Semiconductors

AN10045

ISP1582/83 Clearing an IN Buffer

Rev. 01— 22 February 2005 Application note

Document information

Info	Content
Keywords	isp1582; isp1583; usb; universal serial bus; peripheral controller
Abstract	This document explains the clearing of an IN buffer in the ISP1582 and the ISP1583.

PHILIPS

Revision history

Rev	Date	Description
01	20050222	First release.

Contact information

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1. Introduction

This document explains how an IN endpoint in the ISP1582 and ISP1583 can be cleared.

When the USB connector is pulled out during a data transfer, there may still be residual data in the IN endpoint buffer in use. This can cause data corruption when the next data transaction is scheduled. To avoid this, clear the IN endpoint buffer properly. A soft reset or a bus reset cannot properly clear the IN endpoint because the endpoint is like a state machine, and therefore, issuing a bus reset or soft reset does not clear the FIFO. A bus reset only resets some register settings but does not interfere with the state machine. The ISP1582/83 design is such that you need to issue a clear buffer command to clear the FIFO.

This is a general document to explain the clearing of an IN buffer in the ISP1582/83. A Mass Storage application is used as an example.

2. Mass storage application example

Fig 1 shows the block diagram of a Mass Storage application connection using the ISP1583 Mass Storage evaluation (eval) kit.

If you suddenly disconnect a USB cable in the midst of a file transfer between an ATA/ATAPI device, for example, a hard disk, to the host PC, chances are high that there will be residual data in the IN buffer. When the USB cable is reconnected, this residual data in the IN buffer from the previous connection will be sent to the host on the next IN token.

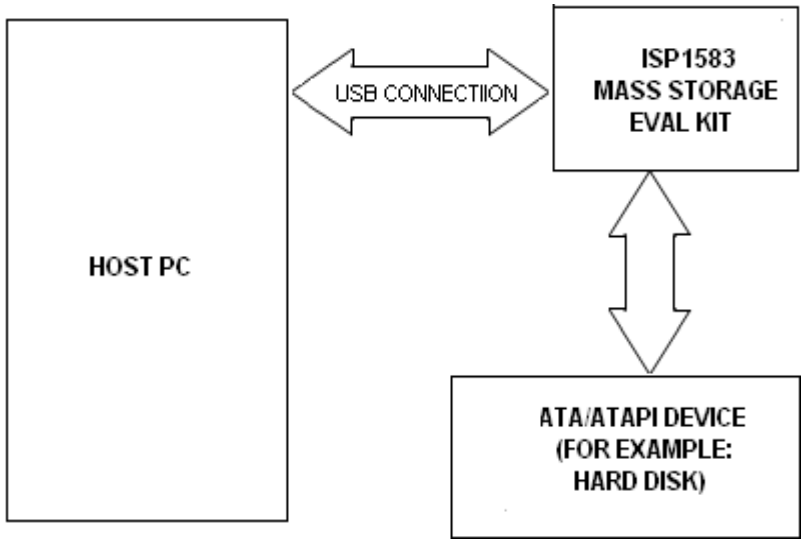

Fig 1. Block diagram showing the connection of the ISP1583 Mass Storage eval kit.

Fig 2 shows the CATC trace of the bus turnaround error because of the sudden disconnection of the USB cable while the file transfer from the hard disk to the host PC is in progress.

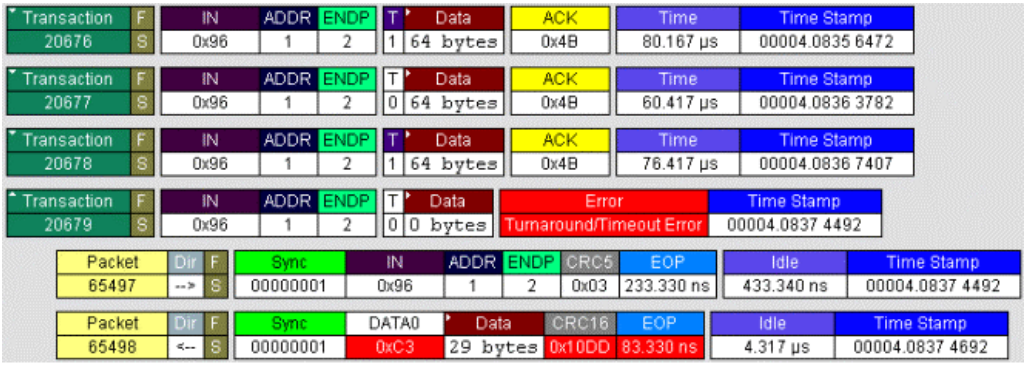

Fig 2. CATC trace showing the bus turnaround error because of sudden disconnection.

After the USB cable is reconnected, the Mass Storage device will go through an enumeration process, during which the bus will be reset. After every bus reset, the firmware must reinitialize the initialization registers. It is found that after reconfiguring the endpoints, the IN buffer—that is, endpoint 2 IN—is still not cleared.

For endpoint 2 IN buffer, the firmware writes a short packet of 36 B. A full packet of 64 B, however, is validated and sent to the host; see Fig 3. The host, however, is expecting only 36 B of data and is confused when it receives a MaxPacketSize of 64 B. Therefore, the host resets.

Fig 3 shows the CATC trace of a full packet of 64 B sent to the host instead of a short packet that results in the bus turnaround error.

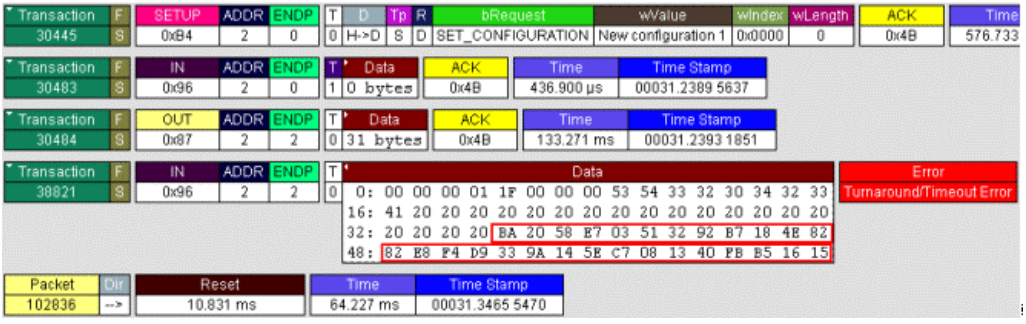

Fig 3. CATC trace showing a full packet of 64 B sent to the host.

3. Clearing the IN buffer

Fig 4 shows the flowchart to properly clear the IN buffer. Use this flow to configure endpoints for the ISP1582/83. The firmware must issue two clear buffer commands, if double buffering is enabled, before configuring the size and type of endpoints. This will ensure proper clearing of the IN buffer.

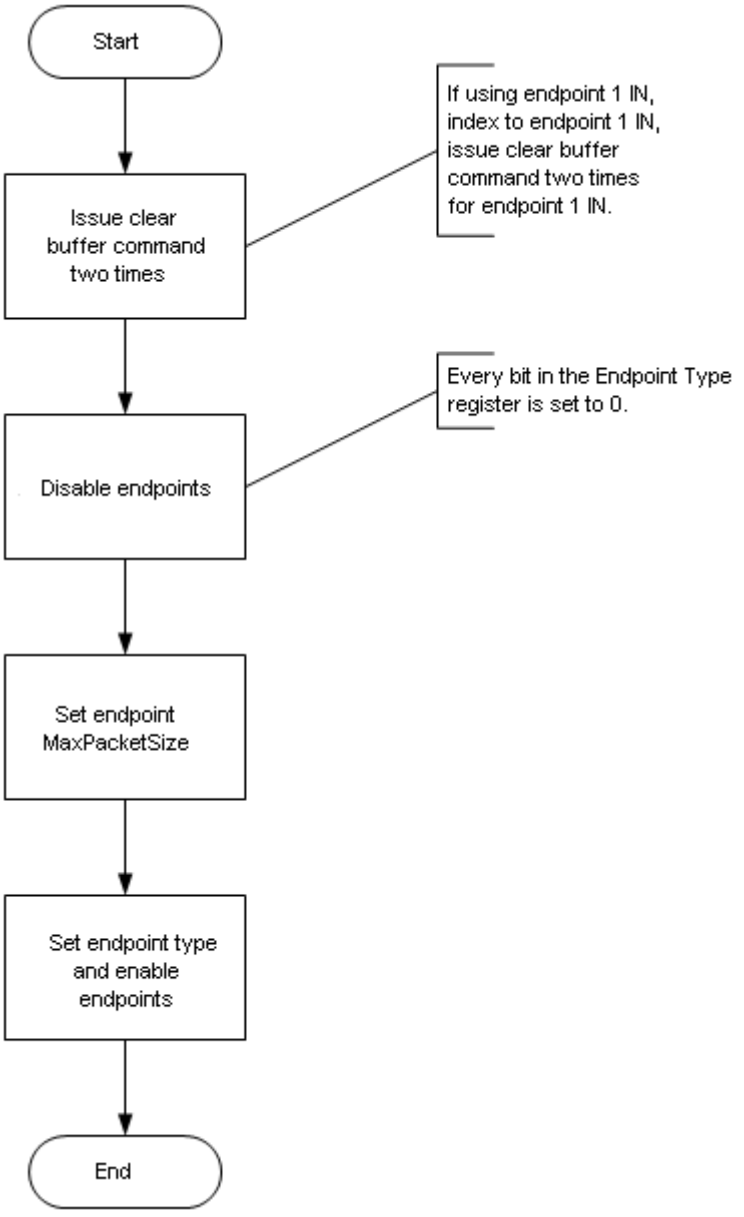

Fig 4. Flowchart showing the correct way to clear the IN buffer.

4. Sample code on clearing of the IN buffer

The following is a sample code to clear the endpoint 2 IN buffer.

```
void Init_Endpoint(void)
{
   //Issue 2 Clear Buffer command for Endpoint 2 In
   D14_Cntrl_Reg.D14_DMA_ENDPOINT = 2;
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;

   D14_Cntrl_Reg.D14_CONTROL_FUNCTION.BITS.CLBUF = 1;
```

```
   D14_Cntrl_Reg.D14_DMA_ENDPOINT = 2;
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;

      D14_Cntrl_Reg.D14_CONTROL_FUNCTION.BITS.CLBUF = 1;

   //check if device in full speed state
   if(Kernel_Flag.BITS.HS_FS_State == FULL_SPEED)
   {
      //Bulk Out MaxPacketSize Endpoint
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 4;
         D14_Cntrl_Reg.D14_ENDPT_MAXPKTSIZE.VALUE = 0x4000;

      //Bulk In MaxPacketSize Endpoint
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;
         D14_Cntrl_Reg.D14_ENDPT_MAXPKTSIZE.VALUE = 0x4000;

      //Bulk Out Endpoint Type
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 4;
         D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE = 0x1600;

//Bulk In Endpoint Type
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;
         D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE = 0x1600;

//Enable FIFO
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 4;
      D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE |= 0x0800;

      //Enable FIFO
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;
      D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE |= 0x0800;
   }

      //check if device in high speed
   if(Kernel_Flag.BITS.HS_FS_State == HIGH_SPEED)
   {
      //Bulk Out MaxPacketSize Endpoint
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 4;
         D14_Cntrl_Reg.D14_ENDPT_MAXPKTSIZE.VALUE = 0x0002;

      //Bulk In MaxPacketSize Endpoint
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;
         D14_Cntrl_Reg.D14_ENDPT_MAXPKTSIZE.VALUE = 0x0002;

      //Bulk Out Endpoint Type
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 4;
      D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE = 0x1600;

      //Bulk In Endpoint Type
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;
         D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE = 0x1600;

      //Enable FIFO
```

```
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 4;
      D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE |= 0x0800;

         //Enable FIFO
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;
      D14_Cntrl_Reg.D14_ENDPT_TYPE.VALUE |= 0x0800;
   }
   //set to DMA endpoint 1
   //set to Endpoint Index to 2
   //this is to prevent the endpoint index pointing to the same endpoint
D14_Cntrl_Reg.D14_DMA_ENDPOINT = 2;
   D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;

   D14_Cntrl_Reg.D14_CONTROL_FUNCTION.BITS.CLBUF = 1;

   D14_Cntrl_Reg.D14_DMA_ENDPOINT = 2;
      D14_Cntrl_Reg.D14_ENDPT_INDEX = 5;

      D14_Cntrl_Reg.D14_CONTROL_FUNCTION.BITS.CLBUF = 1;

      //Enable device and reset the device address
   D14_Cntrl_Reg.D14_ADDRESS.VALUE = 0x80;
}
```

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6. Contents

Date of release: 22 February 2005

Published in The Netherlands