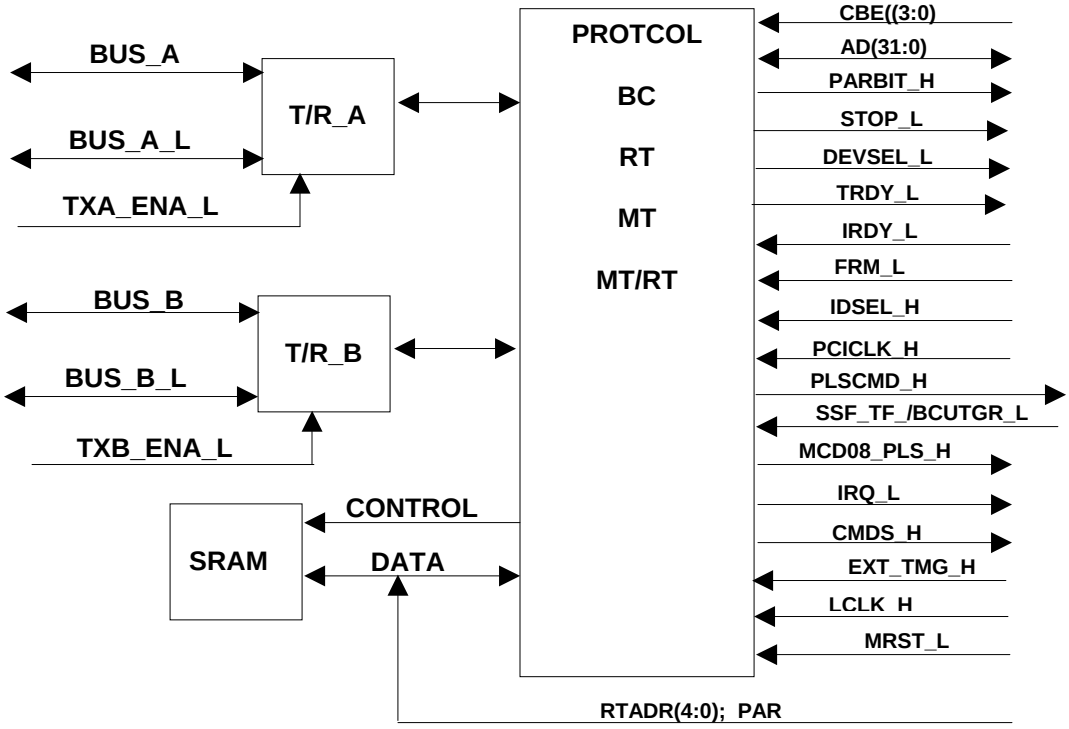
- Simple setup and operation
- Preset multiple data blocks.
- Only one MT Data Start Address Register is required to control unlimited number of message blocks. The data block sizes and locations are totally Programmable.
- MT initialized by writing to three MT Configuration Registers and the MT Interrupt Mask Register.
- Error detection and reporting
- All encoding, timing and protocol errors defined by the Protocols are detected.
- Programmable Monitor Modes:
  - Word Monitor, transfers all data with/ without ID and Time Tag words.
  - Message Monitor, transfers all Command and Status words with/ without ID and Time Tag **,** while data words are transferred directly to conserve memory space.
- Concurrent Bus Monitor and Remote Terminal operation.
- Selective Message Monitor, based on RT Address.
- Programmable Interrupt for End of Block.

3.2.0 BLOCK DIAGRAMS

LOCAL BUS TERMINAL BLOCK DIAGRAM



PCI BUS TERMINAL BLOCK DIAGRAM



The NHi-156XX contains two monolithic transceivers, an ASIC, and an SRAM. The ASIC performs all multi protocol functions; BUS CONTROLLER, BUS MONITOR and REMOTE TERMINAL. It controls accesses to the RAM such that it appears to the host CPU 16bit wide dual port memory.

Since the NHi-156XX appears to its host as RAM, no external logic is required when interfacing to local bus terminal. It is simply connected to the CPU's address bus, Mil Bus, and control lines. There are NO EPROMS required to illegalize commands in the RT mode. Illegalization is performed internal to the protocol chip. The user sets up command illegalization when the NHi-156XX is initialized. See sections on Message Illegalization and Host Initialization.

Local bus terminals can be interfaced to an 8 bit CPU Bus by folding the upper and lower bytes on top of each other and performing byte wide data transfers.

By default, the host has priority in accessing the I/ O bus. When a local bus host requests access to a device already in use by the protocol chip, the host *DTACK signal is delayed by the NHi-156XX. If either side (protocol chip or host) waits for access during the current cycle, it is automatically granted priority for the next cycle. The host can retain priority for successive cycles accessing the same address (this is required to guarantee the proper operation of host read-modify- write instructions - see pin *HCS for details) by keeping *HCS low.

Notice that the 5 bit hardwire address and address parity bit used for Remote terminal operation are connected to the Sram data bus. This is done to reduce pin count. Because of this arrangement, the hardwire address and parity pins **MUST NOT** be connected directly to ground or +3.3v, doing so will corrupt the Sram data bus. Use 4.7k pull-down resistors to set a logic "0" on terminal address lines. Internal pull-ups will set them to a logic "1", or external pull-ups to +3.3v can be used.

Another alternative is to connect a tri-state address buffer to the terminal address and parity lines. It will automatically be enabled by CMDS_H when the hardwire address is read.

3.3.0 PROTOCOL CHIP DESCRIPTION

The protocol chip contains the following modules:

Host Bus Interface Unit	(HBIU)
Memory Management Interface Unit	(MMIU)
Interrupt Controller Unit	(ICU)
Dual Redundant multi protocol Front End	(DRFE)
Message Processor Unit	(MPU)
PCI Interface Unit	(PCIIU)

3.3.1 HOST BUS INTERFACE UNIT

The HBIU provides a standard RAM or PCI interface to the host bus. The module performs the following functions:

- Provides device select and decodes host address to select registers.
- Transfers data between the NHi-156XX and the host (word, byte and read-modify- write are supported in local bus terminals).
- Provides priority input and output for daisy chaining host interrupts.
- Outputs *DTACK signal indicating end of bus cycle.
- Provides PCI interface for PCI terminals.

3.3.2 MEMORY MANAGEMENT INTERFACE UNIT

The MMIU controls the RAM bus so that it appears to the host as a pseudo dual port RAM (i. e., shared memory). The unit implements the following functions:

Arbitrates between host and protocol chip initiated accesses to the RAM and host data bus.
Decodes address lines to select device (e. g. RAM, external terminal address buffer, internal register).
Generates control signals to access the selected device.

3.3.3 INTERRUPT CONTROL UNIT

The ICU is an 8 input vectored interrupt controller. It contains eight registers as well as a FIFO for storing pending interrupt vectors.

3.3.3.1 ICU REGISTERS

The ICU contains the following registers

INTERRUPT REQUEST register (IRR)
INTERRUPT MASK register (IMR)
INTERRUPT VECTOR register (IVR)
AUXILIARY VECTOR register (AVR)

The INTERRUPT REQUEST register samples 8 inputs originating from internal modules. Since the host can write to this register, all interrupt sequences can be software driven for program debugging. The inputs and their priorities (level 7 has highest priority) are described in the following table.

3.3.3.1.1 INTERRUPT DEFINITION TABLE

PRIORITY/MASK	RTU	BCU	MTU
0	GOOD MESSSAGE	MESSAGE END	N/A
1	BAD MESSAGE	FRAME END	N/A
2	GOOD MODE CODE	MESSAGE ERROR	N/A
3	BAD MODE CODE	RETRY	N/A
4	FIFO FULL	FIFO FULL	FIFO FULL
5	GOOD BROADCAST	STATUS SET	BLOCK END
6	BAD BROADCAST	NO RESPONSE	N/A
7	FAILSAFE TIMEOUT	FAILSAFE TIMEOUT	N/A

Note: RT Interrupts 5 & 6 are enabled only when separate Broadcast Tables are used. Masking interrupt 4 creates a revolving Fifo.

As soon as an interrupt is requested, its vector is pushed onto the FIFO - so the chronological order of the requests normally determines the order in which they will be serviced. Simultaneous requests, however, are pushed onto the FIFO according to the priority of the pending interrupts.

The INTERRUPT MASK register masks the corresponding inputs to the INTERRUPT REQUEST register. The INTERRUPT VECTOR register holds the 3 bit interrupt priority level and an additional 5 bit field (see paragraph on INTERRUPT VECTOR register for details).

The AUXILIARY VECTOR register contains an additional byte of information related to the interrupt request (see paragraph on AUXILIARY VECTOR register for details).

3.3.3.2 ICU FIFO

The ICU FIFO is 16 bits wide and 7 words deep. Whenever an unmasked interrupt request is issued by the message processor, a word is pushed onto the FIFO. When an interrupt is acknowledged by the host, a word is popped from the FIFO and used to update the IVR and the AVR.

The host can read the FIFO by simply popping its contents. This is done by reading the FIFO located at address 8 (refer to address map). The interrupt request output, *IRQ, will go inactive after the FIFO is emptied in this way.

The host can mask the *IRQ output by resetting the INTERRUPT REQUEST ENABLE bit in the CONTROL register; however this does not prevent the device from pushing interrupt requests onto the FIFO.

If an interrupt request occurs when the FIFO is full, a vector indicating FIFO overflow is first pushed onto the FIFO and then the vector which caused the overflow is pushed onto the FIFO. As a result, the 2 oldest vectors are lost. All further pushes are then inhibited until the host pops the vector indicating the overflow.

The above mechanism ensures that the host will always be notified of FIFO overflows and will always obtain the 2 interrupt vectors immediately preceding the overflow condition.

If interrupt 4 is masked, the FIFO operates in the revolving mode; vectors are continuously pushed onto the FIFO. After the 7th vector is pushed without any pops, each additional vector pushed causes the oldest vector to be lost.

The FIFO can be emptied by writing (any value) to address 8 (in words).

3.3.4 DUAL REDUNDANT FRONT END

The DRFE performs serial to parallel and parallel to serial conversion as well as basic format and timing validation. The unit contains the following:

Manchester encoders/ decoders
Gap counter
No response counter
Minimum response time counter
Timeout counter

3.3.4.1 MANCHESTER DECODER

The decoder translates serial Manchester bi- phase signals to 16- bit words and outputs the following signals:

Valid command word received
Valid data word received
Invalid word received (parity, incorrect bit count, invalid Manchester encoding, gap)
Broadcast command received
Begin new message (i. e., end of a valid legal command for this Remote Terminal)

3.3.4.2 MANCHESTER ENCODER

The encoder receives 16 bit words and transmits them with the appropriate sync and parity as a serial Manchester bi- phase signal. The outputs of the encoder can be loop- backed into either decoder for test purposes.

3.3.4.3 GAP COUNTER

The gap counter checks contiguity of successive words. If the time between "contiguous" words (measured from zero- cross of parity to zero- cross of sync) exceeds 3.5 - 3.7 microseconds, the message is invalidated.

3.3.4.4 RT - RT NO RESPONSE COUNTER

The no response counter checks the response time of the transmitting RT in a RT to RT transfer. If the response time is exceeded, the message is invalidated. The response time is software programmable (14, 18, 26, 42 microseconds) to accommodate systems with long cables and/ or slow terminals.

3.3.4.5 MINIMUM RESPONSE TIME COUNTER

The minimum response time counter ensures that the response will be no sooner than 4 microseconds
(measured from zero- cross of parity to zero- cross of sync).

3.3.4.6 FAIL -SAFE TIMEOUT COUNTER

This counter inhibits the encoder outputs and issues a TIMEOUT interrupt whenever continuous transmission exceeds 768/ 672 microseconds. Transmission will remain inhibited until a command is received on the same bus or the part is reset.

3.3.5 MESSAGE PROCESSOR UNIT

The MPU forms the heart of the protocol chip and controls the operation of the Decoders, Encoders, and Interrupt Controller. This unit is activated by the reception of a valid legal command addressed to the RT in the RT mode and the START bit in CONFIGURATION 1 in both the BC and MT modes.The MPU performs the following functions:

Recognizes the various message types (for BC, MT, and RT) and responds with the appropriate sequence of control signals.
Validates format and timing of received data words.
Checks command legality.
Responds with status/ data.
Calculates all addresses for accessing the RAM and discrete I/ O.
Updates RAM data table contents, including tag words.
Optionally time tags data tables.
Issues interrupt requests to the ICU.
The maximum response time of the NHi-156XX in the RT mode is less than 5.0 microseconds (measured from zero- cross to zero- cross).

3.3.6 PCI INTERFACE UNIT

The PCIIU is an internal PCI bridge that is used in the PCI bus terminals to connect directly to a PCI slot without the need for and external bridge. The PCIIU contains the PCI configuration registers and an internal bridge which transfer data between the PCI bus and the 1553 terminal.

3.4.0 RT HARDWIRE TERMINAL ADDRESS

The terminal address of the NHi-156XX can be hardwired using RTADR(5: 0). RTADR(4: 0) are used for the terminal address, IRTADR0 being the LSB, and RTADR5 is used to set odd parity in the address. These pins CANNOT be directly connected to +3.3v or ground since they are the data Bus for the internal RAM.

The address must be wired using pull- up and pull- down resistors. There are 64K internal pull- up resistors in the protocol chip, so only external pull- down resistors of 4.7K are required. The Hardwire Address is read and loaded into the terminal at Power- On Reset, Hardware Reset, and Software Reset.

The terminal address can be changed at any time through software by writing a new address to the Basic Status Register, however, if any of the above resets occur, the Hardwire Address will be re- loaded into the terminal. The software address can be locked out by setting Bit2 in Configuration Register 1.

4.0.0 DATA STRUCTURE

4.1.1 ADDRESS MAP

The NHi-156XX appears to the host as 64K words of memory divided into the following blocks:

ADDRESS RANGE(dec)	DESCRIPTION
0 -- 31	INTERNAL REGISTERS
32 --63	RESERVED
64 -- 65535	SHARED RAM

4.1.2 INTERNAL REGISTER MAP

ADDRESS	REGISTER DEFINITION	ACCESS
0	CONTROL	R/W
1	RT MESSAGE POINTER TABLE ADDRESS	R/W
2	BASIC STATUS	R/W
3	INTERRUPT MASK(lower byte)	R/W
3	INTERRUPT VECTOR(upper byte)	R
3	INTERRUPT REQUEST(upper byte)	W
4	INTERRUPT VECTOR(lower byte)	R/W
4	AUXILLARY VECTOR(upper byte)	R
4	CONFIGURATION 2(upper byte, BCU/MTU only)	W
5	REAL TIME CLOCK HIGH WORD	R
6	REAL TIME CLOCK LOW WORD	R
7	REAL TIME CLOCK CONTROL	R/W
8	READ FIFO	R
8	RESET FIFO	W
9	CONFIGURATION 1	R/W
10	BC CURRENT MAJOR & MINOR FRAME INDEX	R
11	LAST COMMAND	R
12	LAST STATUS	R
13	MAJOR FRAME “A” ADDRESS	R/W
14	ASYNCHRONOUS FRAME ADDRESS	R/W
15	RESET TERMINAL(both bytes)	W
16	MAJOR FRAME “B” ADDRESS	R/W
17	RESERVED	R/W
18	ENCODER STATUS	R
19	CONDITION	R
20	BCU FRAME GAP/WORD MTU END OF FRAME OPTIONS	R/W
21	CONFIGURATION 3	R/W
22	MESSAGE MONITOR ADDRESS FILTER(0 -- 15)	R/W
23	ENCODER DATA*	R/W
24	ENCODER DATA TX REQUEST*	W
25	ENCODER COMMAND TX REQUEST*	W
26	MESSAGE MONITOR ADDRESS FILTER(16 -- 31)	R/W
27	MONITOR BLOCK “A” LAST ADDRESS	R
27	BC CURRENT MINOR FRAME ADDRESS	R
27	CLEAR REGISTER 27	W
28	MONITOR BLOCK “B” LAST ADDRESS	R
28	BC CURRENT MESSAGE ADDRESS	R
28	CLEAR REGISTER 28	W
29	RT LOG POINTER TABLE ADDRESS	
30	EXTERNAL RTU ADDRESS BUFFER(lower byte)	R
30	RESERVED	W
31	BC & MT INTERRUPT VECTOR	R/W

***In order to write to addresses 23, 24, or 25, the terminal must be in loop- back in the RT mode (see CONTROL register for details).**

4.2.0 INTERNAL REGISTERS

4.2.1 CONTROL Address: 0 R/ W BC/ MT/ RT

This register controls the general operation of the terminal.

15	14	13	12	11	10	9	8
FRMTM	RSP1	RSP0	TSTFST	NBCST	TXINH	LOOPB	LOOPA
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
IRE	INHBJM	MSGTM	SRQRST	SSF_TF	LOGENA	BINH	AINH

FRMTM **Bits: 15** **BC/**

1 = BC minor frames are synchronous.
A minor frame has a defined periodic time.

0 = BC minor frames are asynchronous.
Minor frame time is dependent on the number of messages, message time, Frame gap and RT response tine.

RSP1, RSP0 **Bits: 14,13** **BC/ RT**

These bits define the response timeout for RT- RT messages in the RT mode and terminal response timeout in the BC mode as follows:

RSP1	RSP0	TIMEOUT(us)
0	0	56
0	1	60
1	0	68
1	1	84

TSTFST **Bits: 12** **RT**

1= Enables testing of the FAIL SAFE time out.
When this feature is enabled, the RT will transmit continuously once it is enabled by a valid message. The encoder will be inhibited after 768/ 672us. It will be enabled by a reset or the reception of another valid message. If this bit is set to 0 during an RT transmission, before the required number of words have been transmitted, the encoder will return to normal operation and stop at the proper message length.. If it is set to 0 after the message length has been exceeded, the current word will be completed and normal operation resumed.
This feature can be used in the LOOP BACK mode to automatically transmit data words.
The RT encoder will remain in the tester mode until the CPU sets this bit to 0.

The TSTFST Bit Must Always Be Set to Zero During Normal Operation!!!

NBCST **Bits: 11** **RT**

1= Specifies that broadcast commands WILL be ignored by the RT.

TXINH **Bits: 10** **BC/ RT**

1= Inhibits transmission by forcing TXA= TXAN= 0 and TXB= TXBN= 0.

LOOPA(B) **Bits: 9, 8** **RT**

1= Defines that decoder A (B) inputs shall be connected internally to the encoder outputs rather than the transceiver for test purposes.

IRE **Bits: 7** **BC/ MT/ RT**

1= Globally enables the interrupt request output, *IRQ.
0= Disables all interrupt requests; however, interrupt vectors are still pushed onto the FIFO.

INHBJM **Bits: 6** **BC**

1 = Inhibits BC bus jam function.

0 = Bus jam enabled. BC will accept and discard up to 31 extra words from an RT before aborting the message. A message error will be declared even when extra words are accepted and discarded.

MSGTM **Bits: 5** **BC**

1 = BC messages are synchronous.
A message has a defined periodic time.

0 = BC messages are asynchronous.
Message time is dependent on the message gap and the response time of the RT.

SRQRST **Bits: 4** **RT**

1= Specifies that the service request bit in the STATUS word will be reset upon reception of a valid "Transmit Vector Word" mode command.

SSF_ TF **Bits: 3** **RT**

0= Specifies that the Sub- System Flag in the Status Word will be determined by the value of the SSF_ TF pin.

1= Specifies that the Terminal Flag in the Status Word will be determined by the value of the SSF_ TF pin.

LOGENA **Bits: 2** **RT**

1= Enables message logging of RT messages. Segregated message logs can be created for individual message types(i.e. Log1: receive subaddress 1; Log2: transmit subaddress 5). Integrated message logs can be created for multiple message types(i.e. Log3: transmit subaddress 8,10,20, receive subaddress,3,7,9).

BINH **Bits: 1** **BC/ RT**

1= Disables reception on bus B.

AINH **Bits: 0** **BC/ RT**

1= Disables reception on bus A.

4.2.2 MESSAGE POINTER TABLE ADDRESS Address: 1 R/ W RT

This register contains the address of the table of pointers used in the RT mode. The address is specified as a word address . After POR, the register is initialized to 1000 (hex).

4.2.3 BASIC STATUS Address: 2 R/ W RT

This register defines the terminal address as well as default values for all status bits. The Status Word is OR'ed with this register before transmission. The bits in the BASIC STATUS register correspond to the bits in the STATUS register and their function is defined in MIL- STD- 1553B. They can be redefined for other protocols.

15	**14**	**13**	**12**	**11**	**10**	**9**	**8**
TADR4	TADR3	TADR2	TADR1	TADR0	M_ERR	INSTR	SREQ
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
RSVD2	RSVD1	RSVD0	BCR	BUSY	SSF	DBCA	TF

The mechanism employed by the protocol chip for initializing the terminal address is designed to avoid dedicated pins(see block diagram). Upon POR the terminal address and its parity are automatically read from address 30. The value can be supplied in 2 ways: by enabling the output of an external terminal address buffer or by employing pull- up/ down resistors to define a default terminal address. Odd parity is used to define a valid terminal address; even parity will inhibit reception on both buses. After POR, the host can change the terminal address through software by writing to the TADR field with any desired value. In addition, this operation will enable reception. Providing Bit 2 of Configuration Register is set to “0”.

The host can check the validity of the parity bit obtained from the terminal address by reading address 30; if the most significant bit in the lower byte equals 1, the parity is invalid.

If the TADR is not defined externally (by pull- down resistors or a buffer), there is no danger of a false response before host initialization because internal pull- up resistors on the terminal address guarantee an incorrect terminal address parity.

When BUSY= 1, 1553 message accesses to the RAM are inhibited, however the RT will respond with status as required by MIL- STD- 1553B. The mode commands "Transmit Status Word", "Transmit Last Command Word", "Reset Remote Terminal", "Transmitter Shutdown", "Override Transmitter Shutdown" and the reserved mode commands legalized by MIO (see the CONTROL register for details) are not affected by BUSY. In addition, all output pulses issued after valid command reception are inhibited when BUSY= 1 (except for the signal MDCDRST which is pulsed after receiving the mode command "Reset").

After POR(MRST), BUSY is set to "1"; this prevents the RT from using undefined pointers before the host has had a chance to initialize the POINTER TABLE. The default value for all other status bits is "0" and the TADR field is loaded with the hardwired address.

The BUSY Bit in the LAST STATUS REGISTER is cleared on receipt of the first command after a RESET, except if that command is TRANSMIT LAST STATUS or TRANSMIT LAST COMMAND mode command.

The BUSY Bit in the LAST STATUS REGISTER can be cleared by bit using BIT 5 in the RTC CONTROL REGISTER. See RTC CONTROL REGISTER for details.

4.2.4 INTERRUPT REQUEST Address: 3(Ubyte) W BC/ MT/ RT
The INTERRUPT REQUEST register holds 8 types of interrupt requests (see section on INTERRUPT CONTROL UNIT for details). Interrupt requests are active high and upon POR the register is cleared (see initialization section).

15	14	13	12	11	10	9	8
IRQ7	IRQ6	IRQ5	IRQ4	IRQ3	IRQ2	IRQ1	IRQ0

4.2.5 INTERRUPT MASK Address: 3 Lbyte R/ W BC/ MT/ RT
The INTERRUPT MASK register masks the corresponding interrupts. Upon POR, all interrupts are masked (see initialization section).

7	6	5	4	3	2	1	0
IMSK7	IMSK6	IMSK5	IMSK4	IMSK3	IMSK2	IMSK1	IMSK0

1= Interrupt is masked.
0= Interrupt is enabled.

4.2.6 INTERRUPT VECTOR Address: 3(Ubyte) R BC/ MT/ RT
INTERRUPT VECTOR Address: 4(Lbyte) R/ W BC/ MT/ RT

The IVR is read only in the upper byte at address 3 and is read/ write in the lower byte at address 4. It contains interrupt header information which is popped off the FIFO.

ADDR3(4)	15(7)	14(6)	13(5)	12(4)	11(3)	9(2)	10(1)	8(0)
RT (BC/MT)	D4 A7	D3 A6	D2 A5	D1 A4	D0 A3	L2 A2	L1 A1	L0 A0

The Interrupt Vector register is loaded from the fifo when it is popped. The FIFO is popped by a hardware interrupt acknowledge or a read to address 8. This register in undefined at POR.

L(2: 0) RT

This is the interrupt priority determined by the message processor which is defined in the Interrupt Definition Table.

D(4: 0) RT

The DDDDD field is inputted by the CPU. This is used as an offset for the interrupt vector. During a hardware interrupt acknowledge, this register is outputted on the upper and lower bytes of the CPU data bus.

A(7: 0) BC/MT

In the BC and MT modes, the A field is the lower eight bits of the address of the message or the frame which caused the interrupt. See sections 4.2.41 and 4.2.42.

4.2.7 CONFIGURATION REGISTER 2 Address: 4(Ubyte) W BC/ MT/ RT

This register is used for operational control of the part.

15	14	13	12	11	10	9	8
GO DEF FRAME	ABORT	STOP AT EOF	STOP AT EOM	CLR DISC	RSVD	RSVD	RSVD

GO_ DEF_ FRAME Bits: 15 BC/ MT

When a "1" is written to this bit, the DEFAULT FRAME, defined by bit 12 in CONFIGURATION REGISTER 1, is made the active frame.

ABORT Bits: 14 BC/ MT

When a "1" is written to this bit, all BC and MT processing is terminated and the NHi-156XX goes off- line. The BC or the MT must be re- started to again become active.

STOP END OF FRAME Bits: 13 BC/ MT

When a "1" is written to this bit, the BC or the MT will go off- line after the last message in the frame or block has been processed. The BC or the MT must be re- started to again become active.

STOP END OF MESSAGE Bits: 12 BC/ MT

When a "1" is written to this bit, the BC or the MT will go off- line after the current message in the frame or block has been processed. The BC or the MT must be re- started to again become active.

CLR DISC FLAG Bits: 11 RT

When a "1" is written to this bit, the 1760 DISCONNECT FLAG is cleared. This flag indicates that a store has been released and all the address bits and the parity bit on the hardwire address are "1's". The flag is read on the IPO_ DSC pin and bit 6 of the EXTERNAL TERMINAL ADDRESS REGISTER.

4.2.8 AUXILIARY VECTOR REGISTER Address: 4(Ubyte) R BC/ MT/ RT
This register contains additional information related to the interrupt request. The data is popped from the FIFO and latched into the AVR during the interrupt acknowledge cycle or whenever the FIFO is popped by a host read instruction to address 8. Upon POR, this register is undefined.

MODE	15	14	13	12	11	9	10	8
RTU	EMP	BUS	T/R	SADR4 MODE4	SADR3 MODE3	SADR2 MODE2	SADR1 MODE1	SADR0 MODE0
BCU/MTU	A15	A14	A13	A12	A11	A10	A9	A8

EMP **Bits: 15** **RT**
1= Fifo empty. Ignore data.
0= Fifo data valid. Use data.

BUS **Bits: 14** **RT**
0= Indicates that the message was on bus A
1= Indicates that the message was on bus B.

T/ R **Bits: 13** **RT**
0= Indicates a receive message.
1= Indicates a transmit message.

SADR / MODE **Bits: (12-8)** **RT**
This field defines the sub- address or mode code.
Note: the interrupt level distinguishes between regular transmit/ receive commands and mode commands.

A(15 : 8) **Bits: (15-8)** **BC/MT**
In the BC and MT modes, the A field is the lower eight bits of the address of the message or the frame which caused the interrupt. See sections 4.2.41 and 4.2.42.

4.2.9 REAL- TIME CLOCK
RTC HIGH WORD **Address: 5** **R** **BC/MT/RT**
RTC LOW WORD **Address: 6** **R** **BC/MT/RT**
The RTC is a 32 bit up- counter which can be used for time- tagging in the BC, MT and RT modes. If the time- tagging option is in effect, the RTC is sampled and stored in 2 words in the data table The most significant word is stored first.

When messages are time- tagged in the RT mode, the host should not write data to the first 2 locations following the data table tag word since they will be overwritten with the value of the message time tag.

In the RT mode, the RTC can be reset by the mode command "Synchronize Without Data" and the least significant 16 bits can be updated by "Synchronize With Data". The full 32 bits can be updated using the first two data words in a receive command. See RTC CONTROL REGISTER for details.

The RTC can be read and reset by the host at any time. Since the RTC consists of 32 bits, at least 2 memory cycles are required to read all of its value. As a result, a carry- out from the lower word can occur between the read cycles. A mechanism is therefore provided to solve this potential difficulty.

If the host reads the RTC as two 16 bit words, *LOCK should be initialized to 1 in the RTC CONTROL register. In this case, when the host reads the upper word, all 32 bits are latched into the host output register. The value in the output register remains unchanged until the host finishes reading the lower word of the RTC.

If the host reads the RTC in bytes, *LOCK should be initialized to 0. In this case, when the host reads any of the bytes of the RTC, all 32 bits are latched into the host output register and its value remains unchanged until updating is re- enabled by reading the RTC CONTROL register. The RTC resolution can be programmed equal to 1, 2, 4, 8, 16, 32, or 64 microseconds.

4.2.10 RTC CONTROL REGISTER Address: 7 R/ W BC/ MT/ RT
The RTC CONTROL register controls the RTC as well as having other functions.

15	**14**	**13**	**12**	**11**	**10**	**9**	**8**
RTC RESET	RESET LAST	RES2	SYNUPD	*LOCK	SYNRST	RES1	RES0
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
M1760	BUSY OPT	RESET BUSY	PRESET 4	PRESET 3	PRESET 2	PRESET 1	PRESET 0

RTC RESET **Bits: 15** **BC/ MT/ RT**
When a "1" is written to RTC RESET, a reset pulse is issued to the RTC. The contents of the register are not affected by this operation and RTC RESET is always read by the host as "0".

RESET LAST **Bits: 14** **BC/ MT/ RT**
When a "1" is written to RESET LAST, all the bits in the LAST STATUS REGISTER except the ADDRESS field and the BUSY bit are set to a "0". The contents of the register are not affected by this operation and RESET LAST is always read by the host as "0".

SYNUPD **Bits: 12** **RT**
1= Specifies that the lower 16 bits of the RTC will be updated whenever a valid mode command "Synchronize With Data" is received by the ET.

***LOCK** **Bits: 11** **BC/ MT/ RT**
0 = Enables updating of the host output register after the RTC CONTROL register is read (this feature is needed to support byte wide read cycles).
1 = Enables updating of the host output register after the lower RTC word is read.

SYNRST **Bits: 10** **RT**
1= Specifies that the RTC shall be reset whenever a valid mode command "Synchronize Without Data" is received by the terminal.

RES **Bits: 13, 9, 8** **BC/ MT/ RT**
This field defines the resolution of the RTC in microseconds as follows:

RESOLUTION(us)	**13**	**9**	**8**
1	0	0	0
2	0	0	1
4	0	1	0
8	0	1	1
16	1	0	0
32	1	0	1
64	1	1	0
EXT	1	1	1

M1760 **Bits: 7** **RT**

1= Specifies that the RT shall comply with MIL- STD- 1760A. This mode of operation has two consequences: first, the mode command "Synchronize With Data" updates the lower 16 bits of the RTC only if the least significant data bit is "0" and second, the IPO_ DSC pin serves as a store disconnect signal rather than an interrupt priority output.

0= Specifies that the RT shall comply with MIL-STD-1553B.

BUSY _OPT **Bits: 6** **RT**

0= MRST, Software Reset and MODE CODE_ 08 RESET will set the BUSY bit in the LAST STATUS REGISTER and the BASIC STATUS REGISTER to a "1".

1= Only MRST will set the BUSY bit in the LAST STATUS REGISTER and the BASIC STATUS REGISTER to a "1".

RESET BUSY **Bits: 5** **RT**

When a "1" is written to RESET BUSY, the BUSY bit in the LAST STATUS REGISTER is set to a "0". The contents of the register are not affected by this operation and RESET BUSY is always read by the host as "0".

PRESET **Bits: (4: 0)** **RT**

These bits provide a method to perform a double word(32 bit) preset to the RTC. When this bit field is set to any number from 1 to 30(bit 0 = LSB), the first two words of a receive message whose subaddress is equal to this value will be used to preset the internal RTC. The most significant word is received first. If this field is equal to a "0" or "31", the RTC will not be preset. All bits in this register are cleared during initialization.

4.2.11 FIFO READ Address: 8 R BC/ MT/ RT

This address is used to read the contents of the interrupt FIFO. Reading this address pops the FIFO, updates the IVR and the AVR; then outputs the AVR(upper byte) and IVR(lower byte) as a 16 bit word.

For BCU and MTU operation, if the AVR and the IVR both contain zero after a FIFO pop(0000h), this indicates that the FIFO is EMPTY.

For RTU operation, if the AVR contains 80h and the IVR contains 00h after a FIFO pop(8000h), this indicates that the FIFO is EMPTY.

4.2.12 FIFO RESET Address: 8 W BC/ MT/ RT

Writing any value to this address empties the FIFO.

4.2.13 CONFIGURATION REGISTER 1 Address: 9 R/ W BC/ MT/ RT

This register is used to configure the functionality of the part.

15	14	13	12	11	10	9	8
MONITOR TYPE	GLOBAL BUS_SEL1	GLOBAL BUS_SEL0	FRAME BLOCK	START BCU_MTU	3818 MODE	FUNCTION SELECT1	FUNCTION SELECT0
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
0	**0**	**INHIBIT DBCA**	**GLOBAL DBS**	**LOCAL DBS**	**INHIBIT SOFTADR**	**CONVERT BUSY BIT**	**SEP BCST TABLES**

Note: Reserved Bits 7- 6 must be set to "0".

MONITOR TYPE **Bits: 15** **MT**

0 = Word Monitor.

1 = Message Monitor .

GLOBAL BUS_ SEL **Bits: 14, 13** **BC**

These bits determine the Bus select options.

GLOBAL BUS	COMMENTS	14	13
DEFAULT	USE BC CONTROL WORD BUS	0	0
FORCE BUS “A”	FORCE ALL MESSAGES TO BUS “A”	0	1
FORCE BUS “B”	FORCE ALL MESSAGES TO BUS “B”	1	0
FORCE ALT BUS	USE OPPOSITE BUS OF BC CONTROL WORD	1	1

FRAME/ BLOCK **Bits: 12** **BC/ MT**

0 = Default Frame /Block is "A".
1 = Default Frame/Block is "B".

START_ BC_ MT **Bits: 11** **BC/ MT**

1 = Start Bus Controller or Monitor.

3818_ STATUS **Bits: 10** **RT**

0 = Status response and protocol operation as defined in Mil- Std- 1553B.
1 = Status response and protocol operation as defined in MDC A3818 and Mil- Std- 1553A.

FUNCTION SELECT **Bits: 9, 8** **BC/ MT/ RT**

OPERATIONAL MODE	9	8
REMOTE TERMINAL	0	0
BUS CONTROLLER	0	1
MONITOR	1	0
MONITOR & REMOTE TERMINAL	1	1

INHIBIT DBCA **Bits: 5** **RT**

0 = DBCA bit in Status Word is set upon receipt of a valid DBCA Mode Code.
1 = Prevents DBCA Bit in Status Word from being set upon receipt of a valid DBCA Mode Code.

GLOBAL_ DYNAMIC_ BUS_ SELECTION **Bits: 4** **BC**

0 = Message bus unchanged after successful Global Retry.
1 = Automatically switch message to alternate bus in BC Control Word after successful retry on alternate bus due to a Global Retry option.

LOCAL_ DYNAMIC_ BUS_ SELECTION **Bits: 3** **BC**

0 = Message bus unchanged after successful Local Retry.
1 = Automatically switch message to alternate bus in BC Control Word after successful retry on alternate bus due to Local Retry option.

INHIBIT SOFT_ ADR **Bits: 2** **RT**

0 = Bits (15: 11) of Basic Status Register set the RT Address when a Write Operation to that register is performed. The Hard Wired Address sets the RT Address at RESET.
1 = Prevents software change of RT Address when writing to the Basic Status Register. Bits (15: 11) of Basic Status Register are “Don’t Care”. Only the Hard Wired Address sets the RT Address at RESET.

CONVERT BUSY BIT **Bits: 1** **RT**

0 = BUSY Bit is compliant with Mil- Std- 1553B.
1 = Converts BUSY Bit to Non- 1553B operation. BUSY Bit becomes a standard bit with no special functionality. BUSY Bit is not set during software reset or MODE CODE_ 08 RESET.

SEP_ BCST_ TABLES **Bits: 0** **RT**

0 = Broadcast messages use the same pointers as receive message:. therefore, receive and broadcast messages are stored in the same data tables. The BCST bit in the tag word is used to differentiate between the two message types.

1 = An additional 30 pointers are activated which puts receive and broadcast messages in separate data tables.

4.2.14 BC FRAME INDEX Address: 10 R BC

Bits(15:8) contain the index offset into the current major frame.
Bits(7:0) contain the index offset into the current minor frame.

4.2.15 LAST COMMAND REGISTER Address: 11 R RT

This register holds the last command word as defined by the MIL-BUS. The contents are not defined after initialization of the RT.

4.2.16 LAST STATUS REGISTER Address: 12 R RT

This register holds the Status Word associated with the last message. After initialization of the RT, the BUSY bit= 1, the TADR field contains the hardwire address, and all other bits are set to 0. See RTC CONTROL REGISTER for special options.

4.2.17 MAJOR FRAME "A" ADDRESS Address: 13 R/ W BC

BLOCK "A" START ADDRESS **R/W MT**

This register contains the 16 bit address of BC Major frame “A” or MT data block “A”.

4.2.18 ASYNCHRONOUS MINOR FRAME ADDRESS Address: 14 R/ W BC.

This register contains the 16 bit address of the BC Minor asynchronous frame . The asynchronous Minor frame will execute at the end of the current BC message if bit 15 of configuration register 3(address21) is a ‘1’.

4.2.19 RESET REMOTE TERMINAL Address: 15 W BC/ MT/ RT

Writing a word to address 15 resets the RT and causes it to perform its initialization (see initialization section).

4.2.20 MAJOR FRAME "B" ADDRESS Address: 16 R/ W BC

BLOCK "B" START ADDRESS **R/W MT**

This register contains the 16 bit address of BC Major frame “B” or MT data block “B”.

This register contains the 16 bit FRAME "B" POINTER. This is the address of the active message list to be used by the BC or the MESSAGE MONITOR for FRAME "B".
In the WORD MONITOR, this register contains the 16 bit start address of BLOCK "B".

4.2.21 RESERVED Address: 17

4.2.22 ENCODER STATUS Address: 18 R BC/ RT

This register contains flags indicating the status of the encoder. These flags are intended to facilitate transmission of messages in loop- back mode during self- test.

15	**7**	**0**
TXREQ_L	EOTX_L	FAILSAFE_L

TXREQ_ L **Bits: 15** **RT**

0= Indicates that the encoder is ready to accept the next word for transmission. This bit should equal "0" before loading the Encoder Data register with the next word. In order to transmit contiguous words, the next word should be loaded within 18 microseconds after *TXREQ transitions to "0".

EOTX_ L **Bits: 7** **RT**

0= Indicates that the encoder has completed transmission and that there are no pending requests.

FAILSAFE_ L **Bits: 0** **BC/ RT**

0= FAILSAFE TIME OUT has occurred. This bit will be set to a "1" when a new message is received or during a reset.

4.2.23 CONDITION REGISTER Address: 19 R BC/ MT/ RT

This register contains information about the command being processed and the operational condition of the terminal.

15	14	13	12	11	10	9	8
ASYNC FRAME	X	AXEN	BXEN	TFE	X	MDCD_L	X
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
X	CUFRM BUSY	EOF B	EOF A	CUR FRM	CUR BUS	BUSJAM B	BUSJAM A

ASYNC FRAME **Bits 15** **BC**

1 = Asynchronous frame is currently running.

0 = Asynchronous frame **NOT** currently running.

AXEN **Bits: 13** **BC/ RT**

1= Indicates that transmitter A is enabled. This bit is set to a "1": at POWER UP, if the terminal is RESET, after receipt of a "Reset" mode code, or after receipt of an OVERRIDE TRANSMITTER SHUTDOWN mode code on the B bus.

0= Indicates that transmitter A is inhibited. This bit is set to a "0" after receipt of TRANSMITTER SHUTDOWN mode code on the B bus.

BXEN **Bits: 12** **BC/ RT**

1= Indicates that transmitter B is enabled. This bit is set to a "1": at POWER UP, if the terminal is RESET, after receipt of a "Reset" mode code, or after receipt of an OVERRIDE TRANSMITTER SHUTDOWN mode code on the A bus.

0= Indicates that transmitter B is inhibited. This bit is set to a "0" after receipt of a TRANSMITTER SHUTDOWN mode code on the A bus.

TFE **Bits: 11** **RT**

1= Indicates that the TERMINAL FLAG bit in the status word can be set to a "1" . This can be done in the BASIC STATUS REGISTER or by the TERMINAL FLAG pin. This bit is set to a "1" at POWER UP, if the terminal is RESET, after receipt of a RESET MODE CODE, or after receipt of an OVERRIDE INHIBIT TERMINAL FLAG mode code.

0= Indicates that the TERMINAL FLAG bit in the status word CANNOT be set to a "1". This bit is set to a "0" after receipt of an INHIBIT TERMINAL FLAG mode code.

MDCD_ L **Bits: 9** **RT**

1= Indicates that the last command received was NOT a mode code.

0= This bit is set to a "0" when a mode code is received.

CUFRM BUSY **Bits: 6** **BC/ MT**

1= The current frame of data block is busy. It is active and could be receiving or transmitting data.

EOF B **Bits: 5** **BC/ MT**

1= Frame "B" or data block "B" has finished processing data and in now inactive.

EOF A **Bits: 4** **BC/ MT**
1= Frame "A" or data block "A" has finished processing data and in now inactive.

CUR FRM **Bits: 3** **BC/ MT**
0= Frame "A" or block "A" is the current active frame of block.
1= Frame "B" or block "B" is the current active frame of block.

CUR_ BUS **Bits: 2** **BC/ MT**
0= Bus "A" is the current bus.
1= Bus "B". is the current bus.

BUSJAM B **Bits: 1** **BC**
1 = Bus "B" has been jammed by continuous transmission from an RT. This condition is indicated when an RT transmits more extra words then the value set in CONFIGURATION REGISTER 3 (See CONFIG REG 3 for details).

BUSJAM A **Bits: 0** **BC**
1 = Bus "A" has been jammed by continuous transmission from an RT. This condition is indicated when an RT transmits more extra words then the value set in CONFIGURATION REGISTER 3 (See CONFIG REG 3 for details).

4.2.24 MINOR FRAME_ TIME Address: 20 R/ W BC
MONITOR_ EOF_ OPTIONS **M/T**

BC OPERATION: For synchronous frames, this 16 bit register specifies the absolute time duration of a minor frame. When the frames are asynchronous, this 16 bit register specifies the minor frame END_ OF_ FRAME_ DELAY before starting the next minor frame. The time resolution is 100 us.

MT OPERATION: This register specifies the END- OF- MESSAGE block options.

MONITOR

15	**14**	**13**	**12**	**11**	**10**	**9**	**8**
0	0	0	0	0	0	0	0
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
END OF B INT	RSVD	BLOCK B END OPT1	BLOCK B END OPT0	END OF A INT	RSVD	BLOCK A END OPT1	BLOCK A END OPT0

Note: Bits 15- 8 are reserved in the monitor mode and should be set to "0".

END OF B INT **Bits: 7** **MT**
1 = The Word Monitor will cause an interrupt when End of Block "B" is reached.
0 = End of Block **WILL NOT** cause an interrupt.

BLOCK B END_ OPT **Bits: 5, 4** **MT**
These two bits determine a course of action at the end of BLOCK "B" in the Word Monitor.

BLOCK B END OPTIONS	**5**	**4**
STOP AT END OF BLOCK B	0	0
REPEAT BLOCK B	0	1
GOTO BLOCK A	1	0
STOP AT END OF BLOCK B	1	1

ENDOF A INT **Bits: 3** **MT**
1 = The Word Monitor will cause an interrupt when End of Block "A" is reached.
0 = End of Block **WILL NOT** cause an interrupt.

BLOCK A END_ OPT **Bits: 1, 0** **MT**

These two bits determine a course of action at the end of BLOCK "A" in the Word Monitor.

BLOCK A END OPTIONS	1	0
STOP AT END OF BLOCK A	0	0
REPEAT BLOCK A	0	1
GOTO BLOCK B	1	0
STOP AT END OF BLOCK A	1	1

4.2.25 CONFIGURATION REGISTER 3 Address: 21 R/ W BC/ MT/RT

This register is used to set global parameters for the BC and the MT.

15	14	13	12	11	10	9	8
ASYNC FRAME	WORD MT NTTGDAT	WORD MT NTAG	WORD MT NTTAG	MSG MT NTAG	MSG MT NTTAG	GLOBAL RETRY1	GLOBAL RETRY0
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
STAT SET RETRY	ADR LAT INHIBIT	RSVD	BUSJAM4	BUSJAM 3	BUSJAM 2	BUSJAM 1	BUSJAM 0

BC ASYNCHRONOUS FRAME QUEUE **Bits: 15** **BC**

1 = The BC asynchronous Minor frame, whose address is located in register 14, is queued to run and will execute at the end of the message in the current minor frame.
Bit 15 will be cleared automatically by the protocol chip.

0 = The BC asynchronous frame is NOT queued to run..

WORD MT NTTGDAT **Bits: 14** **MT**

0 = A 32 bit time tag is stored with data words and command/ status words.

1 = No time tag on data words. Only command/Status words are time tagged.

WORD MT NTAG **Bits: 13** **MT**

0 = A Tag word is stored with Data and Command/Status words.

1 = No tag word.

WORD MT NTTAG **Bits: 12** **MT**

0 = Word Monitor time tag is enabled. Bit 14 determines the time tag format.

1 = No time tagging. Word Monitor time tag is disabled.

MSG MT NTAG **Bits: 11** **MT**

0 = Tag word is stored with Command/Status words.

1 = No tag word.

MSG_ MT NTTAG **Bits: 10** **MT**

0 = Message Monitor time tag is enabled. Command/Status words are time tagged.

1 = Message Monitor time tag is disabled.

GLOBAL RETRY **Bits: 9, 8** **BC**

These bits define a global default retry scenario. If the BC control word defines no retry as the option for a message, then the global retry is enabled. If the global retry is defined as no retry, then their will not be a retry for the message.

GLOBAL RETRY OPTIONS	9	8
NO RETRY	0	0
RETRY ACTIVE BUS	0	1
RETRY ALTERNATE BUS	1	0
RETRY ALTERNATE BUS, THEN ACTIVE BUS	1	1

STAT SET RETRY **Bits: 7** **BC**
This bit determines if a retry will be executed when a status word invokes a status set condition.
0 = No retry on status set.
1 = Retry if a status bit is set.

ADR LAT INHIBIT **Bits: 6** **RT**
This bit determines whether or not the CPU address will be automatically latched by the HCS_ L.
0 = CPU address is automatically latched within 200ns after the falling edge of HCS_ L.
1 = CPU address is manually stored in a transparent when ADR_ LAT_ L input signal is a "1".
Note:: This option is not available on all parts.

RESERVED **Bits: 5**

BUS JAM **Bits: 4: 0** **BC**
These bits determine the number of excess words that will be accepted from an RT without declaring that the bus has been jammed by an RT that is transmitting continuously. The range is from 0 to 31 words. The msb is bit 4. All the excess words received are discarded.

If a **BUS_ JAM** is detected, the BC declares an error, aborts the message and moves on to the next message in the minor frame.

If the number of excess words received is insufficient to detect a **BUS_ JAM**, the BC declares an error, aborts the message and moves on to the next message in the minor frame.

4.2.26 MT ADDRESS FILTER (15:0) Address: 22 R/ W MT
This register determines which RT addresses, from 0 to 15 will be monitored in the MESSAGE MONITOR mode.
0 = Accept RT address, store data.
1 = Ignore RT address, **NO** data stored.

15	14	13	12	11	10	9	8
MASK 15	MASK 14	MASK 13	MASK 12	MASK 11	MASK 10	MASK 09	MASK 08
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
MASK 07	MASK 06	MASK 05	MASK 04	MASK 03	MASK 02	MASK 01	MASK 00

NOTE: When the terminal is operating in the concurrent Monitor-Remote Terminal mode, the Remote Terminal address MUST NOT be filtered out in the Monitor.

4.2.27 ENCODER DATA REGISTER Address: 23 R/W RT
This register contains data to be transmitted when performing a loop back test.

4.2.28 ENCODER DATA TRANSMIT RQST Address: 24 W RT
Writing (any value) to this address causes the contents of the ENCODER DATA REGISTER to be sent as a data word. This instruction together with the ENCODER COMMAND TRANSMIT REQUEST can be used to loop- back entire messages for self- test purposes. The received data can be read from the data table associated with the command.

4.2.29 ENCODER COMMAND TRANSMIT REQUEST Address: 25 W RT
Writing (any value) to this address causes the contents of the ENCODER DATA REGISTER to be sent as a command word. This instruction is useful for sending commands to the decoder while in loop- back mode. The command can then be read from the LAST COMMAND register.

4.2.30 MT ADDRESS FILTER (31:16) Address: 26 R/ W MT
This register determines which RT addresses, from 16 to 31 will be monitored in the MESSAGE MONITOR mode.
0 = Accept RT address, store data.
1 = Ignore RT address, **NO** data stored.

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

NOTE: When the terminal is operating in the concurrent Monitor-Remote Terminal mode, the Remote Terminal address MUST NOT be filtered out in the Monitor.

4.2.31 BLOCK "A" LAST ADDRESS Address: 27 R MT
This register contains the 16 bit address of the last word in monitor BLOCK "A". The last address is calculated by the protocol chip. It is not necessarily equal to the BLOCK "A" end address specified in the first word in data block “A”.. In order to keep all the words together, they are stored contiguously and the last ACTUAL address in BLOCK "A" is stored in this register; therefore, addresses must always be reserved after the specified end address to accommodate this situation.

4.2.32 CURRENT MINOR FRAME ADDRESS Address: 27 R BC
This register contains the address of the current MINOR frame.

4.2.33 REGISTER 27 CLEAR Address: 27 W BC/MT
Writing any value to this address clears register 27.

4.2.34 BLOCK "B" LAST ADDRESS Address: 28 R MT
This register contains the 16 bit address of the last word in monitor BLOCK "B". The last address is calculated by the protocol chip. It is not necessarily equal to the BLOCK "B" end address specified in the first word in data block “B”.. In order to keep all the words together, they are stored contiguously and the last ACTUAL address in BLOCK "B" is stored in this register; therefore, addresses must always be reserved after the specified end address to accommodate this situation.

4.2.35 CURRENT MESSAGE ADDRESS Address: 28 R BC
This register contains the address of the current BC message.

4.2.36 REGISTER 28 CLEAR Address: 28 W BC/MT
Writing any value to this address clears register 27.

4.2.37 LOG POINTER TABLE ADDRESS Address: 29 R/W RT
This register contains the 16 bit address RT Log Pointer Table. If bit 2 in register 0 is a ‘1’, the RT will log all messages received or a subset of the received messages..

4.2.38 EXTERNAL TERMINAL ADDRESS REGISTER Address: 30 R BC/MT/RT
This register contains information about the hardwire terminal address.

7	6	5	4	3	2	1	0
INVALP	DISCON	TADRP	TADR4	TADR3	TADR2	TADR1	TADR0
15	14	13	12	11	10	9	8
RSVD	RSVD	RSVD	INTPND	RSVD	RSVD	RSVD	RSVD

The terminal address may be hardwired using RT address and parity pins. External pull- down resistors of 4.7K are used to set a low, 64K internal pull- ups set a high. Address parity is wired for odd parity in the address. The hardwire terminal address and its parity can be obtained by reading I/ O address 30.

This address is unique since a read operation activates the CMDS_H strobe As a result, a buffer containing the terminal address can be selected without decoding address lines.
If an external buffer is not desired, pull- up/ down resistors on the I/ O data bus can be used instead (see BASIC STATUS register for details). The protocol chip also calculates the terminal address's parity and compares it to the value obtained from the I/ O bus.

INTPND…….Bits: 12
1 = The FIFO contains one or more interrupts.

INVALP Bits: 7
1= Specifies that the terminal address which was read automatically by the protocol chip following reset (from I/ O address 30) had invalid parity.

DISCON Bits: 6
0= Specifies that the store is disconnected because a terminal address of 31 was detected on the I/ O bus for at least 800 nanoseconds.
1= Specifies that the store is connected.

This bit indicates the "disconnected store" condition defined by MIL- STD- 1760A, provided that the store contains the pull- down resistors used for defining the terminal address (see BASIC STATUS register for details). After the store is disconnected, the standby state of all I/ O lines will be high and will therefore define an illegal terminal address of 31.

TADRP Bits: 5
TADRP equals the value of the terminal address parity read from I/ O address 30.

TADR Bits: (4:0)
TADR equals the value of the terminal address read from I/ O address 30.

4.2.39 BC/MT INTERRUPT VECTOR Address: 31 R/ W BC/MT
The IVR is read only in the upper byte at address 3 and is read/ write in the lower byte at address 4. It contains interrupt header information which is popped off the FIFO.

BIT	**15**	**14**	**13**	**12**	**11**	**9**	**10**	**8**
MT	D4	D3	D2	D1	D0	L2	L1	L0

BIT	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
BC	D4	D3	D2	D1	D0	L2	L1	L0

The Interrupt Priority bits are loaded from the FIFO when it is popped. The FIFO is popped by a hardware interrupt acknowledge or a read to address 8. This register in undefined at POR.

L(2: 0)
This is the interrupt priority determined by the message processor which is defined in the Interrupt Definition Table.

D(4: 0)
The DDDDD field is inputted by the CPU. This is used as an offset for the interrupt vector. During a hardware interrupt acknowledge, this register is outputted on the upper and lower bytes of the CPU data bus.

4.2.40 READ- MODIFY- WRITE LOCAL BUS TERMINALS ONLY

The host Read- Modify- Write cycle is used to support CPUs similar to the Motorola 680X0 where certain instructions (eg:, test and set) require two contiguous accesses to memory. Such accesses are unique in that the address remains active for both cycles.

4.2.41 BUS CONTROLLER FIFO DATA

Interrupt	Description	A15 - A8	A7 - A0
0	End-of-Message	Message Addr UB	Message Addr LB
1	End-of-Frame	Frame Addr UB	Frame Addr LB
2	Error	Message Addr UB	Message Addr LB
3	Retry	Message Addr UB	Message Addr LB
4	Fifo verflow	0	4
5	Status Set	Message Addr UB	Message Addr LB
6	No Response	Message Addr UB	Message Addr LB
7	Failsafe Time out	0	7
	Fifo Empty	0	0

When the Fifo is popped, the Auxillary vector register is loaded with A15 - A8, while the Interrupt Vector register is loaded with A7 - A0.

4.2.42 BUS MONITOR FIFO DATA

Interrupt	Description	A15 - A8	A7 - A0
0	Not Used		
1	Not Used		
2	Not Used		
3	Not Used		
4	Fifo verflow	0	4
5	End of Data Block	Block Addr UB	Block Addr LB
6	Not Used		
7	Not Used	0	7
	Fifo Empty	0	0

When the Fifo is popped, the Auxillary vector register is loaded with A15 - A8, while the Interrupt Vector register is loaded with A7 - A0.

5.0 PCI CONFIGURATION SPACE REGISTERS PCI BUS TERMINALS ONLY

5.1.0 PCI CONFIGURATION SPACE REGISTER MAP

ADDRESS(hex)	DATA(hex)	REGISTER
00000000	1758	Vendor Id
00000002	5625	Device Id
00000004	0002	Command
00000006	0400	Status
00000008	00	Revision Id
000000009	00	Program Id
0000000A	80	Sub Class
0000000B	07	Base Class
0000000C	00	Cache Line Size
0000000D	00	Latency Timer
0000000E	00	Header Type
00000010	FFC00000	Base Address
00000014	000000000	Base Address
00000018	00000000	Base Address
0000001C	00000000	Base Address
00000020	00000000	Base Address
00000024	00000000	Base Address
00000028	00000000	Card Bus CIS Pointer
0000002C	1758	Subsystem Vendor Id
0000002E	5625	Subsystem Id
00000030	00000000	Expansion Rom
00000034	0000	Capabilities Pointer
0000036	0000	Reserved
00000038	00000000	Reserved
000003C	00	Interrupt Line
0000003D	01	Interrupt Pin
000003E	00	Min_Gnt
000003F	00	Max_Lat

5.1.1 PCI BASE ADDRESS

Base address register 0x10 is used to store the PCI memory base address. If 0xFFFFFFFF Is written to this base address register, 0xFFC00000 will be read back. This reserves 4 Mb of PCI memory space for the terminal.

The PCI controller will assign a base address to the NHi-156XX terminal. This base address will be in the range 0x00400000 to 0xFFC00000.

5.1.2 PCI ADDRESSING AND DATA

The NHi-156XX memory is organized on 16 bit word boundaries. Register are 16 bits wide and memory is stored as 16 bit words, therefore each address increment is one 16 bit word or two bytes..

When addressing the terminal via the PCI bus, double word addressing is used, therefore each address increment on the PCI bus is four bytes. PCI data is 32 bits wide, however only the lower 16 bits are used to transfer data to the terminal, the upper 16 bits should be set to '1'.

The memory mapped pointer to the PCI terminal should be defined as PULONG.
The PCI memory offset is four times the desired internal memory address of the NHi-156XX.

The following table gives examples which illustrate the relationship between the PCI memory offset and an internal address in the NHi-156XX terminal.

Only type 0 addressing is recognized by the NHi-156XX PCI terminals. Address bits 0 and 1 of the PCI address/data bus must be set to "0" during the addressing phase of a command.

5.1.3 PCI MEMORY ADDRESSING TABLE FOR NHi-156XX TERMINALS

PCI MEMORY OFFSET(Hex)	TERMINAL INTERNAL MEMORY ADDRESS(Hex)	FUNCTION
00000000	0000	Control Reg
00000004	0001	Pointer Table Addr Reg
0000008	0002	Basic Status Reg
0000002C	000B	Last Command Reg
00000074	001D	Log Pointer Table Addr Reg
00000400	100	Terminal Ram
000048D0	1234	Terminal Ram
0002EB44	BAD1	Terminal Ram
00035FA4	D7E9	Terminal Ram
0003FFFC	FFFF	Terminal Ram MSW

The PCI address is given by:

(PCI Base Address) + (PCI Memory Offset).

5.2.0 PCI COMMANDS

NHi-156XX terminals use a subset of the available PCI commands, all other PCI commands are not implemented. If the NHi-156XX receives a PCI command that is not implemented, it ignores the command and takes no action

5.2.1 PCI COMMAND TABLE

CBE_3-0	COMMAND TYPE
0110	MEMORY READ
0111	MEMORY WRITE
1010	CONFIGURATION READ
1011	CONFIGURATION WRITE

The four PCI commands shown in this PCI Command Table are the only PCI commands implemented in the NHI-156XX PCI terminals.

6.0.0 MEMORY MANAGEMENT ARCHITECTURE

The memory management operation of the Remote Terminal, Bus Controller and Monitor is summarized in this section.

6.1.0 REMOTE TERMINAL MEMORY MANAGEMENT

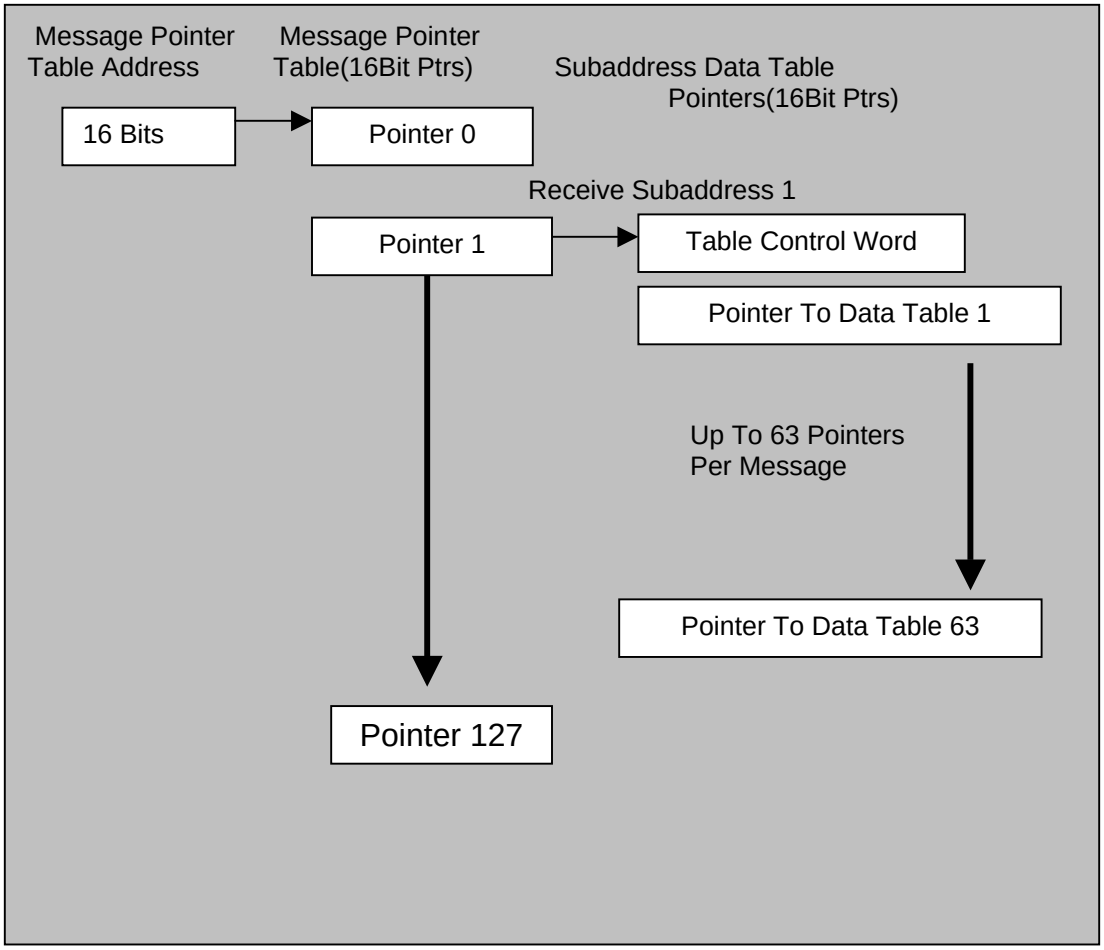
The RTU memory manager used in the NHi-156XX terminals is very flexible and has the following features:

- **Double buffering of all messages.**
- **Up to 63 data tables per message.**
- **True asynchronous message handling and support.**
- **Autonomous message data table swap.**
- **Smart message data table swap**
- **Coherent non-fragmented message data tables.**
- **32 bit time tag.**
- **Message illegality.**

The mapping scheme is illustrated in the following diagram:

6.1.1 REMOTE TERMINAL MEMORY ORGANIZATION

The T/R bit subaddress and word count fields in the Command word are used to index into a message Pointer table as defined below:



6.1.2 MESSAGE POINTER TABLE INDEX

Index	T/R	Subaddress	Mode Code	Command
0		**Not Used**		
1 - 30	**0**	**1 - 30**		**Receive/Bcst**
31	**0**	**31 (Note 2)**		**Receive/Bcst**
32		**Not Used**		
33 - 62	**1**	**1 - 30**		**Transmit**
63	**1**	**31 (Note 2)**		**Transmit**
64 - 95	**X**	**0,31 (Note 2)**	**0 - 31**	**Mode Code**
96		**Not Used**		
97 - 126	**0**	**1 - 30**		**Broadcast**
127	**0**	**31 (Note 2)**		**Broadcast**

Note 1: Broadcast messages may be separate or combined with Receive.

Note 2: Subaddress 31 is an extended subaddress for 3818A/1553A, **Not a Mode Code Flag**

6.1.3 MESSAGE POINTER WORD

The message Pointer Word provides the 16 bit word address of the Subaddress Pointer Table for the message:

15	**14**	**13**	**12**	**11**	**10**	**9**	**8**
ADDR16	ADDR15	ADDR14	ADDR13	ADDR12	ADDR11	ADDR10	ADDR09
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
ADDR08	ADDR07	ADDR06	ADDR05	ADDR04	ADDR03	ADDR02	ADDR01

ADDR(16: 1) **Bits: 16:1** **Set by CPU**

Defines the location of the Subaddress Pointer table for the message.. These tables always begin on word boundaries.

MESSAGE ILLEGALITY

Commands are illegalzed by setting the corresponding Message Pointer word in the Message Pointer Table to 0. When the protocol chip receives an illegal command, it responds with ME= 1 in the status; in addition, data transmission and storage are suppressed. All undefined mode commands are ignored.

6.1.4 SUBADDRESS POINTER TABLE CONTROL WORD

Bits:(5-0) Set by CPU

Table Size: Defines number of pointers to data tables in Subaddress Table.
Maximum number of pointers is 63

Bit(6) Not Used.

Bit(7) Message-Lock Set by Terminal

1 = Terminal is accessing currently indexed data table.

0 = No data table in this message is being accessed by the terminal.

Bits(13-8) Set by Terminal

Pointer INDEX: INDEX(1-63) is offset to Pointer To last data table used
By this message.

This field identifies the Subaddress pointer used for the most recent message processed or currently being processed.

An index of 0 indicates a virgin set of data tables.

Time Tag Options All Messages Are Time Tagged(i.e. receive, transmit, mode code).

Bits(14) Applies to transmit messages only. Set by CPU

1 Transmit Time Tag in Data Words 1 & 2.
0 Time Tag not transmitted with data.

Bit(15) Set by CPU
Index Update Options
0 Only update index if message had no errors. Error data will not be saved.
1 Always update index; even if message had errors. Error data will be saved.

6.1.5 SUBADDRESS POINTER TABLE POINTERS

Each pointer is the address of a data table for that message. There can be up to 63 pointers per message type; therefore each message type(receive subaddress 1 for example) can have up to 63 messages stored in different data tables without having any data overwritten. The data tables are autonomously selected by the terminal when the same message is received multiple times. No CPU intervention is required.

6.1.6 DATA TABLE POINTER WORD

The Data Table Pointer Word has the following format:

15	**14**	**13**	**12**	**11**	**10**	**9**	**8**
ADDR16	ADDR15	ADDR14	ADDR13	ADDR12	ADDR11	ADDR10	ADDR09
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
ADDR08	ADDR07	ADDR06	ADDR05	ADDR04	ADDR03	ADDR02	ADDR01

ADDR(16: 1) Bits: 16:1 Set by CPU

Defines the location of a data table associated with the message. Message data tables always begin on word boundaries.

6.1.7.0 REMOTE TERMINAL DATA BUFFERING SCHEME

Since the host and the NHi-156XX can access data tables asynchronously, data integrity must be ensured by a suitable buffering scheme. A brief description of data buffering is given below.

6.1.7.1 REMOTE TERMINAL DATA BUFFERING OPERATION

This technique uses a Message pointer index table which contains 128 pointers; one for each receive subaddress, one for each transmit subaddress, one for each mode code and one for each broadcast subaddress. Each pointer in this table is the address of a Subaddress pointer table; therefore, each subaddress and mode code has its own Subaddress pointer table.

The subaddress pointer table contains a Table Control Word, which defines the maximum number of data table pointers(up to 63) , each of which is the address of a data table. The Table Control Word also contains an index indicating the offset to the most recent pointer used by the Protocol chip. . A time tag option bit enables transmission of the 32 bit time tag in the first two data words of a transmit message. All messages are time tagged. The first pointer is located at offset 1 into the table. An Update Option bit permits the index to be updated only on error free messages or regardless of message errors. The Message Lock bit indicates that the protocol chip is accessing the (index) data table.

Before selecting the next pointer in the Subaddress Pointer table, the protocol chip reads the Table control word and if the pointer Index number is less than the Message Max, it selects the next pointer, accesses the data, then updates the pointer Index number based on the setting of the Update Option bit.. If the Index is at Message Max, the first pointer is selected, its data table is reused and the pointer Index set to 1. The overwrite bit is also set in the tag word of that data table.

There are two methods the CPU can use to retrieve data. The first is the pointer swap technique, the second is the direct access approach.

POINTER SWAP --- RECEIVE MESSAGES
The CPU exchanges the pointer of the selected subaddress or mode code in the Message Pointer Table with that in a subordinate table. It now has buffered access to all the pointers in that subaddress pointer table and their associated data tables, and the protocol chip has access to a new set of pointers and data tables for message processing.

The CPU then reads a pointer in the table, reads the tag word, checks the Lock bit, if set waits till cleared or comes back later, gets the data, then proceeds to the next pointer etc., until all the pointers up to the value in the Index field have been serviced. Lastly, the CPU sets the value in the index field of the table control word to 0, which will re-initialize the index counter for that message and indicate that the CPU has retrieved data from all the .data tables for that message.

POINTER SWAP --- TRANSMIT MESSAGES
The CPU reads a pointer in the subordinate table, reads the tag word, checks the Lock bit, if set waits till cleared or comes back later, fills the table with fresh data, then proceeds to the next pointer etc., until all the pointers up to the value in the Index field have been serviced. Lastly, the CPU sets the value in the index field of the table control word to 0, which will re-initialize the index counter for that message and indicate that the CPU has reloaded all the .data tables for that message.

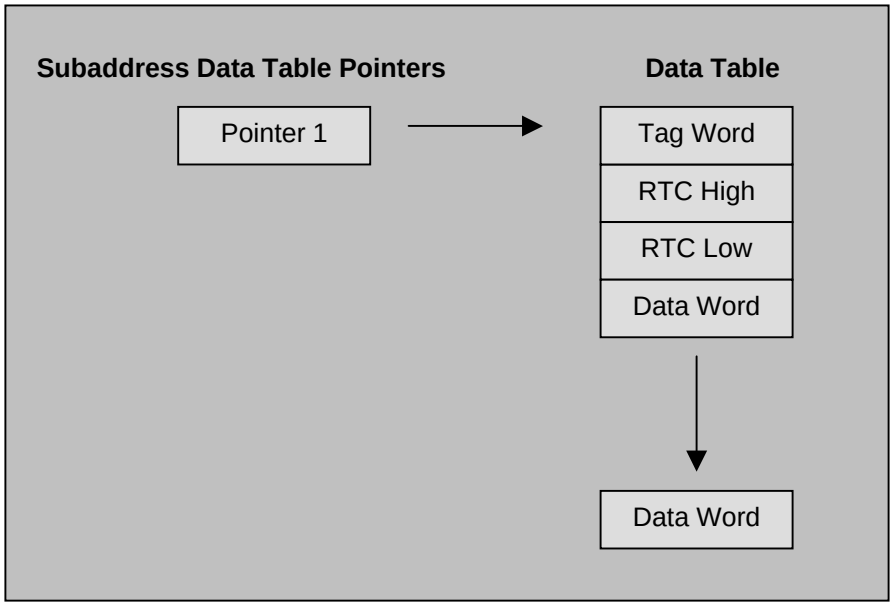
The CPU then exchanges the pointer of the selected subaddress or mode code in the Message Pointer Table with that in a subordinate table. The protocol chip now has access to a new set of pointers and data tables for message processing.

DIRECT ACCESS
This method is used if the CPU only wants to retrieve the data from the most current message in that particular subaddress. Typically the CPU will define at least three pointers in the subaddress pointer table.

When the CPU wants to read or load data, it reads the index field in the table control word. This provides the offset to the most recent pointer, which in turn is the address of the data table. It then accesses the data table and checks the Lock bit for that data table in the Data Table Tag word. If the Lock bit is set to “1”, the protocol chip is currently accessing that table. The CPU should then wait until the Lock bit is set to “0” by the protocol chip, then proceed with its task.

If the protocol chip wants to store another message to that subaddress, it will use the next pointer in the subaddress table. Since there should always be at least three pointers in the subaddress table, there will always be a buffer of at least one pointer between the data being used by the CPU and that being used by the
protocol chip.

6.1.8 REMOTE TERMINAL DATA TABLE ORGANIZATION



6.1.9 REMOTE TERMINAL DATA TABLE TAG WORD

15	14	13	12	11	10	9	8
UPDATE	SSFENA	BCST	INTREQ	LOCATION	PULSE2	PULSE1	PULSE0
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
LOCK	INVALID	OVRWRT	WCNT4	WCNT3	WCNT2	WCNT1	WCNT0

UPDATE **Bits: 15** Set by Terminal
1= Indicates that the table was updated with data by the CPU or a bus message. The CPU should set this bit after writing to the table and reset the bit after reading the table.

SSFENA **Bits: 14** Set by CPU
1= Enables setting the subsystem flag in the status word whenever the RT transmits stale data or overwrites received data (i. e., whenever data is transmitted from a table with UPD= 0, or is stored into a table with UPD= 1).

BCST **Bits: 13** Set by Terminal
1= Indicates that the table contains data from a valid broadcast message.
0= Indicates that the table contains data from a non- broadcast message.

INTREQ **Bits: 12** Set by CPU
1= message will generate an interrupt.
0 = message will NOTgenerate an interrupt.

LOCATION **Bits: 11** Set by CPU
1= Plscmd pulse will occur after receipt of the command word..
0= Plscmd pulse will occur at the end of the valid message..

PULSE(2:0) **Bits: 10:8** Set by CPU
This field enables an output pulse on the Plscmd pin :

PULSE FIELD VALUE	PLSCMD PIN
0 – 6	NO PULSE
7	PULSE OUTPUT

LOCK **Bits: 7** Set by Terminal
1= Indicates that the protocol chip is currently using the table for a message, either writing receive data or reading transmit data.

INVALID **Bits: 6** Set by Terminal
1= Indicates that the table contains invalid data.

OVW **Bits: 5** Set by Terminal
1= Indicates that data received from the Mil Bus caused the data to be overwritten before its previous contents were read by the host or that the host did not update the data since the last transmission (i. e., whenever data is transmitted from a table with UPD= 0, or is stored into a table with UPD= 1). This bit is similar to the subsystem flag returned to the Bus Controller when SSFENA= 1.

WCNT(4: 0) **Bits: 4-0** Set by Terminal
This field contains the word count/ mode code in the command which referenced the data table.

6.1.10 SAMPLE REMOTE TERMINAL MEMORY MAP

RT REGISTERS

ADDRESS(hex)	REGISTERS	DATA(hex)
9	**CONFIGURATION 1**	0000
3	INTERRUPT MASK	0000
2	BASIC STATUS	0800
1	RT MESSAGE POINTER TABLE ADDRESS	0100
0	CONTROL	0084

RT MESSAGE POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
100	**NOT USED**	XXXX
101	RCV SUBADDR 1 POINTER	0500
102	RCV SUBADDR 2 **ILLEGAL**	0000
103	RCV SUBADDR 3 POINTER	0540
104	RCV SUBADDR 4 **ILLEGAL**	0000
↓	↓	↓
11E	RCV SUBADDR 30 **ILLEGAL**	0000
11F	NOT USED	XXXX
120	NOT USED	XXXX
121	XMT SUBADDR 1 **ILLEGAL**	0000
122	XMT SUBADDR 2 POINTER	0800
123	XMT SUBADDR 3 **ILLEGAL**	0000
↓	↓	↓
13E	XMT SUBADDR 30 **ILLEGAL**	0000
13F	NOT USED	XXXX
140	MODE CODE 0 **ILLEGAL**	0000
141	MODE CODE 1 **ILLEGAL**	0000
142	MODE CODE 2 POINTER	1000
143	MODE CODE 3 **ILLEGAL**	0000
↓	↓	↓
147	MODE CODE 7 **ILLEGAL**	0000
148	MODE CODE 8 POINTER	1040
149	MODE CODE 9 **ILLEGAL**	0000
↓	↓	↓
15F	MODE CODE 31 **ILLEGAL**	0000
160	NOT USED	XXXX
161	BCST SUBADDR 1 **ILLEGAL**	0000
↓	↓	↓
17E	BCST SUBADDR 1 **ILLEGAL**	0000
17F	NOT USED	XXXX

RECEIVE SUBADDRESS 1 POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
500	TABLE CONTROL WORD 3 DATA TABLES	0003
501	RCV DATA TABLE 1 ADDRESS	2000
502	RCV DATA TABLE 2 ADDRESS	2028
503	RCV DATA TABLE 3 ADDRESS	2050

RECEIVE SUBADDRESS 3 POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
540	TABLE CONTROL WORD 2 DATA TABLES	0002
541	RCV DATA TABLE 1 ADDRESS	2078
542	RCV DATA TABLE 2 ADDRESS	20A0

TRANSMIT SUBADDRESS 2 POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
800	TABLE CONTROL WORD 1 DATA TABLE	0001
801	XMT DATA TABLE 1 ADDRESS	3000

MODE CODE 2 POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
1000	TABLE CONTROL WORD 1 DATA TABLE	0001
1001	MDCD DATA TABLE 1 ADDRESS	4000

MODE CODE 8 POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
1040	TABLE CONTROL WORD 1 DATA TABLE	0001
1041	MDCD DATA TABLE 1 ADDRESS	4005

RECEIVE SUBADDRESS 1 DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
2000	TABLE TAG WORD	0000
2001	TIME TAG(HIGH WORD)	XXXX
2002	TIME TAG(LOW WORD)	XXXX
2003	DATA WORD 1	XXXX
↓	↓	↓
2023	DATA WORD 32	XXXX

RECEIVE SUBADDRESS 1 DATA TABLE 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
2028	TABLE TAG WORD	0000
2029	TIME TAG(HIGH WORD)	XXXX
202A	TIME TAG(LOW WORD)	XXXX
202B	DATA WORD 1	XXXX
↓	↓	↓
204B	DATA WORD 32	XXXX

RECEIVE SUBADDRESS 1 DATA TABLE 3

ADDRESS(hex)	DESCRIPTION	DATA(hex)
2050	TABLE TAG WORD	0000
2051	TIME TAG(HIGH WORD)	XXXX
2052	TIME TAG(LOW WORD)	XXXX
2053	DATA WORD 1	XXXX
↓	↓	↓
2073	DATA WORD 32	XXXX

RECEIVE SUBADDRESS 3 DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
2078	TABLE TAG WORD EOM INT	1000
2079	TIME TAG(HIGH WORD)	XXXX
207A	TIME TAG(LOW WORD)	XXXX
207B	DATA WORD 1	XXXX
↓	↓	↓
209B	DATA WORD 32	XXXX

RECEIVE SUBADDRESS 3 DATA TABLE 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
20A0	TABLE TAG WORD EOM INT	1000
20A1	TIME TAG(HIGH WORD)	XXXX
20A2	TIME TAG(LOW WORD)	XXXX
20A3	DATA WORD 1	XXXX
↓	↓	↓
20C3	DATA WORD 32	XXXX

TRANSMIT SUBADDRESS 2 DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
3000	TABLE TAG WORD EOM INT	1000
3001	TIME TAG(HIGH WORD)	XXXX
3002	TIME TAG(LOW WORD)	XXXX
3003	DATA WORD 1	XXXX
3023	DATA WORD 32	XXXX

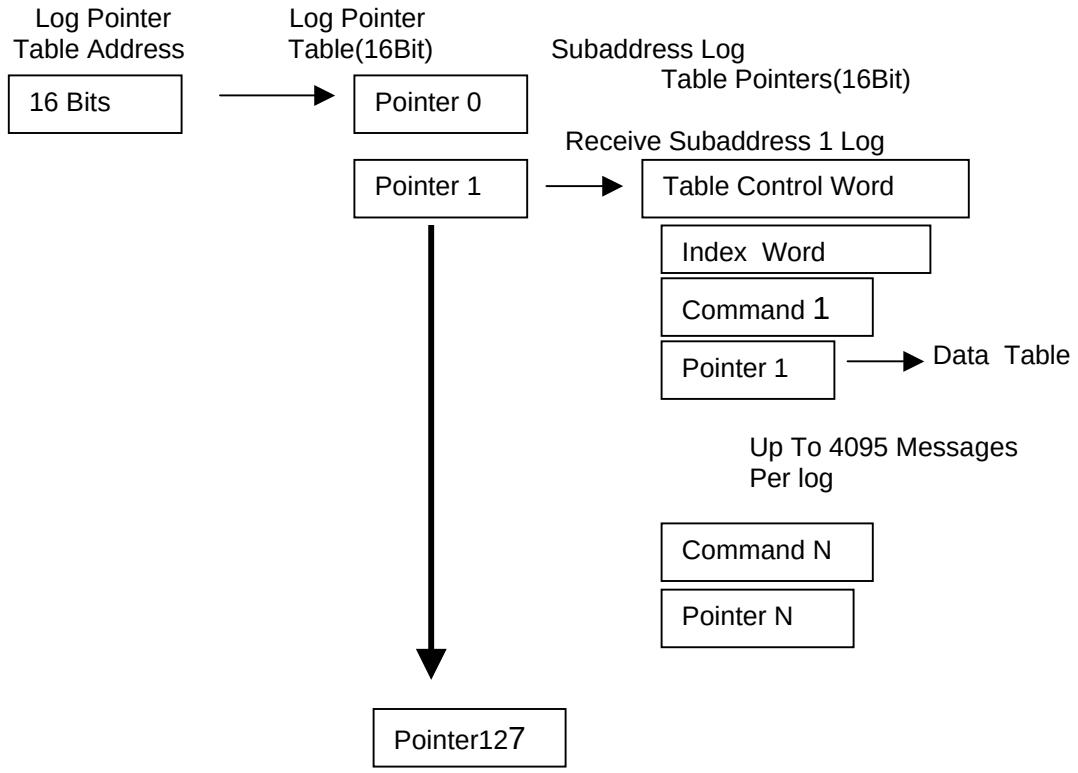
MODE CODE 2 DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
4000	TABLE TAG WORD EOM INT, PULSE OUTPUT	1700
4001	TIME TAG(HIGH WORD)	XXXX
4002	TIME TAG(LOW WORD)	XXXX

MODE CODE 8 DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
4005	TABLE TAG WORD EOM INT	1000
4006	TIME TAG(HIGH WORD)	XXXX
4007	TIME TAG(LOW WORD)	XXXX

6.2.0 REMOTE TERMINAL MESSAGE LOG FORMAT



6.2.1 LOG POINTER TABLE INDEX

Index	T/R	Subaddress	Mode Code	Command Type
0		**Not Used**		
1 - 30	**0**	**1 - 30**		**Receive/Bcst**
31	**0**	**31 (Note 2**		**Receive/Bcst**
32		**Not Used**		
33 - 62	**1**	**1 - 30**		**Transmit**
63	**1**	**31 (Note 2)**		**Transmit**
64 - 95	**X**	**0,31 (Note 2)**	**0 - 31**	**Mode Code**
96		**Not Used**		
97 - 126	**0**	**1 - 30**		**Broadcast**
127	**0**	**31 (Note 2)**		**Broadcasr**

Note 1: Broadcast messages may be separate or combined with Receive.

Note 2: Subaddress 31 is an extended subaddress for 3818A/1553A, **Not a Mode Code Flag**

6.2.2 SUBADDRESS LOG TABLE CONTROL WORD

Bits:(11-0) Set by CPU

Table Size: Defines Maximum number of Messages in the Subaddress Log Table

Bit(14 - 12) Not Used

Bits(15) Log Update Option 0 = No update if errors Set by CPU
1 = Always update

6.2.3 SUBADDRESS LOG TABLE INDEX WORD

INDEX : Index(1-4095) Index Into Table To Last Message Processed. Set by Terminal

This field identifies the number of messages in the log. Since there are two words for each message logged(Command Word and Data Table Address), a value of 20 indicates 20 messages have been logged and there are 40 words in the log..

6.2.4 COMMAND WORD

Bits 10 to 0 contain the same information as in the command word.

BIT	FUNCTION	DESCRIPTION
11	Bus	0=Bus A; 1=Bus B.
12	Error	1=Error in message.
13	Rt-Rt Flag	1=Rt-Rt message.
14	Broadcast	1=Broadcast message.
15	Data Table Index Update On Error	0=No update on error. 1=Update on error.

NOTE: Bit_15 is a copy of bit_15 in the Pointer Table Control Word for that command.

6.2.5 REMOTE TERMINAL LOG TABLE OPERATION

The Log Pointer Index Table contains 128 pointers; one for each receive subaddress, one for each transmit subaddress, one for each mode code and one for each broadcast subaddress. Each pointer is the address of a Subaddress log table which provides every subaddress and mode code a separate Log table, or several subaddresses can be mapped to the same Log table via its
pointer. If the log pointer for a subaddress or mode code is 0, that message will not generate any log data.

Before logging the next message into the table, the protocol chip reads the Index Word. If the Index number is less than the Message Max, it stores the data, then updates the Index number. If the Index is at Message Max, logging is terminated and the table is not updated. . Ideally, the Subaddress Log Table should be made sufficently large such that it is NOT filled between CPU accesses. By combining some subaddresses in a single table and separating others into individual tables, this goal can be easily achieved.

CPU ACCESS TO LOG TABLES

The CPU can access the subaddress logs in two ways:

1) It exchanges the pointer of the selected subaddress in the Log Pointer Index with that in a subordinate table, retrieves the Table Control Word and the Index Word in the Subaddress Log Table, then proceeds to read the entries.

2) It changes the address in the Log Pointer Index Address register, then uses the pointers in
this index to access the Subaddress Log Tables. It does not perform the pointer exchange in the Log Pointer Index.

The first command word is located at offset 2 into the table because the positions 0 and 1 contain the Table Control Word and the Index Words respectively. The total number of messages in a log table is given by:

Total Messages Logged = Index

Command Word Location = 2*N; Where N = number of message

Example: Index = 129

Total Messages Logged = 129

Message number 1 is located at:
Table Address + (2*1) Command Word
Table Address + (2*1) + 1 Data Table Address

Message number 10 is located at:
Table Address + (2*10) Command Word
Table Address + (2*10) + 1 Data Table Address

The last message is located at:
Table Address + (2*129) Command Word
Table Address + (2*129) + 1 Data Table Address

6.2.6 SAMPLE REMOTE TERMINAL MESSAGE LOG

RT REGISTERS

ADDRESS(hex)	REGISTERS	DATA(hex)
1D	**RT LOG POINTER TABLE ADDRESS**	6000
9	**CONFIGURATION 1**	0000
3	INTERRUPT MASK	0000
2	BASIC STATUS	0800
0	CONTROL	0084

RT LOG POINTER TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
6000	**NOT USED**	XXXX
6001	RCV SUBADDR 1 LOG	8000
6002	RCV SUBADDR 2 **NO LOG**	0000
6003	RCV SUBADDR 3 POINTER	8000
6004	RCV SUBADDR 4 **NO LOG**	0000
↓	↓	↓
601E	RCV SUBADDR 30 **NO LOG**	0000
601F	NOT USED	XXXX
6020	NOT USED	XXXX
6021	XMT SUBADDR 1 **NO LOG**	0000
6022	XMT SUBADDR 2 POINTER	9000
6023	XMT SUBADDR 3 **NO LOG**	0000
↓	↓	↓
603E	XMT SUBADDR 3 **NO LOG**	0000
603F	NOT USED	XXXX
6040	MODE CODE 0 **NO LOG**	0000
6041	MODE CODE 1 **NO LOG**	0000
6042	MODE CODE 2 **NO LOG**	0000
6043	MODE CODE 3 **NO LOG**	0000
↓	↓	↓
6047	MODE CODE 7 **NO LOG**	0000
6048	MODE CODE 8 **NO LOG**	0000
6049	MODE CODE 9 **NO LOG**	0000
↓	↓	↓
605F	MODE CODE 31 **NO LOG**	0000
6060	NOT USED	XXXX
6061	BCST SUBADDR 1 **NO LOG**	0000
↓	↓	↓
617E	BCST SUBADDR 1 **NO LOG**	0000
617F	NOT USED	XXXX

RECEIVE LOG FOR SUBADDRESS 1 AND 3

ADDRESS(hex)	DESCRIPTION	DATA(hex)
8000	LOG TABLE CONTROL WORD 0X100 MSGS	0100
8001	LOG TABLE INDEX WORD	0000
8002	RCV COMMAND 1	XXXX
8003	RCV COMMAND 1 DATA TABLE ADDR	XXXX
↓	↓	↓
8102	RCV COMMAND 100	XXXX
8103	RCV COMMAND 100 DATA TABLE ADDR	XXXX

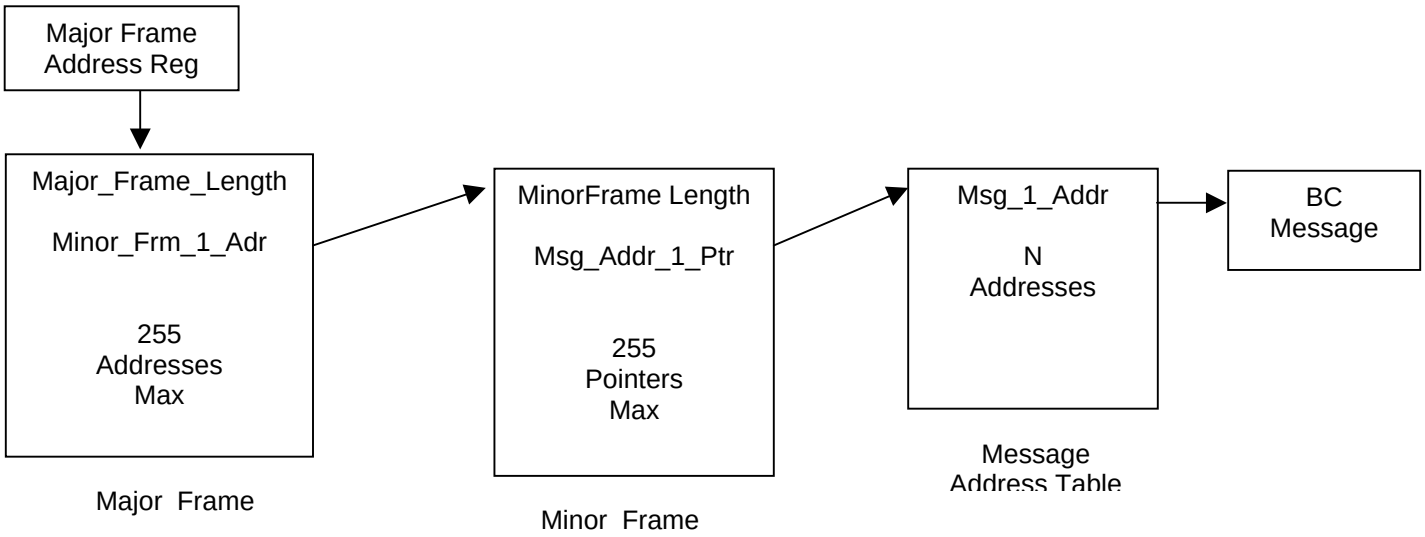
TRANSMIT LOG FOR SUBADDRESS 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
9000	LOG TABLE CONTROL WORD 0X50 MSGS	0050
9001	LOG TABLE INDEX WORD	0000
9002	XMT COMMAND 1	XXXX
9003	XMT COMMAND 1 DATA TABLE ADDR	XXXX
↓	↓	↓
9052	XMT COMMAND 50	XXXX
9053	XMT COMMAND 50 DATA TABLE ADDR	XXXX

6.3.0 BUS CONTROLLER MEMORY ORGANIZATION

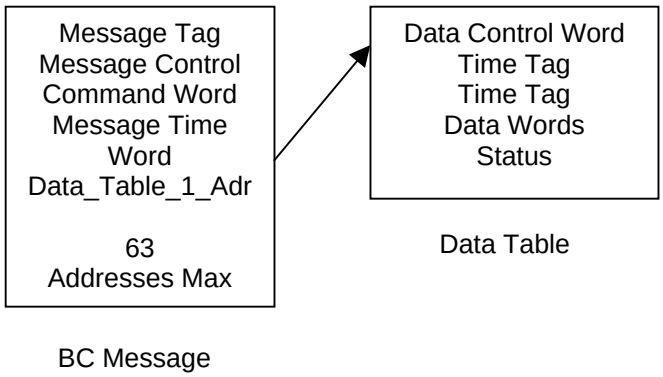
The message concept employs major and minor frames, message address tables, BC messages and data tables. This approach provides the BC with flexibility, autonomy and data buffering.

BCU FRAME STRUCTURE

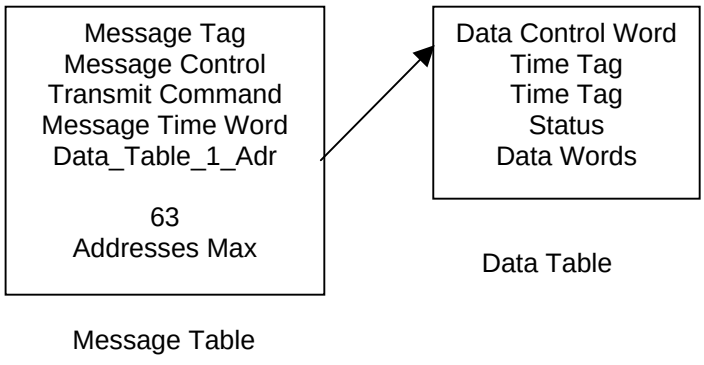


Message Structures

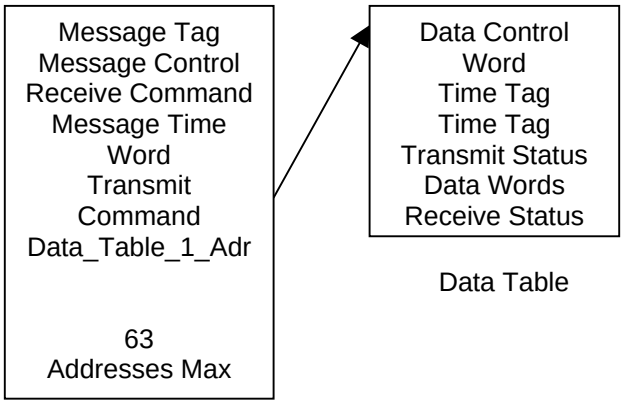
Receive Command



Transmit Command



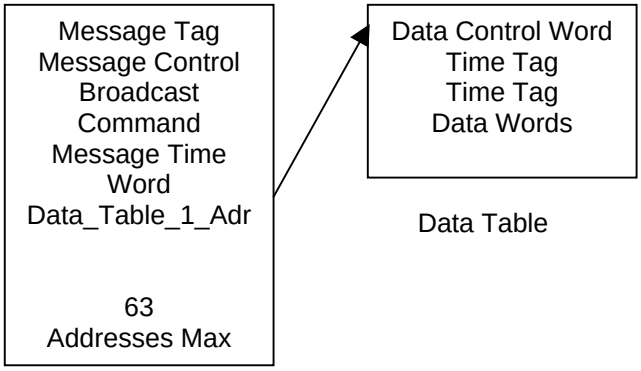
RT-RT Command



BC Message

Data Table

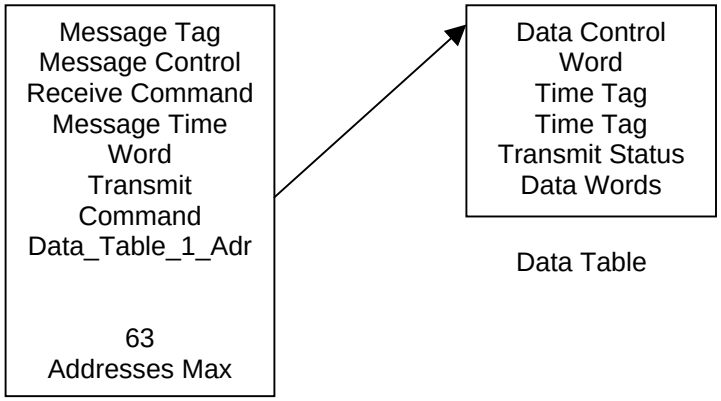
Broadcast Receive command



BC Message

Data Table

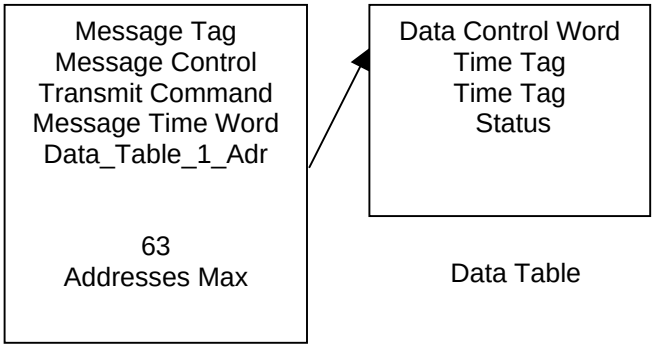
Broadcast RT-RT Command



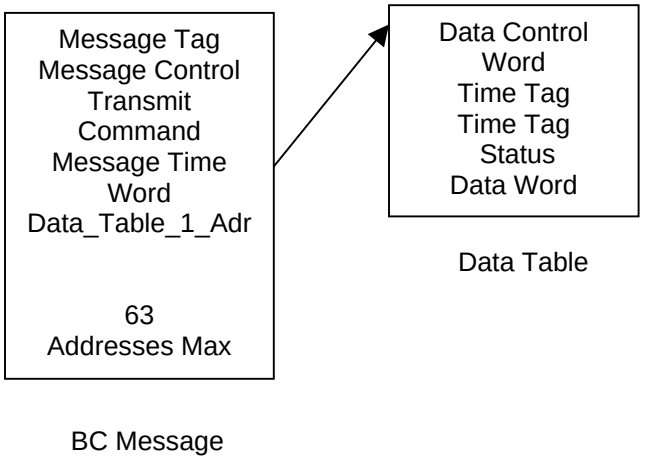
BC Message

Data Table

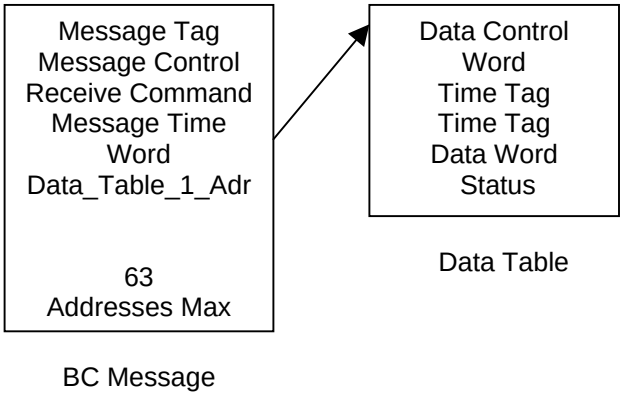
Transmit Mode Code - No Data



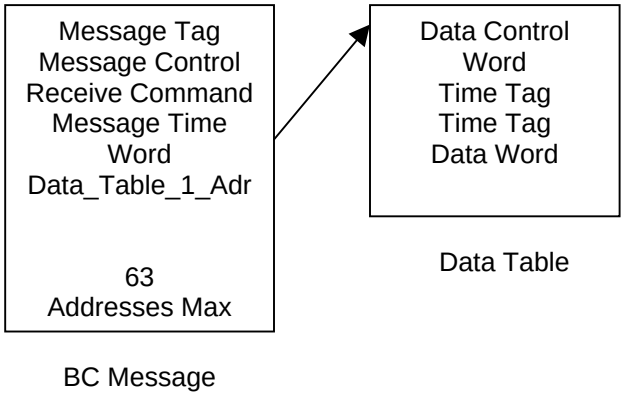
Transmit Mode Code + Data



Receive Mode Code



Broadcast Mode Code



6.3.1 MAJOR FRAME

The location of a major frame is stored in the Major Frame Address Register. Register 13 contains the address of major frame “A”, while register 16 contains the address of major frame “B”.

The first word of in a “Major Frame” contains the number of Minor Frame Addresses, up to a max of 255, in the major frame. The remainder of the frame is filled with minor frame addresses, up to a maximum of 255.

MAJOR FRAME LENGTH WORD

Bits:(7-0) Table Size (Set by CPU).
Defines number of Minor Frame Addresses in Major Frame..
Maximum number of pointers is 255.

Bits(9,8) Reserved.

Bits(11,10) End-Of-Major Frame Options (Set by CPU).

OPTIONS	11	10
Stop At End-Of-Major Frame	0	0
Repeat Major Frame	0	1
Goto Alternate Major Frame	1	0
Stop At End-Of-Major Frame	1	1

Bits(12-15) Reserved.

6.3.2 MINOR FRAME

The first word of in a “Minor Frame” contains the number of Message Address Pointers, up to a max of 255, in the minor frame. The remainder of the frame is filled with message address pointers.

Minor Frames can be configured as either all Synchronous, or all Asynchronous.

The current Major *Frame index*, and the Current Minor Frame index may be accessed at any time by reading a register 10d.

The current minor frame address is stored in register 27d by the protocol chip. Writing to this register resets it to zero.

MINOR FRAME LENGTH WORD

Bits:(7-0) Table Size (Set by CPU).
Defines number of Message Address Pointers in Minor Frame..
Maximum number of pointers is 255.

Bits(11,8) Reserved.

Bits(12) Stop-On-Error (Set by CPU).
1 = If any message in the minor frame causes an error condition, the BC will stop at the end of the current minor frame and go off line.

Bits(13) Stop-On-Status Set (Set by CPU).
1 = If any message in the minor frame causes a status set condition, the BC will stop at the end of the current minor frame and go off line.

Bits(14) End-Of-Minor-Frame Interrupt (Set by CPU).
1 = An interrupt will be generated the end of the current minor frame.

Bit(15) Reserved.

6.3.3 MESSAGE ADDRESS TABLE

The message address table contains any number of messages addresses. This is usually a sequential table somewhere in the NHi-156XX internal ram. There can be one or several message address tables. Minor frames contain pointers which select the required message(s) for that frame.

Message address tables should be constructed such that the message type is apparent from the location of message address in the table. This will help CPU message processing. There are several ways this can be done. A separate message address table can be used for each message type(i.e. receive table, transmit table, mode code table, broadcast table, RT- RT table). Another approach groups message types together within a single table. An invalid address is used as a header to identify the beginning of each message type group. Headers 0x0000 to 0x0004 could be used for receive, transmit, mode code, broadcast and RT- RT groups. Mode codes could be sub-grouped further as receive , transmit, with data, without data, etc.

The current message address is stored in register 28d by the protocol chip. Writing to this register resets it to zero.

DOUBLE BUFFERING

Double buffering is accomplished via Message address tables.
The CPU will set up a pair of equal length message tables. Table A will arbitrarily be designated as the Active table and table B will arbitrarily be designated as the Buffer table The corresponding positing in each message table will be the address of an identical message.
For example:

let each table in the pair contain 10 message addresses.
address 1 in each table points to a C01 R 02 05 message.
address 2 in each table points to a CO3 T 12 0A message.

The remainder of the messages in the table pair are constructed in a similar fashion.
Note : Although the corresponding position in table A and B represent identical messages, the addresses of these messages will be different.

All minor frames will contain Message Address Pointers to Table A, the active table.

To achieve double buffering of a message, the CPU exchanges message addresses between table A and table B for a given position(i.e. address 1 in table A would be exchanged for address 1 in table B).

6.3.4 BC MESSAGE

A BC message is composed of the following components:

Message Tag Word
Message Control Word
Command Word
Message Time Word
2nd Command Word(RT-RT Transfer only)
Up to 63 Data Table Addresses.

Each BC message can access up to 63 data tables. Multiple messages can access the same data tables if required. The Message Tag word has an index which selects the current data table. Data table indexes are automatically incremented by the terminal.

MESSAGE TAG WORD

Bits:(5-0) (Set by CPU)
Table Size: Defines number of data tables assigned to message.
Maximum number of data tables is 63

Bit(6) Message Alert (Set by Terminal - Cleared by CPU after accessing message table).
1 = Data Table(s) have Data Control Word bit(s) 9-13 set.

Bit(7) Message-Lock (Set by Terminal)
1 = Terminal is accessing currently indexed data table.
0 = No data table in this message is being accessed by the terminal.

Bits(13-8) (Set by Terminal)
Address INDEX: INDEX(1-63) is offset of the Last data table accessed by the message.

Bits(14) (Set by CPU)
Time Tag Options All Messages Are Time Tagged

	TIME TAG OPERATION
1	Transmit Time Tag in Data Words 1 & 2.
0	Time Tag not transmitted with data.

Bit(15) (Set by CPU)
Index Update Options

0	Do not update index if message had Errors or NO Response.
1	Always update index; even if message had Errors or No Response.

MESSAGE CONTROL WORD

Bit 13 Indicates Statistics Of last data table accessed by the message .

BIT FUNCTION

15 Broadcast Received Status Word bit definer Control (See bit 4 definition). (Set by CPU)

14 1 = Data Table Over-write. At least one data table has been reused by this message. (Set by Terminal)

13 1 = Retry OR No_Response OR Error OR Status_Set bits set in last data table accessed by this message. (Set by Terminal)

12 - 10 BCU Message Pulse Output (Set by CPU)

12	11	10	Pulse Output Pin
0	0	0	No Pulse Output
0	0	1	Reserved
0	1	0	Reserved
0	1	1	Reserved
1	0	0	Reserved
1	0	1	Reserved
1	1	0	Reserved
1	1	1	Pulse Output on Plscmd_H Pin
Mode_Code_08			Pulse Output on MCD08_PLS_H Pin
Mode_Code_01			Pulse Output on MCD01_PLS_H Pin

NOTE: Pulses are outputted just before command word is transmitted.

9 - 8 Local Retry. (Set by CPU)

9	8	
0	0	No Local Retry.
0	1	Retry Active Bus.
1	0	Retry Alternate Bus.
1	1	Retry Alternate Bus , Then Active Bus.

7 1 = Bus B. (Set by CPU)
0 = Bus A.

6 TFRSVINS (Set by CPU)
0= The value of the Terminal Flag bit, the Reserved bits, and the Instrumentation bit are treated as "Don't Care", and will NOT cause the STATSET bit in the Data Table Control word to be set no matter what their value in the returned Status word.
1= The STATSET bit will be set if the Terminal Flag bit, or one of the Reserved bits or the instrumentation bit is set in the returned Status word.

5 SRQ (Set by CPU).
0= The value of the Service Request bit is treated as "Don't Care", and will NOT cause the STATSET bit in the Data Table Control word to be set no matter what its value in the returned Status word.
1= The STATSET bit in the Data Table Control word will be set if the Service Request bit is set in the returned Status word.

4 BCST (Set by CPU)
The operation of this bit is determined by bit 15 of this register. This bit will either be used as a mask or an XOR flag for the Broadcast Received bit in the returned status word.

Bit 15 = 0 (BCST bit is an Xor Flag):
If the Broadcast Received bit in the returned Status Word **DOES NOT** equal the BCST, bit 4 in this word, then the STATSET bit in the Data Table CONTROL WORD will be set.

Bit 15 = 1 and Bit 4 = 0 (BCST bit is Mask out):
The value of the Broadcast Received bit in the returned Status Word is treated as "Don't Care", and will NOT cause the STATSET bit in the Data Table CONTROL WORD to be set no matter what its value in the returned Status word.

Bit 15 = 1 and Bit 4 = 1 (BCST bit is UnMask):
The STATSET bit in the Data Table CONTROL Word will be set if the Broadcast Received bit is set in the returned Status Word.

3 BUSY (Set by CPU)
0= The value of the Busy bit is treated as "Don't Care", and will NOT cause the STATSET bit in the Data Table Control word to be set no matter what its value in the returned Status word.
1= The STATSET bit in the Data Table Control word will be set if the Busy bit is set in the returned Status word.

2 SSF (Set by CPU)
0= The value of the Subsystem Flag bit is treated as "Don't Care", and will NOT cause the STATSET bit in the Data Table Control word to be set no matter what its value in the returned Status word.
1= The STATSET bit in the Data Table Control word will be set if the Subsystem Flag bit is set in the returned Status word.

1 MSGERR (Set by CPU)
0= The value of the Message Error bit is treated as "Don't Care", and will NOT cause the STATSET bit in the Data Table Control word to be set no matter what its value in the returned Status word.

1= The STATSET bit in the Data Table Control word will be set if the Message Error bit is set in the returned Status word.

0 RT-RT (Set by CPU)
0= Message is **NOT** an RT to RT command.
1= Message **IS** an RT to RT command.

MESSAGE TIME WORD
The message time word can operate in one of two ways:

(A) SYNCHRONOUS MESSAGE TIME.
A fixed message total time is defined for each message.
(B) MESSAGE GAP TIME
An inter-message gap is defined for each message.

The resolution of this timer is 2us. The Length is 11 bits.
Bit 5 in register 0 selects the mode of operation. All messages have the same mode.

If the NO- OP is set in a message, the message is ignored except for its message time. This feature can be used to extend the maximum time from 4ms to any length, just by putting a series of NO- OP messages between two operational messages.

BIT	FUNCTION	
15	1 = No-Op. Only message time is performed	(Set by CPU)
14	1 = Eom Int.	(Set by CPU)
13	1 = Stop -On-Status-Set.	(Set by CPU)
12	1 = Stop-On-Error.	(Set by CPU)
11	1 = 2Mb message rate. 0 = 1Mb message rate.	(Set by CPU)
10 - 0	Message Time.	(Set by CPU)

6.3.5 BUS CONTROLLER DATA TABLE

The Data Table has the following components:

Data Control Word.
Time Tag Word(most significant 16 bits).
Time Tag Word(least significant 16 bits).
Data Words.
Status Word.

For a Receive message, the Status word follows the data words and is the last word in the data table. In a Transmit message, the Status word is placed just before the data words in the table.

In an RT-RT message, the Transmit Status word is placed just before the data words and the Receive Status word is the last word in the data table.

DATA CONTROL WORD

Contains information about data table.

Bit	Function	
15	UpDate.	1 = Terminal has transferred message data To/From the table. (Set by Terminal; Cleared by CPU)
14	Data Lock..	1 = Terminal is currently transferring message data To/From the table. (Set by Terminal)
13	Status Set.	1 = Status Word(s) returned by RT had bits set that aren't "Don't Cares" or had the wrong RT address. (Set by Terminal)
12	Error.	1 = RT response contained an error. (Set by Terminal)
11	No Response.	1 = No RT response or the wrong RT responded. (Set by Terminal)
10	Retry.	1 = A retry has been attempted for this data table. (Set by Terminal)
9	Over-Write.	1 = Terminal has transferred multiple message data To/From the table at least once after setting the Update bit. (Set byTerminal)
8	Eom Int Mask	1 = Eom Int is masked for that data table. (Set by CPU)
7,6	Reserved.	
5-0	Data Table Length in words.	(Set by Terminal)

32 BIT TIME TAG(2 WORDS)

The internal time tag resolution is selectable as 1,2,4,8,16,32 or 64us. An external time tag clock can also be used to achieve any required resolution.

6.3.6 ASYNCHRONOUS FRAME

The NHi-156XX can insert an asynchronous minor frame at anytime while a scheduled minor frame is running. The asynchronous minor frame has the same format as a standard minor frame, therefore, from 1 to 255 asynchronous messages can be run asynchronously.
The address of the asynchronous minor frame is located in register 14d. Bit 15 register 21d queues the asynchronous frame. When this bit is set, the current minor frame will be suspended on completion of the current message. The asynchronous frame will then be run. When it is finished, the current minor frame will resume from where it was interrupted.

Bit 15 of register19 is set to “1” when an asynchronous frame is running.

6.3.7 BCU MAJOR FRAME TRIGGER

The BCU Major Frame can be started either by software or an external trigger pulse.

SOFTWARE START
Writing a '1' to bit 11 of Configuration register 1(address 9d).

TRIGGER START
Putting a high-to-low pulse on the BCUTGR_H input. The minimum pulse width is 200ns.

6.3.8 BUS CONTROLLER APPLICATIONS

The NHi-156XX Bus Controller is flexible, powerful, and very easy to use. The number of operations required to initialize the device and to examine results of a data message transfer has been minimized.

The BC function employs registers embedded in the protocol chip and its internal ram to perform its various tasks. These tasks include:

Initiating Message Transfers
Diagnose RT Responses
Take Appropriate Action on Error Conditions
Data Storage

BC REGISTERS

This a brief description of the BC registers and their role. Specific bit functions are given in the address map section of this manual. Only the functions pertinent to the BC are described here. The following registers are used in the BC function:

CONFIGURATION REG 2 **Address: 4**

Stop at end of current message.
Stop at end of current minor frame.
Abort - Go off line.
Go default frame.

CONFIGURATION REG 1 **Address: 9**

Mode select - RT, BC, MT.
Start BC.
Select default frame A or B.
Select default bus A or B.
Force bus A or B.

MAJOR FRAME “A” ADDRESS **Address: 13**

Holds address of a selected Major frame.

ASYNCHRONOUS FRAME ADDRESS **Address: 14**
Holds the address of a minor frame which can be asynchronously inserted anywhere into a Scheduled minor frame while it is being executed.

MAJOR FRAME "B" ADDRESS **Address: 16**
Holds address of a selected Major frame

CONDITION REGISTER **Address 19**
Bus A jammed.
Bus B jammed.
Current BC frame A or B.
End of frame A.
End of frame B.
Current frame busy.
Asynchronous frame executing.

END OF MINOR FRAME GAP **Address: 20**
End of minor frame delay before start of next major frame, or synchronous minor frame time.
16 bits; 64us resolution.

CONFIGURATION REG 3 **Address: 21**
Sets bus jam threshold - the number of extra words(0- 31) a message can have before a bus jam is declared.
Sets global retry options.

BC RAM
The BC ram is used to store major and minor frames, message address tables, messages and data tables.

BC COMMAND WORD
The command word is any of the 1553 valid commands. This word defines the type of data transfer in the message BC to RT, RT to BC, RT to RT, or Mode code.

6.3.9 SAMPLE BUS CONTROLLER MEMORY MAP

BC REGISTERS

ADDRESS(dec)	REGISTERS	DATA(hex)
9	**CONFIGURATION 1**	0900
3	INTERRUPT MASK	0000
13	MAJOR FRAME A ADDRESS	1000
20	MINOR FRAME TIME 6.4 ms.	0100

MAJOR FRAME "A"

ADDRESS(hex)	DESCRIPTION	DATA(hex)
000	FRAME LENGTH 2 MINOR FRAMES	0002
1001	MINOR FRAME 1 ADDRESS	3000
1002	MINOR FRAME 2 ADDRESS	4000

MINOR FRAME 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
3000	FRAME LENGTH 3 MESSAGES	0003
3001	RECEIVE MESSAGE ADDRESS PNTR	5003
3002	TRANSMIT MESSAGE ADDRESS PNTR	5009
3003	RECEIVE MESSAGE ADDRESS PNTR	5002

MINOR FRAME 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
4000	FRAME LENGTH 1 MSG,EOF INT	4001
4001	TRANSMIT MESSAGE ADDRESS PNTR	5006

MESSAGE ADDRESS TABLE

ADDRESS(hex)	DESCRIPTION	DATA(hex)
5000	START OF RCV MSG ADDRESS GROUP HEADER	0000
5001	RECEIVE MSG 1 ADDRESS	7000
5002	RECEIVE MSG 2 ADDRESS	7050
5003	RECEIVE MSG 3 ADDRESS	70A0
5004	START OF XMT MSG ADDRESS GROUP HEADER	0001
5005	TRANSMIT MESSAGE 1 ADDRESS	8000
5006	TRANSMIT MESSAGE 2 ADDRESS	8050
5007	TRANSMIT MESSAGE 3 ADDRESS	80A0
5008	TRANSMIT MESSAGE 4 ADDRESS	80F0
5009	TRANSMIT MESSAGE 5 ADDRESS	8140

RECEIVE MESSAGE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
7000	MESSAGE TAG WORD 1 DATA TABLE	0001
7001	MESSAGE CONTROL WORD BUS “B”	0080
7002	COMMAND WORD C14 R 03 00	A060
7003	MESSAGE TIME WORD TIME=2*100 us	0100
7004	RCV DATA TABLE ADDRESS	9030

RECEIVE MESSAGE 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
7050	MESSAGE TAG WORD 2 DATA TABLES	0002
7051	MESSAGE CONTROL WORD PULSE OUTPUT, RETRY ALT BUS	1D00
7052	COMMAND WORD C01 R 01 01	0821
7053	MESSAGE TIME WORD EOM INT, TIME=2*CF us	40CF
7054	RCV DATA TABLE ADDRESS	9000
7055	RCV DATA TABLE ADDRESS	9060

TRANSMIT MESSAGE 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
8050	MESSAGE TAG WORD 1 DATA TABLE, XMT TIME TAG	4001
8051	MESSAGE CONTROL WORD	0000
8052	COMMAND WORD C03 T 01 05	1C25
8053	MESSAGE TIME WORD	0000
8054	XMT DATA TABLE ADDRESS	A000

TRANSMIT MESSAGE 5

ADDRESS(hex)	DESCRIPTION	DATA(hex)
8140	MESSAGE TAG WORD 1 DATA TABLE	0001
8141	MESSAGE CONTROL WORD RETRY ACTIVE BUS	0200
8142	COMMAND WORD C08 T 04 02	4482
8143	MESSAGE TIME WORD EOM INT, TIME=2*7A us	407A
8144	XMT DATA TABLE ADDRESS	A040

RECEIVE DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
9000	DATA TABLE CONTROL WORD	0000
9001	TIME TAG – HIGH WORD	XXXX
9002	TIME TAG - LOW WORD	XXXX
9003	DATA WORD 1	XXXX
9004	STATUS WORD S01 00 00	0100

RECEIVE DATA TABLE 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
9030	DATA TABLE CONTROL WORD	0000
9031	TIME TAG – HIGH WORD	XXXX
9032	TIME TAG - LOW WORD	XXXX
9033	DATA WORD 1	XXXX
9034	STATUS WORD S01 00 00	0100

RECEIVE DATA TABLE 3

ADDRESS(hex)	DESCRIPTION	DATA(hex)
9060	DATA TABLE CONTROL WORD	0000
9061	TIME TAG – HIGH WORD	XXXX
9062	TIME TAG - LOW WORD	XXXX
9063	DATA WORD 1	XXXX
“	“	“
“	“	“
9082	DATA WORD 32	XXXX
9083	STATUS WORD S14 00 00	A000

TRANSMIT DATA TABLE 1

ADDRESS(hex)	DESCRIPTION	DATA(hex)
A000	DATA TABLE CONTROL WORD	0000
A001	TIME TAG – HIGH WORD	XXXX
A002	TIME TAG - LOW WORD	XXXX
A003	STATUS WORD S03 00 00	1800
A004	DATA WORD 1	XXXX
“	“	“
“	“	“
A009	DATA WORD 5	XXXX

TRANSMIT DATA TABLE 2

ADDRESS(hex)	DESCRIPTION	DATA(hex)
A040	DATA TABLE CONTROL WORD	0000
A041	TIME TAG – HIGH WORD	XXXX
A042	TIME TAG - LOW WORD	XXXX
A043	STATUS WORD S08 00 00	4000
A044	DATA WORD 1	XXXX
A045	DATA WORD25	XXXX

6.4.0 MESSAGE MONITOR DATA BLOCKS

Message Monitor data is stored in a block of memory. There are two monitor memory blocks, A and B. The address of block A is stored in register 13d, block B address is stored in register 16d. Message blocks are stored sequentially in the data block as they are received.

The first word in a data block is the block end address of that data block. The CPU places the end address in the data block.

In order to keep the data in the last message block contiguous, each data block has a Last Word Address register. This is register 27d for data block A and register 28d for data block B.

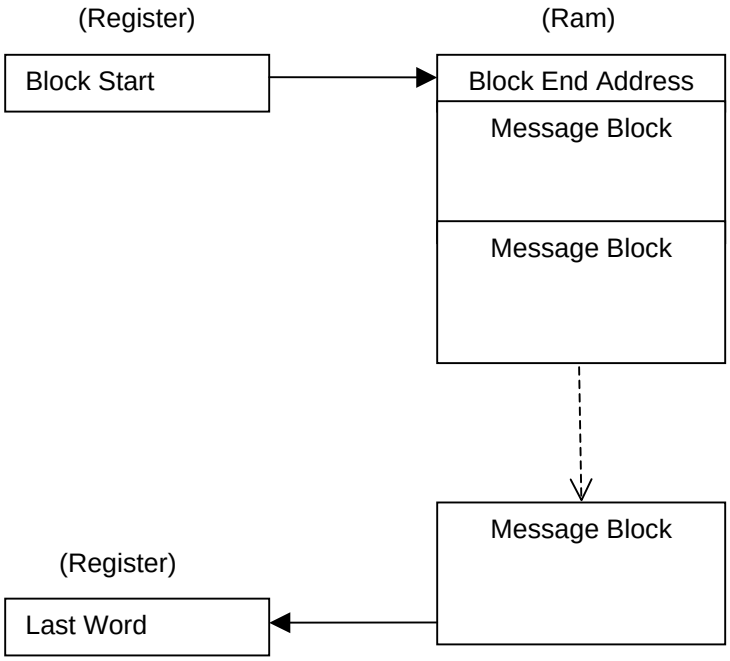
The “Block Start Address” and the “Block End Address” are configured by the CPU. The “Last Word Address” is supplied by the protocol chip once the Block is filled with Messages.

The “Last Word Address” may exceed the Block End Address. Therefore, additional space beyond the “Block End Address” should be left free, equal to the largest message that may be expected.

Messages can be filtered by RT address. This is accomplished with the two MONITOR ADDRESS FILTER REGISTERS. register 22d for addresses(15:0) and register 26d for addresses(31:16). . See them for details.

The MESSAGE MONITOR begins storing a message when it detects a command sync, providing the RT address has been enabled in the MONITOR ADDRESS FILTER REGISTERS, and stops storing the message when a gap is detected.

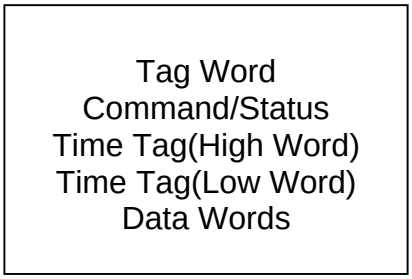
Message Monitor Structure



6.4.1 MESSAGE MONITOR MESSAGE BLOCKS

Message blocks have the following components: Tag word, Command/Status word, Time Tag word(16 msb), Time tag Word(16 lsb) and Data words.

MESSAGE MONITOR MESSAGE BLOCK STRUCTURE



MESSAGE MONITOR TAG WORD
The MESSAGE MONITOR TAG WORD contains information which is specific to the message in its data table. The Nhi-156XX loads these bits as the message is processed.

15	14	13	12	11	10	9	8
EOM	0	WRDCNT5	WRDCNT4	WRDCNT3	WRDCNT2	WRDCNT1	WRDCNT0
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
BUS	OVRLAP	SOM	SYNCERR	DATAERR	CMD2ERR	CMD1ERR	RT-RT

Note: Bit 14 is reserved and always reads 0.

EOM **Bits: 15**
1= Complete message has been stored in the ram.

WRDCNT **Bits: 13: 8**
This six bit field represents the total number of words in the message table. This includes: Tag word, Command/Status word, two Time Tag words and Data words.

BUS **Bits: 7**
0= Message was received on bus "A".
1= Message was received on bus "B".

OVRLAP **Bits: 6**
1= A message was detected on the alternate bus before the message on the current bus was completed. The monitor aborts processing the current message, switches to the alternate bus, and begins processing the new message.

SOM **Bits: 5**
1= Message is currently active and being stored in the ram.

SYNCERR **Bits: 4**
1= A contiguous data word was received with a command sync.

DATAERR **Bits: 3**
1= A data word contained an error (encoding, parity, bit count, etc).

CMD2ERR **Bits: 2**
1= The second command word in an RT- RT command contained an error (encoding, parity, bit count, etc).

CMD1ERR **Bits: 1**
1= The command word or the first command word in an RT- RT command contained an error (encoding, parity, bit count, etc).

RT- RT **Bits: 0**
1 The command is an RT- RT message.

MESSAGE MONITOR COMMAND - STATUS WORD
This is the command or status word that triggered the message monitor to start storing the message.

MESSAGE MONITOR TIME TAG MS WORD
This word contains the upper 16 bits of the 32 bit Time Tag.

MESSAGE MONITOR TIME TAG LS WORD
This word contains the lower 16 bits of the 32 bit Time Tag.

MESSAGE MONITOR DATA WORDS
This space contains from 1 to 32 data words which may be associated with the message.

MESSAGE MONITOR MESSAGE BLOCK FORMATS

RECEIVE COMMAND
- TAG WORD
- COMMAND WORD
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)
- DATA WORDS

RECEIVE STATUS RESPONSE
- TAG WORD
- STATUS WORD
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)

TRANSMIT COMMAND
- TAG WORD
- COMMAND WORD
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)

TRANSMIT STATUS RESPONSE
- TAG WORD
- STATUS WORD
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)
- DATA WORDS

RT-RT COMMAND
- TAG WORD
- RECEIVE COMMAND
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)
- TRANSMIT COMMAND

RT-RT TRANSMIT STATUS
- TAG WORD
- STATUS WORD
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)
- DATA WORDS

RT-RT RECEIVE STATUS
- TAG WORD
- STATUS WORD
- TIME TAG(HIGH WORD)
- TIME TAG(LOW WORD)

6.4.2 SAMPLE MESSAGE MONITOR MEMORY MAP

MESSAGE MONITOR REGISTERS

ADDRESS(dec)	REGISTERS	DATA(hex)
9	**CONFIGURATION 1**	8A00
3	INTERRUPT MASK	0000
13	BLOCK A ADDRESS	1000
20	BLOCK A EOF OPTIONS EOF INT	0008
22	ADDRESS FILTER(15:0) STORE ADDR 1,15	7FFD
26	ADDRESS FILTER(31:16) STORE ADDR 16, 24	EFFE
27	BLOCK A LAST ADDRESS	3008

MESSAGE MONITOR DATA BLOCK

ADDRESS(hex)	DESCRIPTION	DATA(hex)
1000	BLOCK A END ADDRESS	3000
1001	MSG BLOCK 1 TAG WORD	XXXX
1002	MSG BLOCK 1 COMMAND/STATUS	XXXX
1003	MSG BLOCK 1 TIME TAG HIGH	XXXX
1004	MSG BLOCK 1 TIME TAG LOW	XXXX
1005	MSG BLOCK 1 FIRST DATA WORD	XXXX
↓	↓	↓
100D	MSG BLOCK 1 LAST DATA WORD	XXXX
100E	MSG BLOCK 2 TAG WORD	XXXX
100F	MSG BLOCK 2 COMMAND/STATUS	XXXX
1010	MSG BLOCK 2 TIME TAG HIGH	XXXX
1011	MSG BLOCK 2 TIME TAG LOW	XXXX
1012	MSG BLOCK 2 FIRST DATA WORD	XXXX
↓	↓	↓
102A	MSG BLOCK 2 LAST DATA WORD	XXXX
↓	↓	↓
100E	MSG BLOCK N TAG WORD	XXXX
100F	MSG BLOCK N COMMAND/STATUS	XXXX
1010	MSG BLOCK N TIME TAG HIGH	XXXX
1011	MSG BLOCK N TIME TAG LOW	XXXX
1012	MSG BLOCK N FIRST DATA WORD	XXXX
↓	↓	↓
3008	MSG BLOCK N LAST DATA WORD	XXXX

6.5.0 WORD MONITOR DATA BLOCKS

Word Monitor data is stored in a block of memory. There are two monitor memory blocks, A and B. The address of block A is stored in register 13d, block B address is stored in register 16d. Word blocks are stored sequentially in the data block as they are received.

The first word in a data block is the block end address of that data block. The CPU places the end address in the data block.

In order to keep the data in the last word block contiguous, each data block has a Last Word Address register. This is register 27d for data block A and register 28d for data block B.

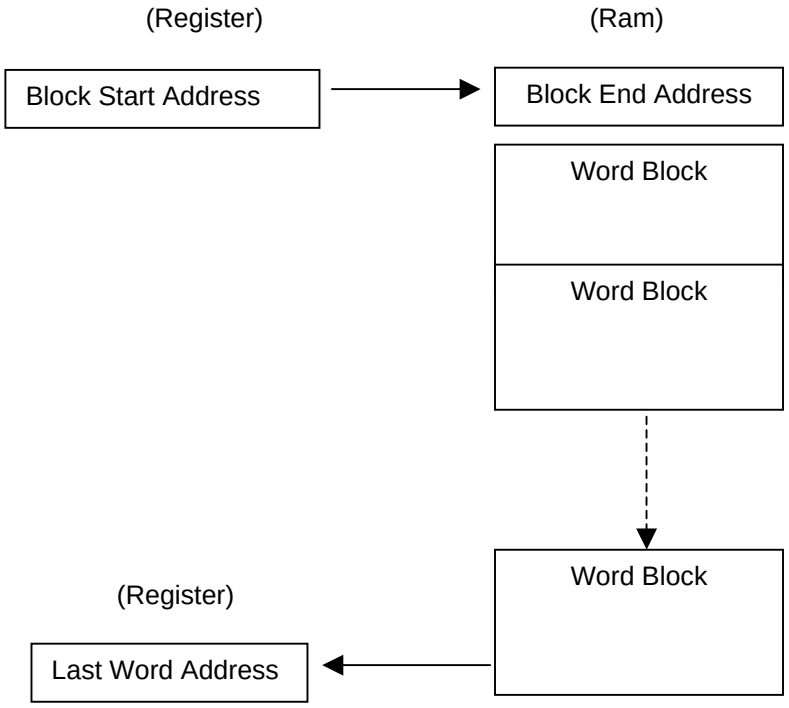
The “Block Start Address” and the “Block End Address” are configured by the CPU. The “Last Word Address” is supplied by the protocol chip once the Data Block is filled with word blocks.

The “Last Word Address” may exceed the Block End Address. Therefore, four additional words beyond the “Block End Address” should be left free to accommodate the overflow.

Notice that the Block End register can contain the address of any one of the four words associated with the last word monitored in the block. This is a result of keeping the last four words in contiguous ram locations. The last word address register, though, always contains the address of the last word in the data block. The address in this register is calculated by the Nhi-156XX and placed in the Last Address register which is read only; therefore, when defining the ram space for a data block in the word monitor, always leave the next four locations after the block end address open. This will provide the reserve memory required to keep all the data in the block contiguous.

All the data in a word block is stored in consecutive addresses, starting with the user supplied block start address and ending with the monitor calculated last word address.

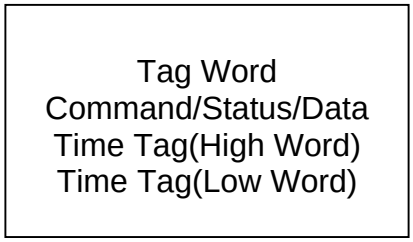
Word Monitor Structure



6.5.1 WORD MONITOR WORD BLOCKS

wORD blocks have the following components: Tag word, Command/Status word, Time Tag word(16 msb) and Time tag Word(16 lsb).

WORD MONITOR WORD BLOCK ORGANIZATION



WORD MONITOR TAG WORD

The WORD MONITOR TAG WORD contains information which is specific to the current word taken from the bus and stored in the data table. The terminal loads these bits as the word is processed.

15	**14**	**13**	**12**	**11**	**10**	**9**	**8**
GAP07	GAP06	GAP05	GAP04	GAP03	GAP02	GAP01	GAP00
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
BUS	OVRLAP	0	0	BCST	SYNC	ERROR	GAPDET

Note: Reserved bits 5 and 4 always read 0

GAP **Bits: 15: 8**

This field contains the time interval in microseconds between the current word received and the preceding word received. The resolution of the time interval is 0.5us. If the gap is greater than or equal to 127.5us, then this field will hold at 127.5us. This field is valid only if bit 0 is a "1".

BUS **Bits: 7**

0= Word was received on bus "A".
1= Word was received on bus "B".

OVRLAP **Bits: 6**

1= A message was detected simultaneously on both busses . The Bus Monitor switches to the most current bus.

RESERVED **Bits:6,5**

BCST **Bits: 3**

0 = Broadcast address **NOT** detected in the received word.
1= Broadcast address **WAS** detected in the received word.

SYNC **Bits: 2**

0= The received word contained a Data sync.
1= The received word contained a Command sync.

ERROR **Bits: 1**

0= Bus word had no errors.
1= Bus word contained errors - encoding, parity, bit count, etc.

GAPDET **Bits: 0**

0= This word was contiguous with the previous bus word. Ignore bits (15 - 8).

1= There was a gap between this word and the previous bus word. The gap time is recorded in bits (15 - 8).

WORD MONITOR COMMAND / STATUS - DATA

This is the word read from the bus.

WORD MONITOR TIME TAG MS WORD

This word contains the upper 16 bits of the 32 bit Time Tag.

WORD MONITOR TIME TAG LS WORD

This word contains the lower 16 bits of the 32 bit Time Tag.

Note: Time Tag is optional. See Configuration register 3 for details.

6.5.2 SAMPLE WORD MONITOR MEMORY MAP

WORD MONITOR REGISTERS

ADDRESS(dec)	REGISTERS	DATA(hex)
9	**CONFIGURATION 1**	0A00
3	INTERRUPT MASK	0000
13	BLOCK A ADDRESS	1000
20	BLOCK A EOF OPTIONS EOF INT	0008
27	BLOCK A LAST ADDRESS	3008

WORD MONITOR DATA BLOCK

ADDRESS(hex)	DESCRIPTION	DATA(hex)
1000	BLOCK A END ADDRESS	3000
1001	WORD BLOCK 1 TAG WORD	XXXX
1002	WORD BLOCK 1 COMMAND/STATUS	XXXX
1003	WORD BLOCK 1 TIME TAG HIGH	XXXX
1004	WORD BLOCK 1 TIME TAG LOW	XXXX
1005	WORD BLOCK 2 TAG WORD	XXXX
1006	WORD BLOCK 2 COMMAND/STATUS	XXXX
1010	WORD BLOCK 2 TIME TAG HIGH	XXXX
1011	WORD BLOCK 2 TIME TAG LOW	XXXX
2FFF	WORD BLOCK N TAG WORD	XXXX
3000	WORD BLOCK N COMMAND/STATUS	XXXX
3001	WORD BLOCK N TIME TAG HIGH	XXXX
3002	WORD BLOCK N TIME TAG LOW	XXXX

7.0 SIMULTANEOUS MONITOR AND REMOTE TERMINAL

The NHi-156XX can operate as a simultaneous monitor and remote terminal. This mode is activated by setting bits 8 and 9 of Configuration register 1 to a "1". In this mode, it will respond as a remote terminal to the address set in the Basic Status register. This address is set either by the hardwire address or software.

The terminal will respond to all addresses except that in the Basic Status register as a monitor, word monitor or message monitor depending on the monitor mode selected. In the message monitor mode, the terminal will only respond to terminal addresses which **have not** been masked in registers 22 and 26.

When the NHI-156XX receives a message with the address in the Basic Status register, it will become a fully operational Remote Terminal for that message.

7.1 SIMULTANEOUS MODE INTERRUPT HANDLING

In this dual mode of operation, all the interrupts for the Remote terminal and Monitor operation remain valid; therefore both RT and MT messages can set interrupts and push headers on the FIFO during the dual mode operation.

When an interrupt is pushed on the FIFO, the priority level determines the circumstances that caused it. See the AVR and IVR descriptions for details. The following table describes the type of message which issued the interrupt in the Simultaneous mode:

PRIORITY LEVEL	MESSAGE TYPE
1,2,3,7	REMOTE TERMINAL
5	MONITOR
4	FIFO OVER FLOW

8.0.0 REMOTE TERMINAL MODE CODE OPERATION

8.1.0 GENERAL
This section defines the operation of the NHi- 156XX when operating as an RT during reception of all the mode commands. The following terms are used in this section:

VALID COMMAND
A command meeting the criteria established by the 1553B standard in paragraph 4.4.1.1.

INVALID COMMAND
A command NOT meeting the criteria established by the 1553B standard in paragraph 4.4.1.1.

UNIMPLEMENTED COMMAND
A command not implemented by the NHi- 156XX.

The following general response characteristics apply to the NHi- 156XX when operating on the bus:

RECEIPT OF AN INVALID COMMAND
There is no response and the command is ignored.
RECEIPT OF AN UNIMPLEMENTED COMMAND
There is no response and the command is ignored.
RECEIPT OF AN UNDEFINED COMMAND
There is no response and the command is ignored.

The following abbreviations are used in this discussion:

LSW = LAST STATUS WORD
CDR = CONDITION REGISTER
TW = TAG WORD IN DATA TABLE
ME = MESSAGE ERROR BIT
BCR = BROADCAST BIT

Additional information about each mode code is available in the Interrupt Vector register and the Auxiliary Vector register if it is set to be interrupt driven (see Data Table Pointer word, Interrupt Vector register and Auxiliary Vector register).

8.2.0 TABLE OF RT MODE CODE RESPONSES

8.2.1 DYNAMIC BUS CONTROL (00000; T/ R= 1)
Responds with status except if broadcast
Bits set: *MDCD to "0" in CDR

COMMAND+ DATA WORD
No status response
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW
INV to "1" in TW

T/ R= 0
UNIMPLEMENTED COMMAND

BROADCAST
UNIMPLEMENTED COMMAND

8.2.2 SYNCHRONIZE WITHOUT DATA (00001; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast
Bits set: *MDCD to "0" in CDR
If broadcast- BCR, BCST in LSW & TW to "1"

COMMAND+ DATA WORD
No status response
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW
INV to "1" in TW

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.3 TRANSMIT LAST STATUS WORD (00010; T/ R= 1)
VALID COMMAND
Responds with last status except if broadcast. Status NOT updated.
Bits set: *MDCD to "0" in CDR.

COMMAND+ DATA WORD
Status not cleared. No status response.
Bits set: *MDCD to "0" in CDR. INV to "1" in TW.
ME to "1" in LSW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.4 INITIATE SELF TEST (00011; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast.
Bits set: *MDCD to "0" in CDR.
If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.5 TRANSMITTER SHUTDOWN (00100; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast. Transmitter on alternate bus inhibited.
Alternate bus transmitter re- enabled by: Reset mode code, Override Transmitter Shutdown mode code, resetting RT, or power up. Bits set: *MDCD to "0" and alt bus (A) (B) XEN to "0" in CDR.
If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.6 OVERRIDE TRANSMITTER SHUTDOWN (00101; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast. Transmitter on alternate bus enabled.
Bits set: *MDCD to "0" and alt bus (A) (B) XEN to "1" in CDR.
If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.7 INHIBIT TERMINAL FLAG (00110; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast.
Bits set: *MDCD to "0" and TFE to "0" in CDR. Terminal Flag inhibited in LSW.

If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.8 OVERRIDE INHIBIT TERMINAL FLAG (00111; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast.
Bits set: *MDCD to "0" and TFE to "1" in CDR. Terminal Flag enabled in LSW.
If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.9 RESET REMOTE TERMINAL (01000; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast. Both Transmitters enabled and Terminal Flag enabled. External terminal address loaded.
Bits set: BUSY to “1” in LSW.
If broadcast- BCR, BCST in LSW & TW set to "1".

COMMAND+ DATA WORD
No status response.
Bits set:
INV to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.10 RESERVED MODE CODES (01001- 01111; T/ R= 1)
VALID COMMAND
Responds with status except if broadcast.
Bits set: *MDCD to "0" in CDR.
If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

BROADCAST COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME and BCR set to "1" in LSW.
INV and BCST set to "1" in TW.

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.11 TRANSMIT VECTOR WORD (10000; T/ R= 1)
VALID COMMAND
Responds with status followed by vector word except if broadcast.
Bits set: *MDCD to "0" in CDR.

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

BROADCAST COMMAND
UNIMPLEMENTED COMMAND

BROADCAST COMMAND+ DATA WORD
UNIMPLEMENTED COMMAND

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.12 SYNCHRONIZE WITH DATA WORD (10001; T/ R= 0)
VALID COMMAND
Responds with status except if broadcast. Data word stored into RAM. Data word will update lower 16 bits of real time clock depending on the configuration of the RTC CONTROL REGISTER.

Bits set: *MDCD to "0" in CDR.
If broadcast- BCR, BCST in LSW & TW to "1".

COMMAND NO DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.

COMMAND + EXTRA DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV set to "1" in TW.

BROADCAST + EXTRA DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME and BCR to "1" in LSW.
INV and BCST to "1" in TW.

T/ R= 1
UNIMPLEMENTED COMMAND

T/ R= 1 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.13 TRANSMIT LAST COMMAND (10010; T/ R= 1)
VALID COMMAND
Responds with status followed by LAST VALID COMMAND word except if broadcast.
Status and command registers NOT updated.
Bits set: *MDCD to "0" in CDR.

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR.
INV to "1" in TW.
ME to "1" in LSW.

BROADCAST COMMAND
UNIMPLEMENTED COMMAND

BROADCAST COMMAND+ DATA WORD
UNIMPLEMENTED COMMAND

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.14 TRANSMIT BIT WORD (10011; T/ R= 1)
VALID COMMAND
Responds with status followed by BIT word.
Bits set: *MDCD to "0" in CDR.

COMMAND+ DATA WORD
No status response.
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

BROADCAST COMMAND
UNIMPLEMENTED COMMAND

BROADCAST COMMAND+ DATA WORD
UNIMPLEMENTED COMMAND

T/ R= 0
UNIMPLEMENTED COMMAND

T/ R= 0 AND BROADCAST
UNIMPLEMENTED COMMAND

8.2.15 SELECTED TRANSMITTER SHUTDOWN (10100; T/ R= 0)
VALID COMMAND
Responds with status except if broadcast.
Bits set:
If broadcast- BCR, BCST to "1" in TW & LSW.

COMMAND + EXTRA DATA WORD
No response
Bits set:

INV to "1" in TW.

COMMAND WITHOUT DATA WORD
No response
Bits set:

BROADCAST WITH EXTRA DATA WORD
No response
Bits set:
INV & BCST to "1" in TW

BROADCAST WITHOUT DATA WORD
No response
Bits set:
8.2.16 OVERRIDE SELECTED TRANSMITTER SHUTDOWN (10101; T/ R= 0)
VALID COMMAND
Responds with status except if broadcast.
Bits set:
If broadcast- BCR, BCST to "1" in TW & LSW.

COMMAND + EXTRA DATA WORD
No response
Bits set:
INV to "1" in TW.

COMMAND WITHOUT DATA WORD
No response
Bits set:

BROADCAST WITH EXTRA DATA WORD
No response
Bits set:
INV & BCST to "1" in TW

BROADCAST WITHOUT DATA WORD
No response
Bits set:

8.2.17 RESERVED MODE CODES (10110- 11111; T/ R= 1)
VALID COMMAND
Responds with status and data word.
Bits set: *MDCD to "0" in CDR.

COMMAND + DATA WORD
No response
Bits set: *MDCD to "0" in CDR. ME to "1" in LSW.
INV to "1" in TW.

BROADCAST COMMAND
UNIMPLEMENTED COMMAND

BROADCAST COMMAND+ DATA WORD
UNIMPLEMENTED COMMAND

8.2.18 RESERVED MODE CODES (10110- 11111; T/ R= 0)
VALID COMMAND
Responds with status except if broadcast.
Bits set:
If broadcast- BCR, BCST to "1" in TW & LSW.

COMMAND + EXTRA DATA WORD
No response
Bits set:
INV to "1" in TW.

COMMAND WITHOUT DATA WORD
No response
Bits set:
BROADCAST WITH EXTRA DATA WORD
No response
Bits set:
INV & BCST to "1" in TW

BROADCAST WITHOUT DATA WORD
No response
Bits set:

9.0 INITIALIZATION

There are several types of initialization that can set up the NHi-156XX parameters.

9.1 INTERNAL INITIALIZATION

There are two methods of initializing the NHi-56XX. Each will produce the same results. They are: Hardware(MRST) and Software (writing to address 15, data not used). After these resets have been performed, the NHi-156XX is set to the RT mode and all internal state machines are reset.

The hardwire terminal address is loaded when a hardware or software reset occurs. The hardwire address is connected to RTADR_4-0 pins. RTADR_PAR is used to set odd parity in the address. The address is wired using external 4.7K pull- down resistors to set a low and internal 64K pull-up resistors to set a high.

The following table summarizes the condition of internal registers after a reset has been performed.

Note: All register bits set to 0 at reset except as noted.

REGISTER RESET TABLE

ADDR	REGISTER	BITS=1	COMMENTS
0	CONTROL		
1	POINTER TABLE ADDRESS		LOADED WITH 4096 DEC WORD
2	BASIC STATUS*		HARDWIRE ADDRESS LOADED
21	CONFIGURATION 3		
3	INTERRUPT MASK	ALL	ALL INTERRUPTS ARE MASKED
4	INTERRUPT VECTOR		
3	INTERRUPT REQUEST		
4	AUXILIARY VECTOR		UNDEFINED
5,6	RTC; HIGH.LOW		NOT AFFECTED BY RESET
7	RTC CONTROL		
8	FIFO		RESET ONLY BY MRST
11	LAST COMMAND		UNDEFINED
12	LAST STATUS*		HARDWARE ADDRESS LOADED
18	ENCODER STATUS		
19	CONDITION	9,11-13	
13	FRAME “A” POINTER		LOADED WITH 2048 DEC
16	FRAME “B” POINTER		LOADED WITH 4096 DEC
14	ASYNCHRONOUS FRAME		LOADED WITH 8192 DEC
	MSG MONITOR ADDR FILTER 1		ALL ADDRESSES UNMASKED
	MSG MONITOR ADDR FILTER 2		ALL ADDRESSES UNMASKED

* See RESET BUSY TABLE

RESET FUNCTION TABLE

RESET TYPE	REGISTERS	STATE MACHINES
MODE CODE	NO CHANGE	RESET
MRST(HARDWARE)	RESET	RESET
SOFTWARE	NO CHANGE	RESET

RESET BUSY TABLE

This table defines the state of the Busy bit in the Basic Status and Last Status registers.

RESET TYPE	RTCC REG BIT 6	CONFIG REG1 BIT1	BUSY BIT
MRST(HARDWARE)	X	X	SET TO “1”
SOFTWARE	0	0	SET TO “1”
SOFTWARE	X	1	NO CHANGE
SOFTWARE	1	X	NOCHANGE
MODE CODE	X	X	SET TO “1”
MODE CODE	X	X	SET TO “1”
MODE CODE	X	X	SET TO “1”

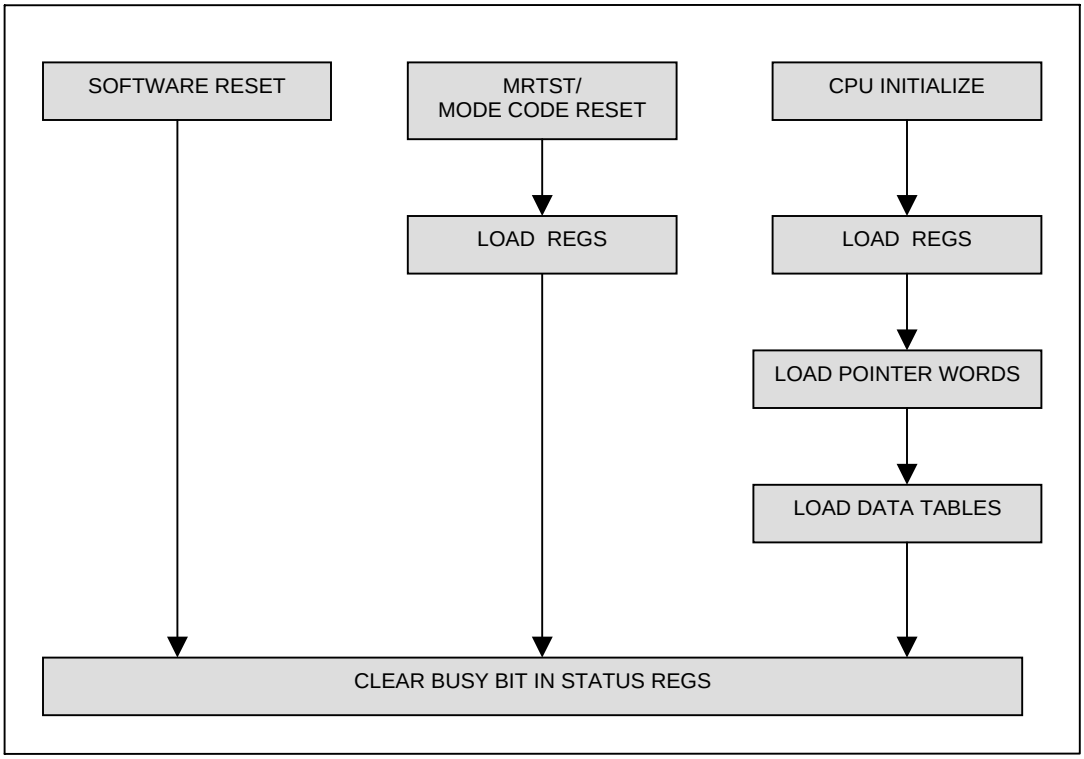
9.2 HOST INITIALIZATION OF TERMINAL

The host will usually want to initialize the NHi-156XX at power up or at any other time it feels the procedure is necessary. At power up the host must initialize the registers discussed in the preceding section if the default settings of the internal initialization are not suitable. In addition the host must initialize the RAM, the pointer tables, and the data table tag words for each command type and subaddress.

The host initialization of the registers is also required only after a hardware reset. Since the RAM is not affected by any resets, it does not have to be re- initialized unless data has been lost or corrupted, therefore the pointer tables will remain intact.

The following flow diagram is a suggested method of host initialization of the terminal in the RT mode as a function of the type of reset which has occurred.

TYPICAL NHi-156XX INITIALIZATION PROCEDURE BY CPU



Note: If bit 6 in the RTCC or bit 1 in Configuration reg 1 is set to "1", the Software reset wil NOT set the busy bit in the Status regs.

10.0 INTERRUPT HANDLING

When an interrupt request is received by the NHi-156XXX, the *IRQ line goes low and header information about the message that caused the interrupt is pushed on an internal FIFO. If another interrupt request is received before the CPU performs an acknowledge, it's header information is also pushed onto the FIFO. I n this manner, there is no danger of losing interrupt vectors or header information due to receiving multiple interrupt requests before an acknowledge by the CPU takes place. The FIFO can hold header information for six interrupt messages. If an interrupt request occurs when the FIFO is full, a vector indicating FIFO overflow is first pushed onto the FIFO and then the header information for the message which caused the overflow is pushed onto the FIFO. As a result, the header information from the two oldest messages is lost.

If the FIFO is in the revolving mode, the FIFO will store seven interrupts. When another interrupt is issued and the FIFO contains seven previous headers, the new header is pushed onto the FIFO and the oldest header is lost.

10.1 HARDWARE ACKNOWLEDGE LOCAL BUS TERMINALS ONLY

To acknowledge an interrupt in hardware, the *INTACK line is taken low, the *HCS line held high and the *INTPI line is held low. This pops the interrupt header information off the FIFO and into the IVR and AVR. The *IRQ line will remain low if there are additional interrupt headers on the FIFO. The IVR will be outputted on the upper and lower byte of the CPU data bus. If the *INTPI line is high, then *INTACK is ignored.

The IVR and AVR can be read from address 4 after performing the hardware interrupt.

If there are more interrupt headers on the FIFO, indicated by the *IRQ remaining low after the interrupt acknowledge, the procedure is repeated until the FIFO is empty. An empty FIFO is indicated by the *IRQ line returning high after an interrupt acknowledge pops the last header off the FIFO.

10.2 SOFTWARE ACKNOWLEDGE

If the host CPU does not support a hardware interrupt acknowledge, a software acknowledge can be performed by reading address 8. This read pops the interrupt header information off the FIFO and into the IVR and AVR and places their contents on the CPU data bus as a 16 bit word. The *IRQ line will remain low if there are additional interrupt headers on the FIFO.

If there are more interrupt headers on the FIFO, the procedure is repeated until the FIFO is empty. An empty FIFO is indicated by the *IRQ line returning high after an interrupt acknowledge pops the last header off the FIFO. If the FIFO is popped when the *IRQ line is high(FIFO empty), 0000h is outputted on the CPU data bus in the BCU and MTU modes, while 8000h is outputted in the RTU mode. Using this feature, FIFO empty can be determined without having to test the *IRQ line.

11.0 PC BOARD CONSIDERATIONS AND GUIDE LINES

There are a few guide lines which should be observed when mounting the terminal and its coupling transformer on a PC board. The following considerations will prevent layout problems on the board:

The width of the two land traces for each Bus from the terminal to the transformer must be as wide as
possible(0.1in min width).

The length of the two land traces for each Bus from the terminal to the transformer must be as short as
possible(0.5in max length).

The two land traces for each Bus from the terminal to the transformer must be balanced in length and width.

There should be no ground plane or power plane under transformer or the land traces connecting the transformer to the terminal.

The center tap of the transformer primary must be connected to ground with a heavy short land trace.

The center tap of the transformer secondary should be left floating.

All the power and ground pins on the terminal must be connected.

A 0.1uf capacitor should be connected from each power pin on the terminal to ground.

12.0 PIN FUNCTIONAL DESCRIPTION

The NHi-156XX I/ O pins are divided into 5 families:

General purpose signals
Host interface signals
I/ O bus interface signals
Mil Bus interface signals
Power

12.1 GENERAL PURPOSE SIGNALS

MRST_ L Master Reset (active low, input).
Initializes all registers and state machines. NHi-156XX reads hardwire terminal address. Reset pulse width is 300ns min. The reset recovery time is 12us max after the rising edge of the reset pulse.

LCLK_ H Terminal Clock from 20 Mhz oscillator (active high input).
Duty Cycle: 50-50 to 60-40.

12.2.0 HOST INTERFACE SIGNALS – LOCAL BUS TERMINALS

H_ DAT (15: 0) Host Data bus (bi- directional).

H_ ADR (16: 1) Host Address bus (input).

HCS_ L Chip Select (active low, input).
Selects the NHi-156XX. The falling edge of HCS_ L is used to latch the host address and indicates the start of a host memory cycle. The rising edge terminates the current cycle. During a host read- modify- write cycle. This signal must remain active from the beginning to the end of an access cycle.

NOTE: The host should not hold *HCS active for more than 5 us, otherwise timing errors on the Mil-Std Data bus may occur.

HWRL_ L Host Write Lower Byte (active low, input).

HWRH_ L Host Write Upper Byte (active low, input).

HRD_ L Host Read (active low, input).

DTACK_ L Host Data Transfer Acknowledge (active low, open drain output, 5K internal pull up).
Indicates to the host that a data transfer has been completed. When the host reads data, it takes HCS_L low and the HRD_ L low. The terminal will indicate that stable data is on the bus by outputting a low on DTACK_ L
. When the Host writes data, it takes HCS_ L low and HWRL_ L and/ or HWRH_ L low. The terminal then indicates that it has completed the write cycle by outputting a low on DTACK_ L.

INTACK_ L Host Interrupt Acknowledge (active low, input).
When HRD_ L= 0, INTACK_ L= 0, and HCS_ L= 1, an interrupt vector is popped from the FIFO, the IVR and AVR registers are updated, and the IVR is outputted onto both the lower and upper bytes of the host data bus.

INTPI_ L Interrupt Priority Input (active low, input).
This signal is used to daisy chain interrupt requests on the host bus. This signal must be active for the terminal to output an interrupt vector.

INTPO_L_DSC Interrupt Priority Output, Disconnect Signal (output).
This pin has 2 possible functions, depending on the M1760 bit in the RTC CONTROL register.
If M1760= 0, then the signal is used to daisy chain interrupt requests on the host bus. When the terminal requests an interrupt, this signal is output high; otherwise, this signal is equal to INTPI_ L.
If M1760= 1, then the pin is set to "1" when the store is disconnected (see EXTERNAL TERMINAL ADDRESS BUFFER for details).

12.3 HOST INTERFACE SIGNALS – PCI BUS TERMINALS

AD(31: 0) Address/Data bus(bi- directional).

CBE_(3:0) C/BE# Enable(tri-state).

PARBIT_H PAR(tri_state).

STOP_L STOP#(active low output, tristate).

DEVSEL_L DEVSEL#S(active low output, tristate).

TRDY_L TRDY#(active low output, tristate).

IRDY_L IRDY#(active low input).

FRM_L FRAME#(active low input).

IDSEL_H IDSEL(active high input).

PCICLK_H CLK(active high input).

12.4 DISCRETE I/O SIGNALS

CMDS_H This strobe is used to enable the EXTERNAL TERMINAL ADDRESS buffer when the hardwire terminal address is read during a reset or when the CPU reads address 30.

RTADR_H(4:0) 5 Bit Terminal Hardwire Address(bi-directional with 64k pull-up)
Open or external pull-up sets a logic “1”.
4.7k pull-down sets a logic “0”.
NOTE: Pull-up and pull-down resistors MUST be used to set logic levels. DO NOT connect pins directly to VCC or ground.

RTADR_PAR Terminal Address Odd Parity Bit(bi-directional with 64k pull-up)
Open or external pull-up sets a logic “1”.
4.7k pull-down sets a logic “0”.
NOTE: Pull-up and pull-down resistors MUST be used to set logic levels. DO NOT connect pins directly to VCC or ground.

IRQ_ L Host Interrupt Request (active low, open drain output, 5K internal pullup).
The IRQ_L will remain low until the FIFO is empty

EXT_TMG_H External Time tag(active high input).
Used to supply external tick rate to internal time tag clock.

PLSCMD_H Pulse Command(active high, output; 100ns).
RT MODE:
A pulse is issued whenever a bus message accesses a data table with PULSE (2: 0)= 7 in its tag word. If the location pin in the tag word is a '1', the pulse will be after the command word, otherwise it will be at the end of a valid message.
BC MODE:
A pulse is issued just before the command word is Transmitted if the pulse field in the Message Control word=7

MDCDRST_H Mode Code Reset Pulse (active high, 400 nS pulse, output).
Pulsed high whenever the mode code "Reset" is received in the RT mode or transmitted in the BC mode.

MDCD_01_H Mode Code Synchronize Pulse (active high, 400 nS pulse, output).
Pulsed high whenever the mode code "Synchronize" is received in the RT mode or transmitted in the BC mode.
(LOCAL BUS TERMINALS ONLY)

SSF_ TF_L Subsystem Flag, Terminal Flag (active low input).
Sets either the Subsystem Flag bit or the Terminal Flag bit in the STATUS register. The SSF_ TF bit in the CONTROL register determines which status bit will be set by this input (see CONTROL register for details).

BCUTGR_L Bus Controller Trigger(active low input)
Hardware trigger to start a BC frame.

BCFRMEND_PLS_H Bus Controller Minor Frame End Pulse(active high output)
(LOCAL BUS TERMINALS ONLY)

12.5 MIL-BUS INTERFACE SIGNALS

BUS_ A, BUS_ A_ L BUS A signals (bi- directional).
Connected to a bus coupling transformer.

BUS_ B, BUS_ B_ L BUS B signals (bi- directional).
Connected to a bus coupling transformer.

TXA_ENA_L Transmitter A ENABLE (active low input).
A logic low enables the bus A transmitter.

TXB_ENA_L Transmitter B Enable (active low input).
A logic high Inhibits the bus B transmitter.

12.6 POWER SIGNALS

GND Power and signal ground.

5V Power for transceiver.

3.3V Power for the Protocol chip and the ram. All logic I/O are 3.3v.
3.3V Logic inputs are 5 volt tolerant.

NOTE: **3.3V Bi-directional I/O are NOT 5 volt tolerant.**

13.0 ELECTRICAL CHARACTERISTICS

13.1 ABSOLUTE MAXIMUM RATINGS

PARAMETER	SYMBOL	MIN	MAX	UNITS	NOTE
SUPPLY VOLTAGE	Vcc +5V	-0.3	+7.0	Volts	
SUPPLY VOLTAGE	Vcc +3.3V	-0.3	+3.9	Volts	
INPUT VOLTAGE	Vin +5V	-0.3	+6.7	Volts	1
INPUT VOLTAGE	Vin +3.3V	-0.3	+3.6	Volts	1
INPUT CURRENT	Iin	-10		Microamps	2
INPUT ZAPPING	Vzap	2000		Volts	3
LATCH-UP TRIGGER	ILatch		200	Milliamps	4
THERMAL RESISTANCE	Tjc		4	DegC/W	
STORAGE TEMP.	Tstorage	-65	+150	Deg C	
LEAD TEMP.	TL		+300	Deg C	

Note 1: VCC referenced to ground

Note 2: Does not include current through internal 64K ohm pull- up/ down resistors.

Note 3: As defined for ESDS in Method 3015 0f MIL- STD- 883.

Note 4: The latch- up triggering current is the maximum current that will not cause latch- up on an I/ O BUFFER.

13.2 OPERATING CONDITIONS

PARAMETER	SYMBOL	MIN	MAX	UNITS
SUPPLY VOLTAGE	Vcc +5V	4.7	5.5	Volts
STANDBY CURRENT	Iccstby +5v		65	Milliamps
100% XMT CURRENT	Icc100 +5v		575	Milliamps
SUPPLY VOLTAGE	Vcc +3.3v	3.0	3.6	Volts
CURRENT	Icc +3.3v	8.0	20.0	Milliamps
BUS LEVEL	Vpp	7.1	8.5	Volts
STUB LEVEL	Vpp	20	27	Volts
CASE TEMPERATURE	TC	-55	+125	Deg C

13.3 I/O TYPES & DESCRIPTIONS

I/O TYPES	DESCRIPTION
1	BI-DIRECTIONAL 3 STATE BUFFER 64K PULL UP
2	BI-DIRECTIONAL STATE BUFFER 64K PULL UP
3	TOTEM POLE OUTPUT BUFFER
4	TOTEM POLE OUTPUT BUFFER
5	OPEN DRAIN OUTPUT BUFFER
6	3 STATE OUTPUT BUFFER
7	INPUT BUFFER 64K PULL UP
8	INPUT BUFFER 64K PULL DOWN
9	INPUT BUFFER
10	PCI BI-DIRECTIONAL 3 STATE BUFFER
11	PCI INPUT BUFFER
12	PCI TOTEM POLE 3 STATE OUTPUT BUFFER

SIGNAL I/O TYPE DEFINITIONS

I/O TYPE	SIGNAL NAME	I/O TYPE	SIGNAL NAME
1	H_DAT(15:0)	7	HWRH_L
2	RTADR(4:0)	7	HWRL_L
2	RTADR_PAR	9	TXINH_B
3	DSC_INTPO_L	7	MRST_L
3	CMDS	7	INTPI_L
4	MDCDRST	7	INTACK_L
4	PLSCMD	7	SSF_TF
4	I/O_RD_L	7	H_ADR(16:1)
4	I/O_WR_L	7	HCS_L
5	DTACK_L	8	CLK10
5	IRQ_L	9	TXINH_A
10	AD(31:0)	11	CBE_(3:0)
12	PARBIT_H	12	STOP_L
12	DEVSEL_L	12	TRDY_L
11	IRDY_L	11	FRM_L
11	IDESL_H	11	PCICLK_H

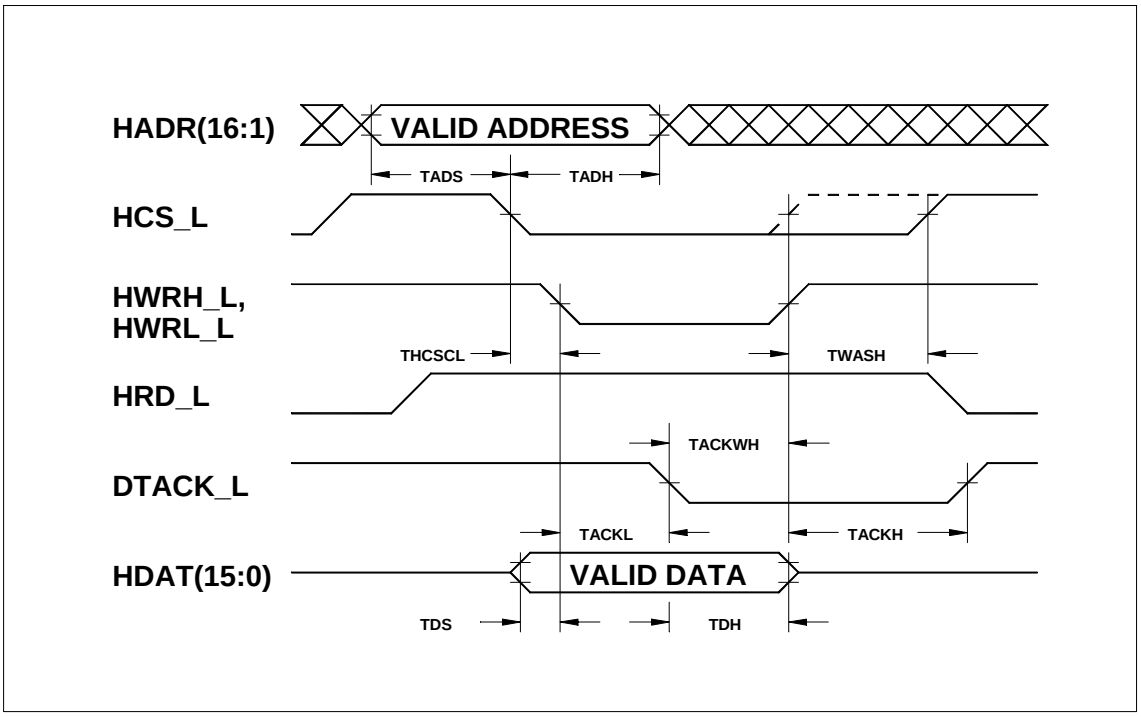
13.4 I/O ELECTRICAL CHARACTERISTICS

PARAMETER	I/O TYPE	CONDITION	MIN	MAX	UNITS
INPUT LOW VOLT	1,2,7,8,9			0.8	VOLTS
INPUT HIGH VOLT	1,2,7,8,9		2.0		VOLTS
OUTPUT LOW VOLT	1	IOL < 8.0 ma		0.4	VOLTS
	2	IOL < 4.0 ma		0.4	VOLTS
	3	IOL < 4.0 ma		0.4	VOLTS
	4	IOL < 6.0 ma		0.4	VOLTS
	5	IOL < 16.0 ma		0.4	VOLTS
	6	IOL < 8.0 ma		0.4	VOLTS
OUTPUT HIGH VOLT	1	IOH > -8.0 ma	2.4		VOLTS
	2	IOH > -4.0 ma	2.4		VOLTS
	3	IOH > -4.0 ma	2.4		VOLTS
	4	IOH > -6.0 ma	2.4		VOLTS
	6	IOH > - 8.0 ma	2.4		VOLTS
LOAD CAPACITANCE				50	PF
INPUT CAPACITANCE				10	PF

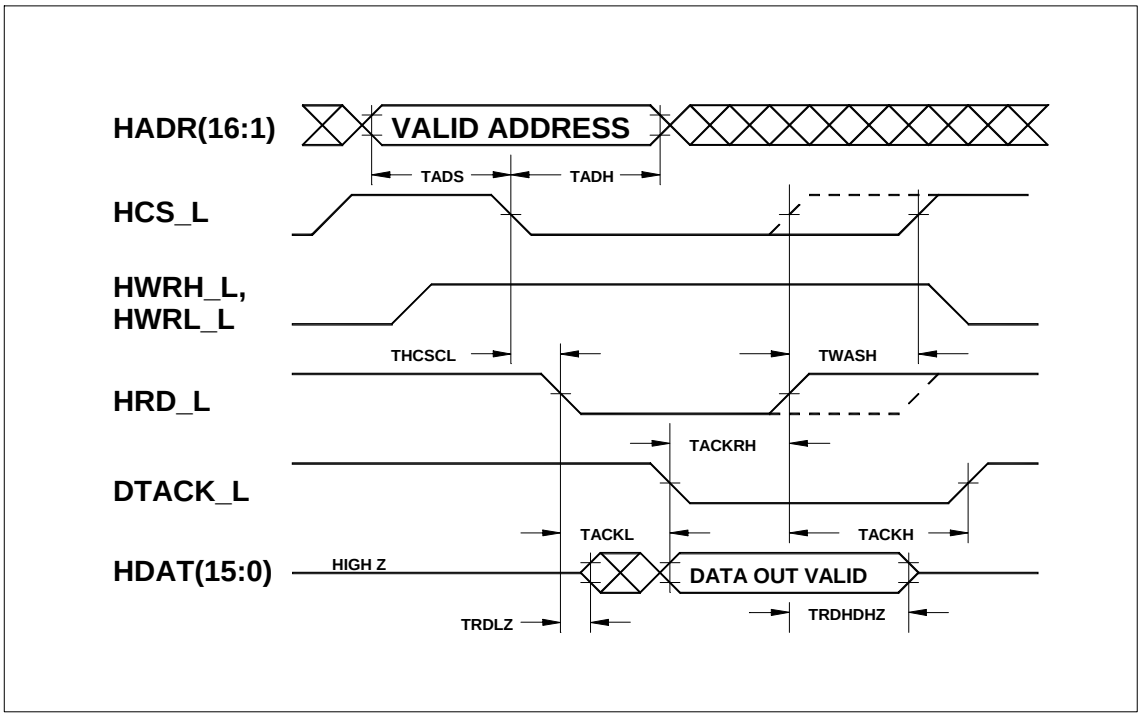
14.0.0 TIMING DIAGRAMS – LOCAL BUS TERMINALS

The following diagrams and notes describe the timing of the address, data, and control lines.

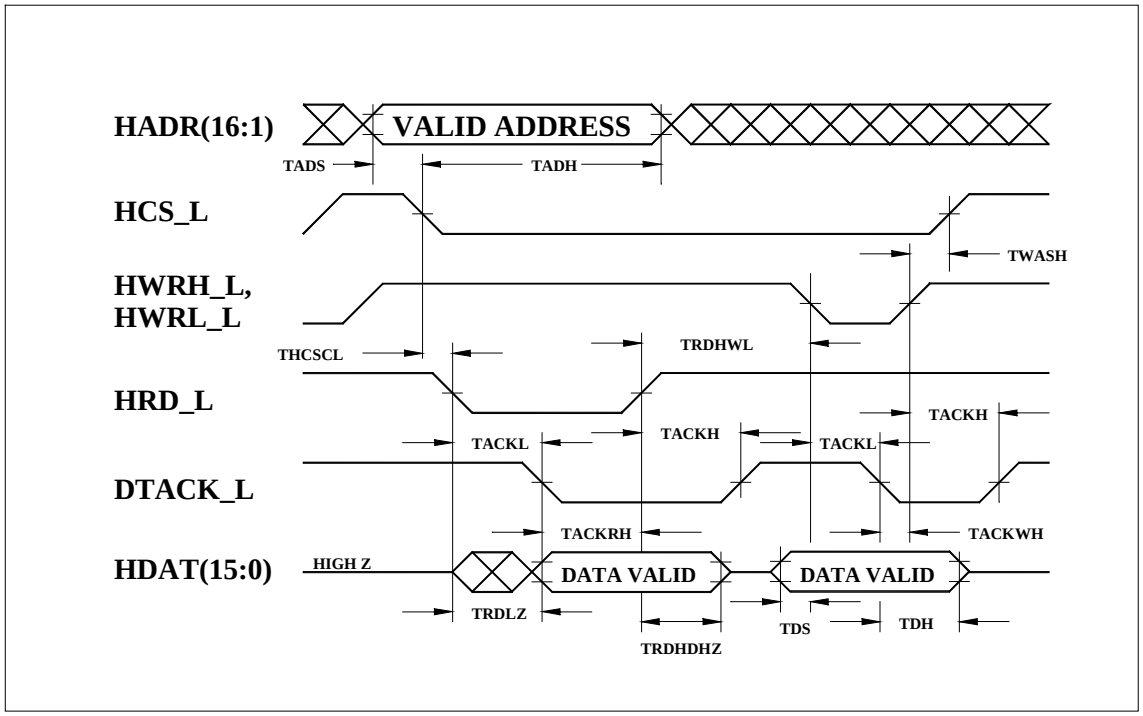
14.0.1 HOST WRITE CYCLE – LOCAL BUS TERMINALS



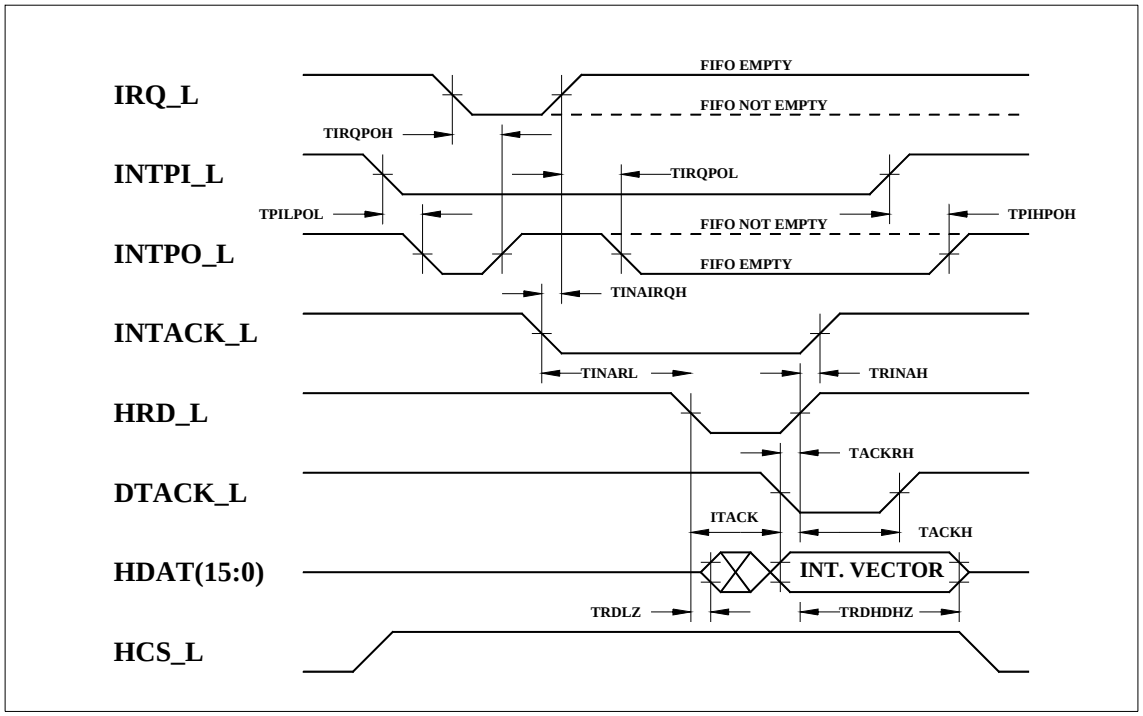
14.0.2 HOST READ CYCLE – LOCAL BUS TERMINALS



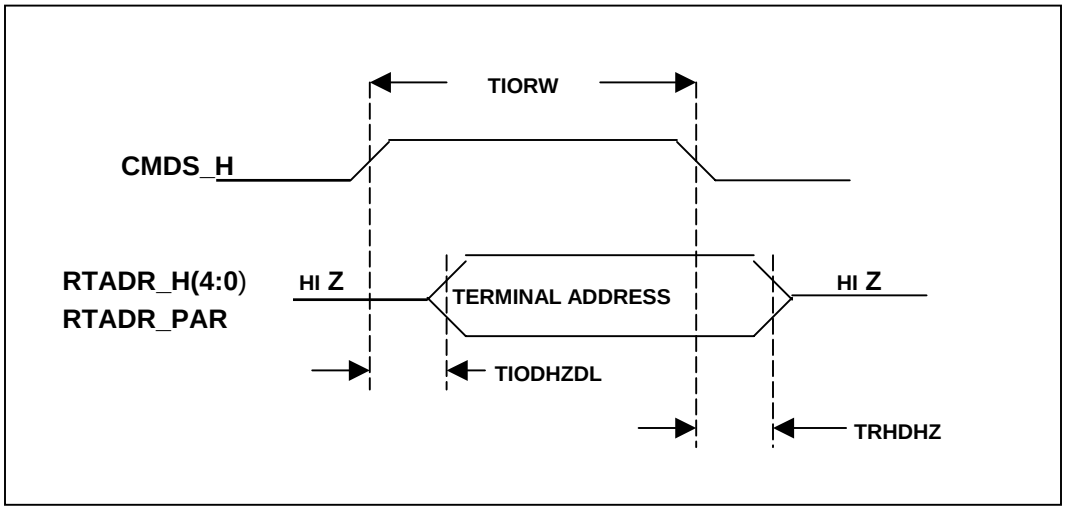
14.0.3 HOST READ- MODIFY- WRITE CYCLE – LOCAL BUS TERMINALS



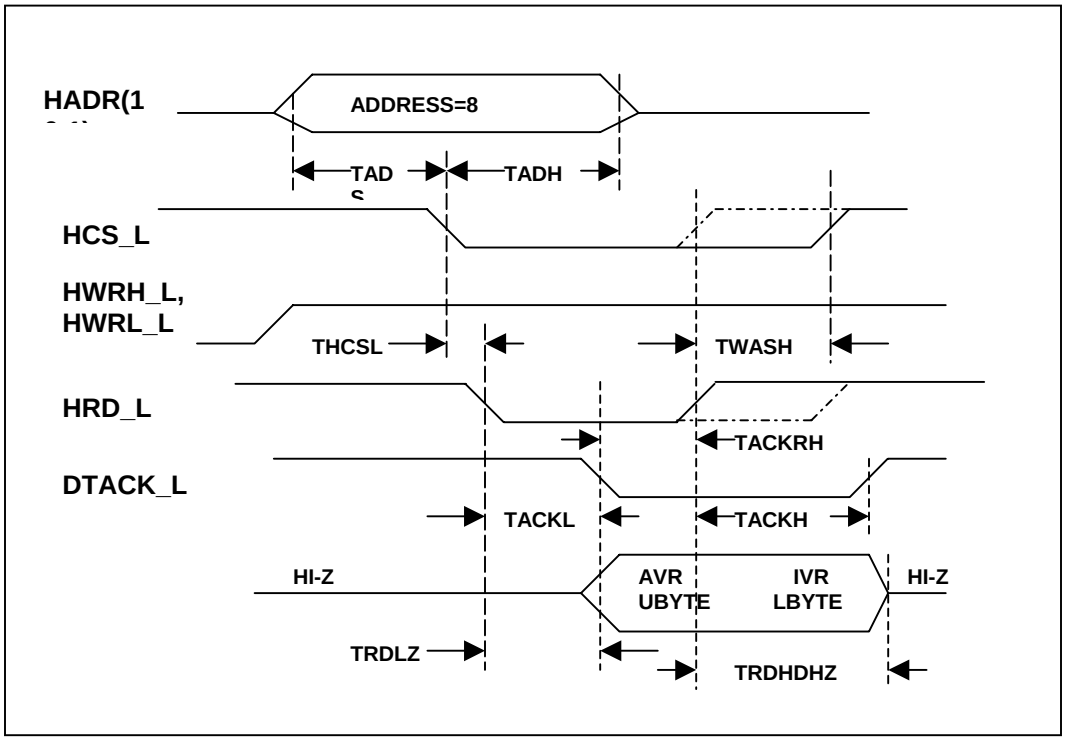
14.0.4 HARDWARE INTERRUPT ACKNOWLEDGE CYCLE – LOCAL BUS TERMINALS



14.0.5 TERMINAL ADDRESS READ CYCLE



14.0.6 SOFTWARE INTERRUPT ACKNOWKEDGE - LOCAL BUS TERMUNALS



14.0.7 TIMING NOTES – LOCAL BUS TERMINALS

The address is latched by the NHi-156XX on the high- to- low transition of the *HCS line. TADS, TADH, and TASLC are referenced to the high- to- low transition of *HCS.

TACK is a function of the contending access performed by the NHi-156XX (see host access table).

The low- to- high transition of HRD_L or HCS_L terminates the read cycle.

The low- to- high transition of HWRH_L or HWRL_L or HCS_L terminates the write cycle.

The DTACK_L line is tri- stated after delay TACKH. Its rise time is a function of the internal 5K ohm pull- up resistor and the external load.

While INTACK_L is low, INTPO_L will be affected by changes in IRQ_L.

ITACK starts after the falling edge of HRD_L and INTACK_L..

14.1.0 TIMING PARAMETER TABLES FOR LOCAL BUS TERMINALS

14.1.1 HOST READ, WRITE, READ- MODIFY- WRITE TABLE and **SOFTWARE INTERRUPT ACKNOWLEDGE**

SYMBOL	PARAMETER	MIN(ns)	Max(ns)
TADS	ADDRESS SETUP TIME	0	-
TADH	ADDRESS HOLD TIME	200	-
THCSCL	HCS_L LOW TO COMMAND LOW	0	-
TACKWH	DATA ACKNOWLEDGE LOW TO WRITE HIGH	0	-
TWASH	HWRH,L_L HIGH TO HCS_L HIGH	0	-
TACKH	END OF CYCLE TO DATA ACKNOWLEDGE HIGH	0	30
TACKL(1)	NO CONTENTION	250	320
TACKL(2)	WITH CONTENTION	320	870
TACKL(3)	WORST CASE ; ONCE AT START OF MESSAGE	320	2800
TDS	DATA SETUP TIME	0	75
TDH	DATA HOLD TIME	0	-
TACHRH	DATA ACKNOWLEDGE LOW TO READ HIGH	0	-
TRDLZ	HRD_L LOW TO DATA LOW Z	0	20
TRDHDHZ	HRD_L HIGH TO DATA HIGH Z	0	30
TRDHWL	HRD_L HIGH TO WRITE LOW	30	-

14.1.2 TERMINAL ADDRESS READ TABLE – LOCAL AND PCI BUS TERMINALS

SYMBOL	PARAMETER	MIN(ns)	Max(ns)
TRHDHZ	RTADDRESS TO HIGH Z	0	50
TIODHZDL	HIGH Z TO RTADDRESS ON BUS		50
TIORW	CMDS PULSE WIDTH	245	255

14.1.3 HARDWARE INTERRUPT ACKNOWLEDGE CYCLE TABLE

SYMBOL	PARAMETER	MIN(ns)	Max(ns)
TIRQPOH	IRQ_L LOW TO INTPO_L HIGH	-	20
TPILPOL	INTPI_L LOW TO INTPO_L LOW	-	40
TPIHPOH	INTPI_L HIGH TO INTPO_L HIGH	-	40
TINAIRQH	INTACK_L LOW TO IRQ_L HIGH	0	200
TINAIRQL	INTACK_L HIGH TO NEXT IRQ_L LOW	0	200
TRINAH	HRD_L HUGH TO INTACK_L HIGH	0	-
ITACK	HRD_L LOW TO DTACK_L LOW	300	400
TACKRH	DTACK_L LOW TO HRD_L HIGH	0	-
TRDLZ	HRD_L LOW TO DATA IN LOW Z	0	20
TRDHDHZ	HRD_L HIGH TO DATA IN HIGH Z	0	30
TACKH	END OF CYCLE TO DTACK_L HIGH	0	30
TIRQPOL	IRQ_L HIGH TO INTPO_L LOW	10	20
TINARL	INTACK_L LOW TO HRD_L LOW	0	30

15.0 PIN FUNCTION TABLE

15.1 UNIVERSAL PIN FUNCTIONS 68 PIN QUAD FLAT PACK LOCAL BUS TERMINALS

Pkg Pin #	Function		Pkg Pin #	Function
1	HCS_L		35	HDAT_15
2	HADR_8		36	HDAT_14
3	HADR_7		37	HDAT_13
4	HADR_6		38	HDAT_12
5	HADR_5		39	HDAT_11
6	HADR_4		40	HDAT_10
7	HADR_3		41	HDAT_9
8	HADR_2		42	HDAT_8
9	HADR_1		43	HWRH_L
10	PLSCMD_H		44	BCUTRG_L
11	5V		45	HDAT_7
12	TXA_ENA_L		46	HDAT_6
13	GND		47	HDAT_5
14	BUS_A_H		48	HDAT_4
15	GND		49	HDAT_3
16	SSF_TF_L		50	HDAT_2
17	BUS_A_L		51	HDAT_1
18	LCLK_H		52	HDAT_0
19	3.3V		53	HWRL_L
20	MDCDRST_H		54	INTPI_L
21	CMDS_H		55	INTACK_L
22	BUS_B_H		56	DTACK_L
23	GND		57	BCFRMEND_PLS_H
24	TXB_ENA_L		58	INTPO_L_DSC
25	BUS_B_L		59	MCD01_PLS_H
26	RTADR_PAR_H		60	HRD_L
27	RTADR_H4		61	HADR14
28	RTADR_H3		62	HADR_12
29	RTADR_H2		63	HADR_16
30	RTADR_H1		64	HADR_13
31	RTADR_H0		65	HADR_15
32	IRQ_L		66	HADR_11
33	MRST_L		67	HADR_10
34	EXT_TMG_H		68	HADR_9

1553 TERMINAL WITH LOCAL BUS INTERFACE
BC/RT/MT/MT-RT

Note: For RT only terminals
Pin 44 – 10K Pull-Up to +3.3v.
Pin 57 – No External Connection Permitted.

15.2 UNIVERSAL PIN FUNCTIONS 68 PIN QUAD FLAT PACK PCI BUS TERMINALS

Pkg Pin #	Function	Pci Conn.		Pkg Pin #	Function	Pci Conn.
1	CBE_0	A-52		35	AD31	B-20
2	AD7	B-53		36	AD30	A-20
3	AD6	A-54		37	AD29	B-21
4	AD5	B-55		38	AD28	A-22
5	AD4	A-55		39	AD27	B-23
6	AD3	B-56		40	AD26	A-23
7	AD2	A-57		41	AD25	B-24
8	AD1	B-58		42	AD24	A-25
9	AD0	A-58		43	CBE_3	B-26
10	PLSCMD_H			44	IDSEL_H	A-26
11	5V			45	AD23	B-27
12	TXA_ENA_L			46	AD22	A-28
13	GND			47	AD21	B-29
14	BUS_A_H			48	AD20	A-29
15	GND			49	AD19	B-30
16	SSF_TF_L/BCUTGR_L			50	AD18	A-31
17	BUS_A_L			51	AD17	B-32
18	LCLK_H			52	AD16	A-32
19	3.3V			53	CBE_2	B-33
20	MDCDRST_H			54	FRM_L	A-34
21	CMDS_H			55	IRDY_L	B-35
22	BUS_B_H			56	TRDY_L	A-36
23	GND			57	DEVSEL_L	B-37
24	TXB_ENA_L			58	STOP_L	A-38
25	BUS_B_L			59	PARBIT_H	A-43
26	RTADR_PAR_H			60	CBE_1	B-44
27	RTADR_H4			61	AD15	A-44
28	RTADR_H3			62	AD14	B-45
29	RTADR_H2			63	AD13	A-46
30	RTADR_H1			64	AD12	B-47
31	RTADR_H0			65	AD11	A-47
32	IRQ_L	A-6		66	AD10	B-48
33	MRST_L	A-15		67	AD9	A-49
34	PCICLK_H	B-16		68	AD8	B-52

1553 TERMINAL WITH PCI 2.2
33 MHZ 32BIT INTERFACE
BC/RT/MT/MT-RT

Note: For RT only terminals
Pin 16 is SSF_TF_L only

15.3 UNIVERSAL PIN FUNCTIONS PLASTIC BGA PACKAGE LOCAL BUS TERMINALS

Pkg Pin#	Function		Pkg Pin#	Function
A1	BUS_A_H		E5	HADR_H13
A2	PLSCMD_H		E6	INTPI_L
A3	TXA_ENA_L		E7	HDAT_H0
A4	HADR_H9		E8	HDAT_H2
A5	HADR_H5		E9	HDAT_H4
A6	HADR_H3		F1	3.3 V
A7	HADR_H8		F2	N/C
A8	HADR_H11		F3	TXB_ENA_L
A9	HADR_H12		F4	MCD08_PLS_H
B1	GND		F5	EXT_TMTG_H
B2	GND_THERMAL BALL		F6	RTADR_PAR
B3	GND_THERMAL_BALL		F7	HDAT_H12
B4	HCS_L		F8	HDAT_H3
B5	HADR_H7		F9	HDAT_H5
B6	HADR_H6		G1	BUS_B_H
B7	HADR_H10		G2	GND_THERMAL BALL
B8	HADR_H16		G3	GND_THERMAL_BALL
B9	HRD_L		G4	SSF_TF_L
C1	BUS_A_L		G5	HDAT_H15
C2	N/C		G6	RTADR_H4
C3	N/C		G7	RTADR_H3
C4	CMDS_H		G8	HDAT_H10
C5	HADR_H1		G9	HDAT_H7
C6	HADR_H14		H1	GND
C7	MCD01_PLS_H		H2	N/C
C8	INTPO_L_DSC		H3	N/C
C9	DTACK_L		H4	IRQ_L
D1	5.0V		H5	HDAT_H14
D2	5.0V		H6	RTADR_H1
D3	N/C		H7	RTADR_H2
D4	HADR_H2		H8	BCUTRIG_L
D5	HADR_H4		H9	HWRH_L
D6	BCFRMEND_PLS_H		J1	BUS_B_L
D7	INTACK_L		J2	N/C
D8	HWRL_L		J3	MRST_L
D9	HDAT_H1		J4	HDAT_H13
E1	GND		J5	RTADR_H0
E2	N/C		J6	HDAT_H11
E3	LCLK_H		J7	HDAT_H9
E4	HADR_H15		J8	HDAT_H8
			J9	HDAT_H6

1553 TERMINAL WITH LOCAL BUS INTERFACE
BC/RT/MT/MT-RT

Note: For RT only terminals
Pin H8 – 10K Pull-Up to +3.3v.
Pin D6 – No External Connection Permitted.

15.4 UNIVERSAL PIN FUNCTIONS PLASTIC BGA PACKAGE PCI BUS TERMINALS

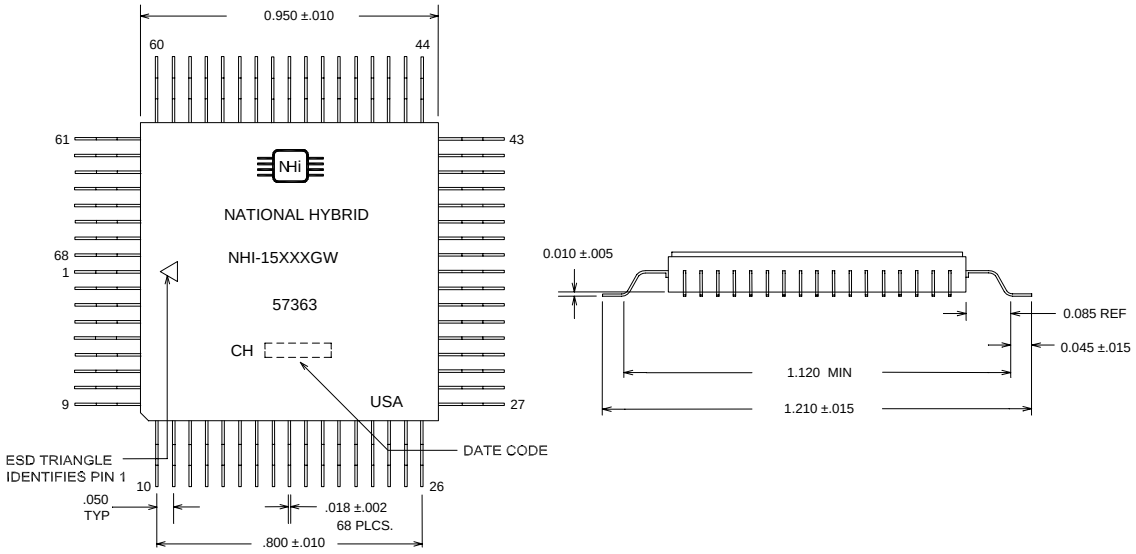
Pkg Pin #	Function	Pci Conn.		Pkg Pin #	Function	Pci Conn.
A1	BUS_A_H			E5	AD12	B-47
A2	PLSCMD_H			E6	FRM_L	A-34
A3	TXA_ENA_L			E7	AD16	A-32
A4	AD8	B-52		E8	AD18	A-31
A5	AD4	A-55		E9	AD20	A-29
A6	AD2	A-57		F1	3.3V	
A7	AD7	B-53		F2	N/C	
A8	AD10	B-48		F3	TXB_ENA_L	
A9	AD14	B-45		F4	MCD08_PLS_H	
B1	GND			F5	PCI_CLK_H	B-16
B2	GND_THERMAL BALL			F6	RTADR_PAR	
B3	GND_THERMAL_BALL			F7	AD28	A-22
B4	CBE0	A-52		F8	AD19	B-30
B5	AD6	A-54		F9	AD21	B-29
B6	AD5	B-55		G1	BUS_B_H	
B7	AD9	A-49		G2	GND_THERMAL_BALL	
B8	AD13	A-46		G3	GND_THERMAL_BALL	
B9	CBE1	B-44		G4	SSF_TF_L/BCUTGR_L	
C1	BUS_A_L			G5	AD31	B-20
C2	N/C			G6	RTADR_H4	
C3	N/C			G7	RTADR_H3	
C4	CMDS_H			G8	AD26	A-23
C5	AD0	A-58		G9	AD23	B-27
C6	AD15	A-44		H1	GND	
C7	PARBIT_H	A-43		H2	N/C	
C8	STOP_L	A-38		H3	N/C	
C9	TRDY_L	A-36		H4	IRQ_L	A-6
D1	5.0V			H5	AD30	A-20
D2	5.0V			H6	RTADR_H1	
D3	N/C			H7	RTADR_H2	
D4	AD1	B-58		H8	IDSEL_H	A-26
D5	AD3	B-56		H9	CBE3	B-26
D6	DEVSEL_L	B-37		J1	BUS_B_L	
D7	IRDY_L	B-35		J2	N/C	
D8	CBE2	B-33		J3	MRST_L	A-15
D9	AD17	B-32		J4	AD29	B-21
E1	GND			J5	RTADR_H0	
E2	N/C			J6	AD27	B-23
E3	LCLK_H			J7	AD25	B-24
E4	AD11	A-47		J8	AD24	A-25
				J9	AD22	A-28

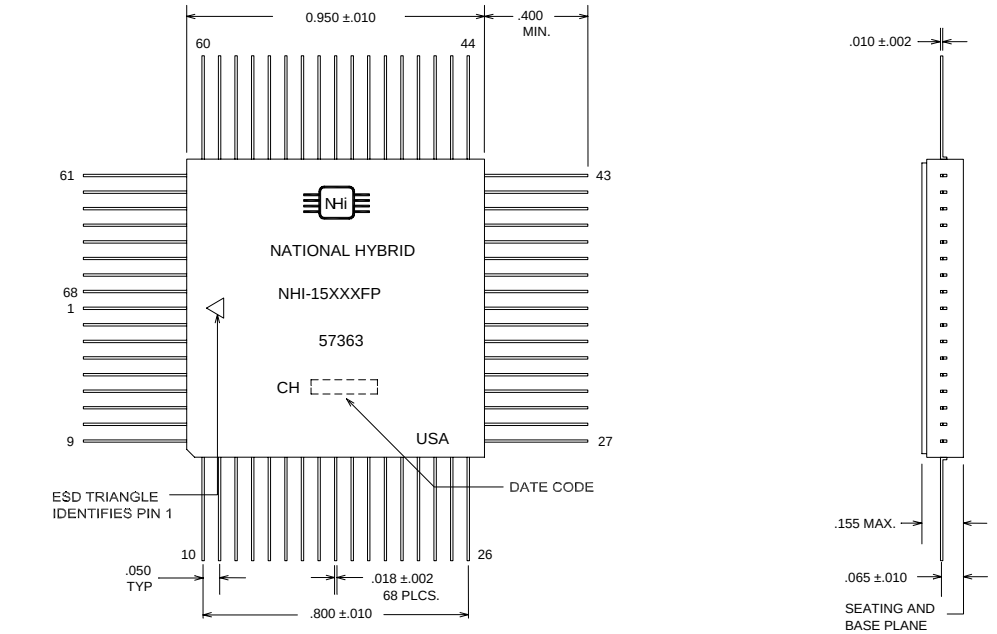
1553 TERMINAL WITH PCI BUS INTERFACE
BC/RT/MT/MT-RT

Note: For RT only terminals
Pin G4 is SSF_TF_L only

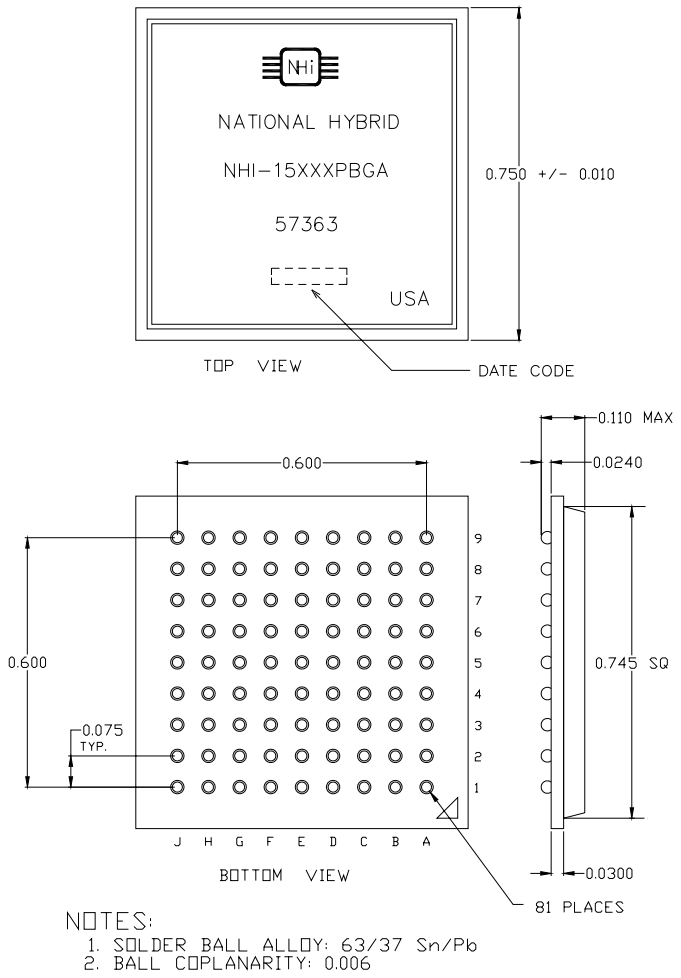
15.5 GENERIC PACKAGE OUTLINE DRAWINGS

QUAD GULL WING AND QUAD FLAT PACK PACKAGES
Gold Plated Kovar Leads





15.6 BALL GRID ARRAY PACKAGE

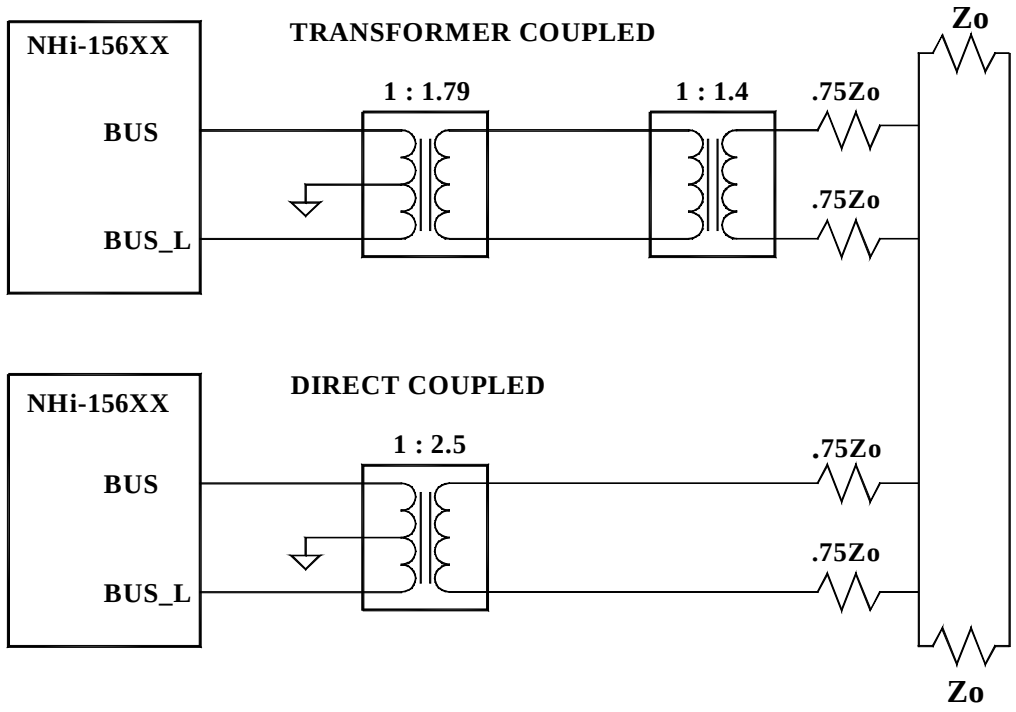


16.0 MATING TRANSFORMER REFERENCE

All the NHi-156XX requires a coupling transformer with a turns ratio of 1: 2.5 for Direct Coupling, and a turns ratio of 1: 1.79 for Transformer Coupling to the Mil- Std Data Bus. Technitrol part number Q1553- 45 or equivalent is recommended.

The center tap on the NHi-156XX side of the coupling transformer must be grounded. The center tap on the bus side of the coupling transformer should be left floating.

The figure shows a typical transformer connection.

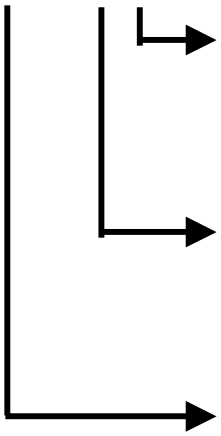


17.0 ORDERING INFORMATION

Unless otherwise specified, all terminals contain the following standard features:

- **Dual Redundant +3.3 Volt Logic Operation**
- **NHi Monolithic +5v Volt Transceivers**
- **Bus Controller, Bus Monitor, Remote Terminal, Bus Monitor/Remote Terminal**
- **PCI Bus Or Local Bus Interface**
- **64K Word Internal Ram**
- **Multi Protocol Compliant**
- **Trapezoidal Output Waveform**
- **External Time Tag Input**
- **BC Trigger**
- **Package Pins Defined in Pin Function Table**

NHi-156XXETGW/ 883



Grade

883	Compliant to MIL- PRF- 38534 Class H
M	MIL- PRF- 38534 Table VIII Device Screening.
T	Industrial Grade, MIL Temp: -55 to +125° C
Blank	Industrial, -40 to +85° C

Package

GW	68 Pin Gull Wing lead formed Quad FlatPack
FP	68 Pin Straight Lead Quad FlatPack
PBGA	81 Ball Plastic Ball Grid Array

Device

1MHz	**TERMINALS**
625ET	BC, MT, RT, MT/RT; PCI Bus Interface.
635ET	BC, MT, RT, MT/RT; PCI Bus Interface, 1760 output level
671RT	RT Only; PCI Bus Interface.
673RT	RT Only; PCI Bus Interface, 1760 output level.
650ET	BC, MT, RT, MT/RT; Local Bus Interface.
660ET	BC, MT, RT, MT/RT; Local Bus Interface., 1760 output level
675ET	BC, MT, RT, MT/RT; Local Bus Interface., No Transceivers
676ET	BC, MT, RT, MT/RT; PCI Bus Interface., No Transceivers
691RT	RT Only; Local Bus Interface.
693RT	RT Only; Local Bus Interface, 1760 output level.

2MHz	**TERMINALS**
725ET	BC, MT, RT, MT/RT; PCI Bus Interface.
735ET	BC, MT, RT, MT/RT; PCI Bus Interface, 1760 output level
771RT	RT Only; PCI Bus Interface.
750ET	BC, MT, RT, MT/RT; Local Bus Interface.
760ET	BC, MT, RT, MT/RT; Local Bus Interface., 1760 output level
791RT	RT Only; Local Bus Interface.

See QML- 38534 for NHi Qualification under Mil- PRF- 38534

Page Intentionally Left Blank

Page Intentionally Left Blank

Page Intentionally Left Blank

18.0 REVISIONS

PAGE	DATE	REVISION
6	07 Jan 03	Typos
33	07 Jan 03	CBE_4-0 to CBE_3-0
67	07 Jan 03	Fix Word Monitor Bolck Diagram
89	07 Jan 03	Fix Terminal Address Read Diagram
96	07 Jan 03	Add Package Size To Features
5	07 Jan 03	Update Table Of Contents
1	07 Jan 03	Update Title Page
45	28 Feb 03	Index(1-2047) To Index(1-4095)
96	19 Jun 03	add 15635, 15660
35,36,38, 39,44,45	19 Jun 03	Add text "Set by CPU" or "Set by Terminal"
41	19 Jun 03	Change 5 to 2
6,7,10,82, 83	19 Jun 03	Spelling
10,13	19 Jun 03	Add PCI info
14	19 Jun 03	Add Reserved to Address map table
69	19 Jun 03	Remove Address Filter from table
96	19 Jun 03	Add Lead Finish
80	19 Jun 03	Modify Reset Table
101	19 Jun 03	Add Loop Back App Note
66	19 Jun 03	Fix Address Filter Data
66	20 Jun 03	Fix Address Filter Again!!
26	03 July 03	4.2.24 change 64us to 100us
96	08 July 03	Change 671ET,691ET To 671RT, 691RT
96	08 July 03	Add 2MHz Terminals
96	23 July 03	Add 15673, 15693.
11,18	08 Aug 03	Clarify interrupt table and mask register
58,59,102, 35,50,54	18 Aug 03	Typos
33	18 Aug 03	Add statement on pci data to terminal data relationship
84; 86	18 Aug 03	Add section 12.6; Fix signal I/O type definition table.
104	18 Aug 03	Add software interface to appendix
82,84,105, 22,95,97, 98,99,101	20 Aug 03	Add duty cycle to LCLK_H; add 5v power; typos
103,104	28 Aug 03	Add transceiver check to loopback test.
47	15 Sept 03	Typos
89	15 Sept 03	14.0.5 timing diagram
90	15 Sept 03	Add TIORW to table 14.1.2
48,90	07 Oct 03	typo in table; Cmds pulse width spec.
37	07 Oct 03	Expand pointer swap explanation.
39	11 Dec 03	Modify table 6.1.10
43	11 Dec 03	Typos in table
46	11 Dec 03	Modify table 6.2.6
85	11 Dec 03	Modify table 13.2.
86	26 Feb 04	Add Load Capacitance
90	26 Feb 04	Add Minimum TACKL Times.
40,47,61	27 Feb 04	Fix Hex Number Errors.
94	29 Mar 04	Change Max Pkg Height To 0.155 max.

REVISIONS CONTINUED

PAGE	DATE	REVISION
32	01 Jun 04	Change PCI device ID to 5625
31	01 Jun 04	Add bcu and MTU Fifo data
19,20	01 Jun 04	Add note about sections 4.2.41 and 4.2.42
3	01 Jun 04	Update table of contents
33	01 Jun 04	Fix 5.1.2 4th paragraph
40	01 Jun 04	Xmt subaddr 30
74,79	01 Jun 04	Fix mode code 8 action on registers
22,31,81	03 Sep 04	Clarify FIFO read; fix typo; Clarify FIFO operation
84,87	03 Sep 04	Add Ext_Tmg _H description; Fix Tackl on dwgs
92,93	03 Sep 04	Change pin name to MDCDRST_H
33,81	11 Nov 04	Define PCI pointer; 10.1,2 Clarify FIFO empty
94,95,97, 99	19 Oct 05	Add plastic Ball Grid Array Package
98,99	02 Feb 06	Modify PBGA dimensions; Modify ordering info
29,30	14 Jun 06	Add note to Monitor filter registers: Must not filter out RT address when terminal is in the concurrent Monitor-RT mode.

19.0 APPLICATION NOTES

19.1 LOOP BACK TEST OPERATION

The Loop back test is used to perform a confidence check on the terminal. The test will verify the operation of over 95% of the terminal and provide a thorough check of the terminal with a high confidence factor result.

When Loop back is invoked, the encoder of the channel under test is connected to the decoder of that bus. A simulated message are constructed and sent through the device via the looped back encoder/decoder. The terminal performs as if the message were received from the 1553 bus. The protocol engine, memory management, ram, interrupts, error-checking etc. are all exercised. Any failure will be detected at the end of the test.

The following sequence of operation invokes a loop back test:

1. In the Control Register (address 0); set the loop back bit to '1' for the channel to be tested. Bit 8 loops bus A, while bit 9 loops bus B. Set bit 10 in the control register to '1' to prevent the simulated message from going out on the data bus.

2. Fill the Encoder Data Register (address 23) with data representing a Receive Command word of the test message.

Note that the Terminal adds the proper Command or Data Sync and Parity Bits to the 16-bit word in the encoder data register once it is queued as a Command or Data Tx Request.

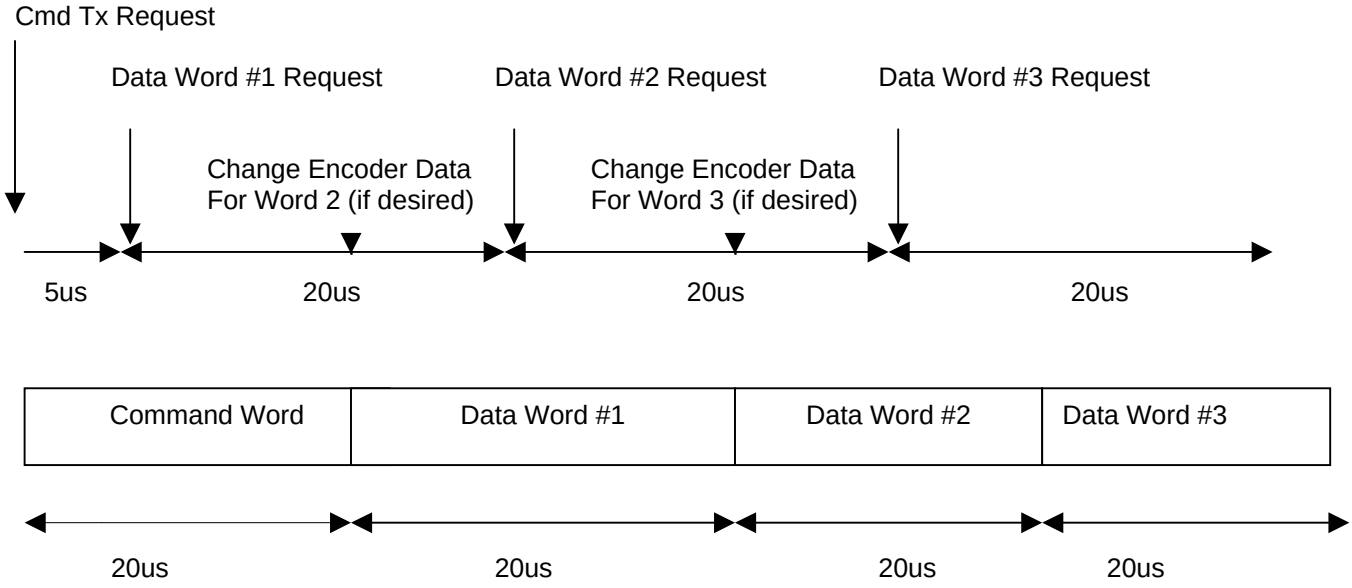
3. Transmit the contents of the Encoder Data Register as a Command word by writing any value to the Encoder Command Tx Request Register (address 25).

4. About 5.0us after Command word transmission has been initiated, the timing is not critical, queue a data word by writing any value to the Encoder Data Tx Request Register (address 24). This action will cause the data in the Encoder Data Register to be sent as a contiguous data word following the Command word.

5. To queue another data word, wait 20us, then write any value to the Encoder Data Tx Request Register. This will queue another contiguous data word to the message. Continue this process until the all the data words required by the word count field in the Command word have been sent.

6. If each data word is to be different, change the data in the Encoder Data Register between the 20us queuing operations.

The following timing diagram depicts operation:



The terminal is operating on the test message as if it were being received from the 1553 bus. The Encoders and decoders are exercised, message processing is checked, memory management is checked, state machines are exercised, etc.

The Command, Status and other message related registers are updated. The RAM is loaded with Data, Tag words and Time Tags. All error checking is performed. Interrupts are set and header information pushed on to the FIFO.

The only area that is not exercised is the transceiver for obvious reasons. In the lab, of course, the transceiver could be checked by not inhibiting transmission onto the bus, and looking at the message with a scope. However, this cannot be done in an application environment.

In an application, the bus controller would perform a long loop test; send a receive message to the terminal then send a transmit command to get the same data back and correlate it.

19.2 MODIFIED LOOPBACK TEST

This test is performed using the A and B channels of the terminal and includes the transceiver, therefore the complete terminal is exercised.

1. Attach Channel A Bus and Channel B Bus of the terminal to the same **properly terminated Data Bus using a coupler with at least two Stubs** .

2. In the Control Register (address 0), set Bit 8, the loop back for A channel to '1'. Bit 8 loops bus A. Set bit 10 in the control register to '0' to allow the simulated message to go out on the data bus. Inhibit Decoder A from receiving the looped message by setting bit 0 to '0' in the Control register. A typical control register might contain 8181Hex for this test.

3. Note the contents of the last command register (address 11) prior to sending the test message. You will be comparing the test message sent to the word in the last command register as the method for determining signal path integrity.

4. Fill the Encoder Data Register (address 23) with data representing a Receive Command word of the test message. A typical word might be 0841 Hex to command Terminal Address 1 to receive 1 word of data into subaddress 2. **NOTE:** The address field in the command word MUST be the same as the terminal address of the RT.

5. Note that the Terminal adds the proper Command or Data Sync and Parity Bits to the 16-bit word in the encoder data register once it is queued as a Command Tx or Data Tx Request.

6. Transmit the contents of the Encoder Data Register as a Command word by writing any value to the Encoder Command Tx Request Register (address 25).

7. Check the last command register (address 11) to verify the test message command word was received from the bus by the B channel decoder.

8. Data Words are not necessary for this test of signal path, but could be added in the same way as described on the previous page. If desired, pointer tables could be setup for the subaddress, and the data table checked for receipt of data.

9. The test can be repeated using different receive commands, comparing results with the last command register each time. The test can also be repeated, if desired, using the B channel for loop back (Bit 9 in control register) and disabling the B channel Decoder (Bit 1 in control register).

19.3.0 SOFTWARE INTERFACE

19.3.1 GENERAL

The NHi-15XXX terminals can interface to a subsystem via a Local bus or a PCI bus. Accessing the terminal through software is quite straight forward in either case. Two examples of "C" code fragments will be given for illustration.

19.3.2 PCI BUS "C" CODE FRAGMENT

Refer to section 5.0 of this manual for PCI configuration space information, addressing and data handling. Refer to section 4.0 of this manual for the address map of the NHi-15XXX.

```
//  NHi-15xxx- PCI bus software access

ULONG pciread15xxx(ULONG,ULONG);                 //Read data from NHi-15xxx register or
                                                 //memory location.
VOID pciwrite15xxx(ULONG, ULONG, ULONG);         //Write data  to NHi-15xxx register or
                                                 //memory location.

ULONG pciread503(ULONG terminal_location,  ULONG 15xxx_address)
{
// terminal_location:     System address of NHi-15xxx terminal

//15xxx_address          Register or memory address within NHi-15xxx.

        ULONG data;                  //32 bit Data read from NHi-15xxx.
                                     //Lower 16 bits contains NHi-15xxx data
                                     //Upper 16 bits set to '1'.

        15xxx_address = (15xxx_address << 2);       //Multiply 15XXX address by 4 to make
                                                    //double word PCI address offset.

        data = *((PULONG)(terminal_location+15xxx_address));    //Read data from NHi-15xxx.

        return(data);

}


VOID pciwrite15xxx(ULONG terminal_location,  ULONG 15xxx_address, ULONG data)
{
// terminal_location:     System address of NHi-15xxx terminal

//15xxx_address          Register or memory address within NHi-15xxx.

// data                  32 bit Data to be written to NHi-15xxx.
//                       Lower 16 bits contains NHi-15xxx data
//                       Upper 16 bits set to '1'.

        15xxx_address = (15xxx_address << 2);       //Multiply 15XXX address by 4 to make
                                                    //double word PCI address offset.

        *((PULONG)( terminal_location+15xxx_address)) = data;   //Write data to NHi-15xxx

}
```

19.3.4 LOCAL BUS "C" CODE FRAGMENT

Refer to section 4.0 of this manual for the address map of the NHi-15XXX.

```
//  NHi-15xxx- LOCAL bus software access.

//  System address is assumed to be 32 bits.


unsigned int lclread15xxx(ULONG, unsigned int);             //Read data from NHi-15xxx register or
                                                            //memory location.

VOID lclwrite15xxx(ULONG, unsigned int, unsigned int);      //Write data  to NHi-15xxx register
                                                            //or memory location.



unsigned int lclread15xxx(ULONG terminal_location,  unsigned int 15xxx_address)
{
// terminal_location:    System address of NHi-15xxx terminal

//15xxx_address         Register or memory address within NHi-15xxx.

        unsigned int data;                  //16 bit Data read from NHi-15xxx.

                                    //Read data from NHi-15xxx.
        data = *((PULONG)(terminal_location+(ULONG )15xxx_address));

        return(data);

}


VOID lclwrite15xxx(ULONG terminal_location,  unsigned int 15xxx_address, unsigned int data)
{
// terminal_location:    System address of NHi-15xxx terminal

//15xxx_address         Register or memory address within NHi-15xxx.

// data                 16 bit Data to be written to NHi-15xxx.

                                    //Write data to NHi-15xxx
        *((PULONG)( terminal_location+(ULONG )15xxx_address)) = data;
}
```