

R1610C

FAST ETHERNET RISC PROCESSOR

RDC *RISC DSP Communication*

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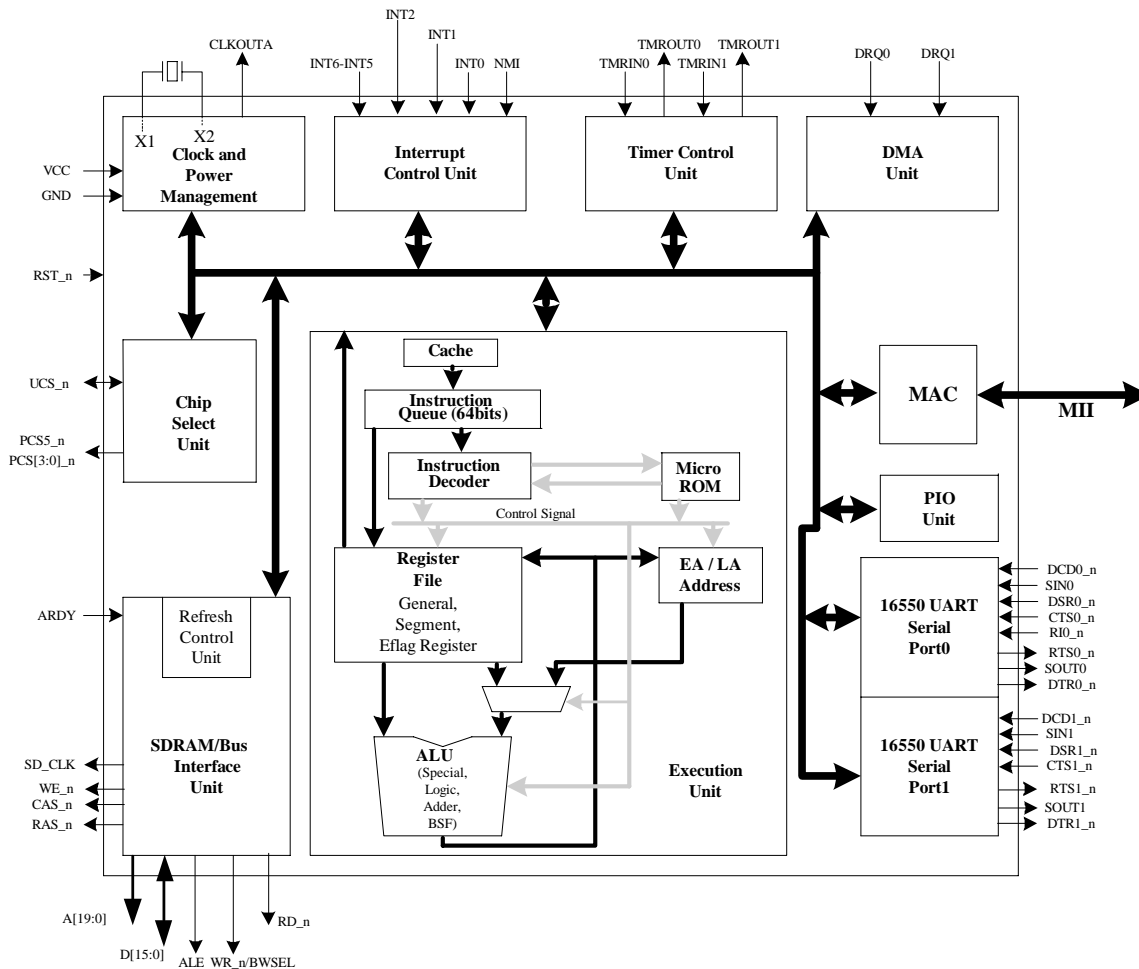
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1. Features

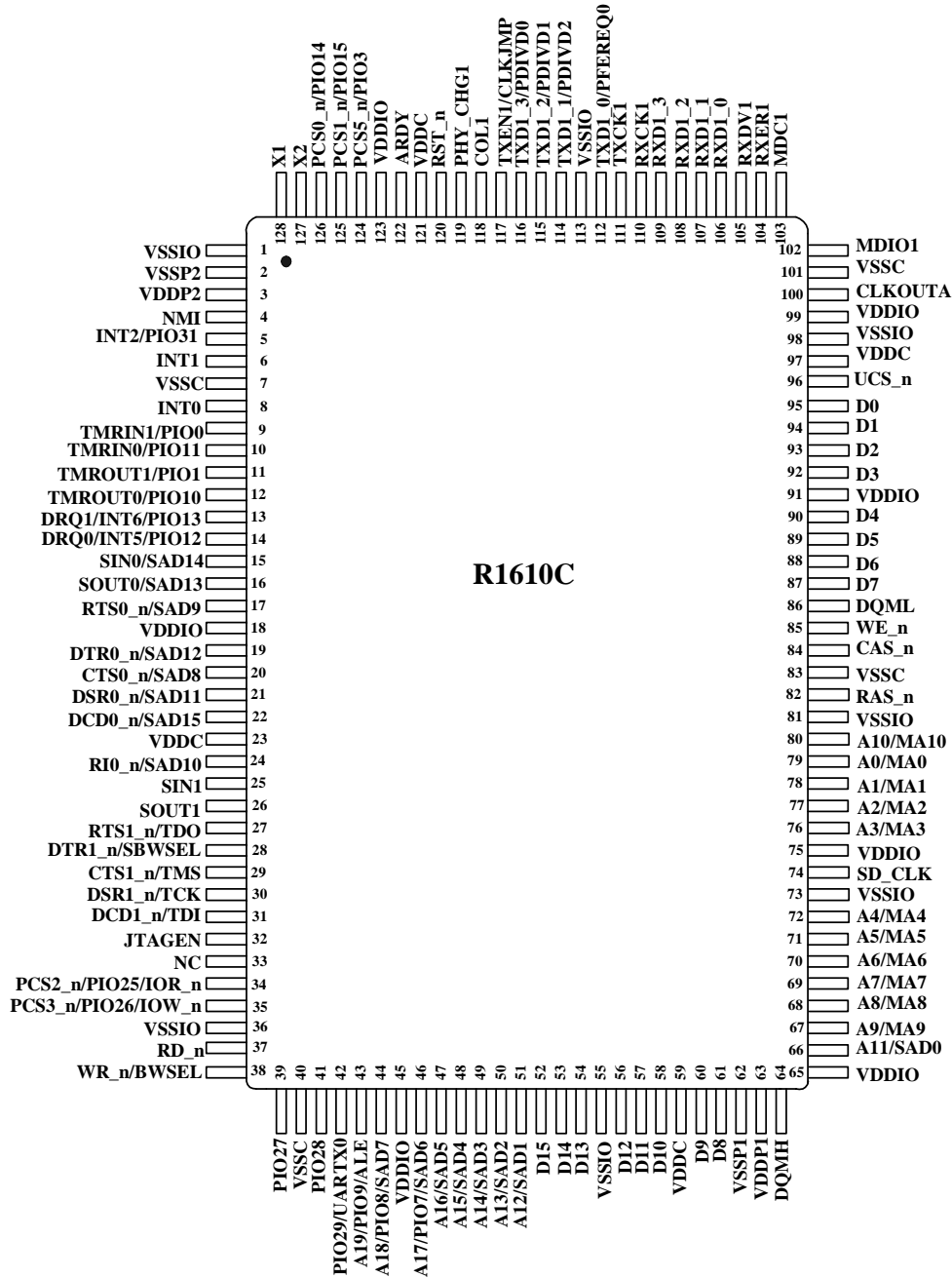
- Five-stage pipeline
 - RISC architecture
 - Bus interface
 - Supports 16-bit data bus D [15:0]
 - Supports non-multiplexed address bus A [19:0]
 - 8-bit or 16-bit external bus dynamic access
 - 1M-byte memory address space
 - 64K-byte I/O space
 - - Supports an independent data/address bus for external I/O device
 - Supports a glue-less and simplified 16-bit PCMCIA bus interface
 - Software is compatible with the 80C186 microprocessor
 - Supports two 16550 UART serial channels with 16 bytes FIFO and hardware flow-control.
 - Supports CPU ID
 - Supports 18 PIO pins
 - 16-bit SDRAM control Interface
 - Three independent 16-bit timers and one independent programmable watchdog timer
 - The Interrupt controller with five maskable external interrupts and one non-maskable external interrupt
 - Two independent DMA channels
 - Programmable chip-select logic for Memory or I/O bus cycle decoder
 - Programmable wait-state generator
 - With 8-bit or 16-bit Boot ROM bus size
 - 1-Port Fast Ethernet MAC with MII interface
 - Supports an 8K-byte Uniform cache
 - With 25MHz input frequency and up to 100MHz maximum internal frequency.
 - Compatible with 3.3V I/O and 2.5V core voltage.
 - Package Type includes 128-pin PQFP.
-

2. Block Diagram



3. Pin Description

3.1 PIN Placement



3.2 Functional Description

I = Input;

O = Output;

PU = Pull up 75K ;

PD = Pull down 75K ;

PU* = Pull up 75K when the PION pin is used;

PD* = Pull down 75K when the PION pin is used;

CPU Core

| PIN No. | Symbol | Type | Description |
|---------|---------|------|--|
| 120 | RST_n | I/PU | Reset input with schmitt trigger. When RST_n is asserted, the CPU immediately terminates all operations, clears the internal registers & logic, and changes the address to the reset address FFFF0h. |
| 128 | X1 | I | 25MHz frequency input, <u>within 100 ppm tolerance</u> , to the amplifier (oscillator). |
| 127 | X2 | O | Frequency output from the inverting amplifier (oscillator). |
| 100 | CLKOUTA | O | The CLKOUTA output frequency is the same as the X1 input frequency. When high, the CLKOUTA is from Multiple-PLL. When low, the CLKOUTA is from X1. |

Bus Interface

| PIN No. | Symbol | Type | Description |
|---------|------------|------|---|
| 37 | RD_n | O | Read Strobe. One active low signal indicates that the microcontroller is performing a memory or I/O read cycle. The RD_n floats during a bus hold or reset. |
| 38 | WR_n/BWSEL | O/PU | Write strobe. This pin indicates that the data on the bus is to be written into a memory or an I/O device. WR_n is active during T2, T3, and Tw of any write cycle, floating during a bus hold or reset. BWSEL is used to decide the boot ROM bus width when RST_n goes from low to high. If BWSEL is with an external pull-low resistor (4.7k ohm), the boot ROM bus width is 8 bits. Otherwise the boot ROM width is 16 bits. |
| 122 | ARDY | I/PU | Asynchronous ready. This pin indicates to the microcontroller that the addressed memory space or I/O device will complete a data transfer. The ARDY pin accepts a rising edge of input that is asynchronous to SD_CLK and is active high. However, the falling edge of ARDY must be synchronized to SD_CLK. Tie ARDY high, so the microcontroller is always asserted in the ready condition. To guarantee the wait states inserted, ARDY must be pulled low before to phase 2 of T2 or phase 1 of T3. Please note that the ARDY signal is internally pulled high. |

| 43 | A19/PIO9/ALE | I/O | <p>Address bus. Non-multiplexed memory or I/O addresses. The address bus is one-half of a SD_CLK period earlier than the D bus. The address bus is in a high-impedance state during a bus hold or reset.</p> <p>SAD [7:0]: The combination pins with addresses and data. They are designed for slower peripheral bus.</p> <p>ALE: Address latch enable. Active high. This pin indicates an address output on the D bus. Address is guaranteed to be valid on the trailing edge of ALE.</p> <p>MA [10:0]: The SDRAM row and column address output.</p> |
|-----------------------------------|---------------|---------|---|
| 44 | A18/PIO8/SAD7 | | |
| 46 | A17/PIO7/SAD6 | | |
| 47 | A16/SAD5 | | |
| 48 | A15/SAD4 | | |
| 49 | A14/SAD3 | | |
| 50 | A13/SAD2 | | |
| 51 | A12/SAD1 | | |
| 66 | A11/SAD0 | | |
| 80 | A10/MA10 | | |
| 67 | A9/MA9 | | |
| 68 | A8/MA8 | | |
| 69 | A7/MA7 | | |
| 70 | A6/MA6 | | |
| 71 | A5/MA5 | | |
| 72 | A4/MA4 | | |
| 76 | A3/MA3 | | |
| 77 | A2/MA2 | | |
| 78 | A1/MA1 | | |
| 79 | A0/MA0 | | |
| 95 | D0 | I/O | <p>Data bus for memory or I/O access.</p> <p>The D bus is in a floating state during a bus hold or reset condition and this bus can also be used to load system configuration information (with pull-up or pull-low resistor) into the RESCON register when RST_n goes from low to high and the Watchdog timeout is reset.</p> |
| 94 | D1 | | |
| 93 | D2 | | |
| 92 | D3 | | |
| 90 | D4 | | |
| 89 | D5 | | |
| 88 | D6 | | |
| 87 | D7 | | |
| 61 | D8 | | |
| 60 | D9 | | |
| 58 | D10 | | |
| 57 | D11 | | |
| 56 | D12 | | |
| 54 | D13 | | |
| 53 | D14 | | |
| 52 | D15 | | |
| Chip Select Unit Interface | | | |
| PIN No. | Symbol | Type | Description |
| 96 | UCS_n | O/PU | Upper memory chip select. For UCS_n, this pin is active low when the system accesses the defined portion of memory block for the upper 512K bytes (80000h-FFFFFFh) memory region. UCS_n defaulted active address region is from F0000h to FFFFFh after power-on reset. The address range for UCS_n is programmed by software. This pin incorporates a weak pull-up resistor. |
| 124 | PCS5_n/PIO3 | I/O/PU* | Peripheral chip selects/latched address bit. For PCS_n feature, these pins are active low when the micro-controller accesses the fifth or sixth region of the peripheral memory (I/O or memory space). The base address of PCS_n is programmable. These |

| | | | pins are asserted with the multiplexed D address bus and do not float during bus hold conditions. |
|---|--|-------------|--|
| 125 126 | PCS1_n/PIO15 PCS0_n/PIO14 | I/O/PU* | Peripheral chip selects. These pins are active low when the microcontroller accesses the defined peripheral memory block (I/O or memory address). For I/O access, the base address can be programmed in the region from 00000h to 0FFFFh. For memory address access, the base address can be located in the 1M-Byte memory address region. These pins are asserted with the multiplexed D address bus and do not float during bus holds. |
| 34 35 | PCS2_n/PIO25/IOR_n PCS3_n/PIO26/IOW_n | I/O/PU* | Peripheral chip selects. These pins are active low when the microcontroller accesses the defined peripheral memory block (I/O or memory address). For I/O access, the base address can be programmed in the region from 00000h to 0FFFFh. For memory address access, the base address can be located in the 1M-Byte memory address region. These pins are asserted with the multiplexed D address bus and do not float during bus holds. When register FFEAh bit6 is set, PIN34 is IOR_n and PIN35 is IOW_n. IOR_n/IOW_n are for PCMCIA bus. |
| Interrupt Control Unit Interface | | | |
| PIN No. | Symbol | Type | Description |
| 4 | NMI | I/PD | Nonmaskable Interrupt. The NMI is the highest priority hardware interrupt and is nonmaskable. When this pin is asserted (NMI transition from low to high), the microcontroller always transfers the address bus to the location specified by the nonmaskable interrupt vector in the micro controller interrupt vector table. The NMI pin must be asserted for at least one SD_CLK period to guarantee that the interrupt is recognized. |
| 5 | INT2/PIO31 | I/O/PU* | Maskable Interrupt Request 2. INT2, it's active high. The interrupt input can be configured to be either edge-triggered or level-triggered. The requesting device must hold the INT2 until the request is acknowledged to guarantee interrupt recognition. |
| 6 | INT1 | I/PD | Maskable Interrupt Request 1. INT1, except the differences in the interrupt line and interrupt address vector, the function of INT1 is the same as that of INT2. |
| 8 | INT0 | I/PD | Maskable interrupt request 0. INT0, except the differences in the interrupt line and interrupt address vector, the function of INT0 is the same as that of INT2. |
| Timer Control Unit Interface | | | |
| PIN No. | Symbol | Type | Description |
| 9 10 | TMRIN1/PIO0 TMRIN0/PIO11 | I/O/PU* | Timer input. These pins can be used as clock or control signal input, depending upon the programmed timer mode. After internally synchronizing low to high transitions on TMRIN, the timer controller increments. These pins must be pulled up if not being used. |

| | | | |
|---------------------------|------------------------------------|---------|--|
| 11 12 | TMROUT1/PIO1 TMROUT0/PIO10 | I/O/PD* | Timer output. Depending on timer mode select. These pins provide single pulse or continuous waveform. The duty cycle of the waveform is programmable. These pins are floated during a bus hold or reset. |
| DMA Unit Interface | | | |
| 13 14 | DRQ1/INT6/PIO13 DRQ0/INT5/PIO12 | I/O/PU* | DMA request. These pins are asserted high by an external device when the device is ready for DMA channel 1 or channel 0 to perform a transfer. These pins are level-triggered and internally synchronized. The DRQ signals are not latched and must remain active until serviced. For INT6/INT5: When the DMA function is not used, the INT6 and INT5 can be used as an additional external interrupt request. And they share the corresponding interrupt type and register control bits. The INT6/5 are level-triggered only and must be held until the interrupt is acknowledged. |

16550 UART

| PIN No. | Symbol | Type | Description |
|---------|--------------|--------|---|
| 15 | SIN0/SAD14 | I/O/PU | SIN0: Serial Input. Serial Data Input from the communications link. SAD14: The combination pin with Address and Data. It is for slower device bus. |
| 16 | SOUT0/SAD13 | I/O/PU | SOUT0: Serial Output. Composite serial data output to the communications link. SAD13: The combination pin with Address and Data. It is for slower device bus. |
| 17 | RTS0_n/SAD9 | I/O/PU | RTS0_n: Request To Send. When low, this indicates to MODEM or data set that URAT is ready to exchange data. SAD9: The combination pin with Address and Data. It is for slower device bus. |
| 19 | DTR0_n/SAD12 | I/O/PU | DTR0_n: Data Terminal Ready. When low, this informs the MODEM or data set that UART is ready to establish a communication link. SAD12: The combination pin with Address and Data. It is for slower device bus. |
| 20 | CTS0_n/SAD8 | I/O/PU | CTS0_n: Clear To Send. When low, this indicates to UART that MODEM or data set is ready to exchange data. SAD8: The combination pin with Address and Data. It is for slower device bus. |
| 21 | DSR0_n/SAD11 | I/O/PU | DSR0_n: Data Set Ready. When low, this indicates that MODEM or data set is ready to establish the communication link with UART. SAD11: The combination pin with Address and Data. It is for slower device bus. |
| 22 | DCD0_n/SAD15 | I/O/PU | DCD0_n: Data Carry Detection. When low, it indicates that the data carrier has been detected by the MODEM or data set. SAD15: The combination pin with Address and Data. It is for slower device bus. |
| 24 | RI0_n /SAD10 | I/O/PU | RI0_n: Ring Indicator. This indicates that a telephone ringing signal has been received by the MODEM or data set. |

| | | | |
|----|---------------|--------|--|
| | | | SAD10: The combination pin with Address and Data. It is for slower device bus. |
| 25 | SIN1 | I | SIN1: Serial Data Input. |
| 26 | SOUT1 | O/UP | SOUT1: Serial Data Output. This pin cannot be pulled low. |
| 27 | RTS1_n/TDO | O | RTS1_n: Request To Send. TDO: JTAG test data output pin |
| 28 | DTR1_n/SBWSEL | I/O/PU | DTR1_n: Data Terminal Ready. SBWSEL is to decide the SAD bus width when the RST_n pin goes from low to high. If SBWSEL is with a pull-low resistor (4.7k ohm), the SAD bus width is 8 bits and 16550's Port 0 is active. Otherwise the SAD bus width is 16 bits and 16550 Port 0 is inactive. |
| 29 | CTS1_n/TMS | I/PU | CTS1_n: Clear To Send. JTAG Test mode select pin |
| 30 | DSR1_n/TCK | I/PU | DSR1_n: Data Set Ready. TCK: JTAG test clock input pin |
| 31 | DCD1_n/TDI | I/PU | DCD1_n: Carry Sense Detection. TDI: JTAG test data input pin |

MII Interface

| PIN No. | Symbol | Type | Description |
|--------------------------|--------------------------------------|--------|---|
| 116 112 | TXD1_3/PDIVD0 TXD1_0/PFEREQ0 | I/O/PU | Four parallel transmit data lines. This data is synchronized to the assertion of the TXC signal and is latched by the external PHY on the rising edge of the TXC signal. |
| 115 114 | TXD1_2/PDIVD1 TXD1_1/PDIVD2 | I/O/PD | PDIVD [2:0] & PFEREQ [0] are hardware configured pins during reset for Multiple PLL. (See chapter.5) PDIVD [2:0]: Multiple selection. PFEREQ [0]: Input clock range selection. |
| 117 | TXEN1/CLKJMP | I/O/PD | This pin functions as transmit enable. It indicates that a transmission is active on the MII port to an external PHY device. CLKJMP: It is a hardware-configured pin, used to select the CLKOUTA output from internal Multiple PLL or X1. When high, the CLKOUTA is from Multiple-PLL. When low, the CLKOUTA is from X1. |
| 111 | TXC1 | I/PD | Supports the transmit clock supplied by the external PMD device. This clock should always be active. |
| 110 | RXC1 | I/PD | Supports the receive clock supplied by the external PMD device. This clock should always be active. |
| 109 108 107 106 | RXD1_3 RXD1_2 RXD1_1 RXD1_0 | I/PD | Four parallel receive data lines. This data is driven by an external PHY that the media is attached and should be synchronized with the RXC signal. |
| 105 | RXDV1 | I/PD | Data valid is asserted by an external PHY when the received data is present on the RXD1 [3:0] lines and is de-asserted at the |

| | | | |
|-----|----------|--------|---|
| | | | end of the packet. |
| 104 | RXER1 | I/PD | Receiver error shall be asserted to indicate to MAC that an error was detected. This signal should be synchronized with the RXC signal. |
| 118 | COL1 | I/PD | This pin functions as the collision detection. When the external physical layer protocol (PHY) device detects a collision, it asserts this pin. |
| 103 | MDC1 | O | MII management data clock is sourced by the R1610C to the external PHY devices as a timing reference for the information transfer on the MDIO signal. |
| 102 | MDIO1 | I/O/PD | MII management data input/output transfers control information and status between the external PHY and the R1610C. |
| 119 | PHY_CHG1 | I/O/PD | To indicate PHY status changed. |

JTAG /SCAN Chain Enable Pin

| PIN No. | Symbol | Type | Description |
|---------|--------|--------|---|
| 32 | JTAGEN | I/O/PD | JTAG function enable. Default is pulled low and disabled. |
| 33 | NC | | Not connected |

SDRAM Interface

| PIN No. | Symbol | Type | Description |
|---------|--------|------|---|
| 74 | SD_CLK | O | SDRAM clock output. This clock output is from internal De-skew PLL. It can be one to four multiple of input clock X1, depending on the setting of PDIVD [2:0] during power-on resets. |
| 85 | WE_n | O | SDRAM write enable. |
| 84 | CAS_n | O | SDRAM column address selector. |
| 82 | RAS_n | O | SDRAM row address selector. |
| 86 | DQML | O | Input/Output mask. |
| 64 | DQMH | O | Input/Output mask. |

GPIO Interface

| PIN No. | Symbol | Type | Description |
|---------|--------------|---------|--|
| 39 | PIO27 | I/O/PU* | General purpose PIN. |
| 41 | PIO28 | I/O/PU* | General purpose PIN. |
| 42 | PIO29/UARTX0 | I/O/PD* | General purpose PIN. UARTX0: URAT0 transmission indication for observation. |

Power PINs

| PIN No. | Symbol | Type | Description |
|---------------------------|--------|------|------------------------------------|
| 18,45,65,75, 91,99,123 | VDDIO | I | I/O power pin, pure 3.3V. |
| 1,36,55,73, 81,98,113 | VSSIO | I | I/O ground pin. |
| 23,59,97, 121 | VDDC | I | Core power pin, pure 2.5V. |
| 7,40,83,101 | VSSC | I | Core ground pin. |
| 63 | VDDP1 | I | De-skew PLL power pin, pure 2.5V. |
| 62 | VSSP1 | I | De-skew PLL ground pin. |
| 3 | VDDP2 | I | Multiple PLL power pin, pure 2.5V. |
| 2 | VSSP2 | I | Multiple PLL ground pin. |

Notes:

- When the PIO Data register is enabled, the 18 MUX definition pins can be used as a PIO pin. For example, the PIO29/UARTX0 (Pin 42) can be used as a PIO29 when the PIO Data register is enabled.
- The PIO status during Power-On reset:
 - PIO1 and PIO10 are inputs with pull-down.
 - PIO7 and PIO9 are normal operations.
 - Other PIOs are inputs with pull-up.
- In Slow Bus Mode (Bus Mode 0):

I/O bus is mapped to SAD [15:0] or SAD [7:0]. It depends on the hardware setting of DTR1_n/SBWSEL Pin (Pin 28) during power-on reset to select 16-bit mode or 8-bit mode.

Memory bus is mapped to A [10:0]/D [15:0].
- In Normal Bus Mode (Bus Mode 1):

I/O bus and Memory bus are all mapped to A [19:0] and D [15:0]. The SAD [15:0] bus is inactive in this mode.
- Change Bus Mode 0 and Bus Mode 1 by means of setting the internal Bus Control Register. This action must be initialized by software.

3.3 PIN Capacitance Description

| Symbol | Parameter | Min. | Typ. | Max. | Unit |
|------------------|---------------------------------|------|------|------|------|
| C _{IN} | 3.3V Input Capacitance | | 2.8 | | pF |
| C _{OUT} | 3.3V Output Capacitance | 2.7 | | 4.9 | pF |
| C _{BID} | 3.3V Bi-directional Capacitance | 2.7 | | 4.9 | pF |

3.4 PIN Pull-up/Pull-down Description

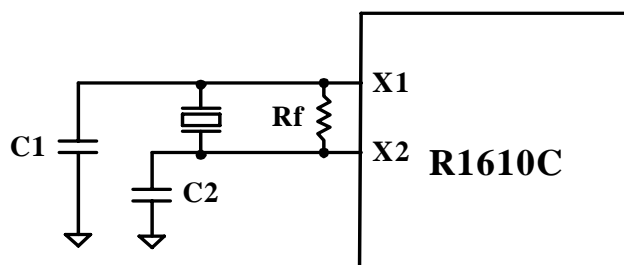
| PIN Name | Pin No. | Pull-up | Pull-down | Schmitt Trigger | 5V I/O Tolerant | Description |
|--|---|--|--|--|-----------------|--|
| RST_n ARDY | 120 122 | 1 | 0 | 1 | 1 | |
| NMI INT0 INT1 | 4 8 9 | 0 | 1 | 0 | 1 | |
| WR_n/BWSEL | 38 | 1 | 0 | 0 | 1 | |
| TMROUT0 TMROUT1 /PIO | 12 11 | 0 | PIO10 PIO1 | 0 | 1 | When set in normal operation, these two pins are with neither pull-up nor pull-down resistors. However, when set in PIO, they are input with pull-down resistors. |
| UCS_n | 96 | 1 | 0 | 1 | 0 | |
| PIO27 PIO28 | 39 41 | PIO27 PIO28 | 0 | 0 | 1 | |
| PIO29/UARTX0 | 42 | 0 | PIO29 | 0 | 1 | |
| INT2 PCS0_n PCS1_n PCS2_n/IOR_n PCS3_n/IOW_n PCS5_n TMRIN0 TMRIN1 DRQ0/INT5 DRQ1/INT6 /PIO | 5 126 125 34 35 124 10 9 14 13 | PIO31 PIO14 PIO15 PIO25 PIO26 PIO3 PIO11 PIO0 PIO12 PIO13 | 0 0 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 0 0 | 1 | When set in normal operation, these pins are with neither pull-up nor pull-down resistors. However, when set in PIO, they are input with pull-up, pull-down, or schmitt trigger as listed in the left table. |
| DCD0_n SIN0 SOUT0 DTR0_n DSR0_n RIO_n RTS0_n CTS0_n /SAD15-8 | 22 15 16 19 21 24 17 20 | 1 | 0 | 0 | 1 | |

| | | | | | | |
|----------------|---|---|---|---|---|--|
| SOUT1 | 26 | | | | | |
| DSR1_n/TCK | 30 | 1 | 0 | 0 | 1 | |
| DCD1_n/TDI | 31 | | | | | |
| CTS1_n/TMS | 29 | | | | | |
| DTR1_n/SBWSEL | 28 | 1 | 0 | 0 | 1 | |
| TXC1 | 111 | 0 | 1 | 1 | 1 | |
| RXC1 | 110 | | | | | |
| RXD1_3 | 109 | | | | | |
| RXD1_2 | 108 | | | | | |
| RXD1_1 | 107 | | | | | |
| RXD1_0 | 106 | 0 | 1 | 0 | 1 | |
| RXDV1 | 105 | | | | | |
| RXER1 | 104 | | | | | |
| COL1 | 118 | | | | | |
| TXD1_3/PDIVID0 | 116 | 1 | 0 | 0 | 1 | |
| TXD1_0/PFREQ0 | 112 | | | | | |
| TXD1_2/PDIVID1 | 115 | | | | | |
| TXD1_1/PDIVID2 | 114 | 0 | 1 | 0 | 1 | |
| TXEN1/CLKJMP | 117 | | | | | |
| MDIO1 | 102 | 0 | 1 | 0 | 1 | |
| JTAGEN | 32 | 0 | 1 | 1 | 1 | |
| PHY_CHG1 | 119 | 0 | 1 | 0 | 1 | |
| CLKOUTA | 100 | 0 | 0 | 0 | 0 | |
| RD_n | 37 | 0 | 0 | 0 | 1 | |
| A[17:19]/PIO | 43,44,46 | 0 | 0 | 0 | 0 | |
| A[0:10] | 67-72 76-80 | 0 | 0 | 0 | 0 | |
| A[11:16] | 47-51 66 | 0 | 0 | 0 | 0 | |
| D[0:15] | 52-54 56-58 60-61 87-90 92-95 | 0 | 0 | 0 | 0 | |
| SIN1 | 25 | 0 | 0 | 0 | 1 | |
| RTS1_n/TDO | 27 | 0 | 0 | 0 | 1 | |
| MDC1 | 103 | 0 | 0 | 0 | 0 | |
| SD_CLK | 74 | 0 | 0 | 0 | 0 | |
| WE_n | 85 | | | | | |
| CAS_n | 84 | | | | | |
| RAS_N | 82 | 0 | 0 | 0 | 0 | |
| DQML | 86 | | | | | |
| DQMH | 64 | | | | | |

Note: The pins never in the pull-up, pull-down, schmitt trigger, and I/O pad status are not shown in the above table.

4. Oscillator Characteristics

4.1 Fundamental Mode



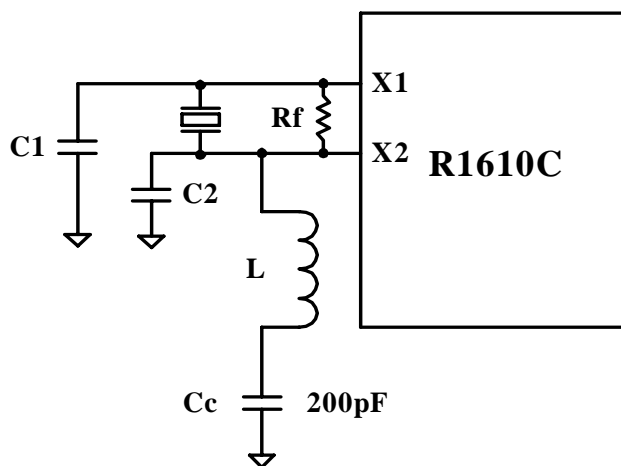
C1 ----- 20pF ± 20%

C2 ----- 20pF ± 20%

Rf ----- 1 mega-ohm

4.2 Third-Overtone Mode

Normally, high frequency use for third overtone mode can get price advantage, but additional L and Cc are needed.



Typical value suggestions are as follows:

C1 ----- 20pF ± 20%

C2 ----- 20pF ± 20%

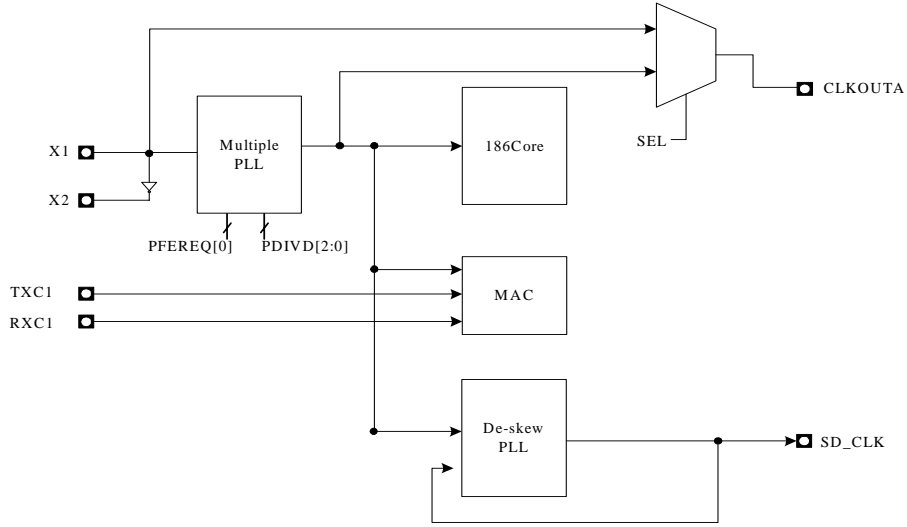
Cc ----- 200pF ± 20%

Rf ----- 1 Mega-Ohm

L ----- 4.7uH, 6.8uH, 8.2uH, 10uH (25MHz)

Note: X1 input clock must be within + - 100ppm tolerance.

5. Clock Unit



PLL Configuration Table:

| Input Clock Range (Mhz) | PFEREQ[0] | PDIVD[2:0] | | | Multiple | Output Clock (Mhz) |
|-------------------------|-----------|------------|---|---|----------|--------------------|
| 25 | 1 | 0 | 0 | 0 | 1 | Reserved |
| | | 0 | 0 | 1 | 2 | 50 |
| | | 0 | 1 | 0 | 3 | 75 |
| | | 0 | 1 | 1 | 4 | 100 |
| | | 1 | 0 | 0 | | Reserved |
| | | 1 | 0 | 1 | | Reserved |
| | | 1 | 1 | 0 | | Reserved |
| | | 1 | 1 | 1 | | Reserved |
| 40 | 0 | 0 | 0 | 0 | 1 | 40 |
| | | 0 | 0 | 1 | 2 | 80 |
| | | 0 | 1 | 0 | | Reserved |
| | | 0 | 1 | 1 | | Reserved |
| | | 1 | 0 | 0 | | Reserved |
| | | 1 | 0 | 1 | | Reserved |
| | | 1 | 1 | 0 | | Reserved |
| | | 1 | 1 | 1 | | Reserved |

For example: If input clock =25 Mhz, then set PFEREQ=1b.

If PDIVD[2:0]=000b, then PLL output clock =25 Mhz

If PDIVD[2:0]=011b, then PLL output clock =100 Mhz

6. Execution UNIT

6.1 General Registers

The R1610C has eight 16-bit general registers. And the AX, BX, CX, and DX can be subdivided into two 8-bit registers (AH, AL, BH, BL, CH, CL, DH, and DL). The functions of these registers are described as follows:

AX: Word Divide, Word Multiply, Word I/O operation.

AH: Byte Divide, Byte Multiply, Byte I/O, Decimal Arithmetic, Translate operation.

AL: Byte Divide, Byte Multiply operation.

BX: Translate operation.

CX: Loops, String operation

CL: Variable Shift and Rotate operation.

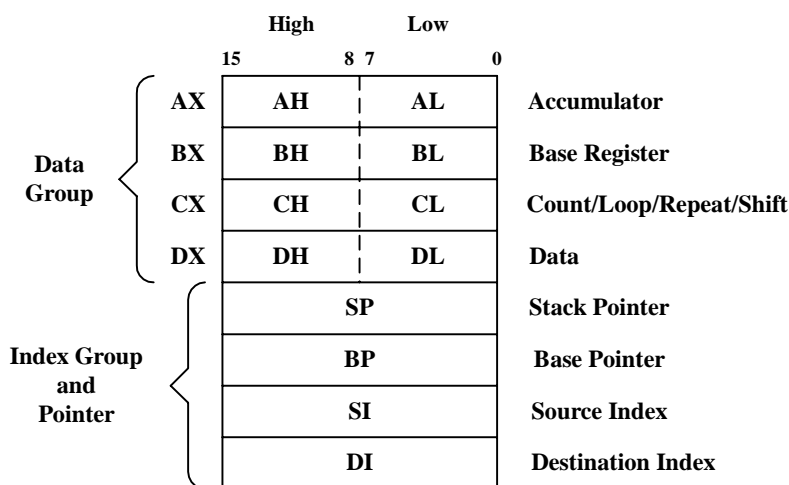
DX: Word Divide, Word Multiply, Indirect I/O operation

SP: Stack operations (POP, POPA, POPF, PUSH, PUSHA, PUSHF)

BP: General-purpose registers which can be used to determine offset address of operands in Memory.

SI: String operations

DI: String operations



GENERAL REGISTERS

6.2 Segment Registers

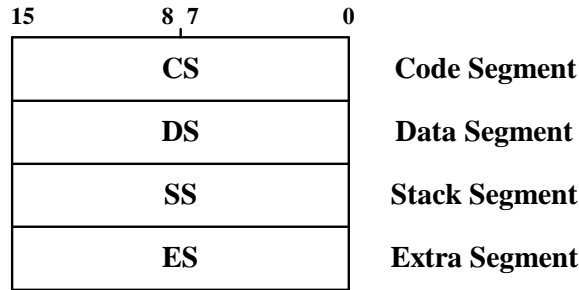
R1610C has four 16-bit segment registers: CS, DS, SS, and ES. The segment registers contain the base addresses (starting location) of these memory segments, and they are immediately addressable for code (CS), data (DS & ES), and stack (SS) memory.

CS (Code Segment): The CS register points to the current code segment, which contains instruction to be fetched. The default location memory space for all instructions is 64K. The initial value of CS register is 0FFFFh.

DS (Data Segment): The DS register points to the current data segment, which generally contains program variables. The DS register is initialized to 0000H.

SS (Stack Segment): The SS register points to the current stack segment, which is for all stack operations, such as pushes and pops. The stack segment is used for temporary space. The SS register is initialized to 0000H.

ES (Extra Segment): The ES register points to the current extra segment, which is typically for data storage, such as large string operations and large data structures. The ES register is initialized to 0000H.



SEGMENT REGISTERS

6.3 Instruction Pointer and Status Flags Registers

IP (Instruction Pointer): The IP is a 16-bit register and it contains the offset of the next instruction to be fetched. The IP register cannot be directly accessed by software, but can be updated by the bus interface unit. It can be changed, saved or restored as a result of program execution. The IP register is initialized to 0000H and the starting execution address for CS:IP is at 0FFFF0H.

Register Name: Processor Status Flags Register

Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|----|----|----|----|------|----|------|----|------|----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | OF | DF | IF | TF | SF | ZF | Rsvd | AF | Rsvd | PF | Rsvd | CF |

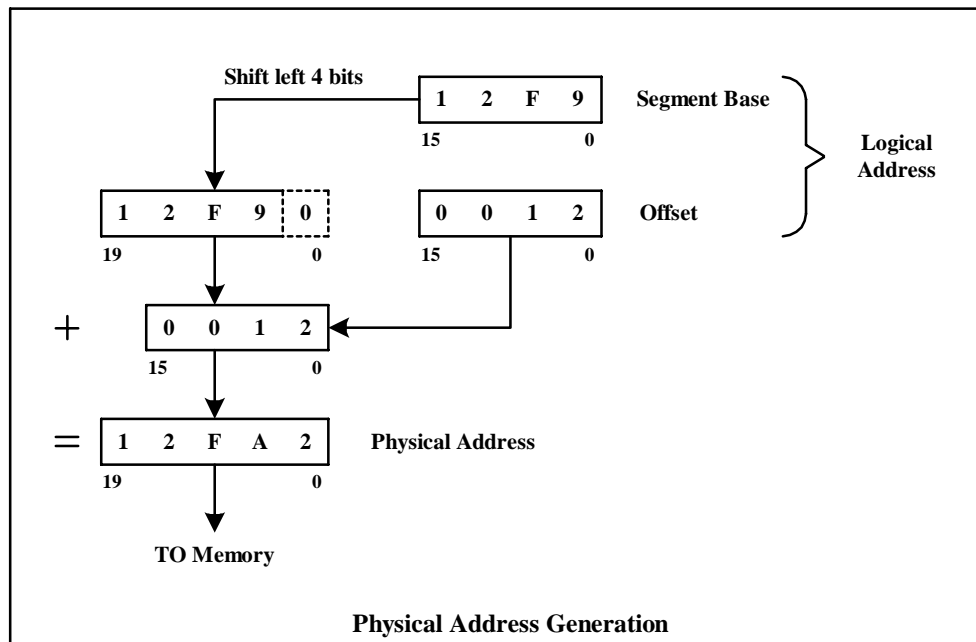
These flags reflect the status after the Execution Unit is executed.

| Bit | Name | Description |
|-------|------|--|
| 15-12 | Rsvd | Reserved. |
| 11 | OF | Overflow Flag. If an arithmetic overflow occurs, this flag will be set. |
| 10 | DF | Direction Flag. If this flag is set, the string instructions are in the process of incrementing address. If DF is cleared, the string instructions are in the process of decrementing address. Refer to the STD and CLD instructions for how to set and clear the DF flag. |
| 9 | IF | Interrupt-Enable Flag. Refer to the STI and CLI instructions for how to set and clear the IF flag. Set to 1: The CPU enables the maskable interrupt request. Set to 0: The CPU disables the maskable interrupt request. |

| | | |
|---|------|--|
| 8 | TF | Trace Flag. Set to enable single-step mode for debugging; Clear to disable the single-step mode. If an application program sets the TF flag with POPF or IRET instruction, a debug exception is generated after the instruction (The CPU automatically generates an interrupt after each instruction) that follows the POPF or IRET instruction. |
| 7 | SF | Sign Flag. If this flag is set, the high-order bit of the result of an operation will be 1, indicating the state of being negative. |
| 6 | ZF | Zero Flag. If this flag is set, the result of operation will be zero. |
| 5 | Rsvd | Reserved |
| 4 | AF | Auxiliary Flag. If this flag is set, there will be a carry from the low nibble to the high one or a borrow from the high nibble to the low nibble of the AL general-purpose register. It is used in BCD operation. |
| 3 | Rsvd | Reserved |
| 2 | PF | This flag will be set if the result of the low-order 8 bits operation has even parity. |
| 1 | Rsvd | Reserved |
| 0 | CF | Carry Flag. If CF is set, there will be a carry out or a borrow into the high-order bit of the instruction result. |

6.4 Address Generation

The Execution Unit generates a 20-bit physical address to Bus Interface Unit by the Address Generation. Memory is organized in sets of segments. Each segment contains a 16-bit value. Memory is addressed with a two-component address that consists of a 16-bit segment and 16-bit offset. The Physical Address Generation figure describes how the logical address is transferred to the physical address.



7. Peripheral Register List

The Peripheral Control Block can be mapped into either Memory or I/O space by programming the Peripheral Control Block Relocation Register (FEh). After reset, the default Legacy Peripheral Control Block offset is located at FF00h in I/O space, the SDRAM Control Register is located at FE00h in I/O space, and Ethernet Control Register is located at FD00h and FE00h in I/O space.

The following table lists are all the definitions of the Peripheral Control Block Registers, and the detailed descriptions will be arranged on the related Block Unit.

7.1 Legacy Peripheral Registers (Base Address FF00h)

| Offset (HEX) | Register Name | Page | Offset (HEX) | Register Name | Page |
|--------------|--|------|--------------|--|------|
| FE | Peripheral Control Block Relocation Register | 28 | 70 | PIO Mode 0 Register | 90 |
| F8 | Processor Extended ID Register | 29 | 66 | Timer 2 Mode/Control Register | 69 |
| F6 | Reset Configuration Register | 31 | 62 | Timer 2 Maxcount Compare A Register | 70 |
| F4 | Processor Release Level Register | 28 | 60 | Timer 2 Count Register | 70 |
| F2 | Auxiliary configuration Register | 37 | 5E | Timer 1 Mode/Control Register | 67 |
| EA | Bus Control Register | 34 | 5C | Timer 1 Maxcount Compare B Register | 69 |
| E6 | Watchdog Timer Control Register | 71 | 5A | Timer 1 Maxcount Compare A Register | 68 |
| E4 | Enable RCU Register | 43 | 58 | Timer 1 Count Register | 68 |
| E2 | Clock Prescaler Register | 43 | 56 | Timer 0 Mode/Control Register | 65 |
| DA | DMA 1 Control Register | 59 | 54 | Timer 0 Maxcount Compare B Register | 66 |
| D8 | DMA 1 Transfer Count Register | 61 | 52 | Timer 0 Maxcount Compare A Register | 66 |
| D6 | DMA 1 Destination Address High Register | 61 | 50 | Timer 0 Count Register | 66 |
| D4 | DMA 1 Destination Address Low Register | 61 | 44 | Serial Port 0 interrupt control register | 46 |
| D2 | DMA 1 Source Address High Register | 62 | 42 | Serial port 1 interrupt control register | 46 |
| D0 | DMA 1 Source Address Low Register | 62 | 40 | MAC Interrupt Control Register | 47 |
| CA | DMA 0 Control Register | 57 | 3C | INT2 Control Register | 48 |
| C8 | DMA 0 Transfer Count Register | 57 | 3A | INT1 Control Register | 48 |
| C6 | DMA 0 Destination Address High Register | 58 | 38 | INT0 Control Register | 49 |
| C4 | DMA 0 Destination Address Low Register | 58 | 36 | DMA1/INT6 Interrupt Control Register | 50 |
| C2 | DMA 0 Source Address High Register | 58 | 34 | DMA0/INT5 Interrupt Control Register | 50 |
| C0 | DMA 0 Source Address Low Register | 59 | 32 | Timer Interrupt Control Register | 51 |
| AA | Chip Size Multiplier Register | 42 | 30 | Interrupt Status Register | 51 |
| A8 | PCS_n Auxiliary Register | 40 | 2E | Interrupt Request Register | 52 |
| A4 | Peripheral Chip Select Register 0 | 39 | 2C | Interrupt In-service Register | 52 |
| A0 | Upper Memory Chip Select Register | 38 | 2A | Interrupt Priority Mask Register | 53 |
| 88 | (See 7.2) | 25 | 28 | Interrupt Mask Register | 54 |
| 86 | (See 7.2) | 25 | 26 | Interrupt Poll Status Register | 54 |
| 84 | (See 7.2) | 25 | 24 | Interrupt Poll Register | 55 |
| 82 | (See 7.2) | 25 | 22 | Interrupt End-of-Interrupt | 55 |
| 80 | (See 7.2) | 25 | 18 | (See 7.2) | 25 |
| 7A | PIO Data 1 Register | 88 | 16 | (See 7.2) | 25 |

| | | | | | |
|----|--------------------------|----|----|-----------|----|
| 78 | PIO Direction 1 Register | 88 | 14 | (See 7.2) | 25 |
| 76 | PIO Mode 1 Register | 89 | 12 | (See 7.2) | 25 |
| 74 | PIO Data 0 Register | 89 | 10 | (See 7.2) | 25 |
| 72 | PIO Direction 0 Register | 89 | | | |

7.2 16550 UART Register Definitions (Base Address FF00h)

| Offset (HEX) | Register Name | Mnemonic | Page |
|--------------|--|-------------|------|
| 80h | UART0 Receiver Buffer Register (when DLAB=0 & Read) | RBR0 | 74 |
| | UART0 Transmitter Holding Register (when DLAB=0 & Write) | THR0 | 75 |
| | UART0 Divisor Latch [Low Byte] (when DLAB=1) | DLL0 | 75 |
| 82h | UART0 Interrupt Enable Register (when DLAB=0) | IER0 | 76 |
| | UART0 Divisor Latch [High Byte] (when DLAB=1) | DLM0 | 75 |
| 84h | UART0 Interrupt Identification Register (when Read) | IIR0 | 77 |
| | UART0 FIFO Control Register (when Write) | FCR0 | 78 |
| 86h | UART0 Line Control Register | LCR0 | 79 |
| 88h | UART0 MODEM Control Register | MCR0 | 80 |
| 8Ah | UART0 Line Status Register | LSR0 | 81 |
| 8Ch | UART0 MODEM Status Register | MSR0 | 83 |
| 8Eh | UART0 Scratch Register | SCR0 | 84 |
| 10h | UART1 Receiver Buffer Register (when DLAB=0 & Read) | RBR1 | 74 |
| | UART1 Transmitter Holding Register (when DLAB=0 & Write) | THR1 | 75 |
| | UART1 Divisor Latch [Low Byte] (when DLAB=1) | DLL1 | 75 |
| 12h | UART1 Interrupt Enable Register (when DLAB=0) | IER1 | 76 |
| | UART1 Divisor Latch [High Byte] (when DLAB=1) | DLH1 | 75 |
| 14h | UART1 Interrupt Identification Register (when Read) | IIR1 | 77 |
| | UART1 FIFO Control Register (when Write) | FCR1 | 78 |
| 16h | UART1 Line Control Register | LCR1 | 79 |
| 18h | UART1 MODEM Control Register | MCR1 | 80 |
| 1Ah | UART1 Line Status Register | LSR1 | 81 |
| 1Ch | UART1 MODEM Status Register | MSR1 | 83 |
| 1Eh | UART1 Scratch Register | SCR1 | 84 |

7.3 SDRAM Control Registers (Base Address FE00h)

| Offset (HEX) | Register Name | Mnemonic | Page |
|--------------|---------------------------------|-----------------|------|
| F2h | SDRAM Mode Set Register | SDRAMMSR | 91 |
| F4h | SDRAM Control Register | SDRAMCR | 91 |
| F6h | SDRAM Timing Parameter Register | SDRAMTPR | 92 |

7.4 Cache control register (Base Address FEC0h)

| Offset (HEX) | Register Name | Mnemonic | Page |
|--------------|---------------------------------------|---------------|------|
| C0h | Cache Control Register | CCR | 93 |
| C4h | Non-Cache Region0 Starts Address High | NCR0SH | 94 |

| | | | |
|-----|---|---------------|-----|
| C2h | Non-Cache Region0 Starts Address Low | NCR0SL | 93 |
| C8h | Non-Cache region0 End Address High | NCR0EH | 94 |
| C6h | Non-Cache region0 End Address Low | NCR0EL | 94 |
| CCh | Non-Cache region1 Starts Address High | NCR1SH | 95 |
| CAh | Non-Cache region1 Starts Address Low | NCR1SL | 95 |
| D0h | Non-Cache region1 End Address High | NCR1EH | 96 |
| CEh | Non-Cache region1 End Address Low | NCR1EL | 95 |
| D4h | Non-Cache region2 Starts Address High | NCR2SH | 96 |
| D2h | Non-Cache region2 Starts Address Low | NCR2SL | 96 |
| D8h | Non-Cache region2 End Address High | NCR2EH | 97 |
| D6h | Non-Cache region2 End Address Low | NCR2EL | 97 |
| DCh | Non-Cache region3 Starts Address High | NCR3SH | 98 |
| DAh | Non-Cache region3 Starts Address Low | NCR3SL | 97 |
| E0h | Non-Cache region3 End Address High | NCR3EH | 98 |
| DEh | Non-Cache region3 End Address Low | NCR3EL | 98 |
| E4h | Write-Invalidate region Starts Address High | WIRSH | 99 |
| E2h | Write-Invalidate region Starts Address Low | WIRSL | 99 |
| E8h | Write-Invalidate region End Address High | WIREH | 100 |
| E6h | Write-Invalidate region End Address Low | WIREL | 99 |

7.5 Fast Ethernet MAC Control Registers (Base Address: MAC / FE00h)

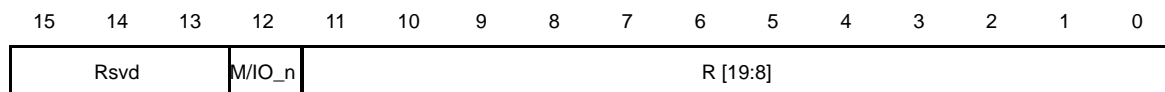
| Offset (HEX) | Register Name | Mnemonic | Page |
|--------------|---|---------------|------|
| 00h | MAC Control Register 0 | MCR0 | 106 |
| 04h | MAC Control Register 1 | MCR1 | 107 |
| 08h | MAC Bus Control Register | MBCR | 108 |
| 0Ch | TX Interrupt Control Register | MTICR | 109 |
| 10h | RX Interrupt Control Register | MRICR | 109 |
| 14h | TX Poll Command Register | MTPR | 110 |
| 18h | RX Buffer Size Register | MRBSR | 110 |
| 1Ah | RX Descriptor Control Register | MRDCR | 111 |
| 1Ch | MAC Last Status Register | MLSR | 111 |
| 20h | MAC MDIO Control Register | MMDIO | 112 |
| 24h | MAC MII Read Data Register | MMRD | 113 |
| 28h | MAC MII Write Data Register | MMWD | 113 |
| 2Ch | MAC TX Descriptor Start Address Register 0 | MTDSA0 | 113 |
| 30h | MAC TX Descriptor Start Address Register 1 | MTDSA1 | 114 |
| 34h | MAC RX Descriptor Start Address Register 0 | MRDSA0 | 114 |
| 38h | MAC RX Descriptor Start Address Register 1 | MRDSA1 | 115 |
| 3Ch | MAC INT Status Register | MISR | 115 |
| 40h | MAC INT Enable Register | MIER | 116 |
| 44h | MAC Event Counter INT Status Register | MECISR | 116 |
| 48h | MAC Event Counter INT Mask Register | MECIER | 117 |
| 50h | MAC Successfully Received Packet Counter | MRCNT | 118 |
| 52h | MAC Event Counter 0 Register | MECNT0 | 118 |
| 54h | MAC Event Counter 1 Register | MECNT1 | 119 |
| 56h | MAC Event Counter 2 Register | MECNT2 | 119 |
| 58h | MAC Event Counter 3 Register | MECNT3 | 119 |
| 5Ah | MAC Successfully Transmit Packet Counter Register | MTCNT | 120 |
| 5Ch | MAC Event Counter 4 Register | MECNT4 | 120 |
| 5Eh | MAC Pause Frame Counter Register | MPCNT | 121 |
| 60h | MAC Hash Table Word 0 | MAR0 | 121 |

| | | | |
|-----|---|--------------|-----|
| 62h | MAC Hash Table Word 1 | MAR1 | 121 |
| 64h | MAC Hash Table Word 2 | MAR2 | 122 |
| 66h | MAC Hash Table Word 3 | MAR3 | 122 |
| 68h | MAC Multicast Address first two bytes Register | MID0L | 123 |
| 6Ah | MAC Multicast Address second two bytes Register | MID0M | 123 |
| 6Ch | MAC Multicast Address last two bytes Register | MID0H | 123 |
| 70h | MAC Multicast Address first two bytes Register | MID1L | 124 |
| 72h | MAC Multicast Address second two bytes Register | MID1M | 124 |
| 74h | MAC Multicast Address last two bytes Register | MID1H | 124 |
| 78h | MAC Multicast Address first two bytes Register | MID2L | 125 |
| 7Ah | MAC Multicast Address second two bytes Register | MID2M | 125 |
| 7Ch | MAC Multicast Address last two bytes Register | MID2H | 125 |
| 80h | MAC Multicast Address first two bytes Register | MID3L | 126 |
| 82h | MAC Multicast Address second two bytes Register | MID3M | 126 |
| 84h | MAC Multicast Address last two bytes Register | MID3H | 126 |

8. Peripheral Control Block Registers

The peripheral control block can be mapped into either memory or I/O space by programming the Peripheral Control Block Registers (FEh Registers). It starts at FF00h in I/O space after reset.

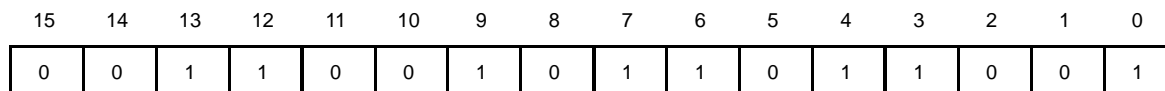
Register Offset: FEh
Register Name: Peripheral Control Block Relocation Register
Reset Value : 20FFh



The Peripheral Control Block (PCB) is mapped into either memory or I/O space by programming this register. When the other chip selects (PCSx_n) are programmed to zero wait-states and ignore the external ready, PCSx_n can overlap the control block.

| Bit | Name | Attribute | Description |
|-------|---------|-----------|---|
| 15-13 | Rsvd | RO | Reserved. |
| 12 | M/IO_n | R/W | Memory/I/O space. At reset, this bit is set to 0 and the PCB map starts at FF00h in I/O space. Set 1: The PCB is located in memory space. Set 0: The PCB is located in I/O space. (Default) |
| 11-0 | R[19:8] | R/W | Relocation Address Bits. The upper address bits of the PCB base address. The lower eight bits are defaulted to 00h. When the PCB is mapped into the I/O space, the R[19:16] must be programmed to 0000b. |

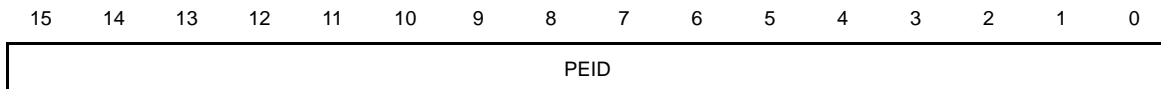
Register Offset: F4h
Register Name: Processor Release Level Register
Reset Value : 32D9h



The read only registers specify the processor release version and RDC identification number.

| Bit | Name | Attribute | Description |
|-------|------|-----------|----------------------------------|
| 15-12 | PRL | RO | 4'b001 |
| 11-8 | PV | RO | Processor version. |
| 7-0 | ID | RO | RDC identification number 2'hD9. |

Register Offset: F8h
Register Name: Processor Extended ID Register
Reset Value : 0112h

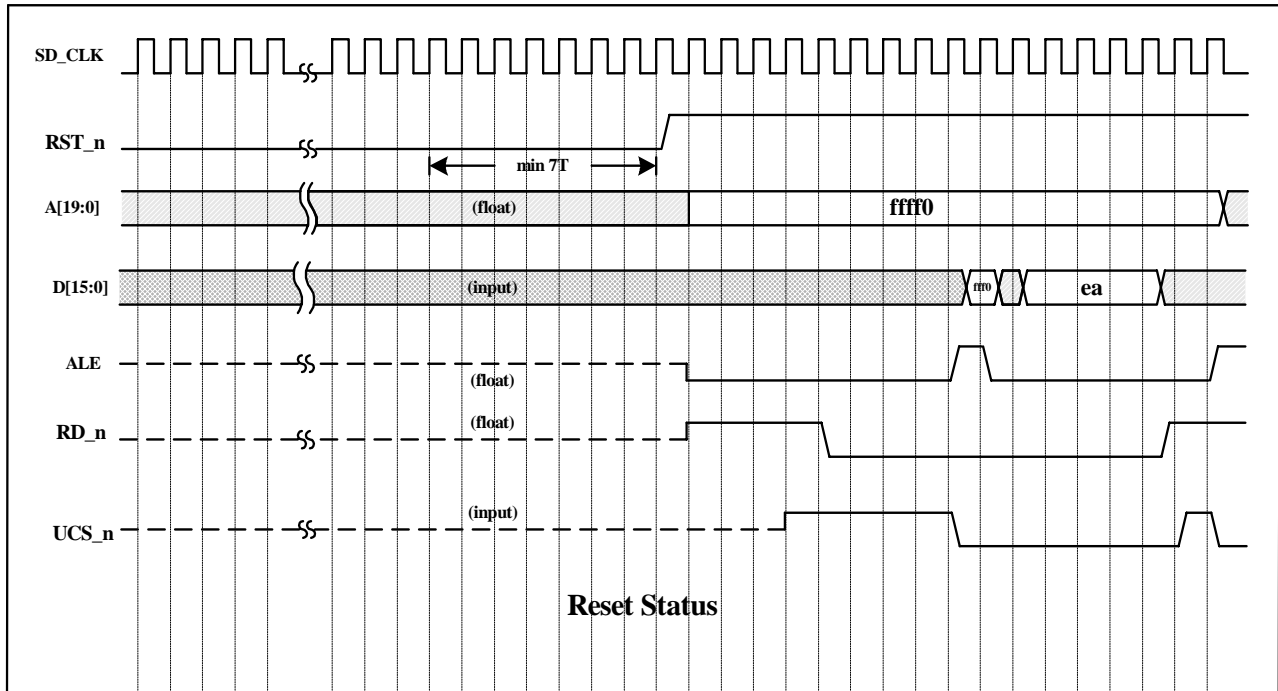


| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-0 | PEID | RO | This read only register specifies the RDC identification extended number. |

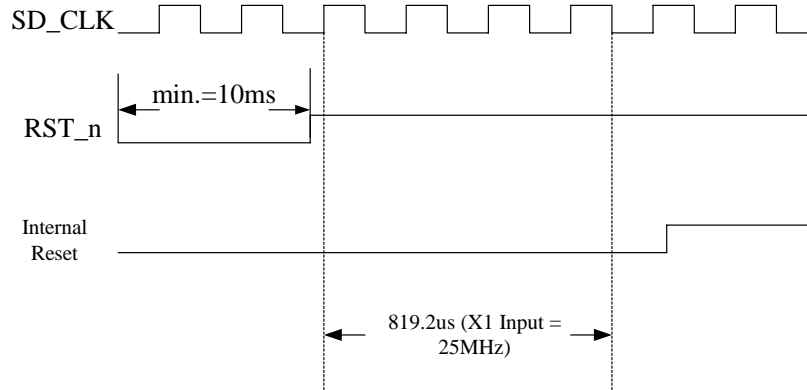
9. Reset

Processor initialization is accomplished with activation of the RST_n pin. To reset the processor, this pin should be held low for at least seven oscillator periods. The Reset Status Figure shows the status of the RST_n pin and the other related pins.

When RST_n goes from low to high, the state of input pins (with weak pull-up or pull-down resistors) will be latched, and each pin will perform the individual function. The D[15:0] will be latched into the register F6h.



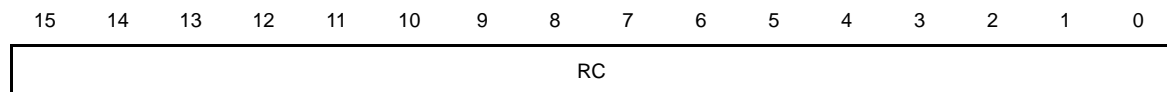
9.1 Power-up Reset



Power-up Reset Timing

After watchdog timeout is processed, the system will be reset and the R1610C will re-latch D[15:0] into the RESCON register. Unfortunately, sometimes it latches the wrong data in the RESCON register. To avoid this problem, programs can be used to check WTCR (Watchdog Timer Control Register) bit13. When the system is a cold boot, WTCR bit13 is "0" and the RESCON register can be processed by programs. When the system is re-started by the watchdog timeout, WTCR bit13 is "1" and the RESCON check can be skipped by programs.

Register Offset: F6h
Register Name: Reset Configuration Register
Reset Value : D[15:0]



| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-0 | RC | RO | Reset Configuration D[15:0]. The D[15:0] must be with weak pull-up or pull-down resistors to correspond the contents when they are latched into this register as the RST_n signal goes from low to high. The value of the reset configuration register provides the system information when the software reads this register. This register is read only and the contents remain valid until next processor reset. |

10. Bus Interface UNIT

10.1 Slow Bus and Memory Shadow

10.1.1 Normal Bus and Slow Bus

There are two kinds of buses, called “**normal bus**” and “**slow bus**”, in R1610C. In order to use slow bus, users may set BMOD bit to “0” in Bus Control Register [15].

In **normal bus**, R1610C use the same pin to process Memory and I/O access to external devices. A [19:0] pins are used for address and D [15:0] for data. In order to let the CPU access to the I/Os and the MAC Controller access to the SDRAM work at the same time, the powerful R1610C provides another bus called “**slow bus**” to separate SDRAM and I/O access via different pins.

In **slow bus**, the MAC controller access to the SDRAM and the CPU access to the external IO devices can work at the same time via different pins. In this bus mode, SDRAM accesses via MA [10:0] for address and D [15:0] for data (Check the pin out). I/O accesses external devices via pin SAD [15:0] under 16-bit mode or via pin SAD [7:0] under 8-bit mode. Only byte access is allowed if 8-bit mode is selected. 16-bit mode or 8-bit mode is configured by hardware trapping at power on reset via SBWSEL (pin 28).

10.1.2 Normal Operation, DMA Operation, and Shadow Operation Mode

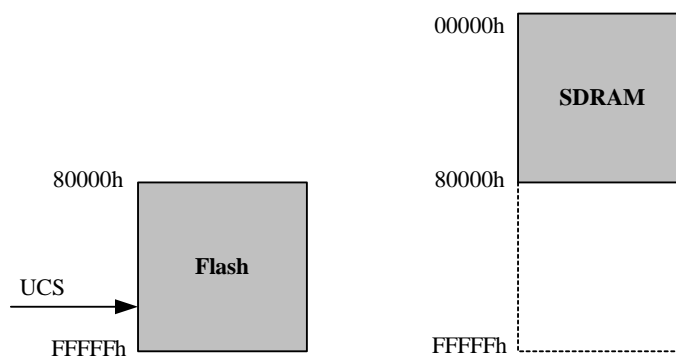
In order to improve the code fetch speed, R1610C provides one shadow memory operation, called **shadow mode**. Users can fetch codes from the SDRAM instead of the Flash/ROM to increase system performance after moving the codes from the Flash/ROM to the SDRAM. During shadow mode, the SDRAM space can be extended from 512K Bytes to 1M Bytes to fetch codes from the SDRAM. The following describes how the memory shadow works.

(a) Normal Operation Mode

The default operation mode after reset is normal operation mode. The CPU fetches code from the Flash/ROM. These two bits, SHADMOD [1:0] in Bus Control Register (EAh), will be 2'b00 as default.

The SDRAM space is from 0 to 512K Bytes.

UCS_n is used for accessing the Flash/ROM and its space is from 80000h to FFFFh Bytes.

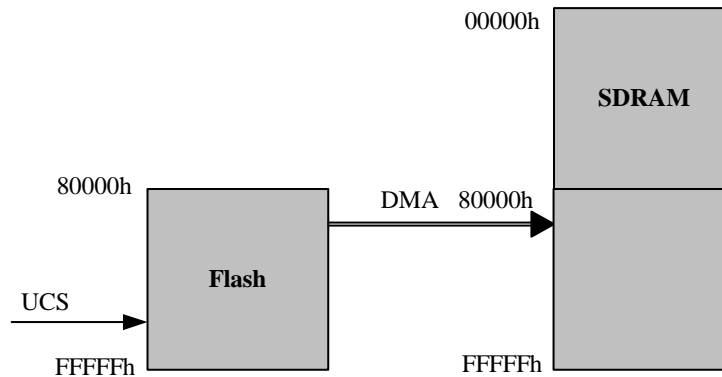


(b) DMA Operation Mode

This mode is provided to move codes from the Flash/ROM to the SDRAM at the same address. Set these two bits of SHADMOD [1:0], in Bus Control Register, to 2'b01, followed by a DMA instruction to tell the CPU to do DMA transfer. The DMA transfer is a read from the Flash/ROM followed by a write to the SDRAM at the same address.

The SDRAM space is from 0 to 1M Bytes.

UCS_n is used for accessing the Flash/ROEM and its space is from 512K Bytes to 1M Bytes.

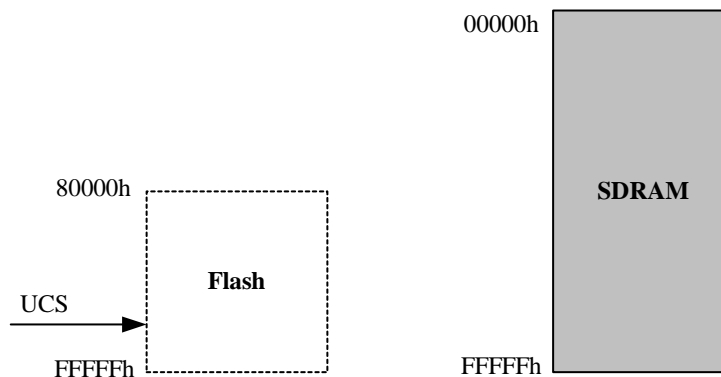


(c) Shadow Operation Mode

Under this mode, the CPU fetches code from the SDRAM instead of from the Flash/ROM. Setting SHADMOD [1:0], in Bus Control Register, to 2'b10 or 2'b11 will enable shadow operation mode.

The SDRAM space is from 0 to 1M Bytes.

UCS_n is not used.



10.1.3A user guide to use shadow memory

- (a) Set Bus Control Register [1:0] (EAh)= 01b (DMA mode).
- (b) Configure the DMA source address to be the DMA destination address.
- (c) Configure the DMA Transfer Count
- (d) Register according to the transfer size you need.
- (e) After DMA is transferred, set Bus Control Register [1:0] (EAh) to 2'b10 (Shadow mode).
- (f) If the system is 8-bit boot mode, remember to switch to 16-bit mode after shadowing. Otherwise the code fetching from SDRAM will still be 8-bit mode.

Register Offset: EAh
Register Name: Bus Control Register
Reset Value : 0000h

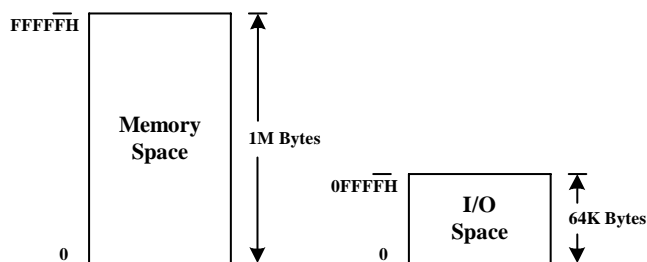
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

| | | | |
|------|--|--------------|--------------|
| BMOD | | SHAD MOD1 | SHAD MOD0 |
|------|--|--------------|--------------|

| Bit | Name | Attribute | Description |
|-----|-------------|-----------|--|
| 15 | BMOD | R/W | Bus Mode Select bit. Set 0: Slow bus mode. When the PCS region is accessed, the bus cycle is mapped to SAD [15:0] or SAD [7:0]. Set 1: Normal bus mode. When the PCS region is accessed, the bus cycle is mapped to A [19:0] and D [15:0]. The SAD bus is inactive in this mode. |
| 1-0 | SHAD MOD | R/W | Memory Shadow Operation Mode. 00: Normal Operation Mode. 01: DMA Operation Mode. 10: Shadow Operation Mode. The CPU fetches code from the SDRAM. |

10.2 Memory and I/O Interface

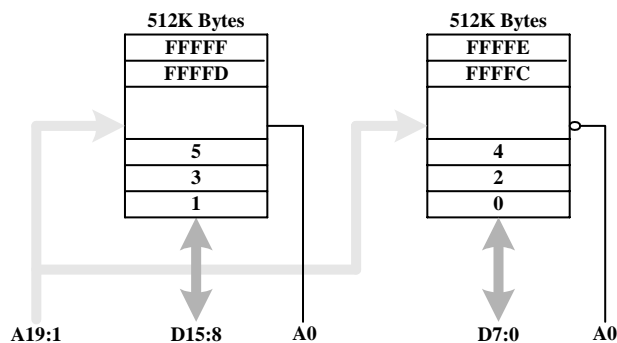
The memory space consists of 1M bytes (512k 16-bit port) and the I/O space consists of 64k bytes (32k 16-bit port). Memory devices exchange information with the CPU during memory read, memory write and instruction fetch bus cycles. I/O read and I/O write bus cycles use a separate I/O address space. Only IN/OUT instruction can access I/O address space, and information must be transferred between the peripheral devices and the AX register. The first 256 bytes of I/O space can be accessed directly by the I/O instructions. The entire 64k bytes I/O address space can be accessed indirectly, through the DX register. I/O instructions always force address A[19:16] to low level.



Memory and I/O Space

10.3 Data Bus

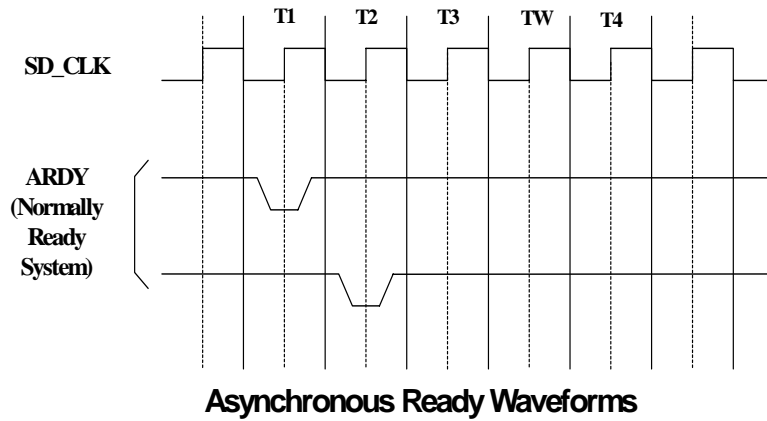
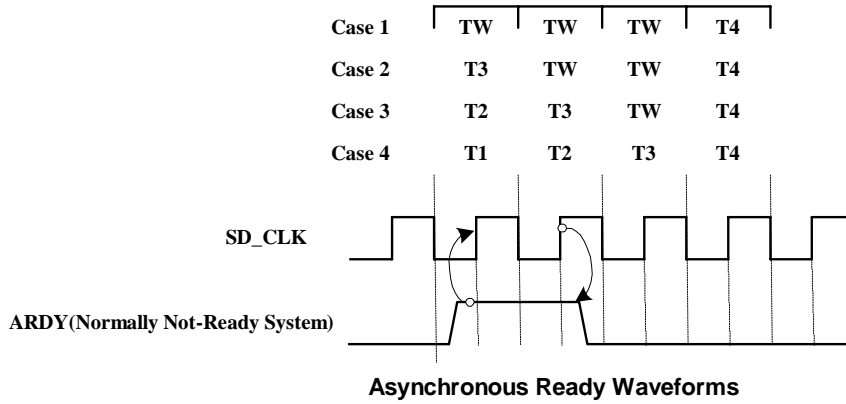
The memory address space data bus is physically implemented by dividing the address space into two banks of up to 512k bytes. Each bank connects to the lower half of the data bus and contains the even-addressed bytes (A0=0). The other bank connects to the upper half of the data bus and contains odd-addressed bytes (A0=1). A0 determines whether one bank or both banks participate in the data transfer.



Physical Data Bus Models

10.4 Wait States

Wait states extend the data phase of the bus cycle. The ARDY input with low level will insert wait states. To avoid wait states, ARDY must be high within a specified setup time prior to phase 2 of T1 and keep to phase 2 of T2. To insert wait states, ARDY must be driven low within a specified setup time prior to phase 2 of T1 or phase 2 of T2. When the SDRAMEN bit in the SDRAM Control Register (FEF4h) is set to 1, the external ready ARDY and internal wait states are ignored while accessing the SDRAMs.



10.5 Bus Width

The R1610C default is 16-bit bus access and the bus can be programmed as 8-bit or 16-bit access during memory or I/O access is located in the SDRAM or PCSx_n address space. The UCS_n code- fetched selection can be 8-bit or 16-bit bus width, which is decided by the BWSEL pin (pin42) input status when the RST_n pin goes from low to high. When the BWSEL pin is with a pull-low resistor, the bus width for the code-fetched selection is 8 bits. The SDRAM bus width is unchangeable 16 bits. If the R1610C has been set as 16-bit mode, it cannot be changed to 8-bit mode.

Register Offset: F2h
Register Name: Auxiliary Configuration Register
Reset Value : 0080h or 0000h

| | | | | | | | | | | | | | | | |
|------|------|------|------|------|----------|---|---|------|---|---|---|---|---|------|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| PCS6 | PCS5 | PCS3 | PCS2 | PCS1 | Reserved | | | USIZ | 0 | 0 | 0 | 0 | 0 | MMIO | PCS0 |

| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15 | PCS6 | R/W | I/O Space Data Bus Size selection. This bit determines the width of the data bus for all I/O space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |
| 14 | PCS5 | R/W | I/O Space Data Bus Size selection. This bit determines the width of the data bus for all I/O space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |
| 13 | PCS3 | R/W | I/O Space Data Bus Size selection. This bit determines the width of the data bus for all I/O space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |
| 12 | PCS2 | R/W | I/O Space Data Bus Size selection. This bit determines the width of the data bus for all I/O space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |
| 11 | PCS1 | R/W | I/O Space Data Bus Size selection. This bit determines the width of the data bus for all I/O space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |
| 10-8 | Rsvd | RO | Reserved |
| 7 | USIZ | RO | Boot code bus width. This bit reflects the BWSEL pin input status when the RST_n pin goes from low to high. Set 0: 16-bit bus width booting when the BWSEL pin is without a pull-low resistor. (Default: It is an internal pull-high resistor.) Set 1: 8-bit bus width booting when the BWSEL pin is with a 4.7k ohm external pull-low resistor. |
| 6-2 | Rsvd | RO | Reserved |
| 1 | MMIO | R/W | Memory Mapped IO. If mapped to memory space, this bit determines the width of the data bus for all PCS space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |
| 0 | PCS0 | R/W | I/O Space Data Bus Size selection. This bit determines the width of the data bus for all I/O space accesses. 1: 8-bit data bus access. 0: 16-bit data bus access. |

11. Chip Select UNIT

The Chip Select Unit provides 12 programmable chip select pins to access a specific memory or peripheral device. The chip selects are programmed through four peripheral control registers (A0h, A2h, A4h, and A8h) and all the chip selects can insert wait states by programming the peripheral control registers.

11.1 UCS_n

The UCS_n default is active on reset for Code access. The active memory range is upper 512k (80000h – FFFFFh), which is programmable. And the defaulted active memory range of UCS_n is 64k (F0000h – FFFFFh). UCS_n will drive low within four SD_CLK cycles when active if no wait state is inserted. There are fifteen wait states inserted to UCS_n active cycle on reset.

Register Offset: A0h
Register Name: Upper Memory Chip Select Register
Reset Value : F03Bh

| | | | | | | | | | | | | | | | |
|----|---------|----|----|----|----|---|---|---|---|---|---|----|----|----|----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | LB[2:0] | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | R3 | R2 | R1 | R0 |

| Bit | Name | Attribute | Description |
|-------|---------|-----------|---|
| 15 | Rsvd | RO | Reserved. |
| 14-12 | LB[2:0] | R/W | <p>LB[2:0], Memory block size selection for UCS_n chip select pin. The active region of the UCS_n chip select pin can be configured by LB[2:0]. The default memory block size is from F0000h to FFFFFh.</p> <p>LB2, LB1, LB0 ---- Memory Block size , Start address , End Address</p> <p>1, 1, 1 ---- 64k , F0000h , FFFFFh 1, 1, 0 ---- 128k , E0000h , FFFFFh 1, 0, 0 ---- 256k , C0000h , FFFFFh 0, 0, 0 ---- 512k , 80000h , FFFFFh</p> |
| 11-4 | Rsvd | RO | Reserved |
| 3 | R3 | R/W | See Bit[1:0]. |
| 2 | R2 | R/W | <p>Ready Mode. This bit is used to configure the ready mode for the UCS_n chip select.</p> <p>Set 1: external ready is ignored. Set 0: external ready is required.</p> |
| 1-0 | R[1:0] | R/W | <p>Bit3, Bit 1-0: R3, R1-R0, Wait-State value. R1610C can insert wait states for an access to the UCS_n memory cycle. The reset value for (R3, R1, R0) is (1, 1, 1).</p> <p>R3, R1, R0 -- Wait States</p> <p>0, 0, 0 -- 0 0, 0, 1 -- 1</p> |

| | | | |
|--|--|--|---------------|
| | | | 0, 1, 0 -- 2 |
| | | | 0, 1, 1 -- 3 |
| | | | 1, 0, 0 -- 5 |
| | | | 1, 0, 1 -- 7 |
| | | | 1, 1, 0 -- 9 |
| | | | 1, 1, 1 -- 15 |

11.2 PCSx_n

In order to define these pins, the peripheral or memory chip selects are programmed through A4h and A8h registers. The base address memory block can be located anywhere within the 1M bytes memory space, exclusive of the areas associated with the SDRAM space and UCS_n. If the chip selects are mapped to I/O space, the access range is 64k bytes. PCS5_n can be configured from (0 to 31 wait states) + (1 to 225 wait states). PCS3_n – PCS0_n can be configured from (1 to 31 wait states) + (1 to 225 wait states). The PCSx_n pins are not active on reset. The PCSx_n pins are activated as chip selects by writing to the peripheral chip select register 0 and 1.

Register Offset: A4h
Register Name: Peripheral Chip Select Register 0
Reset Value : ----

| | | | | | | | | | | | | | | | |
|-----------|----|----|----|----|----|---|---|---|---|---|---|----|----|----|----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| BA[19:12] | | | | | | | | 0 | 0 | 0 | 0 | R3 | R2 | R1 | R0 |

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | |
|------------------------|-----------|--------------------|--|------------------------|-----------|--------------------|------------|----|---|------------|----|---|------------|----|---|------------|----|---|
| 15-8 | BA[19:12] | R/W | Base Address. BA[19:12] corresponds to Bit [19:12] of the 1M-Byte (20-bits) programmable base address of the PCS_n chip select block. When the PCS_n chip selects are mapped to I/O space, BA[19:16] must be written to 0000b because the I/O address bus is only 64K bytes (16 bits) wide. Please refer to the following table for register FFAAh bit[8:6]. | | | | | | | | | | | | | | | |
| 7-4 | Rsvd | RO | Reserved | | | | | | | | | | | | | | | |
| 3 | R3 | R/W | See Bit[1:0]. | | | | | | | | | | | | | | | |
| 2 | R2 | R/W | Ready Mode. This bit is configured to enable/disable the ready mode for the PCS3_n – PCS0_n chip selects. Set 1: external ready is ignored. Set 0: external ready is required. | | | | | | | | | | | | | | | |
| 1-0 | R[1:0] | R/W | <p>Bit 3, Bit 1-0: R3, R1, R0, Wait-State Values.</p> <p>PR4 (refer to Bit 5 in the A8h register), R3, R1, and R0 determine the number of wait states inserted into T3 of the PCS3_n – PCS0_n access.</p> <table border="1"> <tr> <td>PR4, R3, R1, R0</td> <td>--</td> <td>Wait States</td> </tr> <tr> <td>0, 0, 0, 0</td> <td>--</td> <td>1</td> </tr> <tr> <td>0, 0, 0, 1</td> <td>--</td> <td>3</td> </tr> <tr> <td>0, 0, 1, 0</td> <td>--</td> <td>5</td> </tr> <tr> <td>0, 0, 1, 1</td> <td>--</td> <td>7</td> </tr> </table> | PR4, R3, R1, R0 | -- | Wait States | 0, 0, 0, 0 | -- | 1 | 0, 0, 0, 1 | -- | 3 | 0, 0, 1, 0 | -- | 5 | 0, 0, 1, 1 | -- | 7 |
| PR4, R3, R1, R0 | -- | Wait States | | | | | | | | | | | | | | | | |
| 0, 0, 0, 0 | -- | 1 | | | | | | | | | | | | | | | | |
| 0, 0, 0, 1 | -- | 3 | | | | | | | | | | | | | | | | |
| 0, 0, 1, 0 | -- | 5 | | | | | | | | | | | | | | | | |
| 0, 0, 1, 1 | -- | 7 | | | | | | | | | | | | | | | | |

| | | | | | |
|--|--|--|------------|----|-----|
| | | | 0, 1, 0, 0 | -- | 9 |
| | | | 0, 1, 0, 1 | -- | 15 |
| | | | 0, 1, 1, 0 | -- | 25 |
| | | | 0, 1, 1, 1 | -- | 40 |
| | | | 1, 0, 0, 0 | -- | 60 |
| | | | 1, 0, 0, 1 | -- | 80 |
| | | | 1, 0, 1, 0 | -- | 100 |
| | | | 1, 0, 1, 1 | -- | 125 |
| | | | 1, 1, 0, 0 | -- | 150 |
| | | | 1, 1, 0, 1 | -- | 180 |
| | | | 1, 1, 1, 0 | -- | 210 |
| | | | 1, 1, 1, 1 | -- | 255 |

Peripheral Chip Size table:

| FFAAh bit8-6 | PCS0 | PCS1 | PCS2 | PCS3 | PCS5 | PCS6 |
|--------------|------|-----------|-----------|------------|------------|------------|
| 000 | BASE | BASE+256 | BASE+512 | BASE+768 | BASE+1280 | BASE+1536 |
| 001 | BASE | BASE+512 | BASE+1024 | BASE+1536 | BASE+2560 | BASE+3072 |
| 010 | BASE | BASE+1024 | BASE+2048 | BASE+3072 | BASE+5120 | BASE+6144 |
| 011 | BASE | BASE+2048 | BASE+4096 | BASE+6144 | BASE+10240 | BASE+12288 |
| 100 | BASE | BASE+4096 | BASE+8192 | BASE+12288 | BASE+20480 | BASE+24576 |

Register Offset: A8h
 Register Name: PCS_n Auxiliary Register
 Reset Value :

| | | | | | | | | | | | | | | | |
|----|----------|----|----|----|----|---|------|----|-----|----|----|----|----|----|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | Reserved | | | | | | Rsvd | MS | PR4 | R4 | R3 | R2 | R1 | R0 | |

| Bit | Name | Attribute | Description |
|------|--------|-----------|--|
| 15 | Rsvd | RO | Reserved |
| 14-8 | Rsvd | RO | Reserved |
| 7 | Rsvd | RO | Reserved |
| 6 | MS | R/W | Memory or IO space selector. This bit determines whether the PCS_n pins are active during memory bus cycle or IO bus cycle. Set 1: PCS_n active for memory cycle. Set 0: PCS_n active for IO cycle. |
| 5 | PR4 | R/W | See bit[1:0] in the A4h register. |
| 4 | R4 | R/W | See bit[1:0] |
| 3 | R3 | R/W | See bit[1:0]. |
| 2 | R2 | R/W | Ready Mode. This bit only applies to the PCS6_n – PCS5_n chip selects. Set 1: external ready is ignored. Set 0: external ready is required. |
| 1-0 | R[1:0] | R/W | Bit 4-3 and Bit 1-0: R4, R3, R1, R0, Wait-State Values. R4, R3, R1, and R0 determine the number of wait states inserted into T3 of the PCS5_n – PCS6_n access. |

| R4 | R3 | R1 | R0 | -- | Wait States |
|----|----|----|----|----|-------------|
| 0 | 0 | 0 | 0 | -- | 1 |
| 0 | 0 | 0 | 1 | -- | 3 |
| 0 | 0 | 1 | 0 | -- | 5 |
| 0 | 0 | 1 | 1 | -- | 7 |
| 0 | 1 | 0 | 0 | -- | 9 |
| 0 | 1 | 0 | 1 | -- | 15 |
| 0 | 1 | 1 | 0 | -- | 25 |
| 0 | 1 | 1 | 1 | -- | 40 |
| 1 | 0 | 0 | 0 | -- | 60 |
| 1 | 0 | 0 | 1 | -- | 80 |
| 1 | 0 | 1 | 0 | -- | 100 |
| 1 | 0 | 1 | 1 | -- | 125 |
| 1 | 1 | 0 | 0 | -- | 150 |
| 1 | 1 | 0 | 1 | -- | 180 |
| 1 | 1 | 1 | 0 | -- | 210 |
| 1 | 1 | 1 | 1 | -- | 255 |

Register Offset: AAh
Register Name: Chip Size Multiplier Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|------|--------|----|----------|----|----|---|--------|---|----------|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Rsvd | W[2:0] | | Reserved | | | | P[2:0] | | Reserved | | | | | | |

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------|--------|-----------|--|-------------|----|----|----|-------------|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|----|---|---|---|----|----|---|---|---|----|----|---|---|---|----|----|
| 15 | Rsvd | R | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14-12 | W[2:0] | R/W | Wait-State Value. W[2:0] determine the number of wait states inserted into T1 of PCS6_n, PCS5_n, and the PCS3_n – PCS0_n access. <table border="1"> <thead> <tr> <th>W2</th> <th>W1</th> <th>W0</th> <th>--</th> <th>Wait States</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>--</td><td>0</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>--</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>--</td><td>3</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>--</td><td>7</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>--</td><td>11</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>--</td><td>15</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>--</td><td>20</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>--</td><td>31</td></tr> </tbody> </table> | W2 | W1 | W0 | -- | Wait States | 0 | 0 | 0 | -- | 0 | 0 | 0 | 1 | -- | 1 | 0 | 1 | 0 | -- | 3 | 0 | 1 | 1 | -- | 7 | 1 | 0 | 0 | -- | 11 | 1 | 0 | 1 | -- | 15 | 1 | 1 | 0 | -- | 20 | 1 | 1 | 1 | -- | 31 |
| W2 | W1 | W0 | -- | Wait States | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | -- | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | -- | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | -- | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | -- | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | -- | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | -- | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | -- | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | -- | 31 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11-9 | Rsvd | R | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8-6 | P[2:0] | R/W | PCS chip select size multiplier | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5-0 | Rsvd | R | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

12. Refresh Control UNIT

The Refresh Control Unit (RCU) automatically generates refresh bus cycle. After a period of time, the RCU generates a memory read request to the bus interface unit.

A user guide to program SDRAM:

- (1) Configure Lower Memory Chip Select Register (A2h) to set SDRAM space. The suggestion value is 7F38h.
- (2) Set Clock Prescaler Register (E2h) and enable RCU Register (E4h) to enable SDRAM refresh.

Register Offset: E2h
Register Name: Clock Prescaler Register
Reset Value : 0080h

| | | | | | | | | | | | | | | | |
|----|----------|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | RC[14:0] | | | | | | | | | | | | | | |

| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15 | Rsvd | RO | Reserved |
| 14-0 | RC[14:0] | RW | Refresh Counter Reload Value. It contains the value of the desired clock count interval between refresh cycles. The counter value should not be set to less than 12h, otherwise there would never be sufficient bus cycle available for the processor to execute code. For Example: SDRAM specification specifies to refresh 1 time every 15.6 u sec and system clock is 25Mhz. The Refresh Counter Reload Value = $15.6\mu s * 25\text{Mhz} = 15.6\mu s / 40\text{ns} = 390$. |

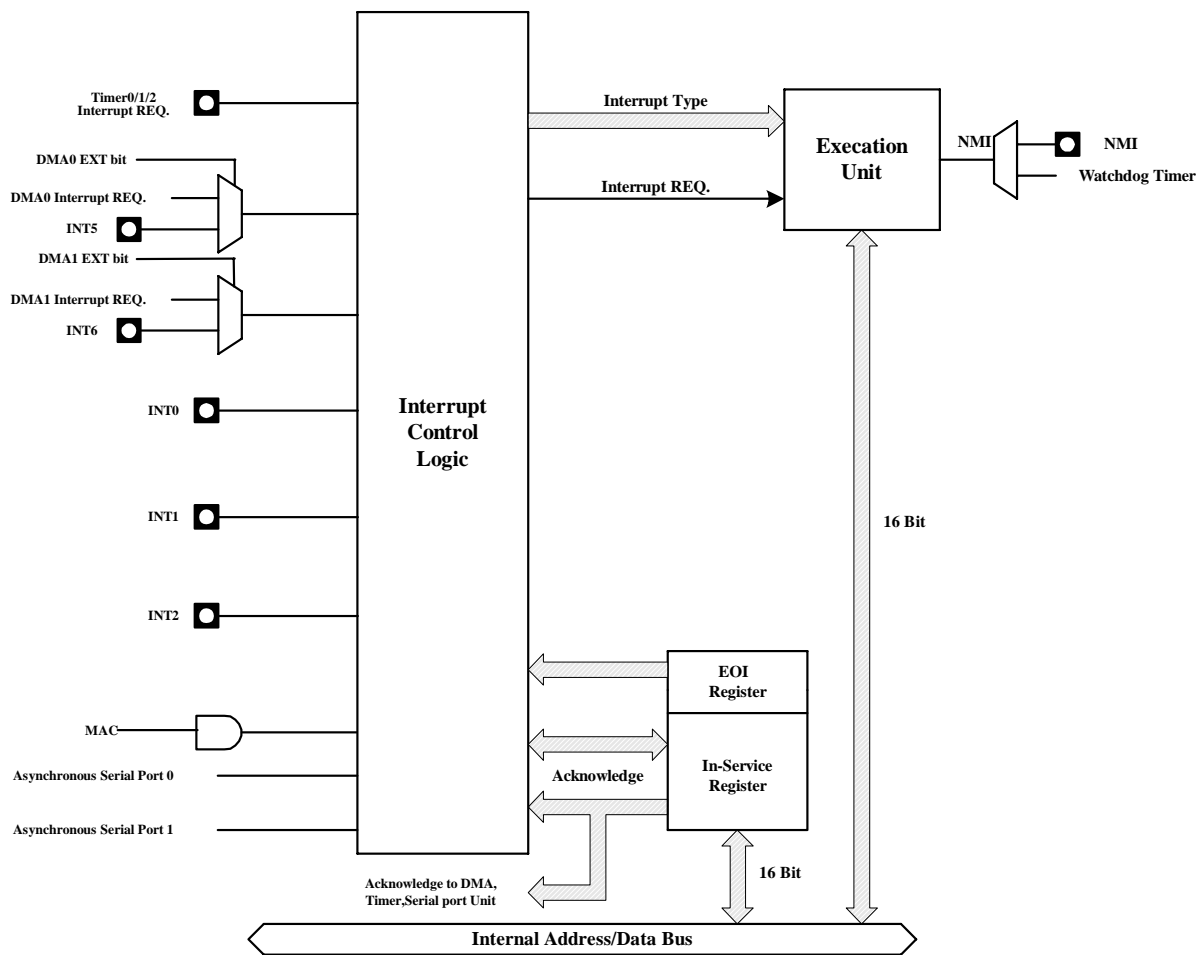
Register Offset: E4h
Register Name: Enable RCU Register
Reset Value : 8000h

| | | | | | | | | | | | | | | | |
|----|---------|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| E | T[14:0] | | | | | | | | | | | | | | |

| Bit | Name | Attribute | Description |
|------|---------|-----------|--|
| 15 | E | RW | Enable RCU Set 1: Enable the refresh counter unit. Set 0: Clear the refresh counter and stop refresh requests, but will not reset the refresh address. |
| 14-0 | T[14:0] | RO | Refresh Count. This read-only field contains the present value of the down counter which triggers refresh requests. |

13. Interrupt Controller UNIT

There are 15 interrupt request sources connected to the controller: 5 maskable interrupt pins (INT[0:2], INT5, INT6); 2 non-maskable interrupts (NMI, WDT); 8 internal unit request sources (Timer 0, 1, 2; DMA 0, 1; MAC; Asynchronous Serial Port 0, 1).



Interrupt Control Unit Block Diagram

13.1 Interrupt Vector, Type and Priority

The following table shows the interrupt vector address, type and the priority. The maskable interrupt priority can be changed by programming the priority registers. The vector address for each interrupt was fixed.

| Interrupt source | Interrupt Type | Vector Address | EOI Type | Priority | Note |
|-----------------------------------|----------------|----------------|----------|----------|------|
| Divide Error Exception | 00h | 00h | | 1 | |
| Trace interrupt | 01h | 04h | | 1-1 | * |
| NMI | 02h | 08h | | 1-2 | * |
| Breakpoint Interrupt | 03h | 0Ch | | 1 | |
| INT0 Detected Over Flow Exception | 04h | 10h | | 1 | |
| Array Bounds Exception | 05h | 14h | | 1 | |
| Undefined Opcode Exception | 06h | 18h | | 1 | |
| ESC Opcode Exception | 07h | 1Ch | | 1 | |
| Timer 0 | 08h | 20h | 08h | 2-1 | */** |
| Reserved | 09h | | | | |
| DMA 0/INT5 | 0Ah | 28h | 0Ah | 3 | ** |
| DMA 1/INT6 | 0Bh | 2Ch | 0Bh | 4 | ** |
| INT0 | 0Ch | 30h | 0Ch | 5 | |
| INT1 | 0Dh | 34h | 0Dh | 6 | |
| INT2 | 0Eh | 38h | 0Eh | 7 | |
| MAC | 10h | 40h | 10h | 9 | |
| Asynchronous Serial port 1 | 11h | 44h | 11h | 9 | |
| Timer 1 | 12h | 48h | 08h | 2-2 | */** |
| Timer 2 | 13h | 4Ch | 08h | 2-3 | */** |
| Asynchronous Serial port 0 | 14h | 50h | 14h | 9 | |
| Reserved | 15h-1Fh | | | | |

Note *: When the interrupt occurs in the same time, the priority is (1-1 > 1-2); (2-1 > 2-2 > 2-3)

Note **: The interrupt types of these sources are programmable in slave mode.

13.2 Interrupt Requests

When an interrupt is requested, the internal interrupt controller verifies the interrupt is enabled (the IF flag is enabled and the MSK bit is not set) and that there are no higher priority interrupt requests being serviced or pending. If the interrupt is granted, the interrupt controller uses the interrupt type to access a vector from the interrupt vector table.

If the external INT is active (level-trigger) to request the interrupt controller service, the INT pins must be held till the micro-controller entering the interrupt service routine. There is no interrupt-acknowledge output when running in fully nested mode, so it should use PIO pin to simulate the interrupt-acknowledge pin if necessary.

13.3 Programming the Registers

Software is programmed through the registers (44h, 42h, 40h, 3Eh, 3Ch, 3Ah, 38h, 36h, 34h, 32h, 30h, 2Eh, 2Ch, 2Ah, 28h, 26h, 24h and 22h) to define the interrupt controller operation.

Register Offset: 44h
Register Name: Serial Port 0 Interrupt Control Register
Reset Value : 001Fh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|---|---|---|---|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | | | | 1 | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | | | | |
|----------------|-----------------|-----------|--|----------------|-----------------|-----|----------|-----|---|-----|---|-----|---|-----|---|-----|---|-----|---|-----|---------|
| 15-4 | Rsvd | RO | Reserved | | | | | | | | | | | | | | | | | | |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of the asynchronous serial port 0. Set 0: Enable the serial port 0 interrupt. | | | | | | | | | | | | | | | | | | |
| 2-0 | PR[2:0] | R/W | Priority. These bits determine the priorities of the serial ports relative to the other interrupt signals. The priority selection: <table border="1"> <thead> <tr> <th><u>PR[2:0]</u></th> <th><u>Priority</u></th> </tr> </thead> <tbody> <tr><td>000</td><td>(High) 0</td></tr> <tr><td>001</td><td>1</td></tr> <tr><td>010</td><td>2</td></tr> <tr><td>011</td><td>3</td></tr> <tr><td>100</td><td>4</td></tr> <tr><td>101</td><td>5</td></tr> <tr><td>110</td><td>6</td></tr> <tr><td>111</td><td>(Low) 7</td></tr> </tbody> </table> | <u>PR[2:0]</u> | <u>Priority</u> | 000 | (High) 0 | 001 | 1 | 010 | 2 | 011 | 3 | 100 | 4 | 101 | 5 | 110 | 6 | 111 | (Low) 7 |
| <u>PR[2:0]</u> | <u>Priority</u> | | | | | | | | | | | | | | | | | | | | |
| 000 | (High) 0 | | | | | | | | | | | | | | | | | | | | |
| 001 | 1 | | | | | | | | | | | | | | | | | | | | |
| 010 | 2 | | | | | | | | | | | | | | | | | | | | |
| 011 | 3 | | | | | | | | | | | | | | | | | | | | |
| 100 | 4 | | | | | | | | | | | | | | | | | | | | |
| 101 | 5 | | | | | | | | | | | | | | | | | | | | |
| 110 | 6 | | | | | | | | | | | | | | | | | | | | |
| 111 | (Low) 7 | | | | | | | | | | | | | | | | | | | | |

Register Offset: 42h
Register Name: Serial Port 1 Interrupt Control Register
Reset Value : 001Fh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|---|---|---|---|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | | | | 1 | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | | | | |
|---------|----------|-----------|---|---------|----------|-----|----------|-----|---|-----|---|-----|---|-----|---|-----|---|-----|---|-----|---------|
| 15-4 | Rsvd | RO | Reserved | | | | | | | | | | | | | | | | | | |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of the asynchronous serial port 1. Set 0: Enable the serial port 1 interrupt. | | | | | | | | | | | | | | | | | | |
| 2-0 | PR[2:0] | R/W | Priority. These bits determine the priorities of the serial ports relative to the other interrupt signals. The priority selection: <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>PR[2:0]</th> <th>Priority</th> </tr> </thead> <tbody> <tr> <td>000</td> <td>(High) 0</td> </tr> <tr> <td>001</td> <td>1</td> </tr> <tr> <td>010</td> <td>2</td> </tr> <tr> <td>011</td> <td>3</td> </tr> <tr> <td>100</td> <td>4</td> </tr> <tr> <td>101</td> <td>5</td> </tr> <tr> <td>110</td> <td>6</td> </tr> <tr> <td>111</td> <td>(Low) 7</td> </tr> </tbody> </table> | PR[2:0] | Priority | 000 | (High) 0 | 001 | 1 | 010 | 2 | 011 | 3 | 100 | 4 | 101 | 5 | 110 | 6 | 111 | (Low) 7 |
| PR[2:0] | Priority | | | | | | | | | | | | | | | | | | | | |
| 000 | (High) 0 | | | | | | | | | | | | | | | | | | | | |
| 001 | 1 | | | | | | | | | | | | | | | | | | | | |
| 010 | 2 | | | | | | | | | | | | | | | | | | | | |
| 011 | 3 | | | | | | | | | | | | | | | | | | | | |
| 100 | 4 | | | | | | | | | | | | | | | | | | | | |
| 101 | 5 | | | | | | | | | | | | | | | | | | | | |
| 110 | 6 | | | | | | | | | | | | | | | | | | | | |
| 111 | (Low) 7 | | | | | | | | | | | | | | | | | | | | |

Register Offset: 40h
Register Name: MAC Interrupt Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|-----|----------|-----|-----|-----|-----|-----|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | ETM | Reserved | LTM | MSK | PR2 | PR1 | PR0 | |

| Bit | Name | Attribute | Description |
|------|---------|-----------|--|
| 15-8 | Rsvd | RO | Reserved |
| 7 | ETM | R/W | Edge trigger mode enabled. When this bit is set to 1 and bit 4 is cleared to 0, an interrupt is triggered by edge from MAC, which goes from low to high. The low to high edge will be latched (one level) till this interrupt is serviced. |
| 6-5 | Rsvd | RO | Reserved |
| 4 | LTM | R/W | Level-Triggered Mode. Set 1: An interrupt is triggered by the high active level. Set 0: An interrupt is triggered by the low to high edge. |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of MAC. Set 0: Enable the MAC interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit[2:0] for the 44h register. |

Register Offset: 3Eh
Register Name: Reserved

Register Offset: 3Ch
Register Name: INT2 Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|-----|------|-----|-----|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | ETM | Rsvd | ELS | LTM | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description |
|------|---------|-----------|--|
| 15-8 | Rsvd | RO | Reserved |
| 7 | ETM | R/W | Edge trigger mode enabled. When this bit is set and bit 4 is cleared to 0, an interrupt is triggered by the edge going from low to high. The low to high edge will be latched (one level) till this interrupt is serviced. |
| 6 | Rsvd | RO | Reserved |
| 5 | ELS | R/W | Edge/Level Select Set 1 = Falling edge/Low level trigger. Set 0 = Rising edge/High level trigger. |
| 4 | LTM | R/W | Level-Triggered Mode. Set 1: An interrupt is triggered by level. Set 0: An interrupt is triggered by edge. |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of INT2. Set 0: Enable the INT2 interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit 2-0 for the 44h register. |

Register Offset: 3Ah
Register Name: INT1 Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|-----|------|-----|-----|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | ETM | SFNM | ELS | LTM | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-8 | Rsvd | RO | Reserved |
| 7 | ETM | R/W | Edge trigger mode enabled. When this bit is set and bit 4 is cleared to 0, an interrupt is triggered by the edge going from low to high. The low to high edge will be latched (one level) till this interrupt is serviced. |

| | | | |
|-----|---------|-----|--|
| 6 | SFNM | R/W | Special Fully Nested Mode. Set 1: Enable the special fully nested mode of INT1 |
| 5 | ELS | R/W | Edge/Level Select Set 1: falling edge / Low level trigger Set 0: rising edge /High level trigger |
| 4 | LTM | R/W | Level-Triggered Mode. Set 1: An Interrupt is triggered by level. Set 0: An interrupt is triggered by edge. |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of INT1. Set 0: Enable the INT1 interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit 2-0 for the 44h register. |

Register Offset: 38h
Register Name: INT0 Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|-----|------|-----|-----|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | ETM | SFNM | ELS | LTM | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description |
|------|---------|-----------|--|
| 15-8 | Rsvd | RO | Reserved |
| 7 | ETM | R/W | Edge trigger mode enabled. When this bit is set and bit 4 is cleared to 0, an interrupt is triggered by the edge going from low to high. The low to high edge will be latched (one level) till this interrupt is serviced. |
| 6 | SFNM | R/W | Special Fully Nested Mode. Set 1: Enable the special fully nested mode of INT0 |
| 5 | ELS | R/W | Edge/Level Select Set 1: Falling edge/Low level trigger. Set 0 : Rising edge/High level trigger. |
| 4 | LTM | R/W | Level-Triggered Mode. Set 1: An Interrupt is triggered by level. Set 0: An interrupt is triggered by edge. |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of INT0. Set 0: Enable the INT0 interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit 2-0 for the 44h register. |

Register Offset: 36h
Register Name: DMA1/INT6 Interrupt Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|-----|---|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | ELS | 0 | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description |
|------|---------|-----------|--|
| 15-6 | Rsvd | RO | Reserved |
| 5 | ELS | R/W | Edge/Level Select Set 1: Falling edge/Low level trigger. Set 0: Rising edge/High level trigger. |
| 4 | Rsvd | RO | Reserved |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of the DMA1 controller. Set 0: Enable the DMA1 controller interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit 2-0 for the 44h register. |

Register Offset: 34h
Register Name: DMA0/INT5 Interrupt Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|-----|---|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | ELS | 0 | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description |
|------|---------|-----------|--|
| 15-6 | Rsvd | RO | Reserved |
| 5 | ELS | R/W | Edge/Level Select Set 1 = Falling edge/Low level trigger. Set 0 = Rising edge/High level trigger. |
| 4 | Rsvd | RO | Reserved |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of the DMA0 controller. Set 0: Enable the DMA0 controller interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit 2-0 for the 44h register. |

Register Offset: 32h
Register Name: Timer Interrupt Control Register
Reset Value : 000Fh

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|-----|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | MSK | PR2 | PR1 | PR0 |

| Bit | Name | Attribute | Description |
|------|---------|-----------|---|
| 15-4 | Rsvd | RO | Reserved |
| 3 | MSK | R/W | Mask. Set 1: Mask the interrupt source of the timer controller. Set 0: Enable the timer controller interrupt. |
| 2-0 | PR[2:0] | R/W | Interrupt Priority. These bit settings for priority selections are the same as those of bit[2:0] for the 44h register. |

Register Offset: 30h
Register Name: Interrupt Status Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|------|----------|----|----|----|----|---|-----|----------|------|------|------|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| DHLT | Reserved | | | | | | MAC | Reserved | TMR2 | TMR1 | TMR0 | | | | |

| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15 | DHLT | RO | DMA Halt. Set 1: Halt any DMA activity when non-maskable interrupts occur. Set 0: When an IRET instruction is executed. |
| 14-6 | Rsvd | RO | Reserved |
| 5 | MAC | R/W | Indicate that the corresponding MAC controller has an interrupt request while set to 1. |
| 4-3 | Rsvd | RO | Reserved |
| 2-0 | TMR[2:0] | R/W | Indicate that the corresponding timer has an interrupt request pending while set to 1. |

Register Offset: 2Eh
Register Name: Interrupt Request Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|-----|-----|-----|----|----|----|----|-------|-------|------|-----|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | SP0 | SP1 | MAC | I3 | I2 | I1 | I0 | D1/I6 | D0/I5 | Rsvd | TMR | |

The Interrupt Request register is a read-only register. For internal interrupts (SP0, SP1, D1/I6, D0/I5, MAC, and TMR), the corresponding bit is set to 1 when the device requests an interrupt. The bit is reset during the internally generated interrupt acknowledge. For INT2-INT0 external interrupts, the corresponding bits (I[3:0]) reflect the current values of the external signals.

| Bit | Name | Attribute | Description |
|-------|---------------|-----------|--|
| 15-11 | Rsvd | RO | Reserved |
| 10 | SP0 | RO | Serial Port 0 Interrupt Request. Indicates the interrupt status of the serial port 0. |
| 9 | SP1 | RO | Serial Port 1 Interrupt Request. Indicates the interrupt status of the serial port 1. |
| 8 | MAC | RO | MAC Interrupt Request. Indicates the interrupt status of MAC. |
| 7-4 | I[3:0] | RO | Interrupt Requests. Set 1: The corresponding INT pin has an interrupt pending. |
| 3-2 | D1/I6 – D0/I5 | RO | DMA Channel or INT Interrupt Request. Set 1: The corresponding DMA channel or INT has an interrupt pending. |
| 1 | Rsvd | RO | Reserved |
| 0 | TMR | RO | Timer Interrupt Request. Set 1: The timer control unit has an interrupt pending. |

Register Offset: 2Ch
Register Name: In-Service Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|-----|-----|-----|----|----|----|----|-------|-------|------|-----|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | SP0 | SP1 | MAC | I3 | I2 | I1 | I0 | D1/I6 | D0/I5 | Rsvd | TMR | |

These bits in this Register are set by the interrupt controller when the interrupt is taken. Each bit in the register is cleared by writing the corresponding interrupt type to the EOI register.

| Bit | Name | Attribute | Description |
|-------|------|-----------|--|
| 15-11 | Rsvd | RO | Reserved |
| 10 | SP0 | R/W | Serial Port 0 Interrupt In-Service. Set 1: the serial port 0 interrupt is currently being serviced. |

| | | | |
|-----|------------------|-----|--|
| 9 | SP1 | R/W | Serial Port 1 Interrupt In-Service. Set 1: the serial port 1 interrupt is currently being serviced. |
| 8 | MAC | R/W | MAC In_Service. Indicates the MAC interrupt is currently being serviced. |
| 7-4 | I[3:0] | R/W | Interrupt In-Service. Set 1: the corresponding INT interrupt is currently being serviced. |
| 3-2 | D1/I6 – D0/I5 | R/W | DMA Channel or INT Interrupt In-Service. Set 1: the corresponding DMA channel or INT interrupt is currently being serviced. |
| 1 | Rsvd | RO | Reserved |
| 0 | TMR | R/W | Timer Interrupt In-Service. Set 1: the timer interrupt is currently being serviced. |

Register Offset: 2Ah
Register Name: Priority Mask Register
Reset Value : 0007h

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|------|------|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | PRM2 | PRM1 | PRM0 |

It determines the minimum priority level at which maskable interrupts can generate interrupts.

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | | | | |
|----------------|-----------------|-----------|---|----------------|-----------------|-----|----------|-----|---|-----|---|-----|---|-----|---|-----|---|-----|---|-----|---------|
| 15-3 | Rsvd | RO | Reserved | | | | | | | | | | | | | | | | | | |
| 2-0 | PRM[2:0] | R/W | <p>Priority Field Mask, determining the minimum priority that is required in order for a maskable interrupt source to generate an interrupt.</p> <table border="0"> <thead> <tr> <th><u>PR[2:0]</u></th> <th><u>Priority</u></th> </tr> </thead> <tbody> <tr> <td>000</td> <td>(High) 0</td> </tr> <tr> <td>001</td> <td>1</td> </tr> <tr> <td>010</td> <td>2</td> </tr> <tr> <td>011</td> <td>3</td> </tr> <tr> <td>100</td> <td>4</td> </tr> <tr> <td>101</td> <td>5</td> </tr> <tr> <td>110</td> <td>6</td> </tr> <tr> <td>111</td> <td>(Low) 7</td> </tr> </tbody> </table> | <u>PR[2:0]</u> | <u>Priority</u> | 000 | (High) 0 | 001 | 1 | 010 | 2 | 011 | 3 | 100 | 4 | 101 | 5 | 110 | 6 | 111 | (Low) 7 |
| <u>PR[2:0]</u> | <u>Priority</u> | | | | | | | | | | | | | | | | | | | | |
| 000 | (High) 0 | | | | | | | | | | | | | | | | | | | | |
| 001 | 1 | | | | | | | | | | | | | | | | | | | | |
| 010 | 2 | | | | | | | | | | | | | | | | | | | | |
| 011 | 3 | | | | | | | | | | | | | | | | | | | | |
| 100 | 4 | | | | | | | | | | | | | | | | | | | | |
| 101 | 5 | | | | | | | | | | | | | | | | | | | | |
| 110 | 6 | | | | | | | | | | | | | | | | | | | | |
| 111 | (Low) 7 | | | | | | | | | | | | | | | | | | | | |

Register Offset: 28h
Register Name: Interrupt Mask Register
Reset Value : FFFFh

| | | | | | | | | | | | | | | | |
|----------|----|----|----|-----|-----|-----|----|----|----|----|-------|-------|------|-----|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | SP0 | SP1 | MAC | I3 | I2 | I1 | I0 | D1/I6 | D0/I5 | Rsvd | TMR | |

| Bit | Name | Attribute | Description |
|-------|---------------|-----------|--|
| 15-11 | Rsvd | RO | Reserved |
| 10 | SP0 | R/W | Serial Port 0 Interrupt Mask. When set 1, this bit indicates that the asynchronous serial port 0 interrupt is masked. |
| 9 | SP1 | R/W | Serial Port 1 Interrupt Mask. When set 1, this bit indicates that the asynchronous serial port 1 interrupt is masked. |
| 8 | MAC | R/W | MAC Interrupt Mask. When set 1, this bit indicates that the MAC interrupt is masked. |
| 7-4 | I[3:0] | R/W | External Interrupt Mask. When set 1, I3-I0 bits indicate that the corresponding interrupts are masked. |
| 3-2 | D1/I6 – D0/I5 | R/W | DMA Channel or INT Interrupt Masks. When set 1, these bits indicate that the corresponding interrupts are masked. |
| 1 | Rsvd | RO | Reserved |
| 0 | TMR | R/W | Timer Interrupt Mask. When set 1, this bit indicates that the Timer controller interrupt is masked. |

Register Offset: 26h
Register Name: Poll Status Register
Reset Value :

| | | | | | | | | | | | | | | | |
|------|----------|----|----|----|----|---|---|---|---|---|---------|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| IREQ | Reserved | | | | | | | | | | S [4:0] | | | | |

The Poll Status (POLLST) register mirrors the current state of the Poll register. The POLLST register can be read without affecting the current interrupt requests.

| Bit | Name | Attribute | Description |
|------|--------|-----------|--|
| 15 | IREQ | R/W | Interrupt Request. Set 1: if an interrupt is pending. The S[4:0] field contains valid data. |
| 14-5 | Rsvd | RO | Reserved |
| 4-0 | S[4:0] | R/W | Poll Status. It indicates the interrupt type of the highest priority pending interrupts. |

Register Offset: 24h
Register Name: Poll Register
Reset Value :

| | | | | | | | | | | | | | | | |
|------|----------|----|----|----|----|---|---|---|---|---|---------|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| IREQ | Reserved | | | | | | | | | | S [4:0] | | | | |

When the Poll register is read, the current interrupt is acknowledged and the next interrupt takes its place in the Poll register.

| Bit | Name | Attribute | Description |
|------|--------|-----------|--|
| 15 | IREQ | R/W | Interrupt Request. Set 1: if an interrupt is pending. The S[4:0] field contains valid data. |
| 14-5 | Rsvd | RO | Reserved |
| 4-0 | S[4:0] | R/W | Poll Status. It indicates the interrupt type of the highest priority pending interrupts. |

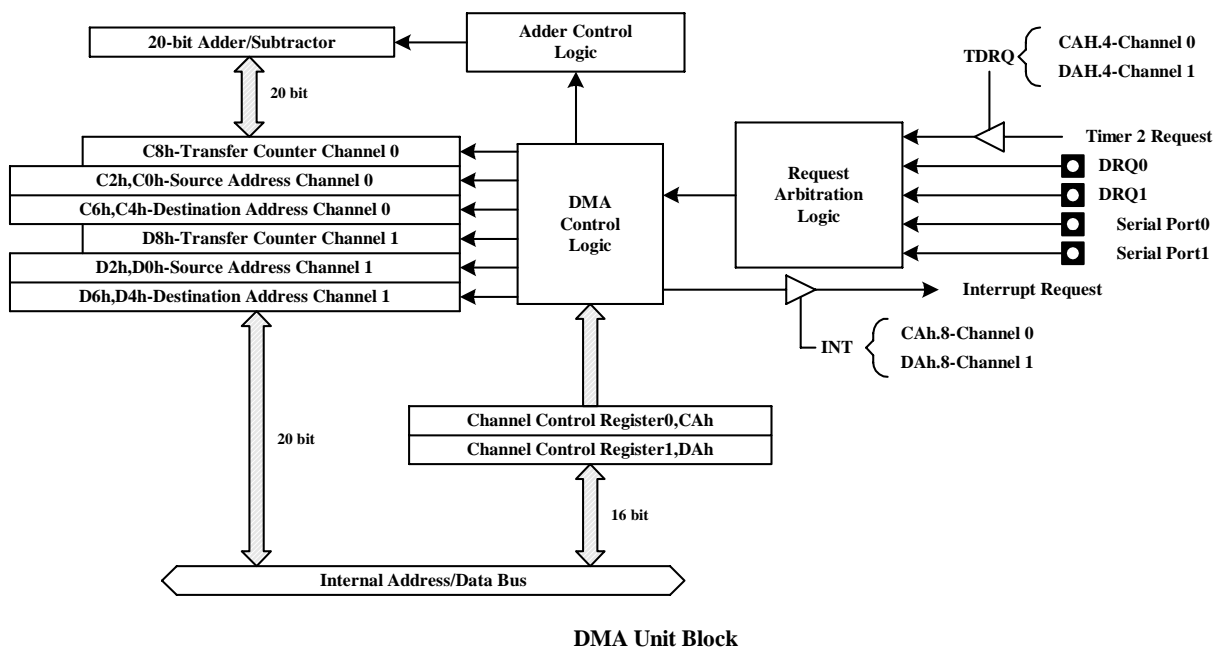
Register Offset: 22h
Register Name: End-of-Interrupt
Reset Value : Write Only

| | | | | | | | | | | | | | | | |
|-------|----------|----|----|----|----|---|---|---|---|---|---------|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| NSPEC | Reserved | | | | | | | | | | S [4:0] | | | | |

| Bit | Name | Attribute | Description |
|------|--------|-----------|--|
| 15 | NSPEC | R/W | Non-Specific EOI. Set 1: indicates non-specific EOI. Set 0: indicates the specific EOI interrupt type in S[4:0]. |
| 14-5 | Rsvd | RO | Reserved |
| 4-0 | S[4:0] | WO | Source EOI Type. It specifies the EOI type of the interrupt that is currently being processed. |

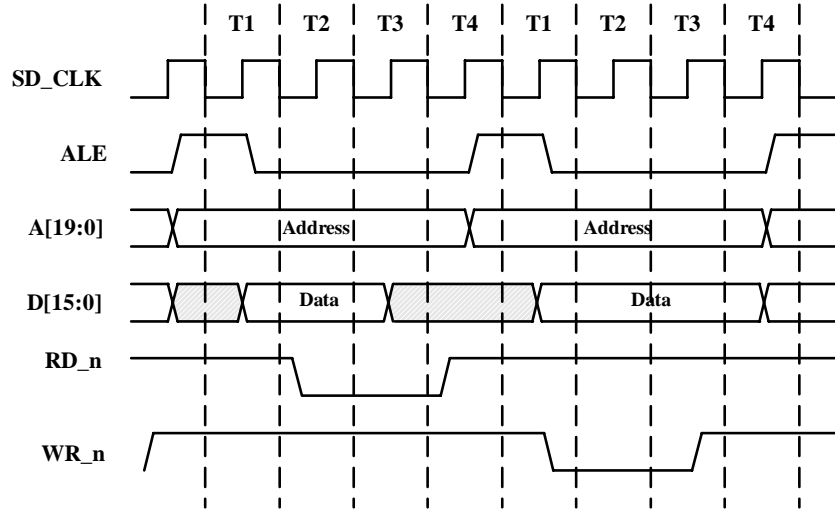
14. DMA UNIT

The DMA controller provides the data transfer between the memory and peripherals without the intervention of the CPU. There are two DMA channels in the DMA unit. Each channel can accept DMA requests from one of three sources: external pins (DRQ0 for channel 0 or DRQ1 for channel 1), serial ports (port 0 or port 1), or Timer 2 overflow. The data transfer from sources to destinations can be memory to memory, memory to I/O, I/O to I/O, or I/O to memory. Either bytes or words can be transferred to or from even or odd addresses and two bus cycles are necessary (read from sources and write to destinations) for each data transfer.



14.1 DMA Operation

Every DMA transfer consists of two bus cycles (see figure of Typical DMA Transfer) and the two bus cycles cannot be separated by a bus hold request, a refresh request, or another DMA request. The registers (CAh, C8h, C6h, C4h, C2h, C0h, DAh, D8h, D6h, D4h, D2h, and D0h) are used to configure and operate the two DMA channels.



Typical DMA Transfer

Register Offset: CAh (DMA0)
Register Name: DMA0 Control Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|---------|------|------|---------|------|------|----|-----|------|------|---|------|-----|-----|----|-------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| DM/IO_n | DDEC | DINC | SM/IO_n | SDEC | SINC | TC | INT | SYN1 | SYN0 | P | TDRQ | EXT | CHG | ST | B_n/W |

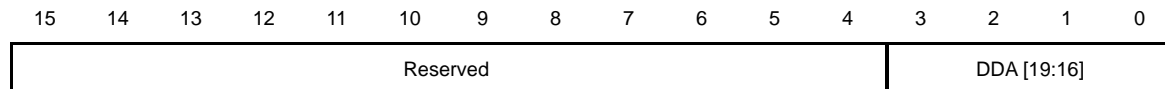
The definitions of Bit [15:0] for DMA0 are the same as those of Bit [15:0] of Register DAh for DMA1.

Register Offset: C8h (DMA0)
Register Name: DMA0 Transfer Count Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|-----------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| TC [15:0] | | | | | | | | | | | | | | | |

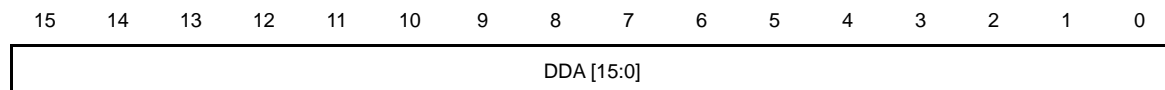
| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15-0 | TC[15:0] | R/W | DMA 0 Transfer Count. The value of this register will be decremented by 1 after each transfer. |

Register Offset: C6h (DMA0)
Register Name: DMA0 Destination Address High Register
Reset Value :



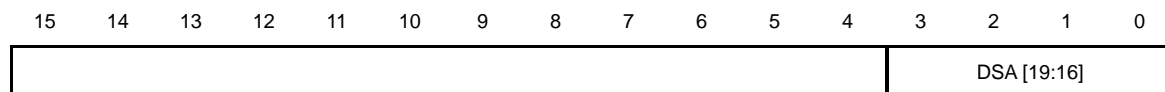
| Bit | Name | Attribute | Description |
|------|------------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | DDA[19:16] | R/W | High DMA 0 Destination Address. These bits are mapped to A[19:16] during a DMA transfer when the destination address is in memory space or I/O space. If the destination address is in I/O space (64Kbytes), these bits must be programmed to 0000b. |

Register Offset: C4h (DMA0)
Register Name: DMA0 Destination Address Low Register
Reset Value :



| Bit | Name | Attribute | Description |
|------|-----------|-----------|--|
| 15-0 | DDA[15:0] | R/W | Low DMA 0 Destination Address. These bits are mapped to A[15:0] during a DMA transfer. The value of DDA [19:0] will be incremented or decremented by 2 or 1 after each DMA transfer. |

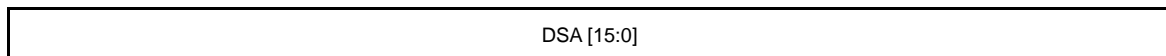
Register Offset: C2h (DMA0)
Register Name: DMA0 Source Address High Register
Reset Value :



| Bit | Name | Attribute | Description |
|------|------------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | DSA[19:16] | R/W | High DMA 0 Source Address. These bits are mapped to A[19:16] during a DMA transfer when the source address is in memory space or I/O space. If the source address is in I/O space (64Kbytes), these bits must be programmed to 0000b |

Register Offset: C0h (DMA0)
Register Name: DMA0 Source Address Low Register
Reset Value :

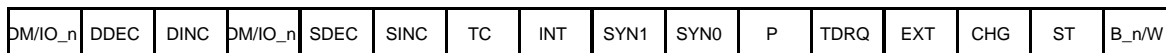
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|-----------|-----------|---|
| 15-0 | DSA[15:0] | R/W | Low DMA 0 Source Address. These bits are mapped to A[15:0] during a DMA transfer. The value of DSA [19:0] will be incremented or decremented by 2 or 1 after each DMA transfer. |

Register Offset: DAh (DMA1)
Register Name: DMA1 Control Register
Reset Value : 0000h

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

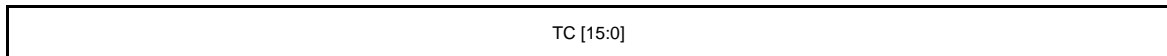


| Bit | Name | Attribute | Description |
|-----|---------|-----------|--|
| 15 | DM/IO_n | R/W | Destination Address Space Select. Set 1: The destination address is in memory space. Set 0: The destination address is in I/O space. |
| 14 | DDEC | R/W | Destination Decrement. Set 1: The destination address is automatically decremented after each transfer. The B_n/W (bit 0) bit determines the decrement value which is by 1 or 2 when both DDEC and DINC bits are set to 1 or 0. The address remains constant. Set 0: Disable the decrement function. |
| 13 | DINC | R/W | Destination Increment. Set 1: The destination address is automatically incremented after each transfer. The B_n/W (bit 0) bit determines the incremented value is by 1 or 2. Set 0: Disable the increment function. |
| 12 | SM/IO_n | R/W | Source Address Space Select. Set 1: The Source address is in memory space. Set 0: The Source address is in I/O space. |
| 11 | SDEC | R/W | Source Decrement. Set 1: The Source address is automatically decremented after each transfer. The B_n/W (bit 0) bit determines the decremented value is by 1 or 2 when both SDEC and SINC bits are set to 1 or 0. The address remains constant. Set 0: Disable the decrement function. |
| 10 | SINC | R/W | Source Increment. Set 1: The Source address is automatically incremented after each transfer. The |

| | | | |
|-----|-------------|-----|--|
| | | | B_n/W (bit 0) bit determines the incremented value is by 1 or 2. Set 0: Disable the decrement function. |
| 9 | TC | R/W | Terminal Count. Set 1: The synchronized DMA transfer is terminated when the DMA Transfer Count Register reaches 0. Set 0: The synchronized DMA transfer is not terminated when the DMA Transfer Count Register reaches 0. Unsynchronized DMA transfer is always terminated when the DMA Transfer Count register reaches 0, regardless of the setting of this bit. |
| 8 | INT | R/W | Interrupt. Set 1: DMA unit generates an interrupt request when the transfer count is completed. The TC bit must be set to 1 to generate an interrupt. |
| 7-6 | SYN1 – SYN0 | R/W | Synchronization Type Selection. SYN1 , SYN0 -- Synchronization Type 0 , 0 -- Unsynchronized 0 , 1 -- Source synchronized 1 , 0 -- Destination synchronized 1 , 1 -- Reserved |
| 5 | P | R/W | Priority. Set 1: It selects high priority for this channel when both DMA 0 and DMA 1 are transferred in the same time. |
| 4 | TDRQ | R/W | Timer Enable/Disable Request. Set 1: Enable the DMA requests from timer 2. Set 0: Disable the DMA requests from timer 2. |
| 3 | EXT | R/W | This bit enables the external interrupt functionality of the corresponding DRQ pin. Set 1: the external pin is an INT pin and requests on the pin are passed to the interrupt controller. Set 0: The pin functions as a DRQ pin. |
| 2 | CHG | R/W | Changed Start Bit. This bit must be set to 1 when the ST bit is modified. |
| 1 | ST | R/W | Start/Stop DMA channel. Set 1: Start the DMA channel Set 0: Stop the DMA channel |
| 0 | B_n/W | R/W | Byte/Word Select. Set 1: The address is incremented or decremented by 2 after each transfer. Set 0: The address is incremented or decremented by 1 after each transfer. Only byte transfer is supported if either source or destination bus width is 8 bit. |

Register Offset: D8h (DMA1)
Register Name: DMA1 Transfer Count Register
Reset Value : 0000h

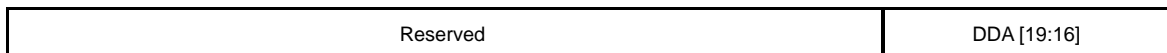
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15-0 | TC[15:0] | R/W | DMA 1 transfer Count. The value of this register will be decremented by 1 after each transfer. |

Register Offset: D6h (DMA1)
Register Name: DMA1 Destination Address High Register
Reset Value :

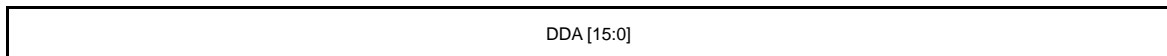
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|------------|-----------|---|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | DDA[19:16] | R/W | High DMA 1 Destination Address. These bits are mapped to A[19:16] during a DMA transfer when the destination address is in memory space or I/O space. If the destination address is in I/O space (64Kbytes), these bits must be programmed to 0000b. |

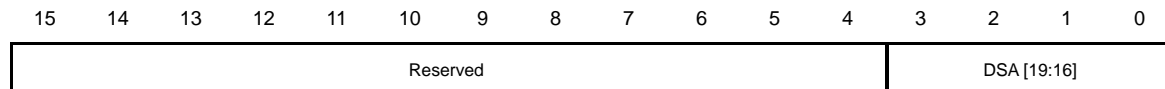
Register Offset: D4h (DMA1)
Register Name: DMA1 Destination Address Low Register
Reset Value :

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



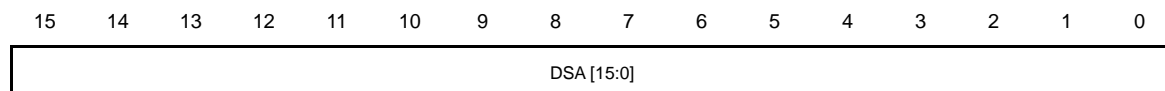
| Bit | Name | Attribute | Description |
|------|-----------|-----------|--|
| 15-0 | DDA[15:0] | R/W | Low DMA 1 Destination Address. These bits are mapped to A[15:0] during a DMA transfer. The value of DDA [19:0] will be incremented or decremented by 2 or 1 after each DMA transfer. |

Register Offset: D2h (DMA1)
Register Name: DMA1 Source Address High Register
Reset Value :



| Bit | Name | Attribute | Description |
|------|------------|-----------|---|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | DSA[19:16] | R/W | High DMA 1 Source Address. These bits are mapped to A[19:16] during a DMA transfer when the source address is in memory space or I/O space. If the source address is in I/O space (64Kbytes), these bits must be programmed to 0000b. |

Register Offset: D0h (DMA1)
Register Name: DMA1 Source Address Low Register
Reset Value :



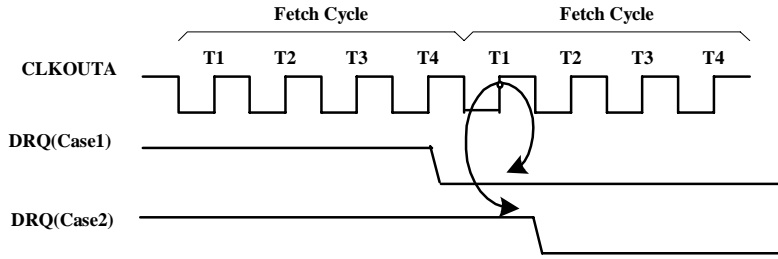
| Bit | Name | Attribute | Description |
|------|-----------|-----------|--|
| 15-0 | DSA[15:0] | R/W | Low DMA 1 Source Address. These bits are mapped to A[15:0] during a DMA transfer. The value of DSA[19:0] will be incremented or decremented by 2 or 1 after each DMA transfer. |

14.2 External Requests

External DMA requests are asserted on the DRQ pins. The DRQ pins are sampled on the falling edge of SD_CLK. It takes a minimum of four clocks before the DMA cycle is initiated by the Bus Interface. The DMA request is cleared four clocks before the end of the DMA cycle. And no DMA acknowledge is provided, since the chip-selects (PCSx_n) can be programmed to be active for a given block of memory or I/O space, and the DMA source and destination address registers can be programmed to point to the same given block.

DMA transfer can be either source- or destination-synchronized, and it can also be unsynchronized. The Source-Synchronized Transfer figure shows the typical source-synchronized transfer which provides the source

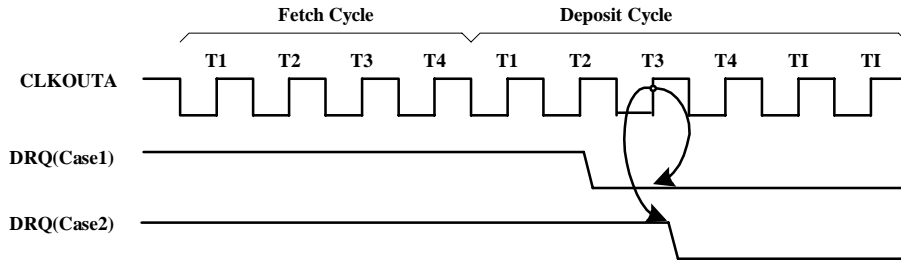
device at least three clock cycles from the time it is acknowledged to deassert its DRQ line.



- NOTES:
- Case1 : Current source synchronized transfer will not be immediately followed by another DMA transfer.
 - Case2 : Current source synchronized transfer will be immediately followed by another DMA transfer.

Source-Synchronized Transfers

The Destination-Synchronized Transfer figure shows the typical destination-synchronized transfer, which differs from a source-synchronized transfer in which two idle states are added to the end of the deposit cycle. The two idle states extend the DMA cycle to allow the destination device to de-assert its DRQ pin four clocks before the end of the cycle. If the two idle states were not inserted, the destination device would not have time to de-assert its DRQ signal.



- NOTES:
- Case1 : Current destination synchronized transfer will not be immediately followed by another DMA transfer.
 - Case2 : Current destination synchronized transfer will be immediately followed by another DMA transfer.

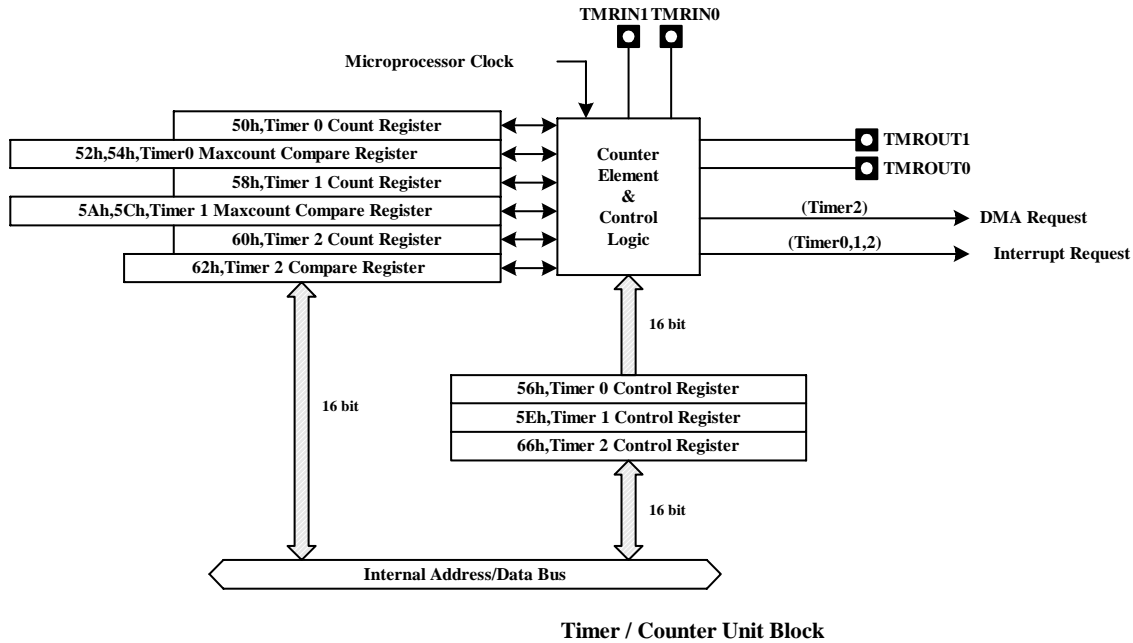
Destination-Synchronized Transfers

14.3 Serial Port/DMA Transfer

The serial port data can be DMA transfer to or from memory or I/O space. And the B_n/W bit of the DMA Control Register must be set to 0 for byte transfer. The map address of the Transmit Data Register is written to the DMA Destination Address Register and the memory or I/O address is written to the DMA Source Address Register, when the data are transmitted. The map address of the Receive Data Register is written to the DMA Source Address Register and the memory or I/O address is written to the DMA Destination Address Register, when the data are received.

The software is programmed through the Serial Port Control Register to perform the serial port/ DMA transfer. When a DMA channel is in use by a serial port, the corresponding external DMA request signal is deactivated. For DMA to the serial port, the DMA channel should be configured as being destination-synchronized. For DMA from the serial port, the DMA channel should be configured as source-synchronized.

15. Timer Control UNIT



There are three 16-bit programmable timers in the R1610C. The timer operation is independent of the CPU. These three timers can be programmed as a timer element or as a counter element. Timer 0 and 1 are each connected to two external pins (TMRIN0, TMROUT0, TMRIN1, TMROUT1), which can be used to count or time external events, or used to generate a variable-duty-cycle waveforms. Timer 2 is not connected any external pins. It can be used as a prescaler to Timer 0 and Timer 1 or as a DMA request source.

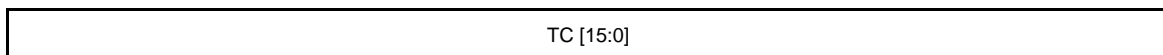
Register Offset: 56h
Register Name: Timer 0 Mode/Control Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----|-------|-----|-----|----|----|---|---|---|---|----|-----|---|-----|-----|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| EN | INH_n | INT | RIU | 0 | 0 | 0 | 0 | 0 | 0 | MC | RTG | P | EXT | ALT | CONT |

These bit definitions for timer 0 are the same as those of register 5Eh for timer 1.

Register Offset: 50h
Register Name: Timer 0 Count Register
Reset Value :

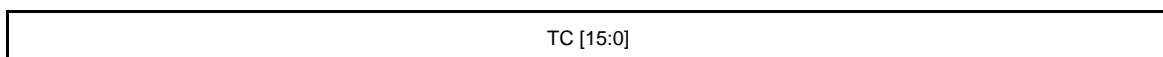
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15-0 | TC[15:0] | R/W | Timer 0 Count Value. This register contains the current count of Timer 0. The count is incremented by one every 8 internal processor clocks, or prescaled by Timer 2, or incremented by one every 8 external clock which is configured the external clock select bit to refer to the TMRIN1 signal. |

Register Offset: 52h
Register Name: Timer 0 Maxcount Compare A Register
Reset Value :

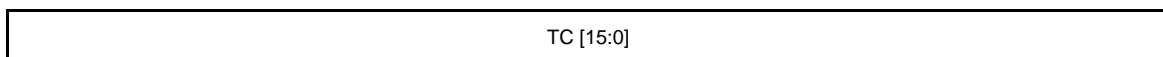
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|----------|-----------|--------------------------|
| 15-0 | TC[15:0] | R/W | Timer 0 Compare A Value. |

Register Offset: 54h
Register Name: Timer 0 Maxcount Compare B Register
Reset Value :

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



| Bit | Name | Attribute | Description |
|------|----------|-----------|--------------------------|
| 15-0 | TC[15:0] | R/W | Timer 0 Compare B Value. |

Register Offset: 5Eh
Register Name: Timer 1 Mode/Control Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----|-------|-----|-----|----|----|---|---|---|---|----|-----|---|-----|-----|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| EN | INH_n | INT | RIU | 0 | 0 | 0 | 0 | 0 | 0 | MC | RTG | P | EXT | ALT | CONT |

| Bit | Name | Attribute | Description |
|------|-------|-----------|---|
| 15 | EN | R/W | Enable Bit. Set 1: The timer 1 is enabled. Set 0: The timer 1 is inhibited from counting. The INH_n bit must be set to 1 during writing the EN bit, and the INH_n bit and EN bit must be in the same write. |
| 14 | INH_n | R/W | Inhibit Bit. This bit allows selective updating the EN bit. The INH_n bit must be set to 1 during writing the EN bit, and both the INH_n bit and EN bit must be in the same write. This bit is not stored and is always read as 0. |
| 13 | INT | R/W | Interrupt Bit. Set 1: An interrupt request is generated when the count register equals a maximum count. If the timer is configured in dual max-count mode, an interrupt is generated each time the count reaches Max-Count A or Max-Count B. Set 0: Timer 1 will not issue interrupt request. |
| 12 | RIU | R/W | Register in Use Bit. Set 1: The Maxcount Compare B Register of timer 1 is being used. Set 0: The Maxcount Compare A Register of timer 1 is being used. |
| 11-6 | Rsvd | RO | Reserved |
| 5 | MC | R/W | Maximum Count Bit. When the timer reaches its maximum count, the MC bit will be set to 1 by H/W. In dual maxcount mode, this bit is set as each time either Maxcount Compare A or Maxcount Compare B register is reached. This bit is set regardless of the EN bit (offset 5Eh [15]). |
| 4 | RTG | R/W | Re-trigger Bit. This bit defines the control function by the input signal of TMRIN1 pin. When EXT=1 (5Eh.2), this bit is ignored. Set 1: Timer1 Count Register (58h) counts internal events; Reset the counting on every TMRIN1 input signal going from low to high (rising edge trigger). Set 0: Low input holds the timer 1 Count Register (58h) value; High input enables the counting which counts the internal events. The definition of setting the (EXT, RTG) (0, 0) – Timer1 counts the internal events. if the TMRIN1 pin remains high. (0, 1) – Timer1 counts the internal events; count register resets on every rising transition on the TMRIN1 pin. (1, x) – TMRIN1 pin input acts as a clock source and timer1 count register is incremented by one every 8 external clocks. |
| 3 | P | R/W | Prescaler Bit. This bit and EXT bit (5Eh [2]) define the timer 1 clock source. The definition of setting the (EXT, P) (0, 0) – Timer1 Count Register is incremented by one every 8 internal processor clocks. (0, 1) – Timer1 Count Register is incremented by one which is prescaled by Timer 2. (1, x) – TMRIN1 pin input acts as a clock source and Timer1 Count Register is incremented by one every 8 external clocks. |
| 2 | EXT | R/W | External Clock Bit. Set 1: Timer 1 clock source from external. |

| | | | |
|---|------|-----|--|
| | | | Set 0: Timer 1 clock source from internal. |
| 1 | ALT | R/W | Alternate Compare Bit. This bit controls whether the timer runs in single or dual maximum count mode. Set 1: Specify dual maximum count mode. In this mode, the timer counts to Maxcount Compare A, then resets the count register to 0. The timer counts to Maxcount Compare B, then resets the count register to 0 again, and starts over with Maxcount Compare A. Set 0: Specify single maximum count mode. In this mode, the timer counts to the value contained in Maxcount Compare A and reset to 0, and then the timer counts to Maxcount Compare A again. Maxcount Compare B is not used in this mode. |
| 0 | CONT | R/W | Continuous Mode Bit. Set 1: The timer runs continuously. Set 0: The timer will halt after each counting to the maximum count and EN bit will be cleared. |

Register Offset: 58h
Register Name: Timer 1 Count Register
Reset Value :

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

| |
|-----------|
| TC [15:0] |
|-----------|

| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15-0 | TC[15:0] | R/W | Timer 1 Count Value. This register contains the current count of timer 1. The count is incremented by one every 8 internal processor clocks, prescaled by Timer 2, or incremented by one every 8 external clocks which is configured as the external clock select bit to refer to the TMRIN1 signal. |

Register Offset: 5Ah
Register Name: Timer 1 Maxcount Compare A Register
Reset Value :

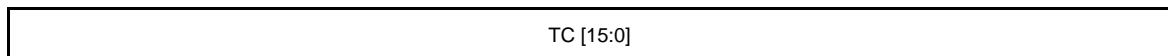
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

| |
|-----------|
| TC [15:0] |
|-----------|

| Bit | Name | Attribute | Description |
|------|----------|-----------|--------------------------|
| 15-0 | TC[15:0] | R/W | Timer 1 Compare A Value. |

Register Offset: 5Ch
Register Name: Timer 1 Maxcount Compare B Register
Reset Value :

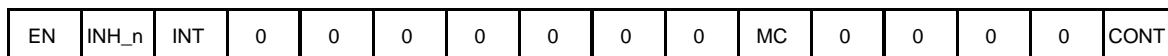
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|----------|-----------|--------------------------|
| 15-0 | TC[15:0] | R/W | Timer 1 Compare B Value. |

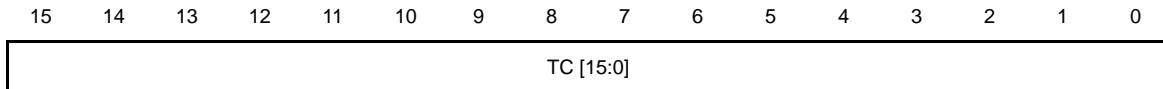
Register Offset: 66h
Register Name: Timer 2 Mode/Control Register
Reset Value : 0000h

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



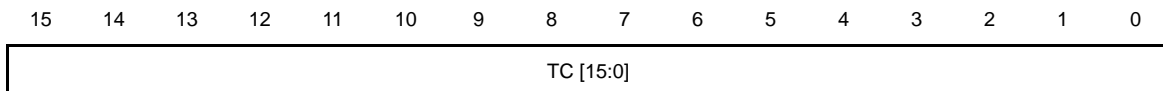
| Bit | Name | Attribute | Description |
|------|-------|-----------|---|
| 15 | EN | R/W | Enable Bit. Set 1: Timer 2 is enabled. Set 0: Timer 2 is inhibited from counting. The INH_n bit must be set to 1 during writing the EN bit, and the INH_n and EN bit must be in the same write. |
| 14 | INH_n | R/W | Inhibit Bit. This bit allows selective updating the EN bit. The INH_n bit must be set to 1 during writing the EN bit, and both the INH_n and EN bit must be in the same write. This bit is not stored and is always read as 0. |
| 13 | INT | R/W | Interrupt Bit. Set 1: An interrupt request is generated when the count register equals a maximum count. Set 0: Timer 2 will not issue interrupt request. |
| 12-6 | Rsvd | RO | Reserved |
| 5 | MC | R/W | Maximum Count Bit. When the timer reaches its maximum count, the MC bit will be set to 1 by H/W. This bit is set regardless of the EN bit (66h.15). |
| 4-1 | Rsvd | RO | Reserved |
| 0 | CONT | R/W | Continuous Mode Bit. Set 1: The timer is continuously running when it reaches the maximum count. Set 0: The EN bit (66h [15]) is cleared and the timer is held after each timer count reaches the maximum count. |

Register Offset: 60h
Register Name: Timer 2 Count Register
Reset Value :



| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15-0 | TC[15:0] | R/W | Timer 2 Count Value. This register contains the current count of Timer 2. The count is incremented by one every 8 internal processor clocks. |

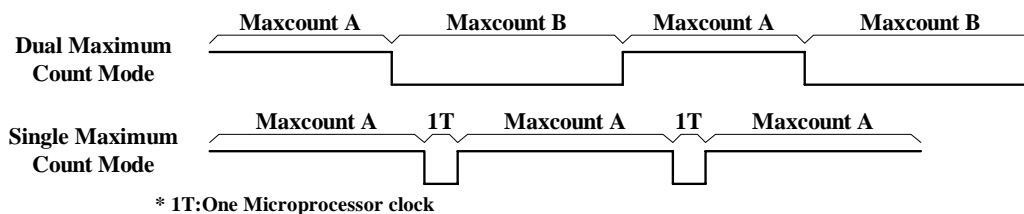
Register Offset: 62h
Register Name: Timer 2 Maxcount Compare A Register
Reset Value :



| Bit | Name | Attribute | Description |
|------|----------|-----------|--------------------------|
| 15-0 | TC[15:0] | R/W | Timer 2 Compare A Value. |

15.1 Timer/Counter Unit Output Mode

Timers 0 and 1 can use one maximum count value or two maximum count values. Timer 2 can use only one maximum count value. Timer 0 and Timer1 can be configured to be a single or dual maximum count mode, the TMROUT0 or TMROUT1 signals can be used to generate waveforms of various duty cycles.



Timer/Counter Unit Output Modes

15.2 Watchdog Timer

R1610C has one independent watchdog timer, which is programmable. **The watchdog timer is active after reset** and the timeout count with a maximum count value. The keyed sequence (3333h, CCCCh) must be written to the register (E6h) first, then the new configuration to the Watchdog Timer Control Register. It is a single write, so every writing to the Watchdog Timer Control Register will follow this rule.

When the watchdog timer activates, an internal counter is counting. If this internal count is over the watchdog timer duration, the watchdog timeout happens. The keyed sequence (AAAAh, 5555h) must be written to the register (E6h) to reset the internal count and prevent the watchdog timeout. The internal count should be reset before the Watchdog Timer timeout period is modified to ensure that an immediate timeout will not occur.

Register Offset: E6h
Register Name: Watchdog Timer Control Register
Reset Value : C080h

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

| | | | | | | | | | | | |
|-----|------|---------|---------|------|--|--|--|-------|--|--|--|
| ENA | WRST | RSTFLAG | NMIFLAG | Rsvd | | | | COUNT | | | |
|-----|------|---------|---------|------|--|--|--|-------|--|--|--|

| Bit | Name | Attribute | Description |
|------|---------|-----------|---|
| 15 | ENA | R/W | Enable Watchdog Timer. Set 1: Enable Watchdog Timer. Set 0: Disable Watchdog Timer. |
| 14 | WRST | R/W | Watchdog Reset. Set 1: WDT generates a system reset when WDT timeout count is reached. Set 0: WDT generates an NMI interrupt when WDT timeout count is reached if the NMIFLAG bit is 0. If the NMIFLAG bit is 1, the WDT will generate a system reset when timeout. |
| 13 | RSTFLAG | R/W | Reset Flag. When watchdog timer reset event has occurred, hardware will set this bit to 1. This bit will be cleared by any keyed sequence write to this register or external reset. This bit is 0 after an external reset or 1 after a watchdog timer reset. |
| 12 | NMIFLAG | R/W | NMI Flag. After WDT generates an NMI interrupt, this bit will be set to 1 by H/W. This bit will be cleared by any keyed sequence written to this register. |
| 11-8 | Rsvd | RO | Reserved |

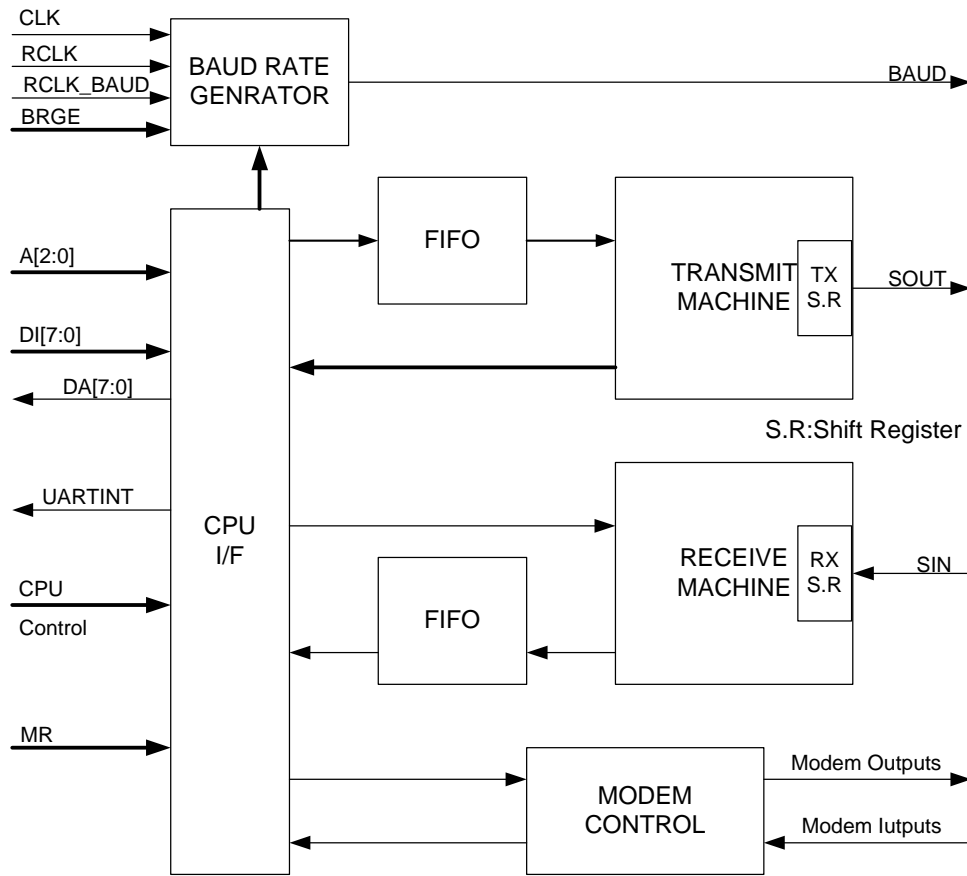
| | | | | | | | | | | | |
|----------------|---------|-------|---|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 7-0 | COUNT | R/W | <p>Timeout Count. The COUNT setting determines the duration of the watchdog timer timeout interval.</p> <p>a. The duration equation: Duration = (2^{Exponent}) / (Frequency/2)</p> <p>b. The Exponent of the COUNT setting: (Bit 7, Bit 6, Bit 5, Bit 4, Bit 3, Bit 2, Bit 1, Bit 0) = (Exponent) (0 , 0 , 0 , 0 , 0 , 0 , 0 , 0) = (N/A) (x , x , x , x , x , x , x , 1) = (10) (x , x , x , x , x , x , 1 , 0) = (20) (x , x , x , x , x , 1 , 0 , 0) = (21) (x , x , x , x , 1 , 0 , 0 , 0) = (22) (x , x , x , 1 , 0 , 0 , 0 , 0) = (23) (x , x , 1 , 0 , 0 , 0 , 0 , 0) = (24) (x , 1 , 0 , 0 , 0 , 0 , 0 , 0) = (25) (1 , 0 , 0 , 0 , 0 , 0 , 0 , 0) = (26)</p> <p>c. Watchdog timer Duration reference table: For example: System clock =100Mhz and frequency exponent=10, then</p> <p style="text-align: center;">Duration = 2¹⁰ / (100Mhz / 2) = 2048 / 100Mhz = 20.48 us</p> | | | | | | | | |
| | | | Frequency\ Exponent | 10 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| | | | 75 MHz | 27.3 us | 28 ms | 55.9 ms | 111.8 ms | 223.7 ms | 447.4 ms | 894.8 ms | 1.79 s |
| 100 MHz | 20.5 us | 21 ms | 41.9 ms | 83.9 ms | 167.8 ms | 335.5 ms | 671 ms | 1.34 s | | | |

16.16550 UART Serial Port

The system programmer may access any of the UART registers summarized in the following Table via the CPU. These registers control the UART operation in which the transmission and reception of data and status are included, and each register bit in the Table has its own name.

| Register Address | Register Name | Mnem. | Bit No. | | | | | | | | | Note. |
|------------------|-------------------------------|------------|-------------|---------------------------|--------------------------|----------|----------|-----------------|-----------------|-----------------|--------------|---------------------|
| | | | 15-8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| 80h/10h | Receiver Buffer Register | RBR | 0 | RBR[7] | RBR[6] | RBR[5] | RBR[4] | RBR[3] | RBR[2] | RBR[1] | RBR[0] | DLAB=0 & read only |
| | Transmitter Holding Register | THR | 0 | THR[7] | THR[6] | THR[5] | THR[4] | THR[3] | THR[2] | THR[1] | THR[0] | DLAB=0 & write only |
| | Divisor Latch(LS) | DLL | 0 | DL[7] | DL[6] | DL[4] | DL[4] | DL[3] | DL[2] | DL[1] | DL[0] | DLAB=1 |
| 82h/12h | Interrupt Enable Register | IER | 0 | 0 | 0 | 0 | 0 | EMSI | ERLSI | ETHREI | ERDAI | DLAB=0 |
| | Divisor Latch(MS) | DLM | 0 | DL[15] | DL[14] | DL[13] | DL[12] | DL[11] | DL[10] | DL[9] | DL[8] | DLAB=1 |
| 84h/14h | Interrupt Identified Register | IIR | 0 | FIFO Enabled (Note) | FIFO Enabled (Note) | 0 | 0 | IID[2] | IID[1] | IID[0] | IP | Read Only |
| | FIFO Control Register | FCR | DMACTL[2:0] | RCVR Trigger Level (MSB) | RCVR Trigger Level (LSB) | Reserved | Reserved | DMA Mode Select | XMIT FIFO Reset | RCVR FIFO Reset | FIFO Enabled | Write Only |
| 86h/16h | Line Control Register | LCR | 0 | DLAB | SB | SP | EPS | PEN | STB | WLS[1] | WLS[0] | |
| 88h/18h | MODEM Control Register | MCR | 0 | 0 | 0 | ACE | Loop | LDCD | LRI | RTS | DTR | |
| 8Ah/1Ah | Line Status Register | LSR | 0 | Error in RCVR FIFO (Note) | TEMT | THRE | BI | FE | PE | OE | DR | |
| 8Ch/1Ch | MODEM Status Register | MSR | 0 | DCD | RI | DSR | CTS | DDCD | TERI | DDSR | DCTS | |
| 8Eh/1Eh | Scratch Register | SCR | 0 | SCR[7] | SCR[6] | SCR[5] | SCR[4] | SCR[3] | SCR[2] | SCR[1] | SCR[0] | |

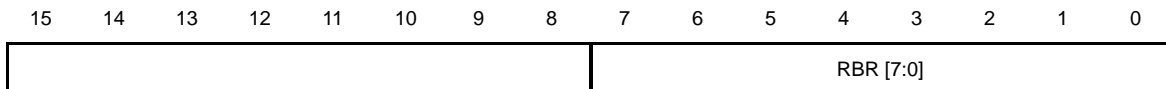
Note: These bits are always 0 in the 16450 mode.



UART Block Diagram

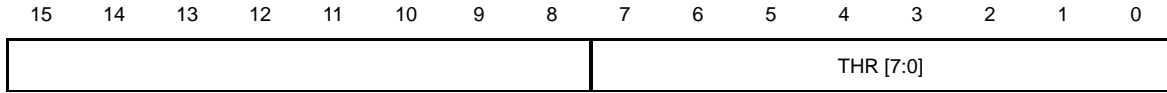
16.1 Receiver Buffer Register and Transmitter Holding Register

Register Offset: 80h
Register Name: UART0 Receiver Buffer Register
Reset Value :



This register is Receiver Buffer Register when DLAB=0 and the read function is operated.

Register Offset: 80h
Register Name: UART0 Transmitter Holding Register
Reset Value :



This register is Transmitter Holding Register when DLAB=0 and the write function is operated.

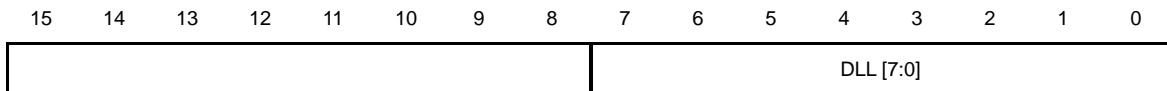
16.2 Divisor Latch LS and MS Register

The divisor value, DLL[15:0], is the host clock / 16 / Baud Rate.

For example:

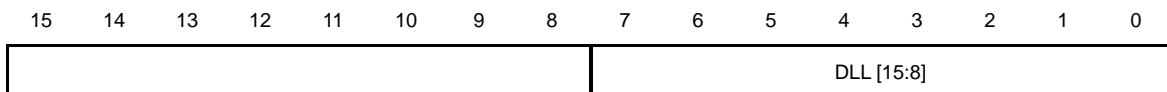
Host Clock=75Mhz, and Baud Rate=57600, then
 Divisor=75Mhz/16/57600=81.3 → 81

Register Offset: 80h
Register Name: UART0 Divisor Latch (LS) Register
Reset Value :



This register is Divisor Latch (LS) Register when DLAB=1.

Register Offset: 82h
Register Name: UART0 Divisor Latch (MS) Register
Reset Value :



This register is Divisor Latch (MS) Register when DLAB=1.

16.3 Interrupt Enable Register

This Interrupt Enable Register (IER) enables the four types of UART interrupts. Each interrupt can individually activate the interrupt output signal (UARTINT). It is possible to totally disable the interrupt system by resetting bits 0 through 3 of the Interrupt Enable Register. Similarly, setting the relative bit of the IER register to 1 will enable the selected interrupt(s). Disabling an interrupt prevents it from being indicated as being active in the IIR and from activating the UARTINT output signal. All other system functions operate in their normal manners, including the setting of the Line Status and MODEM Status Registers. The details of each bit for the IER are described as below:

Register Offset: 82h
Register Name: UART0 Interrupt Enable Register
Reset Value : XX00h

| | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|------|-------|--------|-------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| | | | | | | | | | 0 | 0 | 0 | 0 | BMSI | ERLSI | ETHREI | ERDAI |

| Bit | Name | Attribute | Description |
|-----|--------|-----------|--|
| 7-4 | Rsvd | RO | Reserved and always 0. |
| 3 | EMSI | R/W | The MODEM Status Interrupt bit. Set to 1 to enable the MODEM Status Interrupt. |
| 2 | ERLSI | R/W | The Enable Receiver Line Status Interrupt bit. Set to 1 to enable the Receiver Line Status Interrupt. |
| 1 | ETHREI | R/W | The Enable Transmitter Holding Register Empty Interrupt bit. Set to 1 to enable the Transmitter Holding Register Empty Interrupt. |
| 0 | ERDAI | R/W | The Enable Received Data Interrupt bit. Set to 1 to enable the Received Data Available Interrupt (and timeout interrupts in the FIFO mode). |

16.4 Interrupt Identification Register

This is a read only register. In order to provide minimum software overhead during data character transfers, the UART prioritizes interrupts into four levels and records these in the Interrupt Identification Register (IIR). The four levels of interrupt conditions in priority order are Receiver Line Status, Received Data Ready, Transmitter Holding Register Empty, and MODEM Status.

When the CPU accesses the IIR, the UART freezes all interrupts and indicates the highest priority pending interrupt to the CPU. While this CPU access is occurring, the UART records new interrupts, but does not change its current indication until the access is complete. The details of each bit of Interrupt Identification Register are described as below.

Register Offset: 84h
Register Name: UART0 Interrupt Ident. Register (Read Only)
Reset Value : XX01h

| | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---------------|---------------|---|---|------|------|------|----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| | | | | | | | | | FIFOs Enabled | FIFOs Enabled | 0 | 0 | IID2 | IID1 | IID0 | IP |

| Bit | Name | Attribute | Description |
|-----|---------------|-----------|---|
| 7-6 | FIFOs Enabled | R/W | These two bits are set when FCR [0]=1. |
| 5-4 | Rsvd | RO | Reserved and always 0. |
| 3 | IID2 | R/W | The Interrupt ID indicator. In the NS16450 Mode, this bit is 0. In the FIFO mode, this bit is set along with bit 2 when a timeout interrupt is pending. |
| 2-1 | IID[1:0] | R/W | The Interrupt ID indicator. These two bits are used to identify the highest priority interrupt pending as indicated in the following table: |
| 0 | IP | R/W | The Interrupt Pending indicator. This bit can be used in a prioritized interrupt environment to indicate whether an interrupt is pending or not. Set 1: Indicate that no interrupt is pending. Set 0: Indicate that an interrupt is pending and the IIR contents may be used as a pointer to the appropriate interrupt service routine. |

Interrupt Control Function:

| FIFO Mode Only | Interrupt Identification Register | | | Interrupt Set and Reset Functions | | | | |
|----------------|-----------------------------------|-------|-------|-----------------------------------|----------------|------------------------------------|--|--|
| | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Priority Level | Interrupt Type | Interrupt Source | Interrupt Rest Control |
| | 0 | 0 | 0 | 1 | | None | none | |
| | 0 | 1 | 1 | 0 | Highest | Receiver Line Status | overrun error, parity error, framing error, or break interrupt | reading the line status register |
| | 0 | 1 | 0 | 0 | Second | Received Data Available | received data available or trigger level reached | reading the receiver buffer register or the FIFO dropping below the trigger level |
| | 1 | 1 | 0 | 0 | Second | Character Timeout Indication | no character has been removed from or input to the RCVR FIFO during the last 4 characters times and there is at least 1 character in it during this time | reading the receiver buffer register |
| | 0 | 0 | 1 | 0 | Third | Transmitter Holding Register Empty | transmitter holding register empty | reading the IIR register (if the source of interrupt is available) or writing into the |

| | | | | | | | |
|---|---|---|---|--------|--------------|---|-----------------------------------|
| | | | | | | | transmitter holding register |
| 0 | 0 | 0 | 0 | Fourth | MODEM Status | clear to send, data set ready, ring indicator, or data carrier detect | reading the modem status register |

16.5 FIFO Control Register

The FIFO Control Register (write only) is at the same location as the Interrupt Identification Register (read only). This register is used to enable the FIFO, clear the FIFO, set the RCVR FIFO trigger level, and select the type of DMA signaling.

Register Offset: 84h
Register Name: UART0 FIFO Control Register (Write Only)
Reset Value : X000h

| | | | | | | | | | | | | | | | | |
|----|----|----|----|----|--------------|---|---|--------------------|--------------------|------|---|---|-----------------|-----------------|-----------------|--------------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| | | | | | DMACTL [2:0] | | | RCVR Trigger (MSB) | RCVR Trigger (LSB) | Rsvd | | | DMA Mode Select | XMIT FIFO Reset | RCVR FIFO Reset | FIFO Enabled |

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------|-----------------|-----------|--|--------------|-------------|----------|-------------|--------|-------------|-----|-------------|------|-----|------|------|-----|----------|----------|-----|------|--------|-----|------|--------|-----|--------|------|-----|--------|------|
| 10-8 | DMACTL [2:0] | R/W | <p>With the DMA transfers listed as follows, users can configure these bits for the UART Port.</p> <table border="1"> <thead> <tr> <th>DMACTL [2:0]</th> <th>Receive</th> <th>Transmit</th> </tr> </thead> <tbody> <tr> <td>000</td> <td>No DMA</td> <td>No DMA</td> </tr> <tr> <td>001</td> <td>DMA0</td> <td>DMA1</td> </tr> <tr> <td>010</td> <td>DMA1</td> <td>DMA0</td> </tr> <tr> <td>011</td> <td>Reserved</td> <td>Reserved</td> </tr> <tr> <td>100</td> <td>DMA0</td> <td>No DMA</td> </tr> <tr> <td>101</td> <td>DMA1</td> <td>No DMA</td> </tr> <tr> <td>110</td> <td>No DMA</td> <td>DMA0</td> </tr> <tr> <td>111</td> <td>No DMA</td> <td>DMA1</td> </tr> </tbody> </table> | DMACTL [2:0] | Receive | Transmit | 000 | No DMA | No DMA | 001 | DMA0 | DMA1 | 010 | DMA1 | DMA0 | 011 | Reserved | Reserved | 100 | DMA0 | No DMA | 101 | DMA1 | No DMA | 110 | No DMA | DMA0 | 111 | No DMA | DMA1 |
| DMACTL [2:0] | Receive | Transmit | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 000 | No DMA | No DMA | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 001 | DMA0 | DMA1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 010 | DMA1 | DMA0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 011 | Reserved | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 100 | DMA0 | No DMA | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 101 | DMA1 | No DMA | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 110 | No DMA | DMA0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 111 | No DMA | DMA1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7-6 | RCVRTL [1:0] | R/W | <p>RCVR Trigger. These two bits are used to set the trigger level for the RCVR FIFO interrupt.</p> <p>RCVRTL1-0 – RCVR FIFO Trigger Level (Bytes)</p> <table border="1"> <tbody> <tr> <td>0 0</td> <td>-- 01 Bytes</td> </tr> <tr> <td>0 1</td> <td>-- 04 Bytes</td> </tr> <tr> <td>1 0</td> <td>-- 08 Bytes</td> </tr> <tr> <td>1 1</td> <td>-- 14 Bytes</td> </tr> </tbody> </table> | 0 0 | -- 01 Bytes | 0 1 | -- 04 Bytes | 1 0 | -- 08 Bytes | 1 1 | -- 14 Bytes | | | | | | | | | | | | | | | | | | | |
| 0 0 | -- 01 Bytes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 1 | -- 04 Bytes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 0 | -- 08 Bytes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 1 | -- 14 Bytes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5-4 | Rsvd | RO | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | DMA Mode Select | R/W | <p>DMA Mode Select. Setting FCR0[3]=1 will cause the UART to change from mode 0 to mode 1 if FCR0[0]=0.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | | | |
|---|-----------------|-----|---|
| 2 | XMIT FIFO Reset | R/W | XMIT FIFO Reset. Writing a 1 to FCR0[2] clears all bytes in the XMIT FIFO and resets its counter logic to 0. The shift register is not cleared. The 1 that is written to this bit position is self-clearing. |
| 1 | RCVR FIFO Reset | R/W | RCVR FIFO Reset. Writing a 1 to FCR0[1] clears all bytes in the RCVR FIFO and resets its counter logic to 0. The shift register is not cleared. The 1 that is written to this bit position is self-clearing. |
| 0 | FIFO Enabled | R/W | FIFO Enable. Writing a 1 to FCR0 enables both the XMIT and RCVR FIFO. Resetting FCR0[0] will clear all bytes in both FIFO. When changing from FIFO Mode to NS16450 Mode and vice versa, data is automatically cleared from the FIFOs. This bit must be a 1 when written to other FCR bits or they will not be programmed. |

16.6 Line Control Register

The system programmer specifies the format of the asynchronous data communications exchange and sets the Divisor Latch Access bit via the Line Control Register (LCR). The programmer can also read the contents of the Line Control Register. The read capability simplifies system programming and eliminates the need for separate storage in system memory of the line characteristics. The detailed contents of each bit of LCR register is as follows:

Register Offset: 86h
Register Name: UART0 Line Control Register
Reset Value : XX00h

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|------|-----------|--------------|-----|-----|-----|------|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | DLAB | Set Break | Stick Parity | EPS | PEN | STB | WSL1 | WSL0 |

| Bit | Name | Attribute | Description |
|-----|------|-----------|---|
| 7 | DLAB | RW | Divisor Latch Access bit. Set 1: To access the Divisor Latches of the Baud Generator during a Read or Write operation. Set 0: To access the Receiver Buffer, the Transmitter Holding Register, or the Interrupt Enable Register |
| 6 | SB | R/W | Break Control bit. It causes a break condition to be transmitted to the receiving UART. Set 1: the serial output (SOUT) is forced to the Spacing (logic 0) state. Set 0: the Break is disabled. The Break Control bit acts only on SOUT and has no effect on the transmitter logic. Note: This feature enables the CPU to alert a terminal in a computer communications system. If the following sequence is followed, no erroneous or extraneous characters will be transmitted because of the break. 1. Load an all Os, pad character, in response to THRE. 2. Set break after the next THRE. |

| | | | |
|-----|-----------|-----|---|
| | | | <p>3. Wait for the transmitter to be idle, (TEMT = 1), and clear break when normal transmission has to be restored. During the break, the Transmitter can be used as a character timer to accurately establish the break duration.</p> |
| 5 | SP | R/W | <p>Stick Parity bit. Set Bit 5=1, Bit 4=1, & Bit 3=1, the Parity bit is transmitted and checked as logic 0. Set Bit 5=1, Bit 4=0, & Bit 3=1, the Parity bit is transmitted and checked as logic 1. Set Bit 5=0, Stick Parity is disabled.</p> |
| 4 | EPS | R/W | <p>Even Parity Select bit. Set Bit 4=0 & Bit 3=1, an odd number of logic 1s is transmitted or checked in the data word bits and Parity bit. Set Bit 4=1 & Bit 3=1, an even number of logic 1s is transmitted or checked.</p> |
| 3 | PEN | R/W | <p>Parity Enable bit. Set 1: A Parity bit is generated (transmit data) or checked (receive data) between the last data word bit and Stop bit of the serial data. (The Parity bit is used to produce an even or odd number of 1s when the data word bits and the Parity bit are summed.)</p> |
| 2 | STB | R/W | <p>Stop bit. This bit specifies the number of Stop bits transmitted and received in each serial character. Set 0: One Stop bit is generated in the transmitted data. Set 1: One and a half stop bits are generated for a 5-bit word length characters. Two stop bits are generated for either 6-, 7-, or 8-bit word length characters. The receiver checks the first Stop bit only, regardless of the number of Stop bits selected.</p> |
| 1-0 | WLS [1:0] | R/W | <p>These two specify the number of bits in each transmitted or received serial character.</p> <p style="text-align: center;">WLS 1-0 -- Character Length</p> <p style="text-align: center;">0 0 -- 5 bits character 0 1 -- 6 bits character 1 0 -- 7 bits character 1 1 -- 8 bits character</p> |

16.7 Modem Control Register

This Modem Control Register controls the interface with the MODEM or data set (or a peripheral device emulating a MODEM). The details are described as below:

Register Offset: 88h
Register Name: UART0 MODEM Control Register
Reset Value : XX00h

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|-----|------|------|-----|-----|-----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | 0 | 0 | ACE | Loop | LDCD | LRI | RTS | DTR |

| Bit | Name | Attribute | Description |
|------|-----------|-----------|--|
| 15-5 | Rsvd | RO | Reserved and always 0. |
| 5 | ACE | RW | Autoflow Control is Enabled when set. ACE can be configured by MCR bits 1 and 5 as shown in the following table. |
| 4 | Loop | R/W | This bit provides a local loop back feature for diagnostic testing of the UART. Set to 1, the following occur: The transmitter Serial Output (SOUT) is set to the Marking (logic 1) state. The receiver Serial Input (SIN) is disconnected. The output of the Transmitter Shift Register is "looped back" into the Receiver Shift Register input. The four MODEM Control inputs (CTS_n, DSR_n, RI_n, and DCD_n) are disconnected, and the 2 MODEM Control outputs (DTR_n and RTS_n) are internally connected to the two MODEM Control inputs (DSR_n, CTS_n), and the MODEM Control output pins are forced to their inactive state (high). In the diagnostic mode, data transmitted are immediately received. This feature allows the processor to verify the transmitted and received data paths of the UART. In the diagnostic mode, the receiver and transmitter interrupts are fully operational. The MODEM Control Interrupts are also operational, but the sources of the interrupts are now the lower four bits of the MODEM Control Register instead of the four MODEM Control inputs. The interrupts are still controlled by the Interrupt Enable Register. |
| 3, 2 | LDCD, LRI | R/W | Bit3: The bit controls DCD_n signal internal if loopback mode is enabled. Bit2: The bit controls RI_n signal internal if loopback mode is enabled. |
| 1 | RTS | R/W | The Request To Send bit. This bit controls the Request To Send (RTS_n) output. Set 1: the RTS_n output is forced to logic 0. Set 0: the RTS_n output is forced to logic 1. |
| 0 | DTR | R/W | The Data Terminal Ready indicator. This bit controls the Data Terminal Ready (DTR_n) output. Set 1: the DTR_n output is forced to logic 0. Set 0: the DTR_n output is forced to logic 1. Note: The DTR_n output of the UART may be applied to an EIA inverting line driver (such as the DS1488) to obtain the proper polarity input at the succeeding MODEM or data set. |

16.8 Line Status Register

This register provides status information to the part of the CPU processing data transfer. The contents of each Bit of the Line Status Register are described as below.

Register Offset: 8Ah
Register Name: UART0 Line Status Register
Reset Value : XX60h

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|------------------------|------|------|----|----|----|----|----|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | Error in RCVR (Note 2) | TEMT | THRE | BI | FE | PE | OE | DR |

| Bit | Name | Attribute | Description |
|-----|------|-----------|-------------|
|-----|------|-----------|-------------|

| | | | |
|---|------------------------|-----|--|
| 7 | Error in RCVR (Note 2) | R/W | <p>Error in Receive FIFO.</p> <p>In the NS16450 Mode, this is a 0. In the FIFO mode, LSR [7] is set to 1 when there is at least one parity error, framing error or break indication in the FIFO. LSR [7] is cleared when the CPU reads the LSR, if there are no subsequent errors in the FIFO.</p> <p>Note: <i>The Line Status Register is intended for read operations only. Writing to this register is not recommended as this operation is only used for factory testing.</i></p> |
| 6 | TEMT | R/W | <p>The Transmitter Empty indicator.</p> <p>Set 1: This bit is set to 1 whenever the Transmitter Holding Register (THR) and the Transmitter Shift Register (TSR) are both empty.</p> <p>Set 0: This bit is reset to 0 whenever either the Transmitter Holding Register or the Transmitter Shift Register contains a data character.</p> <p>In the FIFO mode, this bit is set to one whenever the transmitter FIFO and shift register are both empty.</p> |
| 5 | THRE | R/W | <p>The Transmitter Holding Register Empty indicator.</p> <p>This bit indicates that the UART is ready to accept a new character for transmission. In addition, this bit causes the UART to issue an interrupt to the CPU when the Transmit Holding Register Empty Interrupt Enable is set high.</p> <p>Set 1: This bit will be set to 1 when a character is transferred from the Transmitter Holding Register into the Transmitter Shift Register.</p> <p>Set 0: This bit is reset to 0 upon the CPU loading character to the Transmitter Holding Register.</p> <p>In the FIFO mode, this bit is set when the XMIT FIFO is empty; it is cleared when at least 1 byte is written to the XMIT FIFO.</p> |
| 4 | BI | R/W | <p>Break Interrupt indicator.</p> <p>Set 1: This bit will be set to 1 whenever the received data input is held in the Spacing (logic 0) state for longer than a full word transmission time (that is, the total time of Start Bit + Data Bits + Parity Bit + Stop Bit).</p> <p>Set 0: This bit will be reset whenever the CPU reads the contents of the Line Status Register.</p> <p>In the FIFO mode, this error is associated with the particular character in the FIFO it applies to. This error is revealed to the CPU when its associated character is at the top of the FIFO. When break occurs, only one zero character is loaded into the FIFO. The next character transfer is enabled after SIN goes to the marking state and receives the next valid start bit.</p> <p>Note: <i>Bits 1 through 4 are the error conditions that produce a Receiver Line Status interrupt whenever any of the corresponding conditions are detected and the interrupt is enabled.</i></p> |
| 3 | FE | R/W | <p>Framing Error indicator.</p> <p>This bit indicates that the received characters don't have a valid Stop Bit.</p> <p>Set 1: This bit will be set to 1 whenever the Stop Bit follows the last data bit or Parity bit is detected as a logic 0 bit (Spacing level).</p> <p>Set 0: Automatic set to 0 whenever the CPU reads the contents of the Line Status Register.</p> <p>In the FIFO mode, this error is associated with the particular character in the FIFO it applies to. This error is revealed to the CPU when its associated character is at the top of the FIFO. The UART will try to resynchronize after a framing error occurs. To do this, it assumes that the framing error was due to the next start bit, so it samples this "start" bit twice and then takes in the "data".</p> |
| 2 | PE | R/W | <p>Parity Error indicator.</p> <p>This bit indicates that the received data character does not have the correct even or odd parity, as selected by the even-parity select bit.</p> <p>Set 1: This bit will be set upon detection of a parity error.</p> <p>Set 0: Automatic set to 0 whenever the CPU reads the contents of the Line Status</p> |

| | | | |
|---|----|-----|--|
| | | | Register. In the FIFO mode, this error is associated with the particular character in the FIFO it applies to. This error is revealed to the CPU when its associated character is at the top of the FIFO. |
| 1 | OE | R/W | <p>Overrun Error indicator.</p> <p>This bit indicates that the data in the Receiver Buffer Register were not read by the CPU before the next character was transferred into the Receiver Buffer Register, thereby destroying the previous character.</p> <p>Set 1: Indicate OE indicator is set to logic 1 upon detection of an overrun condition.</p> <p>Set 0: Automatic reset to 0 whenever the CPU reads the contents of the Line Status Register.</p> <p>If the data in the FIFO mode continue to fill the FIFO beyond the trigger level, an overrun error will occur only after the FIFO is full and the next character has been completely received in the shift register. OE is indicated to the CPU as soon as it happens. The character in the shift register is overwritten, but it is not transferred to the FIFO.</p> |
| 0 | DR | R/W | <p>Data Ready indicator.</p> <p>Set 1: Indicate whenever a complete incoming character has been received and transferred into the Receiver Buffer Register or the FIFO.</p> <p>Set 0: Automatic set to 0 by reading all of the data in the Receiver Buffer Register or the FIFO.</p> |

16.9 Modem Status Register

This Modem Status Register (MSR) provides the current state of the control lines from the MODEM (or peripheral device) to the CPU. In addition to this current-state information, four bits of the MODEM Status Register provide change information. These bits are set to logic 1 whenever a control input from the MODEM changes its state. They are reset to logic 0 whenever the CPU reads the MODEM Status Register. The contents of the MSR register are described as below.

Register Offset: 8C
Register Name: UART0 MODEM Status Register
Reset Value : XXX0h

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|-----|----|-----|-----|------|------|------|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | DCD | RI | DSR | CTS | DDCD | TERI | DDSR | DCTS |

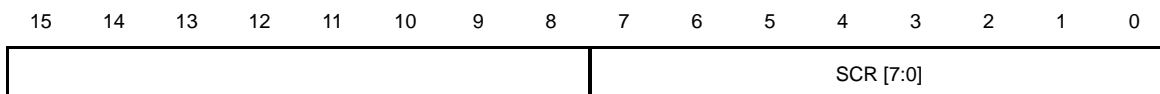
| Bit | Name | Attribute | Description |
|-----|------|-----------|--|
| 7 | DCD | R/W | Data Carrier Detect. This bit is the complement of the Data Carrier Detect (DCD_n) input. If bit 4 (Loop Bit) of the MCR is set to 1, this bit is equivalent to OUT2 in the MCR. |
| 6 | RI | R/W | Ring Indicator. This bit is the complement of the Ring Indicator (RI_n) input. If bit 4 (Loop Bit) of the MCR is set to 1, this bit is equivalent to OUT1 in the MCR. |

| | | | |
|---|------|-----|--|
| 5 | DSR | R/W | Data Set Ready. This bit is the complement of the Data Set Ready (DSR_n) input. If bit 4 (Loop Bit) of the MCR is set to 1, this bit is equivalent to DTR in the MCR. |
| 4 | CTS | R/W | Clear To Send. This bit is the complement of the Clear to Send (CTS_n) input. If bit 4 (Loop Bit) of the MCR is set to 1, this bit is equivalent to RTS in the MCR. |
| 3 | DDCD | R/W | Delta Data Carrier Detect. This bit indicates that the DCD_n input has changed the state. Note: Whenever bit 0, 1, 2 or 3 is set to logic 1, a MODEM Status Interrupt is generated. |
| 2 | TERI | R/W | Trailing Edge Ring Indicator. This bit indicates that the RI_n input has changed from a low to a high state. |
| 1 | DDSR | R/W | Delta Data Set Ready. This bit indicates that the DSR_n input has changed the state since the last time it was read by the CPU. |
| 0 | DCTS | R/W | Delta Clear To Send. This bit indicates that the CTS_n input has changed the state since the last time it was read by the CPU. |

16.10 Scratchpad Register

This 8-bit Read/Write Register does not control the UART in any way. It is intended as a scratchpad register to be used by the programmer to hold data temporarily.

Register Offset: 8E
Register Name: UART0 Scratch Register
Reset Value :



16.11 Programmable Baud Generator

The UART contains a programmable Baud Generator that is divided by any divisor from 2 to $2^{16}-1$. The output frequency of the Baud Generator is 16 times the Baud [divisor # = (CPU frequency)/(baud rate*16)]. Two 8-bit latches store the divisor in a 16-bit binary format. These Divisor Latches must be loaded during initialization to ensure proper operation of the Baud Generator. Upon loading either of the Divisor Latches, a 16-bit Baud counter is immediately loaded.

| | | |
|------|--------------|---------------|
| Baud | CPUCLK=75MHz | CPUCLK=100MHz |
|------|--------------|---------------|

| Rates | DLM | DLL | Baud | Dev.(%) | DLM | DLL | Baud | Dev.(%) |
|--------|-----|-----|--------|---------|-----|-----|--------|---------|
| 1200 | 0Fh | 42h | 1200 | 0 | 14h | 58h | 1200 | 0 |
| 2400 | 07h | A1h | 2400 | 0 | 0Ah | 2Ch | 2400 | 0 |
| 4800 | 03h | D1h | 4798 | 0.04 | 05h | 16h | 4800 | 0 |
| 9600 | 01h | E8h | 9606 | 0.06 | 02h | 8Bh | 9601 | 0 |
| 19200 | 0h | F4h | 19211 | 0.06 | 01h | 46h | 19171 | 0.15 |
| 38400 | 0h | 7Ah | 38422 | 0.06 | 0h | A3h | 38344 | 0.15 |
| 57600 | 0h | 51h | 57870 | 0.5 | 0h | 6Dh | 57339 | 0.45 |
| 115200 | 0h | 29h | 114329 | 0.76 | 0h | 36h | 115741 | 0.47 |
| 230400 | 0h | 14h | 234375 | 1.73 | 0h | 1Bh | 231481 | 0.47 |
| 460860 | 0h | 0Ah | 468750 | 1.71 | 0h | 0Eh | 446428 | 3.13 |

16.12 FIFO Interrupt Mode Operation

When the RCVR FIFO and receiver interrupts are enabled (FCR [0]=1, IER [0]=1), RCVR interrupt will occur as follows:

- A. The receive data available interrupt will be issued to the CPU when the FIFO has reached its programmed trigger level; it will be cleared as soon as the FIFO drops below its programmed trigger level.
- B. The IIR receive data available indication also occurs when the FIFO trigger level is reached, and like the interrupt, it is cleared when the FIFO drops below the trigger level.
- C. The receiver line status interrupt (IIR=06), as before, has higher priority than the received data available (IIR=04) interrupt.
- D. The data ready bit (LSR [0]) is set as soon as a character is transferred from the shift register to the RCVR FIFO. It is reset when the FIFO is empty.

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

- A. A FIFO timeout interrupt will occur, if the following conditions exist:
 - at least one character is in the FIFO.
 - the most recent serial character received was longer than 4 continuous character time (if 2 stop bits are programmed the second one is included in this time delay).
 - the most recent CPU read of the FIFO was longer than 4 continuous character time.

This will cause a maximum character received to interrupt issued delay of 160 ms at 300 BAUD with a 12-bit character.
- B. Character times are calculated by using the RCLK input for a clock signal (this makes the delay proportional to the baud rate).
- C. When a timeout interrupt has occurred: It is cleared and the timer reset when the CPU reads one character from the RCVR FIFO.
- D. When a timeout interrupt has not occurred: The timeout timer is reset after a new character is received or after the CPU reads the RCVR FIFO.

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

- A. The transmitter holding register interrupt (02) occurs when the XMIT FIFO is empty; it is cleared as soon as the transmitter holding register is written to (1 to 16 characters may be written to the XMIT FIFO while servicing this interrupt) or the IIR is read.
- B. The transmitter FIFO empty indications will be delayed 1 character time minus the last stop bit time whenever the following occurs: THRE=1 and there have not been at least two bytes at the same time in the transmit FIFO, since the last THRE=1. The first transmitter interrupt after changing FCR0 will be immediate, if it is enabled. Character timeout and RCVR FIFO trigger level interrupts have the same priority as the current received data available interrupt; XMIT FIFO empty has the same priority as the current transmitter holding register empty interrupt.

16.13 FIFO Polled Mode Operation

With FCR [0]=1, resetting IER [0], IER [1], IER [2], IER [3] or all to zero puts the UART in the FIFO Polled Mode of operation. Since the RCVR and XMITTER are controlled separately, either one or both can be in the polled mode of operation. In this mode, the user's program will check RCVR and XMITTER status via the LSR. As stated previously:

LSR [0] will be set as long as there is one byte in the RCVR FIFO.

LSR [1] to LSR [4] will specify which error(s) has occurred.

Character error status is handled the same way as in the interrupt mode, the IIR is not affected since IER2=0.

LSR [5] will indicate when the XMIT FIFO is empty.

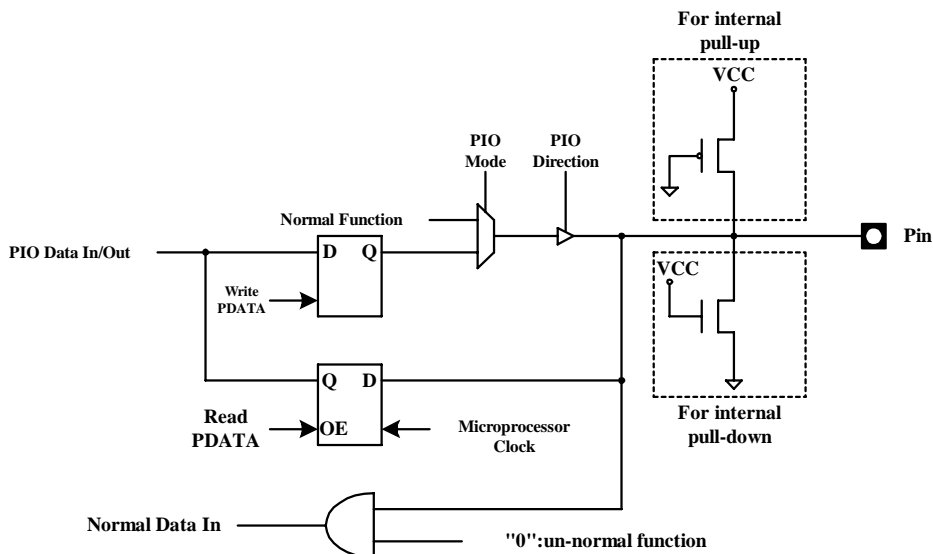
LSR [6] will indicate that both the XMIT FIFO and Shift Register are empty.

LSR [7] will indicate whether there are any errors in the RCVR FIFO.

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

17. PIO UNIT

The R1610C provides 32 programmable I/O signals, which are multi-functional pins with other signals of normal functions. Software must be used to configure these multi-functional pins as PIO or normal functions by means of programming through these registers (7Ah, 78h, 76h, 74h, 72h, and 70h).



PIO pin Operation Diagram

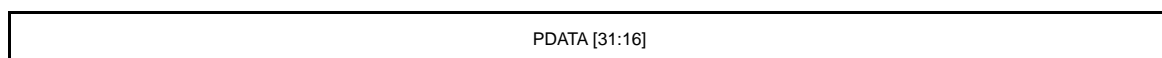
17.1 PIO multi-function Pin list table

| PIO No. | Pin No.(PQFP) | Multi Function | Reset status/PIO internal resister |
|---------|---------------|----------------|--|
| 0 | 9 | TMRIN1 | PIO/ Input with 75K pull-up |
| 1 | 11 | TMROUT1 | PIO/ Input with 75K pull-down |
| 3 | 124 | PCS5_n | PIO/ Input with 75K pull-up |
| 7 | 46 | A17/SAD6 | Normal operation/ Input with 75K pull-up |
| 8 | 44 | A18/SAD7 | Normal operation/ Input with 75K pull-up |
| 9 | 43 | A19/ALE | Normal operation/ Input with 75K pull-up |
| 10 | 12 | TMROUT0 | PIO/ Input with 75K pull-down |
| 11 | 10 | TMRIN0 | PIO/ Input with 75K pull-up |
| 12 | 14 | DRQ0/INT5 | PIO/ Input with 75K pull-up |
| 13 | 13 | DRQ1/INT6 | PIO/ Input with 75K pull-up |
| 14 | 126 | PCS0_n | PIO/ Input with 75K pull-up |
| 15 | 125 | PCS1_n | PIO/ Input with 75K pull-up |
| 25 | 34 | PCS2_n/IOR_n | PIO/ Input with 75K pull-up |
| 26 | 35 | PCS3_n/IOW_n | PIO/ Input with 75K pull-up |
| 27 | 39 | | PIO/ Input with 75K pull-up |
| 28 | 41 | | PIO/ Input with 75K pull-up |
| 29 | 42 | UARTX0 | PIO/ Input with 75K pull-down |
| 31 | 6 | INT2 | PIO/ Input with 75K pull-up |

| PIO Mode | PIO Direction | Pin Function |
|----------|---------------|-------------------------------------|
| 0 | 0 | Normal Operation |
| 0 | 1 | PIO input with pull-up/pull-down |
| 1 | 0 | PIO output |
| 1 | 1 | PIO input without pull-up/pull-down |

Register Offset: 7Ah
Register Name: PIO Data 1 Register
Reset Value :

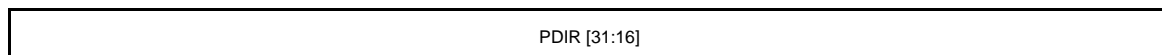
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|---------------|-----------|--|
| 15-0 | PDATA [31:16] | R/W | PIO Data Bits. These bits PDATA[31:16] are mapped to the PIO[31:16], which indicate to the driven level when the PIO pin is as an output or reflect the external level when the PIO pin is as an input. |

Register Offset: 78h
Register Name: PIO Direction 1 Register
Reset Value : FF9Fh

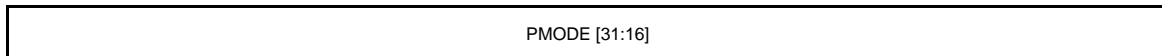
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|--------------|-----------|---|
| 15-0 | PDIR [31:16] | R/W | PIO Direction Register. Set 1: Configure the PIO pin as an input pin. Set 0: Configure the PIO pin as an output or as a pin of normal function. |

Register Offset: 76h
Register Name: PIO Mode 1 Register
Reset Value : 0000h

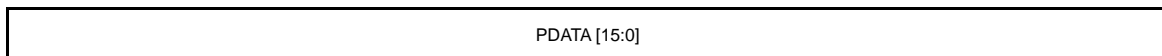
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|---------------|-----------|---|
| 15-0 | PMODE [31:16] | R/W | PIO Mode Bit. The definitions of PIO pins are configured by the combination of PIO Mode and PIO Direction. The PIO pins are programmed individually. The definitions (PIO Mode, PIO Direction) for the functions of PIO pins: (0 , 0) – Normal operation , (0 , 1) – PIO input with pull-up/pull-down (1 , 0) – PIO output , (1 , 1) -- PIO input without pull-up/pull-down |

Register Offset: 74h
Register Name: PIO Data 0 Register
Reset Value :

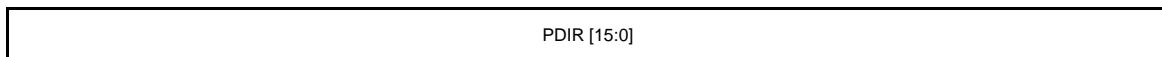
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|--------------|-----------|--|
| 15-0 | PDATA [15:0] | R/W | PIO Data Bits. These bits PDATA [15:0] are mapped to the PIO [15:0], which indicate to the driven level when the PIO pin is as an output or reflect the external level when the PIO pin is as an input. |

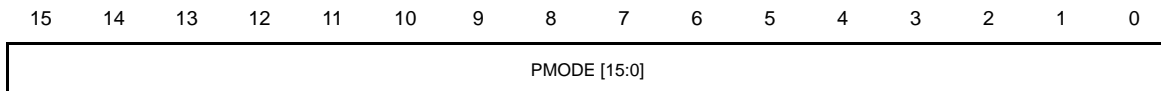
Register Offset: 72h
Register Name: PIO Direction 0 Register
Reset Value : FC4Fh

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



| Bit | Name | Attribute | Description |
|------|-------------|-----------|---|
| 15-0 | PDIR [15:0] | R/W | PIO Direction Register. Set 1: Configure the PIO pin as an input pin. Set 0: Configure the PIO pin as an output or as a pin of normal function. |

Register Offset: 70h
Register Name: PIO Mode 0 Register
Reset Value : 0000h



| Bit | Name | Attribute | Description |
|------|--------------|-----------|----------------|
| 15-0 | PMODE [15:0] | R/W | PIO Mode Bits. |

18. SDRAM Controller

18.1 SDRAM Mode Set Register

Register Offset: F2h
Register Name: SDRAM Mode Set Register
Reset Value : 0020h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|---|-----------|---|---|----------|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | 0 | LAT [2:0] | | 0 | BL [2:0] | | | |

| Bit | Name | Attribute | Description | | | | | | | | | | | | | | | | |
|-----------|---------------|-----------|--|-----------|---------------|-------|----------|-------|----------|-------|-------------|-------|---|-------|----------|-------|----------|-------|----------|
| 15-7 | Rsvd | RO | Reserved | | | | | | | | | | | | | | | | |
| 6-4 | LAT [2:0] | R/W | CAS_n Latency Select. Refer to the following list: <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>LAT [2:0]</th> <th>CAS_n Latency</th> </tr> </thead> <tbody> <tr><td>0 0 0</td><td>Reserved</td></tr> <tr><td>0 0 1</td><td>Reserved</td></tr> <tr><td>0 1 0</td><td>2 (Default)</td></tr> <tr><td>0 1 1</td><td>3</td></tr> <tr><td>1 0 0</td><td>Reserved</td></tr> <tr><td>1 0 1</td><td>Reserved</td></tr> <tr><td>1 1 0</td><td>Reserved</td></tr> </tbody> </table> | LAT [2:0] | CAS_n Latency | 0 0 0 | Reserved | 0 0 1 | Reserved | 0 1 0 | 2 (Default) | 0 1 1 | 3 | 1 0 0 | Reserved | 1 0 1 | Reserved | 1 1 0 | Reserved |
| LAT [2:0] | CAS_n Latency | | | | | | | | | | | | | | | | | | |
| 0 0 0 | Reserved | | | | | | | | | | | | | | | | | | |
| 0 0 1 | Reserved | | | | | | | | | | | | | | | | | | |
| 0 1 0 | 2 (Default) | | | | | | | | | | | | | | | | | | |
| 0 1 1 | 3 | | | | | | | | | | | | | | | | | | |
| 1 0 0 | Reserved | | | | | | | | | | | | | | | | | | |
| 1 0 1 | Reserved | | | | | | | | | | | | | | | | | | |
| 1 1 0 | Reserved | | | | | | | | | | | | | | | | | | |
| 3 | Rsvd | RO | 1'b0. | | | | | | | | | | | | | | | | |
| 2-0 | BL [2:0] | RO | Burst Length. | | | | | | | | | | | | | | | | |

18.2 SDRAM Control Register

Register Offset: F4h
Register Name: SDRAM Control Register
Reset Value : 0001h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|---|---|---|--------|--------|------|------|----------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | | | | SSSEL1 | SSSEL0 | SREF | Rsvd | SDRAM EN |

| Bit | Name | Attribute | Description |
|------|----------|-----------|---|
| 15-5 | Rsvd | RO | Reserved |
| 4-3 | SSSEL1-0 | R/W | The SDRAM Size Select bit. (Default is 2'b0) SSSEL1-0 ----- SDRAM Size Select 0 0 ----- 1Mx16 bits |

| | | | |
|---|---------|-----|---|
| | | | 0 1 ----- 4Mx16 bits 1 0 ----- Reserved 1 1 ----- Reserved |
| 2 | SREF | R/W | Self-Refresh Enable. Set 1: Enable Self-Refreshed when SDRAM is in power mode. Set 0: Disable Self-Refreshed. (Default) |
| 1 | Rsvd | RO | Reserved |
| 0 | SDRAMEN | R/W | SDRAM Enable. Set 1: Enable SDRAM. (Default) Set 0: Disable SDRAM. |

18.3 SDRAM Timing Parameter Register

Register Offset: F6h
Register Name: SDRAM Timing Parameter Register
Reset Value : F933h

| | | | | | | | | | | | | | | | |
|-------------|----|----|-----|-----------|----|---|-----------|---|---|-----------|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| SREXT [2:0] | | | TWR | MRC [3:0] | | | MPR [3:0] | | | RCD [3:0] | | | | | |

| Bit | Name | Attribute | Description |
|-------|-------------|-----------|---|
| 15-13 | SREXT [2:0] | R/W | Self-Refresh Exit Time (t_{SREX}). The Self-Refresh Exit Time can be programmed from 0 to 15 Clocks. |
| 12 | TWR | R/W | Write Recovery Time. 1: 2 Clocks cycle. 0: 1 Clock cycle. |
| 11-8 | MRC [3:0] | R/W | Min. Row Cycle Time (t_{RC}). It can be programmed from 0 to 15 Clocks. |
| 7-4 | MPR [3:0] | R/W | Min. Pre-charge Time (t_{RP}). It can be programmed from 0 to 15 Clocks. |
| 3-0 | RCD [3:0] | R/W | Row to Column Delay time (t_{RCD}). It can be programmed from 0 to 15 Clocks. |

19. CACHE Controller

19.1 Cache Control Register

Register Offset: FEC0h
Register Name: Cache Control Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|-----|-----|----------|------|------|------|------|-----|----------|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ICE | DCE | Reserved | NCR3 | NCR2 | NCR1 | NCR0 | WIR | Reserved | | | | | | | |

| Bit | Name | Attribute | Description |
|-------|------|-----------|--------------------------------------|
| 15 | ICE | R/W | Instruction Cache enable when set |
| 14 | DCE | R/W | Data Cache enable when set |
| 13-12 | Rsvd | RO | Reserved |
| 11 | NCR3 | R/W | Non-Cache region3 enable when set |
| 10 | NCR2 | R/W | Non-Cache region2 enable when set |
| 9 | NCR1 | R/W | Non-Cache region1 enable when set |
| 8 | NCR0 | R/W | Non-Cache region0 enable when set |
| 7 | WIR | R/W | Write Invalid region enable when set |
| 6-0 | Rsvd | RO | Reserved |

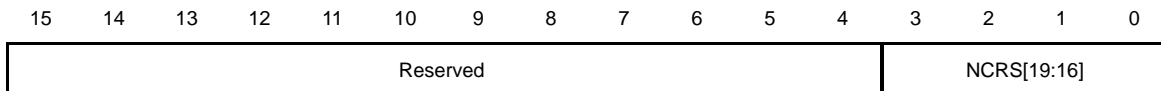
19.2 Non-Cache Region Register

Register Offset: FEC2h
Register Name: Non-Cache Region0 Start Address Low Register
Reset Value : ----

| | | | | | | | | | | | | | | | |
|------------|----|----|----|----|----|---|---|---|---|---|---|---|----------|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| NCRS[15:3] | | | | | | | | | | | | | Reserved | | |

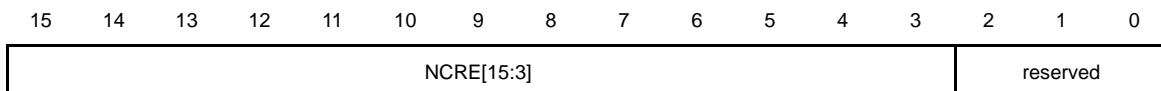
| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRS | R/W | Non-Cache Region start address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region start address [2:0] |

Register Offset: FEC4h
Register Name: Non-Cache Region0 Start Address High Register
Reset Value : ----



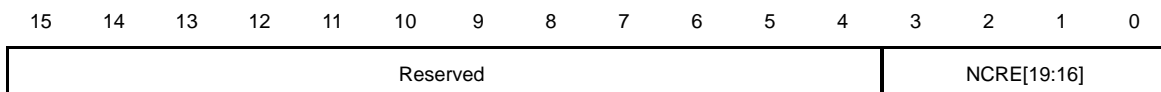
| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRS | R/W | Non-Cache Region start address [19:16] |

Register Offset: FEC6h
Register Name: Non-Cache Region0 End Address Low Register
Reset Value : ----



| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRE | R/W | Non-Cache Region end address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region end address [2:0] |

Register Offset: FEC8h
Register Name: Non-Cache Region0 End Address High Register
Reset Value : ----



| Bit | Name | Attribute | Description |
|------|------|-----------|--------------------------------------|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRE | R/W | Non-Cache Region end address [19:16] |

Register Offset: FECAh
Register Name: Non-Cache Region1 Start Address Low Register
Reset Value : ----

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

| | |
|------------|----------|
| NCRS[15:3] | Reserved |
|------------|----------|

| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRS | R/W | Non-Cache Region start address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region start address [2:0] |

Register Offset: FECCh
Register Name: Non-Cache Region1 Start Address High Register
Reset Value : ----

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

| | |
|----------|-------------|
| Reserved | NCRS[19:16] |
|----------|-------------|

| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRS | R/W | Non-Cache Region start address [19:16] |

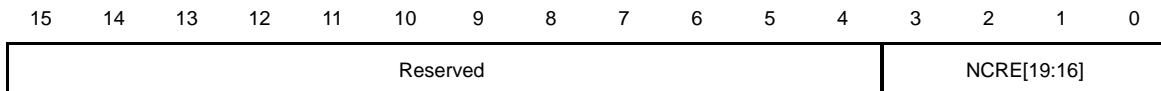
Register Offset: FECEh
Register Name: Non-Cache Region1 End Address Low Register
Reset Value : ----

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

| | |
|------------|----------|
| NCRE[15:3] | Reserved |
|------------|----------|

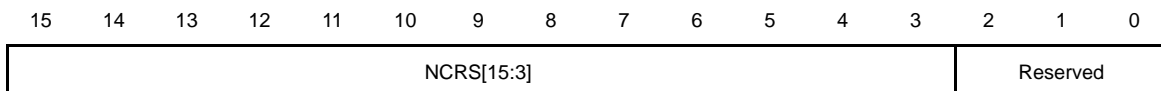
| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRE | R/W | Non-Cache Region end address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region end address [2:0] |

Register Offset: FED0h
Register Name: Non-Cache Region1 End Address High Register
Reset Value : ----



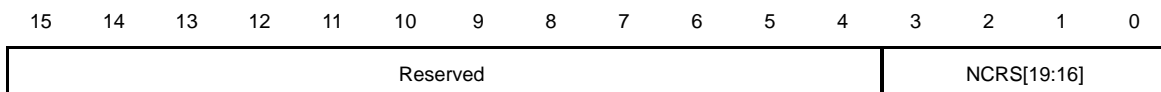
| Bit | Name | Attribute | Description |
|------|------|-----------|--------------------------------------|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRE | R/W | Non-Cache Region end address [19:16] |

Register Offset: FED2h
Register Name: Non-Cache Region2 Start Address Low Register
Reset Value : ----



| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRS | R/W | Non-Cache Region start address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region start address [2:0] |

Register Offset: FED4h
Register Name: Non-Cache Region2 Start Address High Register
Reset Value : ----



| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRS | R/W | Non-Cache Region start address [19:16] |

Register Offset: FED6h
Register Name: Non-Cache Region2 End Address Low Register
Reset Value : ----

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

| | |
|------------|----------|
| NCRE[15:3] | Reserved |
|------------|----------|

| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRE | R/W | Non-Cache Region end address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region end address [2:0] |

Register Offset: FED8h
Register Name: Non-Cache Region2 End Address High Register
Reset Value : ----

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

| | |
|----------|-------------|
| Reserved | NCRE[19:16] |
|----------|-------------|

| Bit | Name | Attribute | Description |
|------|------|-----------|--------------------------------------|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRE | R/W | Non-Cache Region end address [19:16] |

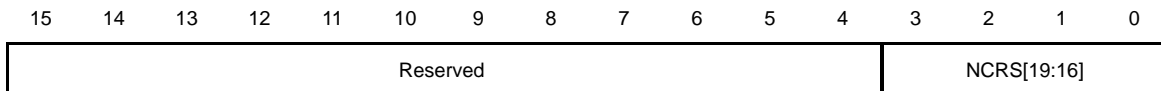
Register Offset: FEDAh
Register Name: Non-Cache Region3 Start Address Low Register
Reset Value : ----

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

| | |
|------------|----------|
| NCRS[15:3] | Reserved |
|------------|----------|

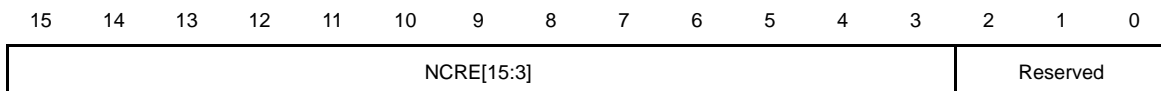
| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRS | R/W | Non-Cache Region start address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region start address [2:0] |

Register Offset: FEDCh
Register Name: Non-Cache Region3 Start Address High Register
Reset Value : ----



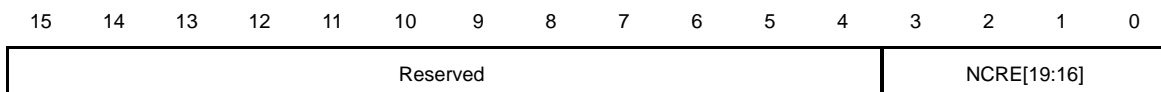
| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRS | R/W | Non-Cache Region start address [19:16] |

Register Offset: FEDEh
Register Name: Non-Cache Region3 End Address Low Register
Reset Value : ----



| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | NCRE | R/W | Non-Cache Region end address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Non-Cache Region end address [2:0] |

Register Offset: FEE0h
Register Name: Non-Cache Region3 End Address High Register
Reset Value : ----

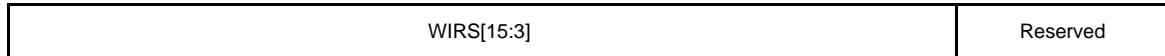


| Bit | Name | Attribute | Description |
|------|------|-----------|--------------------------------------|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | NCRE | R/W | Non-Cache Region end address [19:16] |

19.3 Write Invalid Region Register

Register Offset: FEE2h
Register Name: Write Invalid Region Start Address Low Register
Reset Value : ----

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



| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | WIRS | R/W | Write Invalid Region start address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Write Invalid Region start address [2:0] |

Register Offset: FEE4h
Register Name: Write Invalid Region Start Address High Register
Reset Value : ----

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



| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | WIRS | R/W | Write Invalid Region start address [19:16] |

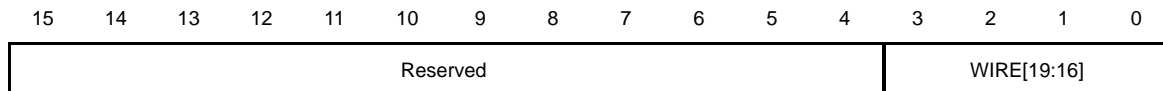
Register Offset: FEE6h
Register Name: Write Invalid Region End Address Low Register
Reset Value : ----

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



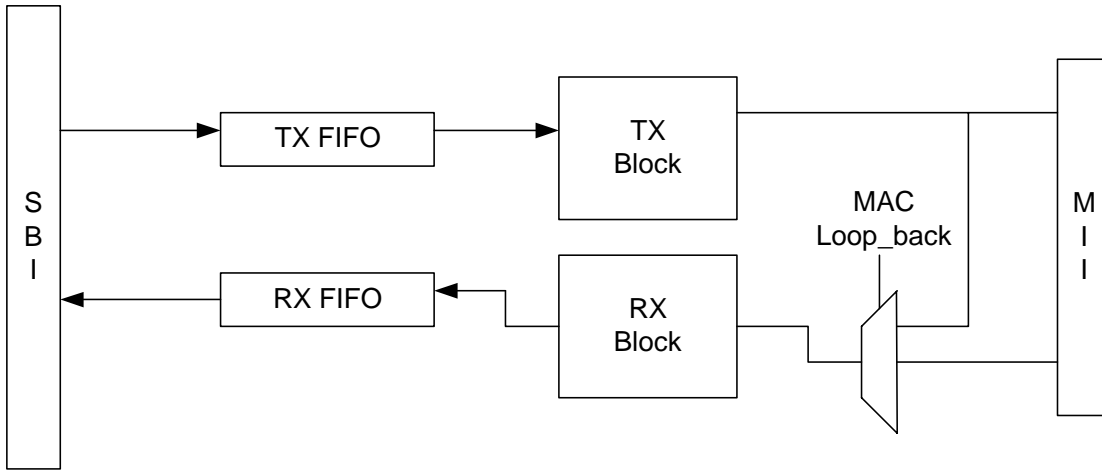
| Bit | Name | Attribute | Description |
|------|------|-----------|---|
| 15-3 | WIRE | R/W | Write Invalid Region start address [15:3] |
| 2-0 | 0 | RO | Must be 000b mapped to Write Invalid Region start address [2:0] |

Register Offset: FEC8h
Register Name: Write Invalid Region End Address High Register
Reset Value : ----



| Bit | Name | Attribute | Description |
|------|------|-----------|--|
| 15-4 | Rsvd | RO | Reserved |
| 3-0 | WIRE | R/W | Write Invalid Region end address [19:16] |

20. Fast Ethernet Controller



SBI : System Bus Interface
MAC Block Diagram

20.1 RX Descriptor Format

| | | | | | |
|----------|--|---|-----------|--------------|---|
| 15 | | 3 | 2 | 1 | 0 |
| DRST | | | | | |
| DRLEN | | | | | |
| DRBP | | | | 0 | 0 |
| | | | | DRBP [19:16] | |
| DRNX | | | | | |
| | | | | 0 | 0 |
| | | | | DRNX [19:16] | |
| Reserve1 | | | HIDX[5:0] | | |
| Reserve2 | | | | | |
| Reserve3 | | | | | |

1. DRST

| | | | | | | | | | | | | | | | |
|----|------|----------|---------|----------|-----|------|------|---------|------------|------------|-----|------|-----|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| O | RXOK | Reserved | PHY ERR | DRI BBLE | OBL | LONG | RUNT | CRC ERR | BROAD CAST | MULTI CAST | MCH | MIDH | MID | | |

The RX circuit will stop receiving packet if Owner Bit=0.

DRST [14:0]: RX Status. The MAC will update the RX status field after frame receiving is complete.

| Bit | Name | Description |
|-----|------|---|
| 15 | O | Owner Bit. Set1: MAC. Set0: CPU. |
| 14 | RXOK | RX successful. This bit indicates that the packet was received successfully without error. It includes: |

| | | |
|-------|-----------|---|
| | | (1) RX_ER = 0 (MII interface). (2) Ignore DRIBBLE status. (3) No over buffer length. (4) Without CRC error. (5) Not a LONG packet. (6) Not a RUNT packet. (7) No FIFO Full. |
| 13-12 | Rsvd | Reserved. |
| 11 | PHYERR | PHY RX Error packet. Read 1 means that an error occurred in receiving packets on MII interface. |
| 10 | DRIBBLE | Dribble packet. Read 1 means the received packet is a dribble packet. |
| 9 | OBL | Over Buffer Length. Read 1 means the received packet length > buffer maximum length. |
| 8 | LONG | Long packet. Read 1 means the received packet length > maximum packet length. |
| 7 | RUNT | Runt packet. Read 1 means the received packet length < 64 Bytes. |
| 6 | CRCERR | CRC Error packet. Read 1 means receiving a packet with CRC errors. |
| 5 | BROADCAST | It indicates that the received packet is a broadcast packet. |
| 4 | MULTICAST | It indicates that the received packet is a multicast packet. |
| 3 | MCH | Multicast Hit. It indicates that the received packet hits one of the hash-table bits. |
| 2 | MIDH | MID table is hit. |
| 1-0 | MID | Index of matched MIDx. These two bits indicate that the received packet hits one of the MID groups. |

2. DRLEN

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

| | |
|----------|-------|
| Reserved | DRLEN |
|----------|-------|

| Bit | Name | Description |
|-------|-------|---------------------------------|
| 15-11 | Rsvd | Reserved. |
| 10-0 | DRLEN | The size of the received frame. |

3. DRBP

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

| | |
|----------|------|
| Reserved | DRBP |
|----------|------|

| Bit | Name | Description |
|-------|------|---|
| 31-20 | Rsvd | Reserved |
| 19-0 | DRBP | RX Data Buffer Pointer. This is a 20-bit address pointer and DRBP [1:0] is always 2'b00. |

4. DRNX

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

| | |
|----------|------|
| Reserved | DRNX |
|----------|------|

| Bit | Name | Description |
|-------|------|---|
| 31-20 | Rsvd | Reserved |
| 19-0 | DRNX | RX Next Frame Descriptor Pointer. This is a 20-bit descriptor address pointer and DRNX [1:0] is always 2'b00. This field must be pointed to next descriptor start address or its start address. |

5. HIDX

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

| | |
|----------|------|
| Reserved | HIDX |
|----------|------|

| Bit | Name | Description |
|------|------|--|
| 15-6 | Rsvd | Reserved. |
| 5-0 | HIDX | HIDX[5:0] is a hit hash index. If MCR1[14] is set to 1, the hash index number will be written into RX description. |

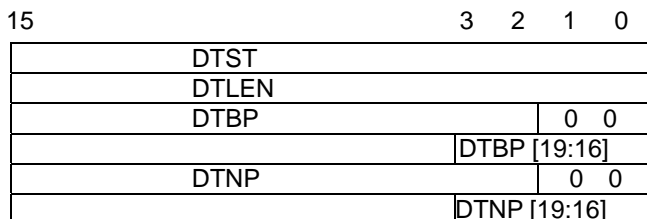
6. Reserve2

7. Reserve3

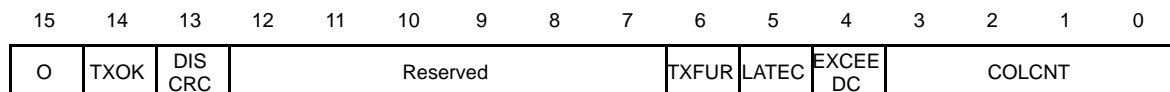
Note:

1. RX Descriptor start address and Data Buffer start address must be Double-Word alignment.
2. The RX packet will be filtered out if its length is less than 6. (Not complete DA information.)

20.2 TX Descriptor Format



1. DTST



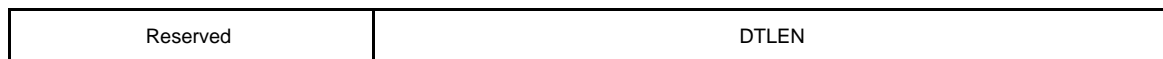
The TX circuit will stop transmitting packet if the Owner Bit=0

DTST [14:0]: TX Status and packet control. The MAC will update the TX status field after frame transmission is completed. The control bit is for each packet usage.

| Bit | Name | Attribute | Description |
|------|---------|-----------|---|
| 15 | O | R/W | Owner Bit. Set1: MAC. Set0: CPU. |
| 14 | TXOK | | TX packet successful. This bit indicates that the packet was transmitted successfully without error. It includes: (1) No late collision. (2) No excessive collision. (3) No TX FIFO under-run. (4) No lost carrier. |
| 13 | DISCRC | R/W | Disable append CRC field. This is a control bit. =1: disable CRC append. =0: enable CRC append on TX packet. When the status is updated, this bit will keep in previous setting. |
| 12-7 | Rsvd | RO | Reserved |
| 6 | TXFUR | | FIFO Under-Run. |
| 5 | LATEC | | Late Collision. |
| 4 | EXCEEDC | | Exceed Collision. |
| 3-0 | COLCNT | | Collision Counts. |

2. DTLEN

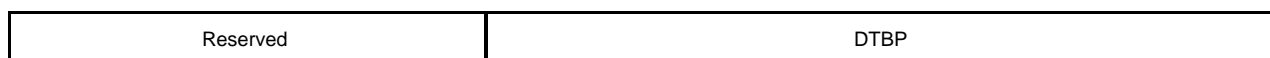
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Description |
|-------|-------|---------------------------------------|
| 15-11 | Rsvd | Reserved. |
| 10-0 | DTLEN | The length of the transmitted packet. |

3. DTBP

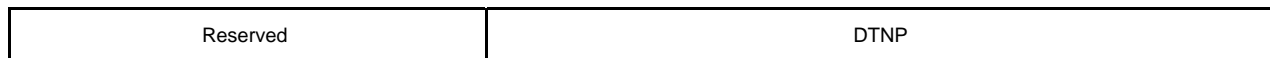
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Description |
|-------|------|---|
| 31-20 | Rsvd | Reserved. |
| 19-0 | DTBP | TX Buffer Pointer. This is a 20-bit address pointer. |

4. DTNP

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



| Bit | Name | Description |
|-------|------|---|
| 31-20 | Rsvd | Reserved. |
| 19-0 | DTNP | TX Next Descriptor Pointer. This is a 20-bit descriptor address pointer and DTNP [1:0] is always 2'b00. This field must be pointed to next descriptor start address or its start address. |

Note:

1. TX Descriptor start address must be Double-Word alignment.
2. TX Data Buffer start address can be any byte alignment address.
3. Driver needs to take care that the transmitted data are less than 60 bytes.

20.3 MCR0: MAC Control Register 0 (00h)

Register Offset: 00h
Register Name: MCR0: MAC Control Register 0
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|-------|-------|------|-------|----------|------|------|-------|------|------|------|-------|-------|--------|-------|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| FULLD | TXEIE | Rsvd | XMTEN | Reserved | FCEN | AMCP | RXEIE | FBCP | PROM | ADRB | ALONG | ARUNT | ACRCER | RCVEN | |

| Bit | Name | Attribute | Description |
|-------|-------|-----------|--|
| 15 | FULLD | R/W | Full Duplex. Set 1: Full duplex. Set 0: Half duplex. (Default) |
| 14 | TXEIE | R/W | TX Early Interrupts Enable. Set 1: MAC will generate one TX early interrupt when the data are transmitted over early interrupt threshold (see MCR1 [7:6]). Set 0: TX early interrupt will be disabled. |
| 13 | Rsvd | RO | Reserved |
| 12 | XMTEN | R/W | Transmission Enable |
| 11-10 | Rsvd | RO | Reserved |
| 9 | FCEN | R/W | Flow Control Function Enable. Set 1: will enable flow control. Set 0: will disable flow control. |
| 8 | AMCP | R/W | Accept Multicast Packet. Set 1: will enable hash table function. Set 0: will disable hash table function. |
| 7 | RXEIE | R/W | RX Early Interrupts Enable. Set 1: MAC will generate one RX early interrupt when the data are received over early interrupt threshold (see MCR1 [7:6]). Set 0: RX early interrupt will be disabled. |
| 6 | FBCP | R/W | Filter Broadcast Packet. Set 1: to filter broadcast packet. Set 0: to accept broadcast packet. |
| 5 | PROM | R/W | Promiscuous Mode. Set 1: MAC will receive all packets without checking the MAC address. Set 0: MAC will only receives the packet that hits the MAC address. |
| 4 | ADRB | R/W | Accept DRIBBLE packet. Set 1: Enable to accept dribble packets. Set 0: Disable. |
| 3 | ALONG | R/W | Accept Long packet. Set 1: Enable to accept long packets. Set 0: Disable. |
| 2 | ARUNT | R/W | Accept RUNT packet. Set 1: Enable to accept runt packets. The packets which length > 6 and < 64 will be accepted, but the packets which length >0 and < 6 will be rejected. |

| | | | |
|---|--------|-----|--|
| | | | Set 0: Disable to accept runt packets. |
| 1 | ACRCER | R/W | Accept CRC Error packet. Set 1: Enable. Set 0: Disable. |
| 0 | RCVEN | R/W | Receive Enable. Set 1: Enable packet receive. Set 0: Disable packet receive. |

20.4 MCR1: MAC Control Register 1 (04h)

Register Offset: 04h
Register Name: MCR1: MAC Control Register 1
Reset Value : 0010h

| | | | | | | | | | | | | | | | | |
|------|------|----------|----|----|----|-----|-----|------------|--------------|---|---|-----|------|---|---|--|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| AUCP | WIDX | Reserved | | | | TPF | ECR | EITH [1:0] | MAXLEN [1:0] | 0 | 0 | LBM | MRST | | | |

| Bit | Name | Attribute | Description |
|-------|--------------|-----------|--|
| 15 | AUCP | R/W | Filter uni-cast packet by hash-table. Set 1: Enable. Set 0: Disable. |
| 14 | WIDX | R/W | Write the hash index number. Set 1: Enable to write the HIDX [5:0] into Rx descriptor. Set 0: Disable this function. |
| 13-10 | Rsvd | RO | Reserved |
| 9 | TPF | RO | Trigger Pause Frame to be transmitted. If flow control (FCEN bit in MCR0 [9]) is enabled, this bit will be set automatically when received descriptor unavailable happens. TPF refers to XMTEN bit (MCR0 [12]). When XMTEN bit is set, the pause frame can be sent. |
| 8 | ECR | R/W | Excessive Collision Retransmit times. 0: 16 times. (Default) 1: 32 times. |
| 7-6 | EITH [1:0] | R/W | Early Interrupt Threshold. 00: 1129 bytes. (Default) 01: 1257 bytes. 10: 1385 bytes. 11: 1513 bytes. |
| 5-4 | MAXLEN [1:0] | R/W | Maximum Packet Length Selector. Define the length of long packets. 01: 1518 bytes. (Default) 10: 1522 bytes. 11: 1534 bytes. 00: 1537 bytes. |
| 3-2 | Rsvd | R/O | Reserved |
| 1 | LBM | R/W | Loop-Back mode. 0: Normal Mode. (Default) 1: MAC Loop-Back. |
| 0 | MRST | R/W | MAC Reset. Set 1 to reset MAC. |

| | | | |
|--|--|--|---|
| | | | After reset, this bit will be cleared to 0. |
|--|--|--|---|

20.5 MBCR: MAC Bus Control Register (08h)

Register Offset: 08h
Register Name: MBCR: MAC Bus Control Register
Reset Value : 1F1Ah

| | | | | | | | | | | | | | | | |
|----------|----|----|------------|----|----|---|----------|---|-------------|---|-------------|---|--------------|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | RHPT [4:0] | | | | Reserved | | RXFTH [1:0] | | TXFTH [1:0] | | FIFOTL [1:0] | | |

PS. Update this register only when RCVEN=0

| Bit | Name | Attribute | Description |
|-------|--------------|-----------|---|
| 15-13 | Rsvd | RO | Reserved |
| 12-8 | RHPT [4:0] | R/W | SDRAM Bus Request High Priority Timer. When MAC issues a bus request to SDRAM arbiter, this timer will start to count down. After this timer is timeout, if SDRAM arbiter is still not granted to MAC, the SDRAM bus request will become high priority. Wait time = 0 ~15 host clocks. (Default=15 host clocks) |
| 7-6 | Rsvd | RO | Reserved |
| 5-4 | RXFTH [1:0] | R/W | RX FIFO Data Threshold. MAC receive machine starts to move the received data into host memory when receiving data over the RX FIFO threshold. 00: 8 bytes. 01: 16 bytes. (Default) 10: 32 bytes. 11: 64 bytes. |
| 3-2 | TXFTH [1:0] | R/W | TX FIFO Data Threshold. MAC transmit machine starts to send out packets to PHY when transmitting data into TX FIFO over the threshold. 00: 16 bytes. 01: 32 bytes. 10: 64 bytes. (Default) 11: 96 bytes. |
| 1-0 | FIFOTL [1:0] | R/W | FIFO Transfer Length. The every transfer data length between MAC FIFO and SDRAM. 00: 4 bytes. 01: 8 bytes. 10: 16 bytes. (Default) 11: 32 bytes. |

20.6 MTICR: TX Interrupt Control Register (0Ch)

Register Offset: 0Ch
Register Name: MTICR: TX Interrupt Control Register
Reset Value : 0000h

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

| | | | |
|----------|--------------|----------|---------------|
| Reserved | TXINTC [3:0] | Reserved | TXTIMER [5:0] |
|----------|--------------|----------|---------------|

| Bit | Name | Attribute | Description |
|-------|---------------|-----------|---|
| 15-12 | Rsvd | RO | Reserved |
| 11-8 | TXINTC [3:0] | R/W | TX Interrupt Control. 0: Turn off this function. N: Generate an interrupt after sending N packets (1~15 packets). |
| 7-6 | Rsvd | RO | Reserved |
| 5-0 | TXTIMER [5:0] | R/W | Wait TX Timer. When timeout, it automatically generates an interrupt. Timer waiting time: (63 + TXTIMER * 64) TX clock |

20.7 MRICR: RX Interrupt Control Register (10h)

Register Offset: 10h
Register Name: MRICR: RX Interrupt Control Register
Reset Value : 0000h

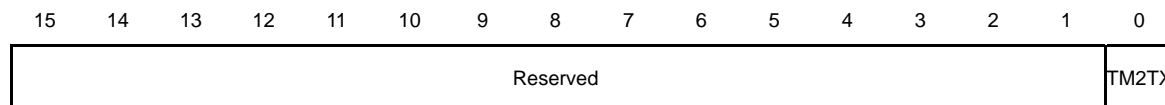
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

| | | | |
|----------|--------------|----------|---------------|
| Reserved | RXINTC [3:0] | Reserved | RXTIMER [5:0] |
|----------|--------------|----------|---------------|

| Bit | Name | Attribute | Description |
|-------|---------------|-----------|---|
| 15-12 | Rsvd | RO | Reserved |
| 11-8 | RXINTC [3:0] | R/W | RX Interrupt Control. 0: Turn off this function. N: Generate an interrupt after N packets (1~15 packets) are received. |
| 7-6 | Rsvd | RO | Reserved |
| 5-0 | RXTIMER [5:0] | R/W | Wait RX Timer. When timeout, it automatically generates an interrupt. Timer waiting time: (63 + RXTIMER * 64) RX clock |

20.8 MTPR: TX Poll Command Register (14h)

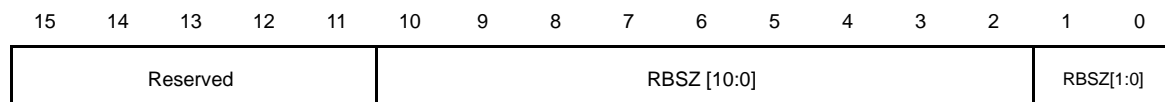
Register Offset: 14h
Register Name: MTPR: TX Poll Command Register
Reset Value : 0000h



| Bit | Name | Attribute | Description |
|------|-------|-----------|--|
| 15-1 | Rsvd | RO | Reserved |
| 0 | TM2TX | R/W | Trigger MAC to Transmit. When Write: Trigger MAC to check TX description owner bit. If owner bit=0, MAC will standby until the owner bit=1 to start transmission. When Read: TM2TX is current transmission status. When TM2TX= 1, it means MAC is in transmitting. When TM2TX= 0, it means transmission was completed. |

20.9 MRBSR: RX Buffer Size Register (18h)

Register Offset: 18h
Register Name: MRBSR: RX Buffer Size Register
Reset Value : 0600h



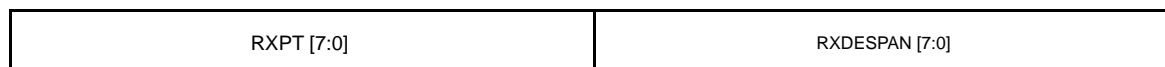
PS. Update this register only when RCVEN=0

| Bit | Name | Attribute | Description |
|-------|-------------|-----------|--|
| 15-11 | Rsvd | RO | Reserved |
| 10-2 | RBSZ [10:2] | R/W | RX Buffer Size Bit10~Bit2 for all RX frame data buffer of Descriptors. |
| 1-0 | RBSZ [1:0] | R/W | RX Buffer Size Bit1:0 must be 00. |

20.10 MRDCR: RX Descriptor Control Register (1Ah)

Register Offset: 1Ah
Register Name: MRDCR: RX Descriptor Control Register
Reset Value : 0000h

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

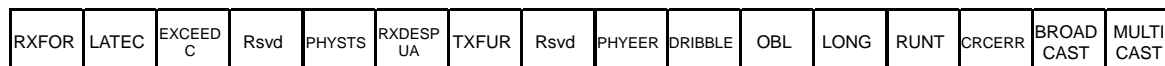


| Bit | Name | Attribute | Description |
|------|----------------|-----------|--|
| 15-8 | RXPT [7:0] | R/W | RX Descriptor Threshold value. MAC controller will send TX Pause Frame when available RX Descriptor reaches this threshold value. |
| 7-0 | RXDESPAN [7:0] | R/W | RX Descriptor Available Number for flow-control. When MAC finishes one descriptor data transfer into RX buffer, the RX descriptor available number will decrease 1 automatically. Use "IN" instruction to read this register and "OUT" instruction to increase the register value. When RCVEN=0, use "OUT" instruction to setup RX descriptor available number. When RCVEN=1, use "OUT" instruction to increase RX descriptor available number. This register must be initialized before RCVEN = 1. |

20.11 MLSR: MAC Last Status Register(1Ch)

Register Offset: 1Ch
Register Name: MLSR: MAC Last Status Register
Reset Value : 0000

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



PS. The MAC last time status. It is updated by next packet coming.

| Bit | Name | Attribute | Description |
|-----|---------|-----------|----------------------------|
| 15 | RXFOR | RO | RX FIFO Over-Run |
| 14 | LATEC | RO | Transmit Late Collision. |
| 13 | EXCEEDC | RO | Transmit Exceed Collision. |
| 12 | Rsvd | RO | Reserved |

| | | | |
|----|-----------|----|---|
| 11 | PHYSTS | RO | The value is the status of input pin PHY_CHG. |
| 10 | RXDESPUA | RO | RX Descriptor Unavailable. |
| 9 | TXFUR | RO | TX FIFO Under-Run. |
| 8 | Rsvd | RO | Reserved |
| 7 | PHYERR | RO | PHY RX Error. |
| 6 | DRIBBLE | RO | Dribble Packet. |
| 5 | OBL | RO | Received Packet Length Over Buffer Length. |
| 4 | LONG | RO | Received Packets Too Long. |
| 3 | RUNT | RO | Received Packets Too Short. |
| 2 | CRCERR | RO | Received Packets CRC Error. |
| 1 | BROADCAST | RO | Received Broadcast Packets. |
| 0 | MULTICAST | RO | Received Multicast Packets. |

20.12 MMDIO: MDIO Control Register (20h)

Register Offset: 20h
Register Name: MMDIO: MDIO Control Register
Reset Value : 0000h

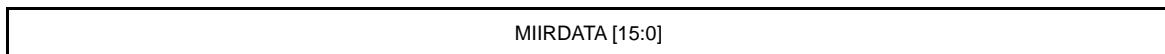
| | | | | | | | | | | | | | | | |
|------|-------|-------|-------------|----|----|---|----------|---|---|-------------|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Rsvd | MIIWR | MIIRD | PHYAD [4:0] | | | | Reserved | | | REGAD [4:0] | | | | | |

| Bit | Name | Attribute | Description |
|------|-------------|-----------|---|
| 15 | Rsvd | RO | Reserved |
| 14 | MIIWR | R/W | MDIO Write. Set 1 to write MIIWDATA [15:0] to MDIO. It will be cleared after the operation is completed. |
| 13 | MIIRD | R/W | MDIO Read. Set 1 to read data from MDIO into MIIRDATA [15:0]. It will be cleared after the operation is completed. |
| 12-8 | PHYAD [4:0] | R/W | PHY address. |
| 7-5 | Rsvd | RO | Reserved |
| 4-0 | REGAD [4:0] | R/W | REG address. |

20.13 MMRD: MDIO Read Data Register (24h)

Register Offset: 24h
Register Name: MMRD: MDIO Read Data Register
Reset Value : 0000h

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

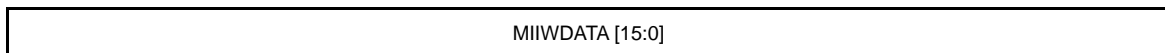


| Bit | Name | Attribute | Description |
|------|-----------------|-----------|---|
| 15-0 | MIIRDATA [15:0] | RO | MII Read Data. The data, read from MDIO, are put in this register. |

20.14 MMWD: MDIO Write Data Register (28h)

Register Offset: 28h
Register Name: MMRD: MDIO Write Data Register
Reset Value : 0000h

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

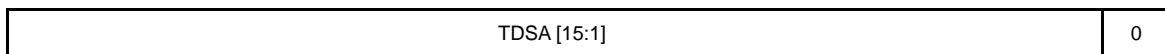


| Bit | Name | Attribute | Description |
|------|-----------------|-----------|--|
| 15-0 | MIIWDATA [15:0] | R/W | MII Write Data. The data, intended for being written to MDIO, are put in this register. |

20.15 MTDSA0: TX Descriptor Start Address 0 (2Ch)

Register Offset: 2Ch
Register Name: MTDSA0: TX Descriptor Start Address 0
Reset Value : 0000h

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



PS. Initial this register only when XMTEN=0

| Bit | Name | Attribute | Description |
|------|-------------|-----------|---|
| 15-1 | TDSA [15:1] | R/W | TX Descriptor Start Address Bit 15 - Bit 1 that are currently being sent. |

| | | | |
|---|---|----|---------------------|
| 0 | 0 | RO | This bit must be 0. |
|---|---|----|---------------------|

Note: The first TX descriptor start address TDSA [19:0] = {MTDSA1 [3:0], MTDSA0 [15:0]} must be Double-Word alignment. MAC will update the TX descriptor start address when the previous TX has been finished.

20.16 MTDSA1: TX Descriptor Start Address 1 (30h)

Register Offset: 30h
Register Name: MTDSA1: TX Descriptor Start Address 1
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|---|---|---|---|---|---|--------------|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | | | | | | | TDSA [19:16] | | | |

PS. Initial this register only when XMTEN=0

| Bit | Name | Attribute | Description |
|------|--------------|-----------|---|
| 15-4 | Rsvd | RO | Reserved. |
| 3-0 | TDSA [19:16] | RW | TX Descriptor Start Address Bit 19-6 that are currently being sent. |

20.17 MRDSA0: RX Descriptor Start Address 0 (34h)

Register Offset: 34h
Register Name: MRDSA0: RX Descriptor Start Address 0
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|-------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| RDSA [15:1] | | | | | | | | | | | | | | | 0 |

PS. Initial this register only when RCVEN=0

| Bit | Name | Attribute | Description |
|------|-------------|-----------|---------------------------------------|
| 15-1 | RDSA [15:1] | R/W | RX Descriptor Start Address Bit 15-1. |
| 0 | 0 | RO | This bit must be 0. |

Note: The first RX descriptor start address RDSA [19:0] = {MRDSA1 [3:0], MRDSA0 [15:0]} must be Double-Word alignment. MAC will update the RX descriptor start address after the previous RX has been finished.

20.18 MRDSA1: RX Descriptor Start Address 1 (38h)

Register Offset: 38h
Register Name: MRDSA1: RX Descriptor Start Address 1
Reset Value : 0000h

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

| | |
|----------|--------------|
| Reserved | RDSA [19:16] |
|----------|--------------|

PS. Initial this register only when RCVEN=0

| Bit | Name | Attribute | Description |
|------|--------------|-----------|--|
| 15-4 | Rsvd | RO | Reserved. |
| 3-0 | RDSA [19:16] | RW | The first RX Descriptor Start Address Bit 19-16. |

20.19 MISR: INT Status Register (3Ch)

Register Offset: 3Ch
Register Name: MISR: INT Status Register
Reset Value : 0000h

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

| | | | | | | | | | |
|----------|------|-------|------|----------|-------|------|------|-------|-------|
| Reserved | PCHG | ECNTO | TXEI | Reserved | TXEND | RXEI | RXFF | RXDUA | RXEND |
|----------|------|-------|------|----------|-------|------|------|-------|-------|

| Bit | Name | Attribute | Description |
|-------|-------|-----------|--|
| 15-10 | Rsvd | RO | Reserved. |
| 9 | PCHG | RC | PHY Media Changed Interrupt status. |
| 8 | ECNTO | RC | Event Counter Overflow Interrupt status. |
| 7 | TXEI | RC | TX Early Interrupt status. |
| 6-5 | Rsvd | RO | Reserved. |
| 4 | TXEND | RC | This bit indicates Transmit Packet Finish Interrupt status. |
| 3 | RXEI | RC | RX Early Interrupt status. |
| 2 | RXFF | RC | RX FIFO Full Interrupt status. |
| 1 | RXDUA | RC | This bit indicates RX Descriptor Unavailable Interrupt status. |
| 0 | RXEND | RC | This bit indicates Receive Packet Finish Interrupt status. |

Note: RC = Read Clear

20.20 MIER: INT Enable Register (40h)

Register Offset: 40h
Register Name: MIER: INT Enable Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|----|----|-------|--------|--------|----------|--------|-------|-------|--------|--------|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | MCHGE | ECNTOE | TXEIEN | Reserved | TXENDE | RXEIE | RXFFE | RXDNAE | RXENDE | |

| Bit | Name | Attribute | Description |
|-------|--------|-----------|---|
| 15-10 | Rsvd | RO | Reserved. |
| 9 | MCHGE | RW | PHY Link Changed Interrupt Enable Set 1: Enable MAC to generate interrupts to CPU. |
| 8 | ECNTOE | R/W | Event Counter Overflow Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |
| 7 | TXEIEN | R/W | TX Early Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |
| 6-5 | Rsvd | RO | Reserved. |
| 4 | TXENDE | R/W | Transmit Packet Finish Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |
| 3 | RXEIE | R/W | RX Early Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |
| 2 | RXFFE | R/W | RX FIFO Full Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |
| 1 | RXDNAE | R/W | RX Descriptor Unavailable Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |
| 0 | RXENDE | R/W | Receive Packet Finish Interrupt Enable. Set 1: Enable MAC to generate interrupts to CPU. |

20.21 MECISR: Event Counter INT Status Register(44h)

Register Offset: 44h
Register Name: MECISR: Event Counter INT Status Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|----|-------|------|-------|-------|-------|------|--------|--------|--------|------|------|-------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | TDPCI | LCCI | STPCI | RFCCI | RDUCL | Rsvd | LONGCI | RUNTCI | CRCECI | BCCI | MCCI | SRPCI |

The correspond bit in Event Counter INT status register will be set when the MSB bit in related Event Counter register is set to 1. Reading the Event Counter register will clear the corresponding bits. Those event counters will

keep increasing until reaching 255 or 65535.

| Bit | Name | Attribute | Description |
|-------|--------|-----------|--|
| 15-12 | Rsvd | RO | Reserved. |
| 11 | TDPCI | RO | TX FIFO under-run Dropped Packet Counter Interrupt status. |
| 10 | LCCI | RO | TX Late Collision Counter Interrupt status. |
| 9 | STPCI | RO | TX Successfully package counter Interrupt status. |
| 8 | RFFCI | RO | RX FIFO Full Counter Interrupt status. |
| 7 | RDUCI | RO | RX Descriptor Unavailable Dropped Packet Counter Interrupt status. |
| 6 | Rsvd | RO | Reserved. |
| 5 | LONGCI | RO | RX Long Packet Counter Interrupt status. |
| 4 | RUNTCI | RO | RX Runt Packet Counter Interrupt status. |
| 3 | CRCECI | RO | RX CRC Error Packet Counter Interrupt status. |
| 2 | BCCI | RO | RX Broadcast Packet Counter Interrupt status. |
| 1 | MCCI | RO | RX Multicast Packet Counter Interrupt status. |
| 0 | SRPCI | RO | RX Successfully Packet Counter Interrupt status. |

20.22 MECIER: Event Counter INT Enable Register (48h)

Register Offset: 48h
Register Name: MECIER: Event Counter INT Mask Register
Reset Value : 0000h

| | | | | | | | | | | | | | | | |
|----------|----|----|--------|-------|--------|--------|--------|------|---------|---------|---------|-------|-------|--------|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | TDPCIE | LCCIE | STPCIE | RFFCIE | RDUCIE | Rsvd | LONGCIE | RUNTCIE | CRCECIE | BCCIE | MCCIE | SRPCIE | |

| Bit | Name | Attribute | Description |
|-------|---------|-----------|--|
| 15-12 | Rsvd | RO | Reserved. |
| 11 | TDPCIE | RW | TX FIFO under-run Dropped Packet Counter Interrupt Enable |
| 10 | LCCIE | R/W | TX Late Collision Counter Interrupt Enable. |
| 9 | STPCIE | R/W | TX Successfully Packet Counter Interrupt Enable. |
| 8 | RFFCIE | R/W | RX FIFO Full Counter Interrupt Enable. |
| 7 | RDUCIE | R/W | RX Descriptor Unavailable Dropped Packet Counter Interrupt Enable. |
| 6 | Rsvd | RO | Reserved. |
| 5 | LONGCIE | R/W | RX Long Packet Counter Interrupt Enable. |

| | | | |
|---|---------|-----|--|
| 4 | RUNTCIE | R/W | RX Runt Packet Counter Interrupt Enable. |
| 3 | CRCECIE | R/W | RX CRC Error Packet Counter Interrupt Enable. |
| 2 | BCCIE | R/W | RX Broadcast Packet Counter Interrupt Enable. |
| 1 | MCCIE | R/W | RX Multicast Packet Counter Interrupt Enable. |
| 0 | SRPCIE | R/W | RX Successfully Packet Counter Interrupt Enable. |

Note: Reading any one of all the following event counter registers will clear its value to 0.

20.23 MRCNT: Successfully Received Packet Counter (50h)

Register Offset: 50h
Register Name: MRCNT: Successfully Received Packet Counter
Reset Value : 0000h

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



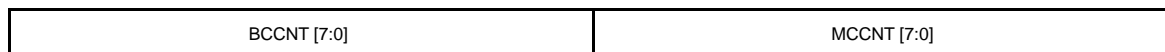
| Bit | Name | Attribute | Description |
|------|---------------|-----------|--------------------------------------|
| 15-0 | SRPCNT [15:0] | RC | Successfully Received Packet Counter |

Note: RC = Read Clear

20.24 MECNT0: Event Counter 0 (52H)

Register Offset: 52h
Register Name: MECNT0: Event Counter 0
Reset Value : 0000h

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



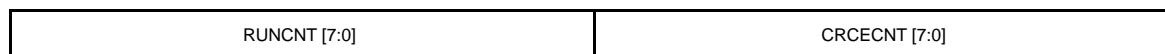
| Bit | Name | Attribute | Description |
|------|-------------|-----------|-----------------------------------|
| 15-8 | BCCNT [7:0] | RC | Receive Broadcast Packet Counter. |
| 7-0 | MCCNT [7:0] | RC | Receive Multicast Packet Counter. |

Note: RC = Read Clear

20.25 MECNT1: Event Counter 1 (54h)

Register Offset: 54h
Register Name: MECNT1: Event Counter 1
Reset Value : 0000h

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



| Bit | Name | Attribute | Description |
|------|---------------|-----------|-----------------------------------|
| 15-8 | RUNCNT [7:0] | RC | Receive Runt Packet Counter. |
| 7-0 | CRCECNT [7:0] | RC | Receive CRC Error Packet Counter. |

Note: RC = Read Clear

20.26 MECNT2: Event Counter 2 (56h)

Register Offset: 56h
Register Name: MECNT2: Event Counter 2
Reset Value : 0000h

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



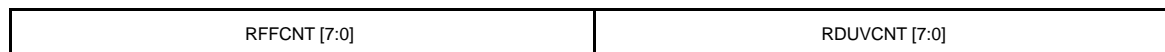
| Bit | Name | Attribute | Description |
|------|---------------|-----------|------------------------------|
| 15-8 | Rsvd | RC | Reserved |
| 7-0 | LONGCNT [7:0] | RC | Receive Long Packet Counter. |

Note: RC = Read Clear

20.27 MCENT3: Event Counter 3 (58h)

Register Offset: 58h
Register Name: MECNT3: Event Counter 3
Reset Value : 0000h

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



| Bit | Name | Attribute | Description |
|------|---------------|-----------|--|
| 15-8 | RFFCNT [7:0] | RC | RX FIFO Full Packet Counter. |
| 7-0 | RDUVCNT [7:0] | RC | RX Descriptor Unavailable Packet lost Counter. |

Note: RC = Read Clear

20.28 MTCNT: Successfully Transmit Packet Counter (5Ah)

Register Offset: 5Ah
Register Name: MTCNT: Successfully Transmit Packet Counter
Reset Value : 0000h

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



| Bit | Name | Attribute | Description |
|------|---------------|-----------|--|
| 15-0 | STPCNT [15:0] | RC | Successfully Transmitted Packet Counter. |

Note: RC = Read Clear

20.29 MCENT4: Event Counter 4 (5Ch)

Register Offset: 5Ch
Register Name: MECNT4: Event Counter 4
Reset Value : 0000h

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



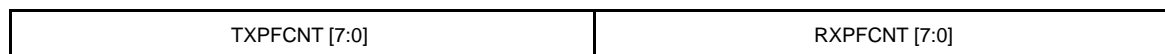
| Bit | Name | Attribute | Description |
|------|--------------|-----------|---|
| 15-8 | TDPCNT [7:0] | RC | TX Dropped Packet Counter by TX FIFO under-run. |
| 7-0 | LCCNT [7:0] | RC | TX Late Collision Packet Counter. |

Note: RC = Read Clear

20.30 MPCNT: Pause Frame Counter (5Eh)

Register Offset: 5Eh
Register Name: MPCNT: Pause Frame Counter
Reset Value : 0000h

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



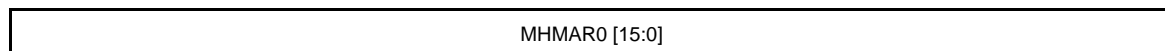
| Bit | Name | Attribute | Description |
|------|---------------|-----------|----------------------------------|
| 15-8 | TXPFCNT [7:0] | RC | Transmitted Pause Frame Counter. |
| 7-0 | RXPFCNT [7:0] | RC | Received Pause Frame Counter. |

Note: RC = Read Clear

20.31 MAR0 ~3: Hash Table Word 0 ~3 (60h, 62h, 64h, 66h)

Register Offset: 60h
Register Name: MAR0: Hash Table Word 0
Reset Value : 0000h

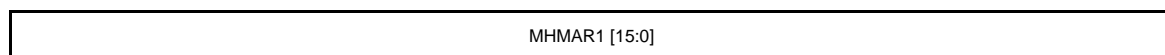
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



| Bit | Name | Attribute | Description |
|------|---------------|-----------|--------------------|
| 15-0 | MHMAR0 [15:0] | R/W | Hash Table Word 0. |

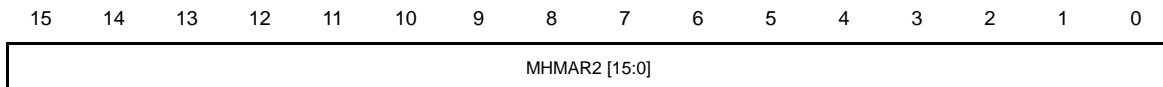
Register Offset: 62h
Register Name: MAR1: Hash Table Word 1
Reset Value : 0000h

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



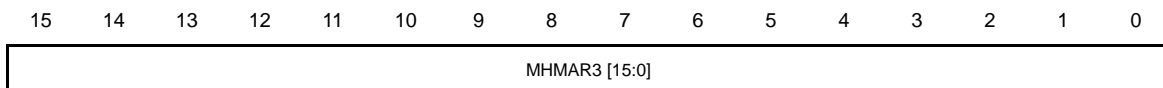
| Bit | Name | Attribute | Description |
|------|---------------|-----------|--------------------|
| 15-0 | MHMAR1 [15:0] | R/W | Hash Table Word 1. |

Register Offset: 64h
Register Name: MAR2: Hash Table Word 2
Reset Value : 0000h



| Bit | Name | Attribute | Description |
|------|---------------|-----------|--------------------|
| 15-0 | MHMAR2 [15:0] | R/W | Hash Table Word 2. |

Register Offset: 66h
Register Name: MAR3: Hash Table Word 3
Reset Value : 0000h

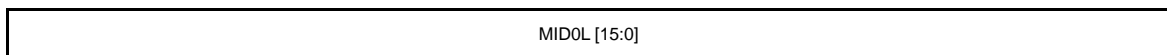


| Bit | Name | Attribute | Description |
|------|---------------|-----------|--------------------|
| 15-0 | MHMAR3 [15:0] | R/W | Hash Table Word 3. |

20.32 MID0 (68h, 6Ah, 6Ch)

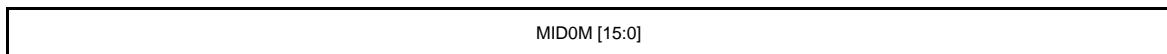
Register Offset: 68h
Register Name: MID0
Reset Value : 0000h

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



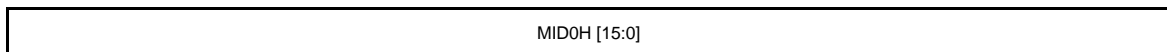
Register Offset: 6Ah
Register Name: MID0
Reset Value : 0000h

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



Register Offset: 6Ch
Register Name: MID0
Reset Value : 0000h

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



The MAC/Multicast address MID0 [47:0] = {MID0H [15:0], MID0M [15:0], MID0L [15:0]};

For example: MAC address is 01:02:03:04:05:06, the contents for MID are:

MID0L [15:0] = 0201h

MID0M [15:0] = 0403h

MID0H [15:0] = 0605h

Bit 15-0: MID0L [15:0], the two bytes in the first line of the MAC/Multicast address.

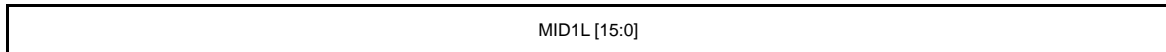
Bit 15-0: MID0M [15:0], the two bytes in the second line of the MAC/Multicast address.

Bit 15-0: MID0H [15:0], the two bytes in the last line of the MAC/Multicast address.

20.33 MID1 (70h, 72h, 74h)

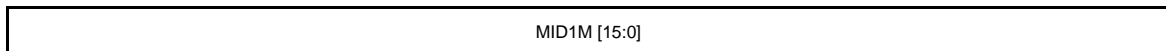
Register Offset: 70h
Register Name: MID1
Reset Value : 0000h

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



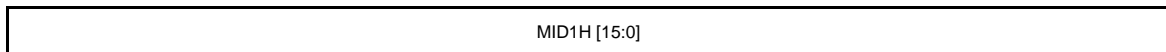
Register Offset: 72h
Register Name: MID1
Reset Value : 0000h

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



Register Offset: 74h
Register Name: MID1
Reset Value : 0000h

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



The MAC/Multicast address MID1 [47:0] = {MID1H [15:0], MID1M [15:0], MID1L [15:0]};

Bit 15-0: MID1L [15:0], the two bytes in the first line of the MAC/Multicast address.

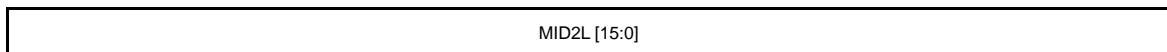
Bit 15-0: MID1M [15:0], the two bytes in the second line of the MAC/Multicast address.

Bit 15-0: MID1H [15:0], the two bytes in the last line of the MAC/Multicast address.

20.34 MID2 (78h, 7Ah, 7Ch)

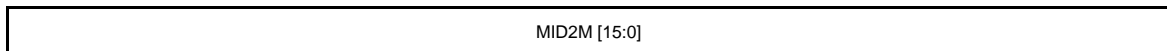
Register Offset: 78h
Register Name: MID2
Reset Value : 0000h

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



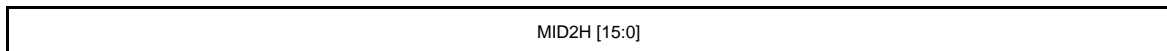
Register Offset: 7Ah
Register Name: MID2
Reset Value : 0000h

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



Register Offset: 7Ch
Register Name: MID2
Reset Value : 0000h

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



The MAC/Multicast address MID2 [47:0] = {MID2H [15:0], MID2M [15:0], MID2L [15:0]};

Bit 15-0: MID2L [15:0], the two bytes in the first line of the MAC/Multicast address.

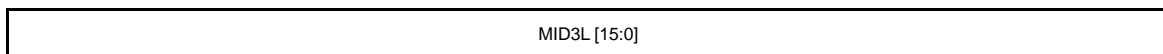
Bit 15-0: MID2M [15:0], the two bytes in the second line of the MAC/Multicast address.

Bit 15-0: MID2H [15:0], the two bytes in the last line of the MAC/Multicast address.

20.35 MID3 (80h, 82h, 84h)

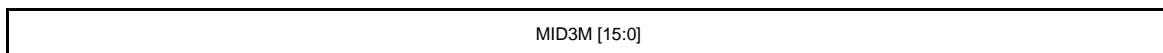
Register Offset: 80h
Register Name: MID3
Reset Value : 0000h

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



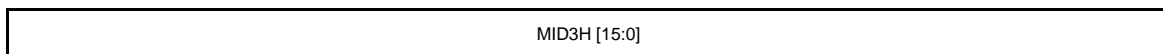
Register Offset: 82h
Register Name: MID3
Reset Value : 0000h

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



Register Offset: 84h
Register Name: MID3
Reset Value : 0000h

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



The MAC/Multicast address MID3 [47:0] = {MID3H [15:0], MID3M [15:0], MID3L [15:0]};

Bit 15-0: MID3L [15:0], the two bytes in the first line of the MAC/Multicast address.

Bit 15-0: MID3M [15:0], the two bytes in the second line of the MAC/Multicast address.

Bit 15-0: MID3H [15:0], the two bytes in the last line of the MAC/Multicast address.

21. DC Electrical Characteristics

21.1 Absolute Maximum Ratings (25 °C)

| Symbol | Parameter | Min. | Max. | Unit | Conditions |
|-------------|----------------------------------|------|------|------|----------------|
| VDDC | Core Supply Voltage | 2.25 | 2.75 | V | |
| VDDP1/VDDP2 | PLL/DLL Supply Voltage | 2.25 | 2.75 | V | |
| VDDIO | I/O Supply Voltage | 3.0 | 3.6 | V | |
| Vil | Input Low Voltage | --- | 0.8 | V | |
| Vih | Input High Voltage | 2.0 | --- | V | |
| Vol | Output Low Voltage | --- | 0.4 | V | |
| Voh | Output High Voltage | 2.4 | --- | V | |
| Iin | Input leakage current | -10 | 10 | uA | Vi = VDDO or 0 |
| Ioz | Tri-State output leakage current | -10 | 10 | uA | |

Note: * Eq. C = $(256/VCC) \times V_{out} \times (VCC - V_{out})$

** Eq. D = $(98.0/VCC) \times (V_{out} - VCC) \times (V_{out} + 0.4VCC)$

21.2 Operating Temperature

| Symbol | Parameter | Typ. | Unit | Conditions |
|--------------------|---------------------|------|------|---|
| TA _{PQFP} | Ambient Temperature | 70 | | 1. Open case testing. 2. for PQFP package. |
| TA _{LQFP} | Ambient Temperature | 60 | | 1. Open case testing. 2. for LQFP package. |

22. AC Electrical Characteristics

22.1 Alphabetical Key to Switching Parameter Symbols

| Parameter Symbol | No. | Description | Parameter Symbol | No. | Description |
|------------------|-----|--|------------------|-----|-------------------------------------|
| tAVCH | 14 | SAD Address Valid to Clock High | tCLDX | 2 | Data in Hold |
| tAVLL | 12 | SAD Address Valid to ALE Low | tCLRHL | 27 | RD_n Inactive Delay |
| tAVRL | 66 | SAD Address Valid to RD_n Low | tCLRL | 25 | RD_n Active Delay |
| tAVWL | 65 | SAD Address Valid to WR_n Low | tDVCL | 17 | PCS_n Hold from Command Inactive |
| tAZRL | 24 | SAD Address Float to RD_n Active | tDXDL | 1 | Data in Setup |
| tCHCSV | 67 | SD_CLK High to SDRAM Interface/UCS_n Valid | tLHLL | 10 | ALE Width |
| tCHCSX | 18 | PCS_n Inactive Delay | tLLAX | 13 | SAD Address Hold from ALE Inactive |
| tCHLH | 9 | ALE Active Delay | tRESIN | 57 | RST_n Setup Time |
| tCHLL | 11 | ALE Inactive Delay | tRHAV | 29 | RD_n Inactive to SAD Address Active |
| tCLAX | 6 | Address Hold | tRHDX | 59 | RD_n High to Data Hold on SAD Bus |
| tCLAZ | 15 | SAD Address Float Delay | tRHLH | 28 | RD_n Inactive to ALE High |
| tCLCSV | 16 | PCS Active Delay | tRLRH | 26 | RD_n Pulse Width |
| tCLDV | 7 | Data Valid Delay | tWLWH | 32 | WR_n Pulse Width |

22.2 Numerical Key to Switching Parameter Symbols

| No. | Parameter Symbol | Description | No. | Parameter Symbol | Description |
|-----|------------------|------------------------------------|-----|------------------|--|
| 1 | tDVCL | Data in Setup | 18 | tCHCSX | PCS_n Inactive Delay |
| 2 | tCLDX | Data in Hold | 24 | tAZRL | SAD Address Float to RD_n Active |
| 6 | tCLAX | Address Hold | 25 | tCLRL | RD_n Active Delay |
| 7 | tCLDV | Data Valid Delay | 26 | tRLRH | RD_n Pulse Width |
| 9 | tCHLH | ALE Active Delay | 27 | tCLRHL | RD_n Inactive Delay |
| 10 | tLHLL | ALE Width | 28 | tRHLH | RD_n Inactive to ALE High |
| 11 | tCHLL | ALE Inactive Delay | 29 | tRHAV | RD_n Inactive to SAD Address Active |
| 12 | tAVLL | SAD Address Valid to ALE Low | 32 | tWLWH | WR_n Pulse Width |
| 13 | tLLAX | SAD Address Hold from ALE Inactive | 57 | tRESIN | RST_n Setup Time |
| 14 | tAVCH | SAD Address Valid to Clock High | 59 | tRHDX | RD_n High to Data Hold on SAD Bus |
| 15 | tCLAZ | SAD Address Float Delay | 65 | tAVWL | SAD Address Valid to WR_n Low |
| 16 | tCLCSV | PCS Active Delay | 66 | tAVRL | SAD Address Valid to RD_n Low |
| 17 | tCXCSX | PCS_n Hold from Command Inactive | 67 | tCHCSV | SD_CLK High to SDRAM Interface/UCS_n Valid |

22.3 CPU Bus

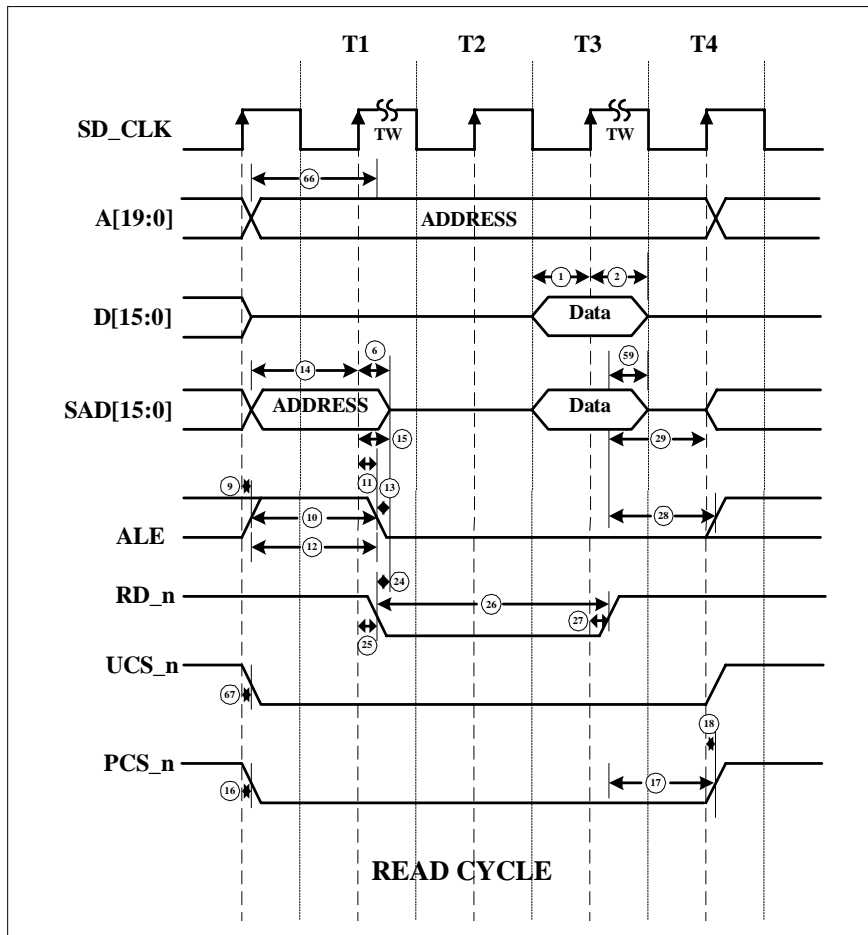
Read Cycle (100 MHz)

| Parameter | | | Preliminary | | Unit |
|------------------------------------|--------|--|------------------|---------------|------|
| | | | 100 MHz | | |
| No. | Symbol | Description | Min. | Max. | |
| General Timing Requirements | | | | | |
| 1 | tDVCL | Data in Setup | 2 | --- | ns |
| 2 | tCLDX | Data in Hold ^(c) | 0.4 | --- | ns |
| General Timing Responses | | | | | |
| 6 | tCLAX | Address Hold | 3 | --- | ns |
| 9 | tCHLH | ALE Active Delay | 3 | --- | ns |
| 10 | tLHLL | ALE Width | 1T | 1.5T | ns |
| 11 | tCHLL | ALE Inactive Delay | --- | 2.7 | ns |
| 12 | tAVLL | SAD Address Valid to ALE Low ^(a) | 4.4 (T1+no wait) | 9.2 (T1+wait) | ns |
| 13 | tLLAX | SAD Address Hold from ALE Inactive ^(a) | 0.8 | 0.8+T1 wait | ns |
| 14 | tAVCH | SAD Address Valid to Clock High | --- | 1.2 | ns |
| 15 | tCLAZ | SAD Address Float Delay | --- | 3.5 | ns |
| 16 | tCLCSV | PCS_n Active Delay | 8 | --- | ns |
| 17 | tXCXSX | PCS_n Hold from Command Inactive ^(a) | 7 | --- | ns |
| 18 | tCHCSX | PCS_n Inactive Delay | 5 | --- | ns |
| Read Cycle Timing Responses | | | | | |
| 24 | tAZRL | SAD Address Float to RD_n Active | --- | 0 | ns |
| 25 | tCLRL | RD_n Active Delay | 3 | --- | ns |
| 26 | trLRH | RD_n Pulse Width | 2T (0 wait) | 2T+T3 wait | ns |
| 27 | tCLRHR | RD_n Inactive Delay | 2.8 | --- | ns |
| 28 | trHLH | RD_n Inactive to ALE High ^(a) | 4.5 | --- | ns |
| 29 | trHAV | RD_n Inactive to SAD Address Active ^(a) | 6 | --- | ns |
| 59 | trHDX | RD_n High to Data Hold on SAD Bus ^(c) | 0 | --- | ns |
| 66 | tAVRL | SAD Address Valid to RD_n Low ^(a) | --- | 14 | ns |
| 67 | tCHCSV | SD_CLK High to UCS_n Valid | --- | 6 | ns |

Notes: All timing parameters are measured at 1.5 V with 50 pF loading on SD_CLK unless otherwise noted. All output test conditions are with CL = 50 pF. For switching tests, VIL = 0.45 V and VIH = 2.4 V, except at X1 where VIH = VCC – 0.5 V.

- Equal loading on referenced pins. T1 wait states should be inserted to increase hold time.
- This parameter applies to the WR_n signal.
- If either spec 2 or spec 59 is met with respect to data hold time, the part will function correctly.

Read Cycle Waveforms



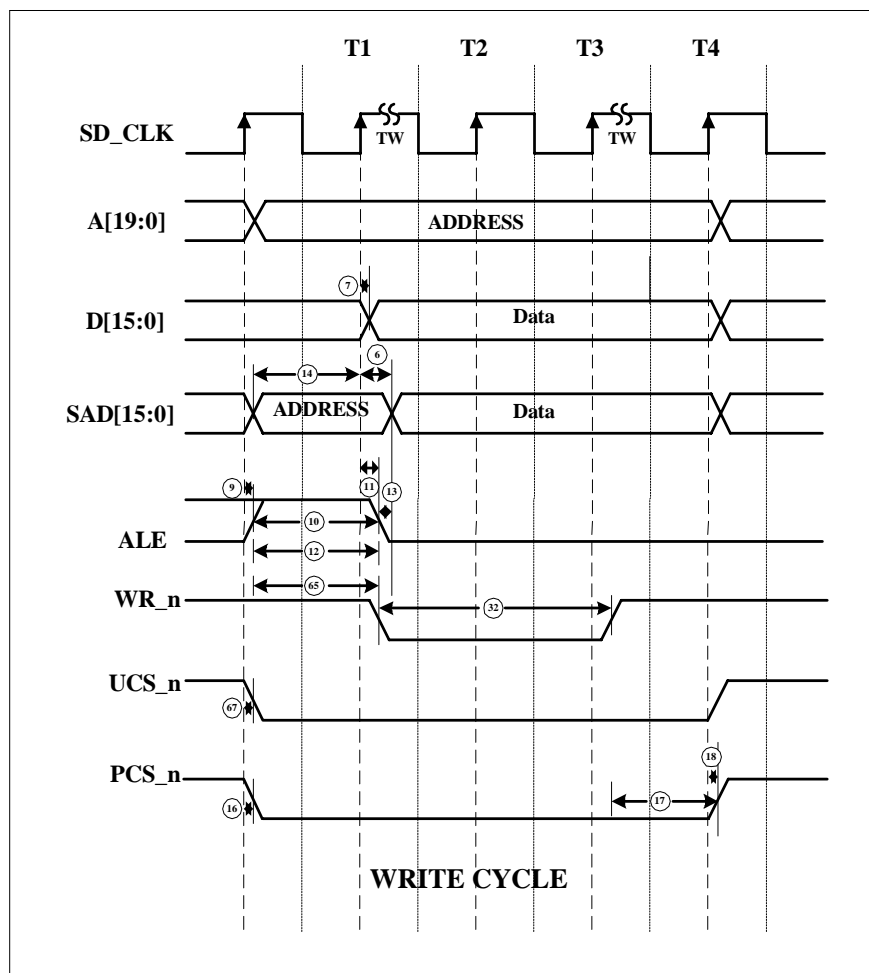
Write Cycle (100 MHz)

| Parameter | | | Preliminary | | Unit |
|-------------------------------------|--------|---|------------------|---------------|------|
| | | | 100 MHz | | |
| No. | Symbol | Description | Min. | Max. | Unit |
| General Timing Responses | | | | | |
| 6 | tCLAX | Address Hold | 3 | --- | ns |
| 7 | tCLDV | Data Valid Delay | 2.5 | --- | ns |
| 9 | tCHLH | ALE Active Delay | 3 | --- | ns |
| 10 | tLHLL | ALE Width | 1T | 1.5T | ns |
| 11 | tCHLL | ALE Inactive Delay | --- | 2.7 | ns |
| 12 | tAVLL | SAD Address Valid to ALE Low ^(a) | 4.4 (T1 no wait) | 9.2 (T1 wait) | ns |
| 13 | tLLAX | SAD Address Hold from ALE Inactive ^(a) | 0.8 (T1 no wait) | 5.6 (T1 wait) | ns |
| 14 | tAVCH | SAD Address Valid to Clock High | --- | 1.2 | ns |
| 16 | tCLCSV | PCS_n Active Delay | 8 | --- | ns |
| 17 | tCXCSX | PCS_n Hold from Command Inactive ^(a) | 7 | --- | ns |
| 18 | tCHCSX | PCS_n Inactive Delay | 5 | --- | ns |
| Write Cycle Timing Responses | | | | | |
| 32 | tWLWH | WR_n Pulse Width | 2T | 2T+wait | ns |
| 65 | tAVWL | SAD Address Valid to WR_n Low | --- | --- | ns |
| 67 | tCHCSV | SD_CLK High to UCS_n Valid | --- | 6 | ns |

Notes: All timing parameters are measured at 1.5 V with 50 pF loading on SD_CLK unless otherwise noted. All output test conditions are with CL = 50 pF. For switching tests, VIL = 0.45 V and VIH = 2.4 V, except at X1 where VIH = VCC – 0.5 V.

- a. Equal loading on referenced pins. T1 wait states should be inserted to increase hold time.
- b. This parameter applies to the WR_n signal.

Write Cycle Waveforms

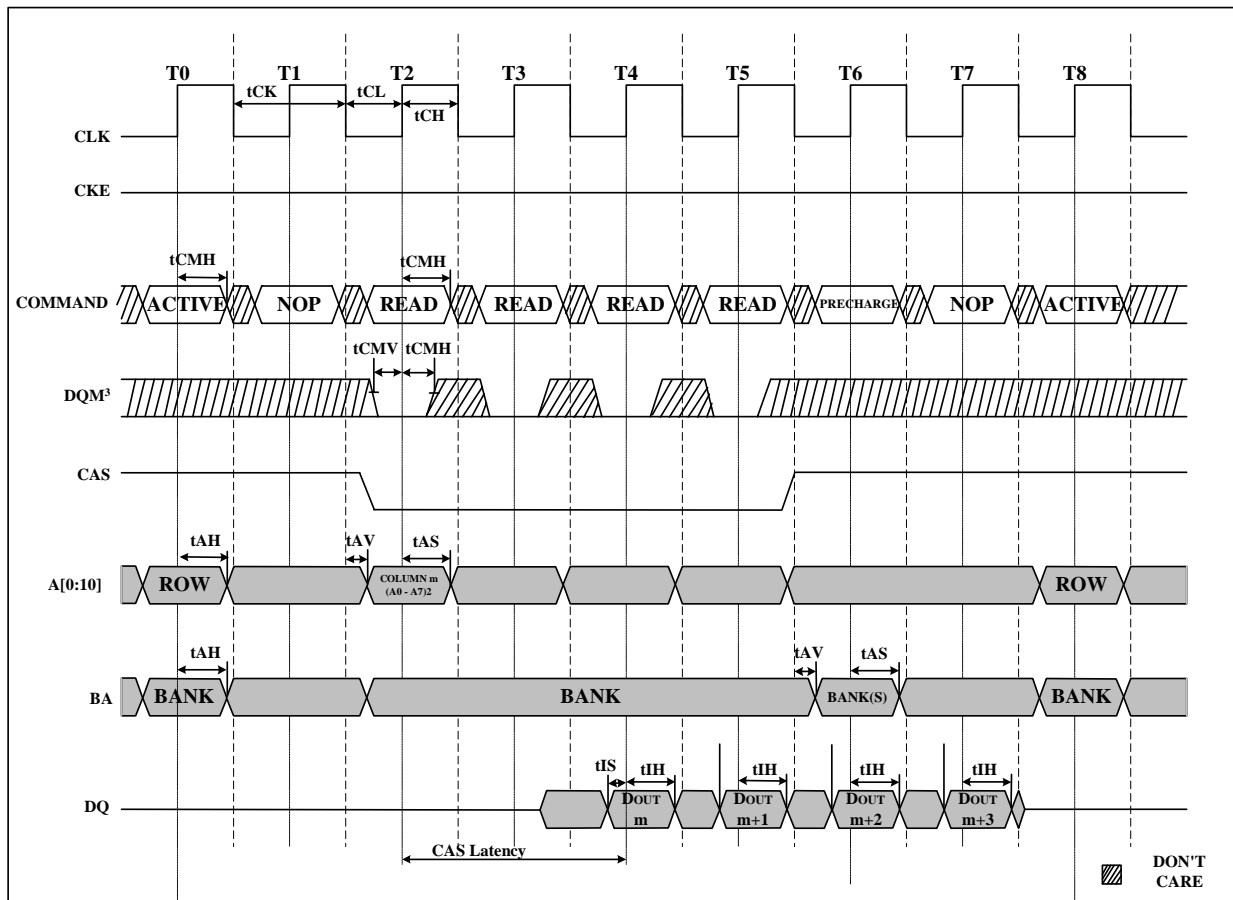


22.4 SDRAM Bus

SDRAM Read Cycle (100 MHz)

| Symbol | Description | Min. | Type | Max. |
|-----------------|--------------------------|------|------|------|
| tCK | Clock Period time | 10 | --- | --- |
| tCL | Low Period time | --- | 5 | --- |
| tCH | Clock High Period time | --- | 5 | --- |
| TCMV | Command Valid Delay time | --- | --- | 6 |
| Tcmh | Command Hold time | 4 | --- | --- |
| TA _v | Address Valid Delay time | --- | --- | 5 |
| tAH | Address Hold time | 4 | --- | --- |
| tIS | Data Input Setup time | 2 | --- | --- |
| tIH | Data Input Hold time | 1 | --- | --- |

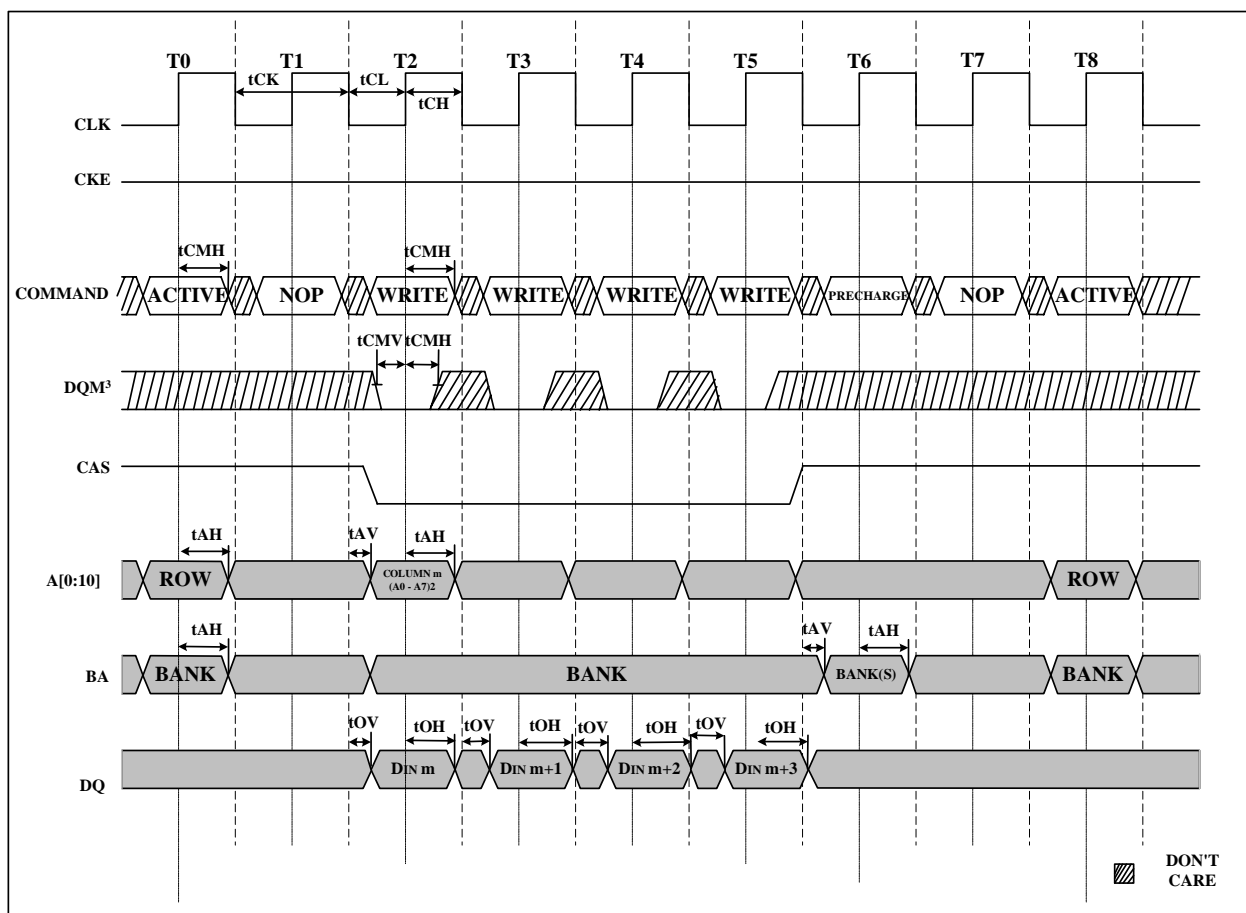
SDRAM Read Cycle Waveforms



SDRAM Write Cycle (100 MHz)

| Symbol | Description | Min. | Type | Max. |
|--------|------------------------------|------|------|------|
| tCK | Clock Period time | 10 | --- | --- |
| tCL | Low Period time | --- | 5 | --- |
| tCH | Clock High Period time | --- | 5 | --- |
| tCMV | Command Valid Delay time | --- | --- | 6 |
| tCMH | Command Hold time | 4 | --- | --- |
| tAV | Address Valid Delay time | --- | --- | 5 |
| tAH | Address Hold time | --- | --- | 5 |
| tOV | Data Output Valid Delay time | --- | --- | 8 |
| tOH | Data Output Hold time | 2 | --- | --- |

SDRAM Write Cycle Waveforms



22.5 CPU Reset

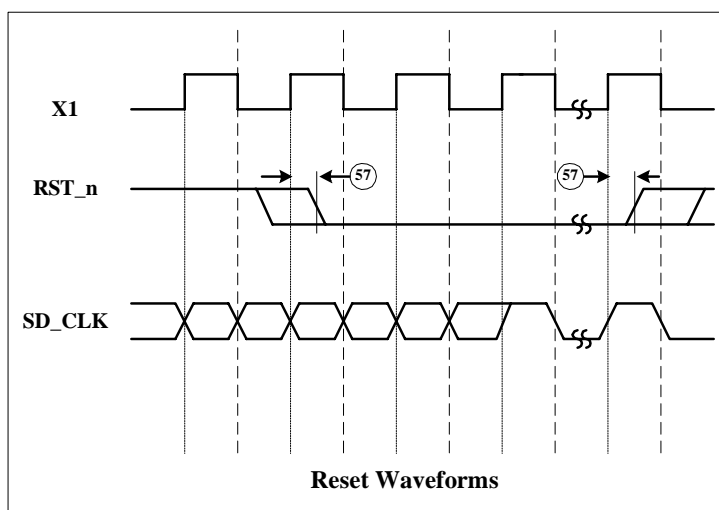
Reset and Bus Hold (100 MHz)

| Parameter | | | Preliminary | | Unit |
|---|--------|-------------------------|-------------|------|------|
| | | | 100 MHz | | |
| No. | Symbol | Description | Min. | Max. | |
| Reset and Bus Hold Timing Requirements | | | | | |
| 15 | tCLAZ | SAD Address Float Delay | --- | 3.5 | ns |
| 57 | tRESIN | RSt_n Setup Time | 2 | --- | ns |

Note: All timing parameters are measured at 1.5 V with 50 pF loading on SD_CLK unless otherwise noted. All output test conditions are with CL = 50 pF. For switching tests, VIL = 0.45 V and VIH = 2.4 V, except at X1 where VIH = VCC – 0.5 V.

a. This timing must be met to guarantee recognition at the next clock.

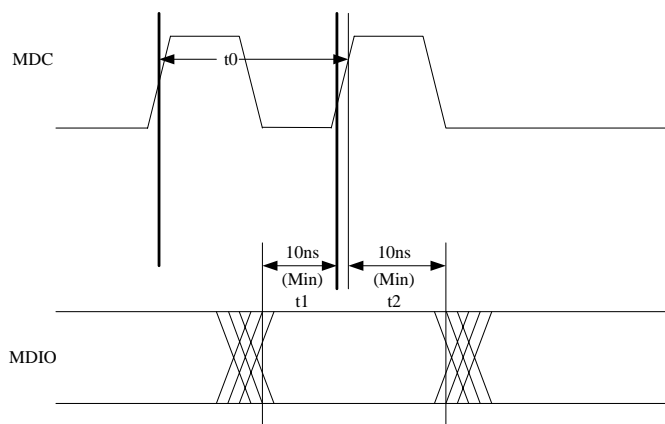
Reset Waveforms



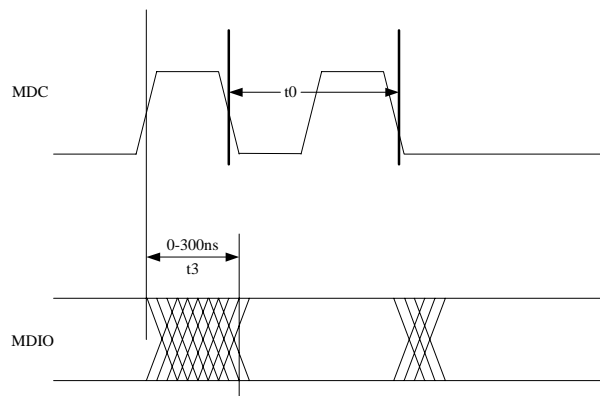
22.6 MDC/MDIO Timing

| Symbol | Parameter | Min. | Type | Max. | Unit | Conditions |
|--------|--------------------------|------|----------|------|------|------------|
| t0 | MDC Cycle Time | | TXC/10 | | | |
| t1 | MDIO Setup before MDC | | MDC/2-10 | | | |
| t2 | MDIO Hold after MDC | | MDC/2+10 | | | |
| t3 | MDC to MDIO Output Delay | 0 | | 300 | | |

MDIO Timing When OUTPUT by R1610C



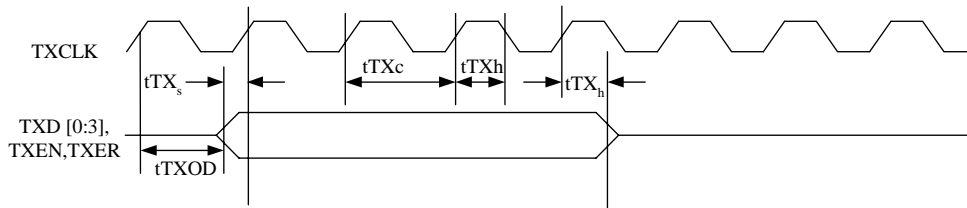
MIDO Timing When OUTPUT by PHY



22.7 TX Transmit Timing Parameters

| Symbol | Parameter | Min. | Type | Max. | Unit | Conditions |
|---|---|------|------|------|------|------------|
| tTXh, tTXl | TXCLK High/Low Time | | | | | |
| tTXs | TXD{0:3}, TXEN, and TXER Setup to TXCLK High | 1T-6 | | | | |
| tTXh | TXD{0:3}, TXEN, and TXER Hold from TXCLK High | | | 4 | | |
| tTXOD | TXCLK to Output Delay | | | 6 | | |
| Typical Values are at 25 and for design aid only; not guaranteed and not subject to production testing. | | | | | | |

22.8 TX Transmit Timing Diagram

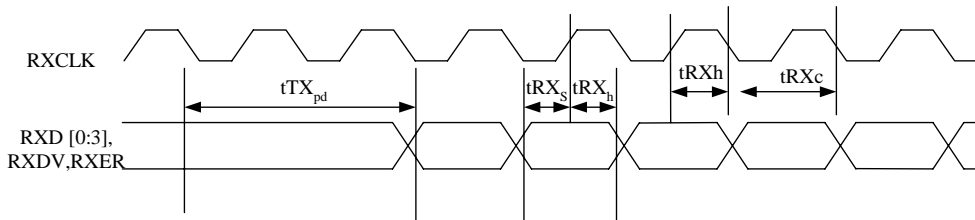


Note: The rising time for TXCLK must be less than 3.6ns.

22.9 RX Receive Timing Parameters

| Symbol | Parameter | Min. | Type | Max. | Unit | Conditions |
|---|---|------|------|------|------|------------|
| tRXs | RXD{0:3}, RXDN, and RXER Setup to RXCLK High | 0.8 | | | | |
| tRXh | RXD{0:3}, RXDN, and RXER Hold from RXCLK High | 1 | | | | |
| Typical Values are at 25 and for design aid only; not guaranteed and not subject to production testing. | | | | | | |

22.10 RX Receive Timing Diagram



Note: The rising time for RXCLK must be less than 3.6ns.

23. Instruction Set OP-Code and Clock Cycles

| Function | Format | Clocks | Notes |
|--------------------------------------|-------------------------|------------|--------------------|
| DATA TRANSFER INSTRUCTIONS | | | |
| MOV = Move | | | |
| register to register/memory | 1000100w mod reg r/m | 1/1 | |
| register/memory to register | 1000101w mod reg r/m | 1/6 | |
| immediate to register/memory | 1100011w mod 000 r/m | 1/1 | data data if w=1 |
| immediate to register | 1011w reg data | 1 | data if w=1 |
| memory to accumulator | 1010000w addr-low | 6 | addr-high |
| accumulator to memory | 1010001w addr-low | 1 | addr-high |
| register/memory to segment register | 10001110 mod 0 reg r/m | 3/8 | |
| segment register to register/memory | 10001100 mod 0 reg r/m | 2/2 | |
| PUSH = Push | | | |
| memory | 11111111 mod 110 r/m | 8 | |
| register | 01010 reg | 3 | |
| segment register | 000reg110 | 2 | |
| immediate | 011010s0 data | 1 | data if s=0 |
| POP = Pop | | | |
| memory | 10001111 mod 000 r/m | 8 | |
| register | 01011 reg | 6 | |
| segment register | 000 reg 111 (reg 01) | 8 | |
| PUSHA = Push all | | | |
| POPA = Pop all | | | |
| 01100000 | | 36 | |
| 01100001 | | 44 | |
| XCHG = Exchange | | | |
| register/memory | 1000011w mod reg r/m | 3/8 | |
| register with accumulator | 10010 reg | 3 | |
| XTAL = Translate byte to AL | | | |
| 11010111 | | 10 | |
| IN = Input from | | | |
| fixed port | 1110010w port | 12 | |
| variable port | 1110110w | 12 | |
| OUT = Output from | | | |
| fixed port | 1110010w port | 12 | |
| variable port | 1110110w | 12 | |
| LEA = Load EA to register | | | |
| 10001101 mod reg r/m | | 1 | |
| LDS = Load pointer to DS | | | |
| 11000101 mod reg r/m | | 14 | (mod 11) |
| LES = Load pointer to ES | | | |
| 11000100 mod reg r/m | | 14 | (mod 11) |
| ENTER = Build stack frame | | | |
| 11001000 data-low | | | data-high L |
| L = 0 | | 7 | |
| L = 1 | | 11 | |
| L > 1 | | 11+10(L-1) | |
| LEAVE = Tear down stack frame | | | |
| 11001001 | | 7 | |
| LAHF = Load AH with flags | | | |
| 10011111 | | 2 | |
| SAHF = Store AH into flags | | | |
| 10011110 | | 2 | |
| PUSHF = Push flags | | | |
| 10011100 | | 2 | |
| POPF = Pop flags | | | |
| 10011101 | | 11 | |
| ARITHMETIC INSTRUCTIONS | | | |
| ADD = Add | | | |
| reg/memory with register to either | 000000dw mod reg r/m | 1/7 | |
| immediate to register/memory | 100000sw mod 000 r/m | 1/8 | data data if sw=01 |

| Function | Format | Clocks | Notes |
|---|---|--------|-------|
| immediate to accumulator | 0000010w data data if w=1 | 1 | |
| ADC = Add with carry | | | |
| reg/memory with register to either | 000100dw mod reg r/m | 1/7 | |
| immediate to register/memory | 100000sw mod 010 r/m data data if sw=01 | 1/8 | |
| immediate to accumulator | 0001010w data data if w=1 | 1 | |
| INC = Increment | | | |
| register/memory | 1111111w mod 000 r/m | 1/8 | |
| register | 01000 reg | 1 | |
| SUB = Subtract | | | |
| reg/memory with register to either | 001010dw mod reg r/m | 1/7 | |
| immediate from register/memory | 100000sw mod 101 r/m data data if sw=01 | 1/8 | |
| immediate from accumulator | 0001110w data data if w=1 | 1 | |
| SBB = Subtract with borrow | | | |
| reg/memory with register to either | 000110dw mod reg r/m | 1/7 | |
| immediate from register/memory | 100000sw mod 011 r/m | 1/8 | |
| immediate from accumulator | 0001110w data data if w=1 | 1 | |
| DEC = Decrement | | | |
| register/memory | 1111111w mod 001 r/m | 1/8 | |
| register | 01001 reg | 1 | |
| NEG = Change sign | | | |
| register/memory | 1111011w mod reg r/m | 1/8 | |
| CMP = Compare | | | |
| register/memory with register | 0011101w mod reg r/m | 1/7 | |
| register with register/memory | 0011100w mod reg r/m | 1/7 | |
| immediate with register/memory | 100000sw mod 111 r/m data data if sw=01 | 1/7 | |
| immediate with accumulator | 0011110w data data if w=1 | 1 | |
| MUL = multiply (unsigned) | | | |
| register-byte | 1111011w mod 100 r/m | 13 | |
| register-word | | 21 | |
| memory-byte | | 18 | |
| memory-word | | 26 | |
| IMUL = Integer multiply (signed) | | | |
| register-byte | 1111011w mod 101 r/m | 16 | |
| register-word | | 24 | |
| memory-byte | | 21 | |
| memory-word | | 29 | |
| register/memory multiply immediate (signed) | 011010s1 mod reg r/m data data if s=0 | 23/28 | |
| DIV = Divide (unsigned) | | | |
| register-byte | 1111011W mod 110 r/m | 18 | |
| register-word | | 26 | |
| memory-byte | | 23 | |
| memory-word | | 31 | |
| IDIV = Integer divide (signed) | | | |
| register-byte | 1111011w mod 111 r/m | 18 | |
| register-word | | 26 | |
| memory-byte | | 23 | |
| memory-word | | 31 | |
| AAS = ASCII adjust for subtraction | 00111111 | 3 | |
| DAS = Decimal adjust for subtraction | 00101111 | 2 | |
| AAA = ASCII adjust for addition | 00110111 | 3 | |
| DAA = Decimal adjust for addition | 00100111 | 2 | |
| AAD = ASCII adjust for divide | 11010101 00001010 | 14 | |
| AAM = ASCII adjust for multiply | 11010100 00001010 | 15 | |

| | | | |
|--|----------|---|--|
| CBW = Corrvvert byte to word | 10011000 | 2 | |
| CWD = Convert word to double-word | 10011001 | 2 | |

| Function | Format | Clocks | Notes |
|---|--|-------------------------------|-------|
| BIT MANIPULATION INSTRUCTUIONS | | | |
| NOT = Invert register/memory | 1111011w mod 010 r/m | 1/7 | |
| AND = And reg/memory and register to either immediate to register/memory immediate to accumulator | 001000dw mod reg r/m 1000000w mod 100 r/m data data if w=1 0010010w data data if w=1 | 1/7 1/8 1 | |
| OR = Or reg/memory and register to either immediate to register/memory immediate to accumulator | 000010dw mod reg r/m 1000000w mod 001 r/m data data if w=1 0000110w data data if w=1 | 1/7 1/8 1 | |
| XOR = Exclusive or reg/memory and register to either immediate to register/memory immediate to accumulator | 001100dw mod reg r/m 1000000w mod 110 r/m data data if w=1 0011010w data data if w=1 | 1/7 1/8 1 | |
| TEST = And function to flags , no result register/memory and register immediate data and register/memory immediate data and accumulator | 1000010w mod reg r/m 1111011w mod 000 r/m data data if w=1 1010100w data data if w=1 | 1/7 1/8 1 | |
| Sifts/Rotates register/memory by 1 register/memory by CL register/memory by Count | 1101000w mod TTT r/m 1101001w mod TTT r/m 1100000w mod TTT r/m count | 2/8 1+n / 7+n 1+n / 7+n | |
| STRING MANIPULATION INSTRUCTIONS | | | |
| MOVS = Move byte/word | 1010010w | 13 | |
| INS = Input byte/word from DX port | 0110110w | 13 | |
| OUTS = Output byte/word to DX port | 0110111w | 13 | |
| CMPS = Compare byte/word | 1010011w | 18 | |
| SCAS = Scan byte/word | 101011w | 13 | |
| LODS = Load byte/word to AL/AX | 1010110w | 13 | |
| STOS = Store byte/word from AL/AX | 1010101w | 7 | |
| Repeated by count in CX: | | | |
| MOVS = Move byte/word | 11110010 1010010w | 4+9n | |
| INS = Input byte/word from DX port | 11110010 0110110w | 5+9n | |
| OUTS = Output byte/word to DX port | 11110010 0110111w | 5+9n | |
| CMPS = Compare byte/word | 1111011z 1010011w | 4+18n | |
| SCAS = Scan byte/word | 1111001z 1010111w | 4+13n | |
| LODS = Load byte/word to AL/AX | 11110010 0101001w | 3+9n | |
| STOS = Store byte/word from AL/AX | 11110100 0101001w | 4+3n | |
| PROGRAM TRANSFER INSTRUCTIONS | | | |
| Conditional Transfers — jump if: | | | |
| JE/JZ = equal/zero | 01110100 disp | 1/9 | |
| JL/JNGE = less/not greater or equal | 01111100 disp | 1/9 | |
| JLE/JNG = less or equal/not greater | 01111110 disp | 1/9 | |
| JC/JB/JNAE = carry/below/not above or equal | 01110010 disp | 1/9 | |
| JBE/JNA = below or equal/not above | 01110110 disp | 1/9 | |
| JP/JPE = parity/parity even | 01111010 disp | 1/9 | |
| JO = overflow | 01110000 disp | 1/9 | |
| JS = sign | 01111000 disp | 1/9 | |
| JNE/JNZ = not equal/not zero | 01110101 disp | 1/9 | |
| JNL/JGE = not less/greater or equal | 01111101 disp | 1/9 | |
| JNLE/JG = not less or equal/greater | 01111111 disp | 1/9 | |
| JNC/JNB/JAE = not carry/not below /above or equal | 01110011 disp | 1/9 | |

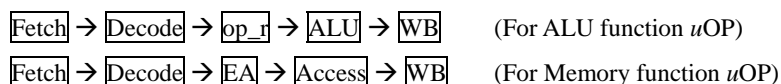
| | | | | | |
|--|---------------|----------------------------|-----------|---------------|--------------|
| JNBE/JA = not below or equal/above | 01110111 | disp | | 1/9 | |
| JNP/JPO = not parity/parity odd | 01111011 | disp | | 1/9 | |
| JNO = not overflow | 01110001 | disp | | 1/9 | |
| JNS = not sign | 01111001 | disp | | 1/9 | |
| Function | Format | | | Clocks | Notes |
| Unconditional Transfers | | | | | |
| CALL = Call procedure | | | | | |
| direct within segment | 11101000 | disp-low | disp-high | 11 | |
| reg/memory indirect within segment | 11111111 | mod 010 r/m | | 12/17 | |
| indirect intersegment | 11111111 | mod 011 r/m | (mod 11) | 25 | |
| direct intersegment | 10011010 | segment offset selector | | 18 | |
| RET = Return from procedure | | | | | |
| within segment | 11000011 | | | 16 | |
| within segment adding immed to SP | 11000010 | data-low | data-high | 16 | |
| intersegment | 11001011 | | | 23 | |
| intersegment adding immed to SP | 1001010 | data-low | data-high | 23 | |
| JMP = Unconditional jump | | | | | |
| short/long | 11101011 | disp-low | | 9/9 | |
| direct within segment | 11101001 | disp-low | disp-high | 9 | |
| reg/memory indirect within segment | 11111111 | mod 100 r/m | | 11/16 | |
| indirect intersegment | 11111111 | mod 101 r/m | (mod ?11) | 18 | |
| direct intersegment | 11101010 | segment offset selector | | 11 | |
| Iteration Control | | | | | |
| LOOP = Loop CX times | 11100010 | disp | | 7/16 | |
| LOOPZ/LOOPE = Loop while zero/equal | 11100001 | disp | | 7/16 | |
| LOOPNZ/LOOPNE = Loop while not zero/equal | 11100000 | disp | | 7/16 | |
| JCXZ = Jump if CX = zero | 11100011 | disp | | 7/15 | |
| Interrupt | | | | | |
| INT = Interrupt | | | | | |
| Type specified | 11001101 | type | | 41 | |
| Type 3 | 11001100 | | | 41 | |
| INTO = Interrupt on overflow | 11001110 | | | 43/4 | |
| BOUND = Detect value out of range | 01100010 | mod reg r/m | | 21-60 | |
| IRET = Interrupt return | 11001111 | | | 31 | |
| PROCESSOR CONTROL INSTRUCTIONS | | | | | |
| CLC = clear carry | 11111000 | | | 2 | |
| CMC = Complement carry | 11110101 | | | 2 | |
| STC = Set carry | 11111001 | | | 2 | |
| CLD = Clear direction | 11111100 | | | 2 | |
| STD = Set direction | 11111101 | | | 2 | |
| CLI = Clear interrupt | 11111010 | | | 5 | |
| STI = Set interrupt | 11111011 | | | 5 | |
| HLT = Halt | 11110100 | | | 1 | |
| WAIT = Wait | 10011011 | | | 1 | |
| LOCK = Bus lock prefix | 11110000 | | | 1 | |
| ESC = Math coprocessor escape | 11011MMM | mod PPP r/m | | 1 | |
| NOP = No operation | 10010000 | | | 1 | |
| SEGMENT OVERRIDE PREFIX | | | | | |
| CS | 00101110 | | | 2 | |
| SS | 00110110 | | | 2 | |
| DS | 00111110 | | | 2 | |
| ES | 00100110 | | | 2 | |

24. R1610C Execution Timing

The above instruction timings represent the minimum execution time in clock cycles for each instruction. The timings given are based on the following assumptions:

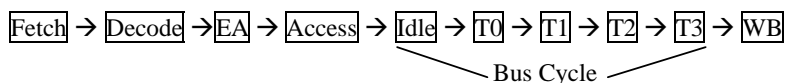
1. The opcode, along with data or displacement required for execution, has been prefetched and resided in the instruction queue at the time needed.
2. No wait states or bus HOLDs occur.
3. All word -data are located on even-address boundaries.
4. One RISC micro operation (μ OP) maps one cycle (according to the pipeline stages described below), except the following case:

Pipeline Stages for single micro operation(one cycle):



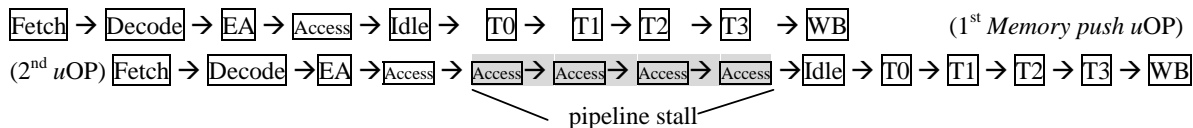
4.1 Memory read μ OP need 6 cycles for bus.

Pipeline stages for Memory read μ OP(6 cycles):



4.2 Memory push μ OP need 1 cycle if it has no previous Memory push μ OP, and 5 cycles if it has previous Memory push or Memory Write μ OP.

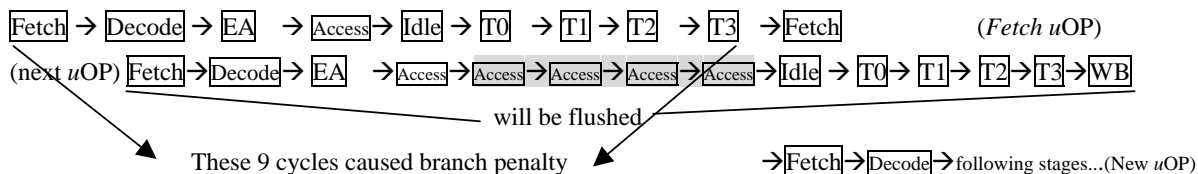
Pipeline stages for Memory push μ OP after Memory push μ OP (another 5 cycles):



4.3 MUL μ OP and DIV of ALU function μ OP for 8 bits operation need both 8 cycles, for 16 bits operation need both 16 cycles.

4.4 All jumps, calls, ret and loopXX instructions required to fetch the next instruction for the destination address (Unconditional Fetch μ OP) will need 9 cycles.

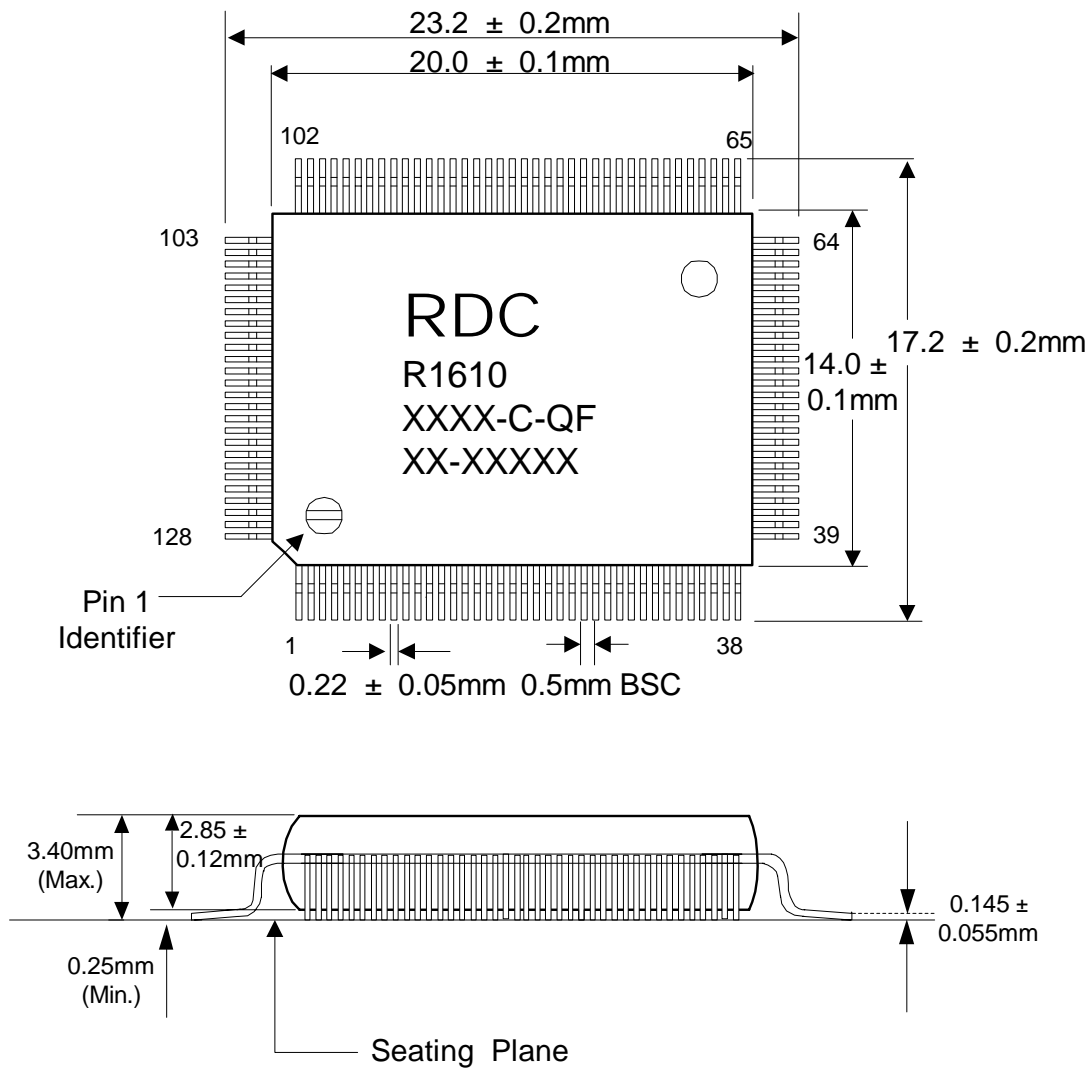
Pipeline stages for unconditional fetch:



Note: op_r: operand read stage, EA: Calculate Effective Address stage, Idle: Bus Idle stage, T0..T3: Bus T0..T3 stage,
 Access: Access data from cache memory stage.

25. Package Information

25.1 PQFP 128 pins



26. Revision History

| Rev. | Date | History |
|------|------------|---|
| D01 | 12/02/2002 | Draft Version 0.1 |
| D02 | 12/31/2002 | Draft Version 0.2 |
| P01 | 01/23/2003 | Preliminary Version 0.1 |
| P02 | 02/11/2003 | Preliminary Version 0.2 |
| F10 | 02/17/2003 | Final Version 1.0 |
| F11 | 03/18/2003 | Final Version 1.1 1. page 91: Bit 6 & 5 for F4h register are modified to be Reserved . |
| F12 | 04/02/2003 | Final Version 1.2 1. page 48~50: Register 3C, 3A, 38, 36, and 34 bit 5: ES - > ELS; Edge Select - > Edge/Level Select. 2. page 48~49: Register 3C, 3A, and 38 bit 4: Description modifications. |
| F13 | 05/27/2003 | Final Version 1.3 1. page 11: Delete all the related ONCE information due to lack of the ONCE pins.. 2. page 39: Delete the Upper Memory Block Size table attached after Register A0h. 3. page 58: Description for Bit 13 in Register DAh: Set 0: Disable the increment function. 4. page 127: Change the contents for Absolute Maximum Ratings table. |
| F14 | 07/08/2003 | Final Version 1.4 1. page 7: Add one feature: " Supports an 8K-byte Uniform cache. " 2. page 44: Table for Chapter 13.1, add "h" to all the figures of EOI Type. 3. page 45: descriptions for Chapter 13.3, delete the related information about slave mode. 4. page 58: Register C0h, Destination - > Source. 5. page 64: Figure for Timer / Counter Unit Block, 58h: Compare - > Count; 62h: Count - > Compare. 6. page 88 & 89: Register 74h & 70h, PIO Data Bus - > PIO Data Bits. 7. page 91: Register F6h, bit 12, Set 1: 1 clock cycle; Set 0: 2 clocks cycle. - > Set1: 2 clocks cycle; Set 0: 1 clock cycle. |
| F15 | 10/27/2003 | Page 20 (PLL Configuration Table): Change the first line of Output Clock from " 25MHz " into " Reserved ". |