



maxim
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MG3500/MG2580 HD H.264 CODEC DATA SHEET

Advance Information

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1.0: Description	13	8.2: Thermal Data	202
1.1: Hardware Overview	14	9.0: Marking	203
1.2: Support Tools	18		
2.0: Device Overview, Pin Assignments	21		
2.1: Naming Conventions	21		
2.2: Pinout Diagrams	22		
2.3: Pin Descriptions (by Interface)	27		
2.4: Power and Ground Pins	52		
2.5: Pin List by Power Group	55		
2.6: Hookup Recommendations when Interfaces Are Unused	57		
3.0: Device Configuration	67		
3.1: Reset	67		
3.2: Boot modes for the MMEs and the ARM	67		
3.3: Firmware Loader	68		
3.4: API Configuration	68		
3.5: Pin Multiplexing, GPIOs, etc.	68		
3.6: Debug Mode	68		
3.7: JTAG ID Register	68		
4.0: Device Operating Conditions	71		
4.1: Absolute Maximum Ratings	71		
4.2: Recommended Operation Conditions	71		
4.3: Essential Characteristics	72		
4.4: Power Supply Currents for the Different Power Domains	73		
4.5: AC Timing	73		
5.0: Block Level Operation	97		
5.1: Detailed Block Diagram	97		
5.2: Reset Logic	98		
5.3: Clocks and PLLs	99		
5.4: Video Interfaces	103		
5.5: Video Scaling	111		
5.6: Audio Interfaces	118		
5.7: Host Interfaces	120		
5.8: Configuration and Status Register (CSR) Defini- tion	132		
5.9: DMA Engine Register Definition	136		
5.10: Bitstream Write Register Definition	144		
5.11: Special Registers	145		
5.12: Memory Interfaces	152		
5.13: Serial Interfaces	167		
5.14: USB 2.0 On-the-Go Interface	178		
5.15: Ethernet Media Access Controller	184		
5.16: High-Speed Bitstreams	188		
6.0: System Design and Applications	193		
6.1: Power Supply Design and Recommendations	193		
6.2: Power Supply Sequencing	193		
6.3: Reset timing Diagrams	193		
6.4: Oscillator Connections, Values and Formulas	194		
7.0: Ordering Information	197		
7.1: Product Information	197		
7.2: MG3500 Family Reflow Profile	198		
8.0: Packaging Information	201		
8.1: Package Diagram	201		

Change Log

This section of the data sheet lists the changes that have occurred since the last release. Customers should be aware that not all releases are public, and therefore they might see gaps in the release numbering system.

Change Log

Revision	Page	Section	Change
0.18	71	4.1	The Core power supply current was changed from 1000 mA. typical to 1000 mA. maximum.
	195	6.4.3	A new section was added describing use when only an external clock is used.
0.19	43	2.3.8	Specified the resistance of the external USB Bias Current resistor.
	43	2.3.9	Modified the timing specification for the SD and MMC Interface.
	46	2.3.14	Specified the resistance of the internal pull-up and pull-down resistors
	89	4.5.6	Added a new section showing the bitstream timing.
	99	5.3	This entire section was re-written to clarify the clock structure.
	111	5.5	The definition of the VOUT register was altered.
	145	5.11	The specification for the ChipID register was added.
	152	5.12	The SDRAM Requirements for Various Profiles table was updated.
	184	5.15	Added note regarding the use of an external switch.
190	5.16.5	Updated the Bitstream Register section.	
0.20	Throughout		Made minor changes throughout the book.
	120	5.7.1	Added timing diagrams showing Master Host Interface (MHIF) access timing.
0.21	Throughout		Valid value for EWait of EM1Config is 1; EM1Cmd register set to 0x00; removal of several registers, Slave Host Interface; Valid value for EM1 is 0; Corrections to S/PDIF and I2S I/Os; BFi-fostatus changed to EM1fifostatus.
1.0	14	1.1.2	The heading title and description has been changed.
	15	1.1.2	Figure 1-2, only one independent video output is supported.
	16	1.1.3	The maximum pixel rate that VIP can process corresponds to the video input of resolution 1920x1080i at 30 frames per seconds.
	Throughout		Made editorial changes, added definitions, made updates and corrections to several diagrams and tables throughout the book.

Change Log

Revision	Page	Section	Change
1.1	71	4.1	The core supply voltage has been changed to 1.05v ± 5%.
	71	4.2	The minimum, typical, and maximum ranges of the core supply voltage have been re-adjusted.
	78	4.5.2	Modified the Video Interface Timing Diagram to incorporate the new t_{VCC} parameter.
	78	4.5.2	Modified Table 4-7 to indicate that VIDOUT_DATA is an output delay from VID_CLK for the standard definition video interface AC timing values. It also specifies the minimum and maximum timing value in ns.
	78	4.5.2	Modified Table 4-8 to indicate that VIDOUT_DATA is an output delay from VID_CLK for the high definition video interface AC timing values. It also specifies the minimum and maximum timing value in ns.
	78	4.5.2	Modified Table 4-9 to indicate that VIDOUT_DATA is an output delay from VID_CLK for the high-speed video interface AC timing values. It also specifies the minimum and maximum timing value in ns.
	144	5.10	Made corrections to the bit settings of the BiFiStatus and BiFiConfig registers.
	188	5.16.1	Changed the description for the bitstream interface.
	190	5.16.5	Removed the old section "High-Speed Bitstream" since it is not supported.
	189	5.16.4	Modified Figure 5-39 to show signal BS-DATA is 8 bits long. Changed the definition for Cycle 7 of the waveform diagram.
	189	5.16.4	Changed the definition for Cycle 7 of the waveform diagram.
	190	5.16.5	In Bitstream Control 2, removed the unsupported value 1 for BSCIkEnMode, BSStopCond, and BSStrobeModeEn signals.
	190	5.16.5	Bitstream Interface Control registers 8, A, and C have been removed.
	193	6.2	The second half of the RESETn signal in Figure 6-1 has been removed.
	201	8.0	Added a new Ordering Information section.
1.2	14	1.1	Added Hardware Description section back.
	78	4.5.2	Corrected the note below Table 4-7 to say the clock should be supplied by MG3500.
	78	4.5.2	Re-adjusted the t_{VCC} parameter in Figure 4-5.
	78	4.5.2	Re-adjusted the t_{VIH} parameter in Figure 4-5.
	81	4.5.3	Inverted the AUD_LRCK signal in Figure 4-6.
	81	4.5.3	Re-adjusted the shaded area for ETH_RXDV and ETH_RXER signals in Figure 4-10.
	81	4.5.3	Modified the description for Figure 4-7.
	81	4.5.2	Completely re-drew Figure 4-7.
	84	4.5.4	The ETH_TXD signal was corrected to ETH_RXD in Table 4-12.
	84	4.5.4	Changed the description for t_{ETH} to indicate a clock High time in Table 4-12.
	86	4.5.4	Changed signals ETH_RXDV and ETH_RXER in Table 4-14.
	86	4.5.4	Changed the description for t_{ETH} to indicate a clock High time in Table 4-14.
	88	4.5.4	Changed signals ETH_RXDV and ETH_RXER in Table 4-16.
	88	4.5.4	Changed the ETH_RXDV signal in Table 4-16.
	81	4.5.3	Re-adjusted the shaded area for ETH_RXDV and ETH_RXER signals in Figure 4-14.
	203	9.0	Removed the approval table from the Marking section.
	197	7.1.3	Changed the maximum height.

Change Log

Revision	Page	Section	Change
1.3	11	"SoC Features"	Separated Definitions of output ports for Audio Codecs and Decoders.
	11	"SoC Features"	Changed SDRAM voltage for DDR_VDD.
	13	1.0	Changed the description to provide a summary of both MG3500 and MG2580.
	13	1.0	Changed Table 1-1 to specify the features of both MG3500 and MG2580.
	13	1.0	Added the slave mode support for MG2580 in Table 1-1.
	14	1.1.1	Added the total number of macroblocks required for the H.264 Codec.
	14	1.1.2	Changed the description for video processors and interfaces for clarity.
	15	1.1.2	Added a note following the text describing Figure 1-2 to indicate that video composition features are not available when two VIPs are used as inputs.
	15	1.1.2	Added a column to Table 1-2 that shows video modes for the video composition.
	16	1.1.4	Added a note to indicate the supported formats for video output processor.
	16	1.1.7	Modified the description for valid input and outputs for audio interfaces.
	17	1.1.12	Removed IDE from the list of external devices that can communicate with the host interface.
	18	1.2	Removed the evaluation applications and demonstration product applications supplied by Mobilygen.
	19	1.2	Changed the middle box at the bottom of Figure 1-4 to say Mobilygen Software.
	31	2.3.3	Added pin descriptions for MG2580 to Table 2-4.
	46	2.3.14	Indicated in Table 2-17 that GPIO_2-12, -13, and -15 are not applicable for MG2580.
	57	2.6	Indicated in Table 2-24 that VID23_MISO, _MOSI, and _MSS are not available for MG2580 for VIDEO_PORT 2/3.
	57	2.6	Removed the descriptions for the USB and Ethernet pin names in Table 2-24.
	57	2.6	Specified that USB_ADD is recommended for USB_REXT in Table 2-24.
	57	2.6	Added a footnote to Table 2-24 that recommends a two-step procedure on how to connect the USB pins when the USB block is not used on MG3500.
	71	4.0	Changed the range for the DDR_VDD IO voltage in Table 4-2.
	71	4.0	Changed the operating conditions range for DDR_VREF in Table 4-2.
	86	4.5.4	Changed ETH_RXER[3:0] to ETH_RXD[3:0] in Figure 4-12.
	88	4.5.4	Changed ETH_RXER[1:0] to ETH_RXD[1:0] in Figure 4-14.
	125	5.7.1	Specified the bit range for AddrInc and WEn in the "DevConfigAn Register" table.
	126	5.7.1	Specified the bit range for RHold in the "DevConfigBn Register" table.
	168	5.13.3	Added a new section to describe TWI on MG2580. This includes description as well as a new diagram, Figure 5-33.
	169	5.13.2	Changed Figure 5-33 to show that VID23_SDA is not applicable to MG2580.
	170	5.13.4	Indicated that this section is about SPI on MG3500. Added a note to imply that V23 SPI port is not available on MG2580.
	171	5.13.5	Changed Figure 5-35 to show that VID23_MSS, VID23_MCLK, VID23_MOSI, and VID23_MISO are not applicable to MG2580.
	171	5.13.5	Added a new section for SPI on MG2580. This includes descriptions as well as a modified diagram, Figure 5-35.
173	5.13.8	Indicated in the Serial I/O Control table that V23_MCLK_AltSeL and V23_MOSI_AltSeL are not available on MG2580.	
173	5.13.8	Indicated in the GPIO 2 Sel that table GPIO_2_12, GPIO_2_13, and GPIO_2_15 fields will have no effect on MG2580 since GPIO pins are not connected.	
173	5.13.8	Indicated in the GPIO 2 Pull-up Enable table GPIO_2_12, GPIO_2_13, and GPIO_2_15 fields will have no effect on MG2580 since GPIO pins are not connected.	
173	5.13.8	Indicated in the GPIO 2 Pull-up Enable table GPIO_2_12, GPIO_2_13, and GPIO_2_15 fields will have no effect on MG2580 since GPIO pins are not connected.	
197	7.1.3	Removed the part number to order MG2580A2 since this part will no longer be built.	

Change Log

Revision	Page	Section	Change
1.4	29/30	2.3.2	Changed VID0_PIXCLK and VID1_PIXCLK to IO
	40	2.3.6	Added a note for DDR_DQ[31:16] and DDR_DQM[3:] pins are not connected in 16-bit mode
	46	2.3.14	Removed alternate functionality for GPIO_6 and GPIO_7
	56	2.5	Removed signal USB_VBUS from 3.3V Power Group
	71	4.2	Updated ETH_VDD 3.3V +/- 5%
	78	4.5.2	Included tVH(min) and tVH(max) in Table 4-7, Table 4-8 and Table 4-9 Added HSYNC, VSYNC, and FRAME signals to the timing diagram. Clarified Setup and Hold time description with reference to VID_CLK for VID_DATA and VIDOUT_DATA.
	81	4.5.3	Updated figure 4-6 as it was not readable in v1.3
	87/88	4.5.4	Updated RMII Transmit/Receive Timing Diagram in Figure 4-13 by replacing TXCLK with RX-CLK. Updated Tables 4-15 accordingly by removing transmit and replacing it with receive clock.. Changed Min. and Max. values in Table 4-16 for ECYC-ETH_CLK, ETL- Low and ETH-High Time signal.
	103/ 104	5.4	Included separate block diagrams for MG3500 and MG2580 video paths
	165	5.12.5	Removed 512 byte page size under NAND flash bulleted item
	166	5.12.5	Updated NAND/NOR Flash Interface connected to NOR Flash Memory Figure 5-30

Table 1 Pin Name Changes

Old Name	New Name	Old Name	New Name	Old Name	New Name
ENET_COL	ETH_COL	HOST_A08	HOST_A8	DDR_D27	DDR_DQ27
ENET_RXD1	ETH_RXD1	HOST_A05	HOST_A5	DDR_D31	DDR_DQ31
ENET_RXERR	ETH_RXERR	HOST_A06	HOST_A6	DDR_D29	DDR_DQ29
ENET_RXDV	ETH_RXDV	CF_WAITn	CF_WAITn	DDR_D30	DDR_DQ30
ENET_CRS	ETH_CRS	HOST_A02	HOST_A2	DDR_D28	DDR_DQ28
ENET_RXCLK	ETH_RXCLK	HOST_A09	HOST_A9	DDR_D24	DDR_DQ24
ENET_RXD0	ETH_RXD0	HOST_A07	HOST_A7	DDR_D26	DDR_DQ26
ENET_RXD2	ETH_RXD2	HOST_A03	HOST_A3	DDR_D23	DDR_DQ23
ENET_RXD7	ETH_RXD7	HOST_A04	HOST_A4	DDR_D21	DDR_DQ21
ENET_MDCLK	ETH_MDCLK	HOST_A01	HOST_A1	DDR_D22	DDR_DQ22
ENET_RXD3	ETH_RXD3	DDR_A03	DDR_A3	DDR_D19	DDR_DQ19
ENET_MDIO	ETH_MDIO	DDR_A02	DDR_A2	DDR_D20	DDR_DQ20
ENET_RXD6	ETH_RXD6	DDR_A01	DDR_A1	DDR_D16	DDR_DQ16
ENET_RXD4	ETH_RXD4	DDR_A00	DDR_A0	DDR_D17	DDR_DQ17
ENET_TXD0	ETH_TXD0	DDR_A08	DDR_A8	DDR_D18	DDR_DQ18
ENET_RXD5	ETH_RXD5	DDR_A04	DDR_A4	JTAG_TEST	TEST
ENET_TXD2	ETH_TXD2	DDR_A07	DDR_A7	RESETn	RESETn
ENET_TXD4	ETH_TXD4	DDR_A06	DDR_A6	JTAG_T_SELL	JTAG_TAP_SEL
ENET_TXEN	ETH_TXEN	DDR_A09	DDR_A9	VID1_OCLK	VID1_OUTCLK
ENET_TXD3	ETH_TXD3	DDR_D05	DDR_DQ5	VID1_PXCLK	VID1_PIXCLK
ENET_TXD5	ETH_TXD5	DDR_D00	DDR_DQ0	VID0_OCLK	VID0_OUTCLK
ENET_TXERR	ETH_TXER	DDR_D07	DDR_DQ7	VID0_PXCLK	VID0_PIXCLK
ENET_TXCLK	ETH_TXCLK	DDR_D04	DDR_DQ4	USB_VDD_D	USB_DVDD
ENET_TXD1	ETH_TXD1	DDR_D01	DDR_DQ1	USB_VDDA	USB_AVDD
ENET_TXD6	ETH_TXD6	DDR_D06	DDR_DQ6	USB_GNDA	USB_AGND
ENET_TXD7	ETH_TXD7	DDR_D02	DDR_DQ2	USB_GNDA	USB_AGND
HOST_D08	HOST_D8	DDR_D03	DDR_DQ3	USB_GNDA	USB_AGND
HOST_D09	HOST_D9	DDR_D14	DDR_DQ14	USB_VDDA	USB_AVDD
HOST_D04	HOST_D4	DDR_D08	DDR_DQ8	USB_VDDAC	USB_ACVDD
HOST_D05	HOST_D5	DDR_D15	DDR_DQ15	USB_GNDAC	USB_ACGND
HOST_D06	HOST_D6	DDR_DQ9	DDR_DQ9	USB_A_TST	USB_ANA_TEST
HOST_D02	HOST_D2	DDR_D10	DDR_DQ10	VID3_FIELD	VID23_GPIO
HOST_D03	HOST_D3	DDR_VREF1	DDR_VREF	VID3_VSYNC	VID_DATA_16
HOST_D07	HOST_D7	DDR_D13	DDR_DQ13	USB_VBUSD	USB_D_VBUS
HOST_D01	HOST_D1	DDR_D12	DDR_DQ12	VID3_HSYNC	VID_DATA_17
HOST_D00	HOST_D0	DDR_D11	DDR_DQ11	VID2_PXCIK	VID2_PIXCLK
CF_IACKn	CF_INPACKn	DDR_D25	DDR_DQ25		



Video Input Processors (VIPs)

- Flexible direct video inputs
 - Two ITU-R BT.1120 parallel interfaces
 - Four ITU-R BT.656 parallel interfaces
- Two advanced Video Input Processors (VIPs)
- Digital Image Stabilization
- Smooth Digital Zoom

Video Output Processor (VOP)

- HD or SD output support via ITU-R BT.1120 or ITU-R BT.656
- Multi-stream decode supports scaled PIP and multi-channel compositing on video output
- LCD Interface, 16-Bit, 18-bit or 8-bit RGB
- High-quality Video output video scaling
- Two overlay planes with alpha blending and cursor
- Generates optional external sync signals

Integrated ARM926-EJ Processor

- 240 MHz general purpose processor
- 16 kByte Data Cache
- 16 kByte Instruction Cache
- 16 kByte Scratch Pad Memory

System Connectivity

- 10/100/GigE Ethernet MAC ¹
- USB 2.0 On-The-Go (OTG) ports including the physical layer
- High Speed Bit-stream I/O
- AES and SHA hardware acceleration

Peripheral Interfaces

- Secure Digital (SD), Secure Digital Input/Output (SDIO), Multi-Media Card (MMC), and Consumer Electronics AT Attachment (CE-ATA)
- Compact FLASH, IDE

General Purpose Interfaces

- Two SPI or Two Wire Interface ports
- Three UARTs

- Three Pulse Width Modulators
- Up to 72 GPIO, 8 dedicated

System

- Core Voltage: 1.05V \pm 5%
- SDRAM Voltage: 1.8V \pm 0.1V
- I/O Voltages: 1.8V, 2.5V, 3.3V \pm 10%
- On-Chip A/V PLLs driven from single crystal

Power Consumption (MG3500+SDRAM)

- H.264 HD 30fps + AAC Encode 750 mW

Packaging

- 376-ball FPBGA, 18x18mm, 0.8mm pitch, RoHS compliant

1. When both 10/100 and GigE need to be enabled, an external switch must be installed to select the clock.

1.0 Description

The Maxim High-Profile H.264 Codecs currently comprises two devices: MG3500 HD H.264 Codec SoC and MG2580 720p30 H.264 Codec SoC. The MG3500 HD H.264 Codec SoC is a full HD 1080p30 H.264 Codec. It is the ideal choice for any 1080p30 H.264 application as well as multi-channel D1 applications as found in the security surveillance space. Similarly, the MG2580 SoC is the cost-reduced version of the High-Profile H.264 Codecs that performs 720p30 H.264 and MJPEG encoding operations. The MG2580 is particularly adapted for both IP camera and H.264 webcam designs. Both chips encompass an ARM926-EJ processor as well as a complete set of System-On-a-Chip (SoC) features.

Table 1-1 shows the features for each of the devices. Specific information for both of these devices are covered in this datasheet.

All references to MG3500 throughout this manual also apply to the MG2580 as well unless stated otherwise.

Table 1-1 MG3000 Family of High-Definition H.264 Codecs

Feature	MG3500	MG2580
Standard Definition Codec	✓	✓
High Definition H.264 Codec	1080p30	720p30
MPEG-2 Decoder	✓	✓
JPEG Codec	✓	✓
Video Input Ports Supported (8-bit or 16-bit)	2	1
Frame Multiplexed Video Inputs	4	–
Video Input Processors	2	2
Video Output Ports Supported (8-bit or 16-bit) ¹	1	1
Video Output Processors	1	1
Audio Input Ports	2	1
Audio Codecs and Decoders	✓	✓
High-Speed Bitstream I/O	✓	–
Embedded ARM926-EJ Processor	✓	✓
Master Mode Operation	✓	✓
Slave Mode Operation	✓	✓
Embedded 10/100/GigE Ethernet MAC	✓	✓
USB On-The-Go including Physical Layer	✓	✓
SD, SDIO, MMC, CE-ATA Peripheral Interface	✓	✓
Compact Flash	✓	✓
32-Bit SDRAM Interface	✓	✓
SPI or Two-Wire Interface	3	2
UARTs	3	3
Pulse Width Modulators	3	3
GPIO, Shared	64	61
GPIO, Dedicated	8	8

¹The MG2580 supports 8-bit output only. MG3500 can support an 8-bit or 16-bit output.

1.1 Hardware Overview

This section provides an overview of each of the blocks in the MG3500 SoC. See “Block Diagram” on page 11.

1.1.1 Video Codecs

The MG3500 SoC includes efficient hardware implementations of two HD encoders and three HD decoders:

- H.264 Encoder/Decoder
- MPEG2 Decoder
- JPEG/MJPEG Encoder/Decoder

As shown in Figure 1-2, the H.264 Codec, MPEG2 Decoder and JPEG/MJPEG Codec are implemented as separate elements in order to support real time trans-coding from one format to another.

The H.264 Codec hardware pipeline allows the highest processing power at the lowest power consumption to support all of the H.264 tools for the High, Main, and Baseline profiles. The processing power that enables HD Encoding or Decoding can also be applied to Encoding or Decoding multiple reduced resolution or SD streams.

The H.264 Codec is capable of encoding or decoding up to 1920 pixels per line (horizontal) and up to 2000 lines (vertical) as long as the total number of 16x16 macroblocks does not exceed 8192 and the macroblocks per second does not exceed 244800.

The HD MPEG2 Decoder is also capable of decoding up to a maximum of 1920 pixels per line (horizontal) and 2000 lines (vertical). It does not have encoding capabilities.

The JPEG/MJPEG Codec is also capable of decoding up to a maximum of 1920 pixels per line (horizontal) and 2000 lines (vertical) for real time video, but in addition, it can encode or decode up to 8k by 8k still images that reside in the memory.

1.1.2 Video Processors and Interfaces

As shown in Figure 1-2, the MG3500 SoC video path has two Video Input Processors (VIP: VIP1 and VIP2) and one Video Output Processor (VOP).

The Codec has two 8-bit video inputs (VID0 and VID1) that can be used either as two individual 8-bit ITU-R BT 656 video inputs or a single 16-bit ITU-R BT 1120 video input for HD inputs from an HDMI receiver or other HD input.

Additionally, the Codec provides two bi-directional ports (VID2 and VID3) that can be used either as an HD input or as an output (one 8-bit or one 16-bit output).

These bi-directional ports can be clocked at higher frequency to support non-standard video interfaces. These two 8-bit interfaces can be combined to create a single 16-bit HD ITU-R BT 1120 interface.

The bi-directional video ports can also be used to drive an LCD display in one of two modes. As a standard output, it can drive an 8-bit RGB LCD interface or it can be used as a 16-bit HD output. Two additional bits are available to drive an 18-bit RGB LCD interface.

Each video input supports independent clocks and synchronization signals. The clock frequency can be driven over 100 MHz in order to support non-standard video inputs including HD sensors with 8-bit interfaces.

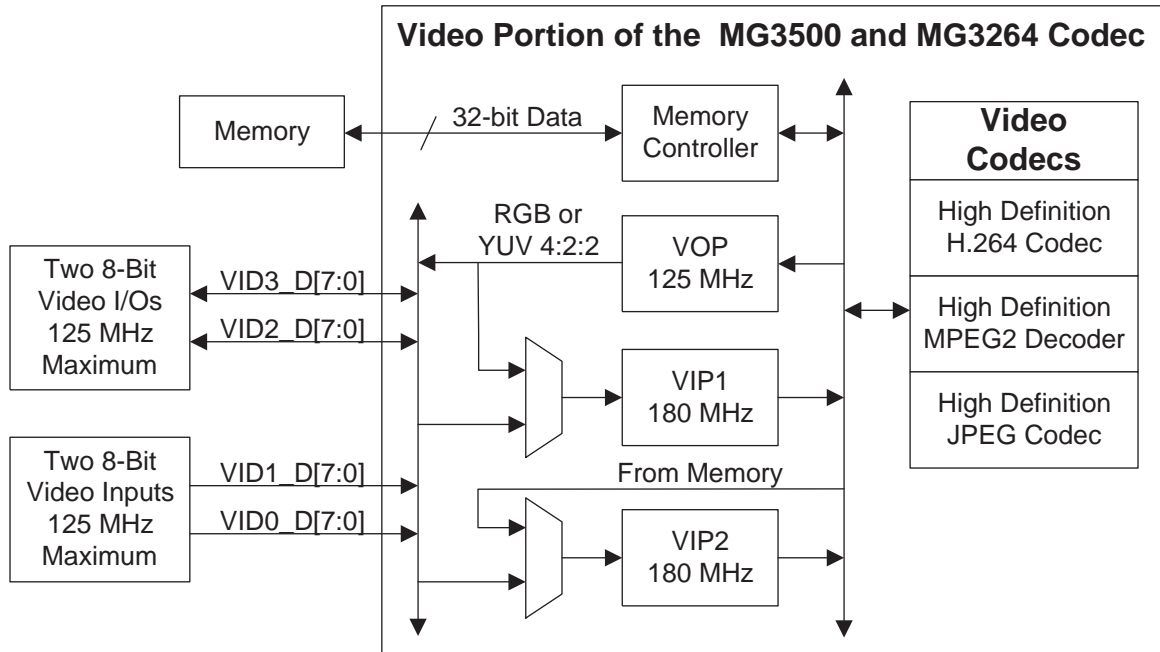


Figure 1-2 Block Diagram of the Video Input Section

The two VIPs and one VOP provide the capability of processing two independent video inputs and one independent video output. Together with the flexible Video Interfaces described above, the modes shown in Table 1-2 are supported.

Note: Video composition features, such as memory-based scaling or merging multiple videos into one screen are not available when two VIPs are both used as inputs.

Table 1-2 Video Modes

Video Mode	Video Inputs	Video Outputs	Video Composition
1	1 HD	1 HD	Yes
2	1 HD	1 SD	Yes
3	2 HD	None	Not Available
4	2 SD	1 HD	Not Available
5	1 SD + 1 HD	1 SD	Not Available
6	2 SD	1 SD	Not Available

Note: The HD output can be used as an 18-bit LCD interface and an SD output can be used as an 8-bit LCD interface.

1.1.3 Video Input Processor

There are two identical Video Input Processors (VIPs) that perform high quality scaling, chroma and gamma adjustment, filtering, and the extraction of video analytics. The maximum pixel rate that the VIP can process corresponds to video input of resolution 1920x1080i at 30 frames per seconds.

1.1.4 Video Output Processor

The Video Output Processor (VOP) performs high quality scaling of un-compressed video, overlays it with two graphic planes, performs gamma and chroma adjustment, overlays a hardware cursor, and outputs the combined video to a video port. Each graphic plane can be from 1 to 32 bits. Graphic planes using less than eight bits use a Look-Up Table (LUT).

Note: Some formats may not be possible depending on the output resolution and available system memory bandwidth. For example 32 bits/pixel modes are not possible for 1080i60 resolution output.

Table 1-3 Video Output Modes

Mode	Bits/Pixel	Format	Mode	Bits/Pixel	Format
0	1	Indexed	16	16	RGB 4:4:4
1	1	Grayscale	17	16	RGB α 4:4:4:4
2	2	Indexed	18	16	RGB 5:5:5
3	2	Grayscale	19	16	RGB α 5:5:5:1
4	4	Indexed	20	16	RGB 5:6:5
5	4	Grayscale	21	16	RGB α 5:6:4:1
6	8	Indexed	24	32	RGB 8:8:8
7	8	Grayscale	25	32	RGB α 8:8:8:8

The video output can be either be YCbCr via an 8-bit ITU-R BT 656 interface, YCbCr via a 16-bit ITU-R BT 1120 interface, RGB via an 8-bit interface, or RGB via an 18-bit interface. In some of the output modes, the MG3500/MG2580 HD H.264 Codec SoC is also capable of generating optional external sync signals.

1.1.5 Video Multi-Media Engine

The Video Multi-Media Engine (MME) is a proprietary Reduced Instruction Set Computer (RISC) that has been optimized for single cycle context switching and low power. The Video MME controls all aspects of the VIPs, Video Cores, and the VOP (see the MG3500/MG2580 HD H.264 Codec SoC Block Diagram on page 3 for more information).

1.1.6 Audio Multi-Media Engine

The Audio MME implements all audio Codecs in firmware.

1.1.7 Audio Interfaces

There are two I²S inputs, three I²S outputs, and one S/PDIF output. One of the two I²S inputs is associated with one of the audio clocks. The other audio input, the three audio outputs, and the S/PDIF output must share a common clock and sample rate. The three I²S outputs and the S/PDIF output must also share a common format.

1.1.8 SDRAM

The MG3500/MG2580 HD H.264 Codec SoC has a high performance memory subsystem that uses either a 16- or 32-bit wide external SDRAM. The SDRAM is DDR2, and runs up to 264 MHz.

1.1.9 ARM926-EJ

The MG3500/MG2580 HD H.264 Codec SoC has an embedded ARM926-EJ processor that runs at speeds up to 240 MHz. This processor is not used for Audio or Video Codec functions, so it is completely available to implement any required system level functions. Mobilygen provides Codec and Data Streaming APIs under Linux 2.6.20.

1.1.10 Ethernet Media Access Controller

The Ethernet MAC supports 10/100/1000 Mbps Ethernet interfaces.¹ This is typically connected to an external Physical Layer (Phy) device but can also be connected directly to Ethernet switches that support Reverse MII interfaces.

1.1.11 USB 2.0

The USB interface is USB 2.0, High-Speed with the ability to operate as Device, Host, or On-The-Go (OTG) at speeds of up to 480 MHz. The USB interface includes the Physical Layer.

1.1.12 FLASH, IDE and Host Interface

The host interface can be used to communicate to external devices including NOR FLASH, NAND FLASH, and COMPACT FLASH, as well as other devices.

1.1.13 SD/MMC Interface

The SD/MMC interface is designed to support Secure Digital (SD), Secure Digital Input/Output (SDIO), Multi-Media Card (MMC), and Consumer Electronics AT Attachment (CE-ATA) devices. This four-bit wide interface supports up to a 25 MHz clock rate (100 Mbits/sec. transfer rate).

1.1.14 AES and SHA Hardware Acceleration

The MG3500 SoC design includes hardware acceleration for the Advanced Encryption Standard (AES) and Secure Hashing Algorithm (SHA). The AES accelerator supports CBC, CTR, ECB, and CCM modes with 128, 192, and 256 bit keys for secure data storage and transmission. The SHA accelerator supports the creation of 128, 224, and 256 bit digests for Digital Signatures and Digital Time Stamps.

1.1.15 Serial and Misc. IO

The MG3500 SoC has several UARTs for communication, Pulse Width Modulators (PWMs) for control, I²C-compatible Two Wire Interfaces (TWIs) for device control, and Serial Peripheral Interfaces (SPIs) for device control.

The MG3500 SoC also has eight dedicated General Purpose Input/Output (GPIO) pins and up to 64 shared GPIO pins that can be used for system control. The shared GPIO pins are multiplexed with other functions and are only available when the primary function for the pin is not being used. For example, if your design does not require a SPI interface (see “SPI/Bitstream Interface Timing” on page 89), the four pins dedicated to that interface can be used as GPIO pins.

1. When both 10/100 and GigE need to be enabled, an external switch must be installed to select the clock.

1.2 Support Tools

This section provides an overview of the software and hardware development tools that are available to support the part.

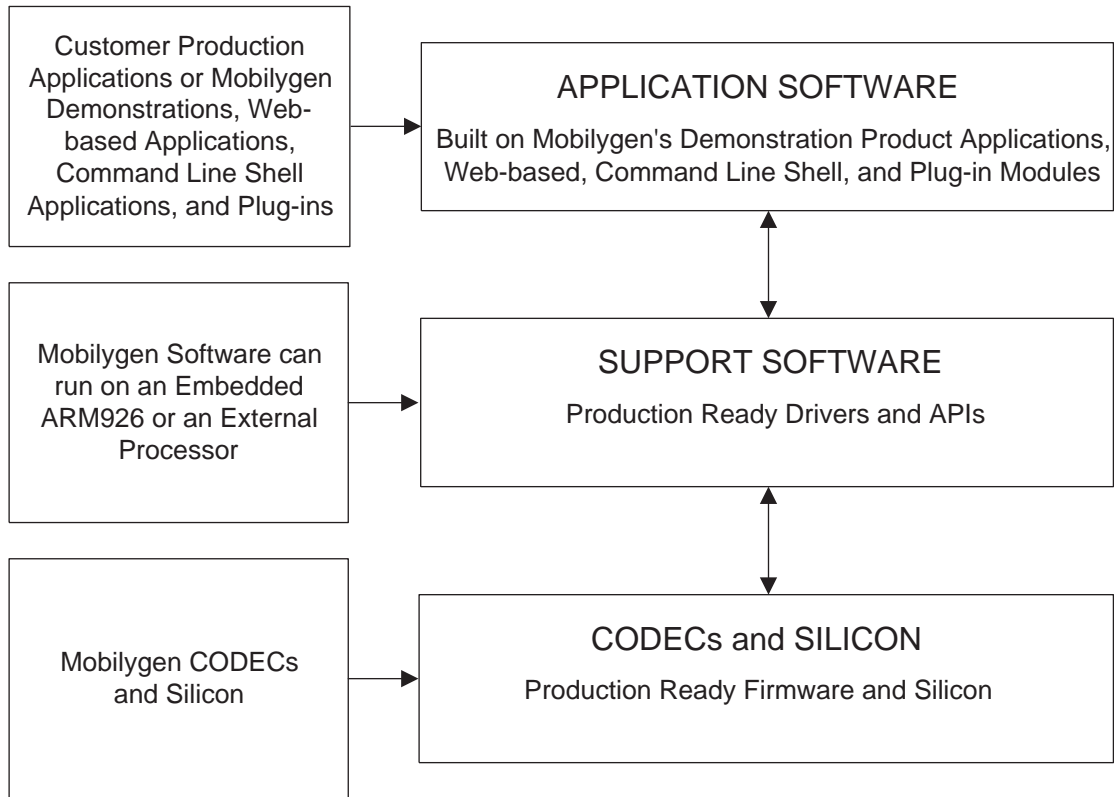


Figure 1-3 Software Architecture

The Mobilygen-developed MG3500 SoC software is developed for Linux 2.6.20. Mobilygen supplies these APIs and Drivers:

- Codec API
- qHAL Hardware Abstraction Layer
- Data Streaming API
- On-Chip Device Drivers

Figure 1-4 shows an expanded version of Figure 1-3 that has all of the elements of the system software included. In this figure:

- Blue boxes are applications, firmware, drivers, and silicon supplied by Mobilygen.
- Green boxes are applications that are available from third-party vendors (public domain or Linux vendors)
- White boxes are customer-written applications

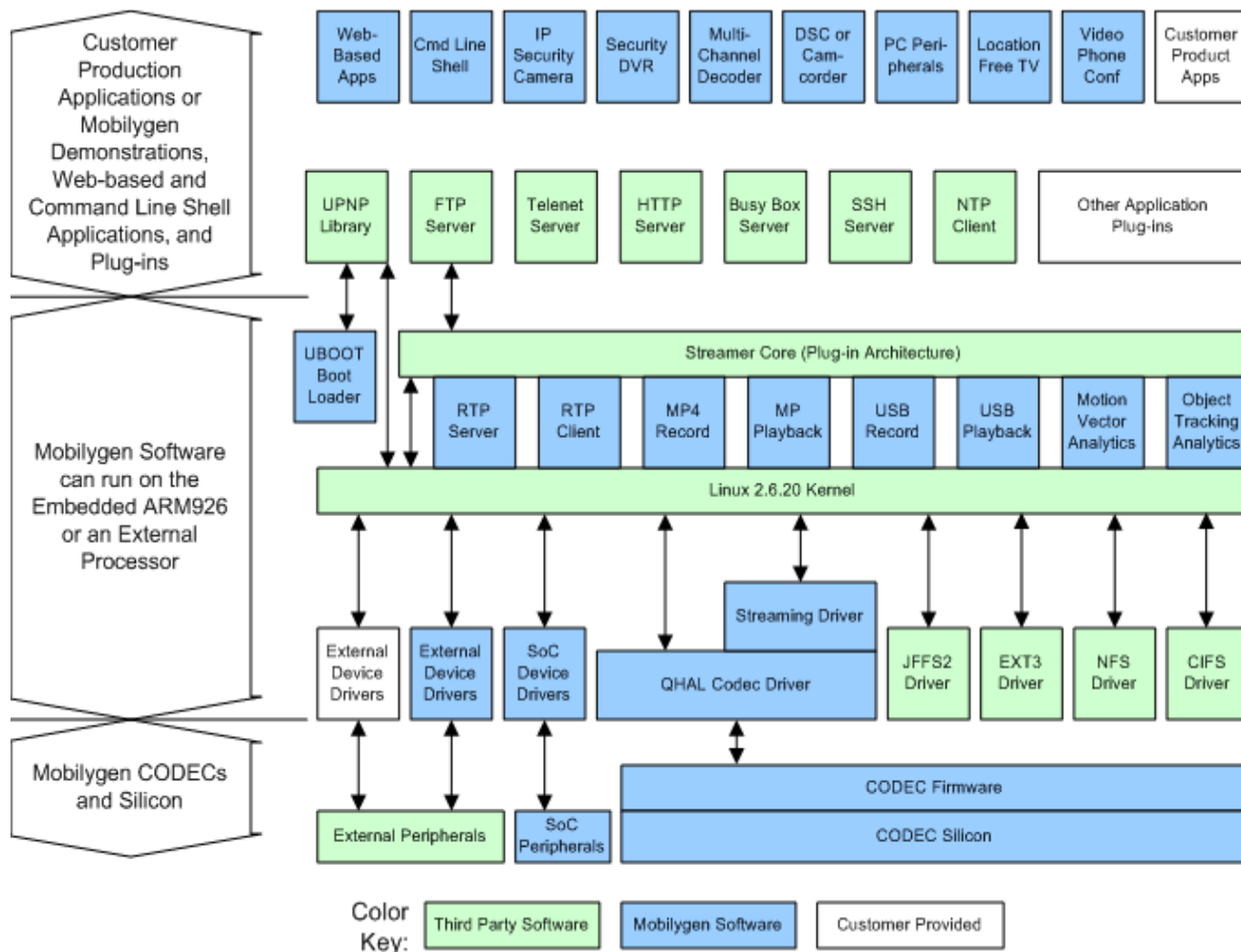


Figure 1-4 Software Elements

Note: As shown in Figure 1-4, the Mobygen supplied drivers and higher-level functions (the lower two-thirds of Figure 1-4) are production ready and fully supported by Mobygen. The Customer Production Applications and Mobygen Demonstration programs (the upper third of Figure 1-4) are available for customers to use as an advanced starting point, but are not production ready.



2.0 Device Overview, Pin Assignments

2.1 Naming Conventions

The MG3500 SoC has both signal and power connections. Each signal has a unique name. Power connections do not necessarily have unique names.

The signals are organized by signal groups. The signal names typically have two parts separated by an underscore. When that is the case the first part represents the name of the signal group and the second part defines the function within that group. The signal group names do not have an underscore in them, so the first underscore separates the signal group name from the function name. The function name may have an underscore in it. Signals that are active low end with a lower case 'n'.

Power connection names also have two parts separated by an underscore. The first part represents the power domain, and the second part represents the power type.

All pins have a Primary function, and the name that is assigned to the pin reflects that primary function. Many of the pins have an Alternate (ALT) function that can be used if the primary function is not used. Some pins are capable of being used as General Purpose I/O pins (GPIO) if neither their primary or their secondary functions are being used. These pins are available for customer-assigned uses.

The pinout diagrams and tables in this section list the pins by their Primary name. The pinout tables also show the Alternate and GPIO capabilities of the pins if any are assigned to them.

2.2 Pinout Diagrams

Figure 2-1 shows a map of all the signal positions.

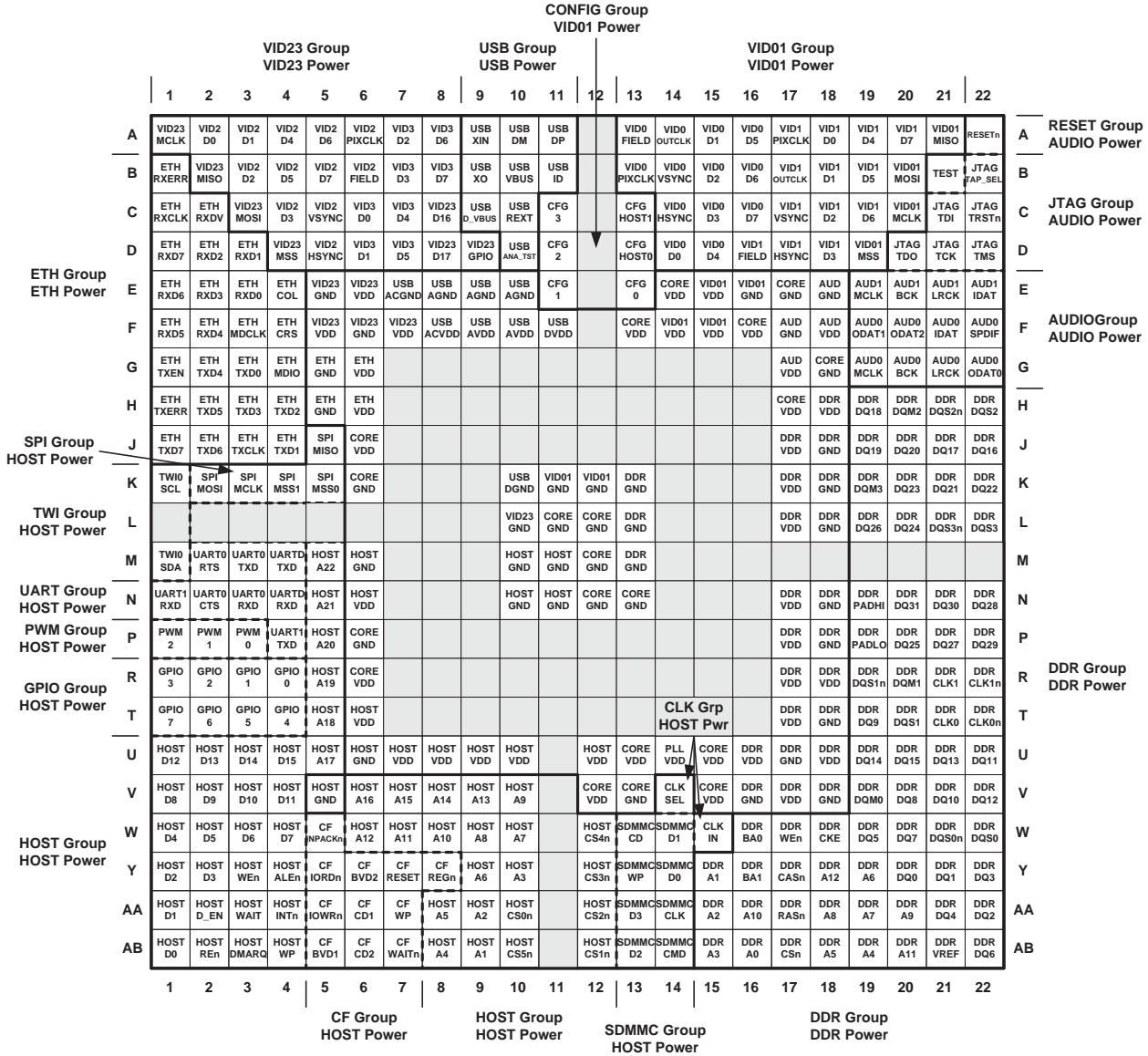


Figure 2-1 Map of all the MG3500 SoC Signal Positions (Top View)

Figure 2-2 is a map of the upper-left quadrant.

	1	2	3	4	5	6	7	8	9	10	11
A	VID23 MCLK	VID2 D0	VID2 D1	VID2 D4	VID2 D6	VID2 PIXCLK	VID3 D2	VID3 D6	USB XIN	USB DM	USB DP
B	ETH RXERR	VID23 MISO	VID2 D2	VID2 D5	VID2 D7	VID2 FIELD	VID3 D3	VID3 D7	USB XO	USB VBUS	USB ID
C	ETH RXCLK	ETH RXDV	VID23 MOSI	VID2 D3	VID2 VSYNC	VID3 D0	VID3 D4	VID23 D16	USB D_VBUS	USB REXT	CFG 3
D	ETH RXD7	ETH RXD2	ETH RXD1	VID23 MSS	VID2 HSYNC	VID3 D1	VID3 D5	VID23 D17	VID23 GPIO	USB ANA_TST	CFG 2
E	ETH RXD6	ETH RXD3	ETH RXD0	ETH COL	VID23 GND	VID23 VDD	USB ACGND	USB AGND	USB AGND	USB AGND	CFG 1
F	ETH RXD5	ETH RXD4	ETH MDCLK	ETH CRS	VID23 VDD	VID23 GND	VID23 VDD	USB ACVDD	USB AVDD	USB AVDD	USB DVDD
G	ETH TXEN	ETH TXD4	ETH TXD0	ETH MDIO	ETH GND	ETH VDD					
H	ETH TXERR	ETH TXD5	ETH TXD3	ETH TXD2	ETH GND	ETH VDD					
J	ETH TXD7	ETH TXD6	ETH TXCLK	ETH TXD1	SPI MISO	CORE VDD					
K	TW10 SCL	SPI MOSI	SPI MCLK	SPI MSS1	SPI MSS0	CORE GND				USB DGND	VID01 GND
L										VID23 GND	CORE GND

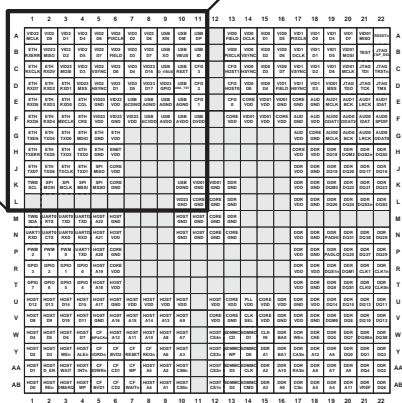


Figure 2-2 Map of the Upper-left Quadrant (Top View)

Figure 2-3 is a map of the upper-right quadrant.

	12	13	14	15	16	17	18	19	20	21	22	
	VID0 FIELD	VID0 OUTCLK	VID0 D1	VID0 D5	VID1 PIXCLK	VID1 D0	VID1 D4	VID1 D7	VID01 MISO	RESETn		A
	VID0 PIXCLK	VID0 VSYNC	VID0 D2	VID0 D6	VID1 OUTCLK	VID1 D1	VID1 D5	VID01 MOSI	TEST	JTAG TAP_SEL		B
	CFG HOST1	VID0 HSYNC	VID0 D3	VID0 D7	VID1 VSYNC	VID1 D2	VID1 D6	VID01 MCLK	JTAG TDI	JTAG TRSTn		C
	CFG HOST0	VID0 D0	VID0 D4	VID1 FIELD	VID1 HSYNC	VID1 D3	VID01 MSS	JTAG TDO	JTAG TCK	JTAG TMS		D
	CFG 0	CORE VDD	VID01 VDD	VID01 GND	CORE GND	AUD GND	AUD1 MCLK	AUD1 BCK	AUD1 LRCK	AUD1 IDAT		E
	CORE VDD	VID01 VDD	VID01 VDD	CORE VDD	AUD GND	AUD VDD	AUD0 ODAT1	AUD0 ODAT2	AUD0 IDAT	AUD0 SPDIF		F
					AUD VDD	CORE GND	AUD0 MCLK	AUD0 BCK	AUD0 LRCK	AUD0 ODAT0		G
					CORE VDD	DDR VDD	DDR DQ18	DDR DQM2	DDR DQS2n	DDR DQS2		H
					DDR VDD	DDR GND	DDR DQ19	DDR DQ20	DDR DQ17	DDR DQ16		J
VID01 GND	DDR GND				DDR VDD	DDR GND	DDR DQM3	DDR DQ23	DDR DQ21	DDR DQ22		K
CORE GND	DDR GND				DDR VDD	DDR GND	DDR DQ26	DDR DQ24	DDR DQS3n	DDR DQS3		L

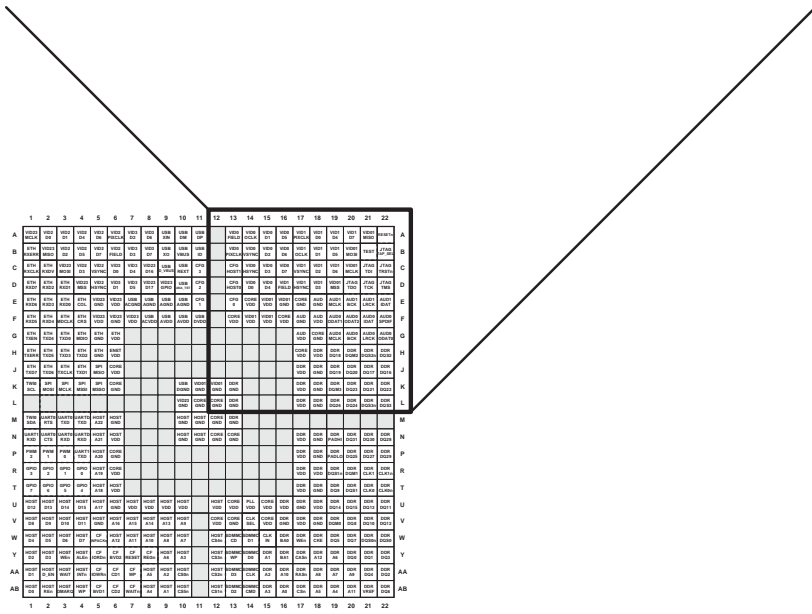


Figure 2-3 Map of the Upper-Right Quadrant (Top View)

Figure 2-5 is a map of the lower-left quadrant.

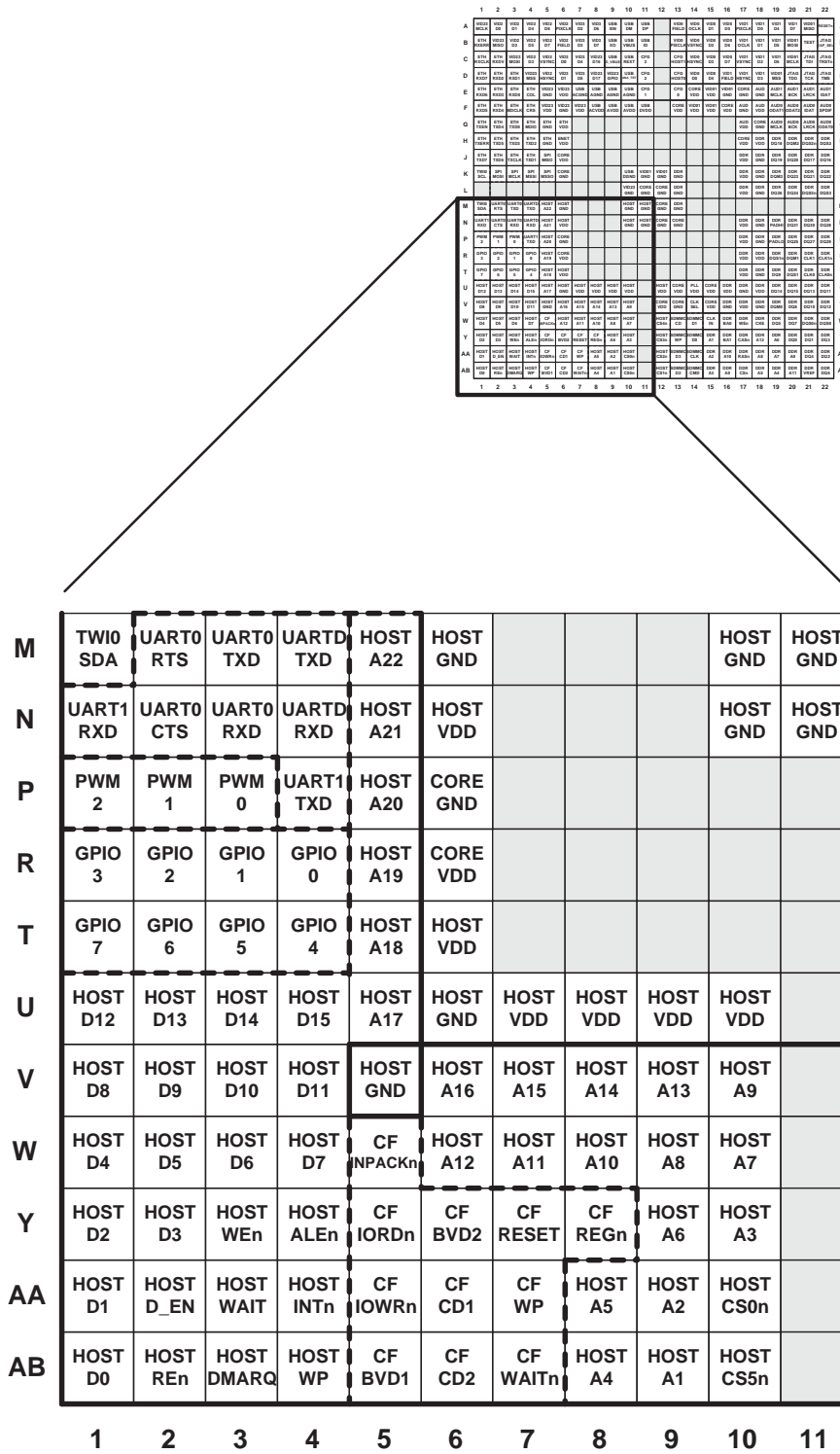


Figure 2-5 Map of the Lower-left Quadrant (Top View)

2.3 Pin Descriptions (by Interface)

This section provides a summary of the interfaces and corresponding signals of the MG3500 SoC. The 376 signals of the MG3500 SoC are divided into signal groups as shown in Table 2-1.

Table 2-1 Signal Group Names

Signal Group	Group Name	Power Domain	Voltage Requirement	Signals
Core	CORE	CORE	1.0	0
Audio	AUDx	AUD	1.8, 2.5, 3.3	12
Video Ports 0 and 1	VID01, VIDx	VID01	1.8, 2.5, 3.3	30
Video Ports 2 and 3	VID23, VIDx	VID23	1.8, 2.5, 3.3	27
Host	HOST	HOST	1.8, 2.5, 3.3	52
Compact Flash	CF	HOST	1.8, 2.5, 3.3	11
DDR SDRAM	DDR	DDR	1.8	71
Ethernet	ETH	ETH	3.3	26
USB	USB	USB	3.3	9
SD/MMC	SD	HOST	1.8, 2.5, 3.3	8
UART	UART	HOST	1.8, 2.5, 3.3	8
SPI	SPI	HOST	1.8, 2.5, 3.3	5
TWI	TWI	HOST	1.8, 2.5, 3.3	2
PWM	PWM	HOST	1.8, 2.5, 3.3	3
GPIO	GPIO	HOST	1.8, 2.5, 3.3	8
Configuration	CFG	VID01	1.8, 2.5, 3.3	6
Clock	CLK	HOST	1.8, 2.5, 3.3	2
Reset	RESET	AUD	1.8, 2.5, 3.3	1
JTAG	JTAG	AUD	1.8, 2.5, 3.3	7
Total Signals				288
Power Connections				88
Total Balls				376

In each group the signals are listed alphabetically by Primary signal name. The tables also include alternate functions for each signal that has either a secondary function (ALT column) or can be used as a GPIO (GPIO column). There is a column indicating the signal type: Input (I), Input/Output (I/O), Input/Open Drain output (IOD), or Analog (A).

The MG3500 SoC has independent power domains for various functions and the power domain for each Signal Group is also listed. The possible power domains are CORE, AUD, ETH, HOST, DDR, USB, VID01, and VID23.

2.3.1 Audio Signal Group

The Audio Signal Group has 12 signals as shown in Table 2-2. It consists of two independent audio interfaces. Audio Group 0 contains one I²S input and three I²S outputs that share common clocking. Audio Group 1 contains one I²S input with independent clocking. These signals are all in the AUD power domain.

Table 2-2 Audio Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
AUD0_BCK	IO	–	–	G20	Audio Port 0 I ² S bit clock clocks input or output data
AUD0_IDAT	I	–	–	F21	Audio Port 0 I ² S input data
AUD0_LRCK	I/O	–	–	G21	Audio Port 0 I ² S left right clock indicates whether data is for the left or right channel
AUD0_MCLK	I/O	–	–	G19	Audio Port 0 I ² S Master clock (256 times the sampling clock)
AUD0_ODAT0	O	–	–	G22	Audio Port 0 I ² S output data
AUD0_ODAT1	O	–	–	F19	Audio Port 0 I ² S output data
AUD0_ODAT2	O	–	GPIO_1_20	F20	Audio Port 0 I ² S output data
AUD0_SPDIF	O	–	GPIO_1_21	F22	Audio Port 0 Sony/Philips digital interface
AUD1_BCK	I/O	–	GPIO_1_22	E20	Audio Port 1 I ² S bit clock clocks input or output data
AUD1_IDAT	I	–	GPIO_1_24	E22	Audio Port 1 I ² S input data
AUD1_LRCK	I/O	–	GPIO_1_23	E21	Audio Port 1 I ² S left right clock indicates whether the data is for the left or right channel
AUD1_MCLK	I/O	–	–	E19	Audio Port 1 I ² S Master clock (256 times the sampling clock)

2.3.2 Video Ports 0 and 1 Signal Group

Video Ports 0 and 1 Signal Group include 30 signals to support two 8-bit video input ports or a single 16-bit video input port (see Table 2-3). The Signal Group also includes a serial control interface that can be used for configuring external video decoders, sensors, or other video interface devices. These signals are all in the VID01 power domain.

Table 2-3 Video Ports 0 and 1 Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
VID01_MCLK	O	VID01_SCL	GPIO_1_26	C20	Video Ports 0 and 1 Master Clock Video; Ports 0 and 1 serial clock
VID01_MISO	I	–	GPIO_1_28	A21	Video Ports 0 and 1 Master Input / Slave Output
VID01_MOSI	O	VID01_SDA	GPIO_1_27	B20	Video Ports 0 and 1 Master Output / Slave Input; Video Ports 0 and 1 Serial Data
VID01_MSS	O	–	GPIO_1_25	D19	Video Ports 0 and 1 Slave Select
VID0_D7	I	–	–	C16	Video Port 0 Data [7:0]
VID0_D6	I	–	–	B16	
VID0_D5	I	–	–	A16	
VID0_D4	I	–	–	D15	
VID0_D3	I	–	–	C15	
VID0_D2	I	–	–	B15	
VID0_D1	I	–	–	A15	
VID0_D0	I	–	–	D14	
VID0_FIELD	I	–	GPIO_1_19	A13	
VID0_HSYNC	I	–	GPIO_2_00	C14	Video Port 0 Hsync
VID0_OUTCLK	O	–	–	A14	Video Port 0 Output Clock
VID0_PIXCLK	IO	–	–	B13	Video Port 0 Pixel Clock
VID0_VSYNC	I	–	GPIO_2_01	B14	Video Port 0 Vsync
VID1_D7	I	–	–	A20	Video Port 1 Data [7:0]
VID1_D6	I	–	–	C19	
VID1_D5	I	–	–	B19	
VID1_D4	I	–	–	A19	
VID1_D3	I	–	–	D18	
VID1_D2	I	–	–	C18	
VID1_D1	I	–	–	B18	
VID1_D0	I	–	–	A18	
VID1_FIELD	I	–	GPIO_1_31	D16	
VID1_HSYNC	I	–	GPIO_1_29	D17	Video Port 1 Hsync
VID1_OUTCLK	O	–	-	B17	Video Port 1 Output Clock

Table 2-3 Video Ports 0 and 1 Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
VID1_PIXCLK	IO	–	-	A17	Video Port 1 Pixel Clock
VID1_VSYNC	I	–	GPIO_1_30	C17	Video Port 1 Vsync

2.3.3 Video Ports 2 and 3 Signal Group

The Video Ports 2 and 3 Signal Group includes 27 signals to support two 8-bit video input/output ports, or a single 16-bit video input/output port (see Table 2-4). They can also be combined to create an 18-bit wide RGB port to drive an LCD.

The signal group also includes a serial control interface that can be used for configuring external video decoders, sensors or other video interface devices. These signals are all in the VID23 power domain.

Table 2-4 Video Ports 2 and 3 Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
VID23_MCLK	O	VID23_SCL	GPIO_2_14	A1	Video Ports 2 and 3 Master Clock; Video Ports 2 and 3 Serial Clock
VID23_MISO (for MG3500)	I	–	GPIO_2_12	B2	Video Ports 2 and 3 Master Input / Slave Output
VID23_MOSI (for MG3500)	O	VID23_SDA	GPIO_2_15	C3	Video Ports 2 and 3 Master Output / Slave Input; Video Ports 2 and 3 Serial Data
VID23_MSS (for MG3500)	O	–	GPIO_2_13	D4	Video Ports 2 and 3 Slave Sync
VID23_MISO (for MG2580)	–	–	–	B2	No connection
VID23_MOSI (for MG2580)	–	–	–	C3	No connection
VID23_MSS (for MG2580)	–	–	–	D4	No connection
VID2_D7	I/O	–	–	B5	Video Port 2 Data [7:0]
VID2_D6	I/O	–	–	A5	
VID2_D5	I/O	–	–	B4	
VID2_D4	I/O	–	–	A4	
VID2_D3	I/O	–	–	C4	
VID2_D2	I/O	–	–	B3	
VID2_D1	I/O	–	–	A3	
VID2_D0	I/O	–	–	A2	
VID2_FIELD	I/O	–	GPIO_2_09	B6	
VID2_HSYNC	I/O	–	GPIO_2_10	D5	Video Port 2 Hsync
VID2_PIXCLK	I/O	–	–	A6	Video Port 2 Pixel Clock
VID2_VSYNC	I/O	–	GPIO_2_11	C5	Video Port 2 Vsync

Table 2-4 Video Ports 2 and 3 Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
VID3_D7	I/O	–	–	B8	Video Port 3 Data [7:0]
VID3_D6	I/O	–	–	A8	
VID3_D5	I/O	–	–	D7	
VID3_D4	I/O	–	–	C7	
VID3_D3	I/O	–	–	B7	
VID3_D2	I/O	–	–	A7	
VID3_D1	I/O	–	–	D6	
VID3_D0	I/O	–	–	C6	
VID23_D17	I/O	–	GPIO_2_07	D8	Video Data [17] (for LCD with video Ports 2 and 3 data)
VID23_D16	I/O	–	GPIO_2_08	C8	Video data [16] (for LCD with video Ports 2 and 3 data)
VID23_GPIO	I/O	–	GPIO_2_06	D9	Video Port 2/3 GPIO

2.3.4 Host Signal Group

The MG3500 HD H.264 Codec SoC Host Signal Group has 58 signals as shown in Table 2-5. When the MG3500 HD H.264 Codec SoC is in Master mode, the host bus is used to access external devices or memory including NAND Flash, NOR Flash, Compact Flash, or IDE drives. The use of Compact Flash or IDE also requires the use of the signals in the Compact Flash Signal Group (see page 38). When the MG3500 HD H.264 Codec SoC is in Slave mode, these signals are used to allow external processors to access resources inside the MG3500 HD H.264 Codec SoC. These signals are all in the HOST power domain.

In addition to the parallel host interface, the MG3500 HD H.264 Codec SoC can be accessed using a serial host interface that uses an interface similar to the Serial Peripheral Interface (SPI) with CPHA=1 and CPOL=1. The Host interface is described in detail in “Host Interfaces”.

The MG3500 SoC Host Interface connections in Master mode are shown in Figure 2-6.

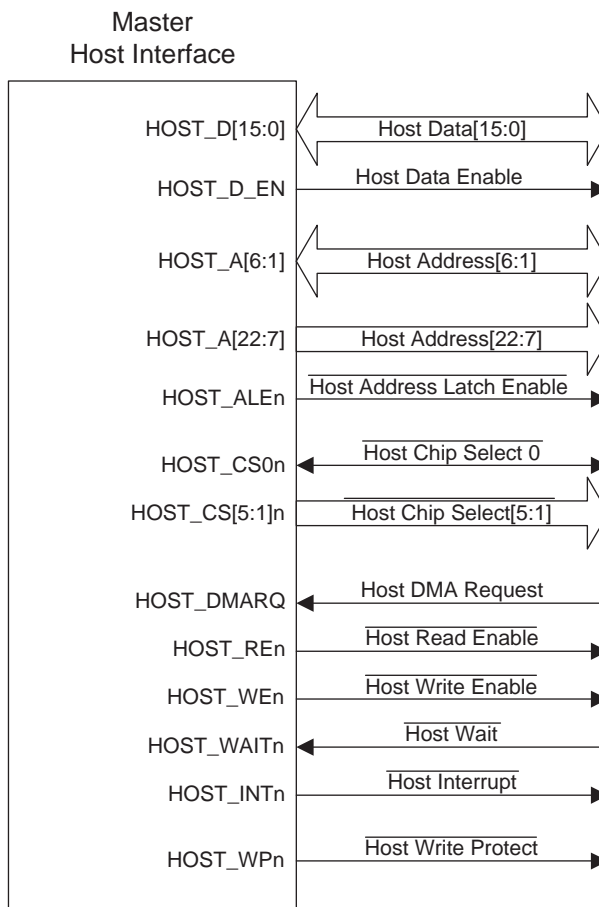


Figure 2-6 Host Interface Master Mode Connections Diagram

Figure 2-7 shows the connections when using the MG3500 SoC in Slave Host Interface mode.

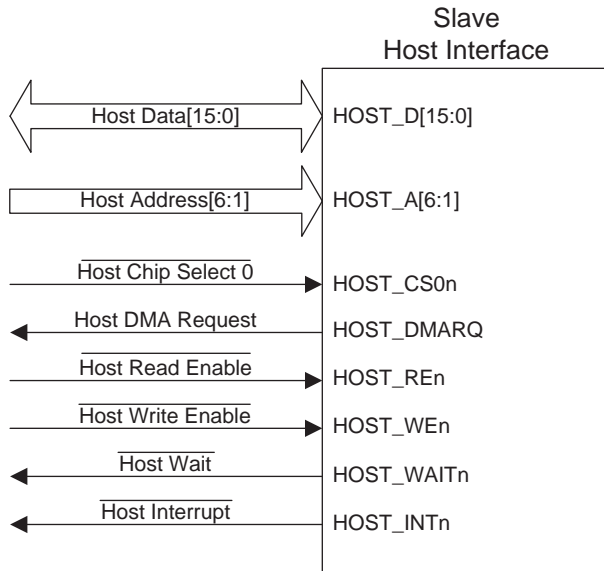


Figure 2-7 Slave Host Connections

Figure 2-8 shows the MG3500 SoC in Serial Host Interface mode.

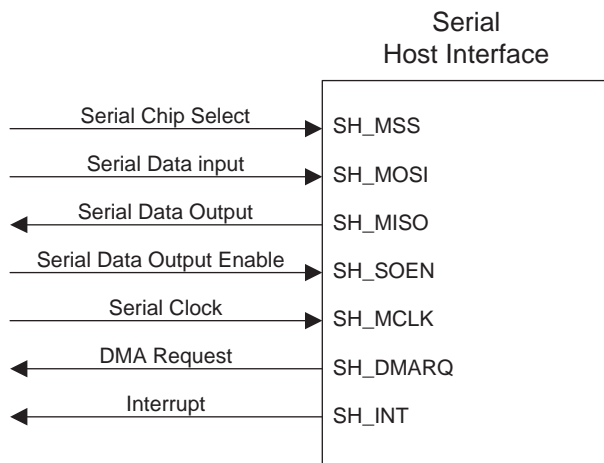


Figure 2-8 Serial Host Connections

As shown in Table 2-5, the signal type “IOD” refers to Input/Output open drain ports.

Table 2-5 Host Signals

Primary Signal		ALT	GPIO	Serial Host	Ball	Description
Name	Type					
HOST_A6	I/O	SH_A6	–		Y9	Host Address Bits [6:1] / Slave Host Address Bits [6:1]
HOST_A5	I/O	SH_A5	–		AA8	
HOST_A4	I/O	SH_A4	–		AB8	
HOST_A3	I/O	SH_A3	–		Y10	
HOST_A2	I/O	SH_A2	–		AA9	
HOST_A1	I/O	SH_A1	–		AB9	
HOST_A22	O	–	–		M5	Host address bits [22:7] / Slave host address bits [22:7]
HOST_A21	O	–	–		N5	
HOST_A20	O	–	–		P5	
HOST_A19	O	–	–		R5	
HOST_A18	O	–	–		T5	
HOST_A17	O	–	–		U5	
HOST_A16	O	–	–		V6	
HOST_A15	O	–	–		V7	
HOST_A14	O	–	–		V8	
HOST_A13	O	–	–		V9	
HOST_A12	O	–	–		W6	
HOST_A11	O	–	–		W7	
HOST_A10	O	–	–		W8	
HOST_A9	O	–	–		V10	
HOST_A8	O	–	–		W9	
HOST_A7	O	–	–		W10	
HOST_ALEn	O	–	–		Y4	
HOST_CS5n	O		–		AB10	Host Chip Select/ Slave Host Chip Select [5:0] In Serial Host Mode, the HOST_CS0 pin acts as SH_MSS (Serial Host Chip Se- lect).
HOST_CS4n	O		–		W12	
HOST_CS3n	O		–		Y12	
HOST_CS2n	O		–		AA12	
HOST_CS1n	O	–	–		AB12	
HOST_CS0n	I/O	SH_CS0n	–	SH_MSS	AA10	

Table 2-5 Host Signals

Primary Signal		ALT	GPIO	Serial Host	Ball	Description
Name	Type					
HOST_D15	I/O	SH_D15	–		U4	Host data bits [15:0] / Slave host data bits [15:0] In Serial Host mode, HOST_D1 acts as the serial data input, and HOST_D0 acts as the serial data output.
HOST_D14	I/O	SH_D14	–		U3	
HOST_D13	I/O	SH_D13	–		U2	
HOST_D12	I/O	SH_D12	–		U1	
HOST_D11	I/O	SH_D11	–		V4	
HOST_D10	I/O	SH_D10	–		V3	
HOST_D9	I/O	SH_D9	–		V2	
HOST_D8	I/O	SH_D8	–		V1	
HOST_D7	I/O	SH_D7	–		W4	
HOST_D6	I/O	SH_D6	–		W3	
HOST_D5	I/O	SH_D5	–		W2	
HOST_D4	I/O	SH_D4	–		W1	
HOST_D3	I/O	SH_D3	–		Y2	
HOST_D2	I/O	SH_D2	–		Y1	
HOST_D1	I/O	SH_D1	–	SH_ MOSI	AA1	
HOST_D0	I/O	SH_D0	–	SH_ MISO	AB1	
HOST_D_EN	O	–	–	SH_ SOEN	AA2	Host Data Enable Serial Host Output Data Enable
HOST_DMARQ	I/O	SH_DMARQ	–	SH_ DMARQ	AB3	Host DMA Request / Slave Host DMA Request Serial Host DMA Request
HOST_INTn	IOD	SH_INTn	GPIO_1_00	SH_INT	AA4	Host Interrupt / Slave Host Interrupt Serial Host Interrupt GPIO_1_0 In Host Slave mode, this signal is an open-collector output and requires a 1 kOhm pull-up resistor.
HOST_REn	I/O	SH_REn	–		AB2	Host Read Enable / Slave Host Read Enable
HOST_WAITn	IOD	SH_WAITn	–		AA3	Host Wait / Slave Host Wait: This signal is always active low in Slave mode, but the polarity is programmable in Host mode. In Host Slave mode, this signal is an open-collector output and requires a 1 KOhm pull-up resistor.
HOST_WEn	I/O	SH_WEn	–	SH_ MCLK	Y3	Host Write Enable / Slave Host Write Enable Serial Host MCLK

Table 2-5 Host Signals

Primary Signal		ALT	GPIO	Serial Host	Ball	Description
Name	Type					
HOST_WPn	O	–	–		AB4	Host Write Protect. Used with Flash memory.

2.3.5 Compact Flash Signal Group

The MG3500 SoC Compact Flash (CF) Signal Group has 11 signals as shown in Table 2-6. These signals are used in conjunction with the signals of the Host Signal Group to interface to Compact Flash or IDE devices. These signals are all in the HOST power domain.

Table 2-6 CF Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
CF_BVD1	I/O	–	GPIO_1_04	AB5	Battery Voltage Detect 1
CF_BVD2	I/O	–	GPIO_1_05	Y6	Battery Voltage Detect 2
CF_CD1	I	–	GPIO_1_06	AA6	Card Detect 1
CF_CD2	I	–	GPIO_1_07	AB6	Card Detect 2
CF_INPACKn	I	–	GPIO_1_01	W5	Input acknowledge
CF_IORDn	O	–	GPIO_1_02	Y5	I/O read strobe
CF_IOWRn	O	–	GPIO_1_03	AA5	I/O write strobe
CF_REGn	O	–	GPIO_1_11	Y8	Register select
CF_RESET	O	–	GPIO_1_08	Y7	Reset
CF_WAITn	I	–	GPIO_1_10	AB7	Wait
CF_WP	I	–	GPIO_1_09	AA7	Write Protect

2.3.6 SDRAM Signal Group

The MG3500 HD H.264 Codec SoC SDRAM Signal Group has 71 signals as shown in Table 2-7. The MG3500 HD H.264 Codec SoC supports both 1 x16 DDR2 SDRAM and 2 x16 DDR2 SDRAM configurations. These signals are all in the SDRAM power domain.

Table 2-7 SDRAM Signals

Primary Signal		ALT	GPIO	Ball	Description	
Name	Type					
DDR_PADHI	A	–	–	N19	Driver compensation for DDR2	
DDR_PADLO	A	–	–	P19	Driver compensation for DDR2	
DDR_A12	O	–	–	Y18	SDRAM Address Bits [12:0]	
DDR_A11	O	–	–	AB20		
DDR_A10	O	–	–	AA16		
DDR_A9	O	–	–	AA20		
DDR_A8	O	–	–	AA18		
DDR_A7	O	–	–	AA19		
DDR_A6	O	–	–	Y19		
DDR_A5	O	–	–	AB18		
DDR_A4	O	–	–	AB19		
DDR_A3	O	–	–	AB15		
DDR_A2	O	–	–	AA15		
DDR_A1	O	–	–	Y15		
DDR_A0	O	–	–	AB16		
DDR_BA0	O	–	–	W16		Bank address bit [0]
DDR_BA1	O	–	–	Y16		Bank address bit [1]
DDR_CASn	O	–	–	Y17	Column access strobe	
DDR_CKE	O	–	–	W18	Clock enable	
DDR_CLK0	I/O	–	–	T21	Primary clock	
DDR_CLK0n	O	–	–	T22	Primary clock complement	
DDR_CLK1	I/O	–	–	R21	Secondary clock	
DDR_CLK1n	O	–	–	R22	Secondary clock complement	
DDR_CSn	O	–	–	AB17	Chip select	

Table 2-7 SDRAM Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
DDR_DQ31	I/O	–	–	N20	SDRAM Data bits [31:0] In 16-bit mode, DDR_DQ[31:16] and DDR_DQM[3:2] are not connected.
DDR_DQ30	I/O	–	–	N21	
DDR_DQ29	I/O	–	–	P22	
DDR_DQ28	I/O	–	–	N22	
DDR_DQ27	I/O	–	–	P21	
DDR_DQ26	I/O	–	–	L19	
DDR_DQ25	I/O	–	–	P20	
DDR_DQ24	I/O	–	–	L20	
DDR_DQ23	I/O	–	–	K20	
DDR_DQ22	I/O	–	–	K22	
DDR_DQ21	I/O	–	–	K21	
DDR_DQ20	I/O	–	–	J20	
DDR_DQ19	I/O	–	–	J19	
DDR_DQ18	I/O	–	–	H19	
DDR_DQ17	I/O	–	–	J21	
DDR_DQ16	I/O	–	–	J22	
DDR_DQ15	I/O	–	–	U20	
DDR_DQ14	I/O	–	–	U19	
DDR_DQ13	I/O	–	–	U21	
DDR_DQ12	I/O	–	–	V22	
DDR_DQ11	I/O	–	–	U22	
DDR_DQ10	I/O	–	–	V21	
DDR_DQ9	I/O	–	–	T19	
DDR_DQ8	I/O	–	–	V20	
DDR_DQ7	I/O	–	–	W20	
DDR_DQ6	I/O	–	–	AB22	
DDR_DQ5	I/O	–	–	W19	
DDR_DQ4	I/O	–	–	AA21	
DDR_DQ3	I/O	–	–	Y22	
DDR_DQ2	I/O	–	–	AA22	
DDR_DQ1	I/O	–	–	Y21	
DDR_DQ0	I/O	–	–	Y20	
DDR_DQM3	O	–	–	K19	Data masks for byte lanes 3:0 In 16-bit mode, DDR_DQ[31:16] and DDR_DQM[3:2] are not connected.
DDR_DQM2	O	–	–	H20	
DDR_DQM1	O	–	–	R20	
DDR_DQM0	O	–	–	V19	

Table 2-7 SDRAM Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
DDR_DQS3	I/O	–	–	L22	Data strobes for byte lanes 3:0
DDR_DQS2	I/O	–	–	H22	
DDR_DQS1	I/O	–	–	T20	
DDR_DQS0	I/O	–	–	W22	
DDR_DQS3n	I/O	–	–	L21	Data strobe complements for byte lanes 3:0
DDR_DQS2n	I/O	–	–	H21	
DDR_DQS1n	I/O	–	–	R19	
DDR_DQS0n	I/O	–	–	W21	
DDR_RASn	O	–	–	AA17	Row access strobe
DDR_VREF	A	–	–	AB21	This pin should be set to ½ of VDD (0.9v) for DDR2
DDR_WEn	O	–	–	W17	Write enable

2.3.7 Ethernet Signal Group

The MG3500 HD H.264 Codec SoC Ethernet Signal Group has 26 signals as shown in Table 2-8. They support 10, 100, and GigaBit Ethernet connections via a Media Independent Interface (MII), Reduced Media Independent Interface (RMII), or a GigaBit Media Independent Interface (GMII) to an external Ethernet physical layer chip. The MG3500 HD H.264 Codec SoC may also be connected to an Ethernet switch chip if the switch supports the Reverse Media Independent Interface (RevMII). These signals are all in the ETH power domain.

Table 2-8 Ethernet Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
ETH_COL	I	–	–	E4	Collision detect input
ETH_CRS	I	–	–	F4	Carrier sense input
ETH_MDCLK	O	–	–	F3	Management data clock
ETH_MDIO	I/O	–	–	G4	Management data I/O
ETH_RXCLK	I	–	–	C1	Receive clock input
ETH_RXD7	I	–	–	D1	Receive data input bits [7:0]
ETH_RXD6	I	–	–	E1	
ETH_RXD5	I	–	–	F1	
ETH_RXD4	I	–	–	F2	
ETH_RXD3	I	–	–	E2	
ETH_RXD2	I	–	–	D2	
ETH_RXD1	I	–	–	D3	
ETH_RXD0	I	–	–	E3	
ETH_RXDV	I	–	–	C2	Receive data valid input
ETH_RXER	I	–	–	B1	Receive error input
ETH_TXCLK	I	–	–	J3	Transmit clock input
ETH_TXD7	O	–	–	J1	Transmit data output bits [7:0]
ETH_TXD6	O	–	–	J2	
ETH_TXD5	O	–	–	H2	
ETH_TXD4	O	–	–	G2	
ETH_TXD3	O	–	–	H3	
ETH_TXD2	O	–	–	H4	
ETH_TXD1	O	–	–	J4	
ETH_TXD0	O	–	–	G3	
ETH_TXEN	O	–	–	G1	Transmit enable output
ETH_TXER	O	–	–	H1	Transmit error output

2.3.8 USB Signal Group

The USB Signal group consists of 17 signals to support a USB 2.0 High-Speed On-The-Go (OTG), and a Host or Device interface (Table 2-9). These signals are all in the USB power domain.

Table 2-9 USB Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
USB_ANA_TST	A	–	–	D10	Connect this signal to GND. Test mode signal for the USB analog sections.
USB_DM	A	–	–	A10	USB D- signal
USB_DP	A	–	–	A11	USB D+ signal
USB_D_VBUS	A	–	–	C9	USB VBUS Drive signal. This active high signal is used to enable an external charge pump for USB_VBUS.
USB_ID	A	–	–	B11	This signal differentiates a Mini-A from a Mini-B plug. The ID Detector senses the ID line's state to indicate which type of plug is connected. The ID Detector can differentiate the following conditions: <ul style="list-style-type: none"> • ID pin floating (> 100 kilohms) = The connected plug is a mini-B plug. • ID pin shorted to ground (< 10 ohms) = The connected plug is a mini-A plug.
USB_REXT	A	–	–	C10	External 3.4 KOhm \pm 1% resistor connection that sets the bias current for the USB PHY.
USB_VBUS	A	–	–	B10	Separate 5.0V supply for USB
USB_XIN	A	–	–	A9	Crystal Oscillator XI pin. Connects a 12 MHz oscillator
USB_XO	A	–	–	B9	Crystal Oscillator XO pin. Connects a 12 MHz oscillator

2.3.9 SD and MMC Signal Group

The SD/MMC interface is designed to support Secure Digital (SD), Secure Digital Input/Output (SDIO), Multi-Media Card (MMC), and Consumer Electronics AT Attachment (CE-ATA) devices. This four-bit wide interface supports up to a 25 MHz clock rate (100 Mbits/sec. transfer rate). The SD/MMC Signal Group consists of eight signals as shown in Table 2-10. These signals are all in the HOST power domain.

Table 2-10 SD and MMC Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
SDMMC_CDn	I	–	GPIO_1_12	W13	Card detect
SDMMC_CLK	O	–	–	AA14	Clock
SDMMC_CMD	I/O	–	GPIO_1_18	AB14	Command or response
SDMMC_D3	I/O	–	GPIO_1_14	AA13	Data bit [3]
SDMMC_D2	I/O	–	GPIO_1_15	AB13	Data bit [2]
SDMMC_D1	I/O	–	GPIO_1_16	W14	Data bit [1]
SDMMC_D0	I/O	–	GPIO_1_17	Y14	Data bit [0]
SDMMC_WP	I	–	GPIO_1_13	Y13	Write Protect

Note: Use an SD card connector that includes the SD_WP and SD_CD signals or you will be limited to 1-bit mode.

2.3.10 UART Signal Group

Table 2-11 shows the Universal Asynchronous Receiver Transmitter (UART) Signal Group. These signals are all in the HOST power domain.

Table 2-11 UART Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
UARTD_RXD	I	MME_RXD ¹	–	N4	Debug UART received data ²
UARTD_TXD	O	MME_TXD ¹	–	M4	Debug UART transmitted data
UART0_CTS	I	–	GPIO_2_26	N2	UART0 clear to send
UART0_RTS	O	–	GPIO_2_24	M2	UART0 request to send
UART0_RXD	I	–	GPIO_2_25	N3	UART0 received data
UART0_TXD	O	–	GPIO_2_23	M3	UART0 transmitted data
UART1_RXD	I	–	GPIO_2_27	N1	UART1 received data
UART1_TXD	O	–	GPIO_2_28	P4	UART1 transmitted data

1. The alternate functions MME_RXD and MME_TXD are selected using the DBGUARTSel bit in the Serial I/O Control register. See “Serial Registers” for more information.
2. The Debug UART port is very useful in debugging the system and should always be connected.

2.3.11 SPI/Bitstream Signal Group

Table 2-12 shows the Serial Peripheral Interface/Bitstream (BS) Signal Group. These signals are all in the HOST power domain.

Table 2-12 Serial Peripheral Interface/Bitstream Interface Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
SPI_MCLK	I/O	BS_CLK ¹	GPIO_2_19	K3	SPI Master Clock Bitstream Clock
SPI_MISO	I/O		GPIO_2_16	J5	SPI Master In/ Slave Out
SPI_MOSI	I/O	BS_DATA	GPIO_2_20	K2	SPI Master Out / Slave In Bitstream Data
SPI_MSS0	I/O	BS_EN	GPIO_2_17	K5	SPI Master / Slave Select 0 Bitstream Data Enable
SPI_MSS1	IO	BS_REQ	GPIO_2_18	K4	SPI Master / Slave Select 1 Bitstream Data Request

1. The alternate function BS_CLK, BS_DATA, BS_EN, and BSREQ are selected using bits in the Serial I/O Control register. See "Serial Registers" for more information.

2.3.12 TWI Signal Group

Table 2-13 shows the I²C-Compatible Two-Wire Interface (TWI) Signal Group. These signals are all in the HOST power domain.

Table 2-13 Two-Wire Interface Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
TWI0_SCL	IOD	TWI1_SCL ¹	GPIO_2_21	K1	TWI serial clock
TWI0_SDA	IOD	TWI1_SDA	GPIO_2_22	M1	TWI serial data

1. The alternate functions TWI1_SCL and TWI1_SDA are selected using the TWI1Cfg bit in the Serial I/O Control register. See "Serial Registers" for more information.

2.3.13 PWM Signal Group

Table 2-14 shows the Pulse-Width Modulator (PWM) Signal Group. These signals are all in the HOST power domain.

Table 2-14 Pulse Width Modulator Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
PWM_0	O	–	GPIO_2_29	P3	PMI Output 0
PWM_1	O	–	GPIO_2_30	P2	PMI Output 1
PWM_2	O	–	GPIO_2_31	P1	PMI Output 2

2.3.14 GPIO Signal Group

The GPIO Signal Group has eight signals as shown in Table 2-15. They are dedicated General Purpose Input/Output (GPIO) signals. These dedicated GPIO signals are all in the HOST power domain.

The I/O pins in the GPIO Signal Group have programmable 15 KOhm \pm 20% pull-up and pull-down resistors. The pull-up resistors are enabled by default, and can be disabled using the associated bit in the GPIO 0 Pull-up Enable register. The pull-down resistors are disabled by default, and can be enabled using the GPIO 0 Pull-down Enable register. See “Serial Registers” for more information.

Table 2-15 GPIO Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
GPIO_0	I/O	–	GPIO_0_00	R4	GPIO bit [0]
GPIO_1	I/O	–	GPIO_0_01	R3	GPIO bit [1]
GPIO_2	I/O	–	GPIO_0_02	R2	GPIO bit [2]
GPIO_3	I/O	–	GPIO_0_03	R1	GPIO bit [3]
GPIO_4	I/O	–	GPIO_0_04	T4	GPIO bit [4]
GPIO_5	I/O	–	GPIO_0_05	T3	GPIO bit [5]
GPIO_6	I/O	–	GPIO_0_06	T2	GPIO bit [6]
GPIO_7	I/O	–	GPIO_0_07	T1	GPIO bit [7]

There are 64 other GPIO signals that are multiplexed with other signals. These pins can be used as GPIOs if neither their Primary function or their Alternate function (ALT) are not being used. These additional GPIO signals are broken into the two groups as shown in Table 2-16 and Table 2-17, and are not necessarily in the HOST power domain. Refer to the primary signal (listed under SIGNAL NAME) to check the power domain.

The multiplexed signals associated with GPIO_1 are disabled by default, and enabled using the associated bits in the GPIO 1 Sel register (see “Serial Registers”). When enabled, the I/O function has priority over both the Primary and the Alternate function (ALT). The I/O pins in the GPIO1 Signal Group have programmable 15 KOhm \pm 20% pull-up and pull-down resistors. The pull-up resistors are enabled by default, and can be disabled using the associated bit in the GPIO 1 Pull-up Enable register.

The pull-down resistors are disabled by default, and can be enabled using the GPIO 1 Pull-down Enable register.

Table 2-16 GPIO Signals

GPIO	Primary Signal		ALT	Ball	Power Domain	Voltage Tolerance	See Page
	Name	Type					
GPIO_1_00	HOST_INTn	I/O	–	AA4	HOST	1.8, 2.5, 3.3	33
GPIO_1_01	CF_INPACKn	I	–	W5	HOST	1.8, 2.5, 3.3	38
GPIO_1_02	CF_IORDn	O	–	Y5	HOST	1.8, 2.5, 3.3	38
GPIO_1_03	CF_IOWRn	O	–	AA5	HOST	1.8, 2.5, 3.3	38
GPIO_1_04	CF_BVD1	I/O	–	AB5	HOST	1.8, 2.5, 3.3	38
GPIO_1_05	CF_BVD2	I/O	–	Y6	HOST	1.8, 2.5, 3.3	38
GPIO_1_06	CF_CD1	I	–	AA6	HOST	1.8, 2.5, 3.3	38
GPIO_1_07	CF_CD2	I	–	AB6	HOST	1.8, 2.5, 3.3	38
GPIO_1_08	CF_RESET	O	–	Y7	HOST	1.8, 2.5, 3.3	38
GPIO_1_09	CF_WP	I	–	AA7	HOST	1.8, 2.5, 3.3	38
GPIO_1_10	CF_WAITn	I	–	AB7	HOST	1.8, 2.5, 3.3	38
GPIO_1_11	CF_REGn	O	–	Y8	HOST	1.8, 2.5, 3.3	38
GPIO_1_12	SDMMC_CDn	I	–	W13	HOST	1.8, 2.5, 3.3	44
GPIO_1_13	SDMMC_WP	I	–	Y13	HOST	1.8, 2.5, 3.3	44
GPIO_1_14	SDMMC_D3	I/O	–	AA13	HOST	1.8, 2.5, 3.3	44
GPIO_1_15	SDMMC_D2	I/O	–	AB13	HOST	1.8, 2.5, 3.3	44
GPIO_1_16	SDMMC_D1	I/O	–	W14	HOST	1.8, 2.5, 3.3	44
GPIO_1_17	SDMMC_D0	I/O	–	Y14	HOST	1.8, 2.5, 3.3	44
GPIO_1_18	SDMMC_CMD	I/O	–	AB14	HOST	1.8, 2.5, 3.3	44
GPIO_1_19	VID0_FIELD	O	–	A13	VID01	1.8, 2.5, 3.3	28
GPIO_1_20	AUD0_ODAT2	O	–	F20	AUD	1.8, 2.5, 3.3	28
GPIO_1_21	AUD0_SPDIF	O	–	F22	AUD	1.8, 2.5, 3.3	28
GPIO_1_22	AUD1_BCK	I/O	–	E20	AUD	1.8, 2.5, 3.3	28
GPIO_1_23	AUD1_LRCK	I/O	–	E21	AUD	1.8, 2.5, 3.3	28
GPIO_1_24	AUD1_IDAT	I	–	E22	AUD	1.8, 2.5, 3.3	28
GPIO_1_25	VID01_MSS	O	–	D19	VID01	1.8, 2.5, 3.3	29
GPIO_1_26	VID01_MCLK	O	VID01_SCL	C20	VID01	1.8, 2.5, 3.3	29
GPIO_1_27	VID01_MOSI	O	VID01_SDA	B20	VID01	1.8, 2.5, 3.3	29
GPIO_1_28	VID01_MISO	I	–	A21	VID01	1.8, 2.5, 3.3	29
GPIO_1_29	VID1_HSYNC	I	–	D17	VID01	1.8, 2.5, 3.3	29
GPIO_1_30	VID1_VSYNC	I	–	C17	VID01	1.8, 2.5, 3.3	29
GPIO_1_31	VID1_FIELD	I	–	D16	VID01	1.8, 2.5, 3.3	29

The multiplexed signals associated with GPIO_2 are enabled using the associated bits in the GPIO 2 Sel register (see “Serial Registers”). The GPIO_2_31 to GPIO_2_21 and GPIO_2_15 to GPIO_2_0 pins are disabled by default (the Primary/ALT function is active). GPIO_2_20 to GPIO_2_ are enabled by default, which forces the signals to be an input after reset.

When enabled, the I/O function has priority over both the Primary and the Alternate function (ALT). The I/O pins in the GPIO2 Signal Group have programmable 15 KOhm $\pm 20\%$ pull-up and pull-down resistors. The pull-up resistors are enabled by default, and can be disabled using the associated bit in the GPIO 2 Pull-up Enable register. The pull-down resistors are disabled by default, and can be enabled using the GPIO 2 Pull-down Enable register.

Table 2-17 Additional GPIO Signals

GPIO	Primary Signal		ALT	Ball	Power Domain	Voltage Tolerance	See Page
	Name	Type					
GPIO_2_00	VID0_HSYNC	I	–	C14	VID01	1.8, 2.5, 3.3	29
GPIO_2_01	VID0_VSYNC	I	–	B14	VID01	1.8, 2.5, 3.3	29
GPIO_2_02	CFG_0	I	–	E13	VID01	1.8, 2.5, 3.3	29
GPIO_2_03	CFG_1	I	–	E11	VID01	1.8, 2.5, 3.3	50
GPIO_2_04	CFG_2	I	–	D11	VID01	1.8, 2.5, 3.3	50
GPIO_2_05	CFG_3	I	–	C11	VID01	1.8, 2.5, 3.3	50
GPIO_2_06	VID23_GPIO	I/O	–	D9	VID23	1.8, 2.5, 3.3	31
GPIO_2_07	VID_DATA_17	I/O	–	D8	VID23	1.8, 2.5, 3.3	31
GPIO_2_08	VID_DATA_16	I/O	–	C8	VID23	1.8, 2.5, 3.3	31
GPIO_2_09	VID2_FIELD	I/O	–	B6	VID23	1.8, 2.5, 3.3	31
GPIO_2_10	VID2_HSYNC	I/O	–	D5	VID23	1.8, 2.5, 3.3	31
GPIO_2_11	VID2_VSYNC	I/O	–	C5	VID23	1.8, 2.5, 3.3	31
GPIO_2_12 ¹	VID23_MISO	I	–	B2	VID23	1.8, 2.5, 3.3	31
GPIO_2_13 ²	VID23_MSS	O	–	D4	VID23	1.8, 2.5, 3.3	31
GPIO_2_14	VID23_MCLK	O	VID23_SCL	A1	VID23	1.8, 2.5, 3.3	31
GPIO_2_15 ³	VID23_MOSI	O	VID23_SDA	C3	VID23	1.8, 2.5, 3.3	31
GPIO_2_16	SPI_MISO	IO	–	J5	HOST	1.8, 2.5, 3.3	45
GPIO_2_17	SPI_MSS0	IO	BS_ENABLE	K5	HOST	1.8, 2.5, 3.3	45
GPIO_2_18	SPI_MSS1	IO	BS_REQ	K4	HOST	1.8, 2.5, 3.3	45
GPIO_2_19	SPI_MCLK	IO	BS_CLK	K3	HOST	1.8, 2.5, 3.3	45
GPIO_2_20	SPI_MOSI	IO	BS_DATA	K2	HOST	1.8, 2.5, 3.3	45
GPIO_2_21	TWI0_SCL	IOD	TWI1_SCL	K1	HOST	1.8, 2.5, 3.3	45
GPIO_2_22	TWI0_SDA	IOD	TWI1_SDA	M1	HOST	1.8, 2.5, 3.3	45
GPIO_2_23	UART0_TXD	O	–	M3	HOST	1.8, 2.5, 3.3	44
GPIO_2_24	UART0_RTS	O	–	M2	HOST	1.8, 2.5, 3.3	44
GPIO_2_25	UART0_RXD	I	–	N3	HOST	1.8, 2.5, 3.3	44
GPIO_2_26	UART0_CTS	I	–	N2	HOST	1.8, 2.5, 3.3	44
GPIO_2_27	UART1_RXD	I	–	N1	HOST	1.8, 2.5, 3.3	44
GPIO_2_28	UART1_TXD	O	–	P4	HOST	1.8, 2.5, 3.3	44
GPIO_2_29	PWM_0	O	–	P3	HOST	1.8, 2.5, 3.3	46
GPIO_2_30	PWM_1	O	–	P2	HOST	1.8, 2.5, 3.3	46
GPIO_2_31	PWM_2	O	–	P1	HOST	1.8, 2.5, 3.3	46

1. This pin does not apply to MG2580. See Table 2-4 for more information about MG2580 pin descriptions.

2. The same as above.

3. The same as above.

2.3.15 JTAG Signal Group

The JTAG Signal Group has seven signals as shown in Table 2-18. These signals are all in the AUD power domain.

Table 2-18 JTAG Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
JTAG_TAP_SEL	I	–	–	B22	This signal is used to select between the ARM tap controller and the test mode tap controller: 0: ARM Debugger 1: Boundary Scan
TEST	I	–	–	B21	When set to 1, the chip is placed in test mode.
JTAG_TCK	I	–	–	D21	JTAG test clock.
JTAG_TDI	I	–	–	C21	JTAG test data input.
JTAG_TDO	O	–	–	D20	JTAG test data output.
JTAG_TMS	I	–	–	D22	JTAG test mode select.
JTAG_TRSTn	I	–	–	C22	JTAG test reset active Low.

2.3.16 Configuration

The Configuration Signal Group has six signals as shown in Table 2-19. These signals are all in the VID01 power domain. The configuration mode is determined at boot-up by the state of the CFG_[3:0] pins. See “Boot modes for the MMEs and the ARM” for more information. When the MG3500 SoC powers up in Serial Slave mode (CFG_HOST[1:0]=11), the CFG_[3:0] pins are not used and can be used as GPIO pins.

Table 2-19 Configuration Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
CFG_0	I/O	–	GPIO_2_02	E13	General Purpose Configuration (GPC) input
CFG_1	I/O	–	GPIO_2_03	E11	GPC input
CFG_2	I/O	–	GPIO_2_04	D11	GPC input
CFG_3	I/O	–	GPIO_2_05	C11	GPC input
CFG_HOST0	I/O	–	–	D13	00: Parallel Slave 01: Master 10: Reserved 11: Serial Slave
CFG_HOST1	I/O	–	–	C13	

2.3.17 Clock

The Clock Signal Group has two signals as shown in Table 2-20. These signals are all in the HOST power domain. See “Clock and PLL inputs” on page 99.

Table 2-20 Clock Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
CLK_IN	I	–	–	W15	Clock input
CLK_SEL	I	–	–	V14	Selects the source clock for the PLLs to come from either the USB oscillator or CLK_IN. 0 = USB Oscillator 1 = External CLK_IN

2.3.18 Reset

The Reset Signal Group has one signal as shown in Table 2-21. This signal is in the AUD power domain.

Table 2-21 Reset Signals

Primary Signal		ALT	GPIO	Ball	Description
Name	Type				
RESETn	I	–	–	A22	Active Low chip reset

2.4 Power and Ground Pins

Table 2-22 Power Pins

Signal Name	Ball	Description	Voltage		
AUD_VDD	F18	Power for the Audio Circuitry	1.8, 2.5, 3.3 Volts		
AUD_VDD	G17				
AUD_GND	E18	Ground for the Audio Circuitry	–		
AUD_GND	F17				
CORE_VDD	E14	Power for the Core Logic	1.05 Volts		
CORE_VDD	F13				
CORE_VDD	F16				
CORE_VDD	H17				
CORE_VDD	J6				
CORE_VDD	R6				
CORE_VDD	U13				
CORE_VDD	U15				
CORE_VDD	V12				
CORE_VDD	V15				
CORE_GND	E17			Ground for the Core Logic	–
CORE_GND	G18				
CORE_GND	K6				
CORE_GND	L11				
CORE_GND	L12				
CORE_GND	M12				
CORE_GND	N12				
CORE_GND	N13				
CORE_GND	P6				
CORE_GND	V13				

Table 2-22 Power Pins

Signal Name	Ball	Description	Voltage
DDR_VDD	H18	Power for the DDR Memory Controller	1.8 Volts
DDR_VDD	J17		
DDR_VDD	K17		
DDR_VDD	L17		
DDR_VDD	N17		
DDR_VDD	P17		
DDR_VDD	R17		
DDR_VDD	R18		
DDR_VDD	T17		
DDR_VDD	U16		
DDR_VDD	U18		
DDR_VDD	V17		
DDR_GND	J18	Ground for the DDR Memory Controller	–
DDR_GND	K13		
DDR_GND	K18		
DDR_GND	L13		
DDR_GND	L18		
DDR_GND	M13		
DDR_GND	N18		
DDR_GND	P18		
DDR_GND	T18		
DDR_GND	U17		
DDR_GND	V16		
DDR_GND	V18		
ETH_VDD	G6	Power for the Ethernet circuitry	3.3 Volts
ETH_VDD	H6		
ETH_GND	G5	Ground for the Ethernet circuitry	–
ETH_GND	H5		
HOST_VDD	T6	Power for the Host Processor	1.8, 2.5, 3.3 Volts
HOST_VDD	U10		
HOST_VDD	U12		
HOST_VDD	U7		
HOST_VDD	U8		
HOST_VDD	U9		
HOST_VDD	N6		

Table 2-22 Power Pins

Signal Name	Ball	Description	Voltage
HOST_GND	M6	Ground for the Host Processor	–
HOST_GND	M10		
HOST_GND	M11		
HOST_GND	N10		
HOST_GND	N11		
HOST_GND	U6		
HOST_GND	V5		
PLL_VDD	U14	Power for the Phase Lock Loop	1.05 Volts
USB_DVDD	F11	Digital Power for the USB Port	1.05 Volts
USB_AVDD	F10	Power for the USB Port	3.3 Volts
USB_AVDD	F9	Power for the USB Port	
USB_ACVDD	F8	Power for the USB Port	
USB_AGND	E8	Analog Ground for the USB Port	–
USB_AGND	E9	Analog Ground for the USB Port	
USB_AGND	E10	Analog Ground for the USB Port	
USB_ACGND	E7	Analog Ground for the USB Port	
USB_DGND	K10	Digital Ground for the USB Port	
VID01_VDD	E15	Power for Video Ports 0 and 1	1.8, 2.5, 3.3 Volts
VID01_VDD	F14		
VID01_VDD	F15		
VID01_GND	E16	Ground for Video Ports 0 and 1	–
VID01_GND	K11		
VID01_GND	K12		
VID23_VDD	E6	Power for Video Ports 2 and 3	1.8, 2.5, 3.3 Volts
VID23_VDD	F5		
VID23_VDD	F7		
VID23_GND	E5	Ground for Video Ports 2 and 3	–
VID23_GND	F6		
VID23_GND	L10		

2.5 Pin List by Power Group

Table 2-23 shows the signals associated with each of the power domains.

Table 2-23 Signal Group Names

Power Domain	Voltage Requirement	Group Name	Signals
HOST	1.8, 2.5, 3.3	HOST	HOST_A[6:1], HOST_A[22:7], HOST_ALEn, HOST_CS[5:0]n, HOST_D[15:0], HOST_D_EN, HOST_DMARQ, HOST_INTn, HOST_REn, HOST_WAITn, HOST_WEn, HOST_WP
		CF	CF_BVD1, CF_BVD2, CF_CD1, CF_CD2, CF_INPACKn, CF_IORDn, CF_IOWRn, CF_REGn, CF_RESET, CF_WAITn, CF_WP
		SD	SDMMC_CD, SDMMC_CLK, SDMMC_CMD, SDMMC_D3, SDMMC_D2, SDMMC_D1, SDMMC_D0, SDMMC_WP
		UART	UARTD_RXD, UARTD_TXD, UART0_CTS, UART0_RTS, UART0_RXD, UART0_TXD, UART1_RXD, UART1_TXD
		SPI/BS	SPI_MCLK, SPI_MISO, SPI_MOSI, SPI_MSS0, SPI_MSS1
		TWI	TWIO_SCL, TWIO_SDA
		PWM	PWM_0, PWM_1, PWM_2
		GPIO	GPIO_0_[0:7] ¹ GPIO_1_00, GPIO_1_01, GPIO_1_02, GPIO_1_03, GPIO_1_04, GPIO_1_05, GPIO_1_06, GPIO_1_07, GPIO_1_08, GPIO_1_09, GPIO_1_10, GPIO_1_11, GPIO_1_12, GPIO_1_13, GPIO_1_14, GPIO_1_15, - GPIO_1_16, GPIO_1_17, GPIO_1_18, GPIO_2_16, GPIO_2_17, GPIO_2_18, GPIO_2_19, GPIO_2_20, GPIO_2_21, GPIO_2_22, GPIO_2_23, GPIO_2_24, GPIO_2_25, GPIO_2_26, GPIO_2_27, GPIO_2_28, GPIO_2_29, GPIO_2_30, GPIO_2_31
CLK	CLK_IN, CLK_SEL		
AUD	1.8, 2.5, 3.3	AUDx	AUD0_BCK, AUD0_IDAT, AUD0_LRCK, AUD0_MCLK, AUD0_ODAT0, AUD0_ODAT1, AUD0_ODAT2, AUD0_SPDIF, AUD1_BCK, AUD1_IDAT, AUD1_LRCK, AUD1_MCLK
		RESET	RESETn
		JTAG	JTAG_TAP_SEL, TEST, JTAG_TCK, JTAG_TDI, JTAG_TDO, JTAG_TMS, JTAG_TRSTn
		GPIO	GPIO_1_20, GPIO_1_21, GPIO_1_22, GPIO_1_23, GPIO_1_24
CORE	1.05	CORE	No core signals are brought out directly to the I/O pins.
DDR	1.8	DDR	DDR_PADHI, DDR_PADLO, DDR_A[12:0], DDR_BA0, DDR_BA1, DDR_CASn, DDR_CKE, DDR_CLK0, DDR_CLK0n, DDR_CLK1, DDR_CLK1n, DDR_CSn, DDR_DQ[31:0], DDR_DQM[3:0], DDR_DQS[3:0], DDR_DQS[3:0]n, DDR_RASn, DDR_VREF, DDR_WEn

Table 2-23 Signal Group Names

Power Domain	Voltage Requirement	Group Name	Signals
ETH	3.3	ETH	ETH_COL, ETH_CRS, ETH_MDCLK, ETH_MDIO, ETH_RXCLK, ETH_RXD[7:0], ETH_RXDV, ETH_RXER, ETH_TXCLK, ETH_TXD[7:0], ETH_TXEN, ETH_TXER
USB	3.3	USB	USB_ANA_TST, USB_DM, USB_DP, USB_D_VBUS, USB_ID, USB_REXT, USB_XIN, USB_XO
	5.0		USB_VBUS
VID01	1.8, 2.5, 3.3	VID01, VIDx	VID01_MCLK, VID01_MISO, VID01_MOSI, VID01_MSS, VID0_D[7:0], VID0_FIELD, VID0_HSYNC, VID0_OUTCLK, VID0_PIXCLK, VID0_VSYNC, VID1_D[7:0], VID1_FIELD, VID1_HSYNC, VID1_OUTCLK, VID1_PIXCLK, VID1_VSYNC
		CFG	CFG_0, CFG_1, CFG_2, CFG_3, CFG_HOST0, CFG_HOST1
		GPIO	GPIO_1_19, GPIO_1_25, GPIO_1_26, GPIO_1_27, GPIO_1_28, GPIO_1_29, GPIO_1_30, GPIO_1_31; GPIO_2_0, GPIO_2_1, GPIO_2_2, GPIO_2_3, GPIO_2_4, GPIO_2_5
VID23	1.8, 2.5, 3.3	VID23, VIDx	VID23_MCLK, VID23_MISO, VID23_MOSI, VID23_MSS, VID2_D[7:0], VID2_FIELD, VID2_HSYNC, VID2_PIXCLK, VID2_VSYNC, VID3_D[7:0], VID23_D17, VID23_D16, VID3_GPIO
		GPIO	GPIO_2_6, GPIO_2_7, GPIO_2_8, GPIO_2_9, GPIO_2_10, GPIO_2_11; GPIO_2_12, GPIO_2_13, GPIO_2_14, GPIO_2_15

1. Only GPIO_0_[0:7] are the dedicated GPIOs; All other GPIO signals are multiplexed with other signals listed in Table 2-23. For example, the primary function of GPIO_1_00 is a “host interrupt.” See Table 2-16 and Table 2-17 for detailed description.

2.6 Hookup Recommendations when Interfaces Are Unused

Table 2-24 shows the hookup recommendations when some of the interfaces are unused. The pull-up/pull-down column indicates:

- UP: The pin has the internal pull-up enabled at power-on/reset.
- DOWN: The pin has the internal pull-down enabled at power-on/reset.
- DIS: The pin has pull-up/pull-down control, but they are disabled at power-on/reset.
- NONE: The pin has no control over pull-up/pull-down at all.

The Default column indicates the state the pin is in at reset:

- 0: The pin is driven to 0.
- 1: The pin is driven to 1.
- 0(p): The pin is pulled by a resistor to a 0 value.
- 1(p): The pin is pulled by resistor to a 1 value.
- Hi-Z: The pin is not driven.
- —: The pin is an Input Only, and must be driven.
- NC: The pin is a no connect (leave it unconnected).

Note: SDRAM and power pins are not included in this list since they must always be connected for the device to operate correctly. This also applies when the USB block is not used on MG3500.

Internal pull-up and pull-down values are 15 KOhm \pm 20%.

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
VIDEO_PORT 0/1						
VID01_MCLK	O	IO	GPIO	UP	0	NC
VID01_MISO	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID01_MOSI	O	IO	GPIO	UP	1(p)	NC, pulled up by default
VID01_MSS	O	IO	GPIO	UP	1	NC
VID0_D0	I	I	input_only	NONE	—	GND
VID0_D1	I	I	input_only	NONE	—	GND
VID0_D2	I	I	input_only	NONE	—	GND
VID0_D3	I	I	input_only	NONE	—	GND
VID0_D4	I	I	input_only	NONE	—	GND
VID0_D5	I	I	input_only	NONE	—	GND
VID0_D6	I	I	input_only	NONE	—	GND
VID0_D7	I	I	input_only	NONE	—	GND
VID0_PIXCLK	IO	IO		NONE	Hi-Z	GND
VID0_FIELD	I	IO	GPIO	UP	1(p)	NC, pulled up by default

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
VID0_HSYNC	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID0_VSYNC	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID0_OUTCLK	O	O	output_only	NONE	Hi-Z	NC
VID1_D0	I	I	input_only	NONE	—	GND
VID1_D1	I	I	input_only	NONE	—	GND
VID1_D	I	I	input_only	NONE	—	GND
VID1_D3	I	I	input_only	NONE	—	GND
VID1_D4	I	I	input_only	NONE	—	GND
VID1_D5	I	I	input_only	NONE	—	GND
VID1_D6	I	I	input_only	NONE	—	GND
VID1_D7	I	I	input_only	NONE	—	GND
VID1_PIXCLK	IO	IO		NONE	Hi-Z	GND
VID1_FIELD	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID1_HSYNC	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID1_VSYNC	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID1_OUTCLK	O	O	output_only	NONE	Hi-Z	NC
VIDEO_PORT 2/3						
VID23_MCLK	O	IO	GPIO	UP	0	NC
VID23_MISO ¹	I	IO	GPIO	UP	1(p)	NC, pulled up by default
VID23_MOSI ²	O	IO	GPIO	UP	1(p)	NC, pulled up by default
VID23_MSS ³	O	IO	GPIO	UP	1	NC
VID2_D0	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D1	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D2	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D3	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D4	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D5	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D6	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID2_D7	IO	IO		NONE	Hi-Z	NC, Configure as output after reset
VID2_PIXCLK	IO	IO		NONE	Hi-Z	NC, Configure as output after reset
VID2_FIELD	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
VID2_HSYNC	IO	IO	GPIO	UP	1(p)	NC, pulled up by default

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
VID2_VSYNC	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
VID3_D0	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D1	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D2	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D3	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D4	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D5	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D6	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID3_D7	IO	IO		NONE	Hi-Z	NC, configure as output after reset
VID23_D17	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
VID23_D16	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
VID23_GPIO	IO	IO	GPIO	UP	1(p)	NC, pulled up by default

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
USB⁴						
USB_D_VBUS	A	IO				NC
USB_VBUS	A	IO				NC
USB_DP	A	IO				NC
USB_DM	A	IO				NC
USB_ID	A	IO				NC
USB_ANA_TST	A	IO				NC
USB_REXT	A	IO				USB_AVDD
USB_XIN	A	IO				NC
USB_XO	A	IO				NC
Ethernet						
ETH_MDIO	IO	IO	NONE	Hi-Z	0	NC
ETH_MDCLK	O	IO	NONE	0	1	NC
ETH_TXCLK	I	I	NONE	—	—	GND
ETH_TXD0	O	IO	NONE	0	1	NC
ETH_TXD1	O	IO	NONE	0	1	NC
ETH_TXD2	O	IO	NONE	0	1	NC
ETH_TXD3	O	IO	NONE	0	1	NC
ETH_TXD4	O	IO	NONE	0	1	NC
ETH_TXD5	O	IO	NONE	0	1	NC
ETH_TXD6	O	IO	NONE	0	1	NC
ETH_TXD7	O	IO	NONE	0	1	NC
ETH_TXEN	O	IO	NONE	0	1	NC
ETH_TXER	O	IO	NONE	0	1	NC
ETH_RXCLK	I	I	NONE	—	—	GND
ETH_RXD0	I	I	NONE	—	—	GND
ETH_RXD1	I	I	NONE	—	—	GND
ETH_RXD2	I	I	NONE	—	—	GND
ETH_RXD3	I	I	NONE	—	—	GND
ETH_RXD4	I	I	NONE	—	—	GND
ETH_RXD5	I	I	NONE	—	—	GND
ETH_RXD6	I	I	NONE	—	—	GND

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
ETH_RXD7	I	I	NONE	—	—	GND
ETH_RXER	I	I	NONE	—	—	GND
ETH_RXDV	I	I	NONE	—	—	GND
ETH_COL	I	I	NONE	—	—	GND
ETH_CRS	I	I	NONE	—	—	GND
AUDIO						
AUD0_BCK	IO	IO		NONE	Hi-Z	NC, configure as output after reset
AUD0_IDAT	I	I	GPIO (input_only)	NONE	Hi-Z	GND
AUD0_LRCK	IO	IO		NONE	Hi-Z	NC, configure as output after reset
AUD0_MCLK	IO	IO		NONE	Hi-Z	NC, configure as output after reset
AUD0_ODAT0	O	O	output_only	NONE	0	NC
AUD0_ODAT1	O	O	output_only	NONE	0	NC
AUD0_ODAT2	O	IO	GPIO	UP	0	NC
AUD0_SPDIF	O	IO	GPIO	UP	0	NC
AUD1_BCK	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
AUD1_IDAT	I	IO	GPIO	UP	1(p)	NC, pulled up by default
AUD1_LRCK	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
AUD1_MCLK	IO	IO		NONE	Hi-Z	NC, configure as output after reset
PWM						
PWM_0	O	IO	GPIO	UP	1	NC
PWM_1	O	IO	GPIO	UP	1	NC
PWM_2	O	IO	GPIO	UP	1	NC
SDMMC						
SDMMC_CD	I	IO	GPIO	UP	1(p)	NC, pulled up by default
SDMMC_CLK	O	O	output_only	NONE	0	NC
SDMMC_D0	O	IO	GPIO	UP	1(p)	NC, pulled up by default
SDMMC_D1	O	IO	GPIO	UP	1(p)	NC, pulled up by default
SDMMC_D2	O	IO	GPIO	UP	1(p)	NC, pulled up by default
SDMMC_D3	O	IO	GPIO	UP	1(p)	NC, pulled up by default
SDMMC_CMD	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
SDMMC_WP	I	IO	GPIO	UP	1(p)	NC, pulled up by default

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
GPIO						
GPIO_0	IO	IO	GPIO	UP	1(p)	NC
GPIO_1	IO	IO	GPIO	UP	1(p)	NC
GPIO_2	IO	IO	GPIO	UP	1(p)	NC
GPIO_3	IO	IO	GPIO	UP	1(p)	NC
GPIO_4	IO	IO	GPIO	UP	1(p)	NC
GPIO_5	IO	IO	GPIO	UP	1(p)	NC
GPIO_6	IO	IO	GPIO	UP	1(p)	NC
GPIO_7	IO	IO	GPIO	UP	1(p)	NC
TWI						
TWI0_SCL	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
TWI0_SDA	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
SPI						
SPI_MCLK	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
SPI_MISO	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
SPI_MOSI	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
SPI_MSS0	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
SPI_MSS1	IO	IO	GPIO	UP	1(p)	NC, pulled up by default
UART						
UARTD_RXD	I	I	input_only	NONE	—	Hook up to DBG_TXD
UARTD_TXD	O	O	output_only	NONE	1	Hook up to DBG_RXD
UART0_CTS	I	IO	GPIO	UP	1(p)	NC, pulled up by default
UART0_RTS	O	IO	GPIO	UP	1	NC
UART0_RXD	I	IO	GPIO	UP	1(p)	NC, pulled up by default
UART0_TXD	O	IO	GPIO	UP	1	NC
UART1_RXD	I	IO	GPIO	UP	1(p)	NC, pulled up by default
UART1_TXD	O	IO	GPIO	UP	1	NC

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
HOST						
HOST_A1	O	IO		NONE	Hi-Z	GND
HOST_A2	O	IO		NONE	Hi-Z	GND
HOST_A3	O	IO		NONE	Hi-Z	GND
HOST_A4	O	IO		NONE	Hi-Z	GND
HOST_A5	O	IO		NONE	Hi-Z	GND
HOST_A6	O	IO		NONE	Hi-Z	GND
HOST_A7	O	O	output_only	NONE	0	NC
HOST_A8	O	O	output_only	NONE	0	NC
HOST_A9	O	O	output_only	NONE	0	NC
HOST_A10	O	O	output_only	NONE	0	NC
HOST_A11	O	O	output_only	NONE	0	NC
HOST_A12	O	O	output_only	NONE	0	NC
HOST_A13	O	O	output_only	NONE	0	NC
HOST_A14	O	O	output_only	NONE	0	NC
HOST_A15	O	O	output_only	NONE	0	NC
HOST_A16	O	O	output_only	NONE	0	NC
HOST_A17	O	O	output_only	NONE	0	NC
HOST_A18	O	O	output_only	NONE	0	NC
HOST_A19	O	O	output_only	NONE	0	NC
HOST_A20	O	O	output_only	NONE	0	NC
HOST_A21	O	O	output_only	NONE	0	NC
HOST_A22	O	O	output_only	NONE	0	NC
HOST_ALEn	O	O	output_only	NONE	1	NC
HOST_CS_5n	O	O	output_only	NONE	1	NC
HOST_CS_4n	O	O	output_only	NONE	1	NC
HOST_CS_3n	O	O	output_only	NONE	1	NC
HOST_CS_2n	O	O	output_only	NONE	1	NC
HOST_CS_1n	O	IO		NONE	1	NC
HOST_CS_0n	O	IO		NONE	1	NC
HOST_D0	IO	IO		NONE	Hi-Z	GND
HOST_D1	IO	IO		NONE	Hi-Z	GND

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
HOST_D2	IO	IO		NONE	Hi-Z	GND
HOST_D3	IO	IO		NONE	Hi-Z	GND
HOST_D4	IO	IO		NONE	Hi-Z	GND
HOST_D5	IO	IO		NONE	Hi-Z	GND
HOST_D6	IO	IO		NONE	Hi-Z	GND
HOST_D7	IO	IO		NONE	Hi-Z	GND
HOST_D8	IO	IO		NONE	Hi-Z	GND
HOST_D9	IO	IO		NONE	Hi-Z	GND
HOST_D10	IO	IO		NONE	Hi-Z	GND
HOST_D11	IO	IO		NONE	Hi-Z	GND
HOST_D12	IO	IO		NONE	Hi-Z	GND
HOST_D13	IO	IO		NONE	Hi-Z	GND
HOST_D14	IO	IO		NONE	Hi-Z	GND
HOST_D15	IO	IO		NONE	Hi-Z	GND
HOST_WPn	O	O	output_only	NONE	0	NC
HOST_WAITn	I	IO		NONE	Hi-Z	GND
HOST_INTn	I	IO		UP	1(p)	GND
HOST_REn	O	IO		NONE	1	NC
HOST_WEn	O	IO		NONE	1	NC
HOST_DMARQ	I	IO		NONE	0	GND
HOST_D_EN	O	O	output_only	NONE	0	NC
CFG_HOST0	I	I	input_only	NONE	0	GND
CFG_HOST1	I	I	input_only	NONE	0	GND
CFG_0	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CFG_1	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CFG_2	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CFG_3	I	IO	GPIO	UP	1(p)	NC, pulled up by default

Table 2-24 Hookup Recommendations when Interfaces Are Unused

Pin Name	Dir	Pad	Type	Pull-up/ Pull-down	Default	Recommendation if the Interface is Not Used
CF						
CF_WP	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CF_WAITn	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CF_IORDn	O	IO	GPIO	UP	1	NC
CF_IOWRn	O	IO	GPIO	UP	1	NC
CF_REGn	O	IO	GPIO	UP	1	NC
CF_RESET	O	IO	GPIO	UP	1	NC
CF_BVD1	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CF_BVD2	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CF_CD1	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CF_CD2	I	IO	GPIO	UP	1(p)	NC, pulled up by default
CF_INPACKn	I	IO	GPIO	DOWN	0(p)	NC, pulled down by default
JTAG						
JTAG_TAP_SEL	I	I	input_only	NONE	1	GND
TEST	I	I	input_only	NONE	0	GND
JTAG_TCK	I	I	input_only	UP	1(p)	GND
JTAG_TDI	I	I	input_only	UP	1(p)	Hook up to TEST_TDO
JTAG_TDO	O	O	output-only	UP	1(p)	Hook up to TEST_TDI
JTAG_TMS	I	I	input_only	UP	1(p)	GND
JTAG_TRSTn	I	I	input_only	UP	1(p)	GND

1. This pin does not apply to MG2580. See Table 2-4 for more information about MG2580 pin descriptions.
2. The same as above.
3. The same as above.
4. When the USB block is not used, in addition to connecting the USB pins as recommended in Table 2-24, the USB VDD pins still must be connected to their standard supply levels, as shown below:
 - USB_DVDD 1.05 V
 - USB_AVDD 3.3 V
 - USB_ACVDD 3.3 V



3.0 Device Configuration

3.1 Reset

When the device is first powered on, the power supplies must be brought up in the order shown in “Power Supply Sequencing” on page 193. Once the power supplies are stable follow this procedure to reset the MG3500 SoC:

When the MG3500 SoC is being reset into Master (SOC) mode:

1. Set CLK_SEL pin to select the source clock for the PLLs. The clock can come from either the internal USB oscillator or the CLK_IN pin.
2. Set the CFG_HOST[1:0] pins to 01 to select the Master configuration mode.
3. Set the boot mode using the CFG_[3-0] pins. See section 3.2 for more information.
4. Assert the RESETn pin low for at least one microsecond and then release it.

At this point, the ARM boot ROM will then start the initialization process.

When the MG3500 SoC is being reset into Slave (Coprocessor) mode:

1. Set CLK_SEL pin to select the source clock for the PLLs. The clock can come from either the internal USB oscillator or the CLK_IN pin.
2. Set the CFG_HOST[1:0] pins to either 00 to select Parallel Slave configuration mode or 11 to select Serial Slave configuration mode.
3. Using the CFG_[3-0] pins, set the boot mode to 0xC (boot disabled).
4. Assert the RESETn pin low for at least one microsecond and then release it.

At this point, the Video Multi-Media Engine (MME) is ready to accept the firmware download. Configure the Configuration/Status Registers, download the firmware, and start the other clocks. Then wait for the MG3500 SoC to return a valid GPB (Global Pointer Block) before proceeding.

3.2 Boot modes for the MMEs and the ARM

At power up, an on-chip ROM that contains boot code starts executing. It will check for the clock source (CLK_SEL), boot mode (CFG[0:3]) and continue on to start copying the bootloader from the specified boot device.

Ensure that systems booting from NAND use the correct configuration. Each configuration will use address cycles appropriate for the selected type of NAND.

Figure 3-1 lists the boot modes supported by the MG3500 in SoC mode.

Table 3-1 Boot Modes

CFG_3	CFG_2	CFG_1	CFG_0	Boot Mode
0	0	0	0	Load from large page 8-bit NAND <= 1 Gbits on CS1 ¹
0	0	0	1	Load from large page 8-bit NAND > 1 Gbits on CS1 ¹
0	0	1	0	Load from large page 16-bit NAND <= 1 Gbits on CS1
0	0	1	1	Load from large page 16-bit NAND > 1 Gbits on CS1
0	1	0	0	Load from small page 8-bit NAND <= 256 Mbits on CS1 ¹

Table 3-1 Boot Modes

CFG_3	CFG_2	CFG_1	CFG_0	Boot Mode
0	1	0	1	Load from small page 8-bit NAND > 256 Mbits on CS1 ¹ .
0	1	1	0	Reserved
0	1	1	1	Reserved
1	0	0	0	Reserved.
1	0	0	1	Load from SPI EEPROM (SPI 0).
1	0	1	0	Reserved.
1	0	1	1	Load from UARTDBG using Xmodem.
1	1	0	0	Boot disabled.
1	1	0	1	Boot from DDR.
1	1	1	0	Load from NOR Flash on CS0 using last 16 kBytes.
1	1	1	1	Reserved.

1. When 8-bit memories are specified, the data is taken from the upper 8-bits of the 16-bit data bus (HOST_D[15:8]).

3.3 Firmware Loader

TBD: A description of the firmware loader and how it loads the operating software into the device.

3.4 API Configuration

The API that is supplied initializes the internal registers as part of the configuration process. These registers include the:

- Configuration and Control registers
- Power control registers (core power, different I/O powers, etc.)
- Clock and PLL registers

The default configuration for the Clock and PLL registers assumes that you are using the 12 MHz USB crystal as the primary clock source. It is also possible to drive the device using an externally generated 24 or 27 MHz clock. If you plan on using one of these external clocks, contact Mobilygen Technical Support for a specialized version of the API.

3.5 Pin Multiplexing, GPIOs, etc.

All shared I/O pins come up in the primary interface mode, and must be programmed to be used in the Alternate interface mode or GPIO mode. Dedicated GPIO pins come up as input pins, and must be programmed in order to be used as output pins.

3.6 Debug Mode

The API supports communication between the ARM processor and the Debug port. Any messages seen on the Debug port come from the firmware. The Debug port is very useful in debugging the system and should always be connected.

3.7 JTAG ID Register

This section provides a description and listing of the JTAG ID Register.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Version				Manufacturers Part Number[15:4]											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Part Number[3:0]				Manufacturers ID											1
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
Version				4-bit Version code of the device. Currently set to 0x0.											
Part Number				16-bit Manufacturers Part Number, assigned by Mobilygen. Currently set to 0x0300.											
Manufacturers ID				11-bit Manufacturers identity code (Mobilygen specific), assigned by JTAG. This is set to 0x2EB.											
1				This bit is always set to 1.											



4.0 Device Operating Conditions

4.1 Absolute Maximum Ratings

Table 4-1 gives the absolute maximum ratings. Exposure to stresses beyond those listed in this table can result in device unreliability, permanent damage, or both.

Table 4-1 Absolute Maximum Ratings

Parameter	Value	Units	Notes
CORE_VDD	1.5	V	—
DDR_VDD	2.5	V	—
VID01_VDD	4.5	V	—
VID23_VDD	4.5	V	—
AUD_VDD	4.5	V	—
HOST_VDD	4.5	V	—
USB_VDD	4.5	V	—
ETH_VDD	4.5	V	—
Maximum Input Voltage, DDR	2.1	V	DDR_VDD + 300 mV
Maximum Input Voltage, Other I/O	VDD_VREF + 700 mV	V	Referenced to associated IO VDD
Storage Temperature Range	-40 to 150	°C	—

4.2 Recommended Operation Conditions

Table 4-2 specifies the operating conditions.

Table 4-2 Operating Conditions

Parameter	Minimum	Typical	Maximum	Units	Notes
CORE_VDD PLL_VDD	0.9975	1.05	1.1025	V	1.05V ± 5%
VID01_VDD VID23_VDD AUD_VDD HOST_VDD	1.62 2.25 2.97	1.8 2.5 3.3	1.98 2.75 3.63	V	Programmable Voltage 1.8 / 2.5 / 3.3V ±10%
USB_VDD	2.97	3.3	3.63	V	3.3V ±10%
ETH_VDD	3.13	3.3	3.46	V	3.3V ±5%
DDR_VDD	1.7	1.8	1.9	V	1.8V ±0.1V
DDR_VREF	-	0.60 x DDR_VDD	-	V	This should be tuned for every design. Refer to DDR design guideline, "MG3500/MG2580 DDR2 User's Guide." Use 1% resistors
Operating Temperature Range (case)	0	50	90	°C	—

4.3 Essential Characteristics

Table 4-3 defines the DC characteristics for all of the interfaces except the SDRAM interface.

Table 4-3 DC Characteristics

Symbol	Parameters	Test Conditions	VID01_VDD, VID23_VDD, AUD_VDD, HOST_VDD 3.3V ±10%		VID01_VDD, VID23_VDD, AUD_VDD, HOST_VDD 2.5V ±10% ¹		VID01_VDD, VID23_VDD, AUD_VDD, HOST_VDD 1.8 V ±10% ¹		Units
			Min	Max	Min	Max	Min	Max	
V _{IH}	Input High Level	V _{DD} = Maximum	2.00	—	See Note 1	See Note 1	See Note 1	See Note 1	V
V _{IL}	Input Low-Level Voltage	V _{DD} = Minimum	—	0.40					V
V _{OH}	Output High-Level Voltage	V _{DD} = Minimum, I _{OH} = -4 mA	2.70	—					V
V _{OL}	Output Low-Level Voltage	V _{DD} = Minimum, I _{OL} = -4 mA	—	0.42					V
I _{IH}	Input Leakage	V _{DD} = Maximum, V _{IN} = V _{DD}	-5	-5					µA
I _{IL}	Input Leakage	V _{DD} = Maximum, V _{IN} = 0V	-2.55	-2.55					µA
C _{PIN}	Capacitance ²	—	—	5					pF

1. The I/O pads are optimized for 3.3 Volt operation. The outputs should scale proportionately for 2.5 and 1.8 Volt operation, but the actual values may vary, depending on the individual device.
2. Not 100% tested.

Table 4-3 defines the DC and AC characteristics for the DDR SDRAM interface.

Table 4-4 DC Characteristics

Symbol	Parameters	Test Conditions	DDR_VDD 1.8 V ±10%		Units
			Min	Max	
V _{DCIH}	Input DC High Level	V _{DD} = Maximum	DDR_VREF + 125 mV	DDR_VDD + 300 mV	V
V _{DCIL}	Input DC Low-Level	V _{DD} = Minimum	0	DDR_VREF - 125 mV	V
V _{ACIH}	Input AC High Level	V _{DD} = Maximum	DDR_VREF + 250 mV	DDR_VDD + 300 mV	V
V _{ACIL}	Input AC Low-Level	V _{DD} = Minimum	0	DDR_VREF - 250 mV	V
V _{DCOH}	Output DC High Level	V _{DD} = Maximum	1.4	DDR_VDD	V
V _{DCOL}	Output DC Low-Level	V _{DD} = Minimum	0	DDR_VREF - 250 mV	V
V _{ACOH}	Output AC High Level	V _{DD} = Maximum	1.3	DDR_VDD	V
V _{ACOL}	Output AC Low-Level	V _{DD} = Minimum	0	0.5	V
C _{PIN}	Capacitance ¹	—	—	5	pF

1. Not 100% tested.

4.4 Power Supply Currents for the Different Power Domains

The power supply input currents vary for each power domain. Table 4-5 shows the input current ranges for each of the domains.

Table 4-5 Typical Power Supply Currents for the Different Power Domains

Domain	Conditions	Minimum	Typical	Maximum	Units
CORE	1.0 Volt Supply Voltage			1000	mA
AUD	3.3 Volt Supply Voltage			18	mA
ETH	3.3 Volt Supply Voltage			42	mA
HOST	3.3 Volt Supply Voltage			42	mA
DDR	1.8 Volt Supply Voltage			166	mA
USB	3.3 Volt Supply Voltage			18	mA
VID01	3.3 Volt Supply Voltage			45	mA
VID23	3.3 Volt Supply Voltage			45	mA

4.5 AC Timing

This section provides the AC timing for the MG3500 SoC's various interfaces. This section is divided into the following subsections:

- “MG3500 Parallel Slave Host Interface Timing” on page 74
- “Video Interface AC Timing” on page 78
- “Audio Interface AC Timing” on page 81
- “SDRAM Interface AC Timing” on page 88

4.5.1 MG3500 Parallel Slave Host Interface Timing

Figure 4-1 shows the timing diagram for the MG3500 Parallel Slave Host Interface, Figure 4-2 shows the DMA Timing, Figure 4-3 shows the Wait timing, and Figure 4-4 shows the Interrupt Request timing. Table 4-6 lists the timing parameters for each of these diagrams.

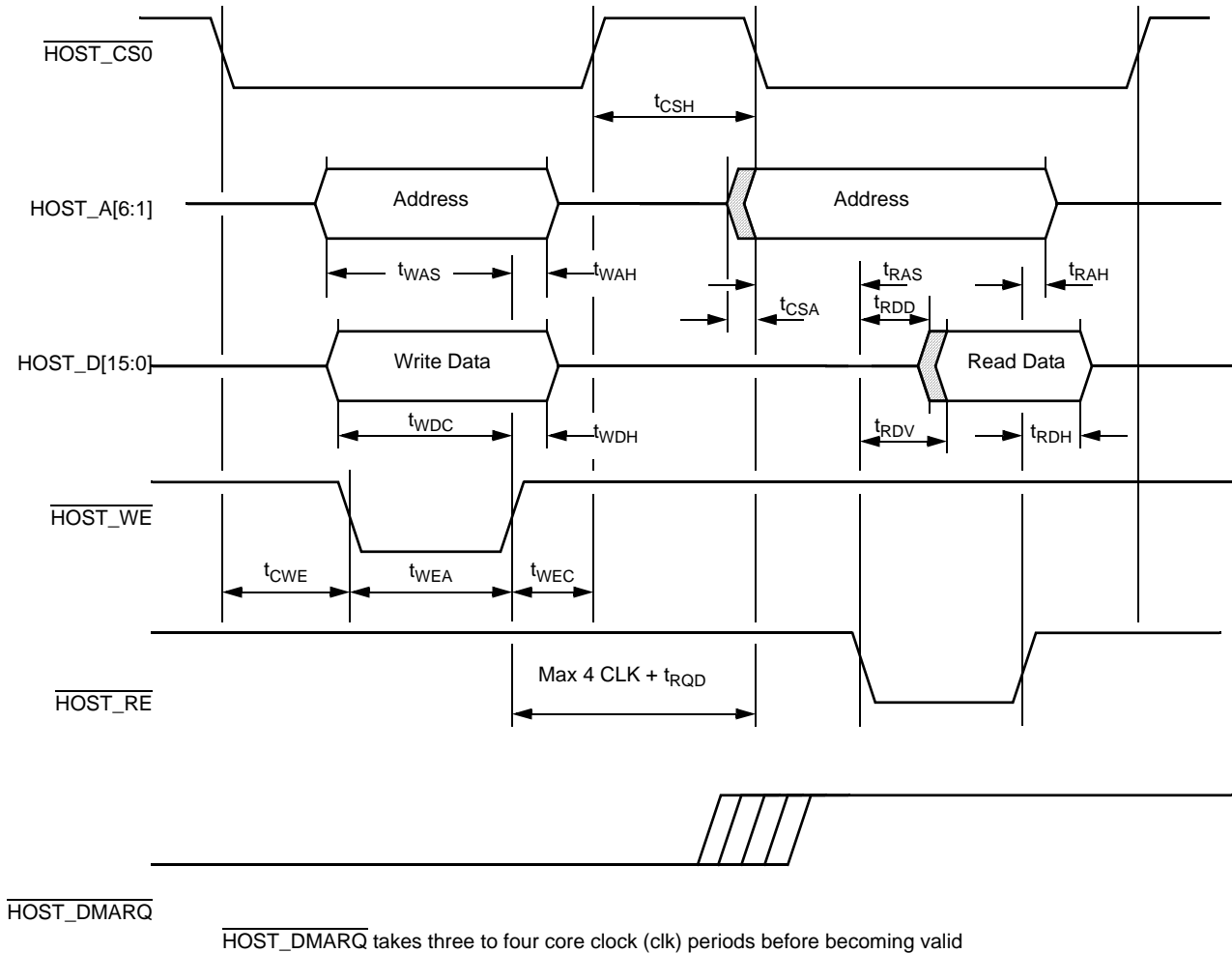


Figure 4-1 Parallel Slave Host Slave Interface AC Timing Waveform

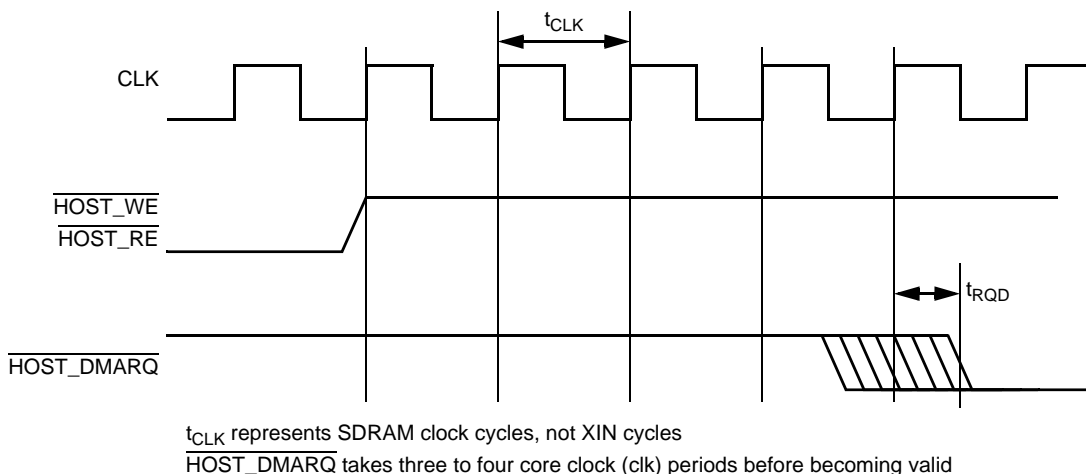
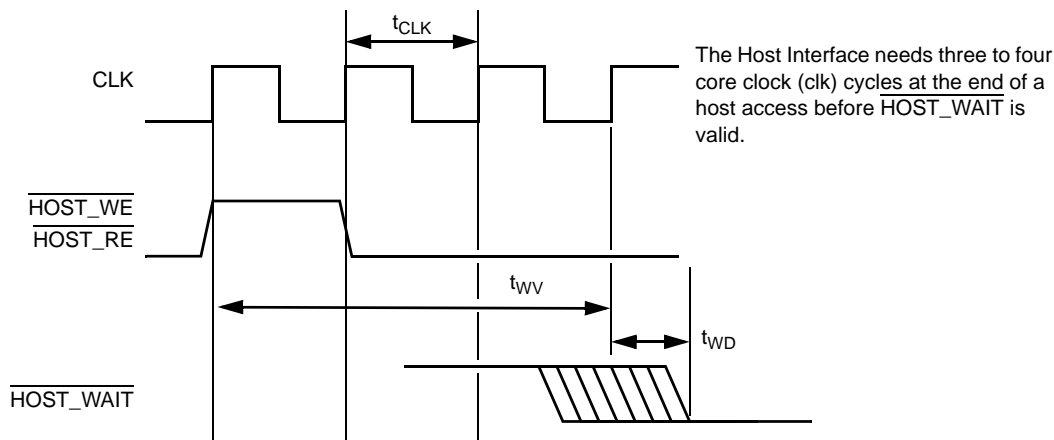
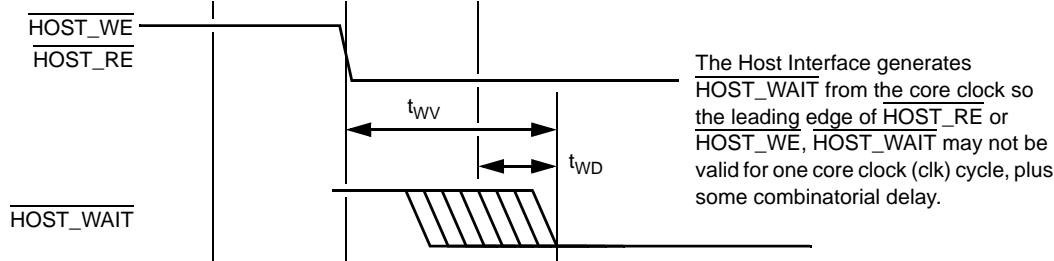


Figure 4-2 HOST_DMARQ Timing

Short Time Between Accesses <2 Core Clock Periods

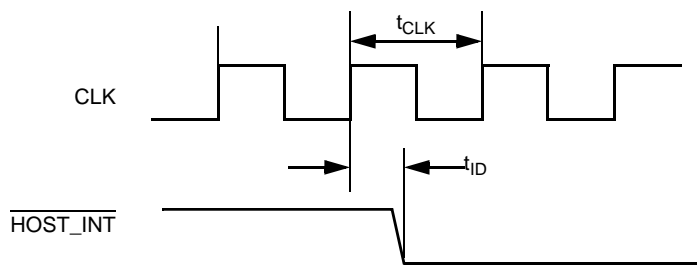


Long Time Between Accesses >2 Core Clock Periods



t_{CLK} represents internal core clock (clk) cycles, not XIN cycles

Figure 4-3 HOST_WAIT Timing



t_{CLK} represents internal core clock (clk) cycles, not XIN cycles

Figure 4-4 $\overline{HOST_INT}$ Timing

Table 4-6 Slave Host Interface Timing

Signal	Parameter	Description	Min ¹	Max ¹	Units
Core Clock	t _{CLK}	XIN x PLL Frequency	—	180	MHz
HOST_A[6:1]	t _{WAS}	HOST_A[6:1] setup to trailing edge HOST_WE for write cycles	20	—	ns
	t _{WAH}	HOST_A[6:1] hold from trailing edge HOST_WE for write cycles	3	—	ns
	t _{RAS}	HOST_A[6:1] setup to leading edge HOST_RE for read cycles	0	—	ns
	t _{RAH}	HOST_A[6:1] hold from trailing edge HOST_RE for read cycles	0	—	ns
	t _{CSA}	HOST_A[6:1] setup to leading edge of HOST_CS	0	—	ns
HOST_D[15:0]	t _{WDC}	HOST_D[15:0] setup to trailing edge HOST_WE for write cycles	12	—	ns
	t _{WDH}	HOST_D[15:0] hold from trailing edge HOST_WE for write cycles	3	—	ns
	t _{RDD}	HOST_D[15:0] driven from leading edge HOST_RE for read cycles	0	—	ns
	t _{RDV}	HOST_D[15:0] valid from leading edge HOST_RE for read cycles	—	17	ns
	t _{RDH}	HOST_D[15:0] hold from trailing edge HOST_RE for read cycles	2	11	ns
HOST_WE	t _{CWE}	HOST_CS Active to HOST_WE Active	0	—	ns
	t _{WEC}	HOST_WE Inactive to HOST_CS Inactive	3	—	ns
	t _{WEA}	HOST_WE active time	20	—	ns
HOST_RE	t _{CRE}	HOST_CS Active to HOST_RE Active	0	—	ns
	t _{REC}	HOST_RE Inactive to HOST_CS Inactive	0	—	ns
	t _{REA}	HOST_RE active time	20	—	ns
HOST_CS	t _{CSH}	HOST_CS inactive time between accesses	10	—	ns
HOST_DMARQ	t _{RQD}	HOST_DMARQ valid from internal clock	—	8	ns
HOST_IRQ	T _{ID}	HOST_IRQ valid from internal clock	—	8	ns
HOST_WAIT	t _{WD}	HOST_WAIT valid from internal clock	—	8	ns
	t _{WV}	HOST_WAIT valid from HOST_RE/ HOST_WE	—	12	ns

1. These numbers are based on simulation and will probably improve after characterization of the actual part.

4.5.2 Video Interface AC Timing

Figure 4-5 and Table 4-7 show the AC timing parameters for the video interface.

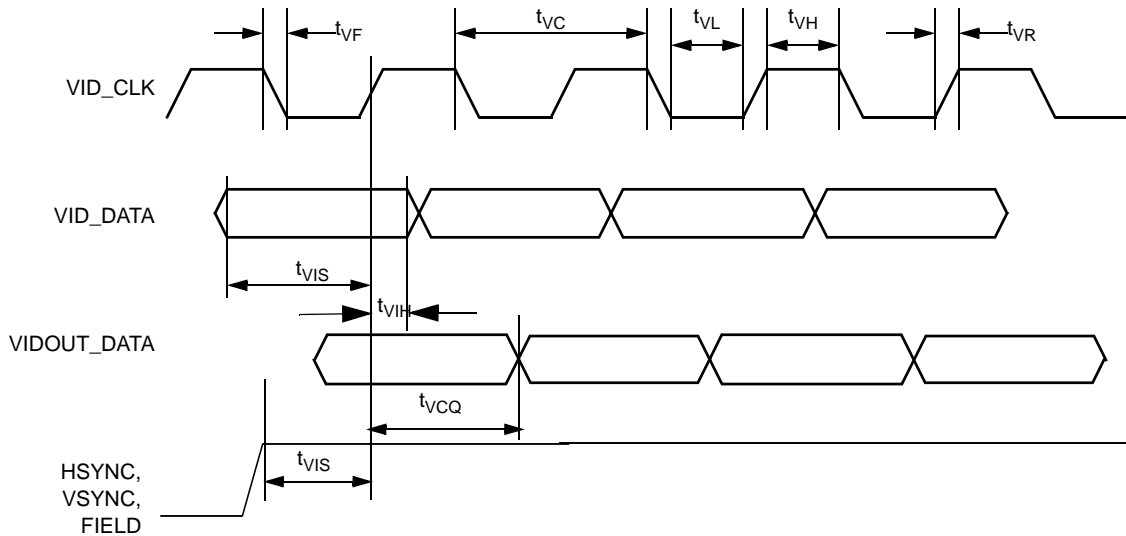


Figure 4-5 Video Interface Timing Diagram

Table 4-7 Standard Definition Video Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.) ¹			Units
			Min	Typ	Max	
VID[0:2]_CLK	t _{VC}	VID_CLK Cycle Time (27 MHz)	—	37.037		ns
	t _{VH}	VID_CLK High Time	16.67	18.5	20.37	ns
	t _{VL}	VID_CLK Low Time	t _{VC} - t _{VH}			
	t _{VR}	VID_CLK Slew (Rise Time)	Not Applicable			
	t _{VF}	VID_CLK Slew (Fall Time)	Not Applicable			
VID[0:1]_DATA, HSYNC[0:1], VSYNC[0:1], FIELD[0:1]	t _{VIS}	VID_DATA, HSYNC, VSYNC, FIELD Set-up Time to VID0_CLK or VID1_CLK	3.5	—	—	ns
	t _{VIH}	VID_DATA, HSYNC, VSYNC, FIELD Hold Time from VID0_CLK or VID1_CLK	2.8	—	—	ns
VID[2:3]_DATA, HSYNC[2:3], VSYNC[2:3], FIELD[2:3]	t _{VIS}	VID_DATA, HSYNC, VSYNC, FIELD Set-up Time to VID2_CLK	3.5	—	—	ns
	t _{VIH}	VID_DATA, HSYNC, VSYNC, FIELD Hold Time from VID2_CLK	2.8	—	—	ns
VIDOUT[0:1]_DATA, HSYNC[0:1], VSYNC[0:1], FIELD[0:1]	t _{VCQ}	VIDOUT_DATA, HSYNC, VSYNC, FIELD Delay from VID0_CLK or VID1_CLK	4.0	—	13	ns
VIDOUT[2:3]_DATA, HSYNC[2:3], VSYNC[2:3], FIELD[2:3]	t _{VCQ}	VIDOUT_DATA, HSYNC, VSYNC, FIELD Delay from VID2_CLK	4.0	—	13	ns

1. All timing values are in respect to rising edge on the VID_CLK pin. This clock can be supplied by either the external device or by the MG3500 SoC.

Table 4-8 High Definition Video Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.) ¹			Units
			Min	Typ	Max	
VID[0:2]_CLK	t _{VC}	VID_CLK Cycle Time (74.25 MHz)	—	13.468		ns
	t _{VH}	VID_CLK High Time	6.06	6.73	7.41	ns
	t _{VL}	VID_CLK Low Time	t _{VC} - t _{VH}			
	t _{VR}	VID_CLK Slew (Rise Time)	Not Applicable			
	t _{VF}	VID_CLK Slew (Fall Time)	Not Applicable			
VID[0:1]_DATA ² , HSYNC[0:1], VSYNC[0:1], FIELD[0:1]	t _{VIS}	VID_DATA, HSYNC, VSYNC, FIELD Set-up Time to VID0_CLK or VID1_CLK	2.5	—	—	ns
	t _{VIH}	VID_DATA, HSYNC, VSYNC, FIELD Hold Time from VID0_CLK or VID1_CLK	2.8	—	—	ns
VID[2:3]_DATA ² , HSYNC[2:3], VSYNC[2:3], FIELD[2:3]	t _{VIS}	VID_DATA, HSYNC, VSYNC, FIELD Set-up Time to VID2_CLK	2.5	—	—	ns
	t _{VIH}	VID_DATA, HSYNC, VSYNC, FIELD Hold Time from VID2_CLK	2.8	—	—	ns
VIDOUT[0:1]_DATA, HSYNC[0:1], VSYNC[0:1], FIELD[0:1]	t _{VCQ}	VIDOUT_DATA, HSYNC, VSYNC, FIELD Delay from VID0_CLK or VID1_CLK	4.0	—	11.3	ns
VIDOUT[2:3]_DATA, HSYNC[2:3], VSYNC[2:3], FIELD[2:3]	t _{VCQ}	VIDOUT_DATA, HSYNC, VSYNC, FIELD Delay from VID2_CLK	4.0	—	11.3	ns

1. All timing values are in respect to rising edge on the VID_CLK pin. This clock should be supplied either by the external device or by the the MG3500 SoC.
2. The external device should drive the data on the falling edge of VID_CLK to satisfy the input hold requirements.

Table 4-9 High-Speed Video Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.) ¹			Units
			Min	Typ	Max	
VID[0:2]_CLK	t _{VC}	VID_CLK Cycle Time (125 MHz)	—	8.0		ns
	t _{VH}	VID_CLK High Time	3.6	4	4.4	ns
	t _{VL}	VID_CLK Low Time	t _{VC} - t _{VH}			
	t _{VR}	VID_CLK Slew (Rise Time)	Not Applicable			
	t _{VF}	VID_CLK Slew (Fall Time)	Not Applicable			
VID[0:1]_DATA ² , HSYNC[0:1], VSYNC[0:1], FIELD[0:1]	t _{VIS}	VID_DATA, HSYNC, VSYNC, FIELD Set-up Time to VID0_CLK or VID1_CLK	1.8	—	—	ns
	t _{VIH}	VID_DATA, HSYNC, VSYNC, FIELD Hold Time from VID0_CLK or VID1_CLK	2.8	—	—	ns
VID[2:3]_DATA ² , HSYNC[2:3], VSYNC[2:3], FIELD[2:3]	t _{VIS}	VID_DATA, HSYNC, VSYNC, FIELD Set-up Time to VID2_CLK	1.8	—	—	ns
	t _{VIH}	VID_DATA, HSYNC, VSYNC, FIELD Hold Time from VID2_CLK	2.8	—	—	ns
VIDOUT[0:1]_DATA HSYNC[0:1], VSYNC[0:1], FIELD[0:1]	t _{VCQ}	VIDOUT_DATA, HSYNC, VSYNC, FIELD Delay from VID0_CLK or VID1_CLK	1.8	—	6	ns
VIDOUT[2:3]_DATA HSYNC[2:3], VSYNC[2:3], FIELD[2:3]	t _{VCQ}	VIDOUT_DATA, HSYNC, VSYNC, FIELD Delay from VID2_CLK	1.8	—	6	ns

1. All timing values are in respect to rising edge on the VID_CLK pin. This clock can be supplied by the MG3500 SoC.
2. The external device should drive the data on the falling edge of VID_CLK to satisfy the input hold requirements.
3. High-speed video interface is used when the video inputs are multiplexed.

4.5.3 Audio Interface AC Timing

This section gives the AC timing parameters for the audio interface. Figure 4-6 shows the relationships between the three audio clocks. Figure 4-8 shows the left-justified audio timing waveforms. Table 4-10 lists the AC timing for Audio Operations.

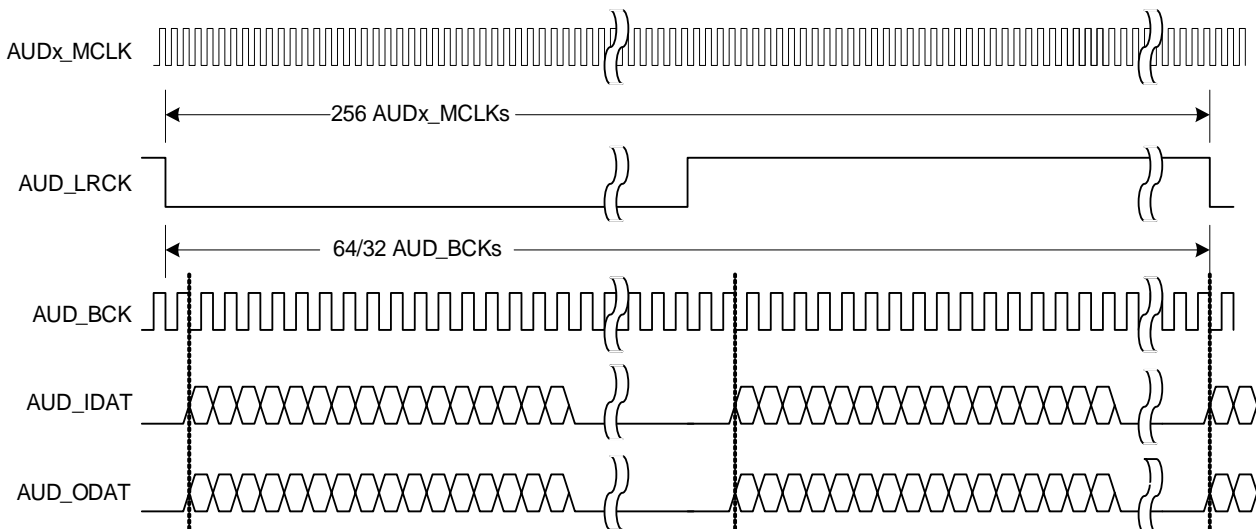


Figure 4-6 Standard Audio Timing Diagram

Figure 4-6 shows the I²S protocol, where the MSB bit is sent one AUD_BCK cycle after the AUD_LRCK signal has transitioned. In this mode, when LRCK is high the data is from the right channel, and when LRCK is low the data is from the left channel. This is opposite of left-justified audio.

Figure 4-7 shows sample waveforms for 16-, 20-, and 24-bit Left Justified audio. LRCK needs to be 64 BCKs in 20- and 24-bit modes. The MSB for each audio sample is aligned with LRCK's transition. The Audio Input Interface ignores the data bus after the LSB for each sample.

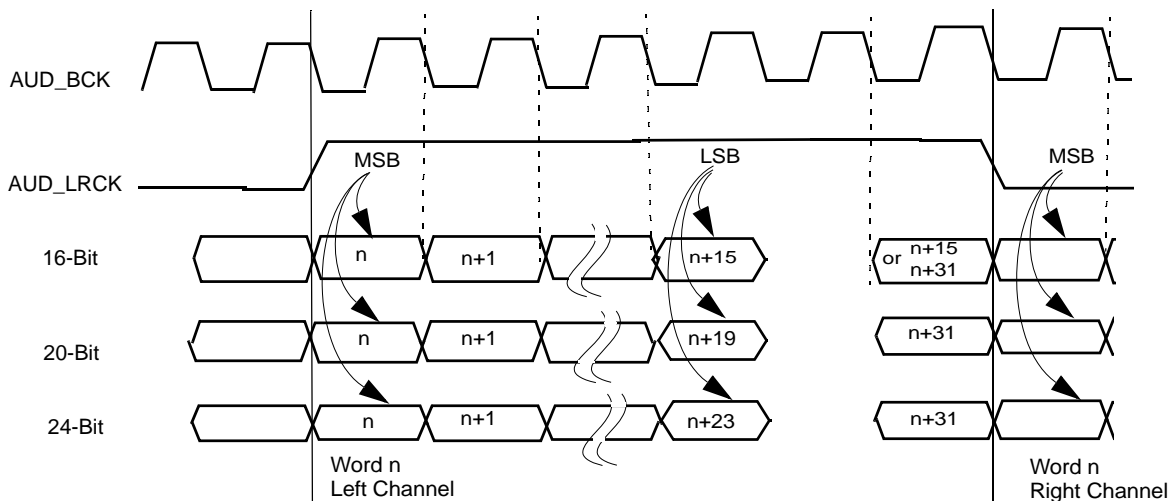


Figure 4-7 16, 20, and 24-Bit Left Justified Audio Waveform

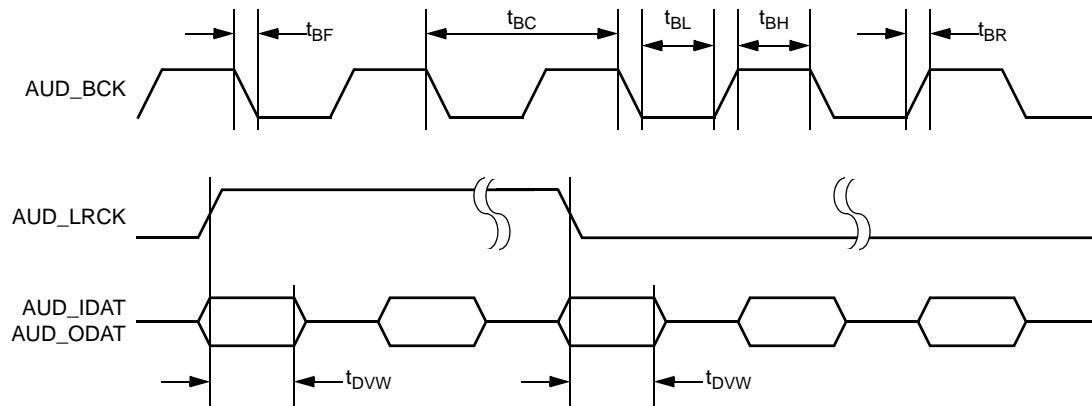


Figure 4-8 Audio Interface Timing Diagram

Table 4-10 Audio Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
AUD_BCK	t_{BC}	AUD_BCK Cycle Time (Fs = 48 kHz, 64 BCK/Sample)	—	325.5	—	ns
	t_{BC}	AUD_BCK Cycle Time (Fs = 48 kHz, 32 BCK/Sample)	—	651.04	—	ns
	t_{BC}	AUD_BCK Cycle Time (Fs = 32 kHz, 64 BCK/Sample)	—	488.28	—	ns
	t_{BC}	AUD_BCK Cycle Time (Fs = 32 kHz, 32 BCK/Sample)	—	976.56	—	ns
	t_{BH}	AUD_BCK High Time	$t_{BC}/2 * 0.8$	$t_{BC}/2$	$t_{BC}/2 * 1.2$	ns
	t_{BL}	AUD_BCK Low Time ($t_{BC} - t_{BH}$)	$t_{BC} - t_{BH}$			ns
	t_{BR}	AUD_BCK Slew (Rise Time)	—	—	3	ns
	t_{BF}	AUD_BCK Slew (Fall Time)	—	—	3	ns
AUD_LRCK AUD_ODAT AUD_IDAT	t_{DVW}^1	Data Valid Window for Slave Mode operation (Fs = 48 kHz or 32 kHz)	$t_{BC}/4 + 15$	—	—	ns
	t_{DVW}	Data Valid Window for Master Mode operation (Fs = 48 kHz or 32 kHz)	$t_{BC}/4 - 15$	—	—	ns

1. There is no restriction on the position of the Data Valid Window relative to BCK. The internal data sampling position is programmable and can be repositioned in $t_{BC}/4$ steps.

4.5.4 Ethernet Interface AC Timing

This section shows the AC timing parameters for the Ethernet interface in each of the three operating modes:

- GMII
- MII
- RMII

Refer to the individual section for specific information.

Gigabit Media Independent Interface (GMII) AC Timing

The Gigabit Media Independent Interface (GMII) defines speeds up to 1000 Mbit/s, implemented using an 8-bit data interface clocked at 125 MHz.

Figure 4-9 shows the AC timing parameters for the Ethernet interface in GMII Transmit mode, and Figure 4-10 shows the AC timing parameters for the Ethernet interface in GMII Receive mode.

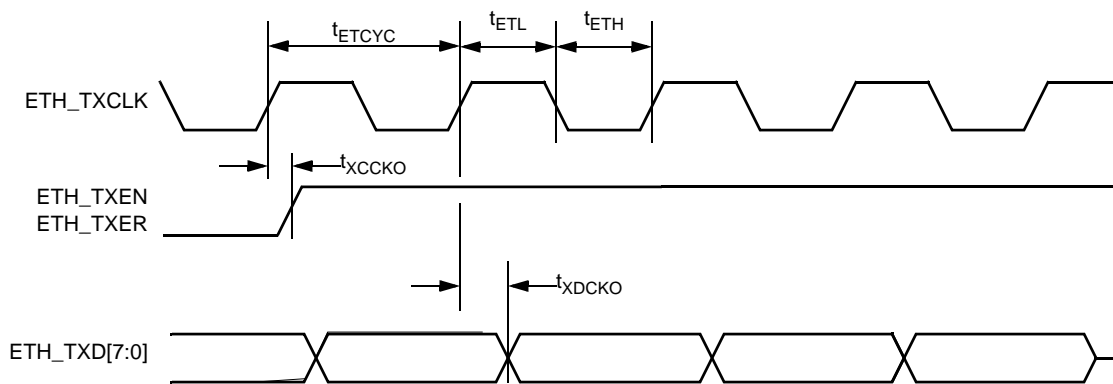


Figure 4-9 Ethernet Interface GMII Transmit Timing Diagram

Table 4-11 Ethernet GMII Transmit Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
ETH_TXCLK	t_{ECYC}	Ethernet GMII Transmit Clock Cycle Time	—	8.0	—	ns
	t_{ETL}	Ethernet GMII Transmit Clock Low Time ¹	3.2	—	—	ns
	t_{ETH}	Ethernet GMII Transmit Clock High Time ¹	3.2	—	—	ns
ETH_TXEN ETH_TXER	t_{XCCKO}	Ethernet GMII Transmit Control Signal Clock to Output Time	2.0	—	5.9	ns
ETH_TXD[7:0]	t_{XDCKO}	Ethernet GMII Transmit Data Clock to Output Time	2.0	—	5.9	ns

1. The minimum clock low and high times specify a worst case 60/40 duty cycle.

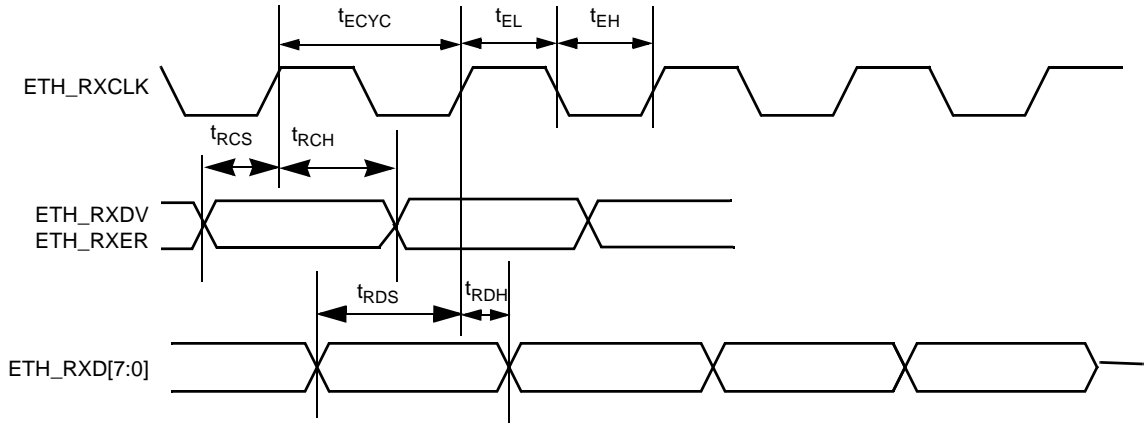


Figure 4-10 Ethernet Interface GMII Receive Timing Diagram

Table 4-12 Ethernet GMII Receive Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
ETH_RXCLK	t_{ECYC}	Ethernet GMII Receive Clock Cycle Time	—	8.0	—	ns
	t_{EL}	Ethernet GMII Receive Clock Low Time ¹	3.2	—	4.8	ns
	t_{EH}	Ethernet GMII Receive Clock High Time ¹	3.2	—	4.8	ns
ETH_RXDV ETH_RXER	t_{RCS}	Ethernet GMII Receive Control Signal Setup Time	2.2	—	—	ns
	t_{RCH}	Ethernet GMII Receive Control Signal Hold Time	0	—	—	ns
ETH_RXD[7:0]	t_{RDS}	Ethernet GMII Receive Data Setup Time	2.2	—	—	ns
	t_{RDH}	Ethernet GMII Receive Data Hold Time	0	—	—	ns

1. The minimum clock low and high times specify a worst case 60/40 duty cycle.

Media Independent Interface (MII) AC Timing

The Media Independent Interface (MII) defines speeds up to 100 Mbit/s, implemented using an 4-bit data interface clocked at either 25 MHz or 2.5 MHz.

Figure 4-11 shows the AC timing parameters for the Ethernet interface in MII Transmit mode, and Figure 4-12 shows the AC timing parameters for the Ethernet interface in MII Receive mode.

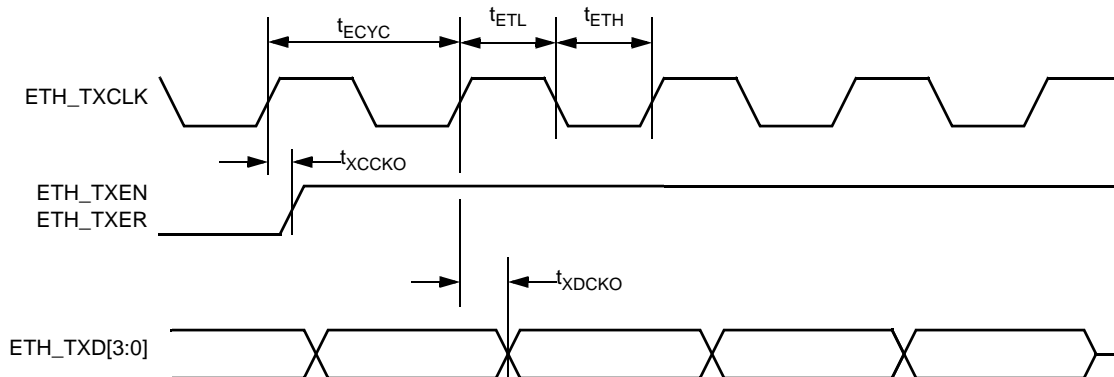


Figure 4-11 Ethernet Interface MII Transmit Timing Diagram

Table 4-13 Ethernet MII Transmit Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
ETH_TXCLK	t_{ECYC}	Ethernet MII Transmit Clock Cycle Time	—	40.0	—	ns
	t_{ETL}	Ethernet MII Transmit Clock Low Time ¹	16.0	—	24.0	ns
	t_{ETH}	Ethernet MII Transmit Clock High Time ¹	16.0	—	24.0	ns
ETH_TXEN ETH_TXER	t_{XCCKO}	Ethernet MII Transmit Control Signal Clock to Output Time	2.0	—	5.9	ns
ETH_TXD[3:0]	t_{XDCKO}	Ethernet MII Transmit Data Clock to Output Time	2.0	—	5.9	ns

1. The minimum clock low and high times specify a worst case 60/40 duty cycle.

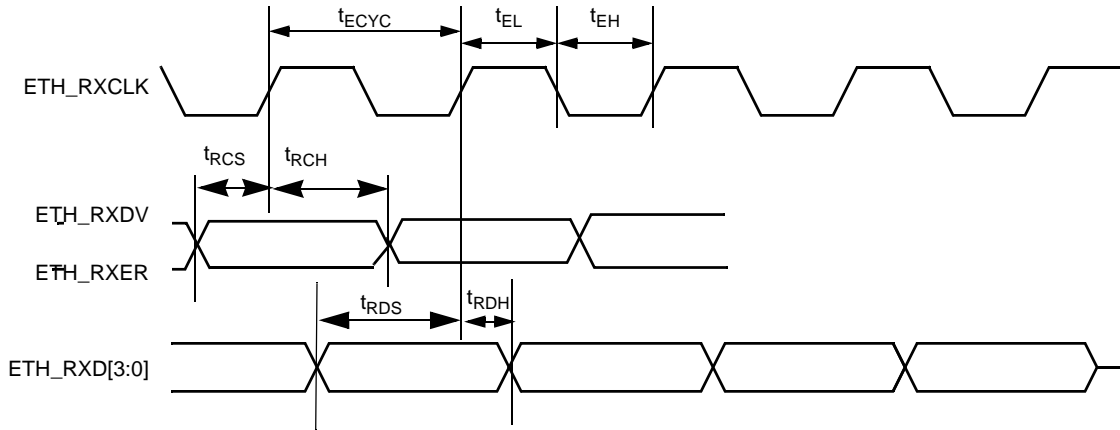


Figure 4-12 Ethernet Interface MII Receive Timing Diagram

Table 4-14 Ethernet MII Receive Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
ETH_RXCLK	t_{ECYC}	Ethernet MII Receive Clock Cycle Time	—	40.0	—	ns
	t_{ETL}	Ethernet MII Receive Clock Low Time ¹	16.0	—	24.0	ns
	t_{EH}	Ethernet MII Receive Clock High Time ¹	16.0	—	24.0	ns
ETH_RXDV ETH_RXER	t_{RCS}	Ethernet MII Receive Control Signal Setup Time	2.2	—	—	ns
	t_{RCH}	Ethernet MII Receive Control Signal Hold Time	0	—	—	ns
ETH_RXD[3:0]	t_{RDS}	Ethernet MII Receive Data Setup Time	2.2	—	—	ns
	t_{RDH}	Ethernet MII Receive Data Hold Time	0	—	—	ns

1. The minimum clock low and high times specify a worst case 60/40 duty cycle.

Reduced Media Independent Interface (RMII) AC Timing

The Reduced Media Independent Interface (RMII) defines speeds up to 100 Mbit/s, implemented using a 2-bit data interface clocked at 50 MHz. For transmit data, the RMII interface only uses the ETH_TXEN and ETH_TXD[1:0] pins. For receive data, the RMII interface only uses the ETH_RXDV and ETH_RXD[1:0] pins.

Figure 4-13 shows the AC timing parameters for the Ethernet interface in RMII Transmit mode, and Figure 4-14 shows the AC timing parameters for the Ethernet interface in RMII Receive mode.

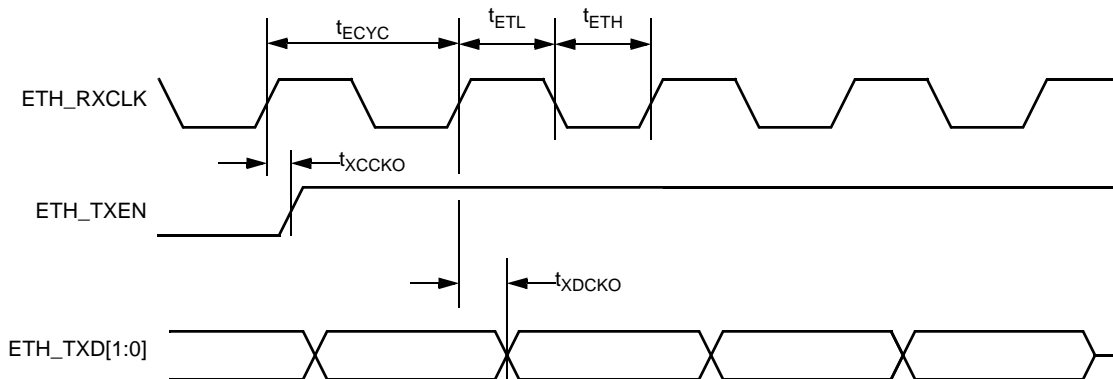


Figure 4-13 Ethernet Interface RMII Transmit Timing Diagram

Table 4-15 Ethernet RMII Transmit Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
ETH_RXCLK	t_{ECYC}	Ethernet RMII Clock Cycle Time	—	20.0	—	ns
	t_{ETL}	Ethernet RMII Clock Low Time ¹	8.0	—	12.0	ns
	t_{ETH}	Ethernet RMII Clock Low Time ¹	8.0	—	12.0	ns
ETH_TXEN	t_{XCCKO}	Ethernet RMII Transmit Control Signal Clock to Output Time	3.0	—	7.5	ns
ETH_TXD[1:0]	t_{XDCKO}	Ethernet RMII Transmit Data Clock to Output Time	3.0	—	7.5	ns

1. The minimum clock low and high times specify a worst case 60/40 duty cycle.

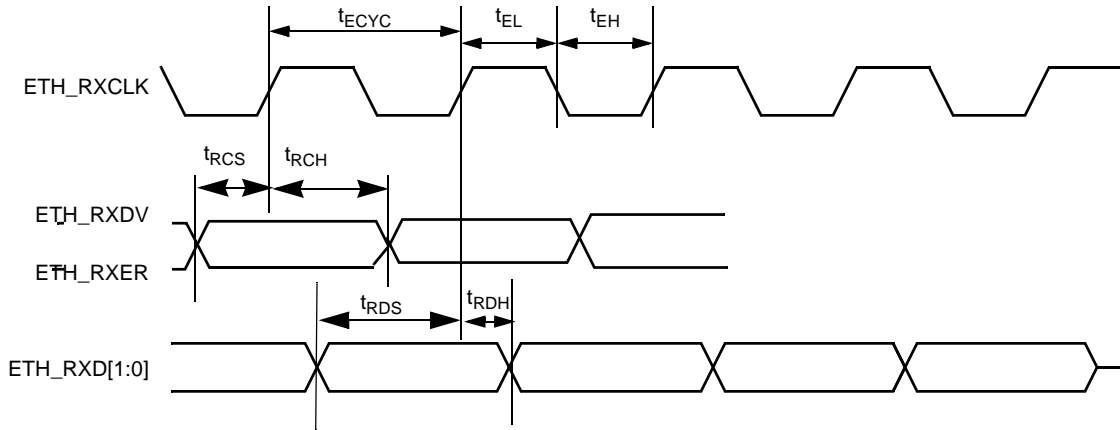


Figure 4-14 Ethernet Interface RMII Receive Timing Diagram

Table 4-16 Ethernet RMII Receive Interface AC Timing Values

Signal	Parameter	Description	Timing Value (ns.)			Units
			Min	Typ	Max	
ETH_RXCLK	t_{ECYC}	Ethernet RMII Clock Cycle Time	—	20.0	—	ns
	t_{ETL}	Ethernet RMII Clock Low Time ¹	8.0	—	12.0	ns
	t_{ETH}	Ethernet RMII Clock High Time ¹	8.0	—	12.0	ns
ETH_RXDV	t_{RCS}	Ethernet RMII Receive Control Signal Setup Time	2.7	—	—	ns
	t_{RCH}	Ethernet RMII Receive Control Signal Hold Time	0.25	—	—	ns
ETH_RXD[1:0]	t_{RDS}	Ethernet RMII Receive Data Setup Time	2.7	—	—	ns
	t_{RDH}	Ethernet RMII Receive Data Hold Time	0.25	—	—	ns

1. The minimum clock low and high times specify a worst case 60/40 duty cycle.

4.5.5 SDRAM Interface AC Timing

The MG3500 SoC adheres to the JEDEC definition of timing for SDRAMs. Refer to the appropriate specifications when designing the SDRAM Interface:

JEDEC Standard JESD789-2C DDR2 SDRAM Specification:

<http://www.jedec.org/download/search/JESD79-2C.pdf>

4.5.6 SPI/Bitstream Interface Timing

This section shows the timing for the Serial Peripheral Interface and Bitstream Interface. The timing for the two interfaces is identical no matter which interface you are using. timing is shown for these four sets of conditions:

- BS_CLK driven from a source external to the MG3500 SoC and data mastered by a source external to the MG3500 SoC.
- BS_CLK driven from a source external to the MG3500 SoC and data mastered by the MG3500 SoC.
- BS_CLK mastered from the MG3500 SoC internal source and data mastered by a source external to the MG3500 SoC.
- BS_CLK mastered from the MG3500 SoC internal source and data mastered by the MG3500 SoC.

Refer to the specific sections that follow for the information that you need.

BS_CLK driven from a source external to the MG3500 SoC and Data mastered by source external to the MG3500 SoC.

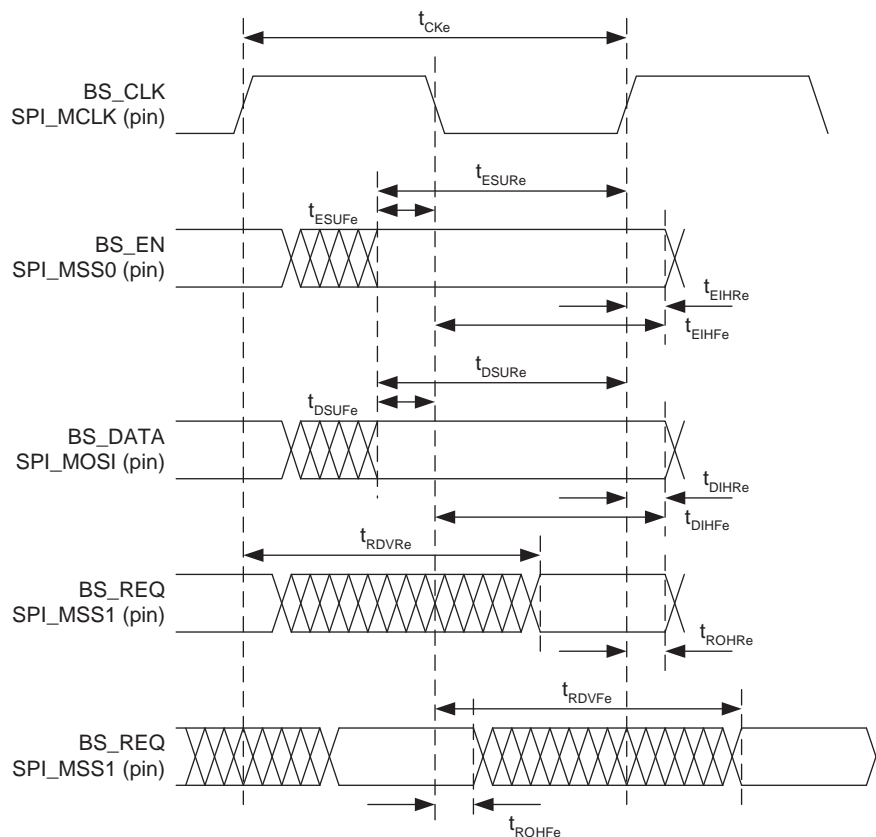


Figure 4-15 Bitstream Timing with an External Clock and External Data Master

Table 4-17 Bitstream Timing AC Timing Values 1

Signal	Parameter	Description	Timing Value (ns.)		
			Min	Typ	Max
BS_CLK SPI_MCLK	t_{CKe}	External Clock Period	12.0		
BS_EN SPI_MSS0	t_{ESUFe}	Bitstream Enable setup to falling edge of BS_CLK	4.0		
	t_{ESURe}	Bitstream Enable setup to rising edge of BS_CLK	4.0		
	t_{EIHFfe}	Bitstream Enable input hold from falling edge of BS_CLK	0.5		
	t_{EIHRfe}	Bitstream Enable input hold from rising edge of BS_CLK	0.5		
BS_DATA SPI_MOSI	t_{DSUFe}	Bitstream Data setup to falling edge of BS_CLK	3.5		
	t_{DSURe}	Bitstream Data setup to rising edge of BS_CLK	3.5		
	t_{DIHFfe}	Bitstream Data input hold from falling edge of BS_CLK	0.5		
	t_{DIHRfe}	Bitstream Data input hold from rising edge of BS_CLK	0.5		
BS_REQ SPI_MSS1	t_{RDVFe}	Bitstream Request data valid from falling edge of BS_CLK			12.5
	t_{RDVRe}	Bitstream Request data valid from rising edge of BS_CLK			12.5
	t_{ROHFfe}	Bitstream Request output hold from falling edge of BS_CLK	2.0		
	t_{ROHRfe}	Bitstream Request output hold from rising edge of BS_CLK	2.0		

BS_CLK driven from a source external to the MG3500 SoC and Data mastered by the MG3500 SoC.

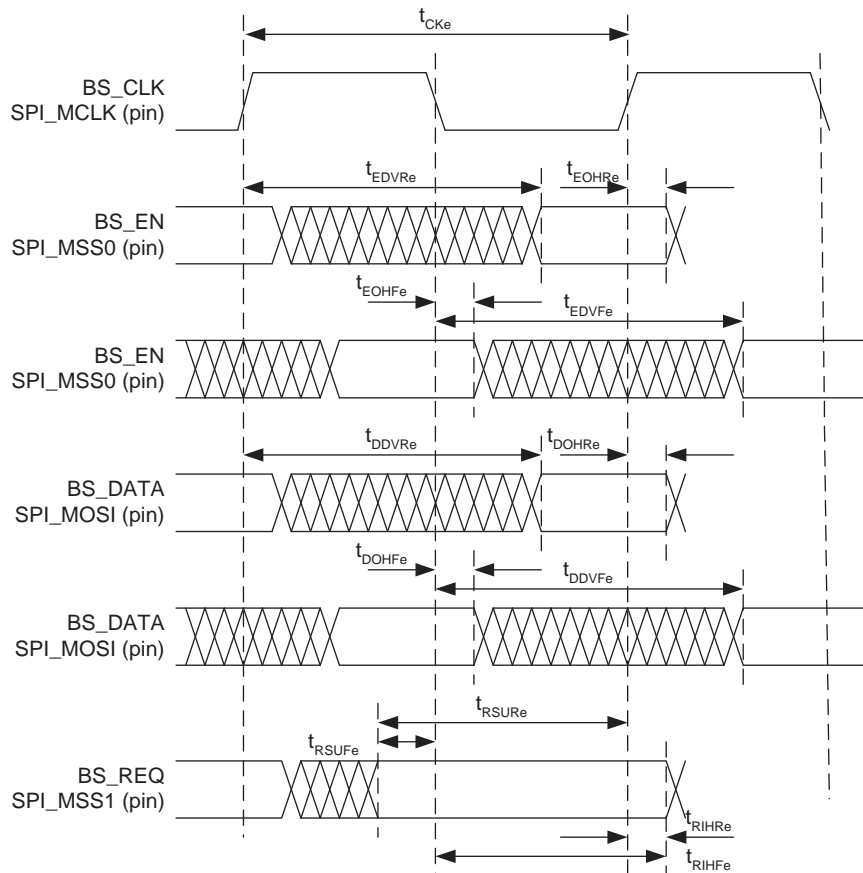


Figure 4-16 Bitstream Timing with an External Clock and Internal Data Master

Table 4-18 Bitstream Timing AC Timing Values 2

Signal	Parameter	Description	Timing Value (ns.)		
			Min	Typ	Max
BS_CLK SPI_MCLK	t_{CKe}	External Clock Period	12.0		
BS_EN SPI_MSS0	t_{EDVFe}	Bitstream Enable data valid from falling edge of BS_CLK			12.5
	t_{EDVRe}	Bitstream Enable data valid from rising edge of BS_CLK			12.5
	t_{EOHFe}	Bitstream Enable output hold from falling edge of BS_CLK	2.0		
	t_{EOHRe}	Bitstream Enable output hold from rising edge of BS_CLK	2.0		
BS_DATA SPI_MOSI	t_{DDVFe}	Bitstream Data data valid from falling edge of BS_CLK			12.0
	t_{DDVRe}	Bitstream Data data valid from rising edge of BS_CLK			12.0
	t_{DOHFe}	Bitstream Data output hold from falling edge of BS_CLK	2.0		
	t_{DOHRe}	Bitstream Data output hold from rising edge of BS_CLK	2.0		
BS_REQ SPI_MSS1	t_{RSUFe}	Bitstream Request setup to falling edge of BS_CLK	3.0		
	t_{RSURe}	Bitstream Request setup to from rising edge of BS_CLK	3.0		
	t_{RIHFe}	Bitstream Request input hold from falling edge of BS_CLK	0.5		
	t_{RIHRe}	Bitstream Request input hold from rising edge of BS_CLK	0.5		

BS_CLK mastered from the MG3500 SoC internal source and Data mastered by a source external to the MG3500 SoC.

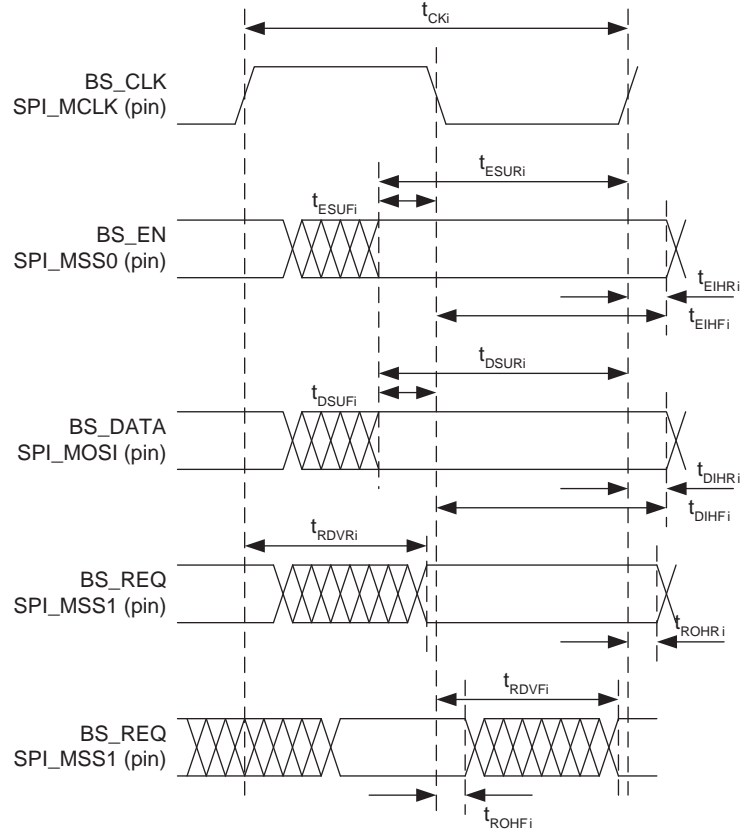


Figure 4-17 Bitstream Timing with an Internal Clock and External Data Master

Table 4-19 Bitstream Timing AC Timing Values 3

Signal	Parameter	Description	Timing Value (ns.)		
			Min	Typ	Max
BS_CLK SPI_MCLK	t_{CKi}	External Clock Period	14.8		
BS_EN SPI_MSS0	t_{ESUFi}	Bitstream Enable setup to falling edge of BS_CLK	2.5		
	t_{ESURi}	Bitstream Enable setup to rising edge of BS_CLK	2.5		
	t_{EIHF_i}	Bitstream Enable input hold from falling edge of BS_CLK	0.5		
	t_{EIHR_i}	Bitstream Enable input hold from rising edge of BS_CLK	0.5		
BS_DATA SPI_MOSI	t_{DSUFi}	Bitstream Data setup to falling edge of BS_CLK	2.0		
	t_{DSURi}	Bitstream Data setup to rising edge of BS_CLK	2.0		
	t_{DIHF_i}	Bitstream Data input hold from falling edge of BS_CLK	0.5		
	t_{DIHR_i}	Bitstream Data input hold from rising edge of BS_CLK	0.5		
BS_REQ SPI_MSS1	t_{RDVF_i}	Bitstream Request data valid from falling edge of BS_CLK			5.0
	t_{RDVR_i}	Bitstream Request data valid from rising edge of BS_CLK			5.0
	t_{ROHF_i}	Bitstream Request output hold from falling edge of BS_CLK	2.0		
	t_{ROHR_i}	Bitstream Request output hold from rising edge of BS_CLK	2.0		

BS_CLK mastered from the MG3500 SoC internal source and Data mastered by the MG3500 SoC.

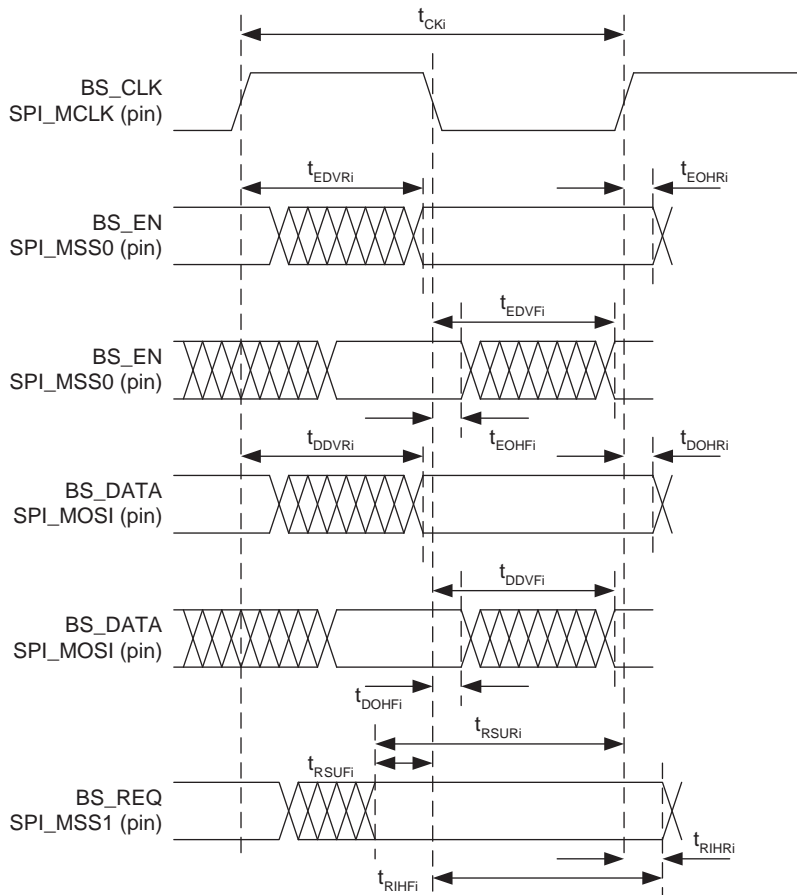


Figure 4-18 Bitstream Timing with an Internal Clock and Internal Data Master

Table 4-20 Bitstream Timing AC Timing Values 4

Signal	Parameter	Description	Timing Value (ns.)		
			Min	Typ	Max
BS_CLK SPI_MCLK	t_{CKi}	External Clock Period	14.8		
BS_EN SPI_MSS0	t_{EDVFi}	Bitstream Enable data valid from falling edge of BS_CLK			5.0
	t_{EDVRi}	Bitstream Enable data valid from rising edge of BS_CLK			5.0
	t_{EOHFi}	Bitstream Enable output hold from falling edge of BS_CLK	2.0		
	t_{EOHRi}	Bitstream Enable output hold from rising edge of BS_CLK	2.0		
BS_DATA SPI_MOSI	t_{DDVFi}	Bitstream Data data valid from falling edge of BS_CLK			4.5
	t_{DDVRi}	Bitstream Data data valid from rising edge of BS_CLK			4.5
	t_{DOHFi}	Bitstream Data output hold from falling edge of BS_CLK	2.0		
	t_{DOHRi}	Bitstream Data output hold from rising edge of BS_CLK	2.0		
BS_REQ SPI_MSS1	t_{RSUFi}	Bitstream Request setup to falling edge of BS_CLK	1.0		
	t_{RSURi}	Bitstream Request setup to from rising edge of BS_CLK	1.0		
	t_{RIHFi}	Bitstream Request input hold from falling edge of BS_CLK	0.5		
	t_{RIHRi}	Bitstream Request input hold from rising edge of BS_CLK	0.5		

5.0 Block Level Operation

This section provides detailed block-level descriptions of each of the components, connection examples for each of the interfaces, and programming and register information as needed.

5.1 Detailed Block Diagram

Figure 5-1 shows a detailed block diagram of the MG3500 HD H.264 Codec SoC. Refer to it as you go through this section.

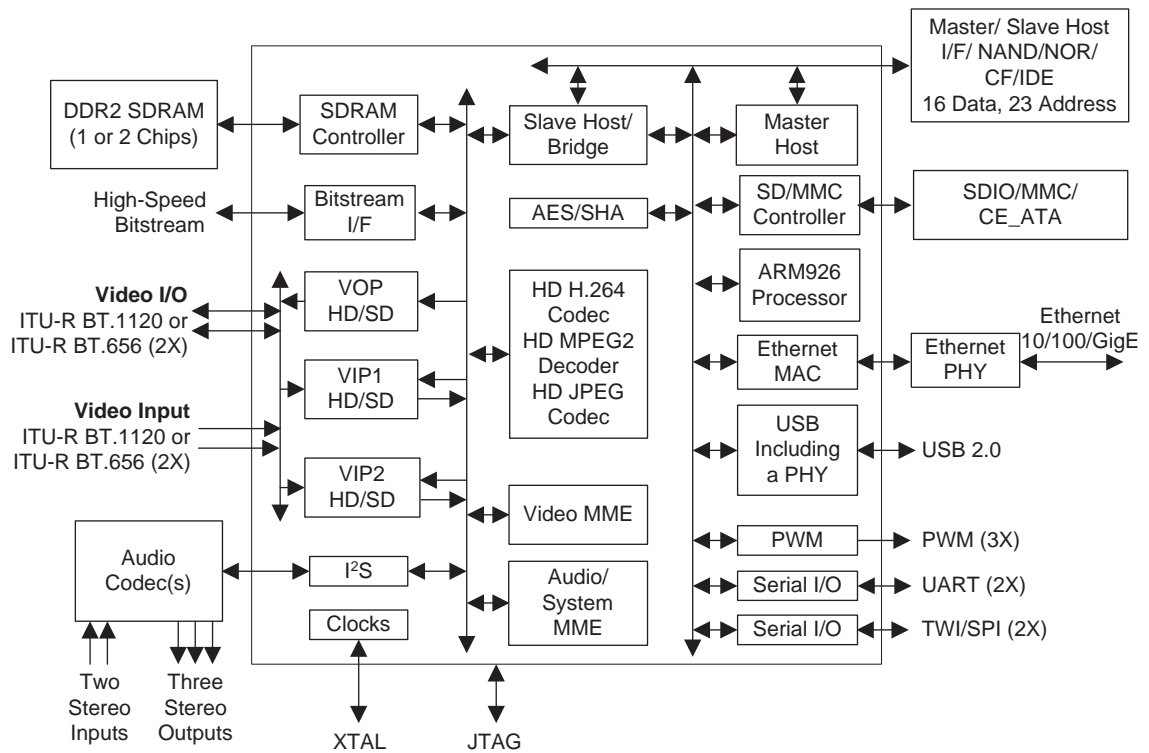


Figure 5-1 Block Diagram of the MG3500 SoC

5.2 Reset Logic

The Reset block within the MG3500 SoC is responsible for resetting the core logic as well as the SoC blocks that surround it.

The core reset signal consists of the power on reset signal from an external pin (RESETn), a watchdog reset, and a software controlled chip reset signal.

5.2.1 Power On Reset

The power on reset signal comes in directly from the external RESETn pin and is asynchronous with respect to the clock. It is assumed that the clock is not running both at the time of the assertion and de-assertion of the power on reset signal.

5.2.2 WatchDog Reset

The watchdog reset is asserted when the internal watchdog logic detects an internal error. The watchdog reset needs to be enabled before it can take effect. Resetting the watchdog timer will cause the watchdog reset to be de-asserted, so it is self-clearing.

5.2.3 Software Chip Reset

The software chip reset is ORed with the watchdog reset. Resetting the software chip reset register cause the software chip reset signal to be de-asserted, so it provides a form of self-clearing mechanism.

All three of these resets get combined into a signal that resets the both the core and also the SoC blocks that surround it. In addition, there are reset registers that allow each of the blocks within the SoC logic to be reset independently. Since control of these reset signals is done using the software API, they are not discussed in this manual.

5.3 Clocks and PLLs

The MG3500 SoC internally creates over 20 clocks to minimize power consumption and maximize performance. All of the clocks are derived from a single 12 MHz crystal oscillator that is built into the USB Interface block. This oscillator can be used even when the USB interface is not used.

5.3.1 Clock and PLL inputs

There are some cases where the MG3500 SoC requires a direct clock source, such as when the video must be synchronized with an another video source. Typical applications use a 27 MHz. clock. There are also some cases where the MG3500 SoC requires a direct clock source **and** the 12 MHz crystal input to maintain USB functionality. The CLK_IN pin is provided for these cases, and the selection is controlled by the configuration pin, CLK_SEL (see Figure 5-2).

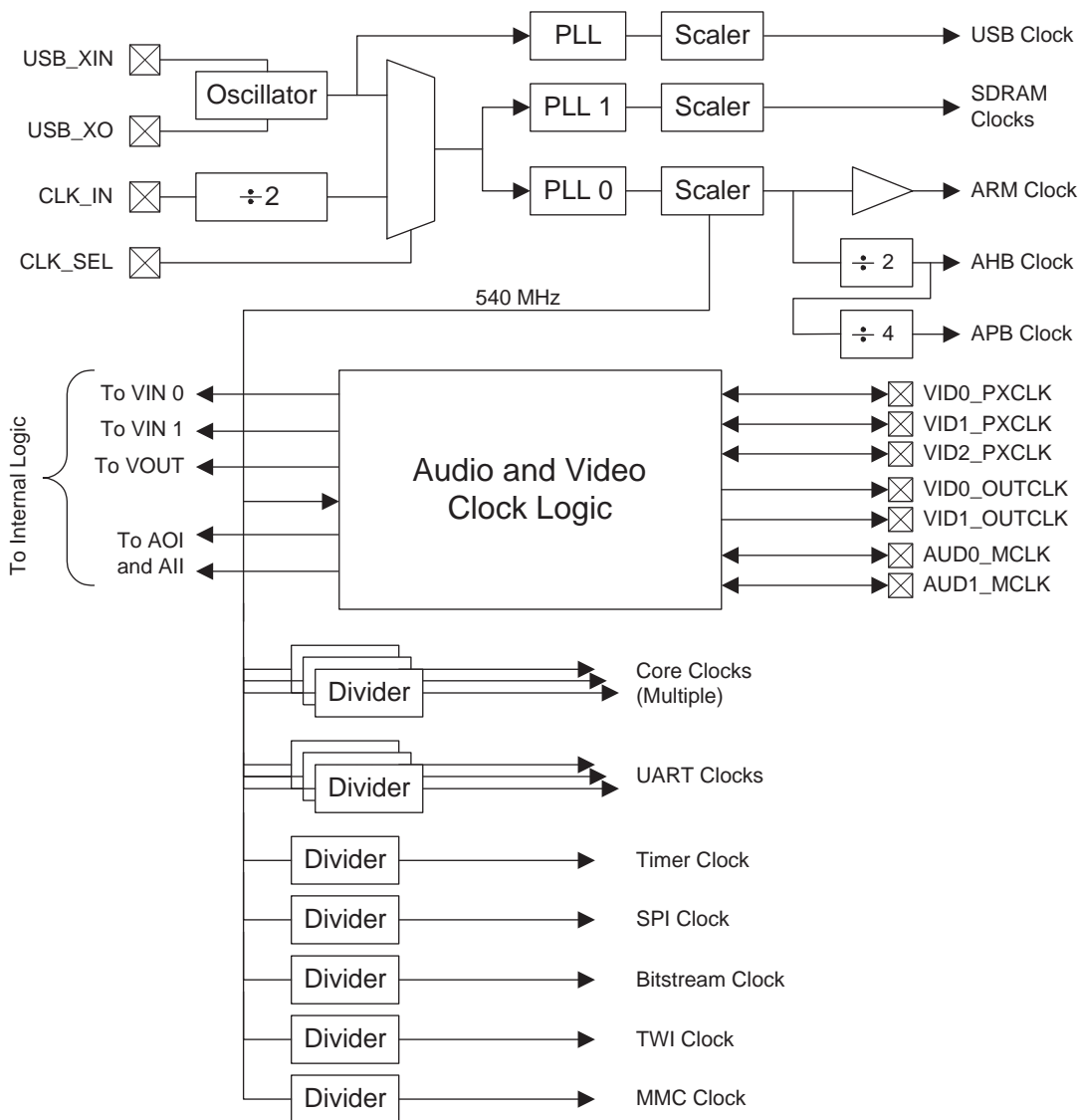


Figure 5-2 Clocking Structure

5.3.2 Phase Lock Loops

The MG3500 SoC has a total of five PLLs. One PLL is included as part of the USB PHY, and is used for USB PHY clocking and UTMI interfacing to the internal USB MAC. The remaining four PLLs are used to generate all the remaining required clock frequencies. PLL1 is used to generate the four-phase SDRAM clocking. PLL0 generates the codec core clocks, ARM processor, host bus clocks, and generates the input clocks for PLL2 and PLL3. Audio and video clocks can be generated from either PLL2 or PLL3, depending on the configuration of the multiplexers.

The remainder of the clocks are used for peripheral I/O circuitry, and are discussed in their individual sections. Refer to the *MG3500 SoC Programmers Guide* for information on programming the clocks.

5.3.3 Video and Audio Clocks

Figure 5-3 shows the circuitry used to generate the video input, video output, and audio clocks. Each is discussed in the sections that follow.

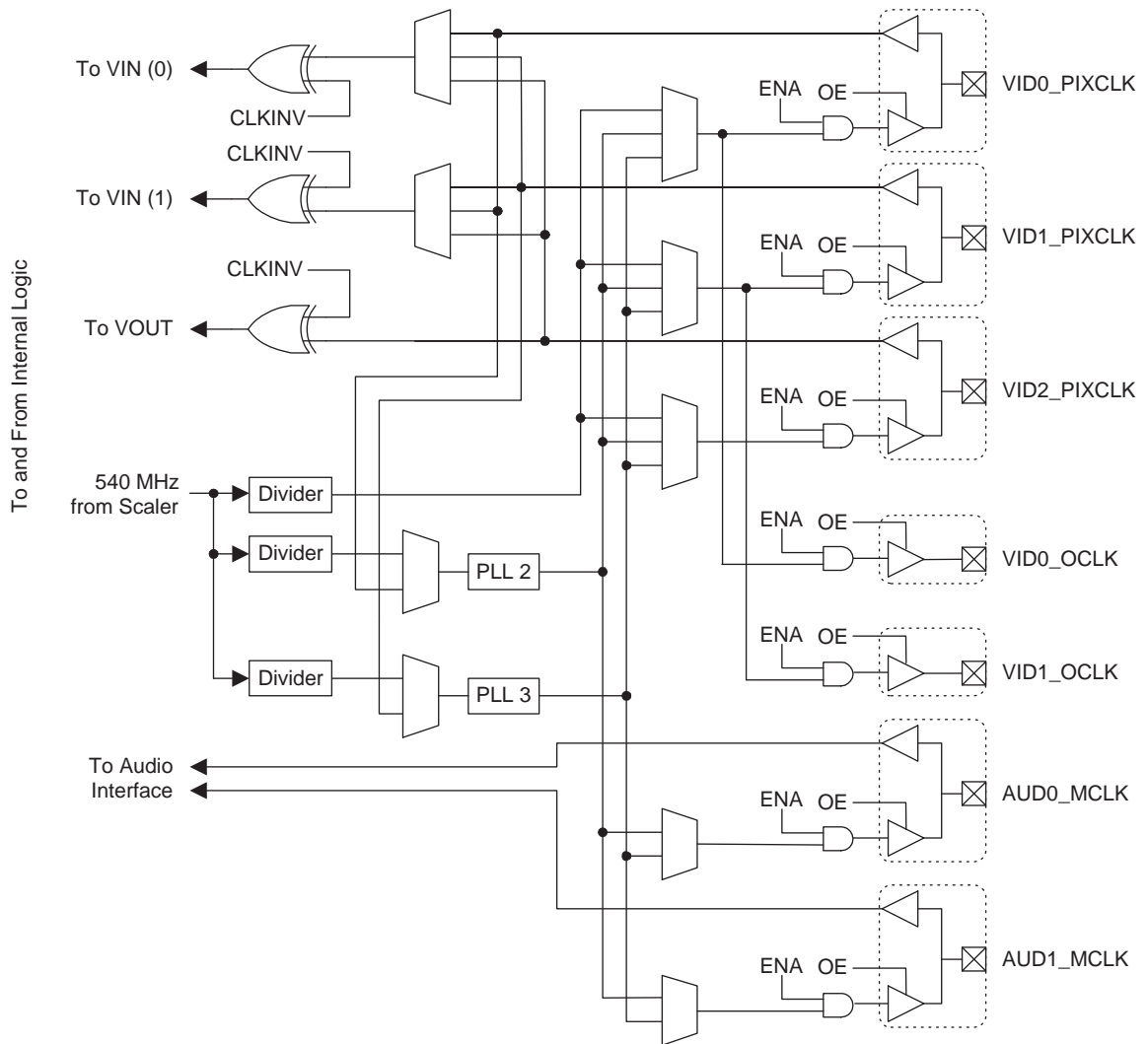


Figure 5-3 Video and Audio Clocks

Video Input Clocks

There are two video input interfaces; VIN0 and VIN1. Each VIN has a V*_PIXCLK (V0_PIXCLK, V1_PIXCLK, V2_PIXCLK) signal, which is the clock to which the video data is timed. Alternately, an inverted version of V*_PIXCLK can be used to time the interface. The MG3500 SoC can configure the V*_PIXCLK pad to be either an input or an output.

In input mode, V*_PIXCLK is driven from an external source. In output mode, V*_PIXCLK is driven from an internal clock generator, and the clock is routed through the I/O cell to drive both the internal logic and external devices. In other words, the clock supplied to the video input circuitry is always the signal from the IO pad regardless of whether V*_PIXCLK is in input or output mode.

Video Output Clocks

The MG3500 SoC also has the capability to generate the clock sources, V0_OUTCLK and V1_OUTCLK. This mode is especially useful in interfacing to sensors that require a clock input and send a clock output (typically a recovered, delayed version of the input clock) with the data.

The internal VOUT signal (see Figure 5-3) that goes to the internal video output circuitry can only be sourced by VID2_PXCLK. Alternately, an inverted version of VID2_PXCLK can be used to time the interface.

The V2_PIXCLK pad can be either an output or an input. In the output mode, V2_PIXCLK is driven from the internal clock generators. In the input mode, V2_PIXCLK is driven from an external source.

Audio Clocks

The MG3500 SoC has two bidirectional audio clock pins; AUD0_MCLK and AUD1_MCLK. When these pins are configured as inputs, they supply the clock for the internal Audio Input Interface and Audio Output Interface blocks. Like in the input circuitry, in bi-directional mode, the audio clock is driven from internal clock generators, and the clock is routed through the I/O cell to drive the logic. PLL0 generates the main clock from which all other clocks in the system are derived.

5.4 Video Interfaces

5.4.1 Video Signal Groups

The MG3500 SoC has four 8-bit video busses that are configurable in a variety of ways (see Figure 5-4). They are VID0_DATA, VID1_DATA, and VID2_DATA, and VID3_DATA. They can be used individually as separate standard video streams, or a pair of them can be combined to be used as a 16-bit data bus for HD video.

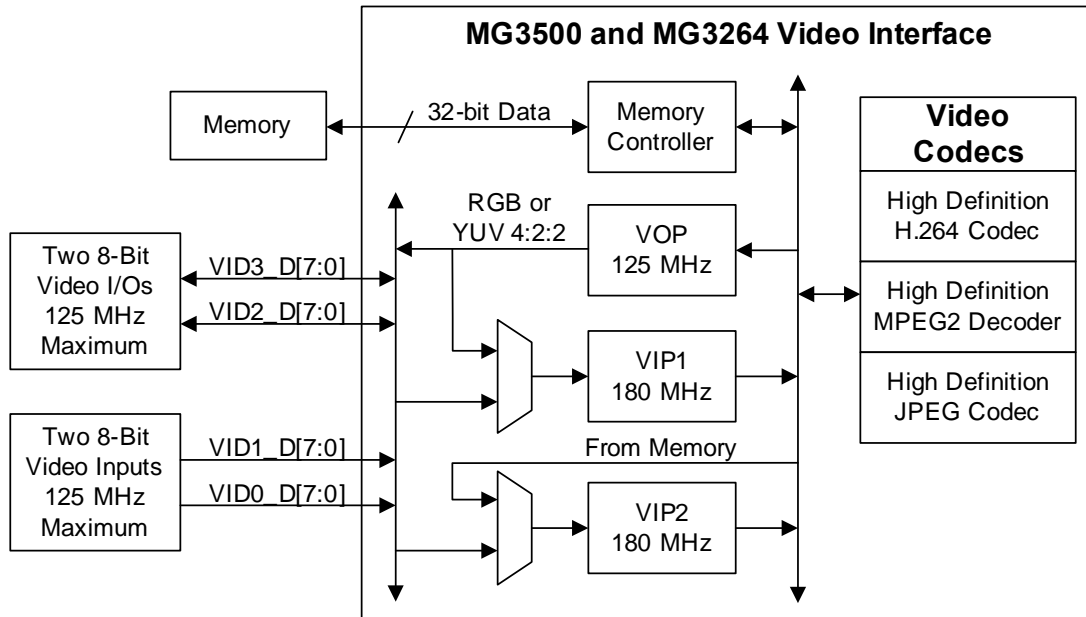


Figure 5-4 MG3500 and MG3264 Video Path Overview

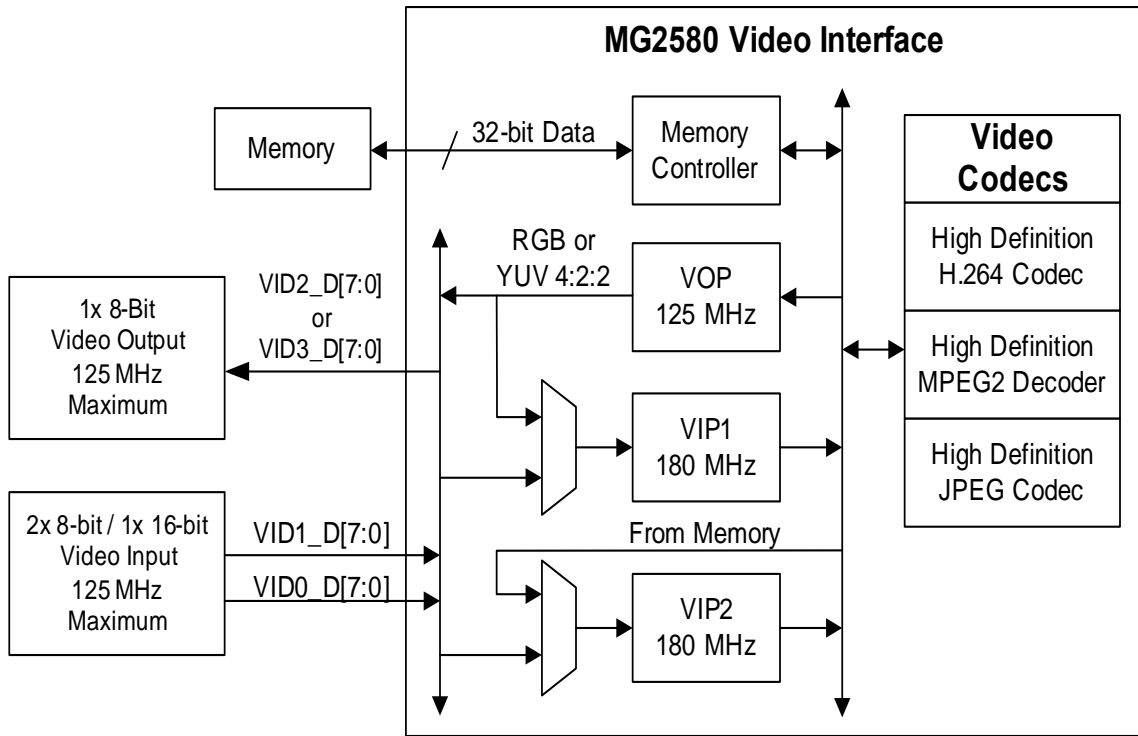


Figure 5-5 MG2580 Video Path Overview

VID0_D[7:0] and VID1_D[7:0] can only be configured as an input bus. VID2_D[7:0] and VID3_D[7:0] can be configured as either an input bus or an output bus. The data bus inputs to the two VIP's are connected to all of VID0_D[7:0], VID1_D[7:0], VID2_D[7:0], and VID3_D[7:0] through a multiplexer. The data bus output of the VOP is connected to VID2_D[7:0] and VID3_D[7:0].

The MG3500 SoC also has three sets of video control signals (VC0, VC1, VC2) consisting of HSYNC, VSYNC, and FIELD/VALID. The video control inputs to the two VIP's are connected to all of VC0, VC1, and VC2 through a multiplexer. The video control bus output of the VOP is connected to VC2 only.

There are only three video control signal groups because the MG3500 SoC can have a maximum of two inputs and one output. In general, any of the control groups can be assigned to any of the video ports, but there are these restrictions:

- Video control signal groups VC0 and VC1 are associated with the power plane for Video ports 0 and 1, and Video control signal groups VC2 is associated with the power plane for Video ports 2 and 3. If these power planes are connected to the same power source, then the statement above is true. If these power planes are connected to different power sources, then the Video control signal group must be assigned to a video port in the same power plane. See "Video IO Power Domains" on page 105.

- The VID2 control signals should not be used as the controls for a video input because they do not include the OUTCLK signal, which is sometimes used to synchronize an external video input device.

Table 5-1 Video Control Signal Groups

Video Control Signal Group	Video Signals
VC0	VID0_FIELD
	VID0_VSYNC
	VID0_HSYNC
VC1	VID1_FIELD
	VID1_VSYNC
	VID1_HSYNC
VC2	VID2_FIELD
	VID2_VSYNC
	VID2_HSYNC

Note: Video Input Process (VIP) can only provide a standard live video streaming or perform non real-time scaling operation.

5.4.2 Video Clocks

There are three Pixel Clock signals against which the data and control signals are timed. Two of these (VID0_PIXCLK, VID1_PIXCLK) are associated with video ports 0 and 1, and the other one (VID2_PIXCLK) is associated with video ports 2 and 3 (since only one video output path can be active at a time, only one Pixel Clock signal is needed). The pixel clocks can either drive the clock out or take the clock as an input. The two VIP's as well as the VOP can select any of the pixel clock inputs as the reference for the interface timing.

There are two output clock pins, VID0_OUTCLK and V1_OUTCLK, that drive out a video clock. These are simply clock sources and no video interface signals are timed against these pins. They are associated with video ports 0 and 1.

5.4.3 Video IO Power Domains

The signals VID0_D[7:0], VID1_[7:0], Video control signal groups VC0 and VC1, VID0_PIXCLK, VID1_PIXCLK, VID0_OUTCLK, and VID1_OUTCLK are all in the VID01 Power Domain. The signals VID2_DATA, VID3_DATA, Video control signal group VC2, and VID2_PIXCLK are in the VID23 Power Domain, which is separate from the VID01 Power Domain.

The Video IO Power Domains can either be tied to the same voltage on the board or tied to different voltages on the board. If the Video IO Power Domains are tied to different voltages on the board, you must use the video control signal group associated with that power domain.

5.4.4 Video IO Scenarios

This section shows some typical scenarios for video input and output. In the “two output” scenarios, there are NOT two independent concurrent video outputs processing paths. The same VOP output goes to both video output ports. Either port can selectively be turned off. One scenario where this is can occur is a camera that has both an LCD and a video output port (again, not concurrently). One port is

connected to the LCD and the other port is connected an NTSC/PAL encoder. When a port is active, the VOP is configured to output the correct video timing appropriate to the interface.

- One or two SD Inputs, one or two SD Outputs
- One or two SD Inputs, one HD Output
- One SD Input, one HD Input, one SD Output
- Two HD Inputs
- One HD Input, one HD Output
- One HD Input, one or two SD Outputs

Since VID2_D[7:0] and VID3_D[7:0] can be either inputs or outputs, there are also some scenarios in which the bus can be reconfigured in the system depending on the system use case that is currently active. For instance, VID2_D[7:0] and/or VID3_D[7:0] can be configured as inputs when in record or as outputs when in playback.

- Bi-directional SD input and output on VID2_D[7:0] or VID3_D[7:0]
- Bi-directional HD input and output on VID2_D[7:0] and VID3_D[7:0]

5.4.5 18-Bit LCD Interface

The MG3500 HD H.264 Codec SoC provides for an 18-bit output for driving LCD displays. In this case, the extra two data signals are:

- VID23_D[16]
 - VID23_D[17]
-

5.4.6 Video Connections

This section shows how the video inputs and outputs should be connected in typical applications. Video ports 0 and 1 are used as a video inputs only, and their connections are shown in Table 5-2. Video ports 2 and 3 can be used as either a video input ports or as video output ports. Their connections are shown in Table 5-3 and Table 5-4.

Video Input Connections, Ports 0 and 1

Table 5-2 Video Input Connections, Ports 0 and 1

Pin	8-bit Video Port 0	8-bit Video Port 1	16-bit Video Ports 0 and 1
VID0_D0	Video In Bit 0		Video In Bit 0
VID0_D1	Video In Bit 1		Video In Bit 1
VID0_D2	Video In Bit 2		Video In Bit 2
VID0_D3	Video In Bit 3		Video In Bit 3
VID0_D4	Video In Bit 4		Video In Bit 4
VID0_D5	Video In Bit 5		Video In Bit 5
VID0_D6	Video In Bit 6		Video In Bit 6
VID0_D7	Video In Bit 7		Video In Bit 7
VID0_FIELD	Video In Field		Video In Field
VID0_HSYNC	Video In Hsync		Video In Hsync
VID0_VSYNC	Video In Vsync		Video In Vsync
VID1_D0		Video In Bit 0	Video In Bit 8
VID1_D1		Video In Bit 1	Video In Bit 9
VID1_D2		Video In Bit 2	Video In Bit 10
VID1_D3		Video In Bit 3	Video In Bit 11
VID1_D4		Video In Bit 4	Video In Bit 12
VID1_D5		Video In Bit 5	Video In Bit 13
VID1_D6		Video In Bit 6	Video In Bit 14
VID1_D7		Video In Bit 7	Video In Bit 15
VID1_FIELD		Video In Field	
VID1_HSYNC		Video In Hsync	
VID1_VSYNC		Video In Vsync	

Video Input Connections, Ports 2 and 3

Table 5-3 Video Input Connections, Ports 2 and 3

Pin	8-bit Video Port 2	8-bit Video Port 3	16-bit Video Ports 2 and 3
VID2_D0	Video In Bit 0		Video In Bit 0
VID2_D1	Video In Bit 1		Video In Bit 1
VID2_D2	Video In Bit 2		Video In Bit 2
VID2_D3	Video In Bit 3		Video In Bit 3
VID2_D4	Video In Bit 4		Video In Bit 4
VID2_D5	Video In Bit 5		Video In Bit 5
VID2_D6	Video In Bit 6		Video In Bit 6
VID2_D7	Video In Bit 7		Video In Bit 7
VID2_FIELD	Video In Field		Video In Field
VID2_HSYNC	Video In Hsync		Video In Hsync
VID2_VSYNC	Video In Vsync		Video In Vsync
VID3_D0		Video In Bit 0	Video In Bit 8
VID3_D1		Video In Bit 1	Video In Bit 9
VID3_D2		Video In Bit 2	Video In Bit 10
VID3_D3		Video In Bit 3	Video In Bit 11
VID3_D4		Video In Bit 4	Video In Bit 12
VID3_D5		Video In Bit 5	Video In Bit 13
VID3_D6		Video In Bit 6	Video In Bit 14
VID3_D7		Video In Bit 7	Video In Bit 15

Video Output Connections, Ports 2 and 3
Table 5-4 Video Output Connections, Ports 2 and 3

Pin	8-bit Video Port 2	8-bit Video Port 3	16-bit Video Ports 2 and 3	18-bit Video Ports 2 and 3
VID2_D0	Video Out Bit 0		Video Out Bit 0	Video Out Bit 0
VID2_D1	Video Out Bit 1		Video Out Bit 1	Video Out Bit 1
VID2_D2	Video Out Bit 2		Video Out Bit 2	Video Out Bit 2
VID2_D3	Video Out Bit 3		Video Out Bit 3	Video Out Bit 3
VID2_D4	Video Out Bit 4		Video Out Bit 4	Video Out Bit 4
VID2_D5	Video Out Bit 5		Video Out Bit 5	Video Out Bit 5
VID2_D6	Video Out Bit 6		Video Out Bit 6	Video Out Bit 6
VID2_D7	Video Out Bit 7		Video Out Bit 7	Video Out Bit 7
VID2_FIELD	Video Out Field		Video Out Field	Video Out Field
VID2_HSYNC	Video Out Hsync		Video Out Hsync	Video Out Hsync
VID2_VSYNC	Video Out Vsync		Video Out Vsync	Video Out Vsync
VID3_D0		Video Out Bit 0	Video Out Bit 8	Video Out Bit 8
VID3_D1		Video Out Bit 1	Video Out Bit 9	Video Out Bit 9
VID3_D2		Video Out Bit 2	Video Out Bit 10	Video Out Bit 10
VID3_D3		Video Out Bit 3	Video Out Bit 11	Video Out Bit 11
VID3_D4		Video Out Bit 4	Video Out Bit 12	Video Out Bit 12
VID3_D5		Video Out Bit 5	Video Out Bit 13	Video Out Bit 13
VID3_D6		Video Out Bit 6	Video Out Bit 14	Video Out Bit 14
VID3_D7		Video Out Bit 7	Video Out Bit 15	Video Out Bit 15
VID23_D16				Video Out Bit 16
VID23_D17				Video Out Bit 17

5.4.7 VOUT Direct to VIN

VOUT can be tied directly to VIN internally as shown in Figure 5-6.

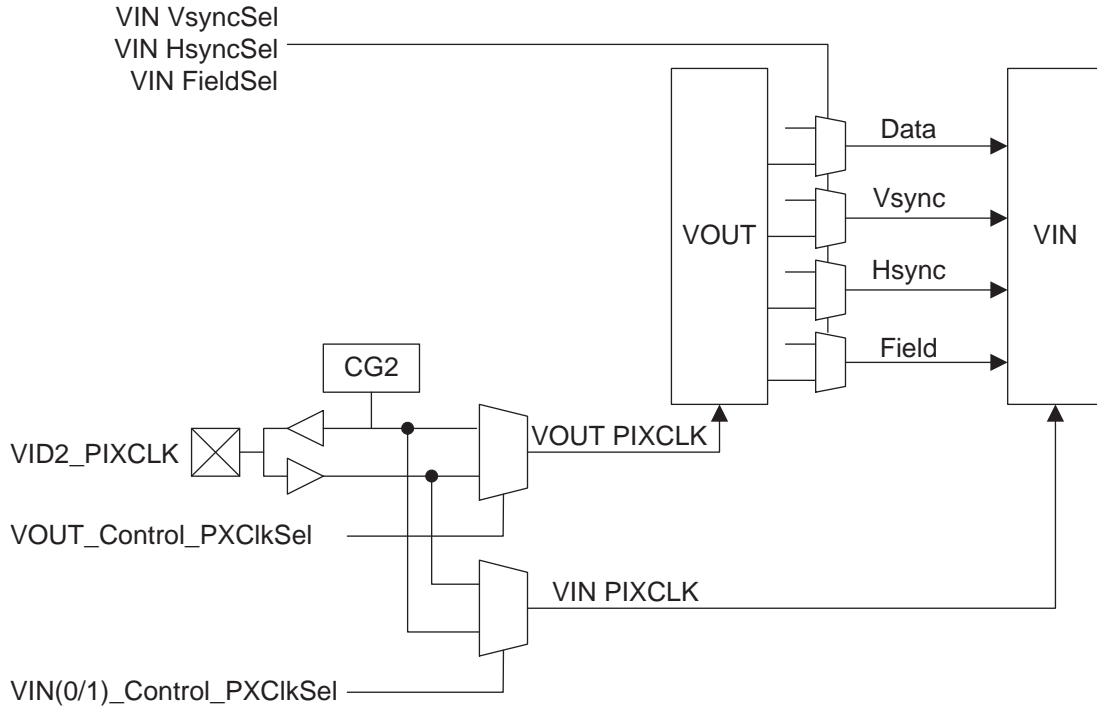


Figure 5-6 VOUT Connected Directly to VIN

5.5 Video Scaling

Video can be scaled on either the input or the output, and the scaling can occur in either the Video Input Processor (VIP) or the Video Output Processor (VOP)

5.5.1 Video Input Scaling

The Video Input Processor can run with up to a 180 MHz clock, and data can be processed at any speed up to the VIP clock. Video Scaling includes:

- Cropping (can be used to reduce input prior to up-scaling)
- Luma processing
- Chroma Processing
- Horizontal Scaling
- Motion Adaptive De-Interlacing
- Vertical Scaling
- Motion Adaptive Temporal Filtering
- Pixel Processing extracts video statistics to guide compression

The data flows as shown in Figure 5-7.

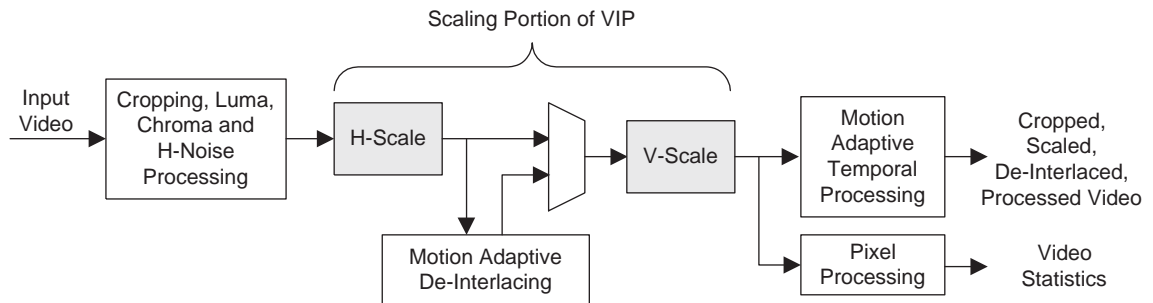


Figure 5-7 Video Input Scaling Data Flow

5.5.2 Horizontal Scaling

Horizontal scaling uses an eight tap, eight phase programmable Finite Impulse Response (FIR) filter. Taps 0 and 7 are 7-bit 2's complement, taps 1 and 6 are 8-bit 2's complement, and taps 2 and 5 are 9-bit 2's complement. Taps 3 and 4 are 10-bit magnitude value. The result is normalized by 512.

The maximum down-sampling is 8:1. The maximum up-sampling limited by the 180 MHz VIP pixel clock.

- Example 1: The SD Input can be horizontally up-sampled by 1:13.0 (from 13.5 MHz input -> 175.5 MHz, no vertical up-sampling)
- Example 2: The SD Input can be horizontally up-sampled by 1:3.6 (from 13.5 MHz input -> 48.6 MHz)
- Example 3: The HD Input can be horizontally up-sampled 1:2.4 (from 74.25 MHz input -> 178.2 MHz, no vertical up-sampling)

5.5.3 De-Interlacing

De-Interlacing uses a Four-Field Motion Adaptive algorithm. The pixels per line must be ≤ 960 (after cropping and H-SCALE) with a maximum pixel rate of 90 MHz (2 pixels per clock)

5.5.4 Vertical Scaling

Vertical Scaling uses up to an eight tap, eight phase programmable FIR filter. The available taps depend on the input to V-SCALE (after H-SCALE):

- SD (≤ 960 pixels per line) 8 taps
- SD (≤ 960 pixels per line) De-Interlaced 6 taps
- HD 4 taps
- HD vertically up-scaled 3 taps

Taps 0 and 7 are 7-bit 2's complement, taps 1 and 6 are 8-bit 2's complement, and taps 2 and 5 are 9-bit 2's complement. Taps 3 and 4 are 10-bit magnitude value. If less than eight taps are available, the center most taps are used. The result is normalized by 512.

The maximum down-sampling is 8:1, and the quality is limited by the number of taps. The maximum up-sampling limited by the 180 MHz VIP pixel clock.

- Example 1: The SD Input can be vertically up-sampled by 1:13.0 (from 13.5 MHz input \rightarrow 175.5 MHz, no horizontal up-sampling)
- Example 2: The SD Input can be horizontally and vertically up-sampled by 1:3.6 (from 13.5 MHz input \rightarrow 48.6 MHz from H-SCALE \rightarrow 174.96 MHz)
- Example 3: The HD Input can be vertically up-sampled by 1:2.4 (from 74.25 MHz input \rightarrow 178.2 MHz, no horizontal up-sampling)

5.5.5 Video Output Scaling

Video output scaling is a data driven process that occurs at the 125 MHz VOP clock rate. The data can be processed at any speed up to the VOP clock. Video Output Scaling includes:

- Luma and Chroma Vertical and Horizontal Scaling
- Luma Edge Enhancement
- Video and Graphics Mixing
- Hardware Cursor
- Color Processing
- Formatting video for desired output: RGB or YUV 4:2:2

Figure 5-8 shows the flow of data during video output scaling.

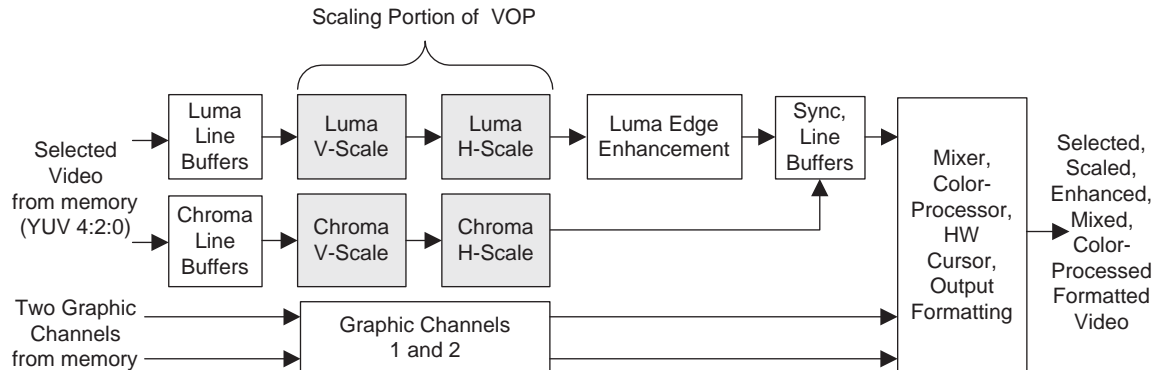


Figure 5-8 Video Output Processing Data Flow

5.5.6 Vertical Scaling

Vertical scaling uses up to an eight-tap, eight-phase programmable FIR filter for Luma and Chroma. The number of available taps depends on whether up-scaling or down-scaling is occurring and the horizontal resolution input to V-SCALE:

- Up-sampling, ≤ 960 pixels per line: 8 taps Luma, 4 taps Chroma
- Up-sampling, ≤ 960 pixels per line: 6 taps Luma, 4 taps Chroma
- Up-sampling, > 960 pixels per line: 4 taps Luma, 2 taps Chroma
- Down-sampling: 2 taps Luma, 2 taps Chroma

Taps 0 and 7 and taps 1 and 6 are 6-bit 2's complement, and taps 2 and 5 are 7-bit 2's complement. Taps 3 and 4 are 8-bit magnitude value. If less than eight taps are available, the center most taps are used. The result is normalized by 256.

The down-sampling ratio limited by the quality achievable with two taps (and the 125 MHz VOP pixel clock). There is no limit on the up-sampling ratio other than limit imposed by video output clock.

5.5.7 Horizontal Scaling

Taps 0 and 7 and taps 1 and 6 are 6-bit 2's complement, and taps 2 and 5 are 7-bit 2's complement. Taps 3 and 4 are 8-bit magnitude value. The result is normalized by 256.

The maximum down-sampling is 8:1 and limited by the 125 MHz VOP pixel clock.

- Example 1: The video for SD Output can be horizontally down-sampled 8:1 (from 108.0 MHz -> 13.5 MHz SD output, no vertical down-sampling)
- Example 2: The video for SD Output can be vertically and horizontally down-sampled 3:1 (from 121.5 MHz -> 40.5 MHz from V-SCALE -> 13.5 SD MHz output)
- Example 3: The video for HD Output can be horizontally down-sampled 1.67:1 (from 124.2 MHz -> 74.25 MHz HD output, no vertical down-sampling)

There is no limit on up-sampling ratio other than that it is limited to eight taps and the limit imposed by video output clock).

5.5.8 Using the VIP for Output Scaling

The Video Output Processor (VOP) vertical down-scaling is limited to two taps, which restricts the output quality. Using one of the Video Input Processors (VIPs) for down-scaling can greatly improve the output quality. Refer to Figure 5-4 on page 103.

To use the Video Input Processor for down-scaling:

1. The desired video is read from memory into a VIP
2. The VIP implements High-Quality down-scaling
3. The output of the VIP is written back to memory
4. The Scaled Video is then output through the VOP as normal

5.5.9 Using the VIP for Picture in Picture

A Video Input Processor can be used to scale video and create composites. If a VIP is not used as an input processor it is available for scaling video. An example is Video Conferencing. In this application, the local live video is sent out to the remote site, but it is also combined with the video being received as a picture-in-Picture (PIP) so that the local participants can see the signal that is being sent out.

In this case:

1. The remote video signal is received and decompressed into memory
 2. VIP1 processes the local live camera input for compression
 3. That input is compressed and transmitted to the far end.
 4. VIP2 scales the live camera input for PIP
 5. VIP2 writes the PIP video over the decompressed video received from the remote site
 6. The VOP outputs the combined image each frame to the local monitor
-

VIN0 and VIN1 Control

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved													CLK En	MSBDataSel	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MSB-Data Sel	LSBDataSel			PXCLKSel			FieldSel			VsyncSel			HsyncSel		
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
CLKEn		Clock Enable bit for the video input clock.													
MSBDataSel		000: Source from V0_DATA (default) 001: Source from V1_DATA 010: Source from V2_DATA 011: Source from V3_DATA 100: Source from VOUT internal signals In HD mode, this field selects the video data bus to source the MSB, data[15:8].													
LSBDataSel		000: Source from V0_DATA (default) 001: Source from V1_DATA 010: Source from V2_DATA 011: Source from V3_DATA 100: 100: Source from VOUT internal signals In SD mode this field selects the video data bus to source the input data. In HD mode, this field selects the video data bus to source the LSB, data[7:0].													
PXCLKSel		000: Source from V0_PXCLK pad input (default) 001: Source from V1_PXCLK pad input 010: Source from V2_PXCLK pad input 011: Reserved 100: Source from V0_PXCLK clock generator directly. (likely not used) 101: Source from V1_PXCLK clock generator directly. (likely not used) 110: Source from V2_PXCLK clock generator directly 111: Source from V3_PXCLK clock generator directly When VIN sources a video stream from the VOP, it gets it from the internal signals, not from the signals that go through the pad. These signals should be timed internally directly from the clock generator. The VOP should be set to source its clock from the same internal signal from the clock generator													
FieldSel		000: Source FIELD from VC0 pad input (default) 001: Source FIELD from VC1 pad input 010: Source FIELD from VC2 pad input 011: Source FIELD from VC3 pad input 100: Source FIELD from the internal VOP signal The '100' option will probably not be used as the device can just operate in 656 mode.													
VsyncSel		000: Source VSYNC from VC0 pad input (default) 001: Source VSYNC from VC1 pad input 010: Source VSYNC from VC2 pad input 011: Source VSYNC from VC3 pad input 100: Source VSYNC from the internal VOP signal The '100' option will probably not be used as the device can just operate in 656 mode.													
HsyncSel		000: Source HSYNC from VC0 pad input (default) 001: Source HSYNC from VC1 pad input 010: Source HSYNC from VC2 pad input 011: Source HSYNC from VC3 pad input 100: Source HSYNC from the internal VOP signal The '100' option will probably not be used as the device can just operate in 656 mode.													

VOUT Control

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved											ClkEn	VidDataFmtSel	PXCLKSel		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
VC2DataSrc		VC2FieldSrc		VC2VsyncSrc		VC2HsyncSrc		VC3DataSrc		VC3FieldSrc		VC3VsyncSrc		VC3HsyncSrc	
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
ClkEn		0: VOUT clock is disabled. (Default) 1: Enable VOUT clock.													
VidDataFmtSel		00: Defaults to VC2DataSrc/VC1DataSrc (Default) 01: 18 Bit RGB mode is enabled. 10: 16 Bit RGB mode is enabled. 11: Reserved													
PXCLKSel		00: Source from Video Clock Generator 2 01: Source from Video Clock Generator 3 10: Source from V2_PXCLK pad input 01: Reserved													
VC2DataSrc		00: VC2 DATA output is inactive. (Default) 01: VC2 DATA is actively driven to zero. 10: if (VidDataFmtSel==01) VC2_DATA = {pixdata[21:18], pixdata [15:12]}; else if (VidDataFmtSel==10) VC2_DATA = {pixdata [23:19], pixdata [15:13]}; else VC2_DATA = pixdata 23:16]; 11: if (VidDataFmtSel==01) VC2_DATA = {pixdata [11:10], pixdata [7:2]}; else if (VidDataFmtSel==10) VC2_DATA = {pixdata [12:10], pixdata [7:3]}; else VC2_DATA = pixdata [15:8];													
VC2FieldSrc		00: VID2_FIELD output is inactive. (Default) 01: VOUT sources FIELD from VID2_FIELD. 10: VID2_FIELD output is actively driven from VOUT. 11: VID2_FIELD is actively driven to zero													
VC2VsyncSrc		00: VID2_VSYNC output is inactive. (Default) 01: VOUT sources VSYNC from VID2_FIELD. 10: VID2_VSYNC output is actively driven from VOUT. 11: VID2_VSYNC is actively driven to zero.													
VC2HsyncSrc		00: VID2_HSYNC output is inactive. (Default) 01: VOUT sources Field from VID2_HSYNC. 10: VID2_HSYNC output is actively driven from VOUT. 11: VID2_HSYNC is actively driven to zero.													

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved											ClkEn	VidDataFmtSel	PXCLKSel		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
VC2DataSrc		VC2FieldSrc		VC2VsyncSrc		VC2HsyncSrc		VC3DataSrc		VC3FieldSrc		VC3VsyncSrc		VC3HsyncSrc	
VC3DataSrc		00: VC3 DATA output is inactive. (Default) 01: VC3 DATA is actively driven to zero. 10: if (VidDataFmtSel==01) VC3_DATA = {pixdata[21:18], pixdata [15:12]}; else if (VidDataFmtSel==10) VC3_DATA = {pixdata [23:19], pixdata [15:13]}; else VC3_DATA = pixdata 23:16]; 11: if (VidDataFmtSel==01) VC3_DATA = {pixdata [11:10], pixdata [7:2]}; else if (VidDataFmtSel==10) VC3_DATA = {pixdata [12:10], pixdata [7:3]}; else VC3_DATA = pixdata [15:8];													
VC3FieldSrc		00: VID3_FIELD output is inactive. (Default) 01: VOUT sources FIELD from VID3_FIELD. If VC2FieldSrc is set to 01, VC2FieldSrc has priority. 10: VID3_FIELD output is actively driven from VOUT. 11: VID3_FIELD is actively driven to zero.													
VC3VsyncSrc		00: VID3_VSYNC output is inactive. (Default) 01: VOUT sources VSYNC from VID3_FIELD. If VC2VsyncSrc is set to 01, VC2VsyncSrc has priority. 10: VID3_VSYNC output is actively driven from VOUT. 11: VID3_VSYNC is actively driven to zero.													
VC3HsyncSrc		00: VID3_HSYNC output is inactive. (Default) 01: VOUT sources Field from VID3_HSYNC. If VC3HsyncSrc is set to 01, VC2HsyncSrc has priority. 10: VID3_HSYNC output is actively driven from VOUT. 11: VID3_HSYNC is actively driven to zero.													

5.6 Audio Interfaces

The Audio interface has two signal groups. Each group can operate at audio frequencies independent of each other. The two signals groups allow for two independent stereo inputs which matches the two independent video inputs. There are also three stereo outputs in Audio Group 0.

5.6.1 Audio Group Signals

The following diagram illustrates signal paths and timing for the two audio interfaces.

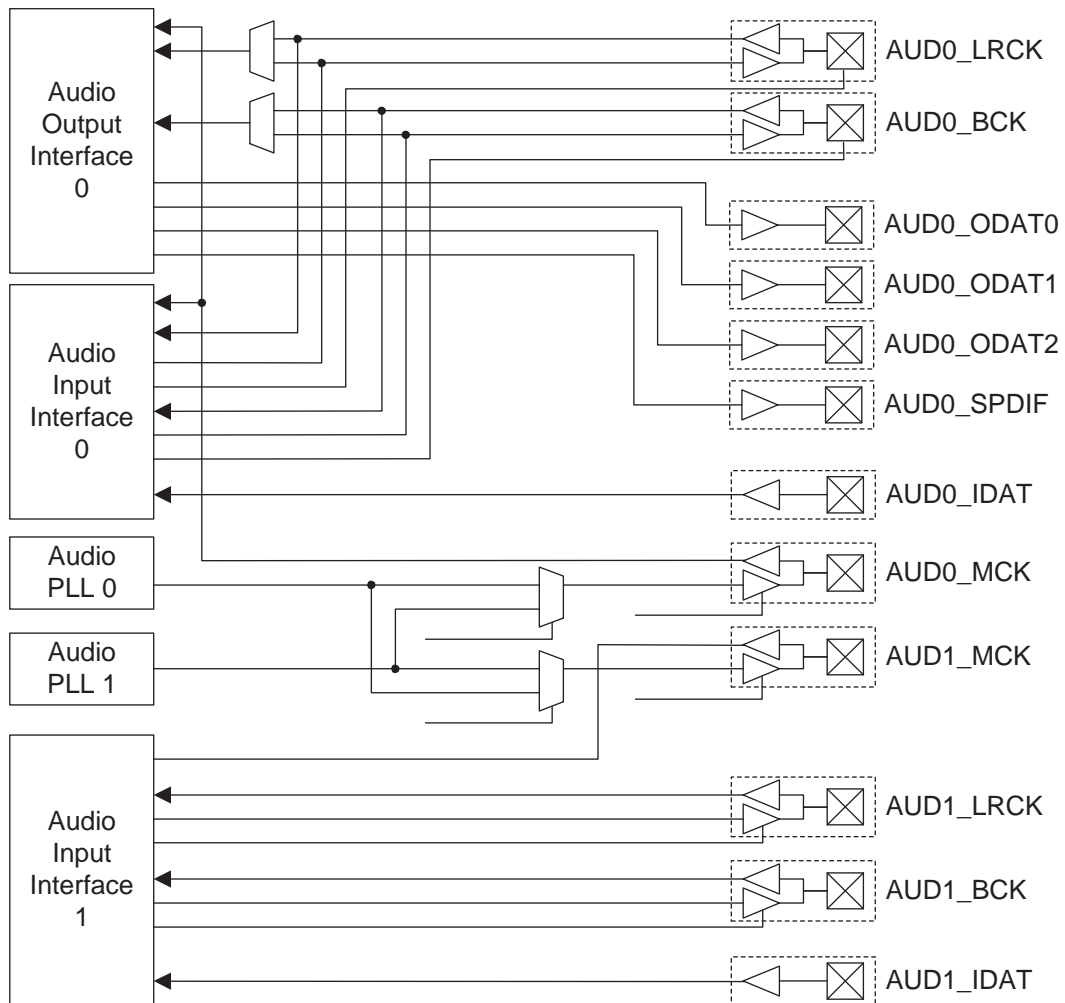


Figure 5-9 Audio Group Signals

5.6.2 Audio Clocking

Each signal group has an independent MCLK associated with it. MCLK runs at $256 * f_s$, where f_s is the sampling frequency. The MG3500 HD H.264 Codec SoC is intended to operate at the following sampling frequencies.

- 48, 24, 12 kHz
- 44.1, 22.05, 11.025 kHz
- 32, 16, 8 kHz

MCLK can either be sourced from the internal PLL or from an external clock source.

5.6.3 Audio Registers

- Select AUD0_MCLK between PLL2, PLL3, and external clocks
 - Select AUD1_MCLK between PLL2, PLL3, and external clocks
-

5.7 Host Interfaces

The MG3500 HD H.264 Codec SoC has three types of Host Interfaces: Parallel Master, Parallel Slave, and Serial.

The MG3500 SoC Parallel Host Interface is modeled on the commonly used generic asynchronous-style interface. It consists of a 16-bit data path (HOST_D[15:0]), 23 bits of address, and control signals. The 23 bits address are formed using HOST_A[22:7] and HOST_A[6:1] for the lower 22 bits, and one of the Chip Select pins HOST_CS[5:1] for A23 (see “HOSTChipSelect Register” on page 151). The parallel interface also can be used as a Multiplexed/Data address bus. When using devices with multiplexed address/data buses, the lower 16-bits of the address are sent on the data bus, and all 23-address bits are sent on the address bus. The external device needs to read the upper eight address bits from the address data.

The MG3500 SoC Serial Host Interface is a Serial Peripheral Interface Bus (SPI)-type interface with CPHA=1 and CPOL=1.

The Host Interface pins are shared between the different interfaces. The multiplexing scheme for the Host Interface pins is shown in “Host Interface Pin Multiplexing” on page 149.

5.7.1 MG3500 SoC Master Host Interface

In Master mode, the ARM926-EJ microcontroller inside controls the operation of the internal Codec and peripherals and uses the Host Bus to communicate with external devices. Examples of external devices that are supported are:

- Sevel and other Mobilygen Coprocessors
- TMS320DM642 (Texas Instruments DSP)
- ADSP2191 (Analog Devices DSP)
- 62256 (industry standard static RAM)

The external devices can have an 8-bit or 16-bit wide data bus, and up to a 24-bit wide address bus.

In Master mode, the host interface is dynamically shared between three different functions:

- Host Master Interface
- NAND/NOR Flash Memory Interface
- Compact Flash Memory Interface

and the Host interface and Compact Flash interface pins are shared between these three functions. The Chip Select signals for each of these interfaces is used to signal the start and end of the interface’s transaction. A single interface owns the common set of I/O pins for the duration of the transaction.

The remainder of this section discusses the Host Processor interface. The Compact Flash and IDE interface is discussed in “Compact FLASH, IDE” on page 162, and the NAND/NOR Flash Interface is discussed in “NAND and NOR Flash Controller” on page 164.

Host Master Interface Connection Diagram

The MG3500 HD H.264 Codec SoC Host Interface connections in Master mode are shown in Figure 5-10.

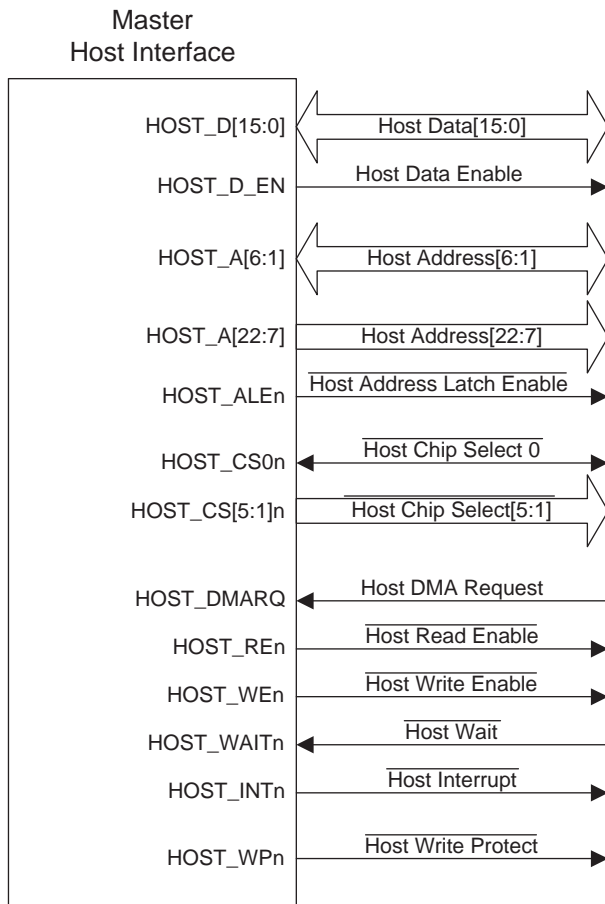


Figure 5-10 Host Interface Master Mode Connections Diagram

The signals that comprise the MG3500 SoC Master Host Interface are shown in Table 5-5.

Table 5-5 MG3500 SoC Master Host Interface Pin Descriptions

Pin Name	Signal Name	Direction	Description
HOST_D[15:00]	Data [15:0]	Bidirectional	16-bit bidirectional Host Data Bus
HOST_D_EN	Host Data Enable	O	Host Data Enable
HOST_A[6:1]	Address [6:1]	Bidirectional	In Master mode, these act as output pins, and are the six LSBs of the Host Address (along with HOST_A[22:7]). In Slave mode, these act as input pins, and are the complete Host Address.
HOST_A[22:7]	Address [22:7]	Outputs	In Master mode, these act as output pins, and are the MSBs of the Host Address (along with HOST_A[6:1]). These signals are not used in Slave Mode.

Table 5-5 MG3500 SoC Master Host Interface Pin Descriptions

Pin Name	Signal Name	Direction	Description
HOST_ALEn	Host Address Latch Enable	Output	In Master mode, this signal is used to latch the address. This signal is not used in Slave Mode.
HOST_CS0n	Host Chip Select 0	Bidirectional	Active Low Host Chip Select. In Master mode, this signal acts as an output to select the external logic. In Slave mode, this signal acts as a chip select input, and is used to access the MG3500 SoC's Internal registers, External memory, bitstream read and write FIFO registers.
HOST_CS[5:1]n	Host Chip Select x	Output	Active Low Host Chip Selects. These pins are programmed using the "HOSTChipSelect Register" on page 151.
HOST_REn	Read Enable	Output (Master) Input (Slave)	Active Low Read Enable. In Master mode, the MG3500 SoC asserts this output to indicate that the ARM processor wants to read data from a resource outside the MG3500 SoC. In Slave mode, the external host processor asserts this input to indicate that the it wants to read data from an address inside the MG3500.
HOST_WRn	Write Enable	Output (Master) Input (Slave)	Active Low Write Enable. In Master mode, the MG3500 SoC asserts this output to indicate that the ARM processor wants to write data to a resource outside the MG3500 SoC. In Slave mode, the external host processor asserts this input to indicate that the it wants to write data to an address inside the MG3500.
HOST_INTn	Interrupt	Output	Active Low Host Interrupt Request. In Host Slave mode, this signal is an open-collector output and requires a 1 KOhm pull-up resistor.
HOST_DMARQ	Host DMA Request	Input	HOST DMA Request
HOST_WAITn	Wait	Input (Master) Output (Slave)	In Master mode, the external device asserts this pin to extend the bus cycle until it is able to accept data (during a write cycle) or present data (during a read cycle). The polarity of HOST_WAIT is programmable on a per-Chip Select basis in Master mode. In Slave mode, the MG3500 asserts this pin low to extend the bus cycle until it is able to accept data (during a write cycle) or present data (during a read cycle). In Host Slave mode, this signal is always an active low open-collector output and requires a 1 KOhm pull-up resistor.

Master Host Interface Read and Write Timing

This section provides information on the timing used when reading or writing the Master Host Interface (MHIF).

Note that in Figure 5-11 and Figure 5-12:

- Signals are sampled on the rising edge of CLK
- CLK is an internal signal and runs at half the ARM clock rate
- H_DMAREQ_i is an internal signal that is asserted one CLK cycle after the external signal H_DMAREQ

Figure 5-11 shows the timing used when reading the Master Host Interface and Figure 5-12 shows the timing used when writing the Master Host Interface.

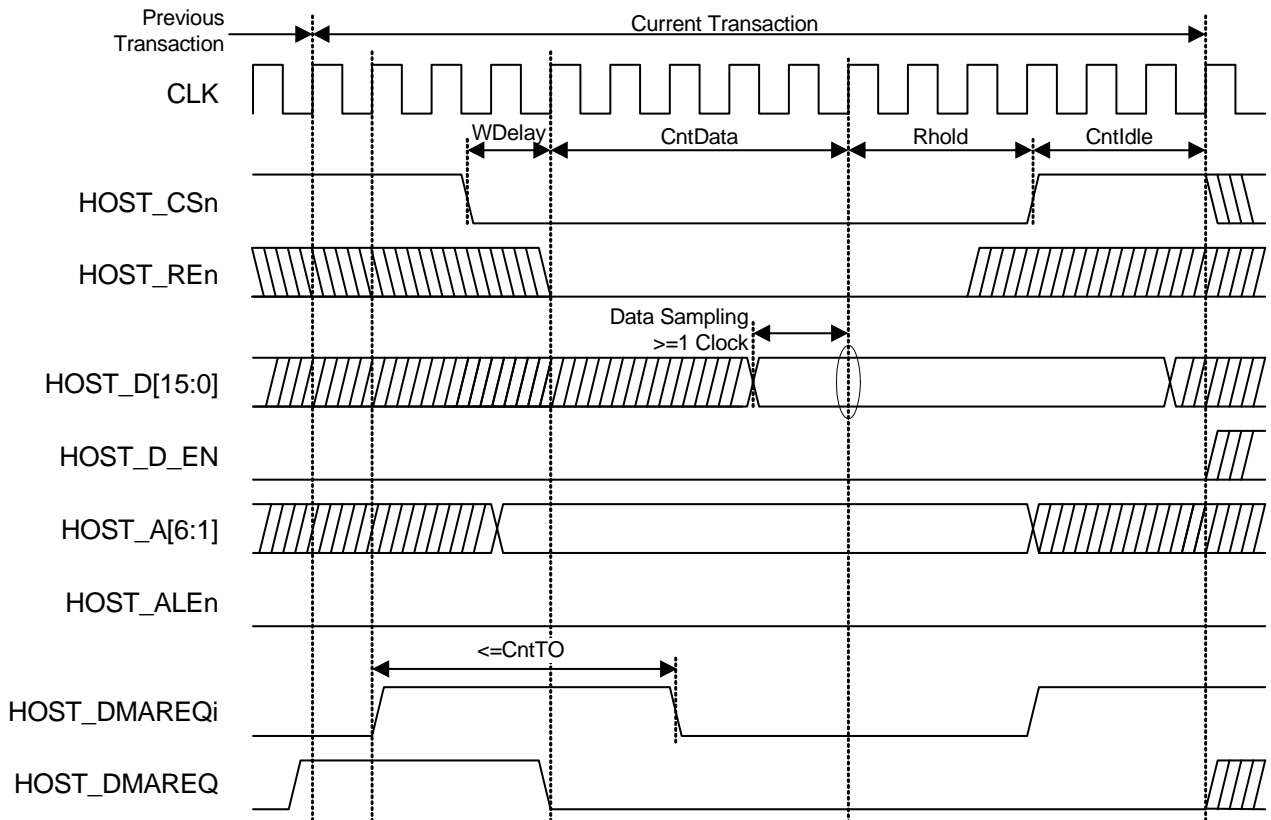


Figure 5-11 Read Timing for the Master Host Interface

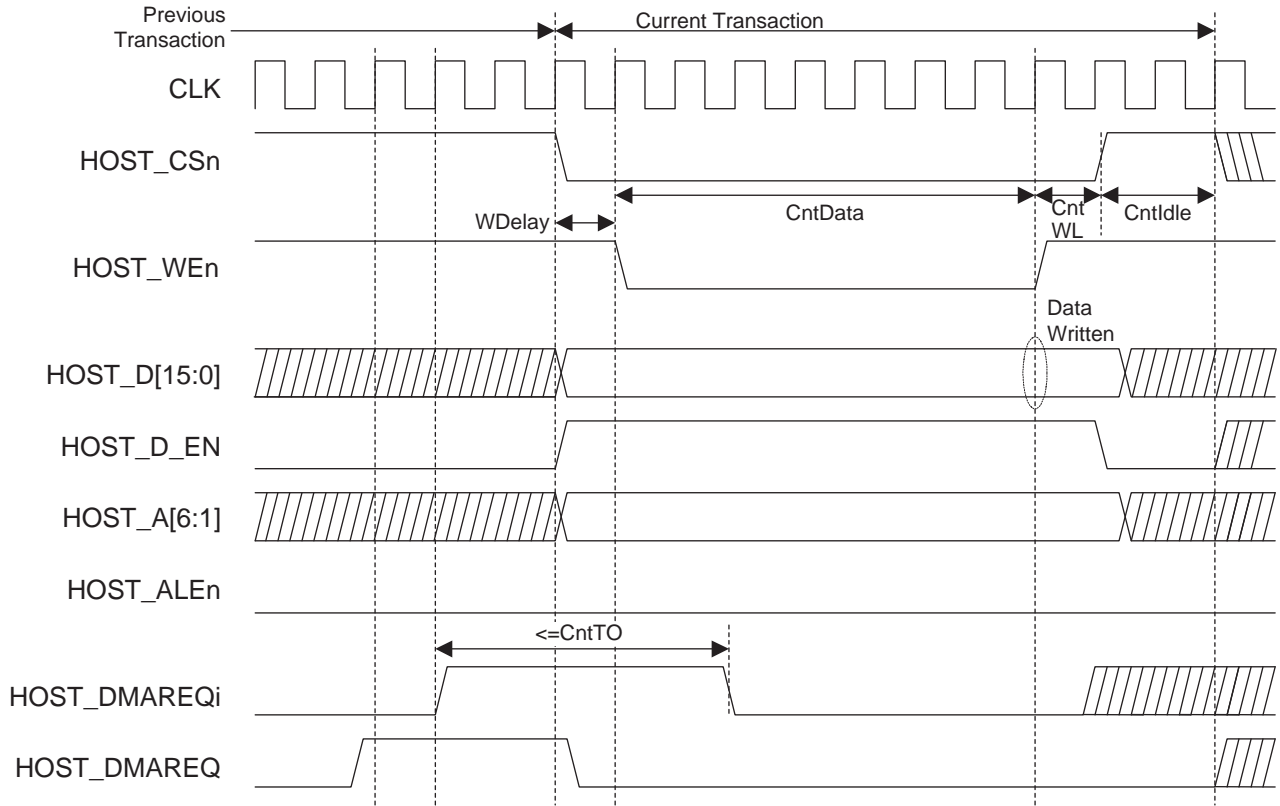


Figure 5-12 Write Timing for the Master Host Interface

Master Host Interface Registers

This section provides a description of the Master Host Interface (MHIF) Registers.

DevConfigAn Register

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Addr Inc	WEn		DMA WEn	Bus Mux	DEndian		DWB	AddrMask							
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
AddrMask				AddrBase											
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
AddrInc		The device addresses will not be incremented when generating multiple device transactions out of an AMBA High-Speed Bus (AHB) transaction. Default = 0													
WEn		Wait for MHIF_WAIT from the device (during a device transaction). The default (set to 0) means that the MHIF will not wait for MHIF_WAIT during a transaction. If (set to 1) then the MHIF will wait for MHIF_WAIT to be asserted during a transaction. Bit 0: Wait during Data Phase. Bit 1: Wait during Address Phase in muxed mode. Attention: WEn's functionality overlaps with that of TOEn. See Note on page 126.													
DMAWEn		Wait for MHIF_DMARQ from the device (before starting a device transaction). The default (set to 0) means the MHIF will not wait for MHIF_DMARQ before starting a device transaction. If (set to 1) then the MHIF will wait for MHIF_DMARQ to be asserted before starting a device transaction.													
BusMux		Address and write data on separate buses versus a common bus. The default (set to 0) means there are separate buses for address and write data. If (set to 1) then MHIF_ADDR is used as a combined bus to carry data and address, and MHIF_DATA_OUT is not used.													
DEndian		Device Endianess. See Sub-chapter Data Endianess.													
DWB		Device data Width in (Bytes-1) If (set to 0) then the device data width is 8. If (set to 1) then the device data width is 16.													
AddrMask		Defines which bits in AddrBase should be compared. The bits in AddrMask that are equal to "0" will be ignored during address comparison.													
AddrBase		If the most significant 12 bits of Device address from the AHB (that is, bits 23...12) are equal to the AddrBase for the bits enabled with the corresponding AddrMask, and the Valid bit is set, then the corresponding CSn will be asserted.													

DevConfigBn Register

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RHold		DL	WaitL	CSL	ALEL	WDelay		TOEn	CntPS		CntIdle		CntTO		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CntTO				CntWH		CntData			CntAH		CntAW		CntAS		
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
WDelay		Delay between CS and Write. The default (set to 0) means CS and WR are asserted at the same time. If (set to 1) then WR is asserted 1 clock after CS.													
RHold		Hold time after sampling read data. The default (set to 0) means CS, RD, ADDR are held 0 clocks after data sampling. If (set to 1) then CS, RD, ADDR are held 1 clock after data sampling.													
DL		MHIF_DMARQ is active low (default is active high).													
WaitL		MHIF_WAIT is active low (default is active high).													
CSL		Chip Select is active low (default is active high).													
ALEL		Address Latch Enable strobe acts on the high-to-low transition (default is low-to-high).													
TOEn		Timeout enable. Default (set to 0) means the Time Out mechanism is disabled (ignore MHIF_WAIT and CntTO). If (set to 1) then the Time Out mechanism is enabled. Attention: TOEn's functionality overlaps with that of WEn. See Note on page 126.													
CntPS		Pre-scaler for CntAleS, CntAleW, CntAleH, CntData, CntWH, CntIdle.													
CntIdle		Inter-access Chip Select idle time in number of clocks.													
CntTO		Device Wait Time Out delay in number of clocks.													
CntWH		Write Hold Data delay in number of clocks.													
CntData		Read Data out sampling delay in number of clocks (previously known as WaitStates).													
CntAH		ALE Hold time in number of clocks.													
CntAW		ALE Width in number of clocks minus 1.													
CntAS		ALE Setup time in number of clocks.													

Note: Flags TOEn (timeout enable) and WEn (wait enable) are not independent. For example, if TOEn is set to 1 then WEn needs to be set to 1, and if WEn is set to 0 then TOEn needs to be set to 0. The situation TOEn set to 1 and WEn set to 0 is illegal (the user requests wait timeout but doesn't enable waiting). *Attention:* In this situation, the MHIF disregards WEn, and implements the timeout mechanism assuming WEn set to 1.

WEn	TOEn	Command
0	0	No wait, no timeout
0	1	Wait, timeout (Attention)
1	0	Wait, no timeout
1	1	Wait, timeout

IntPend Register

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														Int Pend WTO	Int Pend UM
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
IntPendWTO		"MHIF_WAIT Time Out" interrupt pending													
IntPendUM		"Trying to access address UnMapped to any device" interrupt pending													

IntPend Register

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														Int En Clr WTO	Int En Clr UM
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
IntEnClrWTO		"MHIF_WAIT Time Out" interrupt enable clear													
IntEnClrUM		"Trying to access address UnMapped to any device" interrupt enable clear													

Even though this address is seen by the Firmware as a register in the MHIF Register File, it's not a register. Physically it's a bus connected to control logic that eventually feeds/reads the Interrupt Enable register. The Interrupt Enable register itself is only visible to firmware through IntEnSet and IntEnClr.

IntPend Register

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														Int Pend WTO	Int Pend UM
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
IntPendWTO		"MHIF_WAIT Time Out" interrupt pending													
IntPendUM		"Trying to access address UnMapped to any device" interrupt pending													

Even though this address is seen by the Firmware as a register in the MHIF Register File, it's not a register. Physically it's a bus connected to control logic that eventually feeds/reads the Interrupt Enable register. The Interrupt Enable register itself is only visible to firmware through IntEnSet and IntEnClr.

5.7.2 Slave Host Interface

In slave mode, an external System Host CPU controls the MG3500 through the Host Interface. The MG3500 Host Interface also serves as the compressed data interface. This interface allows for directly-addressable access to the external DRAM, the Bitstream Write FIFO, and the MG3500 SoC registers.

In slave mode, only the resources on the Codec side of the MG3500 are addressable through the Host Slave interface. Address lines HOST_A[6:1] are used to address the desired resource, and address lines HOST_A[22:7] are not used.

Slave Host Interface Connections

Figure 5-13 shows the connections when using the MG3500 SoC in Slave Host Interface mode.

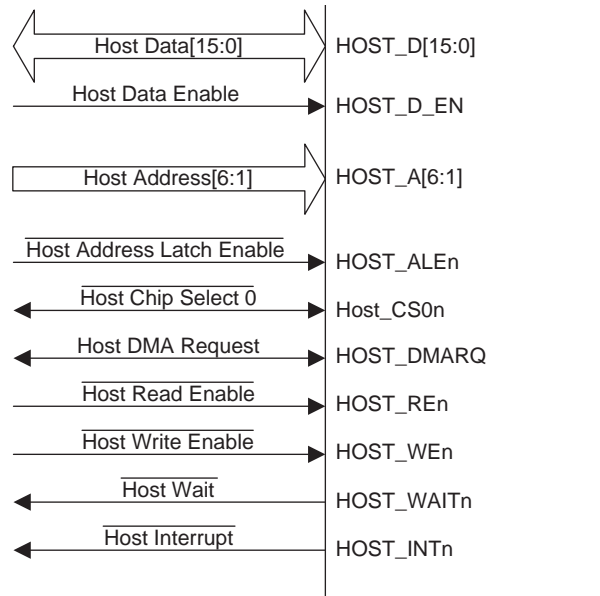


Figure 5-13 MG3500 Slave Host Connections

MG3500 SoC Slave Host Interface Signals

The signals that comprise the MG3500 Slave Host Interface are shown in Table 5-6.

Table 5-6 Slave Host Interface Pin Descriptions

Pin Name	Signal Name	Direction	Description
HOST_D[15:0]	Data [15:0]	Bidirectional	16-bit bidirectional Host Data Bus
HOST_A[6:1]	Address [6:1]	Bidirectional	In Master mode, these act as output pins, and are the six LSBs of the Host Address (along with HOST_A[22:7]). In the Slave mode, these input pins are the complete Host Address.
HOST_CS0n	$\overline{\text{Host Chip Select 0}}$	Bidirectional	Active Low Host Chip Select. In Master mode, this signal acts as an output to select the external logic. In Slave mode, this signal acts as a chip select input, and is used to access the MG3500 SoC's internal registers, external memory, and bitstream read and write FIFO registers.
HOST_REn	$\overline{\text{Read Enable}}$	Output (Master) Input (Slave)	Active Low Read Enable. In Master mode, the MG3500 SoC asserts this output to indicate that the ARM processor wants to read data from a resource outside the MG3500 SoC. In Slave mode, the external host processor asserts this input to indicate that the it wants to read data from an address inside the MG3500.
HOST_WRn	$\overline{\text{Write Enable}}$	Output (Master) Input (Slave)	Active Low Write Enable. In Master mode, the MG3500 SoC asserts this output to indicate that the ARM processor wants to write data to a resource outside the MG3500 SoC. In Slave mode, the external host processor asserts this input to indicate that the it wants to write data to an address inside the MG3500.
HOST_INTn	$\overline{\text{Interrupt}}$	Output	Active Low Host Interrupt Request. In Slave mode, this signal has an open-collector output and requires a 1 KOhm pull-up resistor.
HOST_DMARQ	Host DMA Request	Output	HOST DMA Request.
HOST_WAITn	Wait	Input (Master) Output (Slave)	Host Wait pin. In Master mode, the external device asserts this pin to extend the bus cycle until it is able to accept data (during a write cycle) or present data (during a read cycle). In Slave mode, the MG3500 asserts this pin to extend the bus cycle until it is able to accept data (during a write cycle) or present data (during a read cycle). In Slave mode, this signal has an open-collector output and requires a 1 KOhm pull-up resistor.

Slave Host Interface Programmer's Model

Because internal operations such as DRAM access and Configuration/Status Register access can incur a lot of latency, and because this latency may not be tolerable to an external host access transaction, the host interface on the MG3500 SoC uses an indirect access method to access internal device resources. In this mode of operation, read and write accesses are deterministic and no Host Ready (or Wait) signaling is needed. A simple SRAM access-type interface is sufficient.

There are only enough registers to require six bits of addressing. Based on this, the Asynchronous Parallel Interface supports a single chip-select mode consisting of one chip select (HOST_CS0n) and six bits of address (HOST_A[6:1]).

The Slave Interface uses a flat six-bit address space. Table 5-7 shows the address space.

Table 5-7 Register Address Map

Register	Offset	Access	Description
EM1Cmd	0x00	R/W	External Memory DMA Command
EM1XferSize	0x02	R/W	External Memory DMA Transfer Size
EM1SrcAddrH	0x04	R/W	External Memory DMA Source Address High
EM1SrcAddrL	0x06	R/W	External Memory DMA Source Address Low
EM1DestAddrH	0x08	R/W	External Memory DMA Destination Address High
EM1DestAddrL	0x0A	R/W	External Memory DMA Destination Address Low
EM1Status	0x0C	Read	External Memory DMA Status
EM1RemCount	0x0E	Read	External Memory DMA Transfer Remainder Count
EM1Config	0x10	R/W	External Memory DMA Configuration
EM1FifoRdPort	0x12	Read	External Memory DMA FIFO Read Port (from memory)
EM1FifoWrPort	0x14	R/W	External Memory DMA FIFO Write Port (to memory)
EM1FifoStatus	0x16	Read	External Memory DMA FIFO Status
CSRCmd	0x20	R/W	Configuration/Status Register Command
CSRAddr	0x22	R/W	Configuration/Status Register Address
CSRWrDataH	0x24	R/W	Configuration/Status Register Write Data High
CSRWrDataL	0x26	R/W	Configuration/Status Register Write Data Low
CSRRdDataH	0x28	Read	Configuration/Status Register Read Data High
CSRRdDataL	0x2A	Read	Configuration/Status Register Read Data Low
CSRStat	0x2C	R/W	Configuration/Status Register Status
PeriIntPend	0x2E	R/W	Peripherals Interrupt Pending (including CSR)
PeriIntEnSet	0x30	R/W	Peripherals Interrupt Enable – Set
PeriIntEnClr	0x32	R/W	Peripherals Interrupt Enable – Clear
HS_PLL0Control1	0x34	R/W	Slave Host PLL 0 Control
HS_PLL0Control2	0x36	R/W	Slave Host PLL 0 Control
ChipID	0x38	Read	Chip ID

Table 5-7 Register Address Map

Register	Offset	Access	Description
EM2Cmd	0x40	R/W	External Memory DMA Command
EM2XferSize	0x42	R/W	External Memory DMA Transfer Size
EM2SrcAddrH	0x44	R/W	External Memory DMA Source Address High
EM2SrcAddrL	0x46	R/W	External Memory DMA Source Address Low
EM2DestAddrH	0x48	R/W	External Memory DMA Destination Address High
EM2DestAddrL	0x4A	R/W	External Memory DMA Destination Address Low
EM2Status	0x4C	Read	External Memory DMA Status
EM2RemCount	0x4E	Read	External Memory DMA Transfer Remainder Count
EM2Config	0x50	R/W	External Memory DMA Configuration
EM2FifoRdPort	0x52	Read	External Memory DMA FIFO Read Port (from memory)
EM2FifoWrPort	0x54	R/W	External Memory DMA FIFO Write Port (to memory)
EM2FifoStatus	0x56	Read	External Memory DMA FIFO Status
BFifoWrPort	0x60	R/W	Bitstream FIFO Write Port (to Media Engine)
BFifoStatus	0x62	Read	Bitstream FIFO Status Register
BFifoConfig	0x64	R/W	Bitstream FIFO Configuration Register

5.8 Configuration and Status Register (CSR) Definition

To access the configuration/status registers (CSRs) from an external host processor, an interface block is provided with a simple set of registers mapped to HOST_CS0. The offsets for each of the registers in this device are listed in Table 5-7 on page 130.

Note: A data “word” in this section refers to a 32-bit word.

This interface device also allows for interrupt status reporting and enabling. The detailed description of the registers is given starting on the next page.

The procedure to read a MG3500 SoC register is:

1. Set up the PeriIntEn registers to enable the CSR interrupt, if that is the preferred method for getting the “access done” message. This only needs to be done once for all CSR accesses.
2. Write the Address to the CSRAddr register.
3. Write the command bits (CSRAccess = 0) to the CSRCmd register.
4. Poll the CSRDone bit in the CSRStat register, or wait for the interrupt.
5. Read the return data from the CSRRdDataH and CSRRdDataL registers.
6. Read CSRStat and check that it has the expected value.
7. Clear the CSRInt bit in the PeriIntPend register if using interrupts, or clear CSRDone bit in the CSRStatus register if polling.

The procedure to write a MG3500 SoC register is:

1. Set up the PeriIntEn registers to enable the CSR interrupt, if that is the preferred method for getting the “access done” message. This only needs to be done once for all CSR accesses.
 2. Write the return data to the CSRRdDataH and CSRRdDataL registers.
 3. Write the Address to the CSRAddr register..
 4. Write the command bits (CSRAccess = 1) to the CSRCmd register.
 5. Poll the CSRDone bit in the CSRStat register, or wait for the interrupt.
 6. Read the CSRStat register and check that it has the expected value. (In some cases, it may be necessary to read the CSRRdData registers to check a value returned by the Configuration/Status Register Block, if the operation is more complex than a simple register read or write.)
 7. Clear the CSRInt bit in the PeriIntPend register if using interrupts, or clear CSRDone bit in the CSRStatus register if polling.
-

CSRCmd

Offset: 0x20

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CAcc		CSRLen			Reserved				CSRBlockID						
Reserved fields should be ignored (masked) when read and only 0's should be written to them.															
CSRAccess		A 0 written to this field initiates a CSR read from the address provided in CSRAddr. A 1 written to this field, initiates a CSR write to the address provided in CSRAddr with the data provided in CSRWrData.													
CSRLen		000 = 4 byte (word) access 001 = 1 byte access 010 = 2 byte (halfword) access Other codes are reserved and should not be used.													
CSRBlockID		Block ID for a Configuration/Status Register access													

CSRAddr

Offset: 0x22

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CSRAddr															
Reserved fields should be ignored (masked) when read and only 0's should be written to them.															
CSRAddr		Address (within a Configuration/Status Register Block) for a CSR access. Expected to be word-aligned (bits [1:0] are 0) for 4-byte access and half-word aligned (bit [0] is 0) for 2-byte access.													

CSRWrDataH

Offset: 0x24

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CSRWrDataH															
CSRWrDataH		High-order 16-bit register from which the data for a CSR write is taken. Used with CSRWrDataL.													

CSRWrDataL

Offset: 0x26

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CSRWrDataL															
CSRWrDataL		Low-order 16-bit register from which the data for a CSR write is taken. Used with CSRWrDataH.													

CSRRdDataH

Offset: 0x28

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CSRRdDataH															
CSRRdDataH		High-order 16-bit register containing the data returned for a CSR read or the status information returned for a write. Used with CSRRdDataL. This register is read-only.													

CSRRdDataL

Offset: 0x2A

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CSRRdDataL															
CSRRdDataL		Low-order 16-bit register containing the data returned for a CSR read or the status information returned for a write. Used with CSRRdDataH. This register is read-only.													

CSRStat

Offset: 0x2C

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CSRRespID								Rsvd	CSRRespLen			Reserved		CS-RErr	CSR Done
Reserved fields should be ignored (masked) when read and only 0's should be written to them.															
CSRRespID		Block ID information from the l_obid port when a CSR access is completed (which block responded). If it doesn't match the CSRBlockID originally programmed, then something is wrong. This field is read-only.													
CSRRespLen		Length of the access actually performed. For a write, it should be 1; for a read, it should match the CSRLen code originally programmed. If not, then something is wrong. This field is read-only.													
CSRErr		If set to 1 when CSRDone is set, an error occurred in the access. This should never happen. This field is read-only.													
CSRDone		This bit is set to 1 after each CSRAccess is completed. When the hardware sets this bit to 1, the read data (or write response status) is available in the CSRRdData register. It is not required to clear this bit before initiating a new access; however, software should clear CSRDone if it is polling this bit to determine when an access completes, instead of using the CSRInt interrupt.													

PerilntPend

Offset: 0x2E

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved											HMB 1 Int	HMB 0 Int	Reserved		
<p>Reserved fields should be ignored (masked) when read and only 0's should be written to them.</p> <p>The bits in these registers are "sticky": if an interrupt event occurs and sets a bit, the bit stays set until it is cleared. A bit is cleared only by writing a 1 to it; writing a 0 to it has no effect (so the same value that was read from the register can be written back to clear only the interrupt bits that were previously set, not any new ones).</p> <p>An interrupt on HOST_INTn is generated if any of these bits are set and the corresponding bit in PerilntEn is also set. For example: HOST_INTn = (PerilntPend & PerilntEn);</p>															
HMBxInt		Host Mailbox Interrupt. When this interrupt is generated, the host should check the Mailbox module, because this bit is a sticky reflection of the interrupts generated there. The interrupt in the Mailbox module should be cleared before clearing this interrupt.													

PerilntEnSet

Offset: 0x30

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved											PerilntEnSet		Reserved		
<p>Reserved fields should be ignored (masked) when read and only 0's should be written to them.</p> <p>The Peripheral Interrupt Enable function is implemented with separate "set" and "clear" register addresses, allowing each interrupt enable bit to be set or cleared independently of the other bits so that no read-modify-write cycles are required.</p>															
PerilntEnSet		Writing a 1 to a bit at the address for PerilntEnSet sets the corresponding bit to 1 in PerilntEn; writing a 0 has <i>no effect</i> . Reading the register at the address for PerilntEnSet returns the current value for PerilntEn.													

PerilntEnClr

Offset: 0x32

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved											PerilntEnClr		Reserved		
<p>Reserved fields should be ignored (masked) when read and only 0's should be written to them.</p> <p>The Peripheral Interrupt Enable function is implemented with separate "set" and "clear" register addresses, allowing each interrupt enable bit to be set or cleared independently of the other bits so that no read-modify-write cycles are required.</p>															
PerilntEnClr		Writing a 1 to a bit at the address for PerilntEnClr clears the corresponding bit in PerilntEn; writing a 0 has <i>no effect</i> . Reading the register at the address for PerilntEnClr returns the current value for PerilntEn.													

5.9 DMA Engine Register Definition

To access the MG3500 Codec's external memory from the external host processor, an interface block is provided with a simple set of registers mapped to interface registers.

The base address and the offsets to access the Codec's host interface are listed in Figure 5-7.

Do the following steps to read a block of the MG3500 Codec's memory:

1. Verify that the EMBusy bit in the EMStatus register is set to 0; otherwise, you must wait.
2. If necessary, update the MG3500 Codec's DMA engine configuration in the EMConfig register.
3. Setup the address in the EMSrcAddrH and EMSrcAddrL registers.
4. Write the transfer length (in units of 32-bit words) to the EMXferSize register.
5. Write the 'read' command to the EMCmd register.
6. Set up the external host to DMA the data from the EMFifoRdPort register to a buffer in the external host's memory
-or-
Loop through enough loads from the EMFifoRdPort register to read the specified number of words (You must check the EMFifoStatus register in this case).
7. Optionally, check the EMBusy bit in the EMStatus register or use the EMInt bit in the PeriIntPend register to determine when the DMA engine is finished. (Though for a 'read' operation, the external host's DMA engine can generate an interrupt when the DMA is complete).

The procedure to write to a block of the MG3500 Codec's memory is:

1. Verify that the EMBusy bit in the EMStatus register is set to 0; otherwise, you must wait.
2. If necessary, update the MG3500 Codec's DMA engine configuration in the EMConfig register.
3. Setup the address in the EMDestAddrH and EMDestAddrL registers.
4. Write the transfer length (in units of 32-bit words) to EMXferSize.
5. Write the 'write' command to the EMCmd register.
6. Set up the External Host to DMA the data from a buffer in the External Host's memory to the EMFifoWrPort register
-or-
Loop through enough stores to the EMFifoWrPort register to write the specified number of words (You must check the EMFifoStatus register in this case).
7. Optionally, check the EMBusy bit in the EMStatus register or use the EMInt bit in the PeriIntPend register to determine when the DMA engine is finished. (For a 'write' operation, the external host's DMA engine can generate an interrupt when the DMA is complete from the external host's point of view, but the MG3500 Codec may still be working on it).
8. When the EMBusy bit goes from 1 to 0, indicating that a DMA operation has just completed, the EMInt bit in the PeriIntPend register is set. This can be used to generate an interrupt to the external host (the HOST_INTn pin is pulled low) by setting the corresponding bit in the PeriIntEn register.

The interface logic for this device asserts the DMA request to the external host (by asserting HOST_DMAREQ) when it has available at least EMDThresh 16-bit words of data in its Read FIFO or can accept at least EMDThresh 16-bit words of data into its Write FIFO, depending on the direction of

the transfer programmed in the EMCmd register. If the External Host's DMA engine is not used, individual words can be read (loaded) from or written (stored) to this port, but software must check the status of the FIFO after every EMDThresh words.

EM1Cmd
EM2Cmd

Offset: 0x00
Offset: 0x40

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMCmd		EM-Marb Prior	Swap	Clk Md	Clk Edge	Reserved									
Reserved fields should be ignored (masked) when read and only 0's should be written to them. This register should not be modified while EMBusy is set to 1.															
EMCommand		00: Idle: No operation is performed 01: Read: Initiate transfer from internal memory, starting at EMSrcAddr, to the Memory Read FIFO, which can be read by the external host (Static Bus) via the EMFifoRdPort. 10: Write: Initiate transfer from the Memory Write FIFO to internal memory, starting at EM-DestAddr; the Memory Write FIFO is filled by the External Host (Static Bus) via the EMFifoWrPort. 11: Copy: Initiate transfer (copy) from memory starting at EMSrcAddr to memory starting at EMDestAddr. This mode is not expected to be used. For all operations, the transfer length is given by EMXferSize.													
EMMarbPrior		0 = Don't queue up multiple memory transactions 1 = Queue up multiple memory transactions – this DMA engine has priority. The Slave Host I/F has a single Memory Subsystem Read Port and a (separate) single Memory Subsystem Write Port, both shared between EM1 and EM2 DMA engines. If only one of these engines is doing Reads, then EMMarbPrior can be set to 1 for that engine, which will result in higher data throughput. Similar for writes. For example, if EM1 is dedicated to doing reads and EM2 is dedicated to doing writes, or if the Host only allows one DMA at a time (uses only one engine at a time), both engines' EMMarbPrior bits can be set to 1 for maximum throughput.													
EMEndianSwap		0: Don't swap bytes 1: Swap bytes in 16-bit word on the way into or out of memory													
EMFifoRdClock-Mode		0: use original clock-synchronized pulse for reading from DMA Read Data FIFO 1: fast read mode from DMA Read Data FIFO													
EMFifoRd-ClockEdge		0: Clock "fast read mode" on rising edge of HOST_REn 1: Clock "fast read mode" on falling edge of HOST_REn													

Note: While the External Memory 1 (EM1) and External Memory 2 (EM2) DMA engines are identical in design, the MG3500 SoC only has the DMA request signal from the devices on HCS1 (External Memory Port 2, Bitstream Write FIFO Port) connected to the HDMAREQ pin. When the EM2Cmd register is written with an active value, the HDMAREQ signal represents the request generated from that logic; otherwise, it represents the request signal generated from the Bitstream FIFO logic.

EM1XferSize
EM2XferSize

Offset: 0x02
Offset: 0x42

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMXferSize															
Reserved fields should be ignored (masked) when read and only 0's should be written to them. This register should not be modified while EMBusy is set to 1.															
EMXferSize		Number of 32-bit data words to transfer. 0 means no words are to be transferred; EMBusy will not be set. For Frame Mode, interpreted as: EMYSIZE[5:0] = EMXferSize[15:10] - Vertical size of block to transfer (number of "rows") EMXSIZE[9:0] = EMXferSize[9:0] - Horizontal size (in bytes) of block to transfer (size of "row")													

EM1SrcAddrH
EM2SrcAddrH

Offset: 0x04
Offset: 0x44

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMSrcAddrH															
EMSrcAddrH		High 16-bits of the source address for a "read" (external host — internal memory) or "copy" (internal memory — internal memory) operation. EMSrcAddrH and EMSrcAddrL are concatenated to form a 32-bit byte address going to the memory subsystem. This register should not be modified while EMBusy is set to 1. During the operation, the hardware will update this register as it progresses.													

For Frame Buffer Access (EMMode=00 or 01), this register is interpreted as follows:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMSrcYAddr															
EMSrcYAddr		Starting Vertical/Y source address													

EM1SrcAddrL
EM2SrcAddrL

Offset: 0x06
Offset: 0x46

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMSrcAddrL															
EMSrcAddrL		Low 16-bits of the source address for a "read" (external host — internal memory) or "copy" (internal memory — internal memory) operation. EMSrcAddrH and EMSrcAddrL are concatenated to form a 32-bit byte address going to the memory subsystem. This register should not be modified while EMBusy is set to 1. During the operation, the hardware will update this register as it progresses.													

For Frame Buffer Access (EMMode=00 or 01), this register is interpreted as follows:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMSrcXAddr															
EMSrcXAddr		Starting Horizontal/X source address													

EM1DestAddrH
EM2DestAddrH

Offset: 0x08
Offset: 0x48

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMDestAddrH															
EMDestAddrH	High 16-bits of the Destination address for a “write” (external host — internal memory) or “copy” (internal memory — internal memory) operation. EMDestAddrH and EMDestAddrL are concatenated to form a 32-bit byte address going to the memory subsystem. This register should not be modified while EMBusy is set to 1. During the operation, the hardware will update this register as it progresses.														

For Frame Buffer Access (EMMode=00 or 01), this register is interpreted as follows:															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMDestYAddr															
EMDestYAddr	Starting Vertical/Y Destination address														

EM1DestAddrL
EM2DestAddrL

Offset: 0x0A
Offset: 0x4A

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMDestAddrL															
EMDestAddrL	Low 16-bits of the Destination address for a “write” (external host — internal memory) or “copy” (internal memory — internal memory) operation. EMDestAddrH and EMDestAddrL are concatenated to form a 32-bit byte address going to the memory subsystem. This register should not be modified while EMBusy is set to 1. During the operation, the hardware will update this register as it progresses.														

For Frame Buffer Access (EMMode=00 or 01), this register is interpreted as follows:															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMDestXAddr															
EMDestXAddr	Starting Horizontal/X Destination address														

EM1Status
EM2Status

Offset: 0x0C
Offset: 0x4C

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Busy															
Reserved fields should be ignored (masked) when read. This register is read-only.															
Busy		0: No operation is in progress; other registers may be changed. 1: A DMA operation is in progress; the EMCmdParams, EMSrcAddr, EMDestAddr, and EMConfig registers may <i>not</i> be changed.													

EM1RemCount
EM2RemCount

Offset: 0x0E
Offset: 0x4E

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMRemCount															
Reserved fields should be ignored (masked) when read. This register is read-only.															
EMRemCount		Number of 32-bit data words remaining to be transferred													

EM1Config
EM2Config

Offset: 0x10
Offset: 0x50

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMW	EMDThresh				EMB	EMMode			EMBaseld						
Reserved fields should be ignored (masked) when read and only 0's should be written to them.															
EMWait		<p>EM1Config: 0: Reserved: Setting EMWait in the EM1Config register to zero can result in undesired behaviour. 1: Use HOST_WAIT to stall the parallel asynchronous host interface; don't use HOST_DMARQ.</p> <p>EM2Config: 0: Use HOST_DMARQ for hardware flow control on the parallel asynchronous host interface instead of HOST_WAIT. 1: Use HOST_WAIT to stall the parallel asynchronous host interface; don't use HOST_DMARQ.</p>													
EMDThresh		<p>EM1Config: Reserved</p> <p>EM2Config: For writes: the DMA request signal or the EMFIFOStatus bits are deasserted when there are less than EMDThresh spaces available in the DMA FIFO for writing. For reads: the DMA request signal or the EMFIFOStatus bits are de-asserted when there are less than or equal to EMDThresh words in the FIFO to be read.</p>													
EMBurst		<p>Number of 16-bit words per internal memory burst access. A DMA operation is broken into sequential memory requests of the specified burst size. This parameter must be set to a value less than (usually half of) the MMU buffer for the external host.</p> <p>Code: 0: Eight 16-bit words 1: Sixteen 16-bit words (default)</p> <p>This field is not used if EMMode is set for Frame Buffer access. The entire DMA operation is sent as one internal memory operation (using EMYSIZE/EMXSIZE/EMY*ADDR/EMX*ADDR). The software must take care not to attempt a request larger than the memory subsystem can handle (must be no larger than the MMU buffer size allocated to the external host interface).</p>													
EMMode		<p>Use EMMode as the MMU Transaction Mode</p> <p>00: Frame Buffer — frame access 01: Frame Buffer — field access 10: Linear (default) 11: Reserved; don't use.</p>													
EMBaseld		<p>EMSrcAddr and EMDestAddr specify addresses (offsets) relative to the memory subsystem partition identified by EMBaseld. (default: 0)</p>													

Note: The EMWait and EMDThresh bits change functions between the EM1Config and EM2Config registers as shown above.

EM1FifoRdPort
EM2FifoRdPort

Offset: 0x12
Offset: 0x52

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved fields should be ignored (masked) when read. This register is read-only.															
EMFifoRdPort		A read from this port removes and returns a 16-bit data word from the Memory Read FIFO that was read from the internal memory. Warning: Do not write to this register! Data will be lost!													

EM1FifoWrPort
EM2FifoWrPort

Offset: 0x14
Offset: 0x54

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EMFifoWrPort															
EMFifoWrPort		16-bit data from the "Static Bus" written to this port's address is placed into the Memory Write FIFO to be sent to internal memory. Reading from this address returns 0's.													

EM1FifoStatus
EM2FifoStatus

Offset: 0x16
Offset: 0x56

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved														ERdR	EWrR
Reserved fields should be ignored (masked) when read and only 0's should be written to them.															
EMFifoRdReq		0: No more words are available for reading beyond the current burst of eight 1: At least EMDThresh more 16-bit words are available in the Memory Read FIFO If the External Host DMA engine is being used, then flow control is done by the DMA request line; in this case, it is not necessary for software to check this bit.													
EMFifoWrReq		0: No more words can be accepted beyond the current burst of eight 1: At least EMDThresh more 16-bit words can be accepted by the Memory Write FIFO If the External Host DMA engine is being used, then flow control is done by the DMA request line; in this case, it is not necessary for software to check this bit.													

5.10 Bitstream Write Register Definition

To send a bitstream such as an MPEG transport or program stream from the external host to the MG3500 SoC, an interface block is provided with a simple set of registers. The offsets for these registers are shown in Table 5-7 on page 130.

BiFifoWrPort

Offset: 0x60

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BiFifoWrPort															
BiFifoWrPort		16-bit data from the “Static Bus” written to this port’s address is placed into the Memory Write FIFO to be sent to internal memory. Reading from this address returns 0’s.													

BiFifoStatus

Offset: 0x62

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BiFifoStatus															
		0: No more words can be accepted beyond the current burst of BThresh. 1: At least BThresh more 16-bit words can be accepted by the Bitstream FIFO If the external host DMA engine is being used, then flow control is done by the HOST_DMAREQ; in this case, it is not necessary for software to check this bit.													

BFifoConfig

Offset: 0x64

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Reserved								BEndS		BWait		BThresh			Rsvd	
Reserved fields should be ignored (masked) when read and only 0’s should be written to them.																
BEndianSwap		0: Don’t swap bytes 1: Swap bytes in 16-bit word on the way into or out of memory														
BWait		0: Use HDMAREQ for hardware flow control, not HWAIT_, on the parallel asynchronous host interface. 1: Use HWAIT_ to stall the parallel asynchronous host interface; don’t use HDMAREQ.														
BThresh		The DMA request signal or the BFIFOStatus bits are deasserted when there are less than BThresh spaces available in the DMA FIFO for writing.														

The interface logic for this device asserts the DMA request to the external Host (by driving HDMAREQ_ high) when it can accept at least BThresh of data into its FIFO. If the External Host’s DMA engine is not used, individual words can be written (stored) to this port, but software must check the status of the FIFO after every BThresh.

5.11 Special Registers

These registers are used for controlling or reading MG3500 SoC-specific features.

ChipID

Offset: 0x38

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ProductID							TapeoutRev				MaskID				
Reserved fields should be ignored (masked) when read and only 0's should be written to them. This register is read-only.															
ProductID			Chip Product ID: This field should read back 0x03.												
TapeoutRev			Chip Tapeout Revision: Currently set to 0x0.												
MaskID			Chip Mask ID: Currently set to 0x2.												

This register should read back 0x0302.

5.11.1 Serial Host Interface

The MG3500 HD H.264 Codec SoC Serial Host Interface is a Serial Peripheral Interface Bus (SPI)-type interface with CPHA=1 and CPOL=1.

Serial Host Interface Connections

Figure 5-14 shows the connections when the Serial Host Interface is being used.

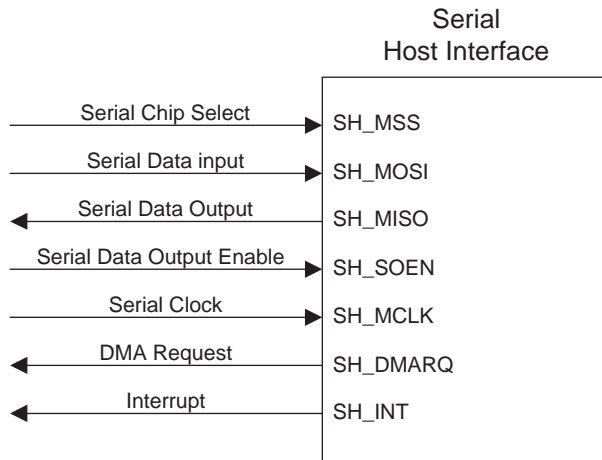


Figure 5-14 Serial Host Interface Connections

Serial Host Interface Signals

The signals that comprise the MG3500 SoC Serial Host Interface are shown in Table 5-8.

Table 5-8 Serial Host Interface Signals

Pin	I/O	Description
SH_MSS	I	SH_MSS (Serial Host Chip Select). Assert this pin low to indicate that an operation is in progress.
SH_MOSI	I	Serial Host Serial Data Input- Data is serially shifted in on this pin.
SH_MISO	O	Serial Host Serial Data Output - Data is serially shifted out on this pin.
SH_SOEN	O	Serial Host Output Data Enable
SH_DMARQ	I/O	Serial Host DMA Request
SH_INT	O	Serial Host Interrupt
SH_MCLK	I	Serial Host MCLK Pin. Strobe this pin from high to low to generate the internal serial clock. During a read operation (when strobing data out), the serial data changes on the falling edge of SH_MCLK. The maximum frequency for this pin is 30 MHz.

Figure 5-15 shows the functional timing for a Serial Host Write operation, and Figure 5-16 shows the functional timing for a Serial Host Read operation.

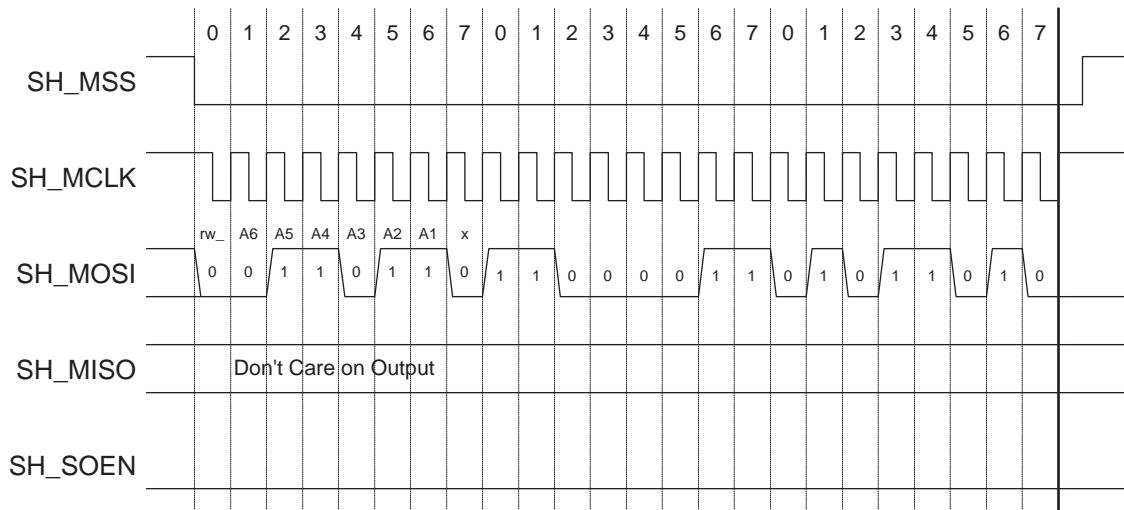


Figure 5-15 Serial Host Write Timing

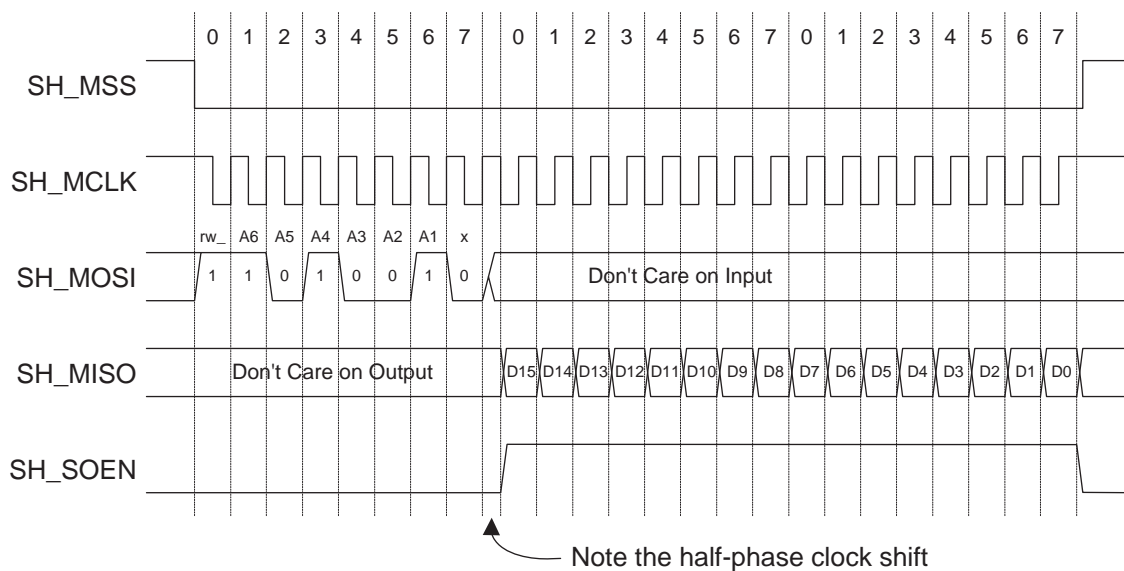


Figure 5-16 Serial Host Read Timing

Protocol

The protocol that must be executed is as follows.

- The first access after any reset must always be a write operation.

- Both read and write operations consist of 24 bits or clocks. The first eight bits are control or transfer direction information and the register address. The following 16 bits or clocks shift in two bytes for a write operation (Figure 5-15) or shift out two bytes for a read operation (Figure 5-16).
- Before starting a serial operation, set the SH_MSS pin low (0). Leave the SH_MSS pin set to low until the read or write operation is complete, then set the SH_MSS pin high.
- All bits are shifted in serially on SH_MOSI pin. This pin is always an input in host slave serial mode. After driving the SH_MOSI bit to the appropriate binary value, shift the data bit in by strobing the SH_MCLK pin.
- The first bit shifted in indicates the direction of the upcoming operation. If the first bit is a 1, the operation is a serial read. If the first bit is a 0, the operation is a serial write.
- Shift in the six bit address corresponding to the host register address. Shift in the address MSB first to LSB last as shown in Table 5-9. The last bit of the first byte (bit 8) is a don't care. While a clock pulse must be generated, any value can be asserted on the SH_MOSI input pin.

Table 5-9 Host Register Address Bit Shift Examples

Register	Address	Bit Shift Order (First to Last)						
		A6	A5	A4	A3	A2	A1	x
CSRAddr	0x22	0	1	0	0	0	1	x
PLL Dividers	0x36	0	1	1	0	1	1	x
EM1Cmd	0x00	0	0	0	0	0	0	x
EM2FifiStatus	0x56	1	0	1	0	1	1	x

5.11.2 Host Interface Pin Multiplexing

Table 5-10 shows the multiplexing for the Host Interface pins.

Table 5-10 Host Interface Pin Multiplexing Signals

Pin	I/O	Host Master			Host Slave	
		Parallel Master	NAND/NOR Flash	Compact Flash	Parallel Slave	Serial
HOST_CS0n	I/O	CS0	CS0	CS0	HOST_CS0	SH_MSS
HOST_CS1n	O	CS1	CS1	CS1		
HOST_CS2n	O	CS2	CS2	CS2		
HOST_CS3n	O	CS3	CS3	CS3		
HOST_CS4n	O	CS4	CS4	CS4		
HOST_CS5n	O	CS5	CS5	CS5		
HOST_A22	O	A21	A21			
HOST_A21	O	A20	A20			
HOST_A20	O	A19	A19			
HOST_A19	O	A18	A18			
HOST_A18	O	A17	A17			
HOST_A17	O	A16	A16			
HOST_A16	O	A15	A15			
HOST_A15	O	A14	A14			
HOST_A14	O	A13	A13			
HOST_A13	O	A12	A12			
HOST_A12	O	A11	A11			
HOST_A11	O	A10	A10	A10		
HOST_A10	O	A9	A9	A9		
HOST_A9	O	A8	A8	A8		
HOST_A8	O	A7	A7	A7		
HOST_A7	O	A6	A6	A6		
HOST_A6	I/O	A5	A5	A5	HOST_A6	
HOST_A5	I/O	A4	A4	A4	HOST_A5	
HOST_A4	I/O	A2	A2	A2	HOST_A4	
HOST_A3	I/O	A3	A3	A3	HOST_A3	
HOST_A2	I/O	A1	A1	A1	HOST_A2	
HOST_A1	I/O	A0	A0	A0	HOST_A1	
HOST_D15	I/O	D15	D15	D15	HOST_D15	
HOST_D14	I/O	D14	D14	D14	HOST_D14	
HOST_D13	I/O	D13	D13	D13	HOST_D13	
HOST_D12	I/O	D12	D12	D12	HOST_D12	
HOST_D11	I/O	D11	D11	D11	HOST_D11	

Table 5-10 Host Interface Pin Multiplexing Signals

Pin	I/O	Host Master			Host Slave	
		Parallel Master	NAND/NOR Flash	Compact Flash	Parallel Slave	Serial
HOST_D10	I/O	D10	D10	D10	HOST_D10	
HOST_D9	I/O	D9	D9	D9	HOST_D9	
HOST_D8	I/O	D8	D8	D8	HOST_D8	
HOST_D7	I/O	D7	D7	D7	HOST_D7	
HOST_D6	I/O	D6	D6	D6	HOST_D6	
HOST_D5	I/O	D5	D5	D5	HOST_D5	
HOST_D4	I/O	D4	D4	D4	HOST_D4	
HOST_D3	I/O	D3	D3	D3	HOST_D3	
HOST_D2	I/O	D2	D2	D2	HOST_D2	
HOST_D1	I/O	D1	D1	D1	HOST_D1	SH_MOSI
HOST_D0	I/O	D0	D0	D0	HOST_D0	SH_MISO
HOST_D_EN	I/O	HOST_D_EN	FLASH_OEn	CD_DOEn	HOST_D_EN	SH_SOEN
HOST_REn	I/O	HOST_REn	FLASH_RE	CF_OE	HOST_REn	
HOST_WEn	I/O	HOST_WEn	FLASH_WE	CF_WE	HOST_WEn	SH_MCLK
HOST_WAITn	I/O	HOST_WAITn	FLASH_RB		HOST_WAITn	
HOST_DMARQ	I/O	HOST_DMARQ			HOST_DMARQ	SH_DMARQ
HOST_ALEn	O	HOST_ALEn	FLASH_ALE			
HOST_INTn	O	HOST_INTn			HOST_INTn	SH_INT
HOST_WPn	O		FLASH_WP			
CF_INPACKn	I			CF_INPACKn		
CF_IORDn	O			CF_IORDn		
CF_IOWRn	O			CF_IOWRn		
CF_BVD1	I			CF_BVD1		
CF_BVD2	I			CF_BVD2		
CF_CD1	I			CF_CD1		
CF_CD2	I			CF_CD2		
CF_RESET	O			CF_RESET		
CF_WP	I			CF_WP		
CF_WAITn	I			CF_WAITn		
CF_REGn	O			CF_REGn		

The signal that is output on each of the six Chip Select lines (HOST_CS0 and HOST_CS[5:1]) is selected using the HOSTChipSelect register. See “HOSTChipSelect Register” on page 151.

HOSTChipSelect Register

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved			CycleDelay					HOST_CS5				HOST_CS4			
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
HOST_CS3			HOST_CS2				HOST_CS1				HOST_CS0				
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
CycleDelay			At the end of each transaction, CycleDelay+1 idle cycles are generated to allow any external devices to stop driving the bus. Default=0												
HOST_CS5			This field selects the source for each of the CSn pins from:												
HOST_CS4			0000: nor_ce[0]												
HOST_CS3			0001: nor_ce[1]												
HOST_CS2			0010: nor_bt_ce[0]												
HOST_CS1			0011: nor_bt_ce[1]												
HOST_CS0			0100: nand_ce[0]												
			0101: nand_ce[1]												
			0110: nand_bt_ce[0]												
			0111: nand_bt_ce[1]												
			1000: cf_ce[0]												
			1001: cf_ce[1]												
			1010: MHIF_CS[0]												
			1011: Reserved												
			1100: If master HOST_A[22] else FLASH_A[22]												
			1101: If master HOST_A[23] else FLASH_A[23]												
			1110: Reserved												
			1111: Default (Sets output high)												

5.12 Memory Interfaces

5.12.1 SDRAM Requirements

The MG3500 HD H.264 Codec SoC is intended for portable CE products such as DVD Camcorders and solid-state based digital cameras. It is designed to use a single external SDRAM memory wherever possible. The MG3500 HD H.264 Codec SoC requires one SDRAM for SD and HD or two for HD only.

While the MG3500 HD H.264 Codec SoC typically functions with a single SDRAM, there are cases in which two SDRAMs can lead to lower cost, better quality, and added features. This is because finding 32-bit wide SDRAMs that support greater than 166 Mhz can be extremely difficult. While DDR2 SDRAMs in 16-bit wide configurations are readily available in 200 MHz or greater, it is NOT expected that x32 DDR2 parts become available.

The specifications for the SDRAMs are:

- Types supported: DDR2
- Speed Grades: 133, 166, 200, 233, 248, and 264 MHz
- Bus widths: 16 (SD only) and 32 (SD and HD)
- Voltage levels DDR SDRAM: 1.8V (Supported by DDR2 parts)

Table 5-11 shows some of the SDRAM configurations that support HD video. Table 5-12 shows the amount of SDRAM memory needed for various applications.

Table 5-11 HD SDRAM Configurations

Configuration	Notes
32 bits, 166 MHz, One part	Minimum configuration for HD scenarios, most likely no MBAFF and two reference frames.
32 bits, 200 MHz, One part	NO MBAFF and three reference frames.
32 bits, 200 MHz, Two x16 parts	NO MBAFF and three reference frames, DDR2
32 bits, ≥233 MHz, Two x16 parts	MBAFF and up to three bits reference frames, DDR2
32 bits, 266 MHz, Two x16 parts	MBAFF, three reference frames, DDR2

Table 5-12 SDRAM Requirements for Various Profiles

Configuration	Notes
8 or 16 Mbytes	SD Coprocessor, 8 MBytes for Baseline Profile, 8 or 16 MBytes for Main Profile
8 or 16 Mbytes	SD SoC, x16 or x32 DDR
64 Mbytes	HD Coprocessor Applications
64 Mbytes	HD SoC Applications ¹

1. The MG3500 SoC requires approximately 50 MBytes for its internal operations. The remainder of the SDRAM is available for SoC operations. The actual amount could exceed 64 MBytes total, depending on the needs of your application.

5.12.2 SDRAM Connections

This section shows the connections between the MG3500 HD H.264 Codec SoC and the SDRAMs in two configurations:

Figure 5-17 shows the SDRAM Connections for a single 16-bit SDRAM

Figure 5-18 shows the SDRAM Connections for two 16-bit wide SDRAMs

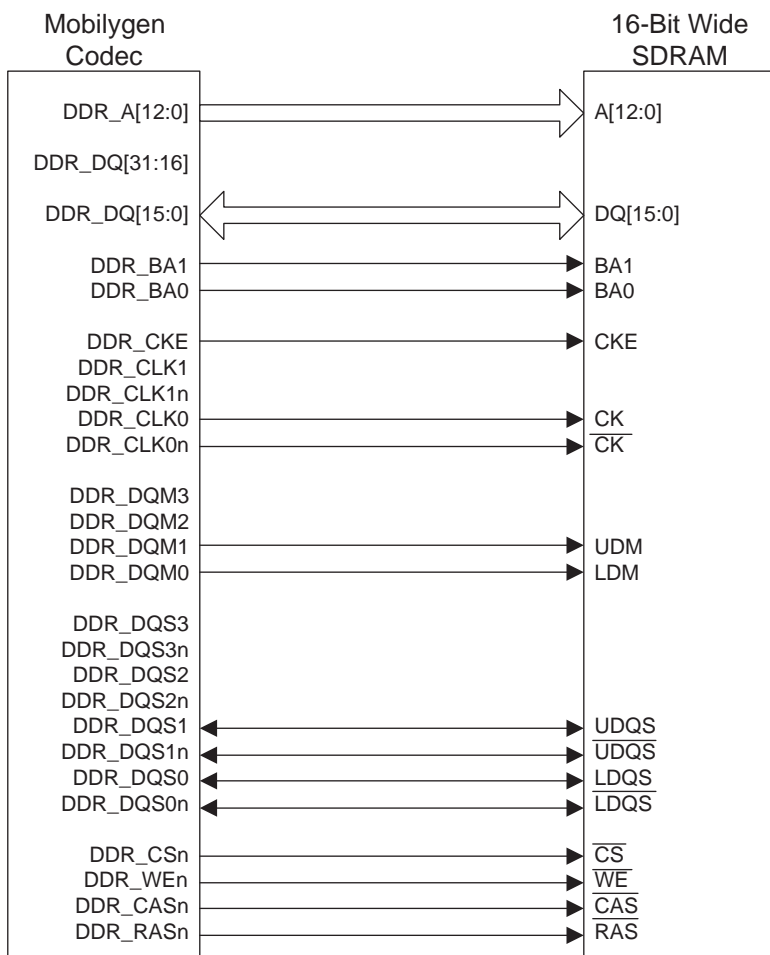


Figure 5-17 SDRAM Connections for a Single 16-bit SDRAM

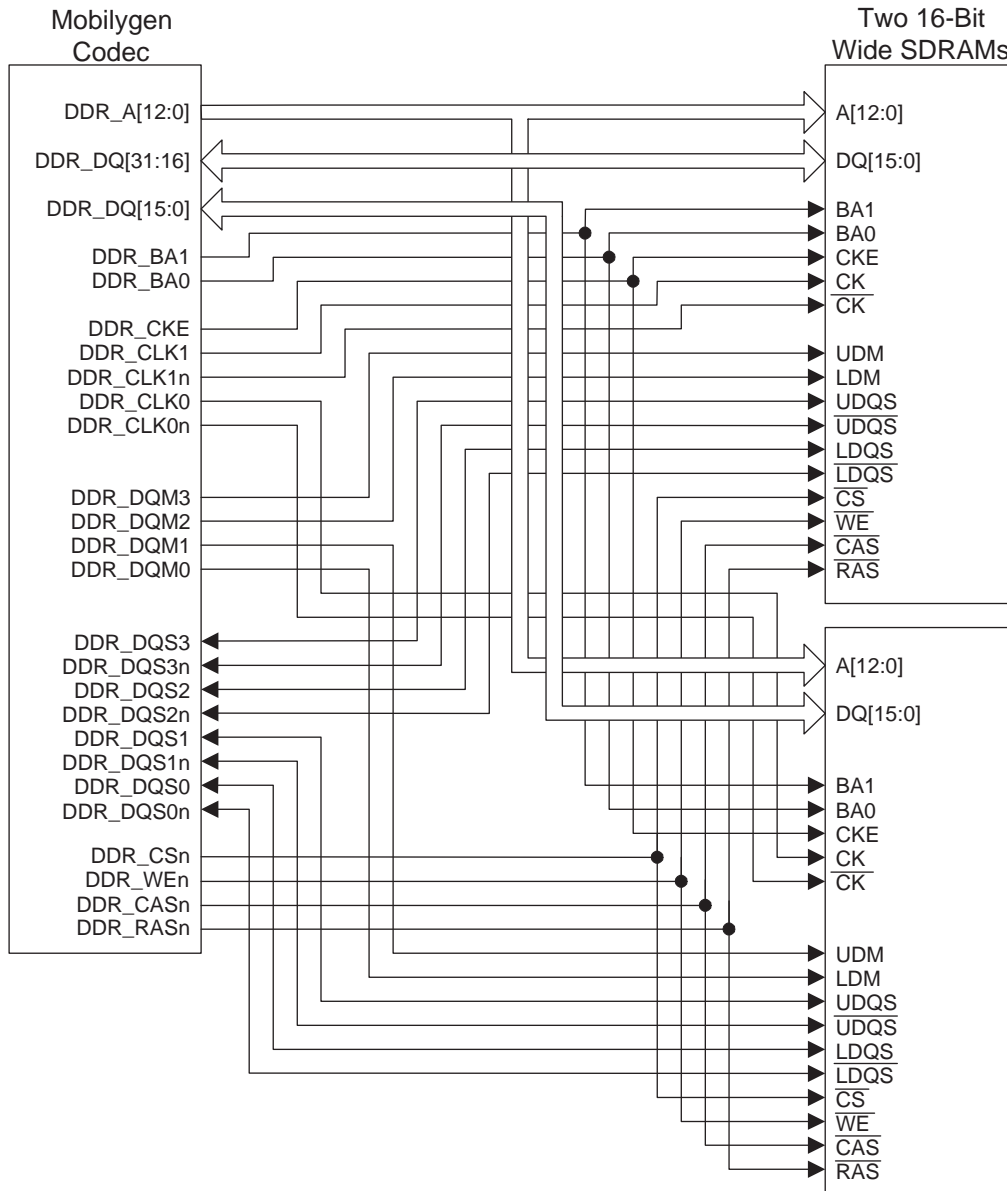


Figure 5-18 SDRAM Connections for Two 16-bit Wide SDRAMs

5.12.3 Mobile Storage Controller: SD, SDIO, MMC, CE-ATA

The MG3500 SoC contains a 4-bit wide Mobile Storage controller that controls:

- Secure Digital memory (SD mem – version 1.10, DRAFT June 17, 2004)
- Secure Digital I/O (SDIO – version 1.10)
- Consumer Electronics Advanced Transport Architecture (CE-ATA – version 1.0)
- Multimedia Cards (MMC – version 4.0)

This section provides a basic overview of the Mobile Storage controller. It has the following features:

- Supports Secure Digital memory protocol commands
- Supports Secure Digital I/O protocol commands
- Supports Multimedia Card protocol commands
- Supports CE-ATA digital protocol commands
- Supports Command Completion signal and interrupt to host processor
- Command Completion Signal disable feature

Bus Interface Features

- Does not generate split, retry, or error responses
- 16-word deep FIFO and controller
- Supports FIFO over-run and under-run prevention by stopping card clock

Card Interface Features

- Can be configured as MMC-Ver3.3-only controller or SD_MMC controller
- Supports one card in MMC-Ver3.3-only mode, and one SD or MMC (3.3 or 4.0) or CE-ATA device in SD_MMC_CE-ATA mode
- Supports Command Completion Signal and interrupts to host
- Supports Command Completion Signal disable
- Supports CRC generation and error detection
- Supports programmable baud rate. Supports up to 4 clock dividers to support simultaneous operation of multiple cards with different clock speed requirements
- Provides individual clock control to selectively turn ON or OFF clock to a card
- Supports power management and power switch. Provides individual power control to selectively turn ON or OFF power to a card
- Supports host pull-up control
- Supports card detection and initialization
- Supports write protection
- Supports SDIO interrupts in 1-bit and 4-bit modes
- Supports SDIO suspend and resume operation
- Supports SDIO read wait
- Supports block sizes of 1 to 65,535 bytes

Standards Compliance

The Mobile Storage controller conforms to the AMBA Specification, Revision 2.0 from ARM. Readers are assumed to be familiar with this specification.

Description

The Mobile Storage controller can be configured either as a Multimedia Card-only controller or as a Secure Digital Multimedia Card controller that simultaneously supports Secure Digital memory (SD Mem), Secure Digital I/O (SDIO), Multimedia Cards (MMC), and Consumer Electronics Advanced Transport Architecture (CE-ATA). One main difference between MMC-Ver3.3-only mode and SD_MMC_CE-ATA mode is the bus topology. In MMC-Ver3.3-only mode, the MMC cards are connected in a single shared-bus topology, illustrated in Figure 5-19.

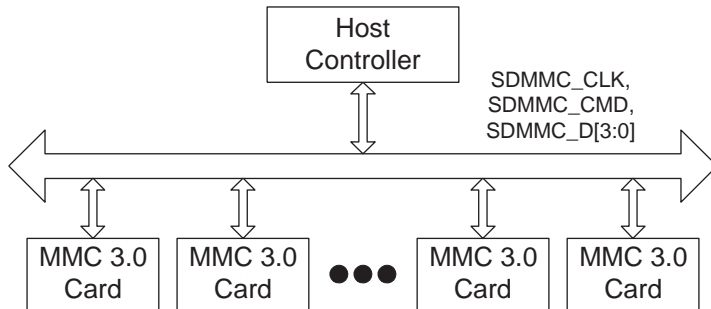


Figure 5-19 Multimedia Ver3.3 Card System - Bus Topology

In SD_MMC_CE-ATA mode, the memory cards are connected in a star topology, illustrated in Figure 5-20.

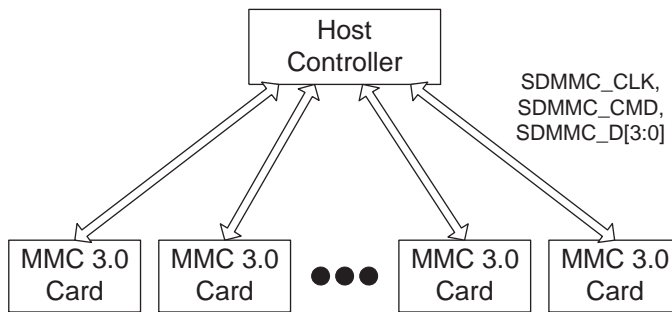


Figure 5-20 SD_MMC and CE-ATA Card System Star Topology

In MMC-Ver3.3-only mode, the Mobile Storage controller supports a 1-bit data bus width. In SD_MMC_CE-ATA mode, the Mobile Storage controller supports 1-bit, and 4-bit data bus widths, depending on the card types (SD/SDIO, HSMMC, CE-ATA).

Note: You must use an SD card connector that includes the SD_WP and SD_CD signals or you will be limited to 1-bit mode.

An SD_MMC memory card is typically a device for FLASH mass storage. The SDIO card usually functions in I/O applications that can also have optional FLASH memory. The CE-ATA card functions in mobile device applications. The SD_MMC/CE-ATA bus includes the following signals:

- SDMMC_CLK – Host-to-card clock signal
- SDMMC_CMD – Bidirectional command and response signal
- SDMMC_DATA – Bidirectional data signal (1-bit or 4-bit MMC Cards; 1-bit or 4-bit in SD cards)
- VDD, VSS1, VSS2 – Power and ground

Figure 5-21 shows a block diagram of a typical SD card and its and signals.

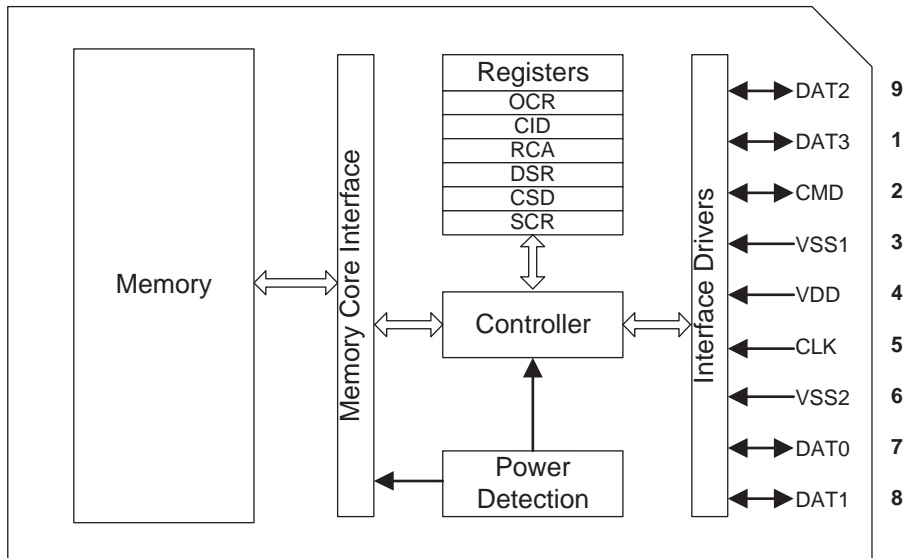


Figure 5-21 Typical SD Memory Card

Figure 5-22 shows a block diagram of the MMC 3.3 card and signals.

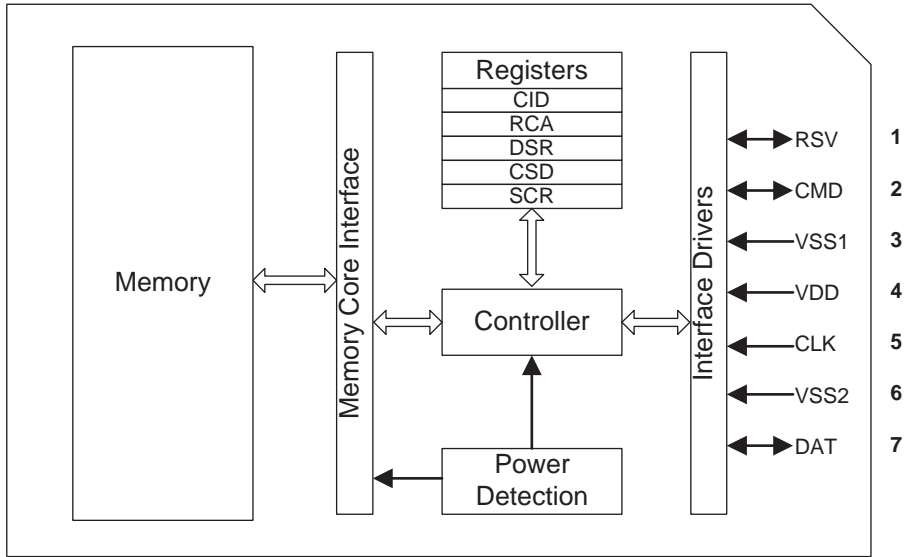


Figure 5-22 Typical MMC 3.3 Card

Figure 5-23 shows the block diagram of a high-speed MMC (HSMHC) card and signals.

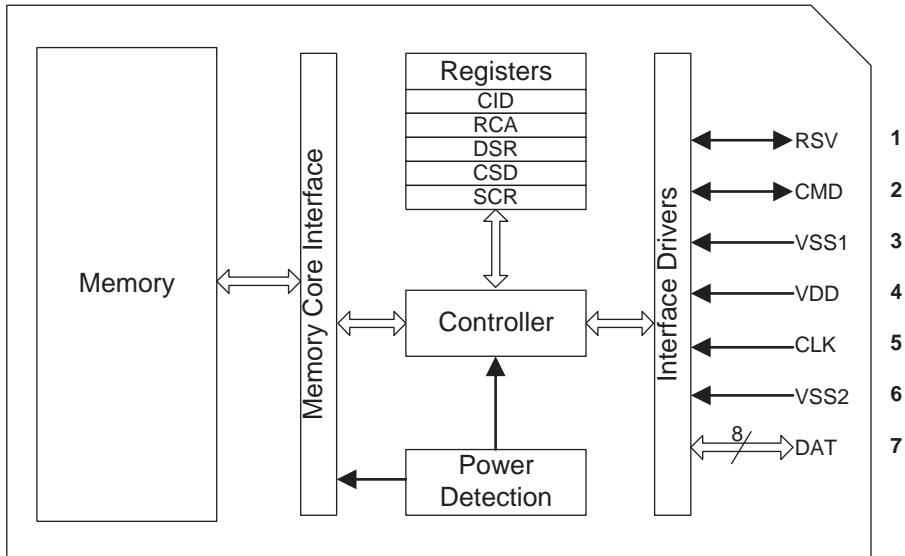


Figure 5-23 Typical HSMHC Card

The SD_MMC/CE-ATA protocol is based on command and data bit streams that are initiated by a start bit and terminated by a stop bit. Additionally, the controller provides a reference clock and is the only master that can initiate a transaction.

- Command – A token, sent serially on the CMD line, that starts an operation.
- Response – A token that is sent from an addressed card and serially on the CMD line; not all the commands expect a response from the cards.
- Data – Can be transferred from the host to the card or vice versa. Data is transferred serially on the data line; not all commands involve data transfer.

Figure 5-24 illustrates an example multiple-block read operation; the clock is representative only and does not show the exact the number of clock cycles.

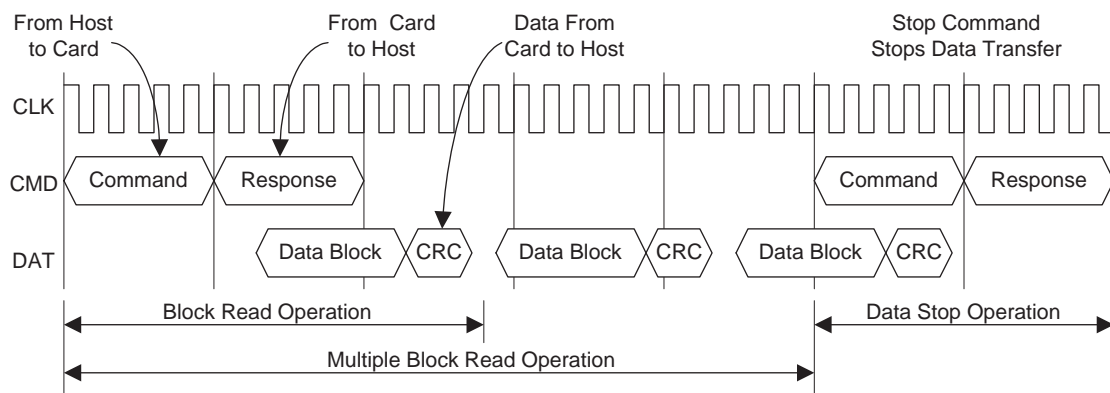


Figure 5-24 Multiple-Block Read Operation

Figure 7 illustrates an example multiple-block write operation; again, the clock is representative only and does not show the exact number of clock cycles.

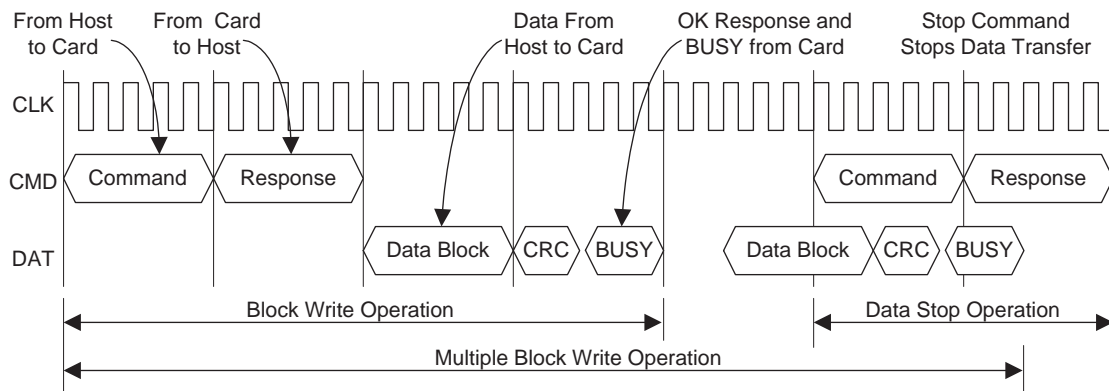


Figure 5-25 Multiple-Block Write Operation

Figure 5-26 shows an example command token sent by the host.

Figure 5-28 shows the block diagram for the Mobile Storage controller.

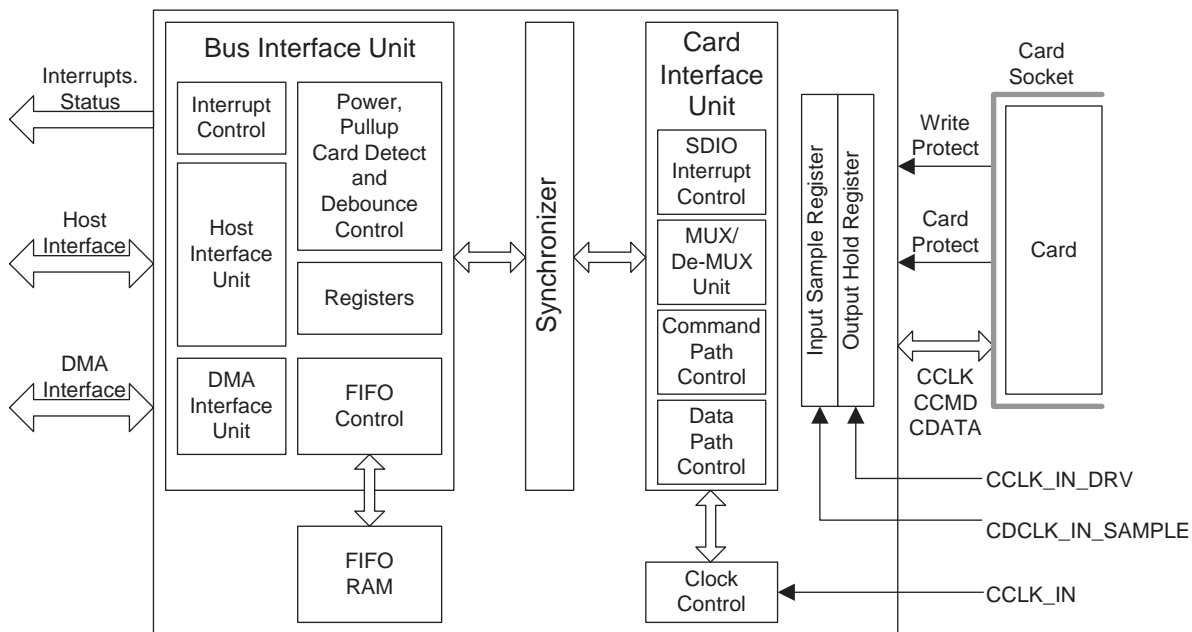


Figure 5-28 Mobile Storage Controller Block Diagram

5.12.4 Compact FLASH, IDE

The Compact Flash Controller includes a versatile Compact Flash card controller that supports CompactFlash and CF+ according to the *CF+ and CompactFlash Specification Revision 3.0*. It functions in PC card memory, PC card I/O, and true IDE modes. IDE multiword DMA and Ultra DMA are also included.

The Compact Flash Controller data bus width to the Compact Flash card, is user configurable to 8 or 16 bits. Compact Flash card timing parameters are software programmable to support a wide range of Compact Flash card speed grades and system clock frequencies.

The Compact Flash Controller supports all Compact Flash card commands listed in the *CF+ and CompactFlash Specification Revision 3.0*. In PC card modes, the host processor accesses the Compact Flash card common memory, attribute memory, and I/O space using the Compact Flash Controller. Additionally, the host processor can directly read and write Compact Flash card command block locations using the Compact Flash Controller.

The host processor initiates Compact Flash card operations by writing commands to the Compact Flash Controller. When a Compact Flash card operation completes, the Compact Flash Controller optionally signals a maskable interrupt to the host processor. The host processor may also poll Compact Flash Controller registers to determine when a Compact Flash card operation has completed.

Data is transferred to and from the Compact Flash card by way of a Write Data FIFO and a Read Data FIFO. For Compact Flash card commands that write data to the Compact Flash card, the write data is loaded into the Write Data FIFO. Data is read from the Read Data FIFO when executing Compact Flash card commands that read data from the Compact Flash card.

The Compact Flash Controller AMBA Subsystem features are:

- CompactFlash and CF+ version 3.0
 - PC card memory, PC card I/O, and true IDE modes
 - IDE multiword DMA and Ultra DMA modes
 - 8-bit or 16-bit Compact Flash Controller data bus
 - User configurable reset values and fully programmable Compact Flash card timing parameters
 - Supports all Compact Flash card commands
 - Supports direct command block accesses
 - Supports common memory, attribute memory, and IO accesses (PC card modes)
 - Interrupt or host processor polling for Compact Flash command completion
 - Two FIFOs to transfer data to/from the Compact Flash card- user configurable sizes
 - Write Data FIFO
 - Read Data FIFO
 - Read data prefetching
 - Write data packing
 - Same cycle device request/response is supported for highest throughput
 - Handles all data packing/unpacking and data alignment for data transfer sizes that do not match the AMBA Bus width and/or Compact Flash data bus width
-

Figure 5-29 shows the connections between the MG3500 SoC and the Compact Flash socket.

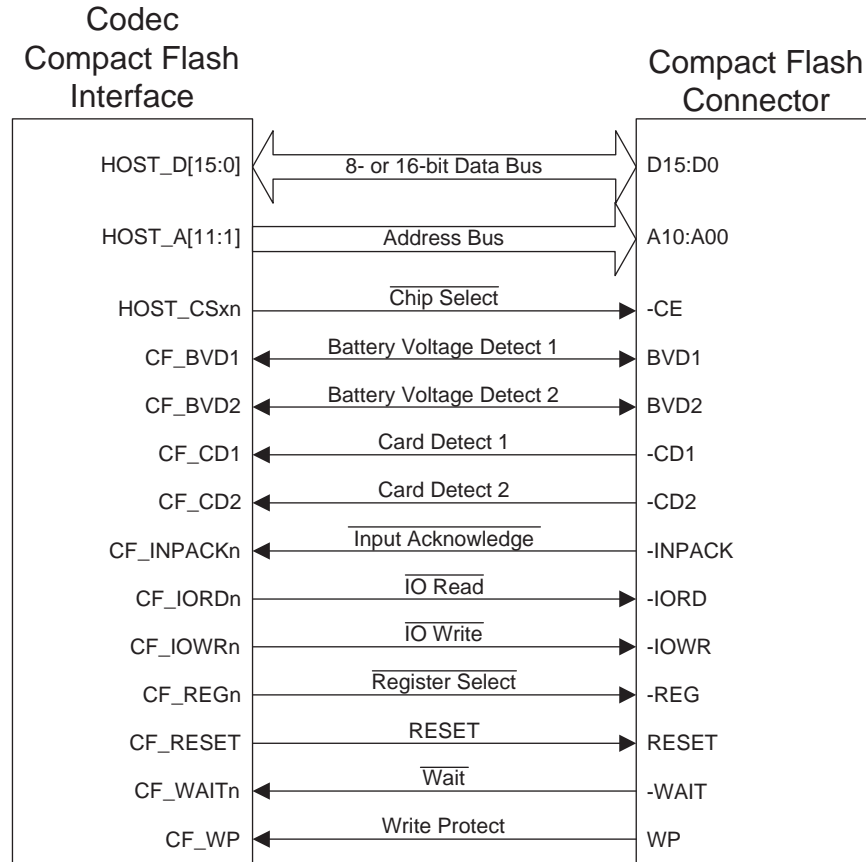


Figure 5-29 Compact Flash Interface Connections

5.12.5 NAND and NOR Flash Controller

The Flash Controller Subsystem includes a versatile NAND/NOR Flash controller that supports NAND and NOR Flash chips from several manufacturers. The Flash Controller data bus width is user configurable to 8, 16, or 32 bits. The Flash Controller supports NAND Flash memory systems from 8 Mbytes to 16 GBytes, whereas NOR Flash memory systems from 512 kBytes to 1 GByte. Flash chip timing parameters are software programmable to support a wide range of Flash speed grades and system clock frequencies.

The Flash Controller supports the Read, Program, Erase, Read Status, Read ID, Copy Back, and Reset NAND Flash commands. ECC is provided for NAND Flash systems. NOR Flash commands that are supported include Read, Program, Erase, Read Status, Read ID, Read CFI, Clear Status, Buffered Write, Lock, Unlock, and Lock Down. Additionally, a Direct Read and Direct Write command are provided to access NOR Flash chips at arbitrary addresses and with arbitrary write data so that any other NOR Flash chip command sequences can be used.

In NAND flash mode, the maximum address size is 34 bits. This NAND flash mode address is a concatenation of the address field of the NAND Flash Control Register and either the AMBA bus address or the address field of the NAND Flash Command Register. Specifically:

Table 5-13 Address Formation

Address	NAND Flash Operations
Address = A[7:0] of the NAND Flash Control Register, AMBA bus address[25:0]	Read Program (write)
Address = A[7:6] of the NAND Flash Control Register, Address[27:0] of the NAND Flash Command Register, 4 x 0	Read, Status Read ID, Erase, Copy Back

Large NAND flash systems require more address bits than are available from the bus address or the bits in a single 32 bit register. Therefore, the most significant address bits of these large systems are determined by the contents of the address field of the NAND Flash Control Register, as shown in Table 5-13. The address field of the NAND Flash Control Register is ignored in smaller NAND flash systems.

In NAND Flash systems, configurable features include page size, data bus width, Flash chip size, number of Flash banks, interrupt enable, ECC functionality, copy back functionality, command confirmation, number of address cycles, number of ID read cycles, spare area usage, and Address[33:32]. Configurable features for NOR Flash systems include, data bus width, Flash chip size, number of Flash banks, interrupt enable, block size, boot block configuration, lock feature, burst read feature, buffered write feature, and the CFI feature. Configurable features can be reconfigured by software.

Flash timing parameters are hardwired to default values at reset. After reset, they are software programmable. This allows the Flash Controller to be used for boot code at reset with a wide range of Flash speed grades and system cycle times. After booting, performance can be optimized by reconfiguring the Flash timing parameters for the specific Flash memories that are used and the system clock frequency.

The host processor initiates Flash chip operations that do not read or write data, by writing commands to the Flash Controller. When one of these non-data Flash operations completes, the Flash Controller optionally signals a maskable interrupt to the host processor. The host processor may also poll Flash Controller registers to determine when a non-data Flash chip operation has completed.

Internal to the MG3500 SoC, the Flash Controller Subsystem is a bus slave peripheral on the AMBA High-Speed Bus (AHB). Bus read and write transactions that target the Flash chips, are recognized by the AMBA Slave Interface of the Flash Controller Subsystem. The Slave Interface initiates Flash requests at the requester interface of the Flash Controller block. To complete the Bus transaction, the Slave Interface drives the appropriate response onto the AMBA High-Speed Bus (AHB).

The Flash Controller Subsystem features are:

- NAND and NOR Flash controller
 - 1, 2, or 4 banks of Flash memories
 - 8 bit or 16 bit Flash Controller data bus
 - 8 Mbyte to 16 GByte NAND Flash memory systems
 - 512 kByte to 1 GByte NOR Flash memory systems
 - Default reset values with fully programmable Flash chip timing parameters
 - NAND Flash
 - Read, Program, Erase, Read Status, Read ID, Copy Back, and Reset
 - 64 Mbit to 8 Gbit Flash chips- configurable
 - 8 bit or 16 bit Flash chip data bus- configurable
 - 2048 byte page size
 - ECC hardware
 - 2 or 4 cycle ID register read- configurable
 - NOR Flash
 - Read, Program, Erase, Read Status, Read ID, Read CFI, Clear Status, Buffered Write, Lock, Unlock, Lock Down
 - Other NOR Flash commands using Direct Read and Direct Write
 - NOR Flash RP/RST/RESET (reset) assertion by the Flash Controller Subsystem reset input port
 - 4 Mbit to 512 Mbit Flash chips- configurable
 - 8 bit or 16 bit Flash chip data bus- configurable
 - 64 kByte or 128 kByte main block size- configurable
 - top, or no boot block- configurable
 - 8 kByte, 16 kByte, or 32 kByte boot block size- configurable
 - Interrupt or host processor polling for non-data transfer Flash command completion
 - Implements Bus timeout and RETRY response
 - Read data prefetching
 - Write data packing
 - Same cycle device request/response is supported for highest throughput
 - Handles all data packing/unpacking and data alignment for data transfer sizes that do not match the AMBA Bus width and/or Flash data bus width
-

Figure 5-30 shows the NAND/NOR Flash Interface connected to a NOR memory.

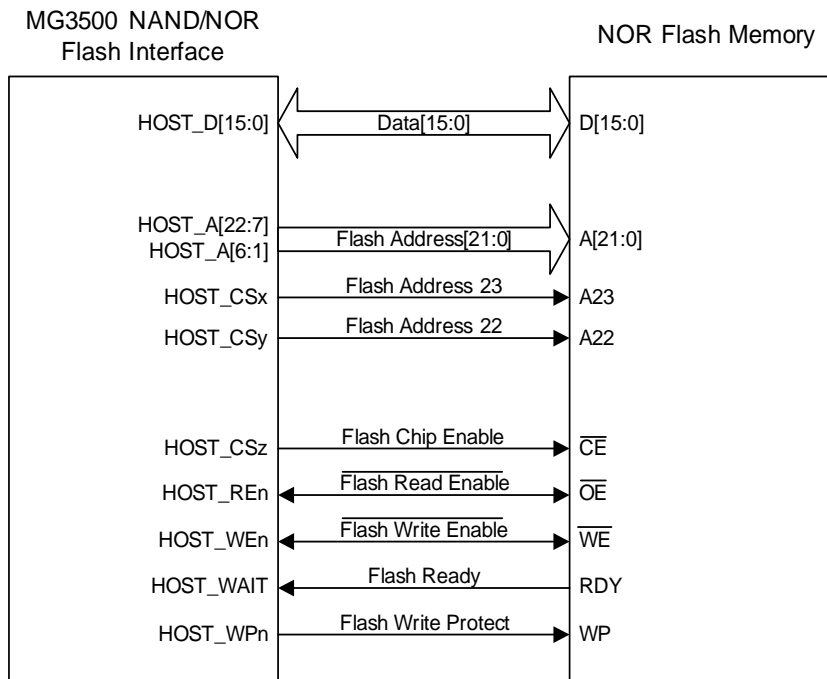


Figure 5-30 NAND/NOR Flash Interface Connected to a NOR Flash Memory

5.13 Serial Interfaces

The Serial I/O consists of UARTs, I²C-compatible TWI Interfaces, and SPI interfaces.

Table 5-14 Serial I/O Interfaces

Interface	Number of Internal Instances	Number of Interface Ports
UART	3 ARM + 1 MME	3
TWI	2	2
SPI	3 (1 Master with 2 SS, 1 Master with 1 SS, 1 Slave)	2

5.13.1 UART

The MG3500 SoC has three UART ports: Debug (UARTD), UART 0 (UART0), and UART 1 (UART1). The DBG UART port is shared by the MME and the ARM debugger ports, and consists of only the TXD and RXD signals (see Figure 5-31). The Debug port is very useful in debugging the system and should always be connected.

UART 0 has the TXD and RXD signals, but also includes the flow control signals, RTS and CTS. UART 1 only includes the TXD and RXD signals.

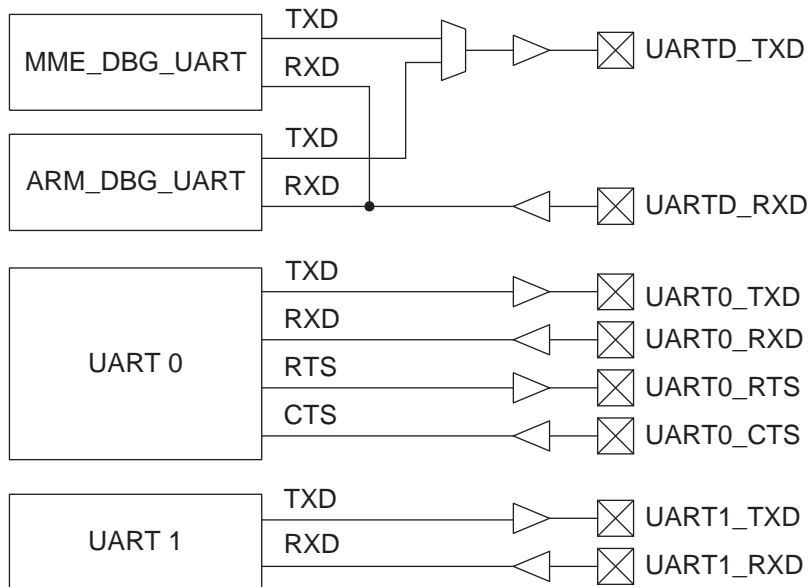


Figure 5-31 UART Module to Interface Signal Mapping

The baud rate for the UART can be set to any of the values listed in Table 5-6.

Table 5-15 UART Baud Rate Frequencies

Baud Rate	Baud Rate	Baud Rate	Baud Rate
300	19200	64000	250000
600	28800	76800	256000
1200	38400	115200	460800
2400	51200	128000	500000
4800	56000	153600	576000
9600	57600	230400	921600

5.13.2 MG3500 Two Wire Interface (TWI)

There are two I²C-compatible TWI modules and three TWI Interface ports on MG3500. Both TWI modules can be configured to hook up to any of the three TWI interfaces. The V01 and V23 TWI ports are shared with V01 and V23 SPI ports.

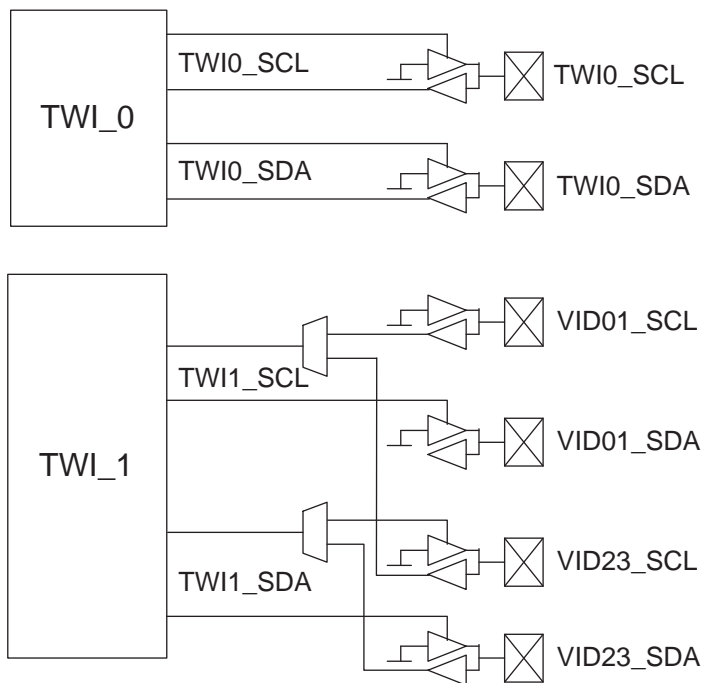


Figure 5-32 TWI Module to Interface Signal Mapping on MG3500

5.13.3 MG2580 Two Wire Interface (TWI)

There are two I²C-compatible TWI modules and two TWI Interface ports on MG2580.

Note: VID23_SCL and VID23_SDA are not available on MG2580. See Table 2-4 for more information about MG2580 pin descriptions.

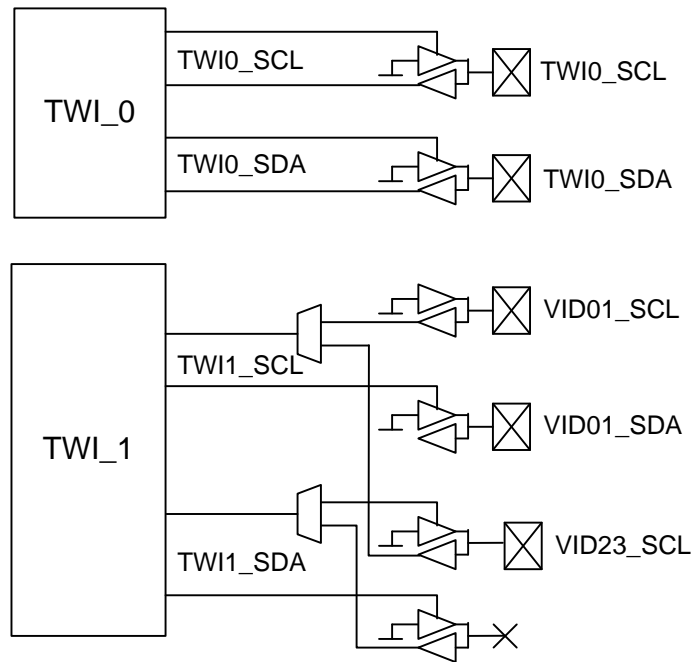


Figure 5-33 TWI Module to Interface Signal Mapping on MG2580

5.13.4 SPI on MG3500

There are three SPI modules and three SPI Interface ports (see Figure 5-34). The following are SPI Interface ports:

- A V01 SPI port associated with the Video 0 and 1 ports
- A V23 SPI port associated with Video 2 and 3 ports
- An independent SPI port

Note: The V23 SPI port is not available on MG2580. See Table 2-4 for more information about MG2580 pin descriptions.

The SPI modules are the following:

- SPI_0 is configured to support two devices and therefore has two Slave Select (MSS) signals. It connects only to the primary SPI port.
- SPI_1 is configured with two Slave Selects. One Slave Select goes to the V01 port and the other goes to the V23 port. The CLK and MOSI output signals branch to both V01 and V23. The MISO line is multiplexed on the input and controlled by SS0. If SS0 is active (Low), then MISO is routed from V01_MISO; otherwise MISO is routed from V23_MISO.
- SPI_2 is configured to support one device and therefore has a single Slave Select (MSS) signal. It connects only to the primary SPI port.

SPI0 and SPI2 can be multiplexed because SPI_0 is a master mode SPI and SPI_2 is a slave mode SPI. After reset this interface comes up in GPIO mode so all signals are inputs.

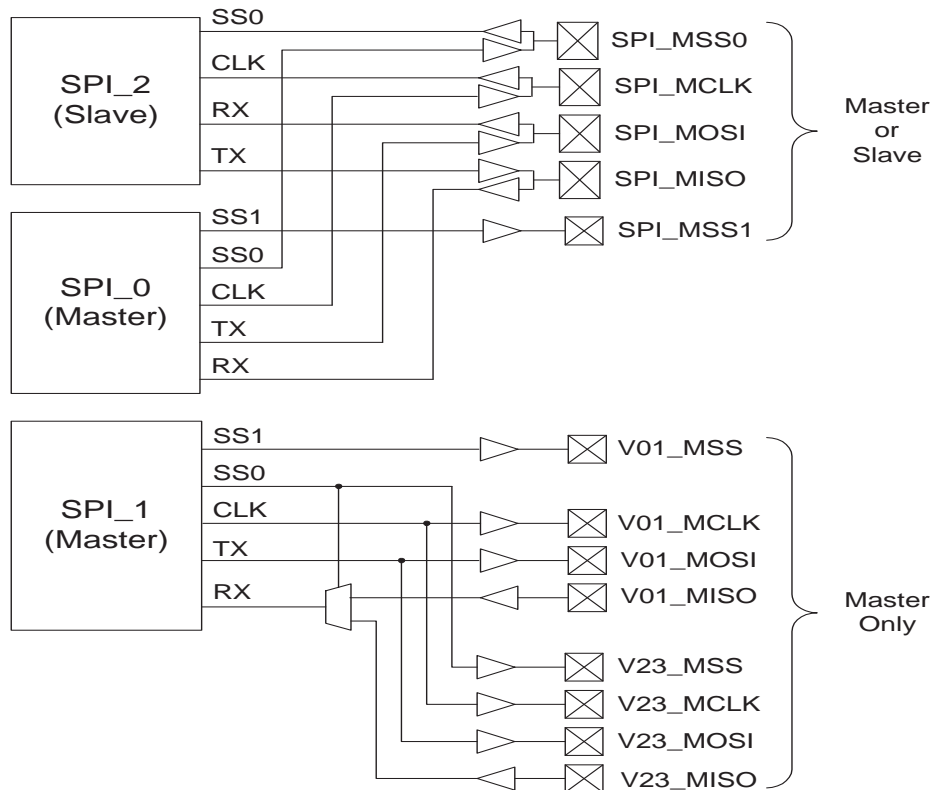


Figure 5-34 SPI Module to Interface Signal Mapping

5.13.5 SPI on MG2580

There are three SPI modules and two SPI Interface ports (see Figure 5-36). The SPI Interface ports are the following:

- A V01 SPI port associated with the Video 0 and 1 ports
- An independent SPI port

Note: The V23 SPI port is not available on MG2580. See Table 2-4 for more information about MG2580 pin descriptions.

The SPI modules are the following:

- SPI_0 is configured to support two devices and therefore has two Slave Select (MSS) signals. It connects only to the primary SPI port.
- SPI_1 is configured with two Slave Selects. One Slave Select goes to the V01 port and the other is not connected. The MISO line is multiplexed on the input and controlled by SS0. SS0 should always be active (Low).
- SPI_2 is configured to support one device and therefore has a single Slave Select (MSS) signal. It connects only to the primary SPI port.

SPI0 and SPI2 can be multiplexed because SPI_0 is a master mode SPI and SPI_2 is a slave mode SPI. After reset this interface comes up in GPIO mode so all signals are inputs.

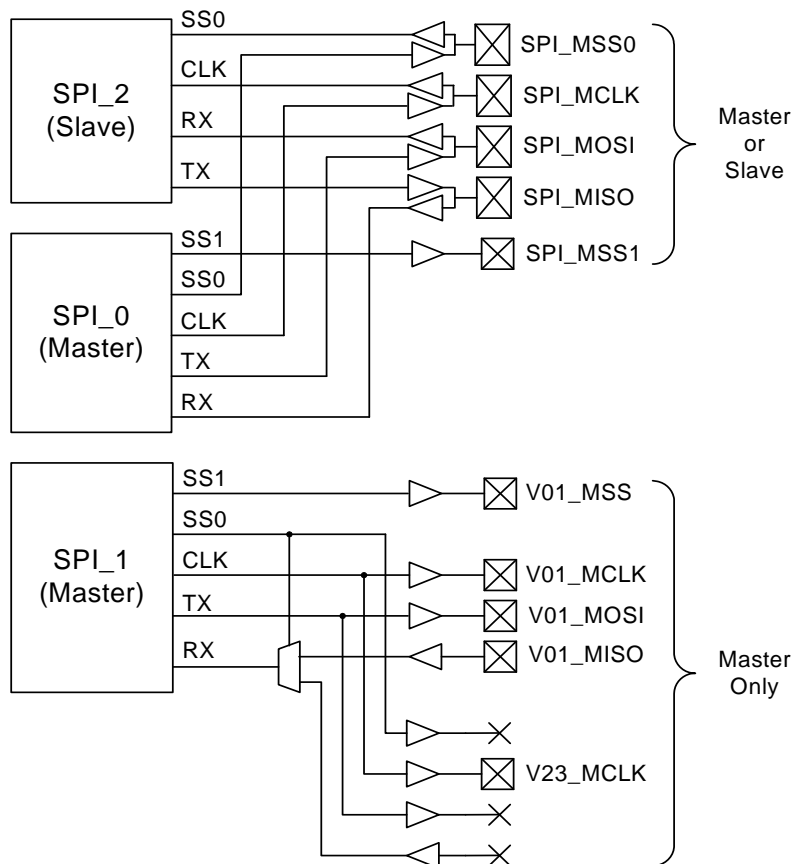


Figure 5-35 SPI Module to Interface Signal Mapping on MG2580

5.13.6 Pulse Width Modulators

The MG3500 SoC includes three PWM modules. The clock for these modules is 1 MHz, and you program a divider to set the PWM pulse width.

5.13.7 Serial IO Pad Programmable Features

In addition to defining a register to enable the GPIO functionality, the following features are programmable:

- Drive Strength (group controlled, see groups in “Drive Strength Encoding” on page 172)
- Slew Rate (group controlled)
- Pull Up (individually controlled)
- Pull Down (individually controlled)

The Drive Strength Groups in the MG3500 HD H.264 Codec SoC are as follows:

- DS0: Serial
- DS1: SPI
- DS2: V01 SPI
- DS3: V23 SPI
- DS4: Video 0
- DS5: Video 1
- DS6: Video 2
- DS7: Video 3
- DS8: Host
- DS9: Ethernet
- DS10: Audio
- DS11: SD/MMC

A three-bit encoding is used for the actual Drive Strength value. The three-bit encoding is re-encoded as shown in Figure 5-16 before being sent to the I/O cell.

Table 5-16 Drive Strength Encoding

Register Value (dec)	Effective Drive Strength (mA)
1	2
2	4
3	6
4	8
5	10
6	12

5.13.8 Serial Registers

Serial I/O Control

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved						SPI-Mas-terSel	SPI_MSS0_AltSel	SPI_MCLK_AltSel	SPI_MOSI_AltSel	V01_MCLK_AltSel	V01_MOSI_AltSel	V23_MCLK_AltSel	V23_MOSI_AltSel	TWI1 Cfg	DBGUARTSel
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
SPIMasterSel		0: SPI interface is the Master (default) 1: SPI interface is the Slave.													
SPI_MSS0_AltSel		0: SPI_MSS0 signal is active (default) 1: BS_ENABLE signal is active GPIOSel takes precedence.													
SPI_MCLK_AltSel		0: SPI_MCLK signal is active (default) 1: BS_CLK signal is active GPIOSel takes precedence.													
SPI_MOSI_AltSel		0: SPI_MOSI signal is active (default) 1: BS_DATA signal is active GPIOSel takes precedence.													
V01_MCLK_AltSel		0: V01_MCLK signal is active (default) 1: V01_SCL signal is active GPIOSel takes precedence.													
V01_MOSI_AltSel		0: V01_MOSI signal is active (default) 1: V01_SDA signal is active GPIOSel takes precedence.													
V23_MCLK_AltSel ¹		0: V23_MCLK signal is active (default) 1: V23_SCL signal is active GPIOSel takes precedence.													
V23_MOSI_AltSel ²		0: V23_MOSI signal is active (default) 1: V23_SDA signal is active GPIOSel takes precedence.													
TWI1Cfg		0: TWI1 connects to the V01_* port 1: TWI1 connects to the V23_* port													
DBGUARTSel		0: Connects ARM_DBG_UART to the DBG UART port (default) 1: Connect MME_DBG_UART to the DBG UART port													

1. V23_MCLK_AltSel is not available on MG2580.

2. V23_MOSI_AltSel is not available on MG2580.

There is no GPIO 0 Sel as these are dedicated registers.

GPIO 1 Sel

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
S31 GPIO1 Sel	S30G PIO1 Sel	S29G PIO1 Sel	S28G PIO1 Sel	S27G PIO1 Sel	S26G PIO1 Sel	S25G PIO1 Sel	S24G PIO1 Sel	S23 GPIO 1 Sel	S22 GPIO 1 Sel	S21 GPIO 1 Sel	S20 GPIO 1 Sel	S19 GPIO 1 Sel	S18 GPIO 1 Sel	S17 GPIO 1 Sel	S16 GPIO 1 Sel
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S15G PIO1 Sel	S14G PIO1 Sel	S13G PIO1 Sel	S12G PIO1 Sel	S11G PIO1 Sel	S10G PIO1 Sel	S9 GPIO 1 Sel	S8 GPIO 1 Sel	S7 GPIO 1 Sel	S6 GPIO 1 Sel	S5 GPIO 1 Sel	S4 GPIO 1 Sel	S3 GPIO 1 Sel	S2 GPIO 1 Sel	S1 GPIO 1 Sel	S0 GPIO 1 Sel
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S31GPIO1Sel – S0GPIO1Sel		S31 - S0 signals 0: Select Primary/Alt Function (default) 1: Select GPIO Function													

GPIO 2 Sel

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
S31 GPIO2 Sel	S30 GPIO 2Sel	S29 GPIO 2Sel	S28 GPIO 2Sel	S27 GPIO 2Sel	S26 GPIO 2Sel	S25 GPIO 2Sel	S24 GPIO 2Sel	S23 GPIO 2Sel	S22 GPIO 2Sel	S21 GPIO 2Sel	S20 GPIO 2Sel	S19 GPIO 2Sel	S18 GPIO 2Sel	S17 GPIO 2Sel	S16 GPIO 2Sel
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S15 ¹ GPIO2 Sel	S14 GPIO 2Sel	S13 ² GPIO 2Sel	S12 ³ GPIO 2Sel	S11 GPIO 2Sel	S10 GPIO 2Sel	S9 GPIO 2Sel	S8 GPIO 2Sel	S7 GPIO 2Sel	S6 GPIO 2Sel	S5 GPIO 2Sel	S4 GPIO 2Sel	S3 GPIO 2Sel	S2 GPIO 2Sel	S1 GPIO 2Sel	S0 GPIO 2Sel
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S0GPIO2Sel – S15GPIO2Sel		S31 - S0 signals 0: Select Primary/Alt Function (default) 1: Select GPIO Function													
S21GPIO2Sel – S31GPIO2Se															
S16GPIO2Sel – S20GPIO2Sel		S31 - S0 signals 0: Select Primary/Alt Function 1: Select GPIO Function (default) Note: S16GPIO2Sel – S20GPIO2Sel default to GPIO selected which forces the signals to input after reset.													

1. The GPIO_2_15 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.
2. The GPIO_2_13 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.
3. The GPIO_2_12 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.

Serial I/O Drive Strength ([n=0,3,6,9], 4 Registers Total)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Rsvd	DS[n+2] Drive Stength		D[n+2]2SlewRate			DS[n+1] Drive Stength		DS[n+1] SlewRate		DS[n] SlewRate		DS[n]Drive Stength			
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
DS[n]SlewRate			00: Slowest 01: (default) 10: 11: Fastest												
DS[n]DriveStength			In 2 mA increments: 1: Slowest 2: (default) 3: 4: 5: 6: Fastest Else: Invalid												

GPIO 0 Pull-up Enable

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								S7 PU En	S6 PU En	S5 PU En	S4 PU En	S3 PU En	S2 PU En	S1 PU En	S0 PU En
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S7PUEn – S0SPUEn		0: Pull-up is NOT enabled 1: Pull-up is enabled (default)													

GPIO 1 Pull-up Enable

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
S31 PUEn	S30 PUEn	S29 PUEn	S28 PUEn	S27 PUEn	S26 PUEn	S25 PUEn	S24 PUEn	S23 PU En	S22 PU En	S21 PU En	S20 PU En	S19 PU En	S18 PU En	S17 PU En	S16 PU En
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S15 PU En	S14 PU En	S13 PU En	S12 PU En	S11 PU En	S10 PU En	S9 PU En	S8 PU En	S7 PU En	S6 PU En	S5 PU En	S4 PU En	S3 PU En	S2 PU En	S1 PU En	S0 PU En
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S31PUEn – S0SPUEn		0: Pull-up is NOT enabled 1: Pull-up is enabled (default)													

GPIO 2 Pull-up Enable

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
S31 PUEn	S30 PUEn	S29 PUEn	S28 PUEn	S27 PUEn	S26 PUEn	S25 PUEn	S24 PUEn	S23 PU En	S22 PU En	S21 PU En	S20 PU En	S19 PU En	S18 PU En	S17 PU En	S16 PU En
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S15 ¹ PU En	S14 PU En	S13 ² PU En	S12 ³ PU En	S11 PU En	S10 PU En	S9 PU En	S8 PU En	S7 PU En	S6 PU En	S5 PU En	S4 PU En	S3 PU En	S2 PU En	S1 PU En	S0 PU En
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S31PUEn – S0SPUEn		0: Pull-up is NOT enabled 1: Pull-up is enabled (default)													

1. The GPIO_2_15 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.
2. The GPIO_2_13 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.
3. The GPIO_2_12 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.

GPIO 0 Pull-down Enable

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								S7P DEn	S6P DEn	S5P DEn	S4P DEn	S3P DEn	S2P DEn	S1P DEn	S0P DEn
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S7PDEn – S0SPDEn		0: Pull-down is NOT enabled (default) 1: Pull-down is enabled													

GPIO 1 Pull-down Enable

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
S31 PDEn	S30 PDEn	S29 PDEn	S28 PDEn	S27 PDEn	S26 PDEn	S25 PDEn	S24 PDEn	S23 PD En	S22 PD En	S21 PD En	S20 PD En	S19 PD En	S18 PD En	S17 PD En	S16 PD En
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S15 PD En	S14 PD En	S13 PD En	S12 PD En	S11 PD En	S10 PD En	S9 PD En	S8 PD En	S7 PD En	S6 PD En	S5 PD En	S4 PD En	S3 PD En	S2 PD En	S1 PD En	S0 PD En
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S31PDEn – S0SPDEn		0: Pull-down is NOT enabled (default) 1: Pull-down is enabled													

GPIO 2 Pull-down Enable

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
S31 PDEn	S30 PDEn	S29 PDEn	S28 PDEn	S27 PDEn	S26 PDEn	S25 PDEn	S24 PDEn	S23 PD En	S22 PD En	S21 PD En	S20 PD En	S19 PD En	S18 PD En	S17 PD En	S16 PD En
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
S15 ¹ PD En	S14 PD En	S13 ² PD En	S12 ³ PD En	S11 PD En	S10 PD En	S9 PD En	S8 PD En	S7 PD En	S6 PD En	S5 PD En	S4 PD En	S3 PD En	S2 PD En	S1 PD En	S0 PD En
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
S31PDEn – S0SPDEn		0: Pull-down is NOT enabled (default) 1: Pull-down is enabled													

1. The GPIO_2_15 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.
2. The GPIO_2_13 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.
3. The GPIO_2_12 field will have no effect on MG2580 since GPIO pins are not connected. See Table 2-4 for more information on MG2580 pin descriptions.

5.14 USB 2.0 On-the-Go Interface

The MG3500 SoC contains a High-Speed USB 2.0 interface with the ability to operate as Device, Host, or On-The-Go (OTG) at speeds of up to 480 MHz. The USB interface includes the Physical Layer on-chip. Figure 5-36 shows a high-level block diagram of the USB Interface.

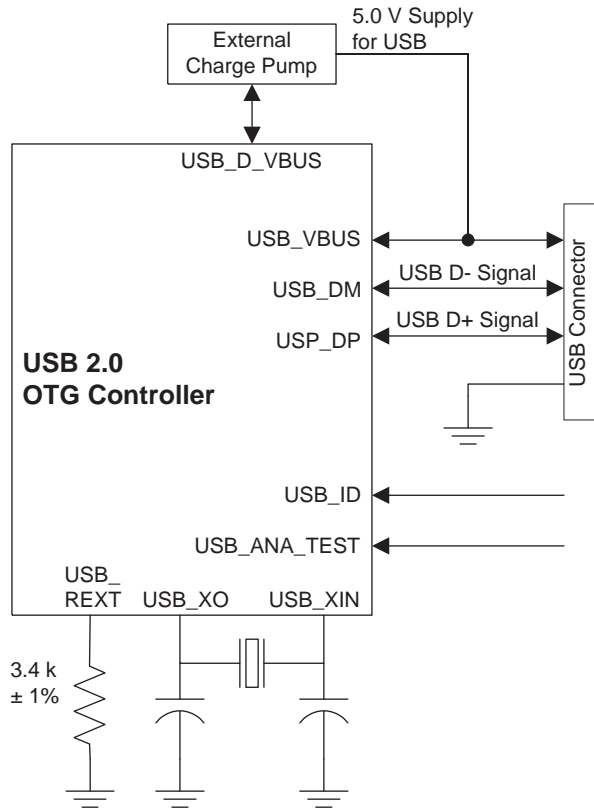


Figure 5-36 USB Interface Block Diagram

This section discusses the Physical Layer (PHY) first, followed by a discussion of the USB Controller.

5.14.1 Physical Layer (PHY)

The USB 2.0 OTG PHY port has three distinct external interfaces:

- The USB Data Plus (D+) and Data Minus (D-) lines: These lines are USB 1.1 and 2.0 specification-compliant. The USB 2.0 OTG PHY supports high-speed, 480-Mbps transfers, as well as USB 1.1 full-speed and low-speed transfers.
- The active high signal USB_D_VBUS (USB VBUS Drive) is used to enable an external charge pump for USB_VBUS when operating as a host.
- USB 2.0 Transceiver Macrocell Interface (UTMI): The USB 2.0 OTG PHY supports the following modes through the UTMI:
 - High-Speed (HS)
 - Full-Speed (FS)

-
-
- Full-Speed-Only (FS-Only)
 - Full-Speed Power-Save (FS Power-Save)
 - Low-Speed Power-Save (LS Power-Save)
 - Low-Speed Preamble (LS Preamble)
 - Low-Speed Preamble Power-Save (LS Preamble Power-Save)

The UTMI contains a receive port, a transmit port, and associated control lines to interface with a USB host controller or device controller. The receive and transmit ports can be configured as 8/16-bit parallel ports for all modes of operation.

- Serial interface: This interface supports full-speed (FS-Serial mode) and low-speed (LS-Serial mode) data transmission rates to and from a controller.

The USB 2.0 OTG PHY handles low-level USB protocol and signaling. The USB 2.0 OTG PHY supports SYNC detection, data serialization and deserialization, and data recovery.

Features

The USB 2.0 OTG PHY has the following features.

- General Features
 - Low power dissipation while active, idle, or on standby
 - Integrates high-, full-, and low-speed (Host mode only) termination and signal switching
 - Requires minimal external components: a single resistor and single crystal with two capacitors for best operation
 - Provides an on-chip PLL to reduce clock noise and eliminate the need for an external clock generator
 - Supports an off-chip charge pump regulator to generate 5 V for VBUS
 - Integrates short-to-5-V and short-to-ground protection for D+ and D– lines (requires only global electrostatic discharge (ESD) and 5 V-compliant dp/dm pads)
 - USB 2.0 Features
 - Complies with *Universal Serial Bus Specification*, Revision 2.0
 - Complies with *On-The-Go Supplement to the USB 2.0 Specification*, Revision 1.0a
 - Complies with *UTMI+ Specification*, Revision 1.0 (Level 3)
 - Integrates 45-ohm termination, 1.5 KOhm pull-up and 15 KOhm pull-down resistors, with support for independent control of the pull-down resistors
 - Supports 480-Mbps high-speed, 12-Mbps full-speed, and 1.5-Mbps low-speed (Host mode only) data transmission rates
 - Supports 8/16-bit unidirectional parallel interfaces for HS, FS, and LS (Host mode only) modes of operation, in accordance with the UTMI specification
 - Provides dual (HS/FS) mode host/device support (LS operation is not supported for device applications)
 - Implements data recovery from serial data on the USB connector
 - Implements SYNC/End-of-Packet (EOP) generation and checking
 - Implements bit stuffing and unstuffing, and bit-stuffing error detection
 - Implements Non Return to Zero Invert (NRZI) encoding and decoding
 - Implements bit serialization and deserialization
-

- Implements holding registers for staging transmit and receive data
- Implements logic to support suspend, resume, and remote wakeup operations
- Implements VBUS pulsing and discharge Session Request Protocol (SRP) circuit
- Implements VBUS threshold comparators

Crystal Specifications

To obtain optimal crystal performance, use a fundamental crystal with the following specifications:

- Resonance mode: parallel
- Load capacitance: 15–30 pF
- Shunt capacitance: 5–8 pF
- Series resistance: 20–60 ohms

Drive level: 50–500 μ W

Off-Chip Charge Pump

An off-chip charge pump is required to provide power to the PHY USB_VBUS pin. Figure 5-36 shows the charge pump connection to the USB 2.0 OTG PHY. The charge pump's output is connected directly to VBUS on the device board. The pin that connects to the USB 2.0 OTG PHY's USB_VBUS pin is also connected to VBUS.

The USB_VBUS pin can sink or source 8 mA of current. Therefore, to meet the design specification, the charge pump output must be able to source at least 10 mA at a voltage level of 5 V (\pm 4 percent). The USB_VBUS pin presents a worst-case load of 500 fF. This worst-case load is for the USB 2.0 OTG PHY only and does not account for capacitance due to routing, pads, package, or board traces.

The Charge Pump is only required for OTG operation. When the MG3500 SoC is a Device, power to the USB_VBUS pin must be supplied by an external host. When the MG3500 SoC is a Host, the design must provide power to the USB_VBUS pin. This can come from either a Charge Pump or an on-board supply.

5.14.2 USB Controller

The MG3500 SoC USB Controller is a Dual-Role Device (DRD) controller that supports both device and host functions. It is fully compliant with the *On-The-Go Supplement to the USB 2.0 Specification*, Revision 1.0a. It can also be configured as a Host-only or Device-only controller, fully compliant with the *USB 2.0 Specification*. The USB 2.0 configurations support high-speed (HS, 480-Mbps), full-speed (FS, 12-Mbps), and low-speed (LS, 1.5-Mbps) transfers. Additionally, the USB Controller can be configured as a USB 1.1 full-speed/low-speed DRD.

The USB Controller is optimized for the following applications and systems:

- Portable electronic devices
- Point-to-point applications (no hub, direct connection to HS, FS, or LS device)
- Multi-point applications (as an embedded USB host) to devices (hub and split support)

Figure 5-37 shows a block diagram of the USB Controller.

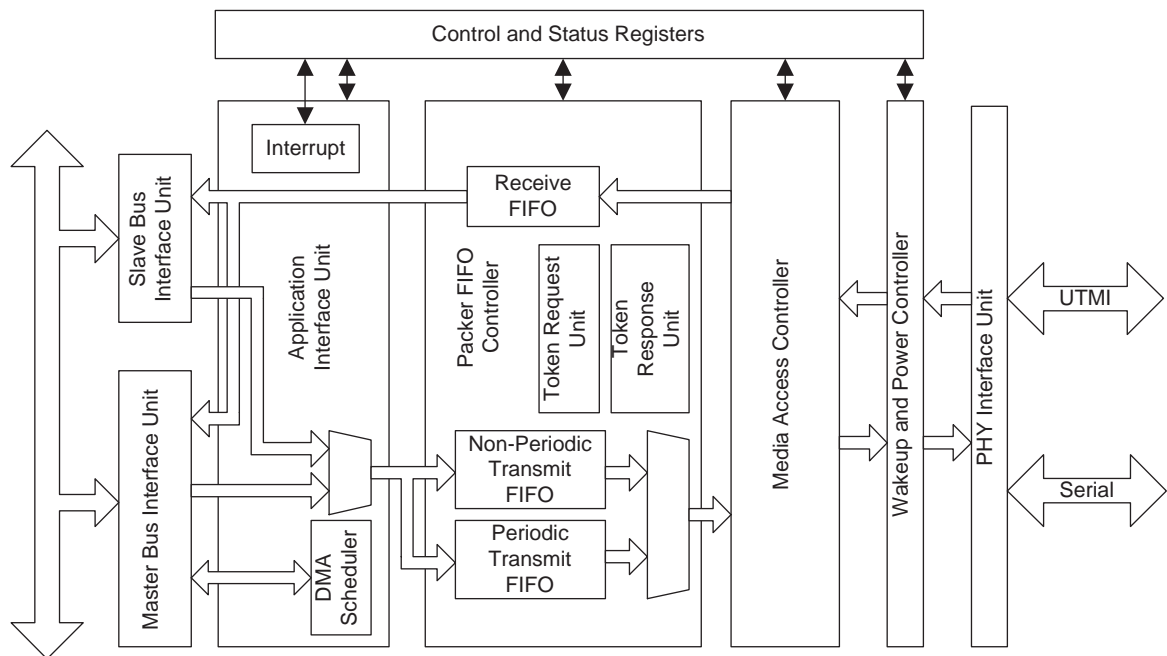


Figure 5-37 USB Controller

General Features

- Includes USB power management features
- Includes clock gating to save power
- Supports packet-based, dynamic FIFO memory allocation for endpoints for small FIFOs and flexible, efficient use of RAM
- Supports the Keep-Alive in Low-Speed mode and SOFs in High/Full-Speed modes
- Power-optimized design

USB 2.0 Supported Features

- Complies with the On-The-Go Supplement to the USB 2.0 Specification (Revision 1.0a)
- Operates in High-Speed (HS, 480-Mbps), Full-Speed (FS, 12-Mbps) and Low-Speed (LS, 1.5-Mbps) modes
- Supports Session Request Protocol (SRP)
- Supports Host Negotiation Protocol (HNP)
- I²C interface (for support of Mini USB Analog CarKit Interface Specification, CEA-936, revision 2, not intended for use with other devices)
- Supports a generic root hub
- Includes automatic ping capabilities

Power Optimization Features

- PHY clock gating support during USB Suspend mode and Session-Off mode
- Partial power-off during USB Suspend mode and Session-Off mode
- Input signals to powered-off blocks driven to safe 0
- Data FIFO RAM chip-select deasserted when not active
- Data FIFO RAM clock-gating support

Host Architecture

The host uses one transmit FIFO for all non-periodic OUT transactions and one transmit FIFO for all periodic OUT transactions. These transmit FIFOs are used as transmit buffers to hold the data (payload of the transmit packet) to be transmitted over USB. The host pipes the USB transactions through Request queues (one for periodic and one for non-periodic). Each entry in the request queue holds the IN or OUT channel number along with other information to perform a transaction on the USB. The order in which the requests are written into the queue determines the sequence of transactions on the USB. The host processes the periodic request queue first, followed by the non-periodic request queue, at the beginning of each (micro)frame.

The host uses one receive FIFO for all periodic and non-periodic transactions. The FIFO is used as a receive buffer to hold the received data (payload of the received packet) from the USB until it is transferred to the system memory. The status of each packet received also goes into the FIFO. The status entry holds the IN channel number along with other information, such as received byte count and validity status, to perform a transaction on the AMBA High-Speed Bus (AHB).

Device Architecture

The OTG device uses a single transmit FIFO to store data for all non-periodic endpoints, and one transmit FIFO per periodic endpoint to store data to be transmitted in the next (micro)frame. The data is fetched by the DMA engine or is written by the application into the transmit FIFOs and is transmitted on the USB when the IN token is received. The request queue contains the number of the endpoint for which the data is written into the Data FIFO.

To improve performance, the application can use the learning queue to help predict the order in which the USB host will access the non-periodic endpoints and writes the data into the non-periodic FIFO accordingly. Since each periodic IN endpoint has its own FIFO, no order prediction is needed for periodic IN transfers.

The OTG device uses a single receive FIFO to receive the data and status for all OUT endpoints. The status of the packet includes the size of the received OUT data packet, data PID, and validity of the received data. The data in the receive FIFO is read by the DMA or the application when the data is received.

5.15 Ethernet Media Access Controller

The Ethernet MAC supports 10/100/1000 Mbps Ethernet interfaces. This is typically connected to an external Physical Layer (Phy) device but can also be connected directly to Ethernet switches that support Reverse MII interfaces.

Note: When both 10/100 and GigE need to be enabled, an external switch must be installed to select the clock. Contact Mobilygen for more information.

The Ethernet MAC enables a host to transmit and receive data over Ethernet in compliance with the IEEE 802.3-2002 standard. It is compliant to the following standards:

- IEEE 802.3-2002 for Ethernet MAC and GMII
- AMBA 2.0 for AMBA High-Speed Bus (AHB) Master/Slave ports
- RMII specification from RMII consortium

Figure 5-38 shows the connections when the MG3500 SoC is connected to an external PHY.

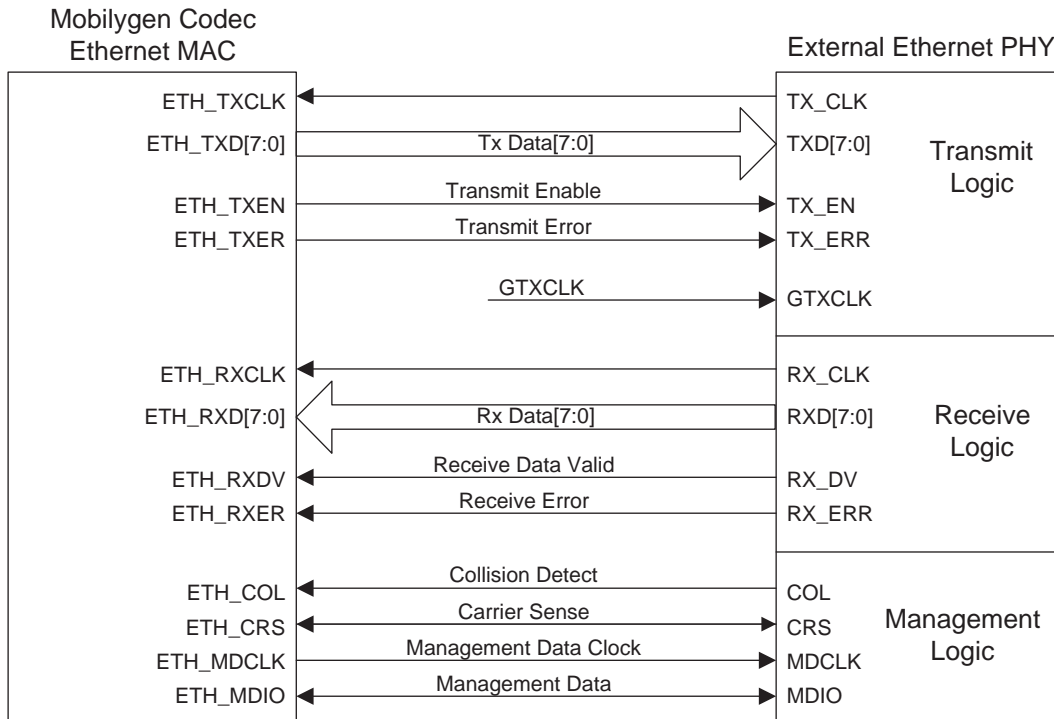


Figure 5-38 Ethernet MAC to PHY Connections

5.15.1 Overview

Figure 5-39 shows a block diagram of the Ethernet MAC.

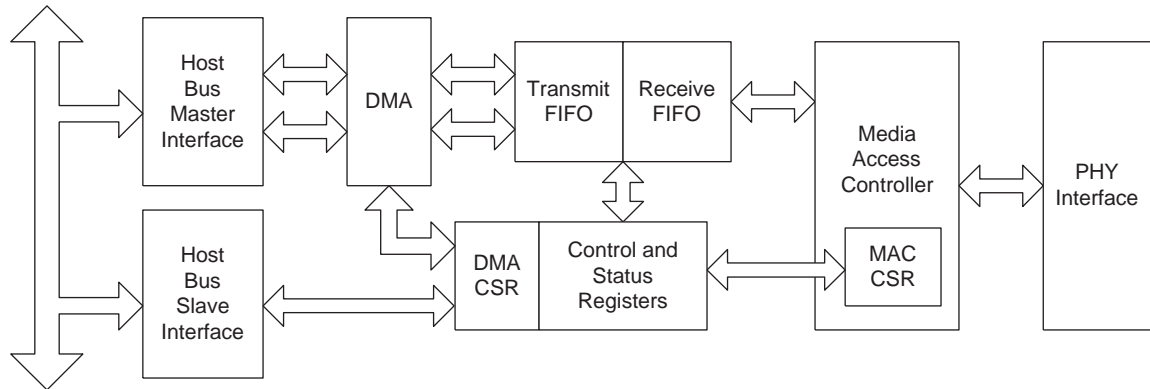


Figure 5-39 Ethernet MAC Block Diagram

The Ethernet MAC transfers data to system memory through the Host Bus Master interface. The host CPU uses the Host Bus Slave interface to access the MAC subsystem's Control and Status registers (CSRs).

Transmit and Receive FIFOs

The Transmit FIFO (Tx FIFO) buffers data read from system memory by the DMA before transmission by the MAC. Similarly, the Receive FIFO (Rx FIFO) stores the Ethernet frames received from the line until they are transferred to system memory by the DMA.

These are asynchronous FIFOs, as they also transfer the data between the application clock and the GMAC line clock domains. Both FIFOs are Dual-ported RAM.

5.15.2 Features List

The Ethernet MAC has the following features, listed by category.

GMAC Core Features

- Supports 10/100/1000-Mbps data transfer rates with the following PHY interfaces
 - IEEE 802.3-compliant GMII/MII (default) interface to communicate with an external Gigabit/Fast Ethernet PHY
- Supports both full-duplex and half-duplex operation
 - Supports CSMA/CD Protocol for half-duplex operation
 - Supports packet bursting and frame extension in 1000 Mbps half-duplex operation
 - Supports IEEE 802.3x flow control for full-duplex operation
 - Optional forwarding of received pause control frames to the user application in full duplex operation
- Back-pressure support for half-duplex operation
- Automatic transmission of zero-quanta pause frame on deassertion of flow control input in full-duplex operation

- Preamble and SFD insertion in Transmit, and deletion in Receive paths
- Automatic CRC and pad generation controllable on a per-frame basis
- Options for Automatic Pad/CRC Stripping on receive frames
- Programmable frame length to support Standard or Jumbo Ethernet frames with sizes up to 16 KB
- Programmable InterFrameGap (40-96 bit times in steps of 8)
- Supports a variety of flexible address filtering modes:
 - Up to 31 additional 48-bit perfect (DA) address filters with masks for each byte
 - Up to 31 48-bit SA address comparison check with masks for each byte
 - 64-bit Hash filter (optional) for multicast and uni-cast (DA) addresses
 - Option to pass all multicast addressed frames
 - Promiscuous mode support to pass all frames without any filtering for network monitoring
 - Passes all incoming packets (as per filter) with a status report
- Separate 32-bit status returned for transmission and reception packets
- Supports IEEE 802.1Q VLAN tag detection for reception frames
- Separate transmission, reception, and control interfaces to the Application
- Configurable big endian and little endian support for transmission and reception data paths
- Supports 32/64/128-bit data transfer interface on the system-side
- Complete network statistics (optional) with RMON/MIB Counters (RFC2819/RFC2665)
- MDIO Master interface (optional) for PHY device configuration and management

DMA Block Features

The DMA block exchanges data between FIFOs and host memory. A set of registers (DMA CSR) to control DMA operation is accessible by the host. DMA features include:

- 32/64/128-bit data transfers
 - Single-channel Transmit and Receive engines
 - Fully synchronous design operating on a single system clock
 - Optimization for packet-oriented DMA transfers with frame delimiters
 - Byte-aligned addressing for data buffer support
 - Dual-buffer (ring) or linked-list (chained) descriptor chaining
 - Descriptor architecture, allowing large blocks of data transfer with minimum CPU intervention; each descriptor can transfer up to 2 KB of data
 - Comprehensive status reporting for normal operation and transfers with errors
 - Individual programmable burst size for Transmit and Receive DMA Engines for optimal host bus utilization
 - Programmable interrupt options for different operational conditions
 - Per-frame Transmit/Receive complete interrupt control
 - Round-robin or fixed-priority arbitration between Receive and Transmit engines
 - Start/Stop modes
 - Separate ports for host CSR access and host data interface
-

Transaction Layer (MTL) Features

The MTL block consists of two sets of FIFOs: a Transmit FIFO with programmable threshold capability, and a Receive FIFO with a configurable threshold (default of 64 bytes). MTL features include:

- 32/64/128-bit Transaction Layer block providing a bridge between the application and the GMAC-CORE
 - Single-channel Transmit and Receive engines
 - Data transfers executed using simple FIFO-protocol
 - Synchronization for all clocks in the design (Transmit, Receive and system clocks)
 - Optimization for packet-oriented transfers with frame delimiters
 - Four Separate ports for system-side and MAC-side transmission and reception
 - Two dual-port RAM-based asynchronous FIFOs with synchronous/asynchronous Read and Write operation with respect to the Read and Write clocks (one for transmission and one for reception)
 - Supports 128/256/512/1K/2K/4K/8K/16K-byte Receive FIFO depth on reception.
 - Programmable burst-length support for starting a burst up to half the size of the MTL Rx and Tx FIFO in the GMAC-MTL configuration
 - Receive Status vectors inserted into the Receive FIFO after the EOF transfer enables multiple-frame storage in the Receive FIFO without requiring another FIFO to store those framesf Receive Status.
 - Configurable Receive FIFO threshold (default fixed at 64 bytes)
 - Option to filter all error frames on reception and not forward to application
 - Option to forward under-sized good frames
 - Supports statistics by generating pulses for frames dropped or corrupted (due to overflow) in the Receive FIFO
 - Supports 256/512/1K/2K/4K/8K-byte FIFO depth on transmission
 - Supports Store and Forward mechanism for transmission to the GMAC core
 - Supports threshold control for transmit buffer management
 - Supports configurable number of frames to be stored in FIFO at any time. The default is 2 frames (fixed) with internal DMA, and up to 8 frames in GMAC-MTL configuration.
 - Automatic generation of PAUSE frame control or backpressure signal to the GMAC core based on Receive FIFO-fill (threshold configurable) level.
 - Handles automatic retransmission of Collision frames for transmission
 - Discards frames on late collision, excessive collisions, excessive deferral and underrun conditions
 - Software control to flush Tx FIFO
 - Data FIFO RAM chip-select disabled when inactive, to reduce power consumption
-

5.16 High-Speed Bitstreams

5.16.1 Bitstream Introduction

The Bitstream Port provides a bidirectional serial data port for Input and Output of compressed bitstreams, with an associated valid signal. Performance supports a maximum compressed stream data rate of 74 Mbps (High Profile, Level 4.1_62.5 Mbps + audio_384 kbps + NAL), to match the maximum of the codec. A minimum data rate of 30 Mbps offers compliance with Level 4.0 (High Profile, Level 4.0_25 Mbps + audio_384 kbps + NAL).

The bitstream interface is designed to stream high-speed bitstream data directly to and from the MG3500 in Code or SoC mode. The Bitstream interface is multiplexed with the Serial Peripheral Interface (SPI) signals.

Note: The maximum frequency when running with the internal clock is 67.5 MHz. This is due to a limitation if the granularity (step size) of the PLL.

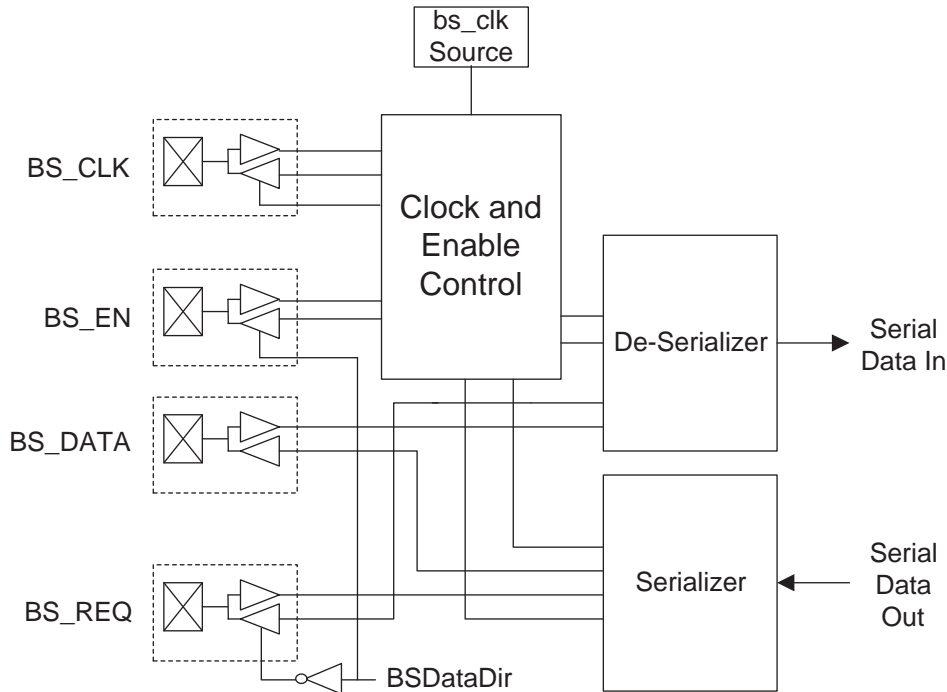


Figure 5-40 High-Speed Bitstream Signals

5.16.2 Bitstream Signals

Table 5-17 Bitstream Signals

Signal	Direction		Description
	Transmitter	Receiver	
BS_CLK	Input or Output	Output or Input	Data gets latched by this signal. It can be provided either by the MG3500 SoC or externally. The Bitstream interface supports data transfers up to 74 MHz.

Table 5-17 Bitstream Signals

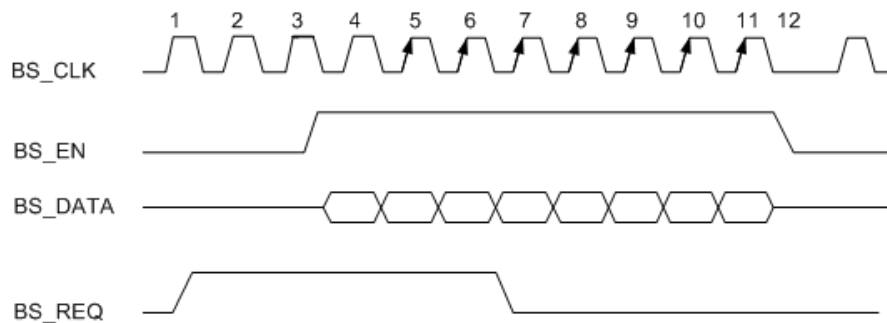
BS_DATA	Output	Input	The data itself.
BS_EN	Output	Input	This signal can be used to qualify BS_CLK. BS_EN is always the same direction to BS_DATA.
BS_REQ	Input	Output	A request signal used for flow control. BS_REQ is always the opposite direction to BS_DATA.

5.16.3 Bitstream Modes

In the following diagram, all signals are active high or active rising edge. BS_CLK and B_EN can be programmed to be active falling edge or active Low. The following section explains the primary way in which the control signals are used.

5.16.4 Clock Plus Enable Mode

The Clock Plus Enable Mode is BS_CLK enabled, which is qualified by BS_EN. When BS_EN is active and a BS_CLK edge event occurs, the data on BS_DATA is latched.

**Figure 5-41 Receive with BS_CLK and BS_ENABLE Timing**

Some points to note about the waveform diagram are as follows:

- Cycle 1: The receiver is not ready for data, so BS_REQ is not asserted.
- Cycle 2 and 3: The receiver is ready, but the transmitter is not ready because BS_EN is not asserted.
- Cycle 4-6: Both the transmitter and receiver are ready and data is being transferred.
- Cycle 7: The receiver has de-asserted BS_REQ indicating it cannot receive any more data. However, it is necessary that the receiver be designed to accept all bits in the current byte being transferred. When the MG is “txer,” it can stop transfers only at byte boundaries. In the rxer mode, MG expects the transmitter to stop only at a byte boundary.
- Cycle 8: The clock doesn’t necessarily need to be free-running.

5.16.5 Bitstream Registers

The Bitstream Interface registers exist in the Configuration/Status Registers.

Bitstream Interface Control 0

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Reserved								BS Req Pol	BS Req En	BS Clk Drv Edge	BS ClkS amp Edge	BS Clk Dir	BS En Pol	BS Data- Dir	BSI- FEn	
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.																
BSReqPol		0: Active High (default) 1: Active Low														
BSReqEn		0: BS_REQ is NOT generated or used (default) 1: BS_REQ is generated or used.														
BSClkDrvEdge		0: Rising edge (default) 1: Falling edge Defines on which edge to drive signals.														
BSClkSampEdge		0: Rising edge (default) 1: Falling edge Defines on which edge to sample signals.														
BSClkDir		0: Input (default) 1: Output														
BSEnPol		0: Active High (default) 1: Active Low														
BSDataDir		0: Input/Receive (default) 1: Output/Transmit														
BSIFEn		0: The Bitstream Interface is disabled (default). 1: The Bitstream Interface is enabled. When this register is set to 0, the de-serializer pointer is reset. In the case where the bit-stream data becomes unaligned (bits within the bytes), disabling the interface and re-enabling the interface helps to re-sync. Also, this register allows the interface to be off while the other configuration registers are being set.														

Note: Attention should be paid as to how BSIFEn is implemented. Depending on the design, if the control signals are changed, they may cause a data latch event. If BSIFEn is enabled at exactly the same time, it may cause the data to get off by one bit. One way to get around this is to program the control registers first while programming the BSIFEn to 0, then programming the registers once again, this time programming BSIFEn to 1.

Bitstream Interface Control 2

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								BS Flash TxEn	BS Flash RxEn	BS Clk En Mode	BS Stop Cond	BS Strobe Mode En	MSB First	BSThresh	
Reserved fields should be ignored (masked) when read, and only 0's should be written to them.															
BSFlashTxEn		0: Disable Flash FIFO serializer when transmitter is disabled (default). 1: Enable Flash FIFO serializer when transmitter is disabled													
BSFlashRxEn		0: Disable Flash FIFO serializer when receiver is disabled (default). 1: Enable Flash FIFO serializer when receiver is disabled													
BSClkEnMode		0: Clock enable align to serial data out (default). 1: Clock enable advance one clock to serial data out (not supported). For transmit data out only. This is used to help the clock gate issue.													
BSStopCond		0: Upon BS_REQ being de-asserted, stop on the current bit (default). 1: Upon BS_REQ being de-asserted, stop at the end of the current byte (not supported). For transmit (data output) only.													
BSStrobeModeEn		0: The interface works in 'clock plus enable' mode (default). 1: The interface works in 'strobed mode'.(not supported).													
MSbFirst		0: TheLSB of the byte is sent first. 1: The MSB of the byte is sent first (default).													
BSThresh		When in bitstream input mode, this register sets the threshold (how many free bytes are left) at which the BS_REQ would be asserted. 00: 1 01: 2 (default) 10: 3 11: 4													

Bitstream Interface Control 4

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								Threshold_low							
Reserved fields should be ignored (masked) when read and only zeros should be written to them.															
Threshold_low		Request Time Out Low													

Bitstream Interface Control 6

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved								Threshold_high							
Reserved fields should be ignored (masked) when read and only zeros should be written to them.															
Threshold_high		Request Time Out High													

The Bitstream Interface Control 4 and Bitstream Interface Control 6 registers have a power-on default state of 0x00. These registers should be programmed with 0xFF when acting as a receiver. However for ease of implementation, it is safe to always load these registers with 0xFF.



6.0 System Design and Applications

6.1 Power Supply Design and Recommendations

TBD: An overview of the power supplies that the device needs for proper operation and information on how each of these supplies should be connected and filtered.

6.2 Power Supply Sequencing

Figure 6-1 provides the recommended power-up and power-down sequences. In an ideal design, all of the power supplies become stable at the same time to prevent any direct feed-through current. In real designs, however, there is typically a time delay between when the various power supplies stabilize. This section describes the restrictions on the time differences between the power supplies.

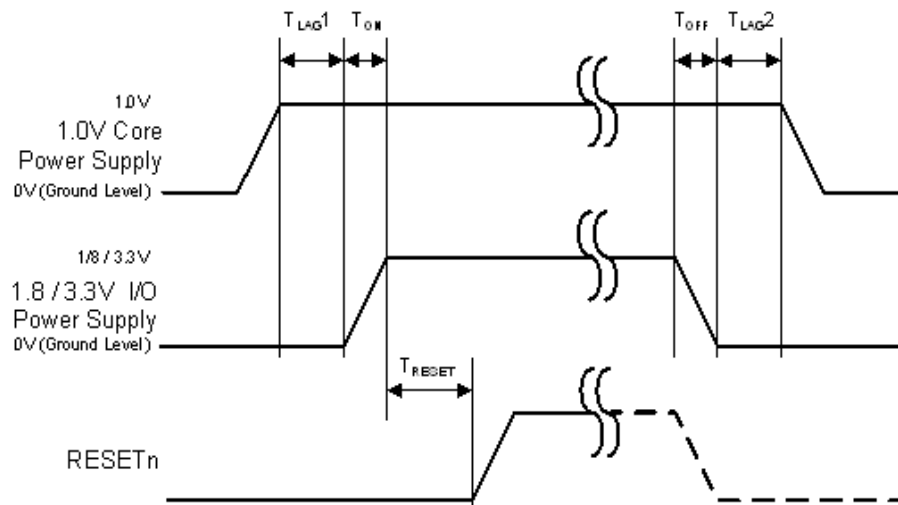


Figure 6-1 Power Supply Sequencing

The MG3500 uses three different power rails: 1.0V for the core, 1.8V for DDR I/Os, and 3.3V for all other I/Os. Both I/O voltages can be brought up at any time and in any order after the 1.0V core supply becomes stable. During power-down, the I/O voltages must be brought down before the core voltage.

The T_{RESET} has to be greater than 1 micro seconds.

The restrictions are as follows:

$$T_{LAG1}, T_{LAG2} \geq 0 \text{ ms.}$$

$$T_{ON}, T_{OFF} \geq 0 \text{ ms.}$$

6.3 Reset timing Diagrams

Figure 6-1 also shows the timing for the active low reset signal $RESETn$. This signal must remain low for a minimum of 1μsecond after the power supplies stabilize.

6.4 Oscillator Connections, Values and Formulas

The USB 2.0 OTG PHY supports the following reference clock sources:

6.4.1 Crystal Connected to the USB_XIN and USB_XO Pins

Figure 6-2 shows the clock configuration with an external crystal.

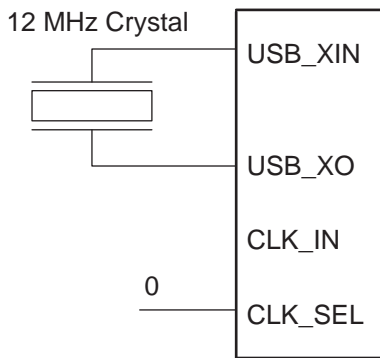


Figure 6-2 Clock Configuration with an External Crystal

The crystal must have a fundamental frequency of 12 MHz. and must meet the specifications shown in Table 6-1.

Table 6-1 Crystal Specifications

Parameter	Value
Frequency Tolerance	± 200 ppm
Peak Jitter	± 100 ps
Output Differential Voltage	> 500 mV w.r.t Xi
Shunt Capacitance	5 – 8 pF
Load Capacitance	15-30 pF
Series Resistance	20-60 Ohms
Drive Level	50-500 µW

6.4.2 Crystal and External Clock Connected to the External CLK_IN Pin

Figure 6-3 shows the clock configuration when the external CLK_IN pin is used. In this mode, both an external crystal and the external CLK_IN pin must be connected.

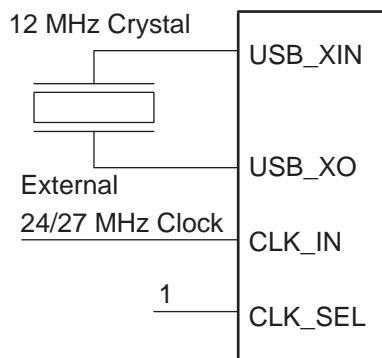


Figure 6-3 Clock Configuration with an External Crystal

The crystal must have a fundamental frequency of 12 MHz, and meet the specifications shown in Table 6-1. The external clock must have a fundamental frequency of 24 or 27 MHz, with a frequency tolerance of ± 200 ppm, a peak jitter of ± 100 ps., a duty cycle between 40/60 and 60/40, and a signal swing equal to the host power supply voltage.

6.4.3 Crystal and External Clock Connected to the External CLK_IN Pin

Figure 6-3 shows the clock configuration when only the external CLK_IN pin is used.

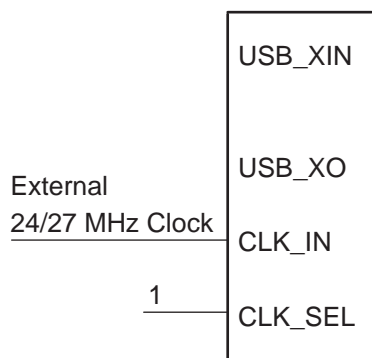


Figure 6-4 Clock Configuration with an External Crystal

In this mode the USB will not be operational because the USB only runs when using the crystal. This configuration is typically used in co-processor applications.

The external clock must have a fundamental frequency of 24 or 27 MHz, with a frequency tolerance of ± 200 ppm, a peak jitter of ± 100 ps., a duty cycle between 40/60 and 60/40, and a signal swing equal to the host power supply voltage.



7.0 Ordering Information

This section provides product ordering specifications, including soldering profile.

7.1 Product Information

- Family Products: MG3500, MG2580
- Package Type: B (BGA)

7.1.1 Product Part Number Format

<XXXXXX><XX>—<XXX><X>

<Product Family><Product Revision>—<Number of Solder Connections><Package Type>

7.1.2 Product Part Number Examples

<MG3500><A2>—<376>

<MG3500><A3>—<376>

<MG2580><A2>—<376>

<MG2580><A3>—<376>

7.1.3 Product Ordering Specifications

The following table lists the ordering information for the MG3500 and MG2580 products:

Part Order Number	Temperature Range	Pin Package	Body Size	Maximum Height	Lead (Pb) Free	JEDEC Standard	Package Method	Package Quality
MG3500A2-376B	0°C to +90°C	376 Bump FPBGA	18mm x 18mm	1.40 mm	Yes	Yes	Tray	420
MG3500A3-376B	0°C to +90°C	376 Bump FPBGA	18mm x 18mm	1.40 mm	Yes	Yes	Tray	420
MG2580A3-376B	0°C to +90°C	376 Bump FPBGA	18mm x 18mm	1.40 mm	Yes	Yes	Tray	420

7.2 MG3500 Family Reflow Profile

- “Solder Profile” on page 198
- “Rework ” on page 198
- “MG3500 Demount Guideline” on page 199

7.2.1 Solder Profile

- Package MSL-3.
- Thermal profiling of the convection / IR reflow machine is required for each product design.
- Pb-free solder reflow temperature shall not exceed 260oC with time above liquidus temperature (217oC) of 60-150 seconds.
- All package solder joints must meet the solder paste manufacturer recommended reflow profile specification.
- Limit the PCB laminate temperature to 245oC.

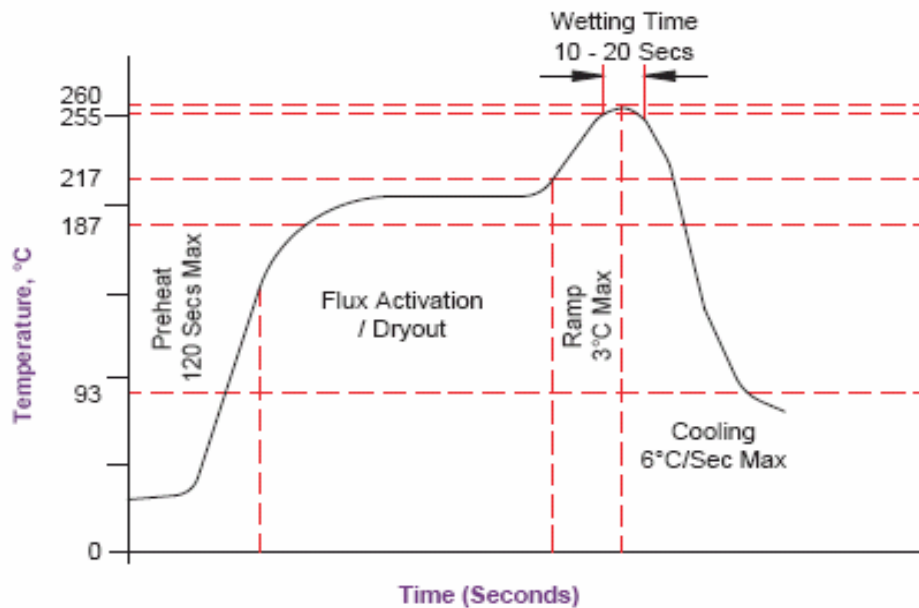


Figure 7-1 Pb-Free Solder Reflow Profile

7.2.2 Rework

- Each MG3500 may be reworked only one time.
- Defective packages (electrical or visual rejects) shall be removed and replaced using the basic flow in the order:
 - Bake out the moisture of the whole printed circuit board assembly (refer to IPC/Jedec spec J-STD-033)
 - Thermal profiling
 - Package removal

- Package site conditioning
- Solder Replenishment
- Package Replacement
- Reflow (if the time of reflow exceed 168 hours after last bake, rebake the PCBA and MG3500 to drive out all the moisture)
- Visual Inspection

7.2.3 MG3500 Demount Guideline

A Package rework tool with vacuum pick-up shall be used and a bottom PCB heater is required.

- The PCB needs to be dry. Recommend baking for 24 hours at 125°C. This is to prevent moisture-induced “pop-corn” damage resulting from any moisture in the PCB and/or package.
 - Board rework site shall be supported from the bottom with non-thermally conductive material during module removal to minimize PCB warpage.
 - The support block should be at least the same size as the rework nozzle and be centered with respect to the package size.
 - Preheat the entire board assembly using a bottom PCB heater between 110°C to 120°C. Board temperature measured within 25 mm(1.0”) of the rework site.
 - Limit adjacent component SMT joints to below solder reflow temperature.
 - Components / PCB should be 100% inspected and any defects rejected such as:
 - Lifted pads on PCB
 - Thermal damage to PCB or adjacent components
-



8.0 Packaging Information

8.1 Package Diagram

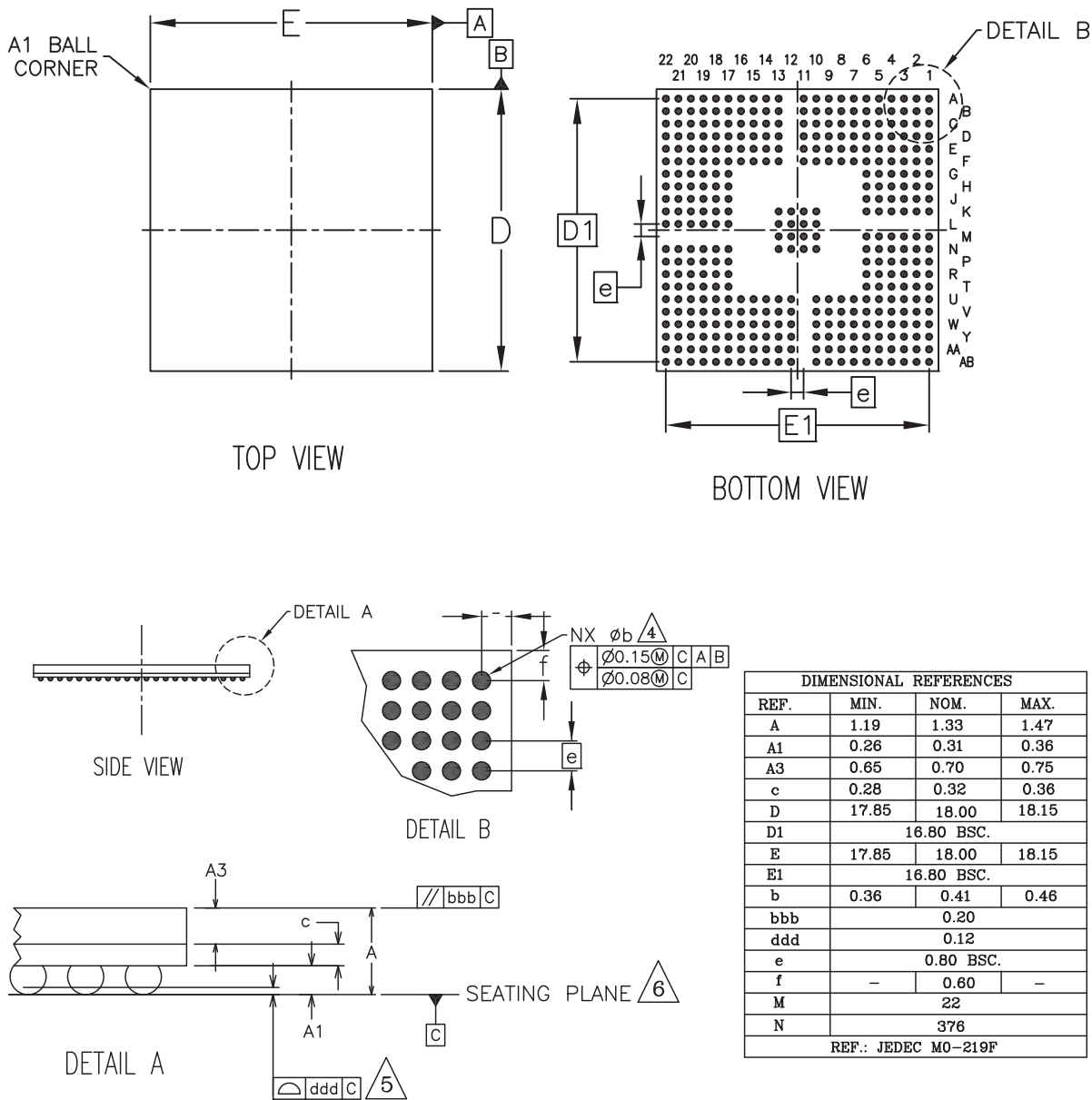


Figure 8-1 MG3500/MG2580 SoC 376-Ball FPBGA Package Physical Drawing

8.2 Thermal Data

Table 8-1 shows the case thermal conductivity data for the MG3500/MG2580 SoC 376-Ball FPBGA package.

Table 8-1 Case Thermal Conductivity Data

Symbol	Parameter	Value
Θ_{JA}	Junction to Ambient	23°C/Watt
Θ_{JC}	Junction to Case	8°C/Watt

Temperature Range: 0°C — 90°C case temp.

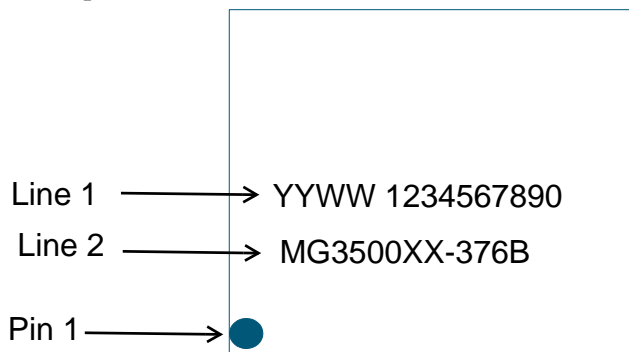
9.0 Marking

REVISIONS			
Rev	Description	Date	Approved
0	Initial Release	7-July-08	7-July-08
1	Change to Maxim	2/18/2009	2/18/2009

Note:

1. Products:
 - a. MG3500xx-376B
 - b. MG2580xx-376B

xx - revision of die
- 2: Height of Logo - 5mm
- 3: Height of Character - 1mm
- 4: Line Spacing - 0.5mm
- 5: Pin 1 location: lower left
- 6: Line 1: YYWW - datecode, YY-year, WW-week
- 7: Line 1: 1234567890 - lot number
- 8: Line 2: Full product name





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