



VX4801
Programmable Digital I/O Module
Operating Manual

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VX4801 PROGRAMMABLE DIGITAL I/O MODULE

QUICK REFERENCE GUIDE

Numbers in parentheses refer to the page(s) in the Operating Manual.

SETUP Be sure all switches are correctly set. (p. 1 - 4)
Follow installation guidelines. (p. 2 - 1)

The default condition of the VX4801 Module after the completion of power-up self test is as follows:

- All I/O pins tri-stated
- All bytes defined as inputs, active high
- All external handshake lines disabled
- Request True interrupts disabled

LEDs When lit, the LEDs indicate the following:

- Power power supplies functioning
- Failed module failure
- MSG module is processing a VMEbus cycle
- RFI a VXI backplane interrupt is requested
- RFD the external device strobes ready for data
- DAV Data Available line is low
- DRD the external device strobes data ready
- DAK Data Acknowledge line is low
- ERR a programming error has occurred
- I/O the current byte is tri-stated
- TRI indicate the state of each bit of the currently displayed byte. Lit indicates the bit is high (TTL logic "1")
- BYTE indicate which of the six bytes the bit LEDs (B7-B0 LEDs) are currently displaying, as follows:

Byte Selected	LED status:		
	Byte 2	Byte 1	Byte 0
0	unlit	unlit	unlit
1	unlit	unlit	lit
2	unlit	lit	unlit
3	unlit	lit	lit
4	lit	unlit	unlit
5	lit	lit	lit

The programming examples in the manual (see Section 4) are written in Microsoft GW BASIC, using the following commands.

PROGRAMMING

CALL ENTER (R\$, LENGTH%, ADDRESS%, STATUS%)
Inputs data into the string R\$ from the IEEE-488 instrument whose decimal primary address is in the variable ADDRESS%. LENGTH% = the number of bytes read from the instrument. STATUS% = '0' if the transfer was successful or an '8' if an operating system timeout occurred in the PC. To use the CALL ENTER statement, the string R\$ must be set to a string of spaces whose length is greater than or equal to the maximum number of bytes expected from the VX4801.

CALL SEND (ADDRESS%, OUT\$, STATUS%)
Outputs the contents of the string variable OUT\$ to the IEEE-488 instrument whose decimal primary address is in the variable ADDRESS%. The variable STATUS% is a '0' if the transfer was successful and an '8' if an operating timeout occurred in the PC.

END Terminates the program.

FOR/NEXT Repeats the instructions between the FOR and NEXT statements for a defined number of iterations.

GOSUB n Runs the subroutine beginning with line n. The end of the subroutine is marked with a RETURN statement. When the subroutine reaches the RETURN statement, execution will resume on the line following the GOSUB command.

GOTO n Program branches to line n.

IF/THEN Sets up a conditional IF/THEN statement. Used with other commands, so that IF the stated condition is met, THEN the command following is effective.

REM or ' All characters following the REM command or a ' are not executed.

RETURN Ends a subroutine and returns operation to the line after the last executed GOSUB command.

<CR> Carriage Return character, decimal 13.

<LF> Line Feed character, decimal 10.

SYSTEM COMMANDS

The following VXIbus Instrument Protocol non-data commands are initiated by the VX4801's commander and will affect the module:

CLEAR - The module clears its VXIbus interface and any pending commands. Current module operations are unaffected.

TRIGGER - The trigger command has no effect on the VX4801 card.

BEGIN NORMAL OPERATION - The module will begin operation if it has not already done so.

READ PROTOCOL - The module will return its protocol to its commander.

READ STATUS - The module will return its status to its commander.

COMMAND SYNTAX

Command protocol and syntax for the VX4801 Module is as follows:

- 1) Each command consists of a string of up to 255 characters. Every command **must** end with either a line feed <LF> or a semi-colon (;) delimiter. A <CR> is treated as a white space character, and is ignored if received.
 - 2) All commands are operated on in the order they are received, and executed when the delimiter is received.
 - 3) If a given parameter is omitted within a command, either its default state or its last programmed state will be in effect (depending on the particular command issued).
 - 4) Any character may be sent in either upper or lower case form.
 - 5) Any of the following white space characters are allowed within the command string, and are ignored by the module:
00-09, 0B-20; 80-89, 8B-90
 - 6) Any command syntax or programming errors will cause the command to be ignored, and an error will be flagged. All commands up to the all occurrence of the error will remain valid. The invalid command and all subsequent commands will be lost, and no commands will be accepted until the error condition is cleared.
 - 7) All responses from the module are terminated by a carriage return and line-feed <CR><LF>.
-

MODULE COMMANDS

- I specifies which bytes are to be read, the order in which they are to be read (and reported), and any masks to be overlaid onto the data prior to reporting it. Returns ASCII hex data representing all input bytes, selected input and/or output bytes, or selected bits of a byte (by using a mask). (3 - 5)
 - L specifies the data to be output, the order of output, and any masks to be overlaid onto the data prior to output. The ASCII hex data representing all output bytes, selected output bytes, single bits of a byte, or mask overlays onto the byte(s) can be used to update the cards' output data latches. (3 - 8)
 - M command defines which bytes are inputs and which are outputs, and their active logic sense (active high true or active low true). (3 - 12)
 - P specifies the active edge of the handshake signals (positive or negative edge triggered). (3 - 14)
 - Q reads the current state of the module: (3 - 15)
error data; the state of the external handshake lines (DRD,RFD); the current tri-state condition of the I/O latches; the programmed I/O configuration; the programmed active edges of the handshake signals, and whether the handshake(s) are active; the programmed logic sense of each latch; the programmed external tri-state level of each latch.
 - R resets the board to its power-up state. (3 - 18)
 - S executes a self test, and then returns to its power-up state. (3 - 19)
 - T specifies whether output bytes are tri-stated (high-impedance), or active. This command is logically OR'ed with the external tri-state lines. (3 - 20)
 - U specifies the conditions for which the inputs and outputs are updated (update on command, or update on external handshake control). (3 - 21)
 - VER returns the current software revision level of the board. (3 - 23)
 - X enables or disables the VXI Request True interrupt. This interrupt can be programmed to be active when an error occurs, when either external handshake is valid (DRD,RFD), or when any combination of the three occurs. (3 - 24)
 - Z specifies the active level of the external tri-state control lines ETS0, ETS5 - ETS9 (active high true or active low true). (3 - 25)
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VX4801

Programmable Digital I/O Module

Section 1

General Information and Specifications

Introduction

The VX4801 Module is a printed circuit board assembly for use in a mainframe conforming to the VXIbus Specification, such as the VX1400 or VX1401 "C" size mainframe used in the Tek/CDS IAC System. The VX4801 provides 48 optically isolated TTL- or CMOS-compatible bidirectional digital I/O lines.

The VX4801 is especially useful in applications which require isolation between the UUT (Unit Under Test) and the test equipment. This is often the case when the possibility exists of a ground loop between the UUT and the test station ground. This can occur when the UUT has its own floating power source, as is often the case in space-craft components or sub-assemblies.

The 48 programmable I/O signal lines are organized as six 8-bit bytes. Each of the six bytes can be independently configured under full program control. All commands and responses are in ASCII hex notation for ease of programming, and to insure compatibility with the widest range of systems controllers. Program controlled parameters include:

- ▶ selection of any byte as either input or output
- ▶ definition of masks for input and output data
- ▶ latch input data or control output data on software command basis or on external handshake
- ▶ logic sense of input, output and handshake lines
- ▶ full reporting of operating parameters at any time

The data output can be controlled as bits, as individual bytes, and as groups of bytes. Output is controlled on a command basis, or on a qualified basis using external handshakes.

Data input is also fully under program control. The module can report the state of all input bytes, groups of input and/or output bytes, and single bits of a byte. Input data can be updated on a command request basis, or on a qualified basis using external handshakes.

User-defined masks can be overlaid on the data prior to output. Masks may also be applied to individual input bytes before they are returned to the system controller to improve data post-processing speed and ease of data interpretation.

The sense of inputs, outputs, and handshake lines can be set to either active high or active low under program control. The active edge can also be programmed for handshake lines. All I/O lines are both TTL and CMOS compatible, with up to 24 mA of sink current provided for each output. The I/O section of the module is fully isolated from system ground using opto-isolators and an isolated power supply contained on the module.

External (handshake) control signals are provided for output and input data control. Output data control signals are Ready For Data (RFD), Data Available (DAV), and External Tri-State control (ETS0 - ETS5). Input data control signals are Data Ready (DRD) and Data Acknowledge (DAK).

The VX4801 provides full access to system status information, which is especially helpful during system trouble-shooting, software de-bugging, and operational system checks. At any time, the system controller can read the state of the external handshake lines, the programmed I/O configuration, the programmed active edges of all handshake signals, which handshake signals are active, the programmed logic sense of each I/O byte, the tri-state condition of each output byte, and up-to-date error data.

Built-in-Test-Equipment (BITE) is provided on the module by an internal loop-back path that allows the module to be tested with its outputs tri-stated, verifying I/O paths for each byte. A self test is automatically performed on power up, or upon command. Front panel LEDs indicate the status of power, assertion of the VMEbus signal SYSFAIL*, backplane cycles, data handshake signals, and individual I/O bits. In addition, the Query command can be used to determine the current state of the module during operation.

Note that certain terms used in this manual have very specific meanings in the context of a VXIbus System. These terms are defined in the VXIbus Glossary (Appendix C).

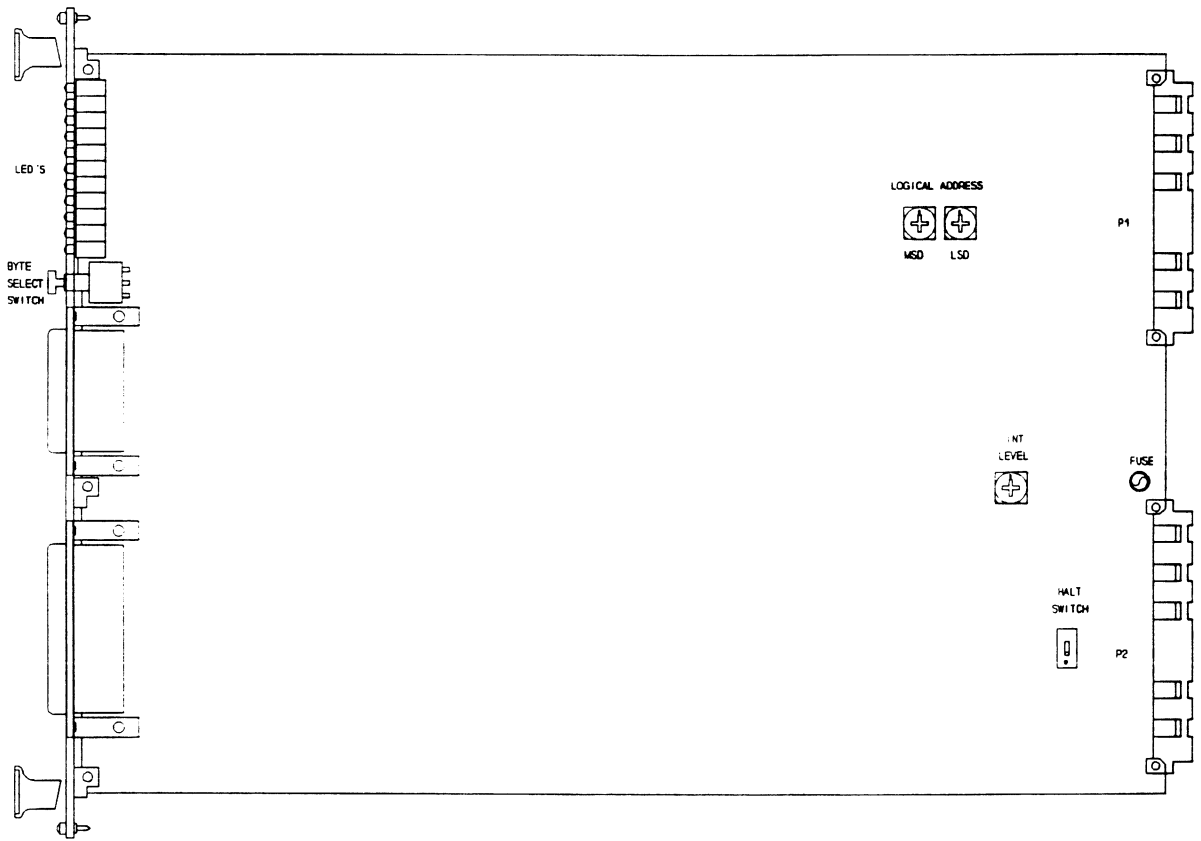


Figure 1: VX4801 Controls and Indicators

Controls And Indicators

The following controls and indicators are provided to select and display the functions of the VX4801 Module's operating environment. See Figures 1 and 2 for their physical locations.

Switches

Logical Address Switches

LOGICAL ADDRESS



MSD

LSD

Each function module in a VXibus System must be assigned a unique logical address, from 1 to 255 decimal. The base VMEbus address of the VX4801 is set to a value between 1 and FFh (255d) by two hexadecimal rotary switches. Align the desired switch position with the arrow on the module shield.

The actual physical address of the VX4801 Module is on a 64 byte boundary. If the switch representing the most significant digit (MSD) of the logical address is set to position X and the switch representing the least significant digit (LSD) of the logical address is set to position Y, then the base physical address of the VX4801 will be $[(64d * XYh) + 49152d]$. For example:

	M	L	
L. A.	S	S	Base Physical
A. D	D	D	Addr. (d)
Ah	0	A	$(64 * 10) + 49152 = 49792d$
15h	1	5	$(64 * 21) + 49152 = 50496d$

where: L.A. = Logical Address
MSD = Most Significant Digit
LSD = Least Significant Digit

IEEE-488 Address

Using the VX4801 Module in an IEEE-488 environment requires knowing the module's IEEE-488 address in order to program it. Different manufacturers of IEEE-488 interface devices may have different algorithms for equating a logical address with an IEEE-488 address.

If the VX4801 is being used in a Tek/CDS IEEE-488 IAC system, consult the operating manual of the Tek/CDS Resource Manager/IEEE-488 Interface Module being used.

If the VX4801 is being used in a MATE system, VXibus logical addresses are converted to IEEE-488 addresses using the algorithm specified in the MATE IAC standard (MATE-STD-IAC). This algorithm is described in detail in the 73A-156 Operating Manual.

If the VX4801 is not being used in a Tek/CDS IAC System, consult the operating manual of the IEEE-488 interface device being used for recommendations on setting the logical address.



VMEbus Interrupt Level Select Switch

Each function module in a VXibus System can generate an interrupt on the VMEbus to request service from the interrupt handler located on its commander (for example, the VX4520 Slot 0 Device/Resource Manager in a VX7401 IEEE-488 Interface System). The VMEbus interrupt level on which the VX4801 Module generates interrupts is set by a BCD rotary switch. Align the desired switch position with the arrow on the module shield.

Valid Interrupt Level Select Switch settings are 1 through 7, with setting 1 equivalent to level 1, etc. The level chosen should be the same as the level set on the VX4801's interrupt handler, typically the module's commander. Setting the switch to an invalid interrupt level (0, 8, or 9) will disable the module's interrupts.

Interrupts are used by the module to return VXibus Protocol Events to the module's commander. Refer to the Operation section for information on interrupts. The VXibus Protocol Events supported by the module are listed in the Specifications section.



Halt Switch

This two-position slide switch selects the response of the VX4801 Module when the Reset bit in the module's VXibus Control register is set.

If the Halt switch is in the ON position, the VX4801 Module is reset to its power-up state and all programmed module parameters are reset to their default values.

If the Halt switch is in the OFF position, the module will ignore the Reset bit and no action will take place.

Note that the module is not in strict compliance with the VXibus Specification when the Halt switch is OFF.

Control of the Reset bit depends on the capabilities of the VX4801's commander. With a Tek/CDS VX4521, for example, the Reset bit is set if the VX4521 is programmed with a RESET command via the IEEE-488 bus.

Byte Select Switch

The Byte Select Switch located on the front panel is a momentary action switch that controls which of the six I/O bytes is currently being displayed on the LEDs. Each time the switch is depressed, the state of the next byte in sequence is displayed on the LEDs. For example, if the state of byte 0 is currently displayed, the state of byte 1 will be displayed after the switch is depressed. The BYTE LEDs will display the number of the selected byte (see BYTE in the listing of LEDs below).

Fuses

The VX4801 Module has a single +5V fuse. The fuse protects the module in case of an accidental shorting of the power bus or any other situation where excessive current might be drawn.

If the +5V fuse opens, the VXIbus Resource Manager will be unable to assert SYSFAIL INHIBIT on this module to disable SYSFAIL*.

If the +5 V fuse blows, remove the fault before replacing the fuse. Replacement fuse information is given in the Specifications section of this manual. Figure 1 shows the location of this fuse on the VX4801 Module.

LEDs

The following LEDs are visible at the top of the VX4801 Module's front panel to indicate the status of the module's operation:

POWER LED

This green LED is normally lit and is extinguished if the +5V power supply fails, or if the +5V fuse blows.

FAIL LED

This normally off red LED is lit whenever SYSFAIL* is asserted, indicating a module failure. Module failures include failure to correctly complete a self test, loss of a power rail, or failure of the module's central processor.

If the module loses any of its power voltages, the Failed LED will be lit and SYSFAIL* asserted. A module power failure is indicated when the module's Power LED is extinguished.

MSG LED

This green LED is normally off. When lit, it indicates that the module is processing a VMEbus cycle. The LED is controlled by circuitry that appears to stretch the length of the VMEbus cycle. For example, a five microsecond cycle will light the LED for approximately 0.2 seconds. The LED will remain lit if the module is being constantly addressed.

RFI

Request for Interrupt. This LED lights when a VXI backplane interrupt is requested. Like the MSG LED, the pulse width is stretched to make it visible.

RFD

Indicates the state of the Ready for Data handshake signal. This LED lights when the external device strobes ready for data indicating it is ready for more data. It is cleared when new data is output by the module.

DAV

Indicates the level of the Data Available handshake signal. This LED lights when the DAV line is low. It clears when the DAV line goes high.

DRD

Indicates the state of the Data Ready handshake signal. This LED lights when the external device strobes data ready indicating new input data is valid. It is cleared when the controller reads the input data.

DAK

Indicates the level of the Data Acknowledge handshake signal. This LED lights when the DAK line is low. It is cleared when the DAK line is high.

BYTE

Three LEDs that indicate which of the six bytes (0 through 5) the bit LEDs (B7-B0 LEDs) are currently displaying, as follows:

Byte <u>Selected</u>	Byte 2	<u>LED status:</u>	
		<u>Byte 1</u>	<u>Byte 0</u>
0 unlit	unlit	unlit	
1 unlit	unlit	unlit	lit
2 unlit	unlit	lit	

ERR

Indicates a programming error has occurred. This LED will remain lit until the error condition is cleared.

I/O

Indicates the programmed input/output state of the current byte being displayed. The LED is lit if the byte is programmed as an output, and unlit if programmed as an input byte.

TRI

Indicates the tri-state condition of the byte currently being displayed. A lit LED indicates the byte is tri-stated.

B7 - B0

Indicates the state of each bit of the currently displayed byte. The LED being lit indicates the bit is high (TTL logic 1). An unlit LED indicates the bit is low (TTL logic 0). B7 is the most significant bit, and B0 the least significant bit.

BITE (Built-In Test Equipment)

BITE is provided on the module by an internal loop-back path, which allows the module to be tested with the outputs tri-stated. The self test automatically tests and verifies all loop-back paths for each byte.

Self test is automatically performed on power-up, and can also be commanded. All the outputs are checked with their corresponding inputs, and with the output drivers in tri-state.

Front panel LEDs indicate the status of Power, assertion of the VMEbus signal SYSFAIL*, backplane cycles, handshake signals, and other system operating parameters. In addition, the Query command can be used to determine the current state of the module during operation, including error codes (see the Query command in the Command Descriptions subsection).

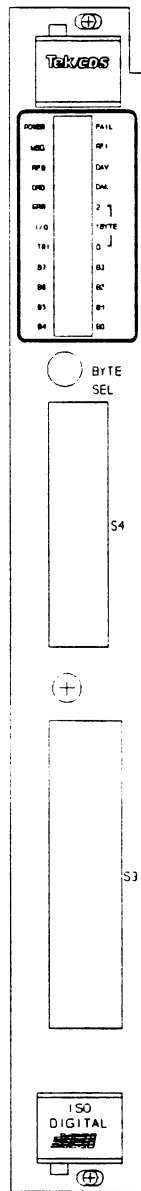


Figure 2: VX4801 Front Panel

Glossary

A glossary of VXIbus terms is provided in Appendix C. In addition, the following terms specific to the VX4801 Module are defined:

External Handshake Controls

Output Data:

Ready For Data (RFD)

Ready For Data is an input from an external device indicating it is ready for data. This signal is programmable to be either positive or negative edge triggered true.

Data Available (DAV)

Data Available is an output to an external device indicating valid data is available on the outputs. This signal is programmable to be either positive or negative edge triggered true.

External Tri-State control (ETS0 - ETS5)

Six external tri-state control lines are provided, one for each of the six bytes. These lines are inputs from an external device which cause the corresponding byte to go into tri-state (high impedance). The tri-state control lines are programmable to be either active high or active low.

Input Data Control:

Data Ready (DRD)

Data ready is an input from an external device indicating valid data is at the inputs. This signal is programmable to be either positive or negative edge triggered true.

Data Acknowledge (DAK)

Data acknowledge is an output to an external device indicating the input data has been accepted. This signal is programmable to be either positive or negative edge triggered true.

Specifications

Number of I/O Channels:	48.
Configuration:	I/O lines selectable as input or output on an 8-bit byte basis. Also tri-state programmable on an 8-bit byte basis.
Byte Transfer Polarity:	All input and output bytes individually selectable as active high or active low.
Input Data:	Returned as two hexadecimal ASCII characters per byte.
Input Control:	On program command, or with external Ready For Data and Data Available handshake.
Output Data:	Programmed as two hexadecimal ASCII characters per byte, or by an H or L character on an individual bit basis.
Output Control:	On program command, or with external Data Ready and Data Acknowledge handshake.
Tri-State Control:	On program command on an individual byte, or by individual external tri-state control signals for each byte.
Mask Capability:	On an individual byte basis, for input or output. AND, OR, and XOR masking provided.
Byte Ordering:	A predefined sequence for input or output byte transfer may be programmed. Bytes may be transferred in any required order.
Interrupt Modes:	Program selectable, on programming error, Ready For Data handshake, and/or Data Ready handshake.
External Control Logic Sense:	Data Available, Ready For Data, Data Acknowledge, and Data Ready control line polarities are all individually program selectable as low or high true.
I/O Signal Type:	TTL and CMOS compatible (74AHCT245 driver).

D.C. Electrical Characteristics:

	<u>min</u>	<u>typ</u>	<u>max</u>	<u>units</u>
Output high voltage (Voh)				
Io = -20 μ A		4.4	5.0	V
Io = -6 mA	3.84		4.2	V
Output low voltage (Vol)				
Io = 20 μ A		0	0.1	V
Io = 24 mA		0	0.5	V
Output low current (Iol)			24	mA
Input high voltage (Vih)		2.0		V
Input low voltage (Vil)			0.8	V
* Input current (Iin)			230	μ A
Tri-state leakage current (Ioz)			0.5	5.0 μ A
* There are 22K pull-up resistors to +5V on all I/O and handshake lines to account for				

Isolation Resistance: > 100e6 ohms at 500V dc.

Isolation Voltage: > 250V dc.

External Control Lines:

External Tri-state Input to Tri-state Active: 30 nS typical.
63 nS maximum.

Valid Output Data to Data Available Strobe: 0 nS.

Data Acknowledge to Data Ready Strobe Delay: 0 nS.

VXIbus Compatibility: Fully compatible with the VXIbus Specification for message-based instruments with the Halt switch in the ON position.

VXI Device Type: VXI message based instrument, Revision 1.4.

VXI Protocol: Word serial.

VXI Module Size: C size, one slot wide.

Module-Specific

Commands: All module-specific commands and data are sent via the VXIbus Byte-Available command. All module-specific commands are made up of ASCII characters. Module-specific data may be in either ASCII or binary format.

VMEbus Interface: Data transfer bus (DTB) slave - A16, D16 only.

Interrupt Level:	Switch selectable, levels 1 (highest priority) through 7 (lowest).
Interrupt Acknowledge:	D16, lower 8 bits returned are the logical address of the module.
VXibus Data Rate:	Write: 20 Kbytes/sec maximum. Read: 400 Kbytes/sec maximum.
VXibus Commands Supported:	All VXibus commands are accepted (e.g. DTACK* will be returned). The following commands have effect on this module; all other commands will cause an Unrecognized Command Event: BYTE AVAILABLE (with or without END bit set) BYTE REQUEST BEGIN NORMAL OPERATION READ PROTOCOL READ STATUS CLEAR * GRANT DEVICE * TRIGGER * SET LOCK * CLEAR LOCK * IDENTIFY COMMANDER * These commands are accepted, but have no effect on the module.
VXibus Protocol Events Supported:	VXibus events are returned via VME interrupts. The following events are supported and returned to the VX4801 Module's commander: REQUEST TRUE (In IEEE-488 systems such as the VX4801, this interrupt will cause a Service Request (SRQ) to be generated on the IEEE-488 bus.
VXibus Registers:	ID Device Type Status Control Protocol Response Data Low See Appendix A for definition of register contents.
Device Type Register Contents:	F4DE (ones complement of binary value of model number with bit 11 set low).
Power Requirements:	All required dc power is provided by the Power Supply in the VXibus mainframe.
Voltage:	+ 5 Volt Supply: 4.75V dc to 5.25V dc.

Section 1

Current (Peak Module, I_{PM}):	5 volt supply: 3.3 A
Current (Dynamic Module, I_{DM}):	5 volt supply: 1.23 A
Power-up Defaults:	All I/O pins tri-stated. All bytes defined as inputs, active high. All external handshake lines disabled. Request True interrupts disabled.
Fuses:	Replacement fuse: Little Fuse P/N 273004; CDS P/N 42202-73040.
Cooling:	Less than 10°C temperature rise with 1.2 liters/sec. of air at a pressure drop of 0.03 mm of H ₂ O.
Temperature:	0°C to +50°C, operating. -40°C to +85°C, storage.
Humidity:	Less than 95% R.H. non-condensing, -10°C to +30°C. Less than 75% R.H. non-condensing, +31°C to +40°C. Less than 45% R.H. non-condensing, +41°C to +55°C.
Radiated Emissions:	Complies with VXIbus Specification.
Conducted Emissions:	Complies with VXIbus Specification.
Module Envelope Dimensions:	VXI C size. 262 mm x 353 mm x 30.5 mm (10.3 in x 13.9 in x 1.2 in)
Dimensions, Shipping:	When ordered with a Tek/CDS mainframe, this module will be installed and secured in one of the instrument module slots (slots 1 - 12). When ordered alone, the module's shipping dimensions are: 406 mm x 305 mm x 102 mm. (16 in x 12 in x 4 in).
Weight:	1.3 kg. (2.9 lb).
Weight, Shipping:	When ordered with a Tek/CDS mainframe, this module will be installed and secured in one of the instrument module slots (slots 1 - 12). When ordered alone, the module's shipping weight is: 1.7 kg. (3.8 lb).

Mounting Position:	Any orientation.
Mounting Location:	Installs in an instrument module slot (slots 1-12) of a C or D size VXIbus mainframe. (Refer to D size mainframe manual for information on required adapters.)
Front Panel Signal Connectors:	1 50 pin (DD 50S) connector, socket. 1 25 pin (DB 25S) connector, socket. Refer to Appendix B for connector pinouts.
Equipment Supplied:	1 - VX4801 Module. 1 - Operating Manual (Part # 00000-34801). 1 - Service Manual (Part # 00000-44801).
Optional Equipment:	1 - 73A-657P 5 meter, 50 pin cable, unterminated. 1 - 73A-742P 5 meter, 25 pin cable, unterminated.

Section 2

Preparation For Use

Installation Requirements And Cautions

The VX4801 Module is a C size VXIbus instrument module and therefore may be installed in any C or D size VXIbus mainframe slot other than slot 0. If the module is being installed in a D size mainframe, consult the operating manual for the mainframe to determine how to install the module in that particular mainframe. Setting the module's logical address switch defines the module's programming address. Refer to the Controls and Indicators subsection for information on selecting and setting the VX4801 Module's logical address.

Tools Required

The following tools are required for proper installation:

Slotted screwdriver set.

CAUTION

Note that there are two printed ejector handles on the card. To avoid installing the card incorrectly, make sure the ejector marked "VX4801" is at the top.

In order to maintain proper mainframe cooling, unused mainframe slots must be covered with the blank front panels supplied with the mainframe.

Based on the number of instrument modules ordered with the mainframe, blank front panels are supplied to cover all unused slots. Additional VXIbus C size single-slot and C size double-slot blank front panels can be ordered from your Tektronix supplier.

CAUTION

Verify that the mainframe is able to provide adequate cooling and power with this module installed. Refer to the mainframe Operating Manual for instructions.

If the VX4801 is used in a Tek/CDS VXI Series Mainframe, all VX4801 cooling requirements will be met.

Installation Procedure

CAUTION

The VX4801 Module is a piece of electronic equipment and therefore has some susceptibility to electrostatic damage (ESD). ESD precautions must be taken whenever the module is handled.

- 1) Record the module's Revision Level, Serial Number (located on the label on the top shield of the VX4801), and switch settings on the Installation Checklist. Only qualified personnel should install the VX4801 Module.
- 2) Verify that the switches are switched to the correct values. The Halt switch should be in the ON position unless it is desired to not allow the resource manager to reset this module.

Note that with either Halt switch position, a "hard" reset will occur at power-on and when SYSRST* is set true on the VXIbus backplane. If the module's commander is a VX4520 or VX4521 Slot 0 Device/Resource Manager, SYSRST* will be set true whenever the Reset switch on the front panel of the VX4520 or VX4521 is depressed. Also note that when the Halt switch is in the OFF position, the module is not in strict compliance with the VXIbus Specification.

- 3) The module can now be inserted into any slot of the chassis other than slot 0.

CAUTION

If the VX4801 Module is inserted in a slot with any empty slots to the left of the module, the VME daisy-chain jumpers must be installed on the backplane in order for the VX4801 Module to operate properly. Check the manual of the mainframe being used for jumpering instructions.

If a Tek/CDS VX1400 or VX1401 Mainframe is being used, the jumper points may be reached through the front of the mainframe. There are five (5) jumpers that must be installed for each empty slot. The five jumpers are the pins to the left of the empty slot.

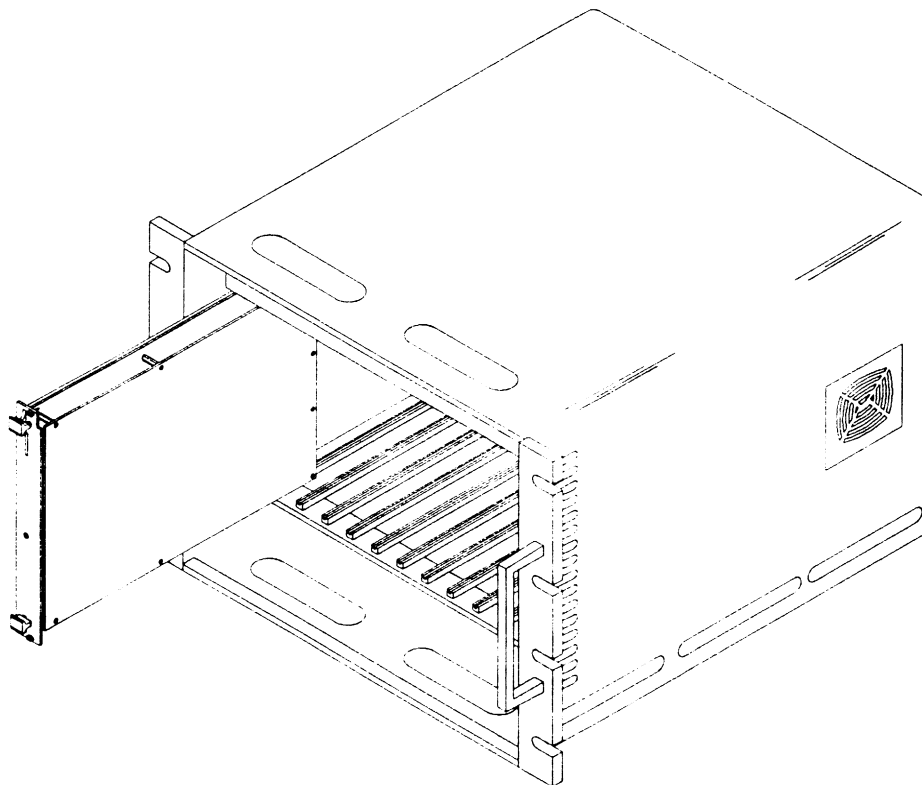


Figure 3: Module Installation

- 4) Installation of Cables:
If the module is being installed in a Tek/CDS VX1400 or VX1401 Mainframe, route the cables from the front panel of the module down through the cable tray at the bottom of the mainframe and out the rear of the mainframe. Connect the cable to the VX4801 Module's S4/S3 interface.

If a special cable is needed, 73A-657P and 73A-782P Hooded Connectors may be used to cable between the module's output connectors and the UUT.

Installation Checklist

Installation parameters may vary depending on the mainframe being used. Be sure to consult the mainframe Operating Manual before installing and operating the VX4801 Module.

Revision Level: _____

Serial No.: _____

Mainframe Slot Number: _____

Switch Settings:

VXIbus Logical Address Switch: _____

Interrupt Level Switch: _____

Halt Switch: _____

Cabling Installed:

S3 Cable: _____

S4 Cable: _____

Performed by: _____ Date: _____

Section 3

Operation

Overview

The VX4801 Module provides 48 optically isolated TTL- or CMOS-compatible bidirectional digital I/O lines. The 48 programmable I/O signal lines are organized as six 8-bit bytes. Each of the six bytes can be independently configured under full program control. All commands and responses are in ASCII hex notation.

The data output can be controlled as bits, as individual bytes, and as groups of bytes. Output is controlled on a command basis, or on a qualified basis using external handshakes. Data input is also fully under program control. The module can report the state of all input bytes, groups of input and/or output bytes, and single bits of a byte. Input data can be updated on a command request basis, or on a qualified basis using external handshakes.

User-defined masks can be overlaid on the data prior to output. Masks may also be applied to individual input bytes before they are returned to the system controller.

The sense of inputs, outputs, and handshake lines can be set to either active high or active low under program control. The active edge can also be programmed for handshake lines. External (handshake) control signals are provided for output and input data control.

The VX4801 provides full access to system status information, which is especially helpful during system trouble-shooting, software de-bugging, and operational system checks.

The VX4801 Module is programmed by ASCII characters issued from the system controller to the VX4801 Module via the module's VXIbus commander and the VXIbus mainframe backplane. The module is a VXIbus Message Based instrument and communicates using the VXIbus Word Serial Protocol. Refer to the manual for the VXIbus device that will be the VX4801 Module's commander for details on the operation of that device.

Power-up

The VX4801 Module will complete its self test and be ready for programming five seconds after power-up. (Other modules in the VXIbus may require a longer power-up delay.) The Power LED will be on, and all other LEDs off. The MSG LED will blink during the power-up sequence as the VXIbus Resource Manager addresses all modules in the mainframe. The default condition of the module after power-up is described in the SYSFAIL, Self Test and Initialization subsection.

System Commands

Although these non-data commands are initiated by the VX4801's commander (for example, (for example, the VX4520 or VX4521 Module) rather than the system controller, they have an effect on the VX4801 Module. The following VXIbus Instrument Protocol Commands will affect the VX4801:

<u>Command</u>	<u>Effect</u>
Clear	The module clears its VXIbus interface and any pending commands. Current module operations are unaffected.
Trigger	The trigger command has no effect on the VX4801 Module.
Begin Normal Operation	The module will begin operation if it has not already done so.
Read Protocol	The module will return its protocol to its commander.
Read Status	The module will return its status to its commander.

Module Commands

A summary of the VX4801's Module's commands is listed below. This is followed by detailed descriptions of each of the commands. A sample BASIC program using these commands is shown at the end of this section.

Command Syntax

Command protocol and syntax for the VX4801 Module is as follows:

- 1) Each command consists of a string of up to 255 characters. Every command must end with either a line feed (<LF>) or a semi-colon (;) delimiter. A <CR> is treated as a white space character, and is ignored if received.
- 2) All commands are operated on in the order they are received, and executed when the delimiter is received.
- 3) If a given parameter is omitted within a command, either its default state or its last programmed state will be in effect (depending on the particular command issued).
- 4) Any character may be sent in either upper or lower case form.
- 5) Any of the following white space characters, whose 8-bit hexadecimal values are given below, are allowed within the command string, and are ignored by the module:

00-09, 0B-20
80-89, 8B-90

- 6) Any command syntax or programming errors will cause the command to be ignored, and an error will be flagged. All commands up to the occurrence of the error will remain valid. The invalid command and all subsequent commands will be lost, and no commands will be accepted until the error condition is cleared, either through a hardware or software reset, or by reading the error out with the Q command.
- 7) All responses from the module are terminated by a carriage return and line feed <CR> <LF>.

Command Summary

Detailed descriptions of each command (in alphabetical order) are given following the summary. An overview of the commands is as follows:

- I The Input Data command specifies which bytes are to be read, the order in which they are to be read (and reported), and any masks to be overlaid onto the data prior to reporting it. ASCII hex data representing all input bytes, selected input and/or output bytes, or selected bits of a byte (by using a mask) can be returned to the system controller using this command.
- L The Load Output command specifies the data to be output, the order of output, and any masks to be overlaid onto the data prior to output. The ASCII hex data representing all output bytes, selected output bytes, single bits of a byte, or mask overlays onto the byte(s) can be used to update the cards' output data latches.
- M The Mode command defines which bytes are inputs and which are outputs, and their active logic sense (active high true or active low true).
- P The Strobe Pulse Sense command specifies the active edge of the handshake signals (positive or negative edge triggered).
- Q The Query Status command is used to read the current state of the module. The information which can be obtained includes:
 - error data;
 - the state of the external handshake lines (DRD,RFD);
 - the current tri-state condition of the I/O latches;
 - the programmed I/O configuration;
 - the programmed active edges of the handshake signals, and whether the handshake(s) are active;
 - the programmed logic sense of each latch;
 - the programmed external tri-state level of each latch.
- R The Reset command resets the board to its power-up state.

- S The Self Test command causes the module to execute a self test, and then return to its power-up state.
- T The Tri-state Control command specifies whether the output bytes are tri-stated (high-impedance), or active. This command is logically OR'ed with the external tri-state lines.
- U The Update command specifies the conditions for which the inputs and outputs are updated (update on command, or update on external handshake control).
- VER The Version command returns the current software revision level of the board.
- X The X command is used to enable or disable the VXI Request True interrupt. This interrupt can be programmed to be active when an error occurs, when either external handshake is valid (DRD,RFD), or when any combination of the three occurs.
- Z The Tri-state Level command specifies the active level of the external tri-state control lines ETS0-ETS5 (active high true or active low true).

A detailed description of each command, in the same order as listed above, is given on the following pages. The syntax used in the command descriptions is:

- () optional parameter
- { } group of parameters
- ' ' ASCII character
- ... optional repetition

Note that the (), {}, ' ', and ... characters are not part of the command.

Command Descriptions

Command: I (Input command)
or IO (Input Override command)

Syntax: I{b(o)(d)(/)}...
IO{b(o)(d)(/)}...

Purpose: The Input command specifies the data to be input, the order in which it is be input, and any masks which are to be overlaid onto the data prior to reporting it. The Input Override command provides the capability to read a different input sequence one time, without destroying the last defined I command input sequence.

Description:

- I input command
- IO input override
- b one to six digits which specify the byte number, '0' through '5', or '*' for all bytes.
- o one of the following:
 - & AND the data specified by (d) to the specified input byte(s).
 - # OR the data specified by (d) to the specified input byte(s).
 - X XOR the data specified by (d) to the specified input byte(s).
- d ASCII mask value '00' through 'FF' (required with 'o')
- / an optional character which is allowed to make the command more readable.

Default: I* (input all bytes)

The bytes can be programmed in any order, and once programmed, the setup remains valid unless specifically redefined by another I command, or by a Reset or Self Test command. Input can be requested for both input and output bytes.

Typical use of the I command simply defines a sequence of bytes to be read, with the sequence defined by the order of the digits following the I command. For example, 'I123' specifies that the data from bytes 1, 2, and 3 are to be reported in the order of byte 1 first, byte 2 second, and byte 3 third (followed by <CR> <LF>).

Additional input of the same sequence does not require redefining the I command. Successive reads from the module will return new data in the defined sequence, each terminated by <CR> <LF>.

For example, 'I321' specifies an input sequence of 3-2-1. If bytes 1, 2, and 3 contained 11, 22, and 33 hex, the module would report '332211 <CR> <LF>' when read. Subsequent reads of the module will report the update state of bytes 3, 2, and 1.

An '*' in the I command automatically defines the byte sequence to be 0-1-2-3-4-5.

Each time an I command is issued, it defines a new input sequence. The input override command (IO) is used to look at a specific byte(s) without affecting the I command's sequence, as shown in the example below. Once the I command has been issued, its setup and sequence (including masks) remain valid until overridden by another I command, a QR or QD command, or reset or self test.

If external Data Ready Strobe has been defined as the condition to latch input data into the card, and no strobe has been received since the last input request, an 'N<CR> <LF>' will be returned for both the I and IO commands, indicating no new data is available.

The state of the data returned represents the logic sense programmed with the mode (M) command.

If an I command is issued with no arguments (b is omitted), the sequence will be cleared and the module will respond with a <CR> <LF> only. If (o) and (d) are omitted, the command specifies data in its new input form. If (o) is specified without (d), an Invalid Input Command error will be generated. If any error is queued, the module will respond with a QE<CR> <LF> on the subsequent input requests.

NOTE: All responses from the I and IO commands are terminated in <CR> <LF> .

Example: The example cases on the following page show how a sequence of I commands and implicit inputs will be reported (each case assumes the I/O lines are at 00, 11, 22, 33, 44, and 55 for bytes 0 to 5 respectively):

Section 3

Case	Command	Byte Sequence	Module Response
1	Power-up State	0-1-2-3-4-5	001122334455 <CR> <LF>
2	I123 <LF>	1-2-3	112233 <CR> <LF>
3	read (no I command)	1-2-3	112233 <CR> <LF>
4	I*&55 <CR> <LF>	0-1-2-3-4-5	001100114455 <CR> <LF>
5	read (no I command)	0-1-2-3-4-5	001100114455 <CR> <LF>
6	I*;	0-1-2-3-4-5	001122334455 <CR> <LF>
7	IO3X11;	3	22 <CR> <LF>
8	read (no I command)	0-1-2-3-4-5	001122334455 <CR> <LF>
9	I543012;	5-4-3-0-1-2	554433001122 <CR> <LF>
10	IO#55/1XAA/2345;	0-1-2-3-4-5	55BB22334455 <CR> <LF>

Case 1 is the initial default condition.

Case 2 requests the input from bytes 1, 2, and 3 in that order.

Case 3 reports the data from the input sequence set up in case 2.

Case 4 masks (ANDs) each input byte with a 55 hex prior to reporting it.

Case 5 reports the data using the sequence and mask set up in case 4.

Case 6 overrides the mask from case 4 and reports the data in its raw form.

Case 7 uses the override command to look at byte 3 XOR'd with an 11 hex.

Case 8 reports the data from the sequence defined in case 6.

Case 9 reports the data in the newly defined sequence 543012.

Case 10 reports the data in the newly defined sequence 012345, ORs byte 0 with a 55 hex, XORs byte 1 with an AA hex, and reports bytes 2, 3, 4, and 5 in their raw form. The "/" is used to make the command more readable.

Command: L (Load Output)
or LO (Load Override output)

Syntax: L{b(o)(d)(/)}...
LO{b(o)(d)(/)}...

Purpose: The Load Output command specifies the data bytes to be output, the sequence in which it is to be output, and any masks which are to be overlaid onto the data prior to output by the module. The Load Override command provides the capability to output a different sequence of bytes one time, without destroying the last defined L command output sequence.

Description: L load output command
LO load override
b one to six digits which specify the byte number, 0 through 5, or * for all bytes.
o one or more of the following letters which specify various parameters:
D Load the data specified by (d) to the specified output byte(s).
S Set the bit indicated by (d) to a logic high (the eight bits of a byte are defined as '00' through '07', with bit '00' being the least significant bit).
R Reset the bit indicated by (d) to a logic low (the eight bits of a byte are defined as '00' through '07', with bit '00' being the least significant bit).
& AND the data specified by (d) to the specified output byte(s).
OR the data specified by (d) to the specified output byte(s).
X XOR the data specified by (d) to the specified output byte(s).
d ASCII value '00' through 'FF' (required with 'o'). Note that d is an 8-bit wide byte value if the 'o' parameter is a D, \$, or X, and a bit number if the 'o' parameter is an S or R.
/ optional character allowed to make the command more readable.

Default: NONE [all bytes are initially defined as inputs (M command), set to TTL logic 0, and tri-stated (T command)].

The bytes can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another L command, by redefining the I/O configuration (M command), or by a reset or self test command. If any bytes are not programmed, they will remain in their default (or previously programmed) state. The Set, Reset, and Mask parameters (S, R, X, #, and &) all operate on the last data output to a byte(s), and are valid only for the current command.

Typical use of the L command specifies an output byte and the data to be output. For example, 'L2D55' specifies that a '55' hex is to be output to byte 2.

Once an output sequence has been defined with the L command, ASCII hex data (00 - FF) may be written to the module without additional L commands. The order in which the outputs were specified in the last Load command defines an

output sequence. For example, 'L321D55' specifies that a '55' is to be output to bytes 3, 2, and 1. This command also defines the output sequence to be bytes 3-2-1. ASCII hex data sent to the module will then be buffered until the amount of data received matches the amount required by the output sequence. All bytes are thus physically updated at the same time when the total amount of data is received. In this example, six ASCII hex bytes are required since two bytes are required for each output byte. If '123456' were then sent to the card, byte 3 would be loaded with '12', byte 2 with '34', and byte 1 with "56", to match the 3-2-1 sequence. If an L command had not been previously issued, this data would be ignored.

An '**' automatically defines the sequence 0-1-2-3-4-5.

Each time an L command is issued, it defines a new output sequence. The Load Override (LO) command is used to change specific data without affecting the L command's sequence, as shown in the examples below. Note that whenever a new L command is issued, any buffered data in an incompleting buffer is lost. The output sequence is also cleared whenever a new Mode (M) command is issued.

Note that a particular byte should only be defined once within the "L" command, because it can appear only once in the sequence. If a byte is defined more than once within the command, only the last specified action is taken. For example, 'LOD55/OD44' would load a 44 hex into byte 0 (the load 55 hex action is ignored). Similarly, 'LOS01/OS03' would only set bit 3 of byte 0. Setting both bits can be accomplished by using the mask command 'LO#05'.

The byte(s) will be physically output based on the conditions defined by the U command.

If output is commanded to a byte which is defined as an input (M command), an error will be flagged, and the command ignored. If the (b) parameter is omitted, the command will have no effect. The (o) and (d) parameters are optional. However, if (o) is specified without (d), an Invalid Hex Value error will be generated. If an invalid parameter is specified, an Invalid Load Command error will be generated.

Note that when using the RFD external handshake, the most recent data received by the module is always the next to be output. If two L commands, or two full buffers of data are received before a strobe occurs, the first data will be lost, and the most recent data will be output. To prevent this overwriting of data, read the state of Ready For Data (RFD) with the QR command (see Query Status command) before sending additional data to the module. If the data reported back by the QR command is a '0', then the last data output has not yet been accepted by the external device. If a '1' is reported back, then the outputs can be updated with no loss of data.

Example: The following examples show how a sequence of L commands and data will be output.

Section 3

Case	Command	Byte Sequence	Output Data Bytes (hex)					
			0	1	2	3	4	5
1	Power-up (default)	none	--	--	--	--	--	--
2	M*O;T*I;I*;	N/A	00	00	00	00	00	00
3	L*D55<CR> <LF>	0-1-2-3-4-5	55	55	55	55	55	55
4	001122334455	0-1-2-3-4-5	00	11	22	33	44	55
5	L1D0150DFA2D204D883DCC<LF> or L1D01/50DFA/2D20/4D88/3DCC<LF>	1-5-0-2-4-3	FA	01	20	CC	88	FA
6	001122334455	1-5-0-2-4-3	22	00	33	55	44	11
7	LO1S04;	no change	22	10	33	55	44	11
8	L123#80<CR> <LF>	1-2-3	22	90	B3	D5	44	11
9	001122	1-2-3	22	00	11	22	44	11
10	L150243;	1-5-0-2-4-3	22	00	11	22	44	11
11	001122334455	1-5-0-2-4-3	22	00	33	55	44	11
12	L*D33;	0-1-2-3-4-5	33	33	33	33	33	33
13	LOS02/1R04/2&22/3X22/4#44<CR> <LF>	0-1-2-3-4	37	23	22	11	77	33
14	0011		37	23	22	11	77	33
15	223344		00	11	22	33	44	33
16	LO41D55;		00	55	22	33	55	33
17	AABBCCDDEE		AA	BB	CC	DD	EE	33

Case 1 is the initial state of the outputs. All outputs are in a tri-state condition.

Case 2 defines all bytes as outputs and un-tri-states them. The I* command at the end of the line can be used to read back the output data and verify that it is all 0s, if an input request is issued following this command.

Case 3 loads all outputs with 55 hex, with the '*' defining the sequence as 012345.

- Case 4 is data received from the system controller. The data is output in the order it is received according to the current sequence.
- Case 5 loads each byte individually, and redefines the sequence to be 150243. The line below case 5 shows the same command using the optional '/' character.
- Case 6 is more data, again output in the order it is received, according to the current sequence.
- Case 7 uses the load override command to force bit 4 of byte 1 high without changing the sequence.
- Case 8 OR's the current data of bytes 1, 2, and 3 with an 80 hex, and redefines the output sequence to 123.
- Case 9 loads new data into bytes 1, 2, and 3.
- Case 10 redefines the output sequence without affecting the data.
- Case 11 loads data for the newly defined sequence.
- Case 12 loads all bytes with 33 hex.
- Case 13 sets bit 2 of byte 0, resets bit 4 of byte 1, AND's byte 2 with hex 22, XOR's byte 3 with hex 22, and OR's byte 4 with a hex 44.
- Case 14 has no effect on the outputs because not enough data has been received based on the last sequence defined (01234).
- Case 15 supplies the rest of the data needed for the sequence, and the new data is output.
- Case 16 uses the override command to force bytes 4 and 1 to a hex 55.
- Case 17 outputs new data based on the sequence from case 12, which is still in effect.

Note that each time a Load command is received, a new sequence is defined for any subsequent data, and that the Load Override command does not affect the output sequence.

Command: M (Mode)

Purpose: The Mode command defines which bytes are inputs and which are outputs, and their active sense.

Syntax: M {(b)(m)(l)}...

Description:
 b byte number, 0 through 5, or '*' for all bytes.
 m I or O, Input or Output respectively
 l H or L, Logic state, High or Low true respectively.

Default: M*IH (all inputs, active high true)

The bytes can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another M command, or by a Reset or Self Test command. If any bytes are not programmed, they will remain in their default (or previously programmed) state.

If (m) or (l) is omitted, the default (or previously programmed state) will be used for the omitted parameter of the byte(s) being programmed. If (b) is omitted, the command will have no effect. If both (m) and (l) are omitted or an invalid parameter is sent, an Invalid Mode Command error will be generated.

If the logic state is programmed as active high true, then a '1' on an input or output command reflects a TTL logic '1' on the I/O pin. If the logic state is programmed as active low true, then a '1' on an input or output command reflects a TTL logic '0' on the I/O pin.

NOTE: The Mode command automatically resets the sequence set up by the L (Load) command to 'null', and clears any pending RFD handshakes.

Example: The following examples show how a sequence of mode commands will affect the configuration setup of the card:

Case	Command	Byte I/O and Sense (H or L)					
		<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
1	Power-up (default)	I/H	I/H	I/H	I/H	I/H	I/H
2	M30;	I/H	I/H	I/H	O/H	I/H	I/H
3	M105L<CR> <LF>	I/L	I/L	I/H	O/H	I/H	I/L
4	M0120H345IL<LF>	O/H	O/H	O/H	I/L	I/L	I/L
5	M*OL<CR> <LF>	O/L	O/L	O/L	O/L	O/L	O/L
6	M23I*H; or M23I/*H;	O/H	O/H	I/H	I/H	O/H	O/H

Case 1 is the power-up default state.

Case 2 sets up byte 3 as an output. Since the logic sense was not specified, it remains in its previously programmed (default) state. A ';' is used to delimit this command.

Case 3 sets up bytes 1, 0, and 5 as active low. All other bytes remain in their previously programmed state. A <LF> is used to delimit this command. The <CR> is ignored.

Case 4 sets up bytes 0, 1, and 2 as outputs, active high, and bytes 3, 4, and 5 as inputs, active low. A <LF> is used to delimit this command.

Case 5 sets all bytes to outputs, active low. For this command, the <LF> is again the delimiter, and the <CR> is ignored.

Case 6 sets up bytes 2 and 3 as inputs, and all bytes as active high. The variation of the command with the / delimiter illustrates that the (l) portion of the argument is omitted in the first part of the command, and the (m) portion of the argument is omitted in the second part of the command.

Command: P (Strobe Pulse Senses)

Syntax: P {(p)...(e)}

Purpose: The Strobe Pulse Sense command specifies the active edge of the handshake signals.

Description:

- p one of the following single letters which specifies the strobe pulse:
 - A Data Available Strobe
 - R Ready for Data Strobe
 - D Data Ready Strobe
 - K Data Acknowledge Strobe
 - * All strobes

e specifies the active edge of the specified strobe as follows:

- + positive edge triggered strobe pulse
- negative edge triggered strobe pulse

Default: P* + (all pulse senses positive edge triggered)

The bytes can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another P command, or by a **Reset** or **Self Test** command. If an edge is not programmed, it will remain in its **default** (or previously programmed) state. If (e) or (p) is omitted, the command will **have no effect**. If an invalid parameter is specified, an **Invalid Pulse Command error** will be generated.

This command assumes the U (update) command has specified the use of the handshake signals. If not, this command will have no effect until a U command is issued.

Example: The following examples show how a sequence of pulse commands will control the pulse trigger active edges:

<u>Case</u>	<u>Command</u>	<u>Pulse Edges</u>			
		<u>A</u>	<u>R</u>	<u>D</u>	<u>K</u>
1	Power-up (default)	+	+	+	+
2	PAK-<CR> <LF>	-	+	+	-
3	P*-<LF>	-	-	-	-
4	PKD+;	-	-	+	+
5	PAR+DK-<CR> <LF>	+	+	-	-

Case 1 is the power-up (default) condition, which sets all handshake lines as positive edge triggered.

Case 2 sets the DAV and DAK pulses as negative edge true, leaving RFD and DRD in their previously programmed (default) state.

Case 3 sets all handshake lines negative edge triggered.

Case 4 sets the DAK and DRD strobes as positive edge triggered.

Case 5 sets the DAV and RFD strobes as positive edge triggered, and the DRD and DAK strobes as negative edge triggered.

Command:	Q (Query Status)
Syntax:	Q(s)
Purpose:	The Query Status command returns the status of various hardware and software states.
Description:	<p>s one of the following letters, which specifies what is to be returned:</p> <p>A returns an ASCII error message (see the 'N' parameter).</p> <p>D returns the state of the external Data Ready Strobe. '0' indicates the handshake has not occurred, and '1' indicates it has.</p> <p>I returns the programmed state of the VXIbus Request True interrupts, and which conditions were active at the time the VX4801's commander last acknowledged an interrupt from the module. The response is formatted as a two character hexadecimal string. Bit 0 represents a programming error, bit 2 is RFD, and Bit 3 is DRD. A '1' in any of these bit positions indicates the interrupt is enabled, while a '1' in bit positions 4, 6, and 7 indicate respectively which conditions were active when the interrupt was acknowledged. Bit 7 is the most significant bit of the first hexadecimal character.</p> <p>L returns the programmed state of the external tri-state inputs. The response is formatted as a two character hexadecimal string ('00' through '3F'). A '1' in a bit position represents tri-state level active high, and a '0' active low. Bit 0 ('01') represents byte 0, bit 5 ('20') represents byte 5.</p> <p>M returns the module's programmed mode. The response is formatted as a two character hexadecimal string (00-3F). A '1' in a bit position represents an output and a '0' an input. Bit 0 ('01') represents byte 0, bit 5 ('20') represents byte 5.</p> <p>N returns an ASCII '00' - '99' numeric error code. The codes and their messages are shown in the Error Responses listing at the end of this command description.</p> <p>P returns the program selected edge of the external handshake signals, and whether or not a handshake signal is active. The response is formatted as a two character hexadecimal string ('00' - '3F'). Bit 0 represents DRD, bit 1 RFD, bit 2 DAV, and bit 3 DAK. A '1' in the bit position represents negative edge triggered and a 0 represents positive edge triggered. Bits 4 and 5 indicate whether the input (DRD) and output (RFD) handshakes respectively are enabled (1 = enabled; 0 = disabled).</p> <p>R returns the state of the external Ready for Data Strobe. '0' indicates the handshake has not occurred, and '1' indicates it has.</p>

- S returns the programmed logic sense for each byte. The response is formatted as a two character hexadecimal string ('00' through '3F'). A '1' represents logical low true, and a '0' represents logical high true. Bit 0 ('01') represents byte 0, bit 5 ('20') represents byte 5.
- T returns the actual current tri-state condition of each output byte (the OR of each byte's external tri-state control line and its tri-state condition as programmed by the T command). The response is formatted as a two character hexadecimal string ('00' - '3F'). Bits 0 through 5 represent bytes 0 through 5. For example, bit 0 ('01') represents byte 0, bit 5 ('20') represents byte 5. A '1' in a bit position indicates the corresponding byte is tri-stated.

For the QR and QD commands, once the Q command has been issued, subsequent input requests will continuously return the respective information until overridden by another Q command, by an I command, or by reset or self test.

If an error is queued while the I command or any Q command other than QA or QN is the active input request mode, the module will respond with a QE<CR><LF> until either a QA or QN command is issued to acknowledge the error condition. If (s) is not one of the specified characters, the module will respond with 'READY'.

Examples:

The following examples show how each of the above commands will respond on power-up:

<u>Command</u>	<u>Response</u>
read (no command)	READY<CR><LF>
QA;	NO ERRORS<CR><LF>
QD;	1<CR><LF>
QI;	00<CR><LF>
QL;	00<CR><LF>
QM;	00<CR><LF>
QN;	00<CR><LF>
QP;	00<CR><LF>
QR;	1<CR><LF>
QS;	00<CR><LF>
QT;	3F<CR><LF>

Error Responses:	<u>Number</u>	<u>Error Message</u>
	00	NO ERRORS
	01	SELF TEST FAILURE BYTE X COUNT Y where X is an ASCII 0 through 5, indicating the byte failing self test, and Y is an ASCII 000 to 255, indicating the bit pattern causing the failure.
	02	SYNTAX ERROR
	03	INPUT BUFFER OVERFLOW
	04	INVALID MODE COMMAND 'X' where X is the invalid character.
	05	INVALID PULSE COMMAND 'X' where X is the invalid character.
	06	INVALID TRI-STATE LEVEL COMMAND 'X' where X is the invalid character.
	07	INVALID TRI-STATE COMMAND 'X' where X is the invalid character.
	08	INVALID UPDATE COMMAND 'X' where X is the invalid character.
	09	INVALID INPUT COMMAND 'X' where X is the invalid character.
	10	OUTPUT SPECIFIED ON AN INPUT BYTE - X where X is the invalid byte specified.
	11	INVALID LOAD COMMAND 'X' where X is the invalid character.
	12	INVALID (OR MISSING) HEX VALUE 'X' where X is the invalid hex character.
	13	INVALID BIT SPECIFIED 'X' where X is the invalid bit number.
	14	INVALID INTERRUPT COMMAND 'X' where X is the invalid character.
	15	MAXIMUM SEQUENCE LENGTH EXCEEDED - XX where XX is the length of the sequence (up to six sequence numbers are valid).
	99	UNKNOWN ERROR

Command: R (Reset)

Syntax: R

Description: The Reset command resets the board to its power-up state:

All I/O pins tri-stated.

All bytes defined as inputs, active high.

All external handshake lines disabled.

Request True interrupts disabled.

Command: S (Execute Self Test)

Syntax: S

Purpose: The self test command causes the module to execute a self test, and then return to its power-up state.

Description: The self test consists of internal circuitry tests, and I/O wraparound tests. The results of a self test can be read using the Query Status commands QA or QN. If the self test fails, error '01' will be generated, and the module's Failed LED will be lit.

Command: T (Tri-state Control)

Syntax: T {(b)...(a)}...

Purpose: The Tri-state Control command specifies under software control whether individual output bytes are tri-stated (high-impedance), or not tri-stated. This command is logically OR'd with the external tri-state control lines ETS0 - ETS5, so if either is active, the byte(s) will be tri-stated. The tri-state command does not imply that bytes are output bytes, or cause bytes to become output bytes.

Description: b byte number, '0' through '5', or '*' for all bytes
a either A or I:
A Tri-state control active (high impedance)
I Tri-state control inactive (not tri-stated).

Default: T*A (all bytes tri-stated, high impedance)

The bytes can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another T command, or by a Reset or Self Test command. If any bytes are not programmed, they will remain in their default state (high impedance). If (b) is omitted, the command will have no effect. If (a) is omitted, an Invalid Tri-State error will be generated.

This command is logically OR'd with the external tri-state lines ETS0 - ETS5, so if either is active, the byte(s) will be tri-stated. The tri-state command does not imply that bytes are output bytes, or cause bytes to become output bytes.

Example: The following examples show how a sequence of tri-state commands will control the output state of each byte. For this example, it is assumed that all external tri-state command inputs (ETS0 - ETS5) are inactive.

<u>Case</u>	<u>Command</u>	<u>Byte Tri-state Control</u>					
		<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
1	Power-up (default)	A	A	A	A	A	A
2	T123I<CR>	A	I	I	I	A	A
3	T01A23I45A<LF>	A	A	I	I	A	A
4	T*I;	I	I	I	I	I	I

A = tri-state control active (high impedance)

Case 1 is the power-up (default) condition, which tri-states all bytes (high impedance).

Case 2 sets the tri-state control inactive for bytes 1, 2, and 3, leaving 0, 4, and 5 in their previously programmed state.

Case 3 tri-states bytes 0 and 1, enables bytes 2 and 3 (non-tri-stated), and tri-states bytes 4 and 5.

Case 4 sets tri-state inactive for all bytes (all bytes non-tri-stated).

Command:	U (Update)
Syntax:	U (c)...
Purpose:	The update command specifies whether inputs and outputs are updated immediately on receiving a programming command (I or L command) or following a programming command when external handshake signals (Data Ready or Ready For Data strobes) occur.
Description:	<p>c a single letter which specifies the update conditions. Valid entries are:</p> <ul style="list-style-type: none">L Update the output data immediately on command (see the L (load output) command).R Update the output data with the latest received command when the Ready For Data strobe (RFD) occurs.I Update the input data immediately on command (see the I (input) command).D Update the input data specified by the last command when the Data Ready strobe (DRD) occurs.

Default: ULI (update the output on command, update the input on command).

Any or all of the update parameters can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another U command, or by a Reset or Self Test command. If a condition is not programmed, it will remain in its default (or previously programmed) state. If (c) is omitted, the command will have no effect. If an invalid parameter is specified, an Invalid Update Command error will be generated.

For the L condition, the output data is updated based on the L (Load) command.

For the R condition, the latest data received by the module will be output when an RFD strobe occurs or immediately if an RFD strobe has occurred since the last output command.

Note that output data may easily be overwritten and lost, since the most recent data received is always output. For example, if two L commands are received before a strobe occurs, the first data will be lost, and the most recent data will be output. To prevent this overwriting of data from occurring, use the Data Available (DAV) handshake and the QR command to read the state of Ready For Data (RFD). Each time the output data is updated, DAV is strobed to tell the external device that new data is available. The external device will then set RFD when it's ready for another output.

If the data reported back by the QR command is a '0', then the last data output has not yet been accepted by the external device. If a '1' is reported back, then the outputs can be updated with no loss of data (the external device has indicated a Ready For Data state).

For the I condition, input data is updated immediately when the I (Input) command is received.

For the D condition, data is strobed in when the DRD strobe occurs (the external device indicates it has data ready). The module will respond with a data acknowledge (DAK) strobe when the input data is read from the module. The external device may then use the data acknowledge to update its data input for the VX4801 Module and indicate that it has new data ready for the VX4801 Module by setting the DRD line.

Note that once a DRD handshake occurs, the module will ignore subsequent DRD handshakes until the data is read by the controller. Use of the DAK handshake by the external device will prevent any DRD handshakes and data from being lost.

The DRD and RFD LEDs light when the handshake occurs (edge triggered), and do not reflect the active logic state of the handshake. A lit LED indicates that a valid handshake has occurred on the DRD or RFD handshake lines.

The DAK and DAV LEDs reflect the logic state of the signal. A lit LED indicates the handshake signal is at a TTL logic high for DAK and DAV.

When the DRD handshake is programmed, the module will immediately drive DAK active to signal the external device that it is ready for input data.

When the RFD handshake is programmed, the DAV signal will go active when a DRD strobe has occurred, and data is output by the card.

Example: The following example shows how a sequence of update commands will control the update condition(s):

<u>Case</u>	<u>Command</u>	<u>Update Conditions:</u>	
		<u>Output</u>	<u>Input</u>
1	Power-up (default)	L	I
2	UD<LF>	L	D
3	UR;	R	D
4	UIL<LF>	L	I
5	ULD<CR> <LF>	L	D

Case 1 is the power-up (default) condition, which updates both outputs and inputs on command.

Case 2 updates the input on the DRD strobe, the output remains in its previously programmed condition to update on command.

Case 3 will update the output on an RFD strobe.

Case 4 will update the inputs and outputs on command.

Case 5 will update the output on command, and the input on a DRD strobe.

Command: VER (Version)

Syntax: VER

Purpose: The version command returns the current software revision level of the module.

Description: The format of the returned data is:

VERSION X.X

where 'X.X' is the current revision level (1.0, for example).

Command: X (interrupt enable or disable control)

Syntax: XA(c)...
or XI

Purpose: The X command is used to enable and disable VXIbus request true interrupts.

Description: XA enable request true interrupt

c one of the following letters:

- c specifies
- E enable interrupt on error
- R enable interrupt on RFD handshake
- D enable interrupt on DRD handshake
- * enable interrupt on any of the above conditions

XI disable request true interrupt

Default: XI (interrupt disabled)

The data can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another X command or by a Reset or Self Test command. If an interrupt is not specified, it will be disabled. If (c) is invalid, an Invalid Interrupt Command error will be generated.

When a VXIbus Read Status command is sent to the VX4801, the module will set bit 6 of the returned status byte if the Request True Interrupt is set.

In IEEE-488 controller applications, where the VX4801 is a slave to an IEEE-488 Communications/Resource Manager Module such as the Tek/CDS VX4521, the Request True interrupt is used to generate an IEEE-488 Service Request (SRQ).

Examples: XAE; interrupts when a programming error occurs
XAR<CR> <LF> interrupts when the RFD handshake occurs
XARDE<LF> interrupts when any of the three conditions occur
XI* <CR> <LF> disables all interrupts

Command: Z [Tri-state (high impedance) level]

Purpose: The tri-state level command specifies the active level of the external tri-state control lines ETS0 - ETS5.

Syntax: Z {(b)...(l)}

Description: b byte number, 0 through 5, or '*' for all bytes
 l H or L, Tri-state line active high (TTL logic 1) or low (TTL logic 0) respectively, where tri-state active is the state that puts the output lines in a high impedance state.

Default: Z*L (all bytes, external tri-state active low)

The bytes can be programmed in any order, and once programmed, the setup remains valid unless specifically overridden by another Z command, or by a Reset or Self Test command. If any bytes are not programmed, they will remain in their default (or previously programmed) state. Note that all external tri-state lines have 22K pull-ups on them, so the external tri-states (by default) are not active if left unconnected. If (b) is omitted, the command will have no effect. If (l) is omitted or an invalid parameter is specified, an Invalid Tri-state Level Command error will be generated.

NOTE: The external Tri-state lines are logically OR'd with the Tri-state Control command (T), so if either is active, the byte(s) will be tri-stated.

Example: The following example shows how a sequence of tri-state level commands will control the external tri-state active levels of each byte:

<u>Case</u>	<u>Command</u>	<u>Individual Byte</u>					
		<u>Tri-state Active Levels</u>					
		<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
1	Power-up (default)	L	L	L	L	L	L
2	Z123H<CR><LF>	L	H	H	H	L	L
3	Z01H23L45H<LF>	H	H	L	L	H	H
4	Z*H;	H	H	H	H	H	H

Case 1 is the power-up (default) condition, which sets all external tri-state level inputs to active low.

Case 2 sets external tri-states for bytes 1, 2, and 3 as active high, leaving 0, 4, and 5 in their previously programmed state.

Case 3 sets 0 and 1 high, 2 and 3 low, and 4 and 5 high.

Case 4 sets all external tri-states for all bytes active high.

SYSFAIL, Self Test, and Initialization

The VX4801 Module will execute a self test at power-up, or upon direction of a VXIbus hard or soft reset condition, or upon command. A VXIbus hard reset occurs when another device, such as the VXIbus Resource Manager, asserts the backplane line SYSRST*. A VXIbus soft reset occurs when another device, such as the VX4801's commander, sets the Reset bit in the VX4801's Control register.

At power-up, as well as during self test, all module outputs are tri-stated. During a power-up, or hard or soft reset, the following actions take place:

- 1) The SYSFAIL* (VME system-failure) line is set active, indicating that the module is executing a self test, and the Failed LED is lit. In the case of a soft reset, SYSFAIL* is set. However, all Tek/CDS commanders, such as the VX4521, will simultaneously set SYSFAIL INHIBIT. This is done to prevent the resource manager from prematurely reporting the failure of a card.
- 2) Self test consists of outputting to each byte, binary 0 through 255, and verifying via loopback circuitry that the data is correct.
- 3) If the self test completes successfully, the SYSFAIL* line is released, and the module enters the VXIbus PASSED state (ready for normal operation). SYSFAIL* will be released within five seconds in normal operation.

If the self test fails, the SYSFAIL* line remains active, and the module makes an internal record of what failure(s) occurred. It then enters the VXIbus FAILED state, which allows an error message to be returned to the module's commander.

The default condition of the VX4801 Module after the completion of power-up self test is as follows:

- All I/O pins tri-stated.
- All bytes defined as inputs, active high.
- All external handshake lines disabled.
- Request True interrupts disabled (these interrupts cause an SRQ on 488 systems).

Self test can also be run at any time during normal operation by using the S command. The self test consists of internal circuitry tests, and I/O wraparound tests. The results of self test can be read using the query status commands QA or QN. If the self test fails, error '01' will be generated, and the module's Failed LED will be lit.

SYSFAIL* Operation

SYSFAIL* becomes active during power-up, hard or soft reset, self test, or if the module loses any of its power voltages. When the mainframe Resource Manager detects SYSFAIL* set, it will attempt to inhibit the line. This will cause the VX4801 Module to deactivate SYSFAIL* in all cases except when +5 volt power is lost.

Section 4

Programming Examples

This section contains example programs which demonstrate how the various programmable features of the VX4801 are used. The examples are written in BASIC using an IBM PC or equivalent computer as the system controller.

Definition of BASIC Commands

The programming examples in this manual are written in Microsoft GW BASIC. These examples use the GW BASIC commands described below. If the programming language you are using does not conform exactly to these definitions, use the command in that language that will give the same result.

<u>Command</u>	<u>Result</u>
----------------	---------------

CALL ENTER (R\$, LENGTH%, ADDRESS%, STATUS%)	
---	--

The CALL ENTER statement inputs data into the string R\$ from the IEEE-488 instrument whose decimal primary address is contained in the variable ADDRESS%. Following the input, the variable LENGTH% contains the number of bytes read from the instrument. The variable STATUS% contains the number '0' if the transfer was successful or an '8' if an operating system timeout occurred in the PC. Prior to using the CALL ENTER statement, the string R\$ must be set to a string of spaces whose length is greater than or equal to the maximum number of bytes expected from the VX4801.

CALL SEND (ADDRESS%, WRT\$, STATUS%)	
---	--

The CALL SEND statement outputs the contents of the string variable WRT\$ to the IEEE-488 instrument whose decimal primary address is contained in the variable ADDRESS%. Following the output of data, the variable STATUS% contains a '0' if the transfer was successful and an '8' if an operating timeout occurred in the PC.

END	Terminates the program.
------------	-------------------------

FOR/NEXT	
-----------------	--

Repeats the instructions between the FOR and NEXT statements for a defined number of iterations.

GOSUB n	Runs the subroutine beginning with line n. EX: GOSUB 750 - runs the subroutine beginning on line 750. The end of the subroutine is delineated with a RETURN statement. When the subroutine reaches the RETURN statement, execution will resume on the line following the GOSUB command.
----------------	---

GOTO n	Program branches to line n. EX: GOTO 320 - directs execution to continue at line 320.
---------------	---

IF/THEN	Sets up a conditional (IF/THEN) statement. Used with other commands, such as PRINT or GOTO, so that IF the stated condition is met, THEN the command following is effective. EX: IF I = 3 THEN GOTO 450 - will continue operation at line 450 when the value of variable I is 3.
REM or '	All characters following the REM command or a ' are not executed. These are used for documentation and user instructions. EX: REM **CLOSE ISOLATION RELAYS**
RETURN	Ends a subroutine and returns operation to the line after the last executed GOSUB command.
<CR>	ASCII Carriage Return character, decimal 13.
<LF>	ASCII Line Feed character, decimal 10.

Programming Example In BASIC

The following sample BASIC program shows how commands for the VX4801 might be used. This example assumes that the VX4801 has logical address 24 and is installed in a VXibus mainframe that is controlled via an IEEE-488 interface from an external system controller, such as an IBM PC or equivalent using a Capital Equipment Corp. IEEE-488 interface. The VXibus IEEE-488 interface is assumed to have an IEEE-488 primary address of decimal 21 and to have converted the VX4801 Module's logical address to an IEEE-488 primary address of decimal 24.

Lines which are indented and not numbered are comments which clarify what the program is doing at those points.

Example 1

```

10 REM INITIALIZE SYSTEM
20 GOSUB 620          ' DETERMINE MEMORY LOCATION OF CEC CARD
30 '
40 INIT = 0          ' CALL INIT ( GPIB%,LEVEL% )
50 SEND = 9          ' CALL SEND ( ADDRESS4801%, WRT$, STATUS% )
60 SPOLL = 12        ' CALL SPOLL ( ADDRESS4801%, POLL%, STATUS% )
70 ENTER = 21        ' CALL ENTER ( RD$, LENGTH%, ADDRESS4801%, STATUS% )
80                   '   ENTER MUST BE PRECEDED BY
90                   '   "RD$ = SPACE$( N ) AND FOLLOWED
100                  '   BY RD$ = LEFT$ ( RD$, LENGTH% )
110 PCADDRESS% = 21  ' ADDRESS OF GPIB CARD IN THE PC
120 CONTROL% = 0     ' DEFINES THE PC'S INTERFACE AS BUS CONTROLLER
130 '
140 CALL INIT(PCADDRESS%,CONTROL%) ' INITIALIZE THE PC'S INTERFACE CARD
150 CLS              ' CLEAR CRT SCREEN
160 ADDRESS4801% = 5 ' GPIB ADDRESS OF VX4801 CARD
170 RD$ = SPACE$(80) ' ALLOCATE SPACE FOR THE INPUT STRING VARIABLE

```

```
180 TM$ = CHR$(10)      ' DEFINE THE LINE FEED TERMINATOR
190 '
200 GOSUB 750           ' CALL SERIAL POLL AND PRINT RESULTS.
210 WRT$ = "R" + TM$   ' RESET VX4801 TO POWER-UP CONDITION.
220 CALL SEND(ADDRESS4801%,WRT$,STATUS%)
230 GOSUB 840           ' READ THE DEFAULT MESSAGE. CARD SHOULD
240                     ' RESPOND WITH "READY".
250                     '
260                     ' PRINT THE DEFAULT MESSAGE.
270 PRINT "DEFAULT MESSAGE -> " + RD$
280 '
290 WRT$ = "S;QA" + TM$
300 CALL SEND(ADDRESS4801%,WRT$,STATUS%)
310                     ' ISSUE A "SELF TEST" (S) AND READ RESULT
320                     ' USING "QUERY" (QA). A SEMI-COLON IS USED
330                     ' AS COMMAND TERMINATOR FOR "S" COMMAND AND
340                     ' LINE FEED AS TERMINATOR FOR "QA" COMMAND.
350 '
360 GOSUB 840           ' READ THE DEFAULT MESSAGE. CARD SHOULD
370                     ' RESPOND WITH "NO ERRORS".
380                     ' PRINT THE SELF TEST RESULTS.
390 PRINT "SELF TEST RESULTS -> " + RD$
400                     '
410 WRT$ = "M*O;T*I;L*D55" + TM$ ' DEFINE ALL BYTES AS OUTPUTS, "M*O"
420                     ' UN-TRI-STATE ALL OUTPUTS, "T*I"
430                     ' LOAD ALL OUTPUT BYTES WITH HEX55
440 CALL SEND(ADDRESS4801%,WRT$,STATUS%)
450                     ' THE LED'S ON THE FRONT PANES WILL DISPLAY
460                     ' HEX55 FOR ALL BYTES.
470 WRT$ = "I*" + TM$   ' READ BACK DATA USING "I" COMMAND
480 CALL SEND(ADDRESS4801%,WRT$,STATUS%)
490 GOSUB 840           ' READ THE DATA BACK
500 PRINT "THE DATA IS -> " + RD$ ' PRINT THE DATA READ.
510                     ' THE DATA SHOULD READ 555555555555
520 WRT$ = "778899AABBCC" + TM$ ' LOAD OUTPUTS WITH HEX 77,88,99 AA,BB,CC
530                     ' TO BYTES 0 THROUGH 5 RESPECTIVELY
540 CALL SEND(ADDRESS4801%,WRT$,STATUS%)
550 GOSUB 840           ' READ THE DATA BACK
560 PRINT "THE DATA IS -> " + RD$ ' PRINT THE DATA READ.
570                     ' THE DATA SHOULD READ 778899AABBCC
580 PRINT"End Of Test ":PRINT:PRINT
590 END
600 '
610 '
620 ' SUB ROUTINE IDENTIFIES THE MEMORY LOCATION OF
630 ' CEC IEEE-488 INTERFACE CARD ROM
640 '
650 FOR I = &H40 TO &HEC STEP &H4
660 FAILED = 0: DEF SEG = (I * &H100)
```

Section 4

```
670 IF CHR$( PEEK (50) ) <> "C" THEN FAILED = 1
680 IF CHR$( PEEK (51) ) <> "E" THEN FAILED = 1
690 IF CHR$( PEEK (52) ) <> "C" THEN FAILED = 1
700 IF FAILED = 0 THEN CECLOC = (I * &H100): I = &HEC
710 NEXT I
720 RETURN
730 '
740 '
750 ' SUB ROUTINE FOR SERIAL POLL OF
760 ' IEEE-488 INSTRUMENTS
770 '
780 CALL SPOLL(ADDRESS4801%,SPOLL%,STATUS%)
790 IF POLL% <> 0 THEN PRINT "SERIAL POLL RETURNED -> "; POLL%: GOSUB 750
800 IF POLL% = 0 THEN PRINT "SERIAL POLL RETURNED -> ";POLL%
810 RETURN
820 '
830 '
840 ' SUB ROUTINE FOR READING DATA FROM
850 ' IEEE INSTRUMENTS
860 '
870 RD$ = SPACE$(80) ' ALLOCATE SPACE FOR THE INPUT STRING VARIABLE
880 CALL ENTER(RD$,LENGTH%,ADDRESS4801%,STATUS%)
890 RD$ = LEFT$(RD$,LENGTH%) ' TRIM STRING TO LENGTH%
900 RETURN
```

Example 2:

```
10 CLEAR ,60000! : IBINIT1 = 60000! : IBINIT2 = IBINIT1 + 3 : BLOAD "bib.m",IBINIT1
20 CALL IBINIT1(IBFIND,IBTRG,IBCLR,IBPCT,IBSIC,IBLOC,IBPPC,IBBNA,IBONL,IBRSC,
  IBSRE,IBRSV,IBPAD,IBSAD,IBIST,IBDMA,IBEOS,IBTMO,IBEOT,IBRDF,IBWRTE,IBTRAP,
  IBDEV,IBLN)
30 CALL IBINIT2(IBGTS,IBCAC,IBWAIT,IBPOKE,IBWRT,IBWRTE,IBCMD,IBCMDA,IBRD,IBRDA,
  IBSTOP,IBRPP,IBRSP,IBDIAG,IBXTRC,IBRDI,IBWRTI,IBRDIA,IBWRTIA,IBSTA%,IBERR%,
  IBCNT%)
40 '
50 ' COMMON SHARED /NISTATBLK/ IBSTA%, IBERR%, IBCNT%
60 '
70 BDNAMES$ = "PCX": CALL IBFIND(BDNAMES$, PCX%)
80 IF PCX% < 0 THEN PRINT "* * Ibfnd has failed * *": END
90 '
100 REM INITIALIZE SYSTEM
110 ADDR% = 5: CALL IBPAD(PCX%, ADDR%)
120 '
130 CLS ' CLEAR CRT SCREEN
140 ADDR4801% = 5 ' GPIB ADDRESS OF VX4801 CARD
150 TM$ = CHR$(10) ' DEFINE THE LINE FEED TERMINATOR
160 WRT$ = "R" + TM$ ' RESET VX4801 TO POWER-UP CONDITION
170 GOSUB 1770
```

```

180 A = TIMER + 1: WHILE A > TIMER: WEND
190 RD$ = SPACE$(80)      ' READ THE DEFAULT MESSAGE FROM THE CARD.
200 GOSUB 1810           ' IT SHOULD RESPOND WITH "READY".
210                     ' PRINT THE DEFAULT MESSAGE.
220 LPRINT "DEFAULT MESSAGE -> "; LEFT$(RD$, LEN(RD$)-2)
230 PRINT "DEFAULT MESSAGE -> "; LEFT$(RD$, LEN(RD$)-2)
240 '
250 WRT$ = "S;QA" + TM$ ' ISSUE A "SELF TEST" (S) AND READ RESULT
260                     ' USING "QUERY" (QA). A SEMI-COLON IS USED
270                     ' AS COMMAND TERMINATOR FOR "S" COMMAND AND
280                     ' LINE FEED AS TERMINATOR FOR "QA" COMMAND.
290 GOSUB 1770
300 RD$ = SPACE$(80)      ' READ SELF TEST RESULTS FROM THE CARD.
310 GOSUB 1810           ' THE RESPONSE SHOULD BE "NO ERRORS".
320                     ' PRINT THE SELF TEST RESULTS.
330 LPRINT "SELF TEST RESULTS -> "; RD$
340 PRINT "SELF TEST RESULTS -> "; RD$
350 '
360 PRINT : PRINT "EXECUTING TEST"
370 TESTNUM = 1
380 WRT$ = "M*O;T*I;I*;" ' DEFINE ALL BYTES AS OUTPUTS, "M*O"
390 GOSUB 1650           ' UN-TRI-STATE ALL OUTPUTS, "T*I"
400                     ' SET READ BACK DATA FORMAT "I*" ALL BYTES.
410                     ' EXPECTED DATA IS 000000000000.
420 '
430 WRT$ = "L*D55;"      ' LOAD ALL OUTPUT BYTES WITH HEX55
440 GOSUB 1650           ' THE RESPONSE SHOULD BE 555555555555
450                     ' THE LED'S ON THE FRONT PANEL WILL DISPLAY
460                     ' HEX55 FOR ALL BYTES. EXPECTED DATA IS
470                     ' 555555555555.
480 '
490 WRT$ = "001122334455" ' IMPLICIT LOAD DATA, NO COMMAND OR
500 GOSUB 1650           ' TERMINATOR IS NEEDED. OUTPUT A
510                     ' 00,11,22,33,44,55 TO BYTES 0 THROUGH 6
520                     ' RESPECTIVELY. EXPECTED DATA IS
530                     ' 001122334455.
540 '
550 WRT$ = "L1D01/50DFA/2D20/4D88/3DCC;"
560 GOSUB 1650           ' OUTPUT A HEX 01 TO BYTE 1, A HEX FA TO
570                     ' BYTES 0 AND 5, A HEX 20 TO BYTE 2, A
580                     ' HEX 88 TO BYTE 4 AND HEX CC TO BYTE 3.
590                     ' THE DATA SHOULD READ FA0120CC88FA.
600                     ' THE OUTPUT DATA SEQUENCE IS NOW CHANGED
610                     ' TO BYTES 2, 0, 3, 5, 4, AND 1 RESPECTIVELY.
620 '
630 WRT$ = "001122334455" ' IMPLICIT LOAD DATA PER CURRENT SEQUENCE
640 GOSUB 1650           ' EXPECTED OUTPUT IS 220033554411.
650 '
660 WRT$ = "LO1S04;"      ' USE LOAD OVERRIDE COMMAND TO SET BIT 4 OF

```

Section 4

```
670 GOSUB 1650      ' BYTE 1 HIGH WITHOUT AFFECTING THE IMPLICIT
680                ' OUTPUT SEQUENCE. EXPECTED OUTPUT IS
690                ' 221033554411.
700 '
710 WRT$ = "L123#80;" ' USE THE "OR" MASK TO SET BIT 7 OF BYTES 1,
720 GOSUB 1650      ' 2, AND 3. THE NEW LOAD SEQUENCE IS NOW
730                ' DEFINED AS 1-2-3. EXPECTED DATA IS
740                ' 2290B3D54411.
750 '
760 WRT$ = "001122"  ' OUTPUT A 00, 11, 22 HEX TO BYTES 1, 2, AND 3.
770 GOSUB 1650      ' EXPECTED READBACK IS 220011224411.
780 '
790 WRT$ = "L150243" ' REDEFINE OUTPUT SEQUENCE TO 1-5-0-2-4-3.
800 GOSUB 1650      ' EXPECTED READBACK IS 220011224411.
810 '
820 WRT$ = "001122334455" ' OUTPUT DATA PER NEW SEQUENCE.
830 GOSUB 1650      ' EXPECTED READBACK IS 220033554411.
840 '
850 WRT$ = "L*D33;"  ' OUTPUT HEX 33 TO ALL BYTES AND REDEFINE
860 GOSUB 1650      ' SEQUENCE TO 0-1-2-3-4-5. EXPECTED
870                ' READBACK IS 333333333333.
880 '
890 WRT$ = "LOS02/1R04/2&22/3X22/4#44;"
900 GOSUB 1650      ' SET BIT 2 OF BYTE 0, RESET BIT 4 OF BYTE 1,
910                ' "AND" A 22 HEX TO BYTE 2, "XOR" A 22 HEX TO
920                ' BYTE 3 AND "OR" A 44 HEX TO BYTE 4.
930                ' EXPECTED READBACK IS 372322117733.
940 '
950 WRT$ = "0011"    ' OUTPUT DATA PER NEW SEQUENCE. NOTE THAT
960 GOSUB 1650      ' DATA IS NOT OUTPUT UNTIL THE REQUIRED NUMBER
970                ' OF BYTES IS RECEIVED. EXPECTED READBACK IS
980                ' 372322117733.
990 '
1000 WRT$ = "223344" ' FILL OUT THE REQUIRED DATA. EXPECTED
1010 GOSUB 1650     ' READBACK IS 001122334433.
1020 '
1030 WRT$ = "LO41D55" ' USE LOAD OVERRIDE COMMAND TO SET BYTES 4 AND 1
1040 GOSUB 1650     ' TO 55 HEX. EXPECTED READBACK IS
1050                ' 005522335533.
1060 '
1070 WRT$ = "AABBCCDDEE" ' OUTPUT AN AA, BB, CC, DD AND EE HEX TO BYTES
1080 GOSUB 1650     ' 0 THROUGH 4 RESPECTIVELY. EXPECTED
1090                ' READBACK IS AABBCCDDEE33.
1100 '
1110 PRINT : INPUT "PRESS <ENTER> TO CONTINUE", DUMMY$
1120 '   ** THE FOLLOWING LINES SHOW HOW THE INPUT (I) COMMAND IS USED.
1130 '   THEY FOLLOW LINES 2 THROUGH 10 OF THE EXAMPLE FOLLOWING THE
1140 '   INPUT COMMAND IN THIS MANUAL.
1150 '

```

```
1160 CLS : STEPNUM = 2
1170 WRT$ = "R;M*O;T*I;L*;001122334455" + TM$ ' DEFINE ALL BYTES AS OUTPUTS,
1180 ' UN-TRI-STATED.
1190 GOSUB 1770
1200 '
1210 WRT$ = "I*;" ' READ BACK THE STATE OF ALL BYTES.
1220 GOSUB 1650 ' EXPECTED DATA IS 001122334455.
1230 '
1240 WRT$ = "1123;" ' READ BACK THE STATE OF BYTES 1, 2, AND 3.
1250 GOSUB 1650 ' EXPECTED DATA IS 112233.
1260 '
1270 WRT$ = "" ' READ BACK DATA WITHOUT ISSUING A COMMAND.
1280 GOSUB 1650 ' (IMPLICIT READ). DATA EXPECTED IS 112233.
1290 '
1300 WRT$ = "I*&55" ' READ BACK DATA USING THE "AND" MASK.
1310 GOSUB 1650 ' ALL BYTES ARE AND'ED WITH 55 HEX.
1320 ' EXPECTED DATA IS 001100114455.
1330 '
1340 WRT$ = "" ' READ BACK DATA WITHOUT ISSUING A COMMAND.
1350 GOSUB 1650 ' (IMPLICIT READ). NOTICE THAT THE DATA IS
1360 ' OUTPUT WITH THE MASK OVERLAID. DATA
1370 ' EXPECTED IS 001100114455.
1380 '
1390 WRT$ = "I*" ' READ BACK DATA WITHOUT AND MASKS.
1400 GOSUB 1650 ' EXPECTED DATA IS 001122334455.
1410 '
1420 WRT$ = "IO3X11;" ' USE INPUT OVERRIDE TO READ BYTE 3 XOR'ED
1430 GOSUB 1650 ' WITH AN 11 HEX, WITHOUT AFFECTING THE
1440 ' INPUT SEQUENCE. DATA EXPECTED IS 22.
1450 '
1460 WRT$ = "" ' READ BACK DATA WITHOUT ISSUING A COMMAND.
1470 GOSUB 1650 ' (IMPLICIT READ). NOTE THAT THE PREVIOUS
1480 ' OVERRIDE COMMAND HAS NO EFFECT. DATA
1490 ' EXPECTED IS 001122334455.
1500 '
1510 WRT$ = "I543012;" ' REDEFINE THE INPUT SEQUENCE TO 5-4-3-0-1-2.
1520 GOSUB 1650 ' DATA EXPECTED IS 554433001122.
1530 '
1540 WRT$ = "IO#55/1XAA/2345;" ' USE INPUT OVERRIDE TO READ BYTE 1 XOR'ED
1550 GOSUB 1650 ' WITH AN AA HEX, ALONG WITH BYTES 2, 3, 4, AND 5.
1560 ' EXPECTED DATA IS BB22334455.
1570 '
1580 LPRINT : LPRINT ; TAB(20); " * * END OF TEST * *"
1590 PRINT : INPUT "PRESS <ENTER> TO EXIT TEST AND RETURN TO DOS", DUMMY$
1600 SYSTEM
1610 '
1620 END
1630 '
1640 '
```

```
1650 ' SUB FUNCTION OUTPUTS CONTENTS OF WRT$ TO VX4801 AND READS DATA
1660 ' FROM THE MODULE INTO THE STRING RD$. INPUT AND OUTPUT DATA IS
1670 ' OUTPUT TO A PRINTER.
1680 '
1690 GOSUB 1770
1700 RD$ = SPACE$(80)
1710 '
1720 GOSUB 1810
1730 LPRINT "STEP" + STR$(TESTNUM); TAB(8); " : COMMAND = " + WRT$; TAB(50);
      : DATA = " + LEFT$(RD$, IBCNT%-2)
1740 TESTNUM = TESTNUM + 1
1750 RETURN
1760 '
1770 'SEND WRT$ TO VX4801
1780 CALL IBWRT(PCX%, WRT$)
1790 RETURN
1800 '
1810 'READ DATA FROM VX4801
1820 CALL IBRD(PCX%, RD$)
1830 RETURN
```

Appendix A

VXibus Operation

The VX4801 Module is a C size single slot VXibus Message-Based Word Serial instrument. It uses the A16, D16 VME interface available on the backplane P1 connector and does not require any A24 or A32 address space. The module is a D16 interrupter.

The VX4801 Module is neither a VXibus commander or VMEbus master, and therefore it does not have a VXibus Signal register. The VX4801 is a VXibus message based servant.

The module supports the Normal Transfer Mode of the VXibus, using the Write Ready, Read Ready, Data In Ready (DIR), and Data Out Ready (DOR) bits of the module's Response register.

A Normal Transfer Mode read of the VX4801 Module proceeds as follows:

1. The commander reads the VX4801's Response register and checks if the Write Ready and DOR bits are true. If they are, the commander proceeds to the next step. If not, the commander continues to poll these bits until they become true.
2. The commander writes the Byte Request command (0DEFFh) to the VX4801's Data Low register.
3. The commander reads the VX4801's Response register and checks if the Read Ready and DOR bits are true. If they are, the commander proceeds to the next step. If not, the commander continues to poll these bits until they become true.
4. The commander reads the VX4801's Data Low register.

A Normal Transfer Mode Write to the VX4801 Module proceeds as follows:

1. The commander reads the VX4801's Response register and checks if the Write Ready and DIR bits are true. If they are, the commander proceeds to the next step. If not, the commander continues to poll the Write Ready and DIR bits until they are true.
2. The commander writes the Byte Available command which contains the data (0BCXX or 0BDXX, depending on the End bit) to the VX4801's Data Low register.

The VX4801 Module also supports the Fast Handshake Mode during readback. In this mode, the module is capable of transferring data at optimal backplane speed without the need of the commander's testing any of the handshake bits. The VX4801 Module asserts BERR* to switch from Fast Handshake Mode to Normal Transfer Mode, per VXI

Specification. The VX4801's Read Ready, Write Ready, DIR and DOR bits react properly, in case the commander does not support the Fast Handshake Mode.

A Fast Handshake Transfer Mode Read of the VX4801 proceeds as follows:

1. The commander writes the Byte Request command (0DEFFh) to the VX4801's Data Low register.
2. The commander reads the VX4801's Data Low register.

The VX4801 Module has no registers beyond those defined for VXIbus message based devices. All communications with the module are through the Data Low register, the Response register or the VXIbus interrupt cycle. Any attempt by another module to read or write to any undefined location of the VX4801's address space may cause incorrect operation of the module.

As with all VXIbus devices, the VX4801 module has registers located within a 64 byte block in the A16 address space.

The base address of the VX4801 device's registers is determined by the device's unique logical address and can be calculated as follows:

$$\text{Base Address} = V * 40H + C000H$$

where V is the device's logical address as set by the Logical Address switches.

VX4801 Configuration Registers

Below is a list of the VX4801 Configuration registers with a complete description of each. In this list, RO = Read Only, WO = Write Only, R = Read, and W = Write. The offset is relative to the module's base address:

REGISTER DEFINITIONS

<u>Register</u>	<u>Address</u>	<u>Type</u>	<u>Value (Bits 15-0)</u>
ID Register	0000H	RO	1011 1111 1111 1100 (BFFCh)
Device Type	0002H	RO	See Device Type definition below
Status	0004H	R	Defined by state of interface
Control	0004H	W	Defined by state of interface
Offset	0006H	WO	Not used
Protocol	0008H	RO	1111 0111 1111 1111 (F7FFh)
Response	000AH	RO	Defined by state of the interface
Data High	000CH		Not used
Data Low	000EH	W	See Data Low definition below
Data Low	000EH	R	See Data Low definition below

Appendix A

BIT DEFINITIONS

<u>Register</u>	<u>Bit Location</u>	<u>Bit Usage</u>	<u>VX4801 Value</u>	<u>VX4801 Usage</u>
ID	15-14	Device Class	10	Message Based
	13-12	Address Space	11	A16 only
	11-0	Manufact. ID	1111 1111 1100	Tek/CDS
Device Type	15-0	Device Type	1111 0100 1101 1110	Ones comp. of 801
Status	15	A24/32 Active	x	Not used
	14	MODID*	1	MODID line not active
			0	MODID line active
	13-4	Device dependent	xx xxxx xxxx	Not used
	3	Ready	0 or 1	Per VXI Spec.
	2	Passed	1	Passed
			0	VXI Interface failure
	1-0	Device dependent	xx	Not used
Control	15	A24/32 Enable	x	No effect
	14-2	Device dependent	xx xxxx xxxx xx	Not used
	1	SYSFAIL Inhibit	1	Disables module from driving Sysfail
			0	Enables module to drive Sysfail
	0	Reset	1	Reset
		0	Not reset	
Protocol	15	CMDR*	1	Servant only
	14	Signal Reg.*	1	No Signal Reg.
	13	Master*	1	Slave only
	12	Interrupter	1	Interrupter
	11	FHS*	0	Fast Handshake capability
	10	Shared Memory*	1	No Shared Memory capability
	9-4	Reserved	11 1111	Not used
	3-0	Device dependent	1111	Not used
Response	15	Defined value of 0	0	Per VXI
	14	Reserved	1	Per VXI
	13	DOR	1 or 0	1 indicates that instrument data may be read at this time.
	12	DIR	1 or 0	1 indicates that instrument data may be sent to this module.
	11	ERR*	1	No VXI error has occurred
			0	VXI error has occurred.

BIT DEFINITIONS

<u>Register</u>	<u>Bit Location</u>	<u>Bit Usage</u>	<u>VX4801 Value</u>	<u>VX4801 Usage</u>
Response	10	Read Ready	1 or 0	Indicates that data may be read from this module at this time. Set by the instrument following a "Byte Request" or any other VXI command requiring readback. Cleared on reset or when no data is left to send.
	9	Write Ready	1 or 0	Indicates that VXI commands or instrument data may be written at this time.
	8	FHS Active*	1	Indicates that this module is capable of supporting fast handshake (not requiring handshake) at this point in time.
	7	Locked*	1 or 0	Follows the state of the Clear Lock and Set Lock VXIbus commands.
	6-0	Device dependant	xxx xxxx	Not used

Data High - not implemented.

Data Low (read/write)

Word Serial Commands

A write to the Data Low register causes this module to execute some action based on the data written. This section describes the device specific Word Serial commands this module responds to and the results of these commands.

Read Protocol Command:

```

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
 1  1  0  1  1  1  1  1  1  1  1  1  1  1  1
    
```

If the Data Low register is read after this command, the contents are as follows:

BIT DEFINITIONS

<u>Register</u>	<u>Bit Location</u>	<u>Bit Usage</u>	<u>VX4801 Value</u>	<u>VX4801 Usage</u>
Read Protocol	15	VXI Rev.	1	VXI Revision 1.4
	14-11	Device Dependant	1111	not used
	10	Reserved	1	Reserved
	9	RG*	1	response generation not supported
	8	EG*	0	event generation supported
	7	Zero	0	must be 0, per VXI specification.
	6	PI*	1	programmable interrupts not supported
	5	PH*	1	programmable interrupt handlers not supported
	4	TRG*	0	Word Serial Trigger command supported
	3	I4*	1	488.2 protocol not supported
	2	I*	0	VXIbus Instrument Protocol supported
	1	ELW*	1	Extended Long Word protocol not supported
	0	LW*	1	Long Word protocol not supported
Read STB	15-8	Upper byte	1111 1111	not used
	7	not used	0	not used
	6	RQS	1 or 0	set when a request true interrupt has been generated. Cleared upon the execution of this command.
Async	5-0	not used	0	not used
Mode Control	15-12	Status	1111 0111	command successful command unsuccessful. this occurs if bits 0 or 1 of this command are 1 indicating that a request is being made to have responses and/or events sent as signals. This module supports interrupts rather than signals.
	11-4	not used	1111 1111	not used
	3	Resp En*	0 or 1	if bits 15-12 are 1111, echoes bit 3 of the command
	2	Event En*	0 or 1	if bits 15-12 are 1111, echoes bit 2 of the command
	1	Resp Mode	0	interrupts are supported
	0	Event Mode	0	interrupts are supported

Appendix A

<u>Register</u>	<u>Bit Location</u>	<u>Bit Usage</u>	<u>VX4801 Value</u>	<u>VX4801 Usage</u>
Control				
Response	15-12		1111	command passed
	11-7	not used	11111	not used
	6-0		1111111	no responses supported

VX4801 Interrupts

The VX4801 will interrupt its commander with the following "event" if any of the errors described by the ERR? command occur and an INT command has been issued to the VX4801 Module to enable interrupts.

Request True:

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
  1  1  1  1  1  1  0 1 <--Logical Address-->
```


Appendix B

Input/Output Connections

Pinouts

S3-	1	Ready for Data output (RFD)
	2	Data Ready input (DRD)
	3	ground
	4	ground
	5	Data Available input
	6	Data Acknowledge output
	7	byte 0 bit 0 (LSB)
	8	byte 0 bit 1
	9	byte 0 bit 2
	10	byte 0 bit 3
	11	byte 0 bit 4
	12	byte 0 bit 5
	13	byte 0 bit 6
	14	byte 0 bit 7 (MSB)
	15	ground
	16	External Tri-State input for byte 0
	17	External Tri-State input for byte 3
	18	ground
	19	External Tri-state input for byte 1
	20	byte 1 bit 0 (LSB)
	21	byte 1 bit 1
	22	byte 1 bit 2
	23	byte 1 bit 3
	24	byte 1 bit 4
	25	byte 1 bit 5
	26	byte 1 bit 6
	27	byte 1 bit 7 (MSB)
	28	ground
	29	ground
	30	byte 2 bit 0 (LSB)
	31	byte 2 bit 1
	32	byte 2 bit 2
	33	byte 2 bit 3
	34	byte 2 bit 4
	35	byte 2 bit 5
	36	byte 2 bit 6
	37	byte 2 bit 7 (MSB)

Pinouts

S3-	38	ground
	39	External Tri-State input for byte 2
	40	ground
	41	ground
	42	byte 3 bit 0 (LSB)
	43	byte 3 bit 1
	44	byte 3 bit 2
	45	byte 3 bit 3
	46	byte 3 bit 4
	47	byte 3 bit 5
	48	byte 3 bit 6
	49	byte 3 bit 7 (MSB)
	50	ground
S4-	1	ground
	2	ground
	3	byte 4 bit 0 (LSB)
	4	byte 4 bit 1
	5	byte 4 bit 2
	6	byte 4 bit 3
	7	byte 4 bit 4
	8	byte 4 bit 5
	9	byte 4 bit 6
	10	byte 4 bit 7 (MSB)
	11	ground
	12	External Tri-State input for byte 4
	13	External Tri-State input for byte 5
	14	ground
	15	ground
	16	byte 5 bit 0 (LSB)
	17	byte 5 bit 1
	18	byte 5 bit 2
	19	byte 5 bit 3
	20	byte 5 bit 4
	21	byte 5 bit 5
	22	byte 5 bit 6
	23	byte 5 bit 7 (MSB)
	24	ground
	25	ground

Appendix C

VXI Glossary

The terms in this glossary are defined as used in the VXIbus System. Although some of these terms may have different meanings in other systems, it is important to use these definitions in VXIbus applications. Terms which apply only to a particular instrument module are noted.

Term	Definition
Accessed Indicator	An amber LED indicator that lights when the module identity is selected by the Resource Manager module, and flashes during any I/O operation for the module.
ACFAIL *	A VMEbus backplane line that is asserted under these conditions: 1) by the mainframe Power Supply when a power failure has occurred (either ac line source or power supply malfunction), or 2) by the front panel ON/STANDBY switch when switched to STANDBY.
A-Size Card	A VXIbus instrument module that is 100.0 by 160 mm by 20.32 mm (3.9 by 6.3 in by 0.8 in), the same size as a VMEbus single-height short module.
Asynchronous Communication	Communications that occur outside the normal "command-response" cycle. Such communications have higher priority than synchronous communication.
Backplane	The printed circuit board that is mounted in a VXIbus mainframe to provide the interface between VXIbus modules and between those modules and the external system.
B-Size Card	A VXIbus instrument module that is 233.4 by 160 mm by 20.32 mm (9.2 by 6.3 in by 0.8 in), the same size as a VMEbus double-height short module.
Bus Arbitration	In the VMEbus interface, a system for resolving contention for service among VMEbus Master devices on the VMEbus.
Bus Timer	A functional module that measures the duration of each data transfer on the Data Transfer Bus (DTB) and terminates the DTB cycle if the duration is excessive. Without the termination capability of this module, a Bus Master attempt to transfer data to or from a non-

	existent Slave location could result in an infinitely long wait for the Slave response.
Client	In shared memory protocol (SMP), that half of an SMP channel that does not control the shared memory buffers.
CLK10	A 10-MHz, ± 100 ppm, individually buffered (to each module slot), differential ECL system clock that is sourced from Slot 0 and distributed to Slots 1-12 on P2. It is distributed to each module slot as a single source, single destination signal with a matched delay of under 8 ns.
CLK100	A 100-MHz, ± 100 ppm, individually buffered (to each module slot), differential ECL system clock that is sourced from Slot 0 and distributed to Slots 1-12 on P3. It is distributed to each module slot in synchronous with CLK10 as a single source, single destination signal with a maximum system timing skew of 2 ns, and a maximum total delay of 8 ns.
Commander	In the VXIbus interface, a device that controls another device (a servant). A commander may be a servant of another commander.
Command	A directive to a device. There are three types of commands: In Word Serial Protocol, a 16-bit imperative to a servant from its commander. In Shared Memory Protocol, a 16-bit imperative from a client to a server, or vice versa. In a Message, an ASCII-coded, multi-byte directive to any receiving device.
Communication Registers	In word serial protocol, a set of device registers that are accessible to the commander of the device. Such registers are used for inter-device communications, and are required on all VXIbus message-based devices.
Configuration Registers	A set of registers that allow the system to identify a (module) device type, model, manufacturer, address space, and memory requirements. In order to support automatic system and memory configuration, the VXIbus standard specifies that all VXIbus devices have a set of such registers, all accessible from P1 on the VMEbus.
C-Size Card	A VXIbus instrument module that is 340.0 by 233.4 mm by 30.48 mm (13.4 by 9.2 in by 1.2 in).

Custom Device	A special-purpose VXIbus device that has configuration registers so as to be identified by the system and to allow for definition of future device types to support further levels of compatibility.
Data Transfer Bus	One of four buses on the VMEbus backplane. The Data Transfer Bus allows Bus Masters to direct the transfer of binary data between Masters and Slaves.
DC SUPPLIES Indicator	A red LED indicator that illuminates when a DC power fault is detected on the backplane.
Device Specific Protocol	A protocol for communication with a device that is not defined in the VXIbus specification.
D-Size Card	A VXIbus instrument module that is 340.0 by 366.7 mm by 30.48 mm (13.4 x 14.4 in x 1.2 in).
DTB	See Data Transfer Bus.
DTB Arbiter	A functional module that accepts bus requests from Requester modules and grants control of the DTB to one Requester at a time.
DUT	Device Under Test.
ECLTRG	Six single-ended ECL trigger lines (two on P2 and four on P3) that function as inter-module timing resources, and that are bussed across the VXIbus subsystem backplane. Any module, including the Slot 0 module, may drive and receive information from these lines. These lines have an impedance of 50 ohms; the asserted state is logical High.
Embedded Address	An address in a communications protocol in which the destination of the message is included in the message.
ESTST Extended Self Test	Extended Start/Stop protocol; used to synchronize VXIbus modules. Any self test or diagnostic power-up routine that executes after the initial kernel self test program.
External System Controller	The host computer or other external controller that exerts overall control over VXIbus operations.
FAILED Indicator	A red LED indicator that lights when a device on the VXIbus has detected an internal fault. This might result in the assertion of the SYSFAIL* line.

IACK Daisy Chain Driver	The circuit that drives the VMEbus Interrupt Acknowledge daisy chain line that runs continuously through all installed modules or through jumpers across the backplane.
ID-ROM	An NVRAM storage area that provides for non-volatile storage of diagnostic data.
Instrument Module	A plug-in printed circuit board, with associated components and shields, that may be installed in a VXIbus mainframe. An instrument module may contain more than one device. Also, one device may require more than one instrument module.
Interface Device	A VXIbus device that provides one or more interfaces to external equipment.
Interrupt Handler	A functional module that detects interrupt requests generated by Interrupters and responds to those requests by requesting status and identity information.
Interrupter	A device capable of asserting VMEbus interrupts and performing the interrupt acknowledge sequence.
IRQ	The Interrupt ReQuest signal, which is the VMEbus interrupt line that is asserted by an Interrupter to signify to the controller that a device on the bus requires service by the controller.
Local Bus	A daisy-chained bus that connects adjacent VXIbus slots.
Local Controller	The instrument module that performs system control and external interface functions for the instrument modules in a VXIbus mainframe or several mainframes. See Resource Manager.
Local Processor	The processor on an instrument module.
Logical Address	The smallest functional unit recognized by a VXIbus system. It is often used to identify a particular module.
Mainframe	Mainframe For example, the Tektronix VX1400 Mainframe, an operable housing that includes 13 C-size VXIbus instrument module slots.
Memory Device	A storage element (such as bubble memory, RAM, and ROM) that has configuration registers and memory attributes (such as type and access time).
Message	A series of data bytes that are treated as a single communication, with a well defined terminator and message body.

Message Based Device	A VXIbus device that supports VXI configuration and communication registers. Such devices support the word serial protocol, and possibly other message-based protocols.
MODID Lines	Module/system identity lines.
Physical Address	The address assigned to a backplane slot during an access.
Power Monitor	A device that monitors backplane power and reports fault conditions.
P1	The top-most backplane connector for a given module slot in a vertical mainframe such as the Tektronix VX1400. The left-most backplane connector for a given slot in a horizontal mainframe.
P2	The bottom backplane connector for a given module slot in a vertical C-size mainframe such as the VX1400; or the middle backplane connector for a given module slot in a vertical D-size mainframe such as the VX1500.
P3	The bottom backplane connector for a given module slot in a vertical D-size mainframe such as the Tektronix VX1500.
Query	A form of command that allows for inquiry to obtain status or data.
READY Indicator	A green LED indicator that lights when the power-up diagnostic routines have been completed successfully. An internal failure or failure of +5-volt power will extinguish this indicator.
Register Based Device	A VXIbus device that supports VXI register maps, but not high level VXIbus communication protocols; includes devices that are register-based servant elements.
Requester	A functional module that resides on the same module as a Master or Interrupt Handler and requests use of the DTB whenever its Master or Interrupt Handler requires it.
Resource Manager	A VXIbus device that provides configuration management services such as address map configuration, determining system hierarchy, allocating shared system resources, performing system self test diagnostics, and initializing system commanders.
Self Calibration	A routine that verifies the basic calibration of the instrument module circuits, and adjusts this calibration to compensate for short- and long-term variables.
Self Test	A set of routines that determine if the instrument module circuits will perform according to a given set of standards. A self test routine is performed upon power-up.

Servant	A VXIbus message-based device that is controlled by a commander.
Server	A shared memory device that controls the shared memory buffers used in a given Shared Memory Protocol channel.
Shared Memory Protocol	A communications protocol that uses a block of memory that is accessible to both client and server. The memory block operates as a message buffer for communications.
Slot 0 Controller	See Slot 0 Module. Also see Resource Manager.
Slot 0 Module	A VXIbus device that provides the minimum VXIbus slot 0 services to slots 1 through 12 (CLK10 and the module identity lines), but that may provide other services such as CLK100, SYNC100, STARBUS, and trigger control.
SMP	See Shared Memory Protocol.
STARX	Two (2) bi-directional, 50 ohm, differential ECL lines that provide for inter-module asynchronous communication. These pairs of timed and matched delay lines connect slot 0 and each of slots 1 through 12 in a mainframe. The delay between slots is less than 5 nanoseconds, and the lines are well matched for timing skew.
STARY	Two (2) bi-directional, 50 ohm, differential ECL lines that provide for inter-module asynchronous communication. These pairs of timed and matched delay lines connect slot 0 and each of slots 1 through 12 in a mainframe. The delay between slots is less than 5 nanoseconds, and the lines are well matched for timing skew.
STST	STart/STop protocol; used to synchronize modules.
SYNC100	A Slot 0 signal that is used to synchronize multiple devices with respect to a given rising edge of CLK100. These signals are individually buffered and matched to less than 2ns of skew.
Synchronous Communications	A communications system that follows the "command-response" cycle model. In this model, a device issues a command to another device; the second device executes the command; then returns a response. Synchronous commands are executed in the order received.
SYSFAIL*	A signal line on the VMEbus that is used to indicate a failure by a device. The device that fails asserts this line.
System Clock Driver	A functional module that provides a 16-MHz timing signal on the Utility Bus.

System Hierarchy	The tree structure of the commander/servant relationships of all devices in the system at a given time. In the VXIbus structure, each servant has a commander. A commander may also have a commander.
Test Monitor	An executive routine that is responsible for executing the self tests, storing any errors in the ID-ROM, and reporting such errors to the Resource Manager.
Test Program	A program, executed on the system controller, that controls the execution of tests within the test system.
Test System	A collection of hardware and software modules that operate in concert to test a target DUT.
TTLTRG	Open collector TTL lines used for inter-module timing and communication.
VXIbus Subsystem	One mainframe with modules installed. The installed modules include one module that performs slot 0 functions and a given complement of instrument modules. The subsystem may also include a Resource Manager.
Word Serial Protocol	A VXIbus word oriented, bi-directional, serial protocol for communications between message-based devices (that is, devices that include communication registers in addition to configuration registers).
Word Serial Communications	Inter-device communications using the Word Serial Protocol.
WSP	See Word Serial Protocol.
10-MHz Clock	A 10 MHz, ± 100 ppm timing reference. Also see CLK10.
100-MHz Clock	A 100 MHz, ± 100 ppm clock synchronized with CLK10. Also see CLK100.
488-To-VXIbus Interface	A message based device that provides for communication between the IEEE-488 bus and VXIbus instrument modules.