SMSC
SUCCESS BY DESIGN

IrCC 2.0
PRELIMINARY

Infrared Communications Controller

FEATURES

- Multi-Protocol Serial Communications Controller
- Full IrDA v1.1 Implementation: 2.4 kbps - 115.2 kbps, 0.576 Mbps, 1.152 Mbps and 4 Mbps
- Consumer Infrared (Remote Control) Interface
- SHARP Amplitude Shift Keyed Infrared (ASK IR) Interface
- Direct Rx/Tx Infrared Diode Control (Raw) and General Purpose Data Pins
- Programmable High-Speed Synchronous Communications Engine (SCE) with a 128-Byte FIFO and Programmable Threshold
- Programmable DMA Refresh Counter
- High-Speed NS16C550A-Compatible Universal Asynchronous Receiver/ Transmitter Interface (ACE UART) with 16-Byte Send and Receive FIFOs
- ISA Single-Byte and Burst-Mode DMA and Interrupt-Driven Programmed I/O with Zero Wait State and String Move Timing
- 16 Bit CRC-CCITT and 32 Bit IEEE 802 CRC32 Hardware CRC Generators
- Automatic Transceiver Control
- Transmit Pulse Width Limiter
- SCE Transmit Delay Timer
- IR Media Busy Indicator

GENERAL DESCRIPTION

This document describes the Infrared Communications Controller (IrCC 2.0) function, which is common to a number of SMSC products. The IrCC 2.0 consists of two main architectural blocks: the ACE 16C550A UART and a Synchronous Communications Engine (SCE) (Figure 2). It's own unique register set supports each block.

The IrCC 2.0 UART-driven IrDA SIR and SHARP ASK modes are backward compatible with current SMSC Super I/O and Ultra I/O infrared implementations. The IrCC 2.0 SCE supports IrDA v1.1 0.576 Mbps, 1.152 Mbps, 4 Mbps, and Consumer IR modes. All of the SCE-driven modes can use DMA. The IrCC 2.0 offers flexible signal routing and programmable output control through the Raw mode interface, General Purpose Data pins and Output Multiplexer. Chip-level address decoding is required to access the IrCC 2.0 register sets.

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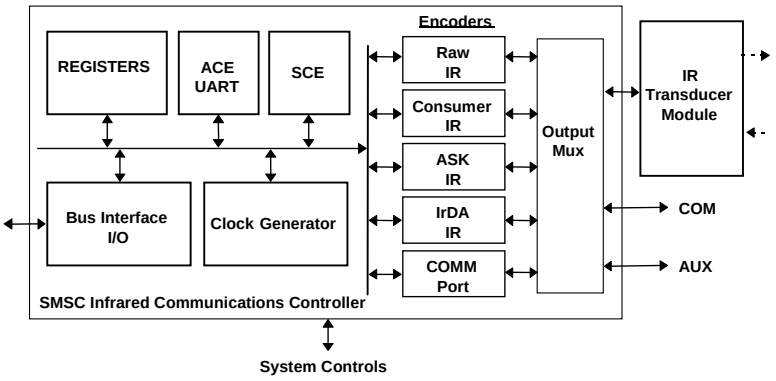


FIGURE 1 - SMSC IrCC 2.0 FUNCTIONAL COMPONENTS

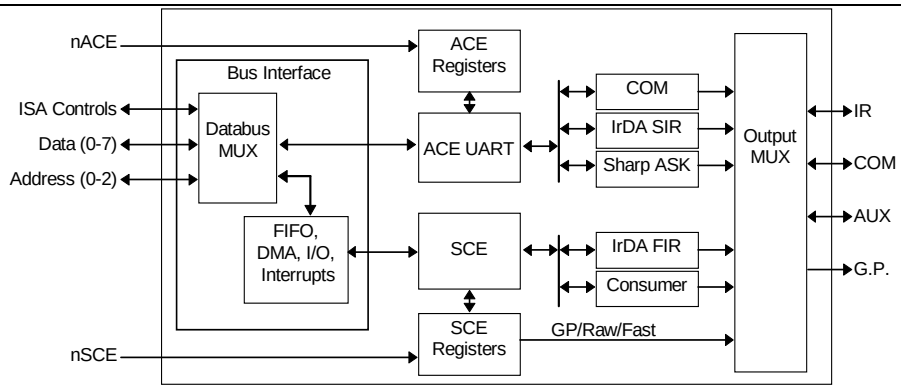


FIGURE 2 - IrCC 2.0 ARCHITECTURAL BLOCK DIAGRAM

INTERFACE DESCRIPTION

The Interface Description lists the signals that are required to place the IrCC 2.0 in a larger chip-level context.

There are four groups of signals in this section: PORT signals, HOST BUS controls, SYSTEM controls, and CHIP-LEVEL CONFIGURATION controls.

PORTS

The four Ports (IR, COM, AUX, and General Purpose) provide external access for serial data and controls. The active IrCC 2.0 encoder is routed through the Output Multiplexer to either the IR, COM, or AUX port. The General Purpose port provides external access for controls that are independent of the IrCC 2.0 Block Control bits or the Output Multiplexer.

Table 1 - IR Port Signals

NAME	SIZE (BITS)	TYPE	DESCRIPTION
IRRx	1	Input	Infrared Receive Data
IRTx	1	Output	Infrared Transmit Data

Table 2 - COM Port Signals

NAME	SIZE (BITS)	TYPE	DESCRIPTION
CRx	1	Input	COM Receive Data
CTx	1	Output	COM Transmit Data
nRTS	1	Output	Request to Send
nDTR	1	Output	Data Terminal Ready
nCTS	1	Input	Clear To Send
nDSR	1	Input	Data Set Ready
nDCD	1	Input	Data Carrier Detect
nRI	1	Input	Ring Indicator

Table 3 - AUX Port Signals

(E.g., can be used for high-current drivers for Consumer IR)

NAME	SIZE (BITS)	TYPE	DESCRIPTION
ARx	1	Input	Aux. Receive Data
ATx	1	Output	Aux. Transmit Data

Table 4 - G. P. Port Signals

NAME	SIZE (BITS)	TYPE	DESCRIPTION
Fast	1	Output	General Purpose Data
GP Data	1	Output	General Purpose Data

Fast

The Fast pin always reflects the state of Fast, bit 6 of SCE Line Control Register A. The state of Fast is independent of the IrCC 2.0 Block Controls or the Output Multiplexer. The Fast pin can be used at the chip level for IR Transceiver configuration.

GP Data

The G.P. Data pin typically reflects the state of General Purpose Data, bit 5 of SCE Line Control Register A. The state of G.P. Data is independent of the IrCC 2.0 Block Controls or the Output Multiplexer but will depend on the ATC during transceiver programming cycles (see the Automatic Transceiver Control section on page 69).

Table 5 - HOST Signals

NAME	SIZE (BITS)	TYPE	DESCRIPTION
D0-D7	8	Bi-directional	Host Data Bus
A0-A2	3	Input	IrCC 2.0 Register Address Bus
nIOR	1	Input	ISA I/O Read
nIOW	1	Input	ISA I/O Write
AEN	1	Input	ISA Address Enable
DRQ	1	Output	DMA Request
nDACK	1	Input	ISA DMA Acknowledge
TC	1	Input	ISA DMA Terminal Count
IRQ	1	Output	Interrupt Request
IOCHRDY	1	Output	ISA I/O Channel Ready
nSRDY	1	Output	ISA Synchronous Ready (Zero Wait State)

Table 6 - SYSTEM Signals

NAME	SIZE (BITS)	TYPE	DESCRIPTION
CLK	1	Input	System Clock
RESET	1	Input	IrCC 2.0 System Reset
Power Down	1	Input	Low Power Control
DMAEN	1	Output	DRQ Tristate Control
IRQEN	1	Output	IRQ Tristate Control
nACE	1	Input	ACE 550 Register Bank Select
nSCE	1	Input	SCE Register Bank Select
VCC		Power	System Supply
GND		Power	System Ground

DMAEN

DMAEN is used by the chip-level interface to tristate the IrCC 2.0 DRQ output when the DMA Enable bit is inactive. The DMA Enable bit is located in SCE Configuration Register B, bit 0.

IRQEN

IRQEN is used by the chip-level interface to tristate the IrCC 2.0 IRQ output when the OUT2 bit is inactive. The OUT2 bit is located in 16C550A MODEM Control Register.

Power Down

The Power Down pin is used by the chip-level interface to put the SCE into low power mode. Note: Power Down only forces the SCE into low power mode. The ACE power down function is not a part of this specification.

CHIP-LEVEL CONFIGURATION CONTROLS

The following signals come from chip-level configuration registers. There are two types of Chip-Level Configuration Controls: IrCC 2.0 - Specific controls, and Legacy Controls. Both types have equivalent controls in either the IrCC 2.0 ACE or SCE Registers.

The IrCC 2.0-Specific controls have been newly added primarily to support the IrCC 2.0 block. Provisions have been made in new chip-level configuration contexts to accommodate these signals.

The Legacy controls already exist in other contexts. Provisions have been made in legacy devices to accommodate these controls from either the Chip-Level Configuration Registers or the IrCC 2.0 Registers; i.e., the last updated value from either source determines the current control state and is visible in both registers.

Table 7 - IrCC 2.0-Specific Chip-Level Controls

NAME	SIZE (BITS)	TYPE	DESCRIPTION
DMA Channel	4	Input	ISA DMA Channel Number
IRQ Level	4	Input	ISA Interrupt Level
Software Select A	8	Input	Software Programmable Register A
Software Select B	8	Input	Software Programmable Register B

DMA Channel

4 bit bus from a chip-level configuration register, used to identify the current IrCC 2.0 DMA channel number. The value appears in the upper nibble of IrCC 2.0 Register Block Three, Address Four.

IRQ Level

4 bit bus from a chip-level configuration register, used to identify the current IrCC 2.0 IRQ level. The value appears in the lower nibble of IrCC 2.0 Register Block Three, Address Four.

Software Select A/B

The 8 bit Software Select A and Software Select B inputs come from software-only programmable chip-level configuration controls. The values on these buses appear in IrCC 2.0 Register Block Three, Addresses Five and Six.

Table 8 - Legacy Chip-Level Controls

NAME	SIZE (BITS)	TYPE	DESCRIPTION
Tx Polarity	1	Input	Output Mux. Transmit Polarity
Rx Polarity	1	Input	Output Mux. Receive Polarity
Half Duplex	1	Input	16C550A UART Half Duplex Control
IR Half Duplex Timeout	8	Input	IR Transceiver Turnaround Time
IR Mode	3	Input	IR Mode Register Bits
IR Location	2	Input	IR Option Register Location Bits

Tx Polarity

Typically part of a 16C550A Serial Port Option Register. The value also appears in IrCC 2.0 Register Block One, Address Zero.

Rx Polarity

Typically part of a 16C550A Serial Port Option Register. The value also appears in IrCC 2.0 Register Block One, Address Zero.

Half Duplex

Typically part of a 16C550A Serial Port Option Register. The value also appears in IrCC 2.0 Register Block One, Address Zero.

IR Half Duplex Timeout

Typically part of a 16C550A Serial Port 2 Configuration Register. The value also appears in IrCC 2.0 Register Block One, Address Zero (see the IR Half Duplex Timeout Register (Address 1) on page 42).

IR Mode

Typically part of a 16C550A Serial Port Option Register. These values are also part of the IrCC 2.0 Block Control bits 3-5, Register Block One, Address Zero.

IR Location

Typically part of a 16C550A Serial Port IR Option Register. These values are the IrCC 2.0 Output Mux bits, Register Block One, Address One. Note: These legacy controls are uniformly updated in the IrCC 2.0 and the Top-Level Device Configuration Registers only when either set of registers is explicitly written using IOW or following a device-level POR. IrCC 2.0 software resets will not affect the legacy bits.

OPERATION MODES

RAW IR

In Raw mode the state of the IR emitter and detector can be directly accessed through the host interface (Figure 3).

The IR emitter tracks the Raw Tx Control bit in SCE Line Control Register A. For example, depending on the state of the Tx Polarity control a logic '1' may turn the LED on and a logic '0' may turn the LED off. Care must be taken in software to ensure that the LED is not on continuously.

The Raw Rx Control bit in SCE Line Control Register A represents the state of the PIN diode. For example, depending on the state of the Rx Polarity control a logic '1' may mean no IR is detected, a logic '0' may mean IR is being detected. If an IR carrier is present, the Raw Rx Control bit will oscillate at the carrier frequency.

If enabled, a Raw Mode Interrupt will occur when the Raw Rx Control bit transitions to the active state, depending on the state of the Rx Polarity control. Raw Mode is enabled with the Block Control Bits in SCE Configuration Register A (see page 32).

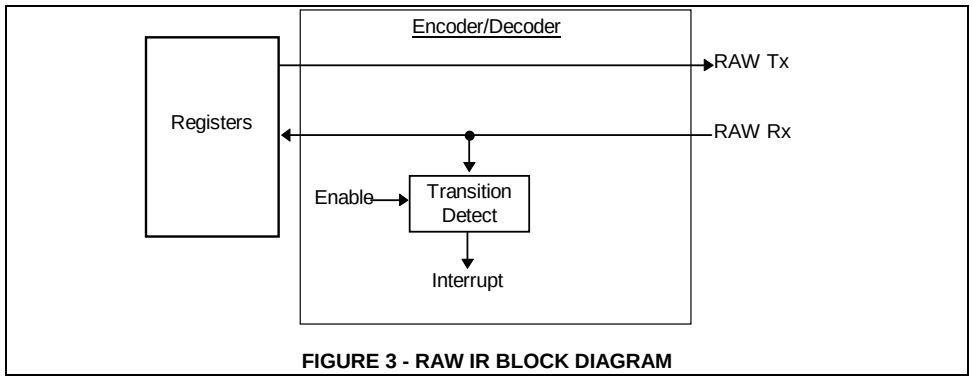


FIGURE 3 - RAW IR BLOCK DIAGRAM

CONSUMER IR (REMOTE CONTROL)

The IrCC 2.0 Consumer IR (Remote Control) block is a general-purpose programmable Synchronous Amplitude Shift Keyed serial communications interface that includes a Carrier Frequency Divider, a Programmable Receive Carrier Range Sensitivity Register, and Receive and Transmit Modulators (Figure 4).

The Consumer IR block transfers data LSB first between the SCE and Output Multiplexer without framing as a fixed bit-cell serial NRZ data stream. The components of this block can also modulate and demodulate serial data at programmable bit rates and carrier frequencies.

Variable length encoding and all packet framing are handled by system software. Consequently, many encoding methods, modulation frequencies and bit rates can be supported, including 38KHz PPM, PWM and RC-5 Remote Control formats.

Register controls for this block can be found in Register Block Two. They are the Consumer IR Control Register, the Consumer IR Carrier Rate Register, and the Consumer IR Bit Rate Register.

Consumer IR mode is enabled with the Block Control Bits in SCE Configuration Register A (see page 32).

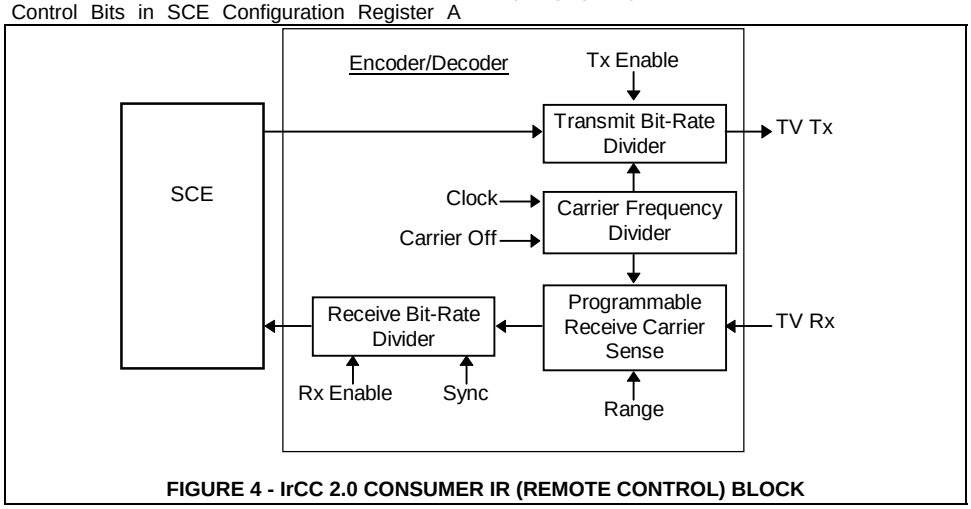


FIGURE 4 - IrCC 2.0 CONSUMER IR (REMOTE CONTROL) BLOCK

Carrier Frequency Divider

The Carrier Frequency Divider register is used to program the ASK carrier frequency for the transmit modulator and receive detector (Figure 5). The divider is eight bits wide.

The input clock to the Carrier Frequency Divider is 1.6MHz (48MHz ÷ 30). The relationship between the divider value (CFD) and the carrier frequency (Fc) is as follows:

$$CFD = (1.6MHz/Fc) - 1$$

For example, program the Carrier Frequency Divider register with 41 ('29'Hex) for a 38kHz TV Remote: Fc = 38.095kHz. This is ~.25% accuracy. Table 9 contains representative CFD vs. Carrier Frequency relationships.

The Carrier Frequency range is 1.6MHz to 6.25kHz.

The carrier frequency encoder/decoder can be defeated using the Carrier Off bit. When Carrier Off is one, the transmitter outputs a non-modulated SCE serial NRZ data stream at the programmed bit rate; the receiver does not attempt to demodulate a carrier from the incoming serial data stream.

Table 9 - Representative Carrier Frequencies

CFD	Fc (kHz)	CFD	Fc (kHz)	CFD	Fc (kHz)	CFD	Fc (kHz)
001	800.000	065	24.242	129	12.308	193	8.247
005	266.667	069	22.857	133	11.940	197	8.081
009	160.000	073	21.622	137	11.594	201	7.921
013	114.286	077	20.513	141	11.268	205	7.767
017	88.889	081	19.512	145	10.959	209	7.619
021	72.727	085	18.605	149	10.667	213	7.477
025	61.538	089	17.778	153	10.390	217	7.339
029	53.333	093	17.021	157	10.127	221	7.207
033	47.059	097	16.327	161	9.877	225	7.080
037	42.105	101	15.686	165	9.639	229	6.957
041	38.095	105	15.094	169	9.412	233	6.838
045	34.783	109	14.545	173	9.195	237	6.723
049	32.000	113	14.035	177	8.989	241	6.612
053	29.630	117	13.559	181	8.791	245	6.504
057	27.586	121	13.115	185	8.602	249	6.400
061	25.806	125	12.698	189	8.421	253	6.299

Bit Rate Divider

The Transmit and Receive Bit Rate Divider register is used to extract a serial NRZ data stream for the IrCC 2.0 SCE. The divider is eight bits wide.

The input clock to the Bit Rate Divider is 100kHz (Carrier Frequency Divider input clock ÷ 16). The relationship between the Bit Rate Divider (BRD) and the Bit Rate (Fb) is as follows:

$$BRD = (.1MHz/Fb) - 1$$

For example, program the Bit Rate Divider with 55 ('37'Hex) for a .562ms Remote Control bit cell: Fb = 1.786kHz. This is ~.5% accuracy. Table 10 contains representative BRD vs. Bit Rate relationships. The Bit Rate range is 100kHz to 390.625Hz.

Table 10 - Representative Bit Rates

BRD	Fb (kHz)	BRD	Fb (kHz)	BRD	Fb (kHz)	BRD	Fb (kHz)
003	25.000	067	1.471	131	0.758	195	0.510
007	12.500	071	1.389	135	0.735	199	0.500
011	8.333	075	1.316	139	0.714	203	0.490
015	6.250	079	1.250	143	0.694	207	0.481
019	5.000	083	1.190	147	0.676	211	0.472
023	4.167	087	1.136	151	0.658	215	0.463
027	3.571	091	1.087	155	0.641	219	0.455
031	3.125	095	1.042	159	0.625	223	0.446
035	2.778	099	1.000	163	0.610	227	0.439
039	2.500	103	0.962	167	0.595	231	0.431
043	2.273	107	0.926	171	0.581	235	0.424
047	2.083	111	0.893	175	0.568	239	0.417
051	1.923	115	0.862	179	0.556	243	0.410
055	1.786	119	0.833	183	0.543	247	0.403
059	1.667	123	0.806	187	0.532	251	0.397
063	1.563	127	0.781	191	0.521	255	0.391

Receive Carrier Sense

The Programmable Receive Carrier Sense register is used to program the Consumer IR decoder to detect the presence of IR energy in a wide-to-narrow range of carrier frequencies. The register is two bits wide.

The range values are shown in Table 11. Carriers that fall outside of the programmed range “abort” the message; i.e., the Abort bit is set, an EOM Interrupt is generated, and the receiver is disabled. If the “Carrier Off” bit is active, the Receive Carrier range sensitivity function is disabled.

Table 11 - Receive Carrier Sense Range

D1	D0	RANGE
0	0	±10%
0	1	±20%
1	0	±40%
1	1	Reserved

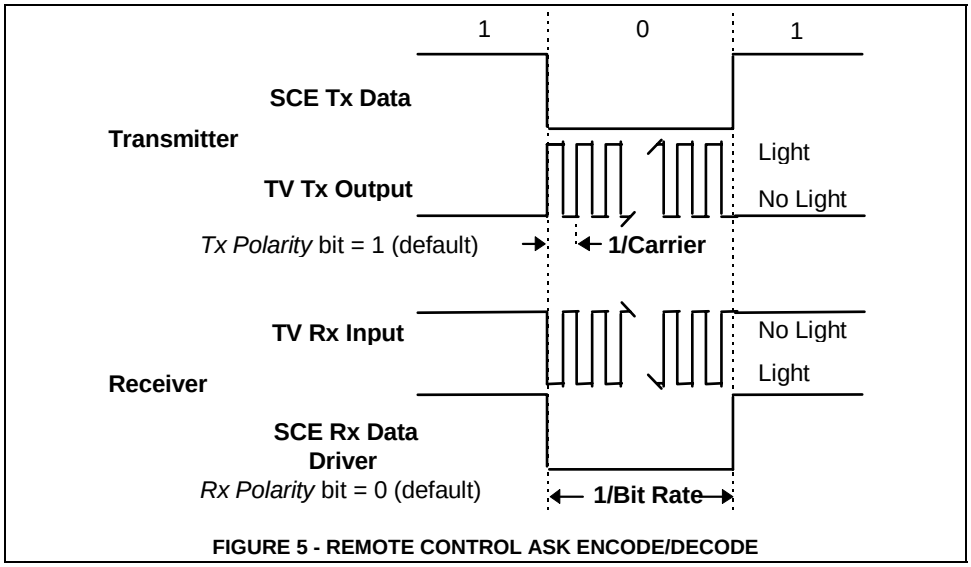


FIGURE 5 - REMOTE CONTROL ASK ENCODE/DECODE

Receiver Bit Cell Synchronization

The Consumer IR Receiver demodulates incoming ASK waveforms into NRZ data for the SCE. The IrCC 2.0 uses the edges of the demodulated incoming infrared data to indicate changes in bit state.

For continuous periods of high or low data without transitions, the IrCC 2.0 samples the signal level in the center of each incoming bit period. Using the Receiver Bit Cell Synchronization mechanism, any transition resets the timer that is used in the sampling process to eliminate errors due to timing differences between the receive decoder and the incoming bit period (Figure 6).

Receiver synchronization can be disabled to allow direct sampling of the demodulated incoming infrared data stream at some preset receive bit rate. This is useful in situations where the speed of the receive data is not strictly known. In such cases, the receive bit rate is set as high as possible, the Receiver Bit Cell Synchronization is disabled, and the system software is used to measure the bit-cell period from the oversampled data. The learned parameters can then be used to switch to the synchronized, fixed bit-cell mode to reduce processing overhead in the host CPU for all future transactions.

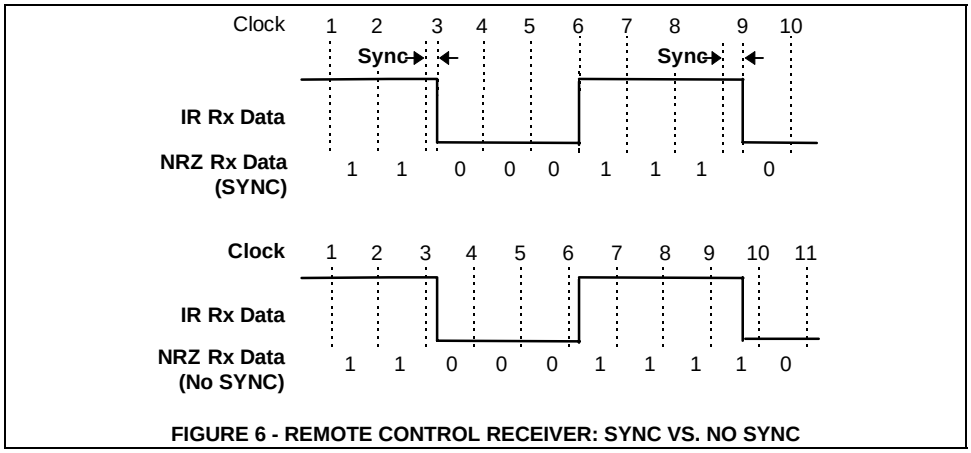


FIGURE 6 - REMOTE CONTROL RECEIVER: SYNC VS. NO SYNC

IrDA SIR AND SHARP ASK IR INTERFACE

This interface uses the ACE UART to provide a two-way wireless communications port using infrared as a transmission medium. Two distinct implementations have been provided in this block of the IrCC 2.0, IrDA SIR and Sharp ASK IR.

IrDA SIR allows serial communication at baud rates up to 115k Baud. Each word is sent serially beginning with a zero value start bit. Sending a single infrared pulse at the beginning of the serial bit time signals a zero. Sending no infrared pulse during the bit time signals a one. Please refer to Figure 7 through Figure 10 for the parameters of these pulses and the IrDA waveform.

The SHARP ASK interface allows asynchronous amplitude shift keyed serial communication at baud rates up to 19.2k Baud. Each word is sent serially beginning with a zero value start bit. Sending a 500kHz waveform for the duration of the serial bit time signals a zero. Sending no transmission during the bit time signals a one. Please refer to the AC timing for the parameters of the ASKIR waveform.

If the Half Duplex option is chosen, there is a time-out when the direction of the transmission is changed. This time-out starts at the last bit transferred during a transmission and blocks the receiver input until the time-out expires. If the transmit buffer is loaded with more data before the time-out expires, the timer is restarted after the new byte is transmitted. If data is loaded into the transmit buffer while a character is being received, the transmission will not start until the time-out expires after the last receive bit has been received. If the start bit of another character is received during this time-out, the timer is restarted after the new character is received. The time-out is programmable up to a maximum of 10ms through the IR Half-Duplex Time-Out Configuration Register.

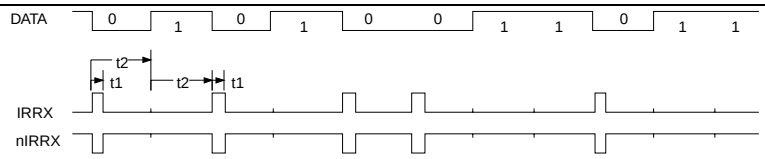


FIGURE 7 - IrDA SIR RECEIVE TIMING

	PARAMETER	MIN	TYP	MAX	UNITS
t1	Pulse Width at 115kbaud	1.4	1.6	2.71	µs
t1	Pulse Width at 57.6kbaud	1.4	3.22	3.69	µs
t1	Pulse Width at 38.4kbaud	1.4	4.8	5.53	µs
t1	Pulse Width at 19.2kbaud	1.4	9.7	11.07	µs
t1	Pulse Width at 9.6kbaud	1.4	19.5	22.13	µs
t1	Pulse Width at 4.8kbaud	1.4	39	44.27	µs
t1	Pulse Width at 2.4kbaud	1.4	78	88.5	µs
t2	Bit Time at 115kbaud		8.68		µs
t2	Bit Time at 57.6kbaud		17.4		µs
t2	Bit Time at 38.4kbaud		26		µs
t2	Bit Time at 19.2kbaud		52		µs
t2	Bit Time at 9.6kbaud		104		µs
t2	Bit Time at 4.8kbaud		208		µs
t2	Bit Time at 2.4kbaud		416		µs

Notes:
1. IrDA @ 115k is HPSIR compatible. IrDA @ 2400 will allow compatibility with HP95LX and 48SX.
2. IRRX: RX Polarity = 1
   nIRRX: RX Polarity = 0 (default)

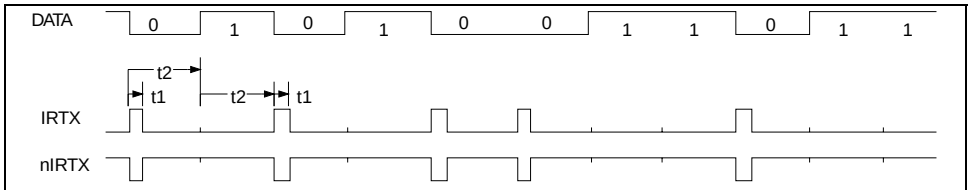


FIGURE 8 - IrDA SIR TRANSMIT TIMING

	PARAMETER	MIN	TYP	MAX	UNITS
t1	Pulse Width at 115kbaud	1.41	1.6	2.71	µs
t1	Pulse Width at 57.6kbaud	1.41	3.22	3.69	µs
t1	Pulse Width at 38.4kbaud	1.41	4.8	5.53	µs
t1	Pulse Width at 19.2kbaud	1.41	9.7	11.07	µs
t1	Pulse Width at 9.6kbaud	1.41	19.5	22.13	µs
t1	Pulse Width at 4.8kbaud	1.41	39	44.27	µs
t1	Pulse Width at 2.4kbaud	1.41	78	88.55	µs
t2	Bit Time at 115kbaud		8.68		µs
t2	Bit Time at 57.6kbaud		17.4		µs
t2	Bit Time at 38.4kbaud		26		µs
t2	Bit Time at 19.2kbaud		52		µs
t2	Bit Time at 9.6kbaud		104		µs
t2	Bit Time at 4.8kbaud		208		µs
t2	Bit Time at 2.4kbaud		416		µs

Notes:
1. Receive Pulse Detection Criteria: A received pulse is considered detected if the received pulse is a minimum of 1.41 µs
2. IRTX: TX Polarity = 1 (default)
   nIRTX: TX Polarity = 0

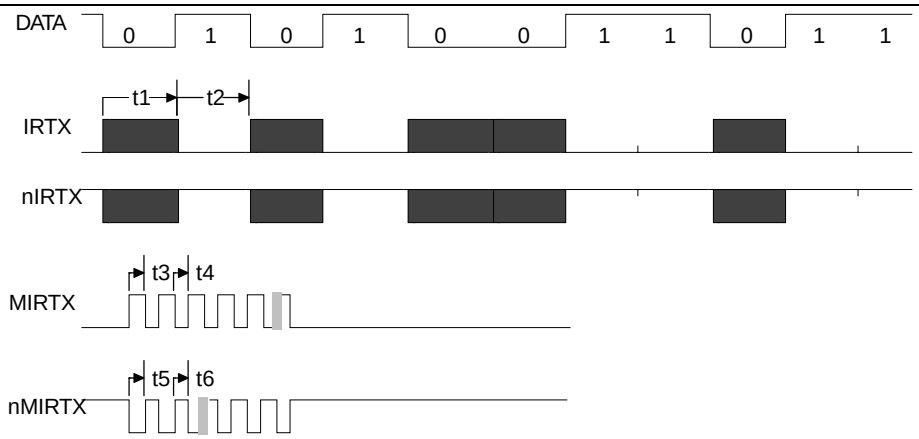


FIGURE 9 - AMPLITUDE SHIFT KEYED IR TRANSMIT TIMING

	PARAMETER	MIN	TYP	MAX	UNITS
t1	Modulated Output Bit Time				µs
t2	Off Bit Time				µs
t3	Modulated Output “On”	0.8	1	1.2	µs
t4	Modulated Output “Off”	0.8	1	1.2	µs
t5	Modulated Output “On”	0.8	1	1.2	µs
t6	Modulated Output “Off”	0.8	1	1.2	µs

Notes:
1. IRTX: TX Polarity = 1 (default)
   nIRTX: TX Polarity = 0
   MIRTX, nMIRTX are the modulated outputs.

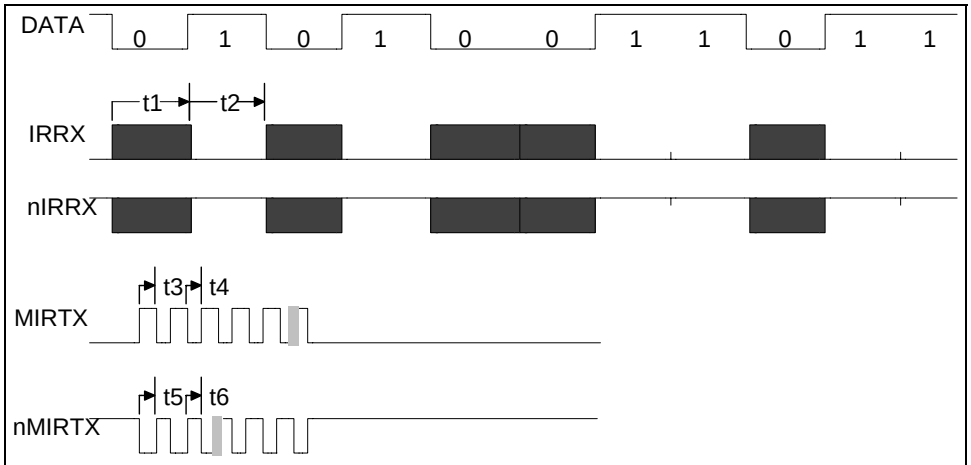


FIGURE 10 - AMPLITUDE SHIFT KEYED IR RECEIVE TIMING

	PARAMETER	MIN	TYP	MAX	UNITS
t1	Modulated Output Bit Time				µs
t2	Off Bit Time				µs
t3	Modulated Output “On”	0.8	1	1.2	µs
t4	Modulated Output “Off”	0.8	1	1.2	µs
t5	Modulated Output “On”	0.8	1	1.2	µs
t6	Modulated Output “Off”	0.8	1	1.2	µs

Notes:
1. IRRX: RX Polarity = 1
   nIRRX: RX Polarity = 0 (default)
   MIRRX, nMIRRX are the modulated outputs.

INFRARED DATA ASSOCIATION

The guidelines established by the Infrared Data Association (IrDA) are intended to facilitate the interconnection of computers and peripherals using directed half-duplex serial infrared communications. Relevant IrDA documents include the Serial Infrared Physical Layer Link Specification, Version 1.1, October 17, 1995, the Serial Infrared Link Access Protocol (IrLAP), Version 1.1, June 16, 1996, and the Serial Infrared Link Management Protocol (IrLMP), Version 1.1, January 23, 1996.

The Fast extensions (FIR) to the original IrDA physical layer specification (SIR) appear as alternate modulation/demodulation paths for data from IrLAP bound for the IR medium and are fundamentally transparent to IrLAP as it is defined for SIR. IR hardware and software must comply as a system with the entire family of IrDA specifications, including the Physical Layer Link Specifications, IrLAP, and IrLMP.

A block diagram of one end of an IrDA link that includes the SIR and FIR physical implementations is shown in Figure 11.

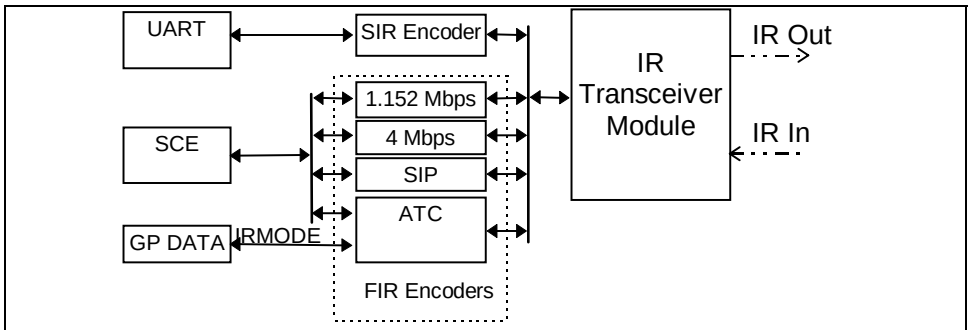


FIGURE 11 - IrCC 2.0 IrDA BLOCK DIAGRAM

SIR Interaction Pulse

The SIR Interaction Pulse (SIP) is intended to guarantee non-disruptive coexistence with SIR-only systems, which might otherwise interfere with Fast IR links.

A SIP is defined as a 1.6 microsecond transmitter on pulse followed by 7.1 microseconds of off time (Figure 12). Once a Fast connection has been established the station must generate one SIP every 500ms.

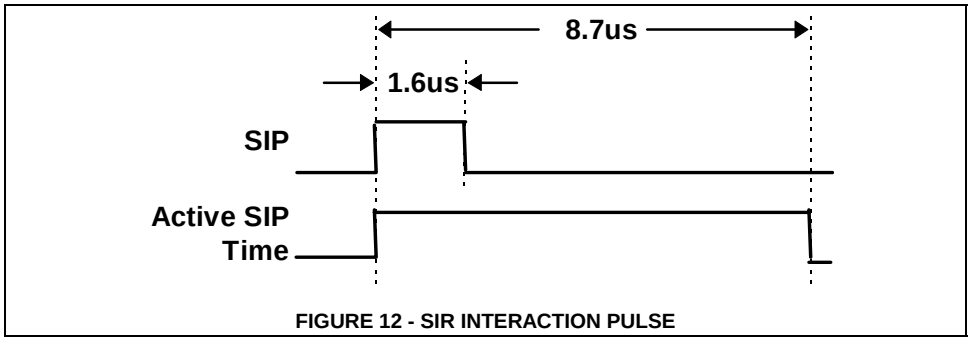


FIGURE 12 - SIR INTERACTION PULSE

The IrCC 2.0 configuration register SIP ENABLE bit and a timer control the SIR Interaction Pulse. The IrCC 2.0 transmits a SIR Interaction Pulse every 500ms when the SIP enable is active, an IrDA FIR mode has been selected, and the transmitter or receiver is not otherwise engaged.

The timer that controls the SIP pulse is reset whenever 1) the SIP enable is inactive, 2) an active FIR frame is being transmitted or received or, 3) during an active SIP pulse. The timer is decrementing whenever the SIP enable bit is active and the SIP pulse generator, the transmitter, and the receiver are inactive. When the timer reaches zero, the SIP pulse generator is activated (Figure 13).

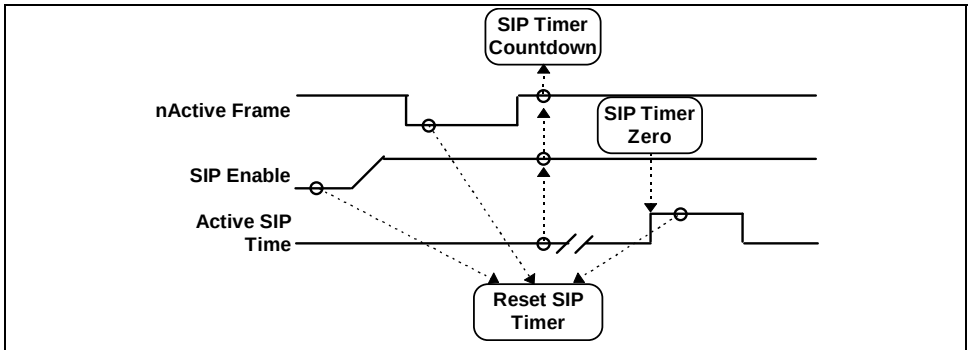


FIGURE 13 - SIP CONTROL TIMING

BOF Counting

The IrCC 2.0 can account for system-dependent limitations such as long interrupt latencies and transceiver stabilization times by increasing the number of STA flags at the beginning of every HDLC frame (Figure 14).

The BOF COUNT register contains the number additional start flags that are to be appended to the standard BOF characters. Note: The BOF COUNT extensions only apply to messages that start from an idle line state; i.e., BOF counting does not apply to brick walled messages.

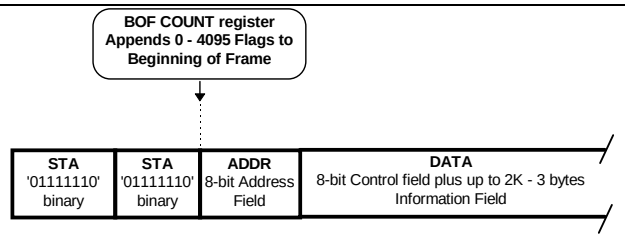


FIGURE 14 - EXTENDED BEGINNING-OF-FRAME

Back-to-Back Frame Transmission

Back-to-back, or brick walled frames are allowed with two or more flags, '7E'hex, in between. If two consecutive frames are not back-to-back, the gap between the last STO flag of the first frame and the first STA field of the second frame are separated by at least seven bit times (abort sequence).

The IrDA FIR 1.152 Mbps and 0.576 Mbps physical layer specification allows back-to-back message packets with three flag characters, which act as the closing flag of the first frame and the opening flags of the brick, walled packet. Additional flags can be added by programming the Brick Wall Count register (Figure 15). Note: The BOF COUNT extensions do not apply to brick walled messages.

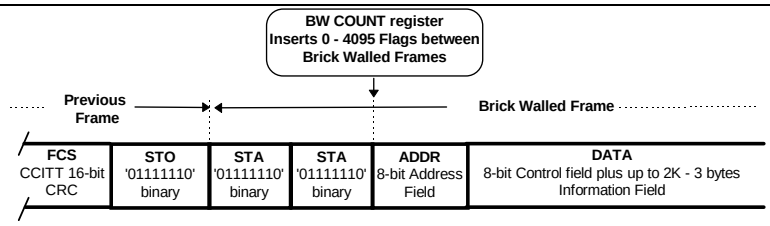


FIGURE 15 - BRICK WALLED HDLC FRAMES

4PPM BOF Counting

The IrCC 2.0 can account for system-dependent limitations such as long interrupt latencies and transceiver stabilization times by increasing the number of PA flags at the beginning of every 4PPM frame (Figure 16).

The BOF COUNT register contains the number of additional PA bytes that are to be appended to the standard 4PPM BOF characters. Note: The BOF COUNT extensions only apply to messages that start from an idle line state; i.e., BOF counting does not apply to brick walled messages.

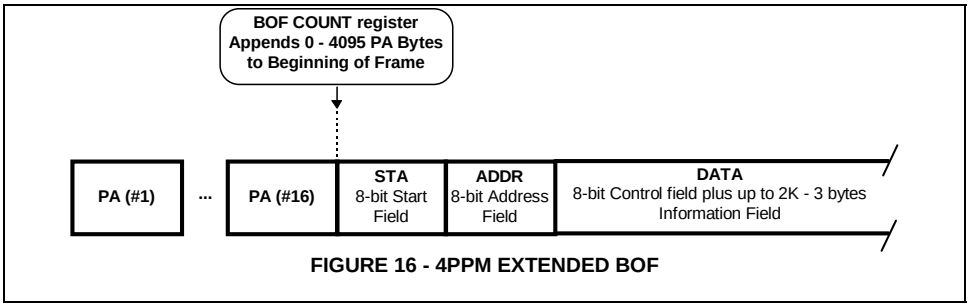


FIGURE 16 - 4PPM EXTENDED BOF

4PPM Back-to-Back Frame Transmission

Back-to-back, or brick walled frames are allowed with 32 or more PA flag bytes between the STO field of the first frame and the STA field of the second frame. Additional flags can be added by programming the Brick Wall Count register. Note: The BOF COUNT extensions do not apply to brick walled messages.

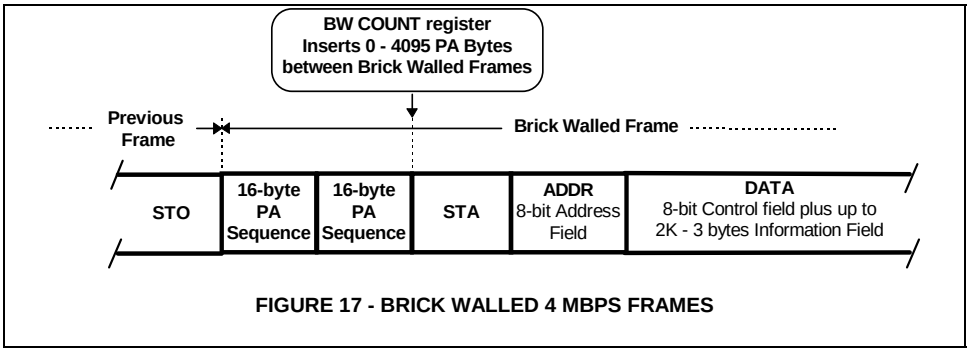


FIGURE 17 - BRICK WALLED 4 MBPS FRAMES

REGISTERS

The IrCC 2.0 is partially enabled through binary controls found in two 8-byte register banks. The banks, the ACE550 UART Controls and the SCE Controls, are selected with the nACE and nSCE register-bank selector inputs found in the Interface Description.

If nACE is zero, the three least significant bits of the Host Address Bus decode the 16C550A UART control registers. If nSCE is zero, the SCE control bank is addressed. All of the IrCC 2.0 registers are 8 bits wide.

ACE UART CONTROLS

The table below (Table 12) lists the ACE UART Control Registers. See the current SMSC 16C550A implementation for a complete description.

Table 12 - 16C550A UART Addressing

DLAB	A2	A1	A0	DIRECTION	REGISTER NAME
0	0	0	0	Read	Receive Buffer
0	0	0	0	Write	Transmit Buffer
0	0	0	1	Read/Write	Interrupt Enable
X	0	1	0	Read	Interrupt Identification
X	0	1	0	Write	FIFO Control
X	0	1	1	Read/Write	Line Control
X	1	0	0	Read/Write	Modem Control
X	1	0	1	Read/Write	Line Status
X	1	1	0	Read/Write	Modem Status
X	1	1	1	Read/Write	Scratchpad
1	0	0	0	Read/Write	Divisor (LSB)
1	0	0	1	Read/Write	Divisor (MSB)

SCE CONTROLS

The IrCC 2.0 SCE Registers are arranged in 7-byte blocks. Of the eight possible register blocks, six are used in this implementation.

The Master Block Control Register controls access to the register blocks. Table 13 lists all of the SCE registers in all blocks.

Table 13 - SCE Register Addressing

BLOCK	ADDRESS	DIRECTION	REGISTER NAME
X	7	R/W	Master Block Control
0	0	R/W	Data Register
0	1	RO	Interrupt Identification
0	2	R/W	Interrupt Enable
0	3	RO	Line Status (read)

Table 13 - SCE Register Addressing

BLOCK	ADDRESS	DIRECTION	REGISTER NAME	
0	3	WO	Line Status Address (write)	
0	4	R/W	Line Control A	
0	5	R/W	Line Control B	
0	6	R/W	Bus Status	
1	0	R/W	SCE Configuration A	
1	1	R/W	SCE Configuration B	
1	2	R/W	FIFO Threshold	
1	3	RO	FIFO COUNT	
1	4	R/W	Message Byte-Count (low)	
1	5	R/W	Message Byte-Count (high)	
1	6	R/W	SCE Configuration C	
2	0	R/W	Consumer IR Control	
2	1	R/W	Consumer IR Carrier Rate	
2	2	R/W	Consumer IR Bit Rate	
3	0	RO	SMSC ID (high)	
3	1	RO	SMSC ID (low)	
3	2	RO	CHIP ID	
3	3	RO	VERSION Number	
3	4	RO	IRQ Level	DMA Channel
3	5	RO	Software Select A	
3	6	RO	Software Select B	
4	0	R/W	IrDA Control	BOF Count (high)
4	1	R/W	BOF Count (low)	
4	2	R/W	Brick Wall Count (low)	
4	3	R/W	BW Count (high)	Tx Data Size (high)
4	4	R/W	Tx Data Size (low)	
4	5	R/W	Rx Data Size (high)	
4	6	R/W	Rx Data Size (low)	
5	0	R/W	ATC Register	
5	1	R/W	IR Half Duplex Timeout	
5	2	R/W	SCE Transmit Delay Timer	

MASTER BLOCK CONTROL REGISTER

The Master Block Control Register contains the IrCC 2.0 Power Down bit, two reset bits, the Master Interrupt Enable bit, and the Register Block Select lines (Table 14).

Address 7 is solely reserved for the Master Block Control register. If the nSCE input is 0, the MBC is always visible, regardless of the state of the Register Block Select lines.

Table 14 - SCE Master Block Control Register

ADDRESS			DIRECTIO	DESCRIPTION								DEFAUL
A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0	
1	1	1	R/W	Master Block Control Register								'00'hex
				power down	master reset	master int en.	error reset		register block select			

Register Block Select, bits 0-2
The Register Block Select bits enable access to each of the eight possible register blocks. To access a register block other than the default (0), write a 3 bit register block number to the least significant bits of the Master Block Control Register. All subsequent reads and writes to addresses 0 through 6 will access the registers in the new block. To return to register block 0, rewrite zeros to the register block select bits.

Error Reset, bit 4
Writing a one to the Error Reset bit will return all of the SCE Line Status Register bits (Register Block Zero) to their inactive states and reset the Message Count bits, the Memory Count bits, and the Message Byte Count registers to zero.

Master Interrupt Enable, bit 5
Setting the Master Interrupt Enable to one enable the SCE interrupts onto the Interrupt Request bus (IRQ) only if their individual enables are active. Setting this bit to a zero disables all SCE interrupts regardless of the state of their individual enables.

Master Reset, bit 6
Setting the Master Reset bit to one forces data in the SCE registers and SCE logical blocks into the Power-On-Reset state. The Master Reset bit is reset to zero following the reset operation. Note: The Legacy bits (Register Block One, Address Zero, Bits D0-D6) and the IR Half Duplex Timeout are unaffected by Master Reset.

Power Down, bit 7
Setting this bit to a one causes only the SCE to enter the low-power state. Power down mode does not preclude access to the Master Block Control register so that this mode can be maintained entirely under software control. The SCE can also be powered-down by the Power Down input described in the Interface Description.

REGISTER BLOCK ZERO

Register Block Zero contains the SCE Data Register, the Interrupt Control/Status registers, the Line Control/Status registers, and the Bus Status register (Table 15). Typically, the controls in Register Block Zero are used during IrDA FIR and Consumer IR message transactions. Bits and registers marked "reserved" in the table below cannot be written and return 0s when read. Programmers must set reserved bits to 0 when writing to registers that contain reserved bits.

Table 15 - Register Block Zero

ADDRESS			DIRECTION	DESCRIPTION								DEFAULT
A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0	
0	0	0	R/W	Data Register								
0	0	1	RO	Interrupt Identification Register								'00'hex
				active frame	eom	raw mode	fifo	IR busy	reserved			
0	1	0	R/W	Interrupt Enable Register								'00'hex
				active frame	eom	raw mode	fifo	IR busy	reserved			
0	1	1	RO	Line Status Register (read)								'00'hex
				under-run	over-run	frame error	size error	crc error	frame abort	reserved		
0	1	1	WO	Line Status Address Register (write)								
				reserved					status register address			
1	0	0	R/W	Line Control Register A								'00'hex
				fifo reset	fast	g. p. data	raw tx	raw rx	abort	data done	rsrvd	
1	0	1	R/W	Line Control Register B								'00'hex
				sce modes bits		sip enable	brick wall	message count				
1	1	0	RO	Bus Status Register								'00'hex
				not empty	fifo full	time-out	memory count				valid frame	

Data Register (Address 0)

The Data Register is the FIFO access port. Typically, the user will only write to the FIFO when transmitting and read from the FIFO when receiving. The host always has read access to the FIFO regardless of the state of the SCE Modes bits or the Loopback bit. Host read access to the FIFO is blocked when the FIFO is empty. The host has write access to the FIFO only when the Loopback bit is inactive and the SCE Modes bits are zero or Transmit mode is enabled. Host write access to the FIFO is blocked when the FIFO is full.

Interrupt Identification Register (Address 1)

When an interrupt is active the associated interrupt identifier bit in the IID register is also active regardless of the state of its individual interrupt enable or the Master Interrupt Enable, except for the FIFO Interrupt. The Master Interrupt Enable and the individual Interrupt Enables serve only to enable the IID register interrupts onto the Interrupt Request bus IRQ shown in the Interface Description.

Active Frame Interrupt, bit 7
When this bit is one, an Active Frame has occurred (see the Active Frame Indicator section on page 59). The Active Frame interrupt typically indicates that the SCE receiver has detected a valid incoming IrDA FIR or Remote Control start-of-frame sequence. Reading the Interrupt Identification register resets the Active Frame Interrupt bit.

EOM Interrupt, bit 6
When this bit is one, an End of Message has occurred. The EOM Interrupt indicates the end of an IrDA FIR EOF or Abort. During Consumer IR messages EOM Interrupt indicates FIFO underruns/overruns and DMA Terminal Counts. Reading the Interrupt Identification register resets the EOM Interrupt bit.

Raw Mode Interrupt, bit 5
When this bit is one, a Raw Mode interrupt has occurred. The Raw Mode Interrupt indicates that the Raw Rx Control bit has gone active. Reading the Interrupt Identification register resets the Raw Mode Interrupt bit.

FIFO Interrupt, bit 4
When this bit is one, a FIFO Interrupt has occurred. The FIFO Interrupt indicates that the FIFO Interrupt Enable is active and either a TxServReq or a RxServReq has occurred. The FIFO Interrupt bit is cleared when the interrupt is disabled; i.e., reading the Interrupt Identification register does not reset the FIFO Interrupt bit (see the FIFO Interrupt section on page 72).

IR Busy, bit 3
The IR Media Busy hardware sets the IR Busy bit in the IID high if an infrared pulse that is greater than T_{PW_MIN} has occurred at the receiver input, except during message transmit or during the IR Half Duplex Timeout following message transmit.

T_{PW_MIN} can be defined as 20ns#T_{PW_MIN}#30ns
The IR Media Busy hardware operates independently of the IR Rx Pulse Rejection filters, the programmed receive data rate, or the state of the ACE or SCE Rx Enables (see Figure 51). Reading the IID register will reset the IR Busy bit. The IR Busy bit is also reset following Master Reset and POR. If the IR Busy Enable bit is high, the IR Busy Interrupt is enabled onto the Interrupt Request bus IRQ if the master Interrupt Enable is also active. The IR Busy Enable bit does not affect the IR Busy bit in the IID. **PROGRAMMER'S NOTE:** The IR Busy bit may be unintentionally activated during IR Mode changes.

Interrupt Enable Register (Address 2)

Setting any of the bits in this register to one enables the associated interrupt (see the Interrupt Identification Register). Interrupts will only occur if both the interrupt enable bit and the Master Interrupt Enable bit (see the Master Block Control Register) are active.

The interrupt enables do not affect the state of the interrupts, except for the FIFO Interrupt. For example, a Raw Mode interrupt that occurs while the Raw Mode Interrupt Enable is inactive will be visible in the IID register but will not affect IRQ.

Line Status Register(s) (Address 3)

Error Indicators (read-only)
There are eight Line Status Registers at address 3. Each register is read-only and is accessed using the three Status Register Address bits, also located at this address. The FIFO Underrun, FIFO Overrun, Frame Error, Size Error, Frame Abort, and CRC Error flags indicate the status of any one of eight IrDA FIR message frames. The Error Indicators, in all registers, are reset following a Master Reset, Power-On-Reset, and Error Reset (see the Master Block Control Register). The error indicators for the current status register only (see the Message Count bits) are reset following a valid IrDA BOF sequence.

FIFO Underrun, bit 7
The FIFO Underrun bit gets set to one when the IrDA FIR transmitter runs out of FIFO data and the Data Done bit is not active.

FIFO Overrun, bit 6
The FIFO Overrun bit gets set to one when the IrDA FIR receiver tries to write data to the FIFO when the FIFO Full flag is active.

Frame Error, bit 5
The Frame Error bit gets set to one when IrDA framing errors are detected; for example, HDLC pulse-widths greater than one bit-cell, and invalid framing fields (see the Framing Errors section on page 65).

Size Error, bit 4
The Size Error bit is set to one whenever the IrDA FIR receiver decrements the Rx Data Size count to zero before the End-Of-Frame, or whenever the the Brick Wall bit is inactive and the IrDA FIR transmitter decrements the Tx Data Size count to zero before FIFO Empty goes active.

CRC Error, bit 3
The CRC Error bit is set to one following Frame-Check-Sequence errors in IrDA FIR receive message frames.

Frame Abort, bit 2
The Frame Abort bit is set to one following; 1) a forced abort, i.e. after setting the Abort bit to one in Line Control Register A; 2) an IrDA FIR FIFO underrun with the Data Done bit inactive during transmit; 3) an IrDA FIR FIFO Overrun during receive; 4) framing errors in IrDA FIR payload data during receive. **NOTE:** The Frame Abort bit will not go active during transmit if the Tx Data Size register decrements to zero when the last byte is read from the FIFO with the Data Done bit not set.

Status Register Address, bits 0 - 2 (write-only)

Three Status Register Address bits control software access to, and reside at the same address as, the Line Status Registers. The Status Register Address bits are write-only and occupy bits D0 to D2. To access any one of the eight Line Status Registers or the Message Byte Counters (SCE Register Block One, addresses 4 and 5), first write the address of the appropriate register (0 - 7), then read the register contents.

Line Control Register A (Address 4)

FIFO Reset, bit 7
When set to one, the FIFO Reset bit clears the FIFO Full and Not Empty flags in the 128-byte SCE FIFO. The FIFO Reset bit is automatically set to zero following the re-initialization.

Fast, bit 6
The Fast bit controls the state of an uncommitted IrCC 2.0 output, Fast. The bit is read/write.

General Purpose Data, bit 5
The General Purpose Data bit controls the state of an uncommitted IrCC 2.0 output, GP Data. The bit is read/write.

Raw Tx, bit 4
The Raw Tx bit controls the state of the infrared emitter in Raw IR mode. The bit is read/write.

Raw Rx, bit 3
The Raw Rx bit represents the state of the infrared detector in Raw IR mode. The bit is read-only.

Abort, bit 2
The Abort bit is used to cancel messages in progress. When the Abort bit is set to one, an IrDA Abort sequence is sent, the EOM flag is activated, and the SCE FIFO is cleared. The Abort bit is reset to zero following EOM. Abort can be used during IrDA FIR transmit mode only.

Data Done, bit 1
When set to one, the Data Done bit is used during transmit to distinguish an end-of-valid-message-data condition from a FIFO Underrun that indicates incomplete message data. Terminal Count automatically activates the Data Done bit during DMA operations. Note: The Data Done bit is not activated by TC during receive operations. Data Done is automatically reset to zero following the end of a message only if the FIFO is empty.

Line Control Register B (Address 5)

SCE Modes, bits 6 - 7
The SCE Modes bits enable the SCE transmitter and receiver (Table 16). These bits are R/W and must be manually reset by the host following IrDA message transactions. The SCE Modes bits are automatically reset by the hardware following Consumer IR messages. Note: the SCE Modes bits must be zero for loopback tests.

Table 16 - SCE Modes

D7	D6	MODE DESCRIPTION
0	0	Receive/Transmit Disabled (default)
0	1	Transmit Mode
1	0	Receive Mode
1	1	Undefined

Transmit Mode
Transmit mode enables the SCE IrDA FIR and Consumer IR transmitters whenever TC goes active, or the FIFO THRESHOLD has been exceeded (see the Transmit Timing section on page 61). In Transmit mode, the SCE FIFO input is connected to the Host System Data Bus and the FIFO output is connected to the SCE transmitter input. Transmit mode is strictly software controlled when the IrDA FIR encoders are active. The Consumer IR encoder will reset Transmit mode in hardware following the rising edge of nActive Frame following a FIFO underrun.

Receive Mode
Receive mode enables the SCE IrDA FIR and Consumer IR receivers (see the Receive Timing section on page 66). In Receive mode, the SCE FIFO output is connected to the Host System Data Bus, the FIFO input is connected to the SCE receiver output. Receive mode is strictly software controlled when the IrDA FIR encoders are active. The Consumer IR encoder will reset Receive mode in hardware following the rising edge of nActive Frame following a FIFO underrun or TC.

SIP Enable, bit 5
If the SIP Enable is one, an SIR Interaction Pulse occurs every 500ms if an IrDA FIR mode has been selected and the transmitter or receiver is not otherwise engaged (see the SIR Interaction Pulse section on page 19).

Brick Wall, bit 4
When the Brick Wall bit is active the IrCC 2.0 sends back-to-back IrDA FIR frames separated by the number of additional flags specified in the brick wall count register (see the Multi-Frame Window Support section on page 67). The Data Size register or the Message Byte Counters can be used when the Brick Wall bit is active to send back-to-back IrDA FIR frames when the DMA data block is larger than the IrDA message length. In this case, if the maximum number of data bytes according to the Tx Data Size register or a Message Byte Counter have been

transferred and the DMA terminal count or the FIFO Empty flags have not been activated the next message is brick walled to the previous message (Table 17). The Brick Wall bit is software controlled only. Note: BOF counts do not apply during brick walled messages.

Table 17 - Message Flow Control

BRICK WALL ENABLE	DATA DONE BIT	FIFO EMPTY	STATE AFTER EOF	DESCRIPTION
1	1	0	BOF	Brick Wall Next Message
1	1	1	Idle	Multi-Frame Window Complete, Reset Data Done bit
1	0	0	BOF	Brick Wall Next Message
1	0	1	BOF	Brick Wall Next Message (possible underrun)
0	1	0	Idle	Re-enable Transmitter for Next Message
0	1	1	Idle	Single Message Complete, Reset Data Done bit
0	0	0	Idle	Single Message Complete, Datasize Counter = 0
0	0	1	Idle	Single Message Complete, Datasize Counter = 0

Message Count, bits 0 - 3
The four Message Count bits control (internal) hardware access to the Line Status Registers and are unaffected by the Status Register Address bits (see the Multi-Frame Window Support section on page 67). The Message Count bits also indicate the system message-state. For example, if the Message Count bits are zero, i.e. the power-up default, Line Status Register zero is active, although undefined because no messages have been sent or incremented after every active frame. At point A in Figure 18, for example, the rising edge of nActive Frame increments Message Count by one indicating that the first message has been received. This means that Line Status Register #1 (status register address 0) is valid, and Line Status Register #2 is currently active, although undefined. Hardware prevents the Message Count register from exceeding eight ('1000'Binary). Note: IrDA messages beyond eight frames are ignored.

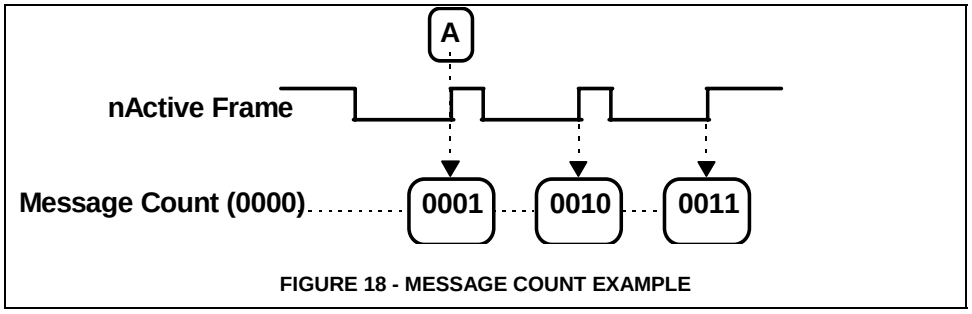


FIGURE 18 - MESSAGE COUNT EXAMPLE

received. The Message Count bits are

Bus Status Register (Address 6)

FIFO Indicators (read-only)
The FIFO Indicators reflect the current status of the SCE FIFO.

FIFO Not Empty, bit 7
The FIFO Not Empty bit when set to one indicates that there is data in the SCE FIFO.

FIFO Full, bit 6
The FIFO Full bit when set to one indicates that there is no room for data in the SCE FIFO.

Time-Out, bit 5
The Time-Out bit is the IOCHRDY time-out error bit. The Time-Out bit when set to one indicates that an IOCHRDY time-out error has occurred (see the IOCHRDY Time-Out section on page 79). Time-Out is reset by the IrCC 2.0 System Reset, following a read of the Bus Status register, and following a Master Reset.

Memory Count, bits 1-4
Memory Count indicates the status of received IrDA messages in memory. Memory Count is incremented whenever the first byte of a message is read from the SCE FIFO. For example, if Memory Count=3, there are currently two complete messages in memory. Legal Memory counts are 0-8; i.e., there can be a maximum of eight contiguous received IrDA messages. Memory Count is only valid during receive. Memory Count is reset to zero during POR, Master Reset, and Error Reset (see the Master Block Control register). Note**:** Memory Count is closely related to the Message Count in SCE Line Control Register B. Memory Count will typically fall behind the Message Count depending on the size of the received messages and the speed of the host bus interface.

Valid Frame, bit 0
The Valid Frame bit reflects the state of the internal state variable nActive Frame. When nActive Frame=0 (active) Valid Frame=1 (active). When nActive Frame=1 (inactive) Valid Frame=0 (inactive). Valid Frame is only defined for the SCE IrDA FIR and Consumer IR Encoder/Decoders during Transmit and Receive.

REGISTER BLOCK ONE

Register Block One contains the SCE control registers (Table 18). Typically, the controls in Register Block One are needed to configure the SCE before message transactions can occur. Bits and registers marked “reserved” in the table below cannot be written and return 0s when read. Programmers must set reserved bits to 0 (zero) when writing to registers that contain reserved bits.

Table 18 - Register Block One

Address			Direction	Description								Default
A2	A1	A0		**D7**	**D6**	**D5**	**D4**	**D3**	**D2**	**D1**	**D0**	
0	0	0	R/W	SCE Configuration Register A								'02'hex
				aux ir	block control bits				half duplx	tx po-larity	rx po-larity	
0	0	1	R/W	SCE Configuration Register B								'00'hex
				output mux bits		loop-back	lpbck tx crc	no wait	string move	dma burst	dma enable	
0	1	0	R/W	FIFO Threshold Register								'00'hex
0	1	1	RO	FIFO COUNT								'00'hex
				FC7	FC6	FC5	FC4	FC3	FC3	FC1	FC0	
1	0	0	R/W	Message Byte-Count (low byte)								'00'hex
				MBC 7	MBC 6	MBC 5	MBC 4	MBC 3	MBC 2	MBC 1	MBC 0	
1	0	1	R/W	Message Byte-Count (high byte)								'00'hex
				reserved				MBC 11	MBC 10	MBC 9	MBC 8	
1	1	0	R/W	SCE Configuration Register C								'03'hex
				MFW	tx pw limit	rx pw reject	reserved			DMA Refresh Count		

SCE Configuration Register A (Address 0)

Auxiliary IR, bit 7
When the Auxiliary IR bit is one and the active device is routed through the Output Multiplexer to the IR Port or the COM Port, the transmit signal also appears at the Auxiliary Port.

Block Control, bits 3 - 6
The Block Control bits select one of the eight IrCC 2.0 operational modes (Table 19). The three low-order Block Control bits are equivalent to the IR Mode bits in the chip-level configuration space of earlier devices; e.g., the FDC37C93x IR Option Register, Serial Port 2, Logical Device 5, Register 0xF1. Provisions have been made in legacy devices to accommodate IR Mode selection through either the chip-level configuration registers or the IrCC 2.0 Block Control bits; i.e., the last write from either source determines the current mode selection and is visible in both registers.

Table 19 - IrCC 2.0 Logical Block Controls

D6	D5	D4	D3	MODE	DESCRIPTION
0	0	0	0	COM	16C550A UART COM Port (default)
0	0	0	1	IrDA SIR - A	Up to 115.2 Kbps, Variable 3/16 Pulse
0	0	1	0	ASK IR	Amplitude Shift Keyed Ir Interface
0	0	1	1	IrDA SIR - B	Up to 115.2 Kbps, Fixed 1.6Fs Pulse
0	1	0	0	IrDA HDLC	Includes 0.576 Mbps & 1.152 Mbps
0	1	0	1	IrDA4PPM	Includes 4 Mbps
0	1	1	0	CONSUMER	TV Remote
0	1	1	1	RAW IR	Direct IR Diode Control
1	X	X	X	OTHER	Reserved

Half Duplex, bit 2
When Half Duplex is zero (default), the 16C550A is in full duplex mode. The Half Duplex bit only supports the 16C550A UART; i.e., this bit has no effect on the IrCC 2.0 SCE. The Half Duplex bit is analogous to the chip-level configuration register Half Duplex bit and has the same effect on the UART. Provisions have been made in legacy devices to accommodate Half Duplex selection through either the chip-level configuration registers or the IrCC 2.0 Half Duplex bit; i.e., the last write from either source determines the current mode selection and is visible in both registers.

Tx/Rx Polarity Bits, 0 - 1
The Tx and Rx Polarity bits define the active states for signals entering and exiting the Output Multiplexer ports. Internal IrCC 2.0 Active states are typically decoded as zero. The Tx Polarity bit default is one; the Rx Polarity bit default is zero.

For backward compatibility, the Tx and Rx Polarity bits do not apply to COM mode; i.e., when the Block Control bits are zero. The relationship between the Output Multiplexer port signals and the Polarity bits is an exclusive-or (Table 20). For example, if the IRRx pin in the Output Multiplexer is one and the Rx Polarity bit is zero, the signal is inactive and therefore decoded as a one. The IrCC 2.0 Tx Polarity bit (bit 1) is equivalent to the Transmit Polarity bit in the chip-level configuration space of earlier devices; e.g., the FDC37C93x IR Option Register, Serial Port 2, Logical Device 5, Register 0xF1. The Rx Polarity bit (bit 0) is equivalent to the Receive Polarity bit in the same register. Provisions have been made in legacy devices to accommodate Polarity bit selection through either the chip-level configuration registers or the SCE registers; i.e., the last write from either source determines the current Polarity bit value and is visible in both registers.

Table 20 - Tx/Rx Polarity Bit Effects

SIGNAL	POLARITY BIT	DECODED SIGNAL
0	0	0
0	1	1
1	0	1
1	1	0

SCE Configuration Register B (Address 1)

Output Mux, bits 7 - 6

The Output Mux bits select the Output Multiplexer port for the active encoder/decoder (Table 21). When D[7:6]=1,1 in Table 21 inactive outputs depend on the state of the Tx Polarity bit, otherwise inactive outputs are zero. The Output Mux bits are equivalent to the FDC37C93x IR Option Register bits 6-7. The IR Location Mux, bit 6, in the FDC37C93x IR Option Register is equivalent to Output Mux bit, D6; bit 7 (Reserved) in the FDC37C93x IR Option Register is equivalent to Output Mux bit, D7. Provisions have been made in legacy devices to accommodate Output Multiplexer port selection through either the chip-level configuration registers or the Output Mux bits; i.e., the last write from either source determines the current port selection and is visible in both registers.

Table 21 - IrCC 2.0 Output Multiplexer

D7	D6	MUX. MODE
0	0	Active Device to COM Port (default)
0	1	Active Device to IR Port
1	0	Active Device to AUX Port
1	1	Outputs Inactive

Loopback, bit 5

The Loopback bit configures the FIFO and enables the transmitter/receiver for loopback testing (see the Loopback Mode section on page 68). The SCE MODES bits must be set to zero before activating the Loopback bit. When the Loopback bit is one, the SCE enters a full-duplex mode with internal loopback capability for testing. The CRC generator can be selectively reconfigured for either transmit or receive. The 128-byte FIFO input is connected to the SCE receiver output, the FIFO output is connected to the SCE transmit input. For IrDA FIR loopback tests the Loopback bit must be set to zero to exit loopback mode. Consumer IR loopback tests reset the Loopback bit automatically when the Rx Data Size register reaches zero. Provisions must be made following loopback tests in all modes to verify the Rx message data in the FIFO.

Loopback Transmit CRC, bit 4

When the Loopback Transmit CRC bit is set to one, the CRC generator is used by the transmitter during loopback testing regardless of the state of the CRC Select bit. Otherwise, the CRC generator is connected to the receiver (Table 22).

Table 22 - Hardware CRC Programming

LOOPBACK BIT	CRC SELECT	LOOPBACK TX CRC BIT	HARDWARE DESCRIPTION
0	0	X	No CRC Generation, No CRC Checking
0	1	X	CRC Generation, CRC Checking
1	0	0	No CRC Generation, No CRC Checking
1	0	1	CRC Generation, No CRC Checking
1	1	0	CRC Checking, No CRC Generation
1	1	1	CRC Generation, No CRC Checking

No Wait, bit 3
When the No Wait bit is one, the ISA Bus nSRDY signal goes active following the trailing edge of the ISA I/O command and inactive following the rising edge (see the Zero Wait State Support section on page 80).

String Move, Bit 2
When the String Move bit is one, the programmed I/O host interface is qualified by IOCHRDY (Table 23). See the IOCHRDY Time-Out section on page 79.

DMA Burst Mode, bit 1
When the DMA Burst Mode bit is one, DMA Burst (Demand) mode is enabled. When the DMA Burst Mode bit is zero, Single Byte DMA mode is enabled (Table 23). See the DMA section on page 73.

DMA Enable, bit 0
DMA Enable is connected to a signal in the Interface Description called DMAEN that is used by the chip-level interface to tristate the IrCC 2.0 DMA controls when the DMA interface is inactive. When the DMA Enable bit is one, the DMA host interface is active (Table 23). See the DMA section on page 73. When the DMA Enable bit is zero (default), the nDACK and TC inputs are disabled and DRQ output is gated off.

Table 23 - I/O Interface Modes

STRING MOVE	DMA BURST	DMA ENABLE	FUNCTION
0	X	0	Programmed I/O, no IOCHRDY
1	X	0	Programmed I/O, uses IOCHRDY
X	0	1	Single Byte DMA Mode
X	1	1	Demand Mode DMA

FIFO Threshold Register (Address 2)

The FIFO Threshold Register contains the programmable FIFO threshold count (see the FIFO Threshold section on page 72). The FIFO Threshold is programmable from 0 to 127. Bit 7 in the FIFO Threshold register is read-only and will always return zero. FIFO Threshold values typically reflect the overall I/O performance characteristics of the host; the lower the value, the longer the interval between service requests and the faster the host must be to successfully service them. The same threshold value can be used for both I/O read and I/O write cases.

FIFO COUNT Register (Address 3)

The FIFO COUNT register represents the remaining number of data bytes in the 128-byte SCE FIFO. When the FIFO COUNT is 0x00 the FIFO is empty. When the FIFO is full the FIFO COUNT is 0x80. The FIFO COUNT is independent of the data flow direction. For example, if the FIFO COUNT is 0x0A during transmit there are ten bytes to send; if the FIFO COUNT is 0x0A during receive there are ten bytes to read.

Message Byte Count Registers (Address 4 and 5)

The Message Byte Count registers are used to program, retain and retrieve the number of Tx and Rx message bytes in IrDA multi-frame windows (see the Multi-Frame Window Support section on page 67). The eight 12-bit Message Byte Count registers are accessed through two consecutive 8 bit registers at address 0x04 and address 0x05. Access to any of these eight registers is controlled by the write-only Line Status Address Register at address 0x03 in Register Block Zero; i.e., Message Byte Count register addressing is achieved by the same mechanism that controls access to the eight line status registers. The actual byte count per received message depends upon the value

programmed in the Rx Data Size register in SCE Register Block Four; where

Actual Byte Count = Rx Data Size - Message Byte Count

For example, if the Rx Data Size register is programmed for 2048 (0x0800) bytes (the maximum sized IrDA message) and the Message Byte Count Register is 0x0000 following the message reception, the actual size of the received message is 2048 bytes. The message byte counts are reset to 0x0000 at POR, Master Reset, and Error Reset (see the SCE Master Block Control register).

Message Byte Count Low Byte (Address 4)
This register contains the lower byte of the Message Byte Counts.

Message Byte Count High Byte (Address 5)
Bits D[3:0] in this register contain the upper nibble of the Message Byte Counts. The upper nibble D[7:4] of Address 5 is reserved. Reserved bits cannot be written and return 0 when read.

SCE Configuration Register C (Address 6)

MFW, bit 7
The MFW bit determines whether Multi-frame windows use the Tx Data Size Register or the Message Byte Count Registers to determine the frame size per message during transmits. Table 24 summarizes the encoding of the MFW bit. See the Multi-Frame Window Support section on page 67 for more details.

Table 24 - MFW Bit Encoding

MFW BIT	DESCRIPTION
0	Fixed Frame Mode (default): MFW Frame length determined by Tx Data Size Register, unlimited messages
1	Variable Frame Mode: MFW Frame length determined by Message Byte Counts, eight messages max.

Tx PW Limit, bit 6
The Tx PW Limit bit enables hardware designed to restrict the IR transmit pulse width (see the Transmit Pulse Width Limit section on page 83). If Tx PW Limit = 0, The TRANSMIT PULSE WIDTH LIMIT hardware is defeated and no transmit pulse width restrictions are made. If Tx PW Limit = 1, The TRANSMIT PULSE WIDTH LIMIT hardware will prevent pulses larger than 100Fs with a 25% duty cycle from appearing at the IrCC TX output ports.

Rx PW REJECT, bit 5
The Rx PW Reject bit is used to defeat the IR Rx pulse width rejection filter for the 4PPM IrDA decoder. If Rx PW Reject = 1 (active) the existing 4PPM Rx pulse width rejection filtering is enabled. If Rx PW Reject = 0 (inactive) the 4PPM Rx pulse width rejection filter is disabled, although the receiver will not see pulses that are less than **TPW_MIN** (see IR Busy, bit 3, on page 27). Figure 51 contains a $\mathbf{T_{PW\_MIN}}$ detector/filter that might be used to fulfill the IR rx pulse width rejection filtering requirement.

DMA Refresh Count, bits 0 - 1
The DMA Refresh Count bits are used to program the DMA Refresh Counter. See the DMA Refresh Counter section on page 74 for more details. The DMA Refresh Counter can be preloaded with count values of 4, 8, 16, or 32 as determined by the DMA Refresh Count bits[1:0] as shown in Table 25.

Table 25 - DMA Refresh Count Bit Encoding

DMA REFRESH COUNT BITS		DMA COUNTER
D1	D0	PRELOAD VALUE
0	0	4
0	1	8
1	0	16
1	1	32 (default)

REGISTER BLOCK TWO

Register Block Two contains the Consumer IR (Remote Control) encoder/decoder configuration registers (Table 26).

Table 26 - Register Block Two

Address			Direction	Description								Default
A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0	
0	0	0	R/W	Consumer IR (Remote Control) Control Register								'00'hex
				sync bit	reserved				carrier off	carrier range bits		
0	0	1	R/W	Consumer IR Carrier Rate Register								'29'hex
0	1	0	R/W	Consumer IR Bit Rate Register								'37'hex
0	1	1		reserved								
1	0	0		reserved								
1	0	1		reserved								
1	1	0		reserved								

Consumer IR Control Register (Address 0)

Sync Bit, bit 7
The Sync Bit enables the receiver bit-rate clock synchronization mechanism. When the Sync bit is one, receiver edge synchronization is enabled (see the Receiver Bit Cell Synchronization section on page 13).

Carrier Off, bit 2
The Carrier Off bit bypasses the Consumer IR Carrier generator/receiver (see the Carrier Frequency Divider section on page 10). When the Carrier Off bit is one, the transmitter outputs a non-modulated SCE NRZ serial data stream at the programmed bit rate. Also, when the Carrier Off bit is one, the receiver does not attempt to demodulate a carrier from the incoming data stream and samples the state of the PIN diode at the programmed bit rate.

Carrier Range, bits 0 - 1
The Consumer IR Carrier Range Bits set the carrier detect sensitivity of the receiver. The effects of this register are shown in Table 11.

Consumer IR Carrier Rate Register (Address 1)

The Consumer IR Carrier Rate Register programs the ASK carrier frequency divider. The effects of this register are shown in Table 9.

Consumer IR Bit Rate Register (Address 2)

The Consumer IR Bit Rate Register programs the transmit and receive bit-rate divider. The effects of this register are shown in Table 10.

REGISTER BLOCK THREE

Register Block Three contains the IrCC 2.0 Block Identifier Registers. These read-only registers classify the hardware Manufacturer, the Device ID, the Version number, and Host interface parameters. Bits and registers marked “reserved” in the table below cannot be written and return 0x when read. Programmers must set reserved bits to 0 when writing to registers that contain reserved bits.

Table 27 - Register Block Three

Address			Direction	Description								Default
A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0	
0	0	0	RO	SMSC ID (high-byte)								'10'hex
0	0	1	RO	SMSC ID (low-byte)								'B8'hex
0	1	0	RO	CHIP ID								'F2'hex
0	1	1	RO	VERSION Number								'00'hex
1	0	0	RO	IRQ Level				DMA Channel				Note 1
1	0	1	RO	Software Select A								Note 1
1	1	0	RO	Software Select B								Note 1

Note 1: The default values for these registers assume the values that have been programmed in chip-level configuration registers.

SMSC ID (Addresses 0 - 1)

The SMSC ID registers contain a 16 bit manufacturer identification code. Address zero contains the high byte of this code, address one contains the low byte.

Chip ID (Address 2)

The Chip ID register specifically identifies this SMSC product.

Version Number (Address 3)

The Version Number register identifies the revision-level of the product referenced by the Chip ID register.

IRQ Level/ DMA Channel (Address 4)

IRQ Level, bits 4 - 7
The IRQ Level bits identify the current active IRQ number for this device. The value comes from the 4 bit IRQ Level Bus found in the Interface Description.

DMA Channel, bits 0 - 3
The DMA Channel bits identify the current active DMA Channel number for this device. The value comes from the 4 bit DMA Channel Bus found in the Interface Description.

Software Select A (Address 5)

The Software Select A register is software-only controlled from a chip-level configuration register (see the IrCC 2.0-Specific Chip-Level Controls section on page 7).

Software Select B (Address 6)

The Software Select B register is software-only controlled from a chip-level configuration register (see the IrCC 2.0-Specific Chip-Level Controls section on page 7).

REGISTER BLOCK FOUR

Register Block Four contains the IrDA control registers. These registers control the IrDA message framing parameters, HDLC clock speed, and hardware CRC selection. The registers are read/write. Bits and registers marked “reserved” in the table below cannot be written and return 0s when read. Programmers must set reserved bits to 0 (zero) when writing to registers that contain reserved bits.

Table 28 - SCE Register Block Four

Address			Direction	Description								Default
A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0	
0	0	0	R/W	IrDA Control Register								'C0'hex
				1.152 select	crc select	reserved		bof count (high nibble)				
0	0	1	R/W	bof count (low byte)								'00'hex
0	1	0	R/W	brick wall count (low byte)								'00'hex
0	1	1	R/W	brick wall count (high nibble)				tx data size (high nibble)				'00'hex
1	0	0	R/W	tx data size (low byte)								'00'hex
1	0	1	R/W	reserved				rx data size (high nibble)				'00'hex
1	1	0	R/W	rx data size (low byte)								'00'hex

IrDA Control Register/BOF Count High (Address 0)

1.152 Select, bit 7
When the 1.152 Select bit is one, the IrDA 1.152 Mbps HDLC-type FIR data rate is selected. Otherwise the 0.576 Mbps rate is chosen. This bit only applies to the SCE clock when the Block Control bits select Mode 2, IrDA HDLC.

CRC Select, bit 6
When the CRC Select bit is one, a hardware-generated CRC is appended to the frame payload data during IrDA FIR message transactions (Table 22).

BOF Count High, bits 0 - 3
The BOF Count specifies the number of additional flags that are used in a BOF sequence. For example, at 1.152 Mbps, insert the BOF Count number of additional flag characters ('7E'hex) at the start of every frame, excluding brick walled frames. At 4 Mbps insert the BOF Count number of additional PA bytes at the start of every frame, excluding brick walled frames. The BOF Count is a 12 bit value. This register, BOF Count High, is the BOF Count upper nibble.

BOF Count Low (Address 1)

The BOF Count Low register is the lower byte of the BOF Count.

Brick Wall Count Low (Address 2)

The Brick Wall Count register specifies the number of additional interframe padding flags used for brick walled messages. The Brick Wall Count is a 12 bit value. The Brick Wall Count Low register is the Brick Wall Count lower byte.

BW Count High/Tx Data Size High (Address 3)

Brick Wall Count High, bits 4 - 7
The BW Count High register is the upper nibble of the Brick Wall Count.

Tx Data Size High, bits 0 - 3
The Tx Data Size register specifies the IrLAP-negotiated maximum number of payload data bytes per IrDA transmit message frame if software CRC is selected, or the IrLAP-negotiated maximum number of payload data bytes minus the number of CRC bytes if hardware CRC is selected. This register is used to 1) constrain the transmitter to a valid IrDA

frame size, 2) simplify multi-frame windowing if the MFW bit=0 for transmit data blocks that are larger than the maximum packet size and, 3) constrain the SCE transmitter during loopback testing. Note: Only the Tx Data Size register is used for IrDA FIR loopback testing; only the Rx Data Size register is required for Consumer IR loopback tests. If the Tx Data Size register is zero when the MFW bit=0, the IrDA transmit message size is unlimited; i.e., the transmitter will operate until the FIFO is empty. The Tx Data Size High register is the Tx Data Size high nibble.

Tx Data Size Low (Address 4)

The Tx Data Size Low register is the Tx Data Size low byte.

Rx Data Size High (Address 5)

Rx Data Size High, bits 0 - 3
The Rx Data Size register specifies the IrLAP-negotiated maximum number of payload data bytes per IrDA receive message frame. This register is used to check each IrDA FIR receive frame for valid maximum data size and to constrain the SCE receiver during Consumer IR loopback testing. Note: Only the Rx Data Size register is required for Consumer IR loopback tests. If the Rx Data Size register is zero when the MFW bit=0, the IrDA receive message size is unlimited; i.e., a size error cannot occur because frame size checking is disabled. The Rx Data Size High register is the Rx Data Size high nibble.

Rx Data Size Low (Address 6)

The Rx Data Size Low register is the Rx Data Size low byte.

REGISTER BLOCK FIVE

Register Block Five contains the Automatic Transceiver Controls, IR Half Duplex Timeout, and Transmit Delay Timer.

Bits and registers marked reserved in the table below cannot be written and return 0s when read. Programmers must set reserved bits to 0 when writing to registers that contain reserved bits.

Table 29 - SCE Register Block Five

Field Code Changed

Address			Direction	Description								Default
A2	**A1**	**A0**		**D7**	**D6**	**D5**	**D4**	**D3**	**D2**	**D1**	**D0**	
0	**0**	**0**	R/W	ATC Register								'80'hex
				ATC nProg/ Ready	ATC Speed	ATC Enable	reserved					
0	**0**	**1**	R/W	IR Half Duplex Timeout								Note[1]
0	**1**	**0**	R/W	SCE Transmit Delay Timer								'03'hex
				rsrvd	DT6	DT5	DT4	DT3	DT2	DT1	DT0	
0	**1**	**1**		reserved								
1	**0**	**0**		reserved								
1	**0**	**1**		reserved								
1	**1**	**0**		reserved								

Note 1: The default value for the IR Half Duplex Timeout assumes the value that has been programmed in the chip-level configuration register (see the IR Half Duplex Timeout Register (Address 1) section).

ATC Register (Address 0)

See the Automatic Transceiver Control section on page 69.

ATC nProg/Ready, bit 7
The ATC nProg/Ready bit initiates ATC programming cycles and indicates ATC programming completion status (see Figure 34 - ATC Programming). When ATC nProg/Ready = 0 (default), an ATC programming cycle is in progress; when ATC nProg/Ready = 1, ATC programming is complete. Note: This bit is self-setting. When a user initiates an ATC programming cycle by setting this bit low, the hardware automatically sets this bit high when the programming cycle has ended.

ATC Speed, bit 6
The ATC Speed bit determines the IBM/Temic transceiver speed setting. When ATC Speed = 0 (default), low speed mode (up to 1.152 Mbps) is selected; when ATC Speed = 1, high speed mode (4 Mbps) is selected.

ATC Enable, bit 5
The ATC Enable bit enables Automatic Transceiver Control. When ATC Enable = 0 (default), Automatic Transceiver Control is disabled; when ATC Enable = 1, Automatic Transceiver Control is enabled.

IR Half Duplex Timeout Register (Address 1)

The IR Half Duplex Timeout declares the minimum link turnaround delay time. This means that when the infrared channel changes direction the interval programmed in the IR Half Duplex Timeout register must elapse before the transmitter or receiver can be activated, regardless of the state of the individual Tx or Rx enables. The IR Half Duplex Timeout is

programmable from 0ms to 25.5ms in 100μs intervals. The IR Half Duplex Timeout register behaves like the other Legacy Chip-Level Controls described in the Interface Description; i.e., the IR Half Duplex Timeout is uniformly updated in the IrCC 2.0 and the chip-level configuration registers when either set of registers are explicitly written using IOW or following a POR. IrCC 2.0 software resets do not affect the IR Half Duplex Timeout register. The effects of the IR Half Duplex Timeout apply to the SCE receiver/transmitter as well as the ACE receiver/transmitter. The IR Half Duplex Timeout applies to all SCE encoder/decoder types except for the RAW Mode.

SCE Transmit Delay Timer Register (Address 2)

SCE Transmit Delay Timer, bits 0 - 6

The SCE Transmit Delay Timer delays the internal activation of the SCE transmitter (Tx Enable) by a programmable time interval following a transmit command (see the Transmit Timing section on page 61). Transmit commands are issued using the SCE Modes bits. The SCE Transmit Delay Timer is programmable from 0ms to 12.70ms in 100μS intervals. The relationship of the SCE Transmit Delay Timer Register (T_{reg}) to the SCE Transmit Delay Time (T_{delay}) is given by:

$$T_{delay} = T_{reg} \bullet 100\mu S$$

The SCE Transmit Delay Timer applies to all SCE encoder types except for the RAW Mode encoder.

ACE UART

The SMSC IrCC 2.0 incorporates one full function UART compatible with the NS16450, the 16450 ACE registers and the NS16C550A. The UART performs serial-to-parallel conversion on received characters and parallel-to-serial conversion on transmit characters. The data rates are independently programmable from 115.2K baud down to 50 baud. The character options are programmable for 1 start; 1, 1.5 or 2 stop bits; even, odd, sticky or no parity; and prioritized interrupts. The UART contains a programmable baud rate generator that is capable of dividing the input clock or crystal by a number from 1 to 65535. The UART is also capable of supporting the MIDI data rate. Refer to the Configuration Register section of the device data sheet for information on disabling, power down and changing the base address of the UART. The interrupt from the UART is enabled by programming OUT2 of the UART to a logic "1". OUT2 being a logic "0" disables the UART's interrupt.

REGISTER DESCRIPTION

Addressing of the accessible registers of the Serial Port is shown below. The configuration registers define the base addresses of the serial ports. The Serial Port registers are located at sequentially increasing addresses above these base addresses. The SMSC IrCC 2.0 UART register set is described below.

Table 30 - Addressing The Serial Port

DLAB*	A2	A1	A0	REGISTER NAME
0	0	0	0	Receive Buffer (read)
0	0	0	0	Transmit Buffer (write)
0	0	0	1	Interrupt Enable (read/write)
X	0	1	0	Interrupt Identification (read)
X	0	1	0	FIFO Control (write)
X	0	1	1	Line Control (read/write)
X	1	0	0	Modem Control (read/write)
X	1	0	1	Line Status (read/write)
X	1	1	0	Modem Status (read/write)
X	1	1	1	Scratchpad (read/write)
1	0	0	0	Divisor LSB (read/write)
1	0	0	1	Divisor MSB (read/write)

*Note: DLAB is Bit 7 of the Line Control Register

The following section describes the operation of the registers.

RECEIVE BUFFER REGISTER (RB)
Address Offset = 0H, DLAB = 0, READ ONLY

This register holds the received incoming data byte. Bit 0 is the least significant bit, which is transmitted and received first. Received data is double buffered; this uses an additional shift register to receive the serial data stream and convert it to a parallel 8 bit word which is transferred to the Receive Buffer register. The shift register is not accessible.

TRANSMIT BUFFER REGISTER (TB)
Address Offset = 0H, DLAB = 0, WRITE ONLY

This register contains the data byte to be transmitted. The transmit buffer is double buffered, utilizing an additional shift register (not accessible) to convert the 8 bit data word to a serial format. This shift register is loaded from the Transmit Buffer when the transmission of the previous byte is complete.

INTERRUPT ENABLE REGISTER (IER)
Address Offset = 1H, DLAB = 0, READ/WRITE

The lower four bits of this register control the enables of the five interrupt sources of the Serial Port interrupt. It is possible to totally disable the interrupt system by resetting bits 0 through 3 of this register. Similarly, setting the appropriate bits of this register to a high, selected interrupts can be enabled. Disabling the interrupt system inhibits the Interrupt Identification Register and disables any Serial Port interrupt out of the SMSC IrCC 2.0. All other system functions operate in their normal manner, including the Line Status and MODEM Status Registers. The contents of the Interrupt Enable Register are described below.

Bit 0
This bit enables the Received Data Available Interrupt (and timeout interrupts in the FIFO mode) when set to logic "1".

Bit 1
This bit enables the Transmitter Holding Register Empty Interrupt when set to logic "1".

Bit 2
This bit enables the Received Line Status Interrupt when set to logic "1". The error sources causing the interrupt are Overrun, Parity, Framing and Break. The Line Status Register must be read to determine the source.

Bit 3
This bit enables the MODEM Status Interrupt when set to logic "1". This is caused when one of the Modem Status Register bits changes state.

Bits 4 through 7
These bits are always logic "0".

FIFO CONTROL REGISTER (FCR)
Address Offset = 2H, DLAB = X, WRITE

This is a write only register at the same location as the IIR. This register is used to enable and clear the FIFOs, set the RCVR FIFO trigger level. Note: DMA is not supported.

Bit 0
Setting this bit to a logic "1" enables both the XMIT and RCVR FIFOs. Clearing this bit to a logic "0" disables both the XMIT and RCVR FIFOs and clears all bytes from both FIFOs. When changing from FIFO Mode to non-FIFO (16450) mode, data is automatically cleared from the FIFOs. This bit must be a 1 when other bits in this register are written to or they will not be properly programmed.

Bit 1
Setting this bit to a logic "1" clears all bytes in the RCVR FIFO and resets its counter logic to 0. The shift register is not cleared. This bit is self-clearing.

Bit 2
Setting this bit to a logic "1" clears all bytes in the XMIT FIFO and resets its counter logic to 0. The shift register is not cleared. This bit is self-clearing.

Bit 3
Writing to this bit has no effect on the operation of the UART. The RXRDY and TXRDY pins are not available on this chip.

Bit 4,5
Reserved

BIT 7	BIT 6	RCVR FIFO TRIGGER LEVEL
0	0	1
0	1	4
1	0	8
1	1	14

Bit 6,7
These bits are used to set the trigger level for the RCVR FIFO interrupt.

INTERRUPT IDENTIFICATION REGISTER (IIR)
Address Offset = 2H, DLAB = X, READ

By accessing this register, the host CPU can determine the highest priority interrupt and its source. Four levels of priority interrupt exist. They are in descending order of priority:

1. Receiver Line Status (highest priority)
2. Received Data Ready
3. Transmitter Holding Register Empty
4. MODEM Status (lowest priority)

Information indicating that a prioritized interrupt is pending and the source of that interrupt is stored in the Interrupt Identification Register (refer to Table 31 - Interrupt Control Table). When the CPU accesses the IIR, the Serial Port freezes all interrupts and indicates the highest priority pending interrupt to the CPU. During this CPU access, even if the Serial Port records new interrupts, the current indication does not change until access is completed. The contents of the IIR are described below.

Bit 0
This bit can be used in either a hardwired prioritized or polled environment to indicate whether an interrupt is pending. When bit 0 is a logic "0", an interrupt is pending and the contents of the IIR may be used as a pointer to the appropriate internal service routine. When bit 0 is a logic "1", no interrupt is pending.

Bits 1 and 2
These two bits of the IIR are used to identify the highest priority interrupt pending as indicated by the Interrupt Control Table.

Bit 3
In non-FIFO mode, this bit is a logic "0". In FIFO mode this bit is set along with bit 2 when a timeout interrupt is pending.

Bits 4 and 5
These bits of the IIR are always logic "0".

Bits 6 and 7
These two bits are set when the FIFO CONTROL Register bit 0 equals 1.

Table 31 - Interrupt Control Table

FIFO MODE ONLY	INTERRUPT IDENTIFICATION REGISTER			INTERRUPT SET AND RESET FUNCTIONS			
BIT 3	BIT 2	BIT 1	BIT 0	PRIORITY LEVEL	INTERRUPT TYPE	INTERRUPT SOURCE	INTERRUPT RESET CONTROL
0	0	0	1	-	None	None	-
0	1	1	0	Highest	Receiver Line Status	Overrun Error, Parity Error, Framing Error or Break Interrupt	Reading the Line Status Register
0	1	0	0	Second	Received Data Available	Receiver Data Available	Read Receiver Buffer or the FIFO drops below the trigger level
1	1	0	0	Second	Character Timeout Indication	No Characters Have Been Removed From or Input to the RCVR FIFO during the last 4 Char times and there is at least 1 char in it during this time	Reading the Receiver Buffer Register
0	0	1	0	Third	Transmitter Holding Register Empty	Transmitter Holding Register Empty	Reading the IIR Register (if Source of Interrupt) or Writing the Transmitter Holding Register
0	0	0	0	Fourth	MODEM Status	Clear to Send or Data Set Ready or Ring Indicator or Data Carrier Detect	Reading the MODEM Status Register

LINE CONTROL REGISTER (LCR)
Address Offset = 3H, DLAB = 0, READ/WRITE

This register contains the format information of the serial line. The bit definitions are:

Bits 0 and 1
These two bits specify the number of bits in each transmitted or received serial character. The encoding of bits 0 and 1 is as follows:

BIT 1	BIT 0	WORD LENGTH
0	0	5 Bits
0	1	6 Bits
1	0	7 Bits
1	1	8 Bits

The Start, Stop and Parity bits are not included in the word length.

Bit 2
This bit specifies the number of stop bits in each transmitted or received serial character. The following table summarizes the information.

BIT 2	WORD LENGTH	NUMBER OF STOP BITS
0	--	1
1	5 bits	1.5
1	6 bits	2
1	7 bits	2
1	8 bits	2

Note: The receiver will ignore all stop bits beyond the first, regardless of the number used in transmitting.

Bit 3
Parity Enable bit. When bit 3 is a logic "1", a parity bit is generated (transmit data) or checked (receive data) between the last data word bit and the first stop bit of the serial data. (The parity bit is used to generate an even or odd number of 1s when the data word bits and the parity bit are summed).

Bit 4
Even Parity Select bit. When bit 3 is a logic "1" and bit 4 is a logic "0", an odd number of logic "1"'s is transmitted or checked in the data word bits and the parity bit. When bit 3 is logic "1" and bit 4 is a logic "1" an even number of bits is transmitted and checked.

Bit 5
Stick Parity bit. When bit 3 is a logic "1" and bit 5 is a logic "1", the parity bit is transmitted and then detected by the receiver in the opposite state indicated by bit 4.

Bit 6
Set Break Control bit. When bit 6 is a logic "1", the transmit data output (TXD) is forced to the Spacing or logic "0" state and remains there (until reset by a low level bit 6) regardless of other transmitter activity. This feature enables the Serial Port to alert a terminal in a communications system.

Bit 7
Divisor Latch Access bit (DLAB). It must be set high (logic "1") to access the Divisor Latches of the Baud Rate Generator during read or write operations. It must be set low (logic "0") to access the Receiver Buffer Register, the Transmitter Holding Register, or the Interrupt Enable Register.

MODEM CONTROL REGISTER (MCR)
Address Offset = 4H, DLAB = X,
READ/WRITE

This 8 bit register controls the interface with the MODEM or data set (or device emulating a MODEM). The contents of the MODEM control register are described below.

Bit 0
This bit controls the Data Terminal Ready (nDTR) output. When bit 0 is set to a logic "1", the nDTR output is forced to a logic "0". When bit 0 is a logic "0", the nDTR output is forced to a logic "1".

Bit 1
This bit controls the Request To Send (nRTS) output. Bit 1 affects the nRTS output in a manner identical to that described above for bit 0.

Bit 2
This bit controls the Output 1 (OUT1) bit. This bit does not have an output pin and can only be read or written by the CPU.

Bit 3
Output 2 (OUT2). This bit is used to enable an UART interrupt. When OUT2 is logic "0", the serial port interrupt output is forced to a high impedance state - disabled. When OUT2 is a logic "1", the serial port interrupt outputs are enabled.

Bit 4
This bit provides the loopback feature for diagnostic testing of the Serial Port. When bit 4 is set to logic "1", the following occur:

1. The TXD is set to the Marking State(logic "1").
2. The receiver Serial Input (RXD) is disconnected.
3. The output of the Transmitter Shift Register is "looped back" into the Receiver Shift Register input.
4. All MODEM Control inputs (nCTS, nDSR, nRI and nDCD) are disconnected.
5. The four MODEM Control outputs (nDTR, nRTS, and OUT2) are internally connected to the four MODEM Control inputs.
6. The Modem Control output pins are forced inactive high.
7. Data that is transmitted is immediately received.

This feature allows the processor to verify the transmit and receive data paths of the Serial Port. In the diagnostic mode, the receiver and the transmitter interrupts are fully operational. The MODEM Control Interrupts are also operational but the interrupts' sources are now the lower four bits of the MODEM Control Register instead of the MODEM Control inputs. The interrupts are still controlled by the Interrupt Enable Register.

Bits 5 through 7
These bits are permanently set to logic zero.

LINE STATUS REGISTER (LSR)
Address Offset = 5H, DLAB = X, READ/WRITE

Bit 0
Data Ready (DR). It is set to a logic "1" whenever a complete incoming character has been received and transferred into the Receiver Buffer Register or the FIFO. Bit 0 is reset to a logic "0" by reading all of the data in the Receive Buffer Register or the FIFO.

Bit 1
Overrun Error (OE). Bit 1 indicates that data in the Receiver Buffer Register was not read before the next character was transferred into the register, thereby destroying the previous character. In FIFO mode, an overrun error will occur only when the FIFO is full and the next character has been completely received in the shift register, the character in the shift register is overwritten but not transferred to the FIFO. The OE indicator is set to a logic "1" immediately upon detection of an overrun condition, and reset whenever the Line Status Register is read.

Bit 2
Parity Error (PE). Bit 2 indicates that the received data character does not have the correct even or odd parity, as selected by the even parity select bit. The PE is set to a logic "1" upon detection of a parity error and is reset to a logic "0" whenever the Line Status Register is read. In the FIFO mode this error is associated with the particular character in the FIFO it applies to. This error is indicated when the associated character is at the top of the FIFO.

Bit 3
Framing Error (FE). Bit 3 indicates that the received character did not have a valid stop bit. Bit 3 is set to a logic "1" whenever the stop bit following the last data bit or parity bit is detected

as a zero bit (Spacing level). The FE is reset to a logic "0" whenever the Line Status Register is read. In the FIFO mode this error is associated with the particular character in the FIFO it applies to. This error is indicated when the associated character is at the top of the FIFO. The Serial Port will try to resynchronize after a framing error. To do this, it assumes that the framing error was due to the next start bit, so it samples this 'start' bit twice and then takes in the 'data'.

Bit 4
Break Interrupt (BI). Bit 4 is set to a logic "1" whenever the received data input is held in the Spacing state (logic "0") for longer than a full word transmission time (that is, the total time of the start bit + data bits + parity bits + stop bits). The BI is reset after the CPU reads the contents of the Line Status Register. In the FIFO mode this error is associated with the particular character in the FIFO it applies to. This error is indicated when the associated character is at the top of the FIFO. When break occurs only one zero character is loaded into the FIFO. Restarting after a break is received, requires the serial data (RXD) to be logic "1" for at least 1/2 bit time.

Note: Bits 1 through 4 are the error conditions that produce a Receiver Line Status Interrupt whenever any of the corresponding conditions are detected and the interrupt is enabled.

Bit 5
Transmitter Holding Register Empty (THRE). Bit 5 indicates that the Serial Port is ready to accept a new character for transmission. In addition, this bit causes the Serial Port to issue an interrupt when the Transmitter Holding Register interrupt enable is set high. The THRE bit is set to a logic "1" when a character is transferred from the Transmitter Holding Register into the Transmitter Shift Register. The bit is reset to logic "0" whenever the CPU loads the Transmitter Holding Register. In the FIFO mode this bit is set when the XMIT FIFO is empty, it is cleared when at least 1 byte is written to the XMIT FIFO. Bit 5 is a read only bit.

Bit 6
Transmitter Empty (TEMT). Bit 6 is set to a logic "1" whenever the Transmitter Holding Register (THR) and Transmitter Shift Register (TSR) are both empty. It is reset to logic "0" whenever either the THR or TSR contains a data character. Bit 6 is a read only bit. In the FIFO mode this bit is set whenever the THR and TSR are both empty,

Bit 7
This bit is permanently set to logic "0" in the 450 mode. In the FIFO mode, this bit is set to a logic "1" when there is at least one parity error, framing error or break indication in the FIFO. This bit is cleared when the LSR is read if there are no subsequent errors in the FIFO.

MODEM STATUS REGISTER (MSR)
Address Offset = 6H, DLAB = X, READ/ WRITE

This 8 bit register provides the current state of the control lines from the MODEM (or peripheral device). In addition to this current state information, four bits of the MODEM Status Register (MSR) provide change information.

These bits are set to logic "1" whenever a control input from the MODEM changes state. They are reset to logic "0" whenever the MODEM Status Register is read.

Bit 0
Delta Clear To Send (DCTS). Bit 0 indicates that the nCTS input to the chip has changed state since the last time the MSR was read.

Bit 1
Delta Data Set Ready (DDSR). Bit 1 indicates that the nDSR input has changed state since the last time the MSR was read.

Bit 2
Trailing Edge of Ring Indicator (TERI). Bit 2 indicates that the nRI input has changed from logic "0" to logic "1".

Bit 3
Delta Data Carrier Detect (DDCD). Bit 3 indicates that the nDCD input to the chip has changed state.

NOTE: Whenever bit 0, 1, 2, or 3 is set to a logic "1", a MODEM Status Interrupt is generated.

Bit 4
This bit is the complement of the Clear To Send (nCTS) input. If bit 4 of the MCR is set to logic "1", this bit is equivalent to nRTS in the MCR.

Bit 5
This bit is the complement of the Data Set Ready (nDSR) input. If bit 4 of the MCR is set to logic "1", this bit is equivalent to DTR in the MCR.

Bit 6
This bit is the complement of the Ring Indicator (nRI) input. If bit 4 of the MCR is set to logic "1", this bit is equivalent to OUT1 in the MCR.

Bit 7
This bit is the complement of the Data Carrier Detect (nDCD) input. If bit 4 of the MCR is set to logic "1", this bit is equivalent to OUT2 in the MCR.

SCRATCHPAD REGISTER (SCR)
Address Offset =7H, DLAB =X, READ/WRITE

This 8 bit read/write register has no effect on the operation of the Serial Port. It is intended as a scratchpad register to be used by the programmer to hold data temporarily.

PROGRAMMABLE BAUD RATE GENERATOR (AND DIVISOR LATCHES DLH, DLL)

The Serial Port contains a programmable Baud Rate Generator that is capable of taking any clock input (DC to 3 MHz) and dividing it by any divisor from 1 to 65535. This output frequency of the Baud Rate Generator is 16x the Baud rate. Two 8 bit latches store the divisor in 16 bit binary format. These Divisor Latches must be loaded during initialization in order to insure desired operation of the Baud Rate Generator. Upon loading either of the Divisor Latches, a 16 bit Baud counter is immediately loaded. This prevents long counts on initial load. If a 0 is loaded into the BRG registers the output divides the clock by the number 3. If a 1 is loaded the output is the inverse of the input oscillator. If a two is loaded the output is a divide by 2 signal with a 50% duty cycle. If a 3 or greater is loaded the output is low for 2 bits and high for the remainder of the count. The input clock to the BRG is the 24 MHz crystal divided by 13, giving a 1.8462 MHz clock.

Table 32 shows the baud rates possible with a 1.8462 MHz crystal.

Effect Of The Reset on Register File

The Reset Function Table (Table 33) details the effect of the Reset input on each of the registers of the Serial Port.

FIFO INTERRUPT MODE OPERATION

When the RCVR FIFO and receiver interrupts are enabled (FCR bit 0 = "1", IER bit 0 = "1"), RCVR interrupts occur as follows:

A. The receive data available interrupt will be issued when the FIFO has reached its programmed trigger level; it is cleared as soon as the FIFO drops below its programmed trigger level.

B. The IIR receive data available indication also occurs when the FIFO trigger level is reached. It is cleared when the FIFO drops below the trigger level.

C. The receiver line status interrupt (IIR=06H), has higher priority than the received data available (IIR=04H) interrupt.

D. The data ready bit (LSR bit 0)is set as soon as a character is transferred from the shift register to the RCVR FIFO. It is reset when the FIFO is empty.

When RCVR FIFO and receiver interrupts are enabled, RCVR FIFO timeout interrupts occur as follows:

A. A FIFO timeout interrupt occurs if all the following conditions exist:
   - at least one character is in the FIFO
   - The most recent serial character received was longer than 4 continuous character times ago. (If 2 stop bits are programmed, the second one is included in this time delay).
   - The most recent CPU read of the FIFO was longer than 4 continuous character times ago.
   - This will cause a maximum character received to interrupt issued delay of 160 msec at 300 BAUD with a 12 bit character.

A. Character times are calculated by using the RCLK input for a clock signal (this makes the delay proportional to the baudrate).

B. When a timeout interrupt has occurred it is cleared and the timer reset when the CPU reads one character from the RCVR FIFO.

C. When a timeout interrupt has not occurred the timeout timer is reset after a new character is received or after the CPU reads the RCVR FIFO.

When the XMIT FIFO and transmitter interrupts are enabled (FCR bit 0 = "1", IER bit 1 = "1"), XMIT interrupts occur as follows:

A. The transmitter holding register interrupt (02H) occurs when the XMIT FIFO is empty; it is cleared as soon as the transmitter holding register is written to (1 of 16 characters may be written to the XMIT FIFO while servicing this interrupt) or the IIR is read.

B. The transmitter FIFO empty indications will be delayed 1 character time minus the last stop bit time whenever the following occurs: THRE=1 and there have not been at least two bytes at the same time in the transmitter FIFO since the last THRE=1. The transmitter interrupt after changing FCR0 will be immediate, if it is enabled.

Character timeout and RCVR FIFO trigger level interrupts have the same priority as the current received data available interrupt; XMIT FIFO empty has the same priority as the current transmitter holding register empty interrupt.

FIFO POLLED MODE OPERATION

With FCR bit 0 = "1" resetting IER bits 0, 1, 2 or 3 or all to zero puts the UART in the FIFO Polled Mode of operation. Since the RCVR and are controlled separately, either one or both can be in the polled mode of operation. In this mode, the user's program will check RCVR and XMITTER

status via the LSR. LSR definitions for the FIFO Polled Mode are as follows:

- Bit 0=1 as long as there is one byte in the RCVR FIFO.
- Bits 1 to 4 specify which error(s) have occurred. Character error status is handled the same way as when in the interrupt mode, the IIR is not affected since EIR bit 2=0.
- Bit 5 indicates when the XMIT FIFO is empty.
- Bit 6 indicates that both the XMIT FIFO and shift register is empty.
- Bit 7 indicates whether there are any errors in the RCVR FIFO.

There is no trigger level reached or timeout condition indicated in the FIFO Polled Mode, however, the RCVR and XMIT FIFOs are still fully capable of holding characters.

Table 32 - Baud Rates Using 1.8462 MHz Clock (24 MHz/13)

DESIRED BAUD RATE	DIVISOR USED TO GENERATE 16X CLOCK	PERCENT ERROR DIFFERENCE BETWEEN DESIRED AND ACTUAL[1]	HIGH SPEED[2] BIT
50	2304	0.001	X
75	1536	-	X
110	1047	-	X
134.5	857	0.004	X
150	768	-	X
300	384	-	X
600	192	-	X
1200	96	-	X
1800	64	-	X
2000	58	0.005	X
2400	48	-	X
3600	32	-	X
4800	24	-	X
7200	16	-	X
9600	12	-	X
19200	6	-	X
38400	3	0.030	X
57600	2	0.16	X
115200	1	0.16	X
230400	32770	0.16	1
460800	32769	0.16	1

Note [1]: The percentage error for all baud rates, except where indicated otherwise, is 0.2%.
Note [2]: The High Speed bit is located in the device configuration space.

Table 33 - Reset Function Table

REGISTER/SIGNAL	RESET CONTROL	RESET STATE
Interrupt Enable Register	RESET	All bits low
Interrupt Identification Reg.	RESET	Bit 0 is high; Bits 1 - 7 low
FIFO Control	RESET	All bits low
Line Control Reg.	RESET	All bits low
MODEM Control Reg.	RESET	All bits low
Line Status Reg.	RESET	All bits low except 5, 6 high
MODEM Status Reg.	RESET	Bits 0 - 3 low; Bits 4 - 7 input
TXD1, TXD2	RESET	High
INTRPT (RCVR errs)	RESET/Read LSR	Low
INTRPT (RCVR Data Ready)	RESET/Read RBR	Low
INTRPT (THRE)	RESET/ReadIR/Write THR	Low
OUT2B	RESET	High
RTSB	RESET	High
DTRB	RESET	High
OUT1B	RESET	High
RCVR FIFO	RESET/FCR1*FCR0/_FCR0	All Bits Low
XMIT FIFO	RESET/FCR1*FCR0/_FCR0	All Bits Low

Table 34 - Register Summary For An Individual UART Channel

REGISTER ADDRESS*	REGISTER NAME	REGISTER SYMBOL	BIT 0	BIT 1
ADDR = 0 DLAB = 0	Receive Buffer Register (Read Only)	RBR	Data Bit 0 (Note 1)	Data Bit 1
ADDR = 0 DLAB = 0	Transmitter Holding Register (Write Only)	THR	Data Bit 0	Data Bit 1
ADDR = 1 DLAB = 0	Interrupt Enable Register	IER	Enable Received Data Available Interrupt (ERDAI)	Enable Transmitter Holding Register Empty Interrupt (ETHREI)
ADDR = 2	Interrupt Ident. Register (Read Only)	IIR	"0" if Interrupt Pending	Interrupt ID Bit
ADDR = 2	FIFO Control Register (Write Only)	FCR	FIFO Enable	RCVR FIFO Reset
ADDR = 3	Line Control Register	LCR	Word Length Select Bit 0 (WLS0)	Word Length Select Bit 1 (WLS1)
ADDR = 4	MODEM Control Register	MCR	Data Terminal Ready (DTR)	Request to Send (RTS)
ADDR = 5	Line Status Register	LSR	Data Ready (DR)	Overrun Error (OE)
ADDR = 6	MODEM Status Register	MSR	Delta Clear to Send (DCTS)	Delta Data Set Ready (DDSR)
ADDR = 7	Scratch Register	SCR	Bit 0	Bit 1
ADDR = 0 DLAB = 1	Divisor Latch (LS)	DDL	Bit 0	Bit 1
ADDR = 1 DLAB = 1	Divisor Latch (MS)	DLM	Bit 8	Bit 9

*DLAB is Bit 7 of the Line Control Register (ADDR = 3).

Note 1: Bit 0 is the least significant bit. It is the first bit serially transmitted or received.
Note 2: This bit will be set any time that the transmitter shift register is empty.

Table 34 - Register Summary For An Individual UART Channel (continued)

BIT 2	BIT 3	BIT 4	BIT 5	BIT 6	BIT 7
Data Bit 2	Data Bit 3	Data Bit 4	Data Bit 5	Data Bit 6	Data Bit 7
Data Bit 2	Data Bit 3	Data Bit 4	Data Bit 5	Data Bit 6	Data Bit 7
Enable Receiver Line Status Interrupt (ELSI)	Enable MODEM Status Interrupt (EMSI)	0	0	0	0
Interrupt ID Bit	Interrupt ID Bit (Note 4)	0	0	FIFOs Enabled (Note 4)	FIFOs Enabled (Note 4)
XMIT FIFO Reset	DMA Mode Select (Note 5)	Reserved	Reserved	RCVR Trigger LSB	RCVR Trigger MSB
Number of Stop Bits (STB)	Parity Enable (PEN)	Even Parity Select (EPS)	Stick Parity	Set Break	Divisor Latch Access Bit (DLAB)
OUT1 (Note 3)	OUT2 (Note 3)	Loop	0	0	0
Parity Error (PE)	Framing Error (FE)	Break Interrupt (BI)	Transmitter Holding Register (THRE)	Transmitter Empty (TEMT) (Note 2)	Error in RCVR FIFO (Note 4)
Trailing Edge Ring Indicator (TERI)	Delta Data Carrier Detect (DDCD)	Clear to Send (CTS)	Data Set Ready (DSR)	Ring Indicator (RI)	Data Carrier Detect (DCD)
Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
Bit 10	Bit 11	Bit 12	Bit 13	Bit 14	Bit 15

Note 3: This bit no longer has a pin associated with it.
Note 4: These bits are always zero in the non-FIFO mode.
Note 5: Writing a one to this bit has no effect. DMA modes are not supported in this chip.

NOTES ON SERIAL PORT OPERATION

FIFO MODE OPERATION:

GENERAL

The RCVR FIFO will hold up to 16 bytes regardless of which trigger level is selected.

TX AND RX FIFO OPERATION

The Tx portion of the UART transmits data through TXD as soon as the CPU loads a byte into the Tx FIFO. **The UART will prevent loads to the Tx FIFO if it currently holds 16 characters.** Loading to the Tx FIFO will again be enabled as soon as the next character is transferred to the Tx shift register. These capabilities account for the largely autonomous operation of the Tx.

The UART starts the above operations typically with a Tx interrupt. The chip issues a Tx interrupt whenever the Tx FIFO is empty and the Tx interrupt is enabled, except in the following instance. Assume that the Tx FIFO is empty and the CPU starts to load it. When the first byte enters the FIFO the Tx FIFO empty interrupt will transition from active too inactive. Depending on the execution speed of the service routine software, the UART may be able to transfer this byte from the FIFO to the shift register before the CPU loads another byte. If this happens, the Tx FIFO will be empty again and typically the UART's interrupt line would transition to the active state. This could cause a system with an interrupt control unit to record a Tx FIFO empty condition, even though the CPU is currently servicing that interrupt. **Therefore, after the first byte has been loaded into the FIFO the UART will wait one serial character transmission time before issuing a new Tx FIFO empty interrupt. This one character Tx interrupt delay will remain active until at least two bytes have been loaded into the FIFO, concurrently. When the Tx FIFO empties after this condition, the Tx interrupt will be activated without a one character delay.**

Rx support functions and operation are quite different from those described for the transmitter. The Rx FIFO receives data until the number of bytes in the FIFO equals the selected interrupt trigger level. At that time if Rx interrupts are enabled, the UART will issue an interrupt to the CPU. The Rx FIFO will continue to store bytes until it holds 16 of them. It will not accept any more data when it is full. Any more data entering the Rx shift register will set the Overrun Error flag. Normally, the FIFO depth and the programmable trigger levels will give the CPU ample time to empty the Rx FIFO before an overrun occurs.

One side-effect of having an Rx FIFO is that the selected interrupt trigger level may be above the data level in the FIFO. This could occur when data at the end of the block contains fewer bytes than the trigger level. No interrupt would be issued to the CPU and the data would remain in the UART. **To prevent the software from having to check for this situation the chip incorporates a timeout interrupt.**

The timeout interrupt is activated when there is a least one byte in the Rx FIFO, and neither the CPU nor the Rx shift register has accessed the Rx FIFO within 4 character times of the last byte. The timeout interrupt is cleared or reset when the CPU reads the Rx FIFO or another character enters it.

These FIFO related features allow optimization of CPU/UART transactions and are especially useful given the higher baud rate capability (256 kbaud).

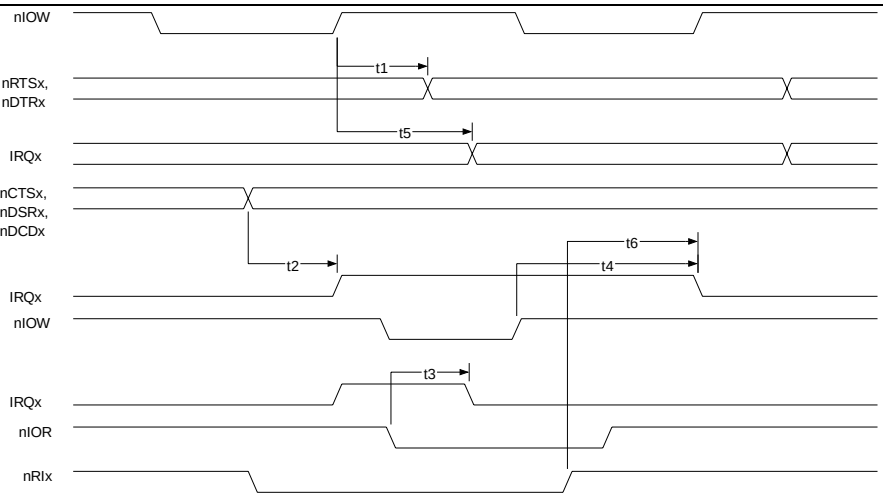


FIGURE 19 - SERIAL PORT TIMING

SCE

The SCE is a half-duplex synchronous serial communications controller that directs data flow between the Bus Interface I/O block and the IrDA FIR and Consumer IR (Remote Control) Encoders (Figure 20). The SCE also includes partial full-duplex loopback functionality for diagnostic testing. Bit rates from 0.4 kbps to 4 Mbps are supported. All of the SCE register controls are located in the nSCE-addressable 8 bit register blocks.

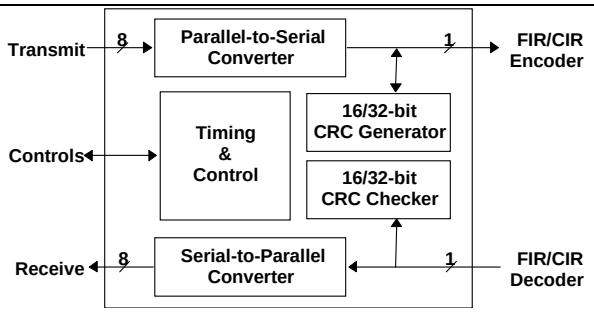


FIGURE 20 - SCE BLOCK DIAGRAM

FRAMING

The SCE operates with and without framing. With framing implies that the SCE IrDA FIR encoder/decoder generates the required framing symbols for the non-payload data portions of all 0.576 Mbps, 1.152 Mbps and 4 Mbps messages. Without framing implies that the SCE acts simply as serial-to-parallel converter for the Consumer IR (Remote Control) encoder/ decoder.

ACTIVE FRAME INDICATOR

The SCE signal nActiveFrame is a PLA state variable that is synchronized to both IrDA FIR and Consumer IR message frames. nActiveFrame cycles high and low for each message frame, regardless of the state of the Brick Wall bit. nActiveFrame is primarily used to trigger active frame interrupts and to advance the Message Count bits that control hardware access to the Line Status Registers and Message Byte Counters.

IrDA Modes

Transmit
nActiveFrame goes active as soon as the IrDA transmitter initiates a BOF sequence. nActiveFrame becomes inactive as soon as the IrDA transmitter completes an EOF sequence. In the case of a transmit abort, nActiveFrame becomes inactive as soon as the IrDA transmitter completes the abort sequence.

Receive
nActiveFrame goes active as soon as the IrDA receiver detects valid payload data; i.e., after a valid BOF sequence. nActiveFrame becomes inactive as soon as the IrDA receiver detects an EOF sequence. In the case of a FIFO Overrun or abort, nActiveFrame becomes inactive as soon as the IrDA receiver updates the status register and signals the End of Message.

Consumer IR Mode

Transmit
nActiveFrame goes active as soon as the Consumer IR transmitter starts modulating the

SCE data stream. nActiveFrame becomes inactive as soon as the transmit register is empty.

Receive
nActiveFrame goes active as soon as the Consumer IR receiver detects the first active bit-time of infrared energy. nActiveFrame becomes inactive whenever the Consumer IR receiver is manually disabled, a DMA Terminal Count has occurred, or following a FIFO Overrun.

IRDA ENCODER

The IrDA FIR Encoder supports the synchronous bit-oriented HDLC protocol at 0.576 Mbps and 1.152 Mbps, and 4PPM Encoding at 4 Mbps including all message framing, bit stuffing, and CRC generation (Figure 21). The IrDA FIR Encoder exchanges only payload data with the host and supports Multi-Frame Windows for brick walled messages as well as BOF and BW framing extensions. The IrDA FIR Encoder also includes a SIR Interaction Pulse generator and Automatic Transceiver Control in hardware.

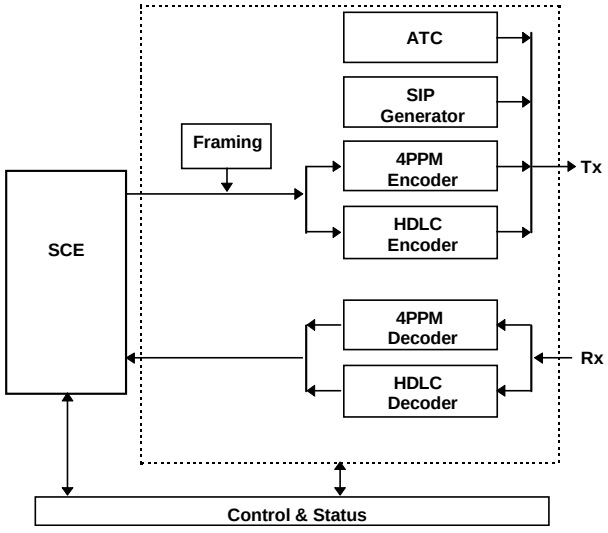


FIGURE 21 - IrDA FIR ENCODER

Transmit Timing

Setting the appropriate SCE MODES bits in SCE Line Control Register B enables the SCE IrDA-mode transmitter. If the FIFO Threshold is zero, message transmission begins as soon as transmit mode has been enabled, the Transmit Delay Timer has elapsed, and there is data in the FIFO (Figure 22).

If the FIFO Threshold is greater than zero, message transmission begins only after transmit mode has been enabled, the Transmit Delay Timer has elapsed, and the FIFO Threshold has been exceeded or TC is active (Figure 23). Note: the IrDA-mode SCE transmitter will only be enabled when the SIR Interaction Pulse generator is inactive (see the SIR Interaction Pulse section on page 19).

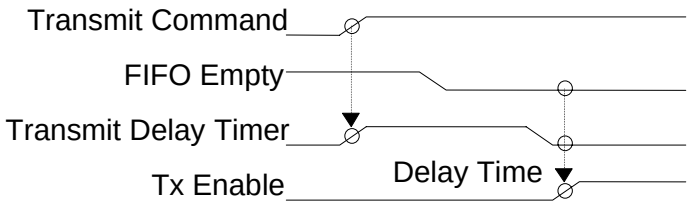


FIGURE 22 - SCE TRANSMIT COMMAND (FIFO THRESHOLD = 0)

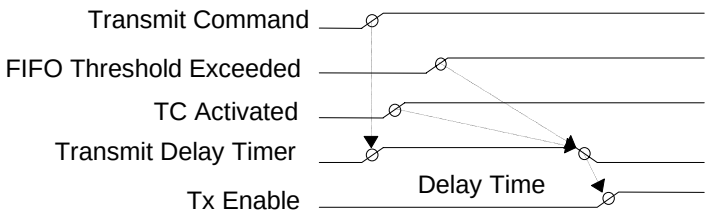


FIGURE 23 - SCE TIMEOUT COMMAND (FIFO THRESHOLD > 0)

APPLICATION NOTE: The effects of the SCE Transmit Delay Timer only apply to the first message in a multi-frame window. This is the default IrCC 2.0 behavior if the Brickwall bit is set because only one Transmit Command is issued for the entire window. If the Brickwall bit is not active Transmit Commands must be re-issued for each subsequent message in the window. In this case, the user can re-program the SCE Transmit Delay Timer to 0Fs until the remaining messages in the window has been transferred.

Once an IrDA transmission has begun, the End of Message (EOM) and other state indicators are cleared and the nActive Frame signal is enabled. Following the end-of-frame sequence, an EOM interrupt is generated and nActive Frame is deactivated (Figure 24).

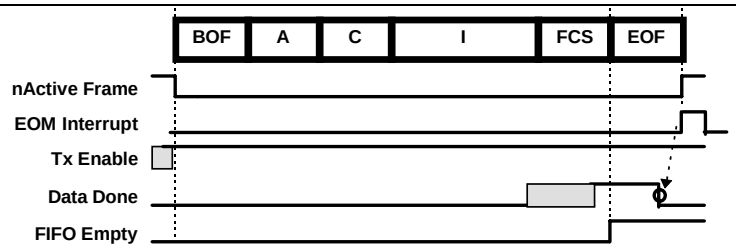


FIGURE 24 - IrDA FIR TX MESSAGE TIMING (SOFTWARE CRC)

When active, the DATA DONE flag (Register Block Zero, Line Control Register A) alerts the transmitter that the next FIFO underrun condition signifies the end of the valid payload data and that an EOF should begin (Figure 24). During DMA operations TC automatically sets the DATA DONE flag.

A counter that is initialized with a value from the Tx Data Size register or from a Message Byte Count register when the message begins can also signal the end of the valid payload data. If the counter goes to zero before the FIFO is empty the SCE will behave as if a FIFO underrun with an active DATA DONE flag had occurred (not shown).

The DATA DONE flag is cleared following the EOM, regardless of how the bit was set. If the DATA DONE flag is inactive when an underrun occurs, the transmitter aborts the message and sets the Abort and Underrun flags appropriately (Figure 25).

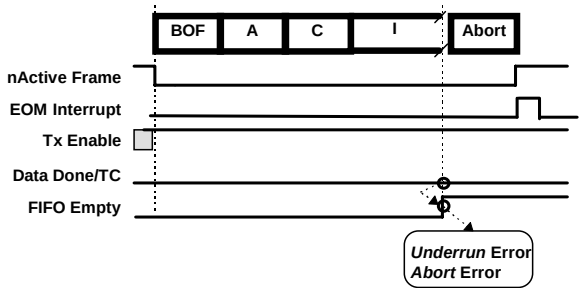


FIGURE 25 - TX ABORT ON UNDERRUN TIMING

Receive Timing

Once enabled using the SCE Modes bits (Line Control Register B), the IrDA-mode receiver begins searching for valid FIR frames. The effects of non-valid IrDA infrared activity such as out of spec pulse widths and invalid BOF sequences are always reflected in the status indicators in the IrCC 2.0 configuration registers. When a valid BOF is detected, errors are reset, and a nActive Frame Interrupt is generated (Figure 26). The EOM Interrupt is activated following a valid EOF.

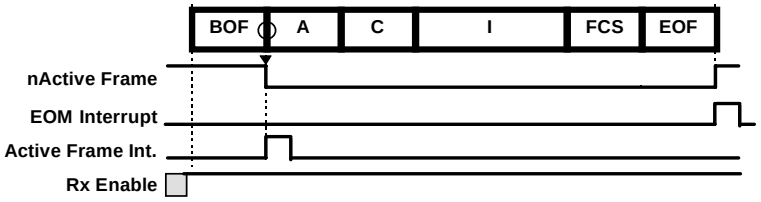


FIGURE 26 - IrDA RX MESSAGE TIMING

Framing errors or a FIFO overrun that occur before the Frame Check Sequence is complete are indicated in the appropriate status register bits and the message is aborted (Figure 27).

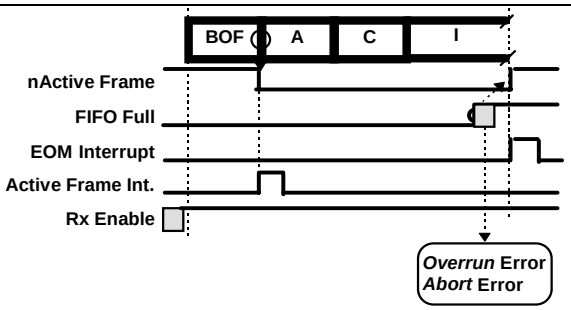


FIGURE 27 - IrDA FIR RX ABORT ON OVERRUN TIMING

CRC Select Timing

During transmit if the CRC Select control is low the FCS is assumed to be part of the message payload data sent from the host and the hardware CRC generator is not engaged (Figure 28). During receive if the CRC Select control is low the hardware CRC generator is not engaged, no comparison with the received FCS is made, and the state of the configuration register CRC Error flag is undefined (see CRC Select, bit 6, on page 40).

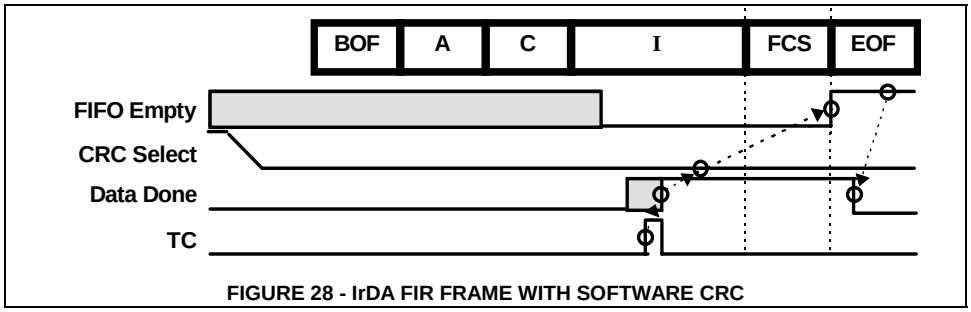


FIGURE 28 - IrDA FIR FRAME WITH SOFTWARE CRC

During transmit if the CRC Select control is high the FCS is assumed not to be part of the message data sent from the host, the hardware CRC generator is engaged, and the FCS result is appended to the host payload data (Figure 29). During receive, if the CRC Select control is high, the output from the hardware CRC generator is compared to the CRC from the received message and the result recorded in the configuration register CRC Error flag. Note: for all IrDA FIR received messages, the FCS is sent to the host through the FIFO regardless of the state of the CRC Select control.

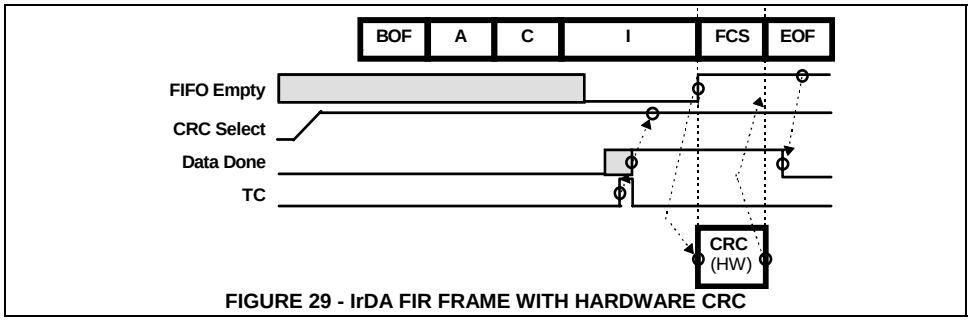


FIGURE 29 - IrDA FIR FRAME WITH HARDWARE CRC

Framing Errors

The IrDA FIR pulse and signaling violations listed in this section are considered framing errors. When the Frame Error bit in the IrCC 2.0 Line Status register is one, a framing error has occurred. The IrDA receiver response to framing errors depends upon when the errors occur. Framing errors that occur before a valid BOF has been detected will always set the Frame Error bit but will not alter the system state in any other way; i.e., the abort bit is not activated. If framing errors occur following a valid BOF, i.e. while nActive Frame is zero, the message is aborted. For both the HDLC and 4PPM encoding schemes, messages with data fields larger than the value contained in the data size register violate IrDA framing rules but are not aborted. Note: The Size Error and the Frame Error bits are set. Typically, pulses less than 60ns are ignored in all modes (see Rx PW Reject, bit 5, on page 36). The events listed in the following sections are framing errors.

1.152 Mbps

Pulse Widths greater than one bit-cell. Invalid BOF: includes data fields before BOF, pulse-width violations during BOF, and subsequent invalid BOFs (including Aborts) following a valid BOF before the Address field. Invalid data fields: includes frames with invalid data field characters (including aborts), and pulse-width violations during a data field (including during CRC). Invalid EOF fields: includes invalid EOF flags (including Aborts), pulse-width violations, and subsequent invalid EOFs following a valid EOF.

4 Mbps

Pulse Widths greater than two chip times. Invalid PA field: includes invalid PA symbols, pulse-width violations, and subsequent invalid PA symbols following at least one valid PA symbol (including Aborts) before the STA field. Invalid STA field: includes invalid STA symbols, pulse-width violations, and subsequent invalid STA symbols following at least one valid symbol (including Aborts) before the payload data. Invalid Data field: includes frames with invalid data symbols (including Aborts), and pulse-width violations during a data field (including during CRC). Invalid EOF field: includes invalid EOF flag (including Aborts), pulse-width violations, and subsequent invalid EOFs following a valid EOF.

CONSUMER IR ENCODER TIMING

The Consumer IR-mode SCE does not require the framing signals that are specified in the IrDA-mode timing, although both modes utilize the nActive Frame and EOM Interrupt. The Consumer IR-mode SCE operates at the bit rates set in the Consumer IR Bit Rate Register. The Consumer IR-mode SCE can operate in Programmed I/O or DMA mode. The CRC Generator is not used.

Transmit Timing

The SCE Remote Control transmitter uses the same enabling mechanisms as the IrDA-mode transmitter (see page 61). Note: the IrDA-mode Active SIP Pulse Tx Enable timing restriction does not apply. Once enabled, the Remote Control transmitter operates until the FIFO underruns (Figure 30). The nActive Frame and EOM Interrupt signals behave as shown. The SCE Modes bits are reset to zero, disabling the transmitter, following nActive Frame.

FIGURE 30 - REMOTE CONTROL TRANSMIT TIMING

Receive Timing

The SCE Remote Control receiver is enabled with the configuration register SCE Modes bits, *can be* polled using programmed I/O, and manually disabled when sufficient data has been collected (Figure 31). Once enabled, the SCE receiver will only begin to interpret line data following the first valid zero detection (see Figure 5 - Remote Control ASK Encode/Decode).

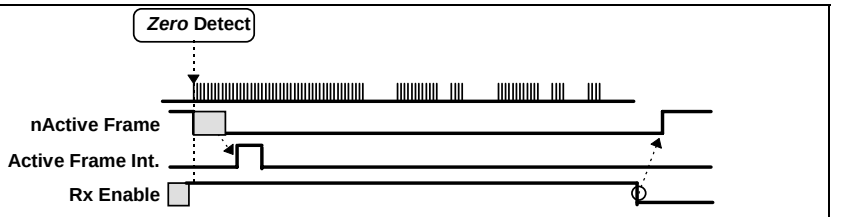


FIGURE 31 - REMOTE CONTROL MANUAL RX TIMING

Figure 32 illustrates how the Remote Control receiver operates using DMA. TC disables the receiver, sends an EOM Interrupt, and resets the SCE Modes bits to zero. Note**:** The FIFO may accumulate extraneous data before the receiver is fully disabled and may need to be cleared.

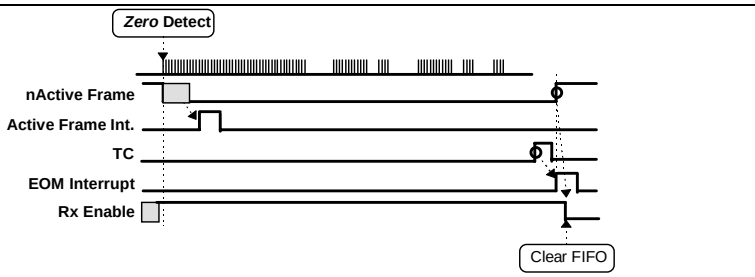


FIGURE 32 - REMOTE CONTROL DMA RX TIMING

The SCE Remote Control receiver will abort on a FIFO Overrun condition. When the overrun occurs the receiver is disabled, an EOM Interrupt is sent, and the FIFO is flushed (Figure 33).

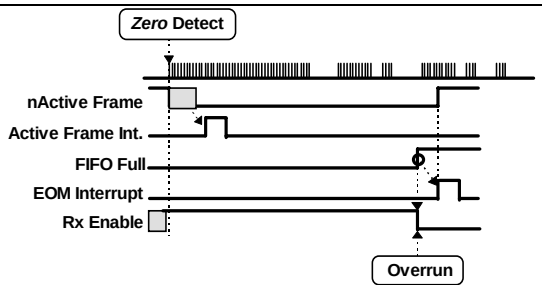


FIGURE 33 - REMOTE CONTROL RX ABORT ON OVERRUN

MULTI-FRAME WINDOW SUPPORT

The IrCC 2.0 can send and receive up to eight unacknowledged data frames, i.e. a multi-frame window. Sending and receiving multi-frame windows is accomplished with DMA blocks that are larger than the size of an individual IrDA message frame. The MFW bit (see the SCE Configuration Register C (Address 6) on page 32) determines whether multi-frame windows use the Tx Data Size Register or the Message Byte Count Registers to determine the frame size per message in multi-frame windows. All multi-frame window support can occur in both Brick Walled and non-Brick Walled modes.

Fixed Frame-Size Windows

Transmit

When MFW bit = 0, the Tx Data Size register is used to determine the size of message frames in a multi-frame window. For fixed frame-size windows all message frames will be the same size except for the last frame which may be smaller. Fixed frame-size transmit multi-frame windows can occur in both Brick Walled and non-Brick Walled modes.

Non-Brickwalled MFWs

To support non-Brick Walled fixed frame-size multi-frame windows set the SCE Modes bits to zero and initialize the DMA controller with a message block that is the size of all of the messages to be transferred in the window, i.e., no larger than Tx Data Size $\times$ n, where n is the number of message frames in the window. Initialize the Tx Data Size register, choose the appropriate encoder, start the transmitter, and wait for an EOM interrupt. Reset and then re-enable the transmitter DMA block-size $\div$ Tx Data Size times, until all of the messages in the DMA block have been transferred. Reset the FIFO Threshold for the last frame, if necessary.

Brickwalled MFWs

To support Brick Walled multi-frame windows set the SCE Modes bits to zero and initialize the DMA controller with a data block that is the size of all of the messages to be transferred in the window, i.e., no larger than Tx Data Size $\times$ n, where n is the number of message frames in the window. Choose the appropriate encoder, initialize the Brick Wall Count, and set the Brick Wall bit. Start the transmitter once only and wait for DMA block-size $\div$ Tx Data Size EOF interrupts until the DMA block has been transferred.

Receive

When the MFW bit = 0, the Rx Data Size register is used to determine the maximum frame-size per message in multi-frame windows. To receive multi-frame windows initialize the DMA controller with a data block no larger than Rx Data Size × n, where n is the maximum number of message frames supported in the window. Enable the appropriate decoder and wait for the window transfer to complete. Use the Rx Data Size register and the Line Status registers to evaluate the window condition. The Brick Wall Count and Brick Wall bit have no effect when receiving multi-frame windows.

Variable Frame-Size Windows

Transmit

When the MFW bit = 1, the Message Byte Count registers are used to determine the size of message frames in a multi-frame window. For variable frame-size windows, each message frame can have a different size. Variable frame-size transmit multi-frame windows can occur in both Brick Walled and non-Brick Walled modes.

Non-Brickwalled MFWs

To support non-Brick Walled variable frame-size multi-frame windows set the SCE Modes bits to zero and initialize the DMA controller with a message block that is the size of all of the messages to be transferred in the window. Initialize the Message Byte Count registers with the appropriate message byte counts per message, choose the appropriate encoder, start the transmitter, and wait for an EOM Interrupt. Reset and then re-enable the transmitter n times, where n is the number of message frames in the window, until the DMA block has been transferred. Reset the FIFO Threshold for the last frame, if necessary.

Brickwalled MFWs

To support Brick Walled variable frame-size multi-frame windows set the SCE Modes bits to zero and initialize the DMA controller with a message block that is the size of all of the messages to be transferred in the window. Initialize the Message Byte Count registers with the appropriate message byte counts per message, choose the appropriate encoder, initialize the Brick Wall Count, and set the Brick Wall bit. Start the transmitter and wait for n EOF interrupts, where n is the number of message frames in the window, until the DMA block has been transferred.

Receive

When the MFW bit = 1, the Rx Data Size register is used to determine the maximum frame-size per message in multi-frame windows and the Message Byte Count registers maintain the numbers of bytes in each message per frame for up to eight frames. To receive multi-frame windows initialize the DMA controller with a data block no larger than Rx Data Size × n, where n is the maximum number of message frames supported in the window. Enable the appropriate decoder and wait for the window transfer to complete. Use the Message Byte Counts, the Rx Data Size and the Line Status registers to evaluate the window condition. The Brick Wall Count and Brick Wall bit have no effect when receiving multi-frame windows.

LOOPBACK MODE

Loopback mode allows diagnostic testing of the IrDA FIR and Consumer IR encoders. Loopback tests require that the SCE FIFO be used for both transmit and receive modes, simultaneously. The Data Size registers are used to constrain the Loopback test. Brick Walled messages are not supported in Loopback mode.

Initialization

The FIFO must be loaded with the appropriate transmit data while the Block Control bits in SCE Configuration Register A are set to the required transfer mode with the SCE MODES bits set to Transmit/Receive Disabled. Enough room must remain in the FIFO for receive data. The Loopback Transmit CRC bit (D6) in SCE Configuration Register B must be initialized for the appropriate CRC response during loopback testing. The Data Size registers must be

properly initialized to constrain the loopback function so that received data is not re-transmitted. The Rx Data Size register is required for Consumer IR Loopback tests; the Tx Data Size register is required for IrDA FIR Loopback tests. Note: for Consumer IR Loopback tests the value in the Rx Data Size register must be one less than the actual number of bytes transferred. Proper programming of the Tx Data Size register depends upon the state of the CRC Select and Loopback Tx CRC bits (see the Tx Data Size High, bits 0-3, on page 40). If the hardware CRC generator is used, the Tx Data Size register will contain the total number of message bytes minus the number of CRC bytes. If the hardware CRC generator is not used, the Tx Data Size register will contain the total number of message bytes including the number of CRC bytes. The FIFO Threshold is not used for loopback tests. The Tx Polarity and Rx Polarity bits must be set to the same state for loopback tests. Set the Loopback bit in SCE Configuration Register B to begin the loopback test.

Retrieving Results

The loopback test data can be read from the FIFO immediately following the End-of-Message; i.e., the Loopback bit does not need to be reset, nor does the FIFO need to be explicitly re-configured for ISA bus access.

AUTOMATIC TRANSCEIVER CONTROL

The ATC register, address 0 in SCE Register Block Five, is used to automatically program the data rates for the IBM/TEMIC transceiver modules using the TX and IRMODE transceiver pins (Figure 11). The IBM/TEMIC modules power-up in low speed mode. Low speed mode covers speeds up to and including 1.152 Mbps. The IBM/TEMIC transceiver speed change timing is shown in Figure 35. The transceiver latches the state of the TX input pin on the falling edge of IRMODE. The TX pin is the IrDA FIR TX port signal, IRMODE comes from the G.P. DATA port. The ATC must not interfere with these signals except when the ATC is enabled and programming is in progress (ATC nProg/Ready = 0). To use the ATC to program the IBM/TEMIC transceiver for fast mode set the ATC ENABLE bit high, set the ATC SPEED bit high, and set the ATC nPROG/READY bit low. When the ATC nPROG/READY bit goes high the programming cycle has ended (Figure 34). To use the ATC to program the IBM/TEMIC transceiver for slow mode set the ATC ENABLE bit high, set the ATC SPEED bit low, and set the ATC nPROG/READY bit low. When the ATC nPROG/READY bit goes high the programming cycle has ended (Figure 34). When ATC nPROG/READY is low the GP DATA signal is disabled and has no affect on IRMODE until nPROG/READY goes high. As shown in Figure 35 the ATC Enable, ATC Speed and ATC nPROG/READY can be activated simultaneously in one write to D7 - D5, Address 0, SCE Register Block Five.

APPLICATION NOTE: The ATC must only be enabled if the IRMODE/IRRX3 pin is programmed as an output.

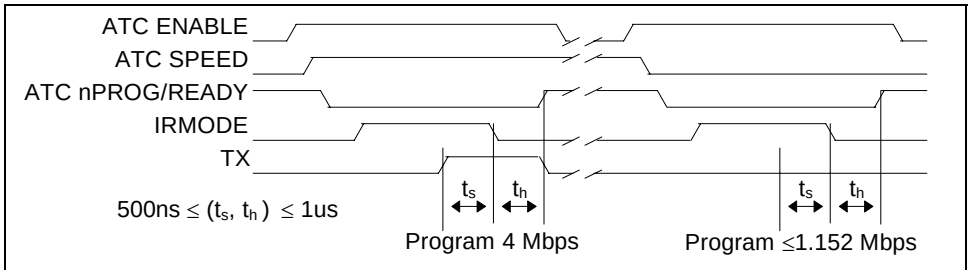
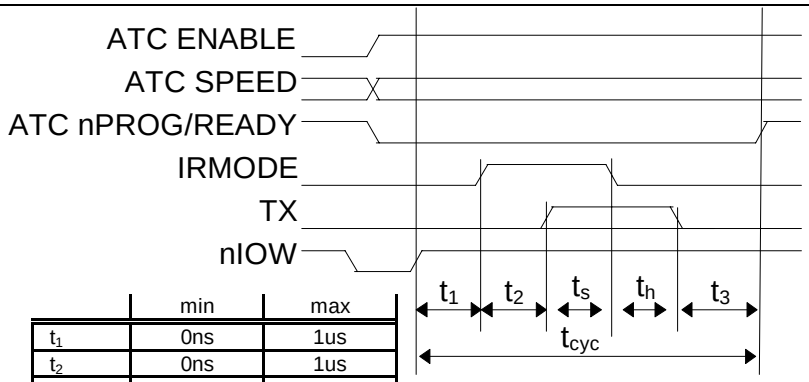


FIGURE 34 - ATC PROGRAMMING



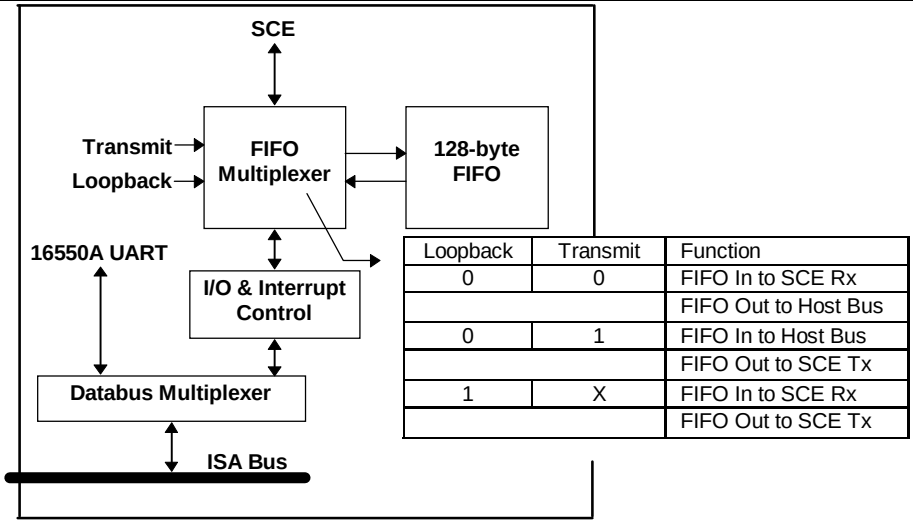
	min	max
t_1	0ns	1us
t_2	0ns	1us
t_s, t_h	500ns	1us
t_3	0ns	1us
t_{cyc}	1us	5us

FIGURE 35 - ATC TIMING

BUS INTERFACE I/O

The Bus Interface I/O block contains a 128-byte FIFO, DMA/Interrupt logic, and multiplexers to control access to the FIFO and the ISA Bus (Figure 36).

The Databus Multiplexer provides exclusive ISA Bus access to either the 16C550A UART or the IrCC 2.0 SCE depending on the state of Block Control bits. Disabled blocks are disconnected from the ISA Bus.



Loopback	Transmit	Function
0	0	FIFO In to SCE Rx
		FIFO Out to Host Bus
0	1	FIFO In to Host Bus
		FIFO Out to SCE Tx
1	X	FIFO In to SCE Rx
		FIFO Out to SCE Tx

FIGURE 36 - BUS INTERFACE I/O BLOCK

FIFO MULTIPLEXER

SCE FIFO Access

The FIFO Multiplexer controls the configuration of the SCE FIFO in the Bus Interface I/O Block. This configuration can be inferred from the state of the SCE Modes bits in Line Control Register B. When the transmit/receive modes are disabled, or the transmit mode is enabled, the FIFO is configured for transmit, otherwise, the FIFO is configured for receive. The signal Transmit in Figure 36, above, can be satisfied by the inverse of the SCE Modes msb; e.g., nD7.

HOST FIFO Access

The host always has read access to the FIFO, regardless of the state of the SCE Modes bits, or the Loopback bit. The host has write access to the FIFO when the Loopback bit is inactive and the transmit/receive modes are disabled or the Transmit mode is enabled.

128-BYTE SCE FIFO

FIFO Timing & Controls

The FIFO requires interleaved access timing to allow simultaneous FIFO data reads and data

writes. This is required both for normal operation with asynchronous host/SCE access timing, and during loopback tests with synchronous SCE-only access timing where the FIFO is simultaneously used for transmit and receive. FIFO controls include, separate read/ write lines, FIFO Full and FIFO Not Empty flags, Reset, FIFO Threshold, and Interrupt.

FIFO Threshold

The SCE FIFO Threshold generates programmed I/O service requests to accommodate systems with widely varying I/O response times. FIFO Threshold values typically reflect the overall I/O response characteristics of a system. The same threshold value can be used for both I/O read and I/O write cases. During DMA operations, the FIFO Threshold is only used to trigger the SCE transmitter. Note: The DMA controller will fill the FIFO until the FIFO Threshold has been exceeded before the transmitter is enabled.

The FIFO Threshold value is programmable from 0 to 127. The FIFO Threshold Register, located in Register Block One, Address Two, contains the FIFO Threshold value. Low threshold values result in longer periods of time between service requests because more of the FIFO is utilized before the request is issued. Systems that program low threshold values must typically provide fast response times to these requests; i.e., high performance systems that move I/O data quickly.

High threshold values are used in "sluggish" systems with long service request latencies. Low performance systems typically take longer to move I/O data and require more frequent I/O service. For systems that program high FIFO threshold values, much less of the FIFO is utilized before service requests are issued.

Receive Threshold

Once the FIFO Interrupt is enabled, Receive Service Requests (RxServReq), i.e. data transfers from the FIFO to the host, are generated whenever there are 128 minus the FIFO Threshold value or more data bytes in the FIFO, given by:

$$\text{RxServReq} \geq 128 - \text{FIFO Threshold}$$

For example, if the FIFO Threshold value is 12, RxServReq will be active whenever they're 116 to 128 data bytes in the FIFO. If the FIFO Threshold is 0, RxServReq will be active whenever the FIFO is full. If the FIFO Threshold is 127, RxServReq will be active whenever the FIFO is not empty.

Transmit Threshold

Once the FIFO Interrupt is enabled, Transmit Service Requests (TxServReq), i.e. data transfers from the host to the FIFO, are generated whenever there are FIFO Threshold value or fewer data bytes in the FIFO, given by:

$$\text{TxServReq} \leq \text{FIFO Threshold}$$

For example, if the FIFO Threshold value is 12, TxServReq will be active whenever there are 12 or less data bytes in the FIFO. If the FIFO Threshold is 0, TxServReq will be active whenever the FIFO is empty. If the FIFO Threshold value is 127, TxServReq will be active whenever the FIFO is not full.

FIFO Interrupt

The FIFO Interrupt becomes active whenever the FIFO Interrupt Enable is active and either TxServReq or RxServReq is active. When FIFO Interrupt Enable becomes inactive, the FIFO Interrupt goes inactive.

For example, the FIFO Interrupt will become active during a transmit operation if the FIFO Threshold is fifty, the FIFO Interrupt Enable is active, and there are from one to fifty data bytes in the FIFO (Figure 37).

In Figure 37, notice that five bytes are written to the FIFO every time a service request is answered. The third request occurs as soon as the FIFO Interrupt Enable is activated because the five bytes written to the FIFO following the

second service request was not enough data to exceed the FIFO Threshold given the long interrupt latency.

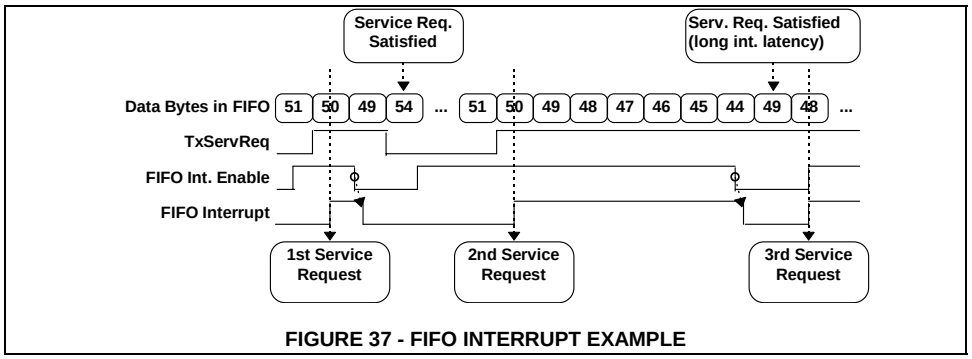


FIGURE 37 - FIFO INTERRUPT EXAMPLE

DMA

The DMA channel works in Single-Byte and Burst (Demand) Mode. AEN is high during DMA transfers. The DMA controls are located in SCE Configuration Register B. When the DMA Enable bit (D0) is one, DMA is enabled. The DMA Burst Mode bit (D1) controls the DMA mode. DRQ is further gated by the SCE Modes bits; e.g., DRQ can only be enabled if either Transmit or Receive mode has been enabled. During transmit DRQ remains active as long as the FIFO is not full until TC. During receive DRQ remains active as long as the FIFO is not empty until TC.

Single-Byte Mode

Single-Byte mode is enabled by resetting the DMA Burst bit in SCE Configuration Register B. Single-Byte DMA transfers one data byte for each DRQ (Figure 38). Terminal Count occurs only once, during the last byte of the data block.

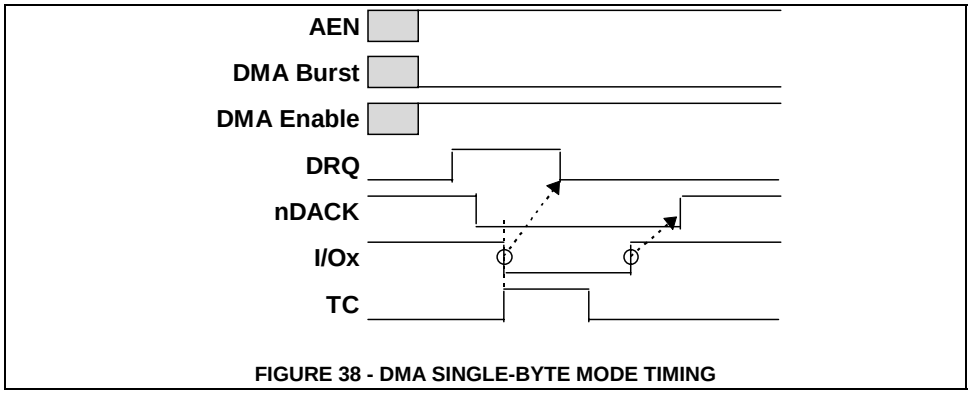


FIGURE 38 - DMA SINGLE-BYTE MODE TIMING

Burst (Demand) Mode

DMA Burst mode is enabled by setting the DMA Burst bit in SCE Configuration Register B. Demand Mode DMA transfer up to 32 data bytes for each DRQ (Figure 39). The IrCC 2.0 guarantees that DRQ relinquishes the ISA bus after thirty-two DMA I/O read or write cycles to allow for memory refresh.

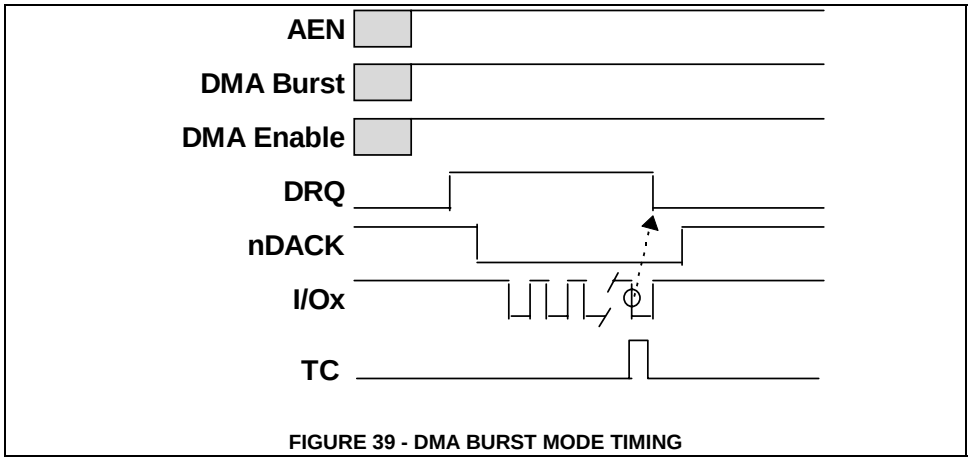


FIGURE 39 - DMA BURST MODE TIMING

DMA Refresh Counter

The DMA Refresh Counter is used to prevent DRQ from staying active for more than 4, 8, 16, or 32 I/O cycles at a time (see DMA Refresh Count, bits 0-1, on page 37).

The counter is stopped and preloaded whenever DRQ is not active. Once DRQ becomes active, the counter decrements until zero-count or DRQ is deactivated.

In Demand Mode, the count-zero condition always clears DRQ and triggers a Refresh Interval. The Refresh Interval remains active for 350ns following an inactive nDACK (Figure 40). If there is more data to transfer, DRQ goes active again and the cycle repeats.

Single Byte Mode DMA does not use the DMA Refresh Counter. Table 25 illustrates the DMA Refresh Count bit encoding; e.g., if D[1:0] = 0,0, the DMA Refresh Counter will prevent DRQ from staying active for more than four I/O read/write cycles at a time.

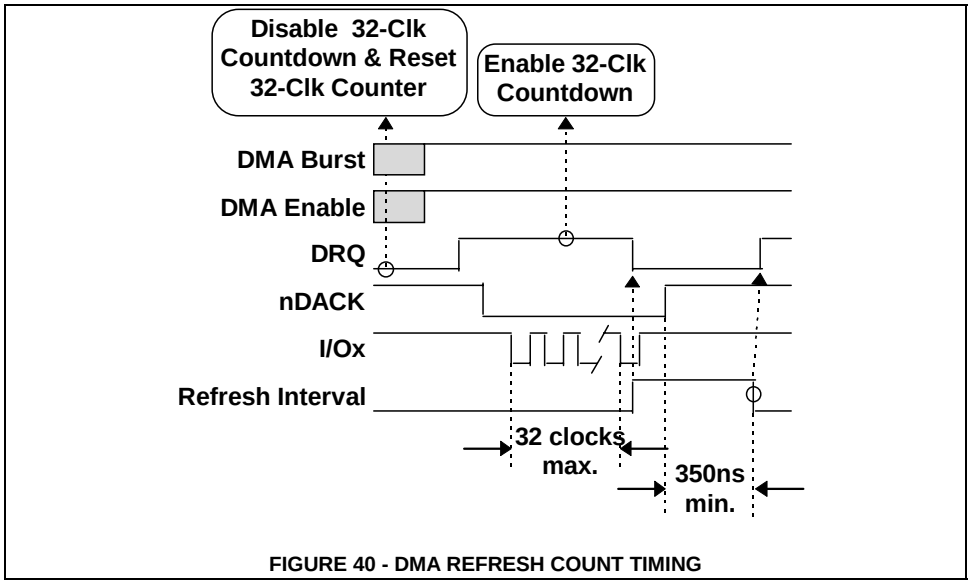


FIGURE 40 - DMA REFRESH COUNT TIMING

Burst Mode Transmit

Uses FIFO Threshold for Triggered Transmit. The IrDA 4PPM transmit encoder can deplete the SCE FIFO faster than an ISA host can fill it. The FIFO Threshold can be used to allow the DMA controller to load enough data into the FIFO before transmission begins to accommodate system latencies for subsequent DMA transfer cycles. The FIFO Threshold is otherwise not used for DMA transfers.

DRQ Control

In DMA Burst Mode, DRQ remains active until the entire DMA data block has been transferred, as indicated by DMA Terminal Count (TC). The internal FIFO Full signal can temporarily deactivate DRQ if the DMA block has not been completely transferred but there is no room left in the FIFO for more data. As soon as the FIFO Full becomes inactive, DRQ is reasserted. The internal Refresh Interval signal can also temporarily deactivate DRQ (see the DMA Refresh Counter on page 74).

Example: Transmit a 256-Byte IrDA Message

1. Setup and enable the DMA controller for the 256-byte message.

2. Set the appropriate FIFO Threshold, typically this number can be high, e.g. 127, and set the SCE Modes bits in Register Block Zero, Address 6 to enable the transmitter.

3. The DMA controller proceeds to load the FIFO until TxServReq activates the transmitter. DMA transfer cycles continue until TC. DRQ is only de-asserted when FIFO Full or Refresh Interval are active (Figure 41).

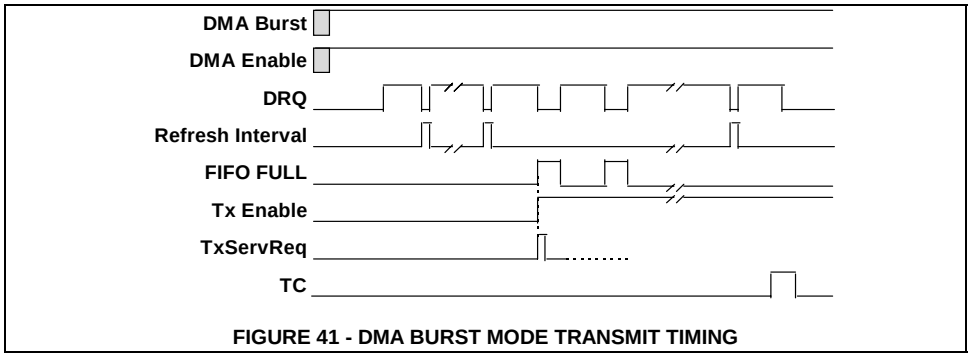


FIGURE 41 - DMA BURST MODE TRANSMIT TIMING

Burst Mode Receive

DRQ Control

In DMA Burst Mode, DRQ remains active until the entire DMA data block has been transferred, as indicated by DMA Terminal Count (TC). Since the FIFO Threshold is not used for DMA transfer cycles, DRQ is asserted as soon as FIFO Not Empty is true. FIFO Not Empty can temporarily deactivate DRQ if the DMA block has not been completely transferred but there is no data left in the FIFO to transfer. As soon as FIFO Not Empty becomes true, DRQ is reasserted. The internal refresh counter can also temporarily deactivate DRQ (see the DMA Refresh Counter on page 74).

Example: Receive a 256-Byte IrDA Message

1. Setup and enable the DMA controller for the 256-byte message.
2. Enable the IrDA Receiver.
3. DRQ is asserted as soon as FIFO Not Empty is true.
4. The DMA controller proceeds to empty the FIFO until TC. DRQ is otherwise only de-asserted when FIFO Not Empty is false or Refresh Interval is active (Figure 42).

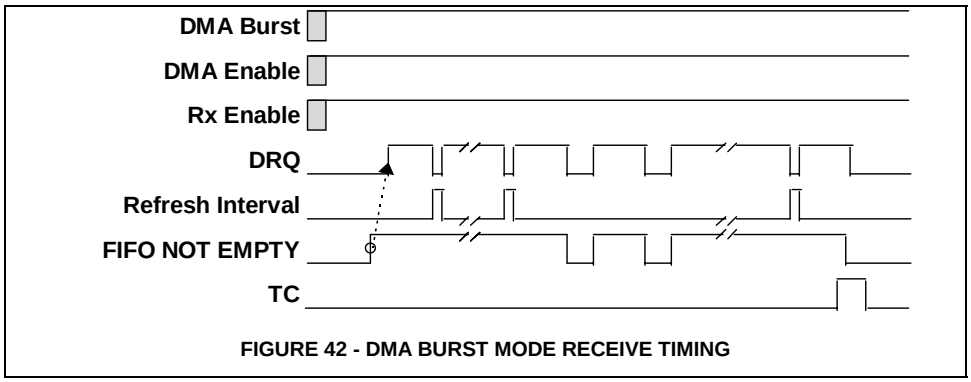


FIGURE 42 - DMA BURST MODE RECEIVE TIMING

PROGRAMMED I/O

Programmed I/O mode is selected when the DMA Enable bit in SCE Configuration Register B is zero. The IrCC 2.0 also supports String Move timing, which is a block-mode programmed I/O operation that utilizes IOCHRDY to control the transfer (Figure 43). String Move mode is selected when the String Move bit in SCE Configuration Register B is one.

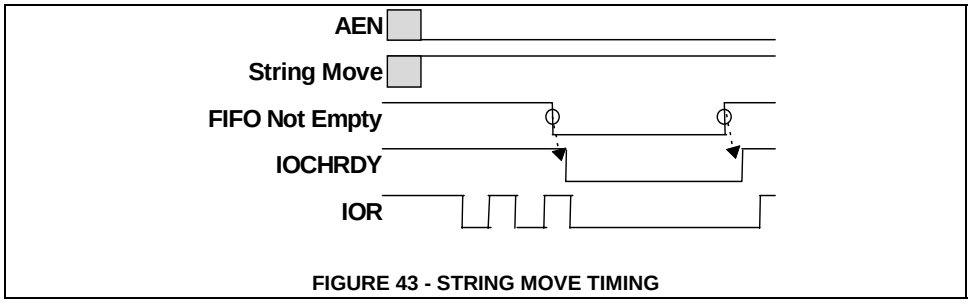


FIGURE 43 - STRING MOVE TIMING

Polling Interface

Programmed I/O without IOCHRDY requires polling the FIFO status flags before reading or writing FIFO data. The Receiver interface depends upon the FIFO Not Empty flag. If FIFO Not Empty is true, there is read data available in the FIFO (Figure 44). The Transmitter interface depends upon the FIFO Full flag. If FIFO Full is false, there is room for write data in the FIFO (Figure 45).

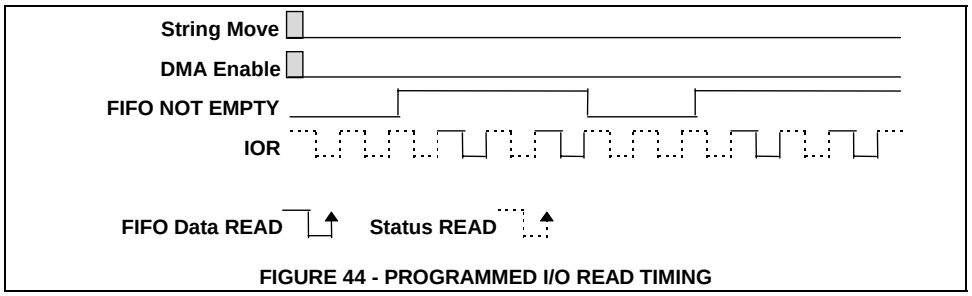


FIGURE 44 - PROGRAMMED I/O READ TIMING

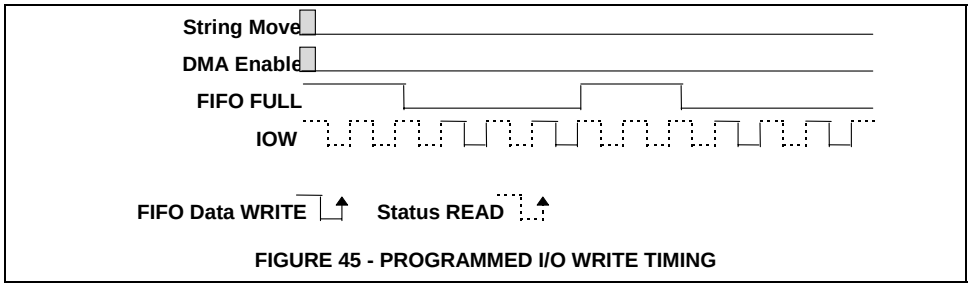


FIGURE 45 - PROGRAMMED I/O WRITE TIMING

FIFO Interrupt Interface

Transmit

Transmitting messages with Programmed I/O using FIFO Interrupt requires writing a fixed number of data bytes, usually related to the threshold, whenever the FIFO Interrupt becomes active. An appropriate FIFO Threshold value allows the host to efficiently satisfy the FIFO service requests until the message transmission is complete. For slow systems, the FIFO can be manually filled with transmit data before the transmitter is enabled. Note: the FIFO will automatically request service before the transmitter is activated if the FIFO Threshold is greater than zero.

Example: Transmit a 256-byte IrDA Message

1. Set an appropriate FIFO Threshold for the system type. For the greatest performance advantage, pre-load the FIFO with transmit data.

2. Set the FIFO Interrupt Enable active and activate the transmitter.

3. Service the FIFO Interrupts as required. Set the Data Done flag when all of the transmit message data has been loaded (Figure 46).

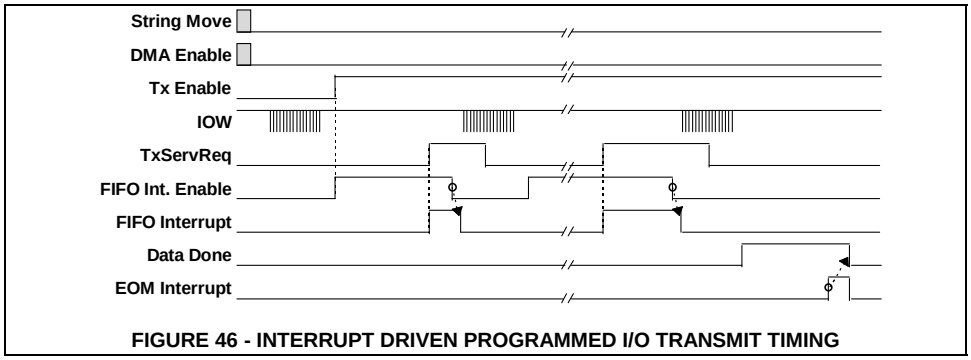


FIGURE 46 - INTERRUPT DRIVEN PROGRAMMED I/O TRANSMIT TIMING

Receive

Receiving messages with Programmed I/O using FIFO Interrupt requires reading a fixed number of data bytes, usually related to the threshold, whenever the FIFO Interrupt becomes active. An appropriate FIFO Threshold value allows the host to efficiently satisfy the FIFO service requests until the message reception is complete.

Example: Receive a 256-byte IrDA Message

1. Set an appropriate FIFO Threshold for the system type.
2. Set the FIFO Interrupt Enable active and enable the receiver.
3. Service the FIFO Interrupts as required (Figure 47). Note: The amount of data remaining in the FIFO following the last service request (RxServReq) in Figure 47 is probably less than the typical read block size. This will occur when an IrDA EOF has been detected, the FIFO Receive Threshold has not been reached and the FIFO Not Empty flag is true.

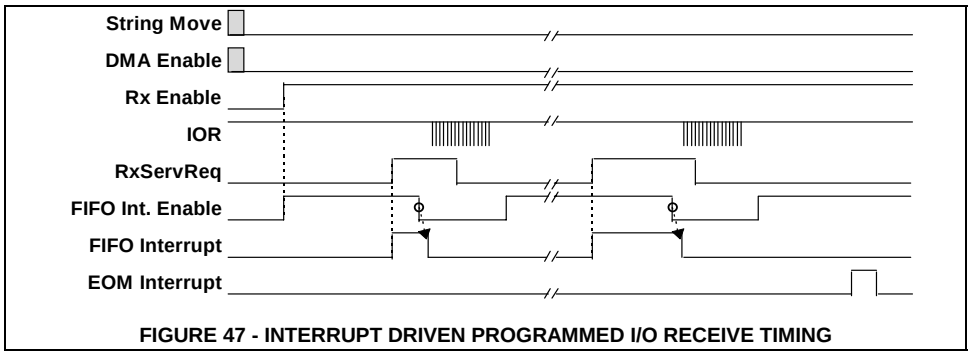


FIGURE 47 - INTERRUPT DRIVEN PROGRAMMED I/O RECEIVE TIMING

IOCHRDY Time-out

In programmed I/O mode when AEN = low and String Move = active, IOCHRDY can be used to slightly extend the access cycle if the FIFO is temporarily unable to fulfill the transfer request (Figure 48). If IOCHRDY remains inactive for more than 10Fs, a time-out error occurs and subsequent IOCHRDY cycles are prevented until the string move bit is specifically reactivated. Because of the 10Fs IOCHRDY time-out, it is recommended that string move timing only be used for 1.152 Mbps transfers and above.

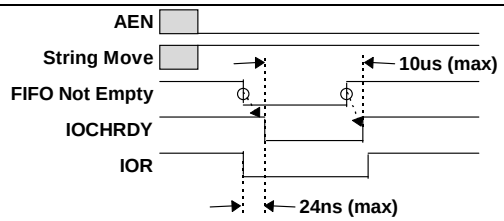


FIGURE 48 - VALID I/O READ READY CYCLE

IOCHRDY Timer

The 10Fs IOCHRDY Timer is initialized when IOCHRDY is active. The timer count sequence is activated when IOCHRDY goes inactive. If IOCHRDY becomes active before the 10Fs time-out has elapsed, the timer is stopped and the count is re-initialized. If IOCHRDY is still inactive when the 10Fs time-out occurs, the timer stops, the time-out error bit is set, IOCHRDY is re-asserted, and the string move bit is reset (Figure 49).

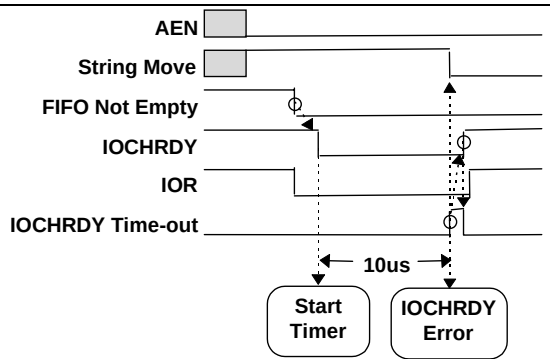


FIGURE 49 - IOCHRDY 10FS TIME-OUT

Zero Wait State Support

nSRDY

nSRDY can be driven by the IrCC 2.0 to indicate that an access cycle shorter than the standard I/O cycle can be executed. Note: The names nSRDY & nNOWS can be used interchangeably. nSRDY is enabled by the No Wait bit in SCE Configuration Register B. When No Wait is one, nSRDY goes active following the trailing edge of the ISA I/O command and inactive following the rising edge (Figure 50). nSRDY is suppressed during DMA & refresh cycles, i.e. when AEN is active, or when IOCHRDY is inactive. Zero Wait State support is only available when the SCE is enabled.

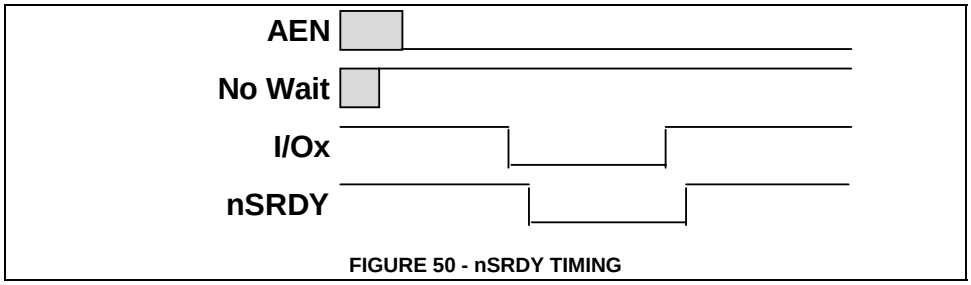


FIGURE 50 - nSRDY TIMING

The Interaction of nSRDY and IOCHRDY

nSRDY and IOCHRDY determine the three types of ISA access cycles: no-wait-state cycle, standard cycle, ready cycle (Table 35). Note: An inactive IOCHRDY suppresses nSRDY.

Table 35 - nSRDY and IOCHRDY Interaction

nSRDY	IOCHRDY	DESCRIPTION
active	active	No-wait-state Cycle (shortest length)
inactive	active	Standard Cycle (mean length)
x	inactive	Ready Cycle (longest length)

OUTPUT MULTIPLEXER

The Output Multiplexer routes the active encoder/decoder to one of three IrCC 2.0 serial communications ports. There are no restrictions on any of these connections other than Rx/Tx source pairs go to the same destination (Figure 51). Descriptions of the Block Control, Output Mux, and Aux IR signals can be found in the SCE Configuration Registers in Register Block One.

The Rx and Tx Polarity controls determine the active states for the IR port signals, see SCE Configuration Register A. The state of inactive IR outputs depends upon the Tx Polarity bit; e.g., if Tx Polarity is one (default), inactive outputs will be 0. Routing for the COM Port flow-control signals is fixed. When the COM Port is inactive, the flow-control signals behave according to the current SMSC 16C550A serial port specification. Note: The Tx/Rx Polarity bits do not apply when COM mode is selected.

There are GP Data pins that reflect the state of General Purpose Data and Fast bits (5-6) of Line Control Register A, in Register Block Zero, Address Four. The state of the GP Data pins is independent of the IrCC 2.0 Block Controls or the Output Multiplexer.

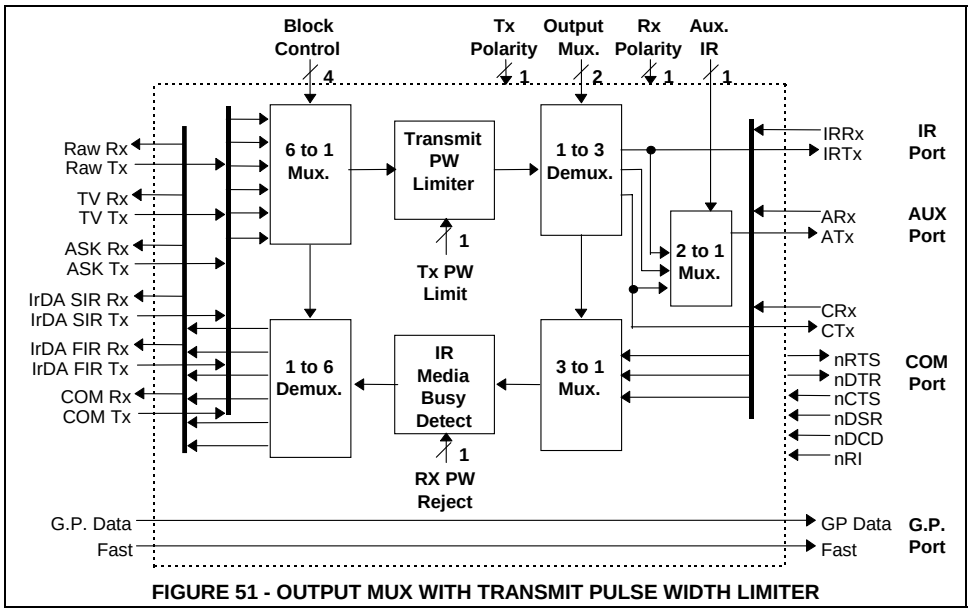


FIGURE 51 - OUTPUT MUX WITH TRANSMIT PULSE WIDTH LIMITER

Note: This figure is for illustration purposes only and is not intended to suggest specific implementation details.

TRANSMIT PULSE WIDTH LIMIT

The Transmit Pulse Width Limit reduces the risk of thermal damage to the transmit LED during message transactions or from the unpredictable affects that can occur during a power-on-reset. The Transmit Pulse Width Limit hardware is controlled by the TX PW LIMIT bit (see Tx PW Limit, bit 6, on page 36). The Transmit Pulse Width Limit hardware must apply to all encoders, particularly the Consumer IR Encoder and the RAW Mode encoder (Figure 51).

When the TX PW LIMIT bit is high, active Tx levels trigger the Transmit Pulse Width Limit hardware. If an active Tx pulse goes inactive before 100Fs, the Transmit Pulse Width Limit hardware is deactivated until the next active Tx level. If the transmit pulse exceeds 100Fs, the hardware deactivates Tx for 300Fs and cannot re-activate it until the input to the Transmit Pulse Width Limit hardware has gone inactive and active again (Figure 52). When the TX PW LIMIT bit is low, the Transmit Pulse Width Limit hardware is disabled.

APPLICATION NOTE: the Transmit Pulse Width Limit can seriously distort low frequency Consumer IR carriers (≤ 5kHz) or unmodulated low frequency Consumer IR bit rates.

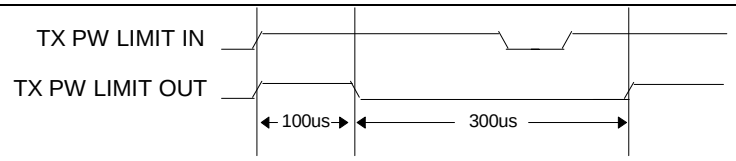


FIGURE 52 - TRANSMIT PULSE WIDTH LIMIT EXAMPLE

CHIP-LEVEL IrCC 2.0 ADDRESSING SUPPORT

IrCC 2.0 Register addressing is controlled at the chip level. Both the ACE bank select, nACE, and the SCE bank select, nSCE, are decoded at the chip level from the host address bus to access data in the IrCC 2.0 register banks (Figure 53). Table 36 illustrates a chip-level IrCC 2.0 address decoder using a base address of '400'hex.

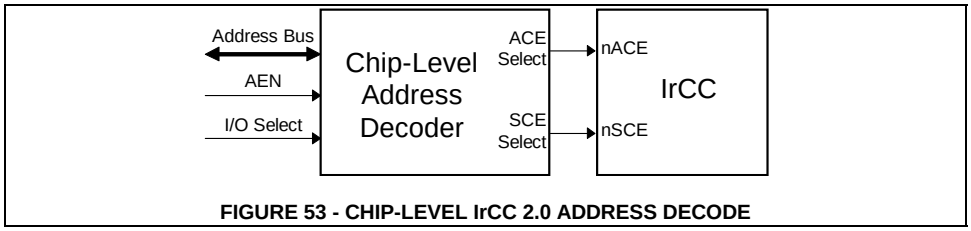


FIGURE 53 - CHIP-LEVEL IrCC 2.0 ADDRESS DECODE

Table 36 - IrCC 2.0 Address Decode at '400'hex

HEX ADDRESS	nACE	nSCE	DESCRIPTION
000 - 3FF	1	1	IrCC 2.0 registers not accessible
400 - 407	0	1	ACE UART registers enabled
408 - 40F	1	0	SCE registers enabled
410 - 4FF	1	1	IrCC 2.0 registers not accessible

AC TIMING

IR RX PULSE REJECTION

Table 37 - IR Rx Pulse Rejection

ENCODER	PULSE REJECTION
4PPM[1]	≤60ns
HDLC 1.152 Mbps	≤100ns
HDLC 0.576Mbps	≤200ns
IrDA SIR	≤500ns
Consumer IR	≤166ns

Note 1: If RX PW REJECT is low (inactive) the 4PPM Rx pulse rejection filter is disabled although the receiver must not see pulses less than T_{PW_MIN} (See the IR Busy, bit 3 section on page 27).

RX PULSE JITTER TOLERANCE

Table 38 - RX Pulse Jitter Tolerance

	MAX JITTER
4 Mbps	25ns
1.152 Mbps	100ns
115.2 Kbps	400ns
9.6 Kbps	5Fs

IRDA 4PPM

Bit Rate Tolerance

"0.01% of Bit Rate (IrDA Spec)

Rx Pulse Width

Table 39 - IrDA 4PPM Rx Pulse Width

	MIN.	NOM.	MAX.
Single Pulse	75ns	125ns	175ns
Double Pulse	200ns	250ns	290ns

IRDA HDLC

Bit Rate Tolerance

"0.1% of Bit Rate (IrDA Spec)

Rx Pulse Width

Table 40 - IrDA HDLC Rx Pulse Width

	MIN.	NOM.	MAX.
1.152 Mbps	75ns	225ns	800ns
0.576 Mbps	200ns	450ns	1000ns

80 ARKAY DRIVE, HAUPPAUGE, NY 11788 (631) 435-6000, FAX (631) 273-3123

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