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## **HDLC/DMA CONTROLLER**

The MV6001 is a combined HDLC transceiver and DMA controller capable of providing serial communications at rates up to 128K bits/second, and handling direct memory access clock rates up to 8MHz.

#### **FEATURES**

- Data Rates up to 128K Bits/s
- DMA Rate up to 8MHz
- Low Power CMOS
- Simple Interfacing to Popular 8-Bit Processors
- Frame Length up to 2K Bytes
- Low Host-Processor Overhead
- Conforms to ECMA40 and Related Standards (CCITT X25, X75, 1.440, ISO3309, ANSI X3.66, FED-STD 1003, FIPS71)

#### **APPLICATIONS**

- ISDN Terminals
- LANs
- X25 p.s.s. Networks

#### **ORDERING INFORMATION**

MV6001 B0 DP (Commercial Plastic DIP)
MV6001 B0 DG (Commercial Ceramic DIP)

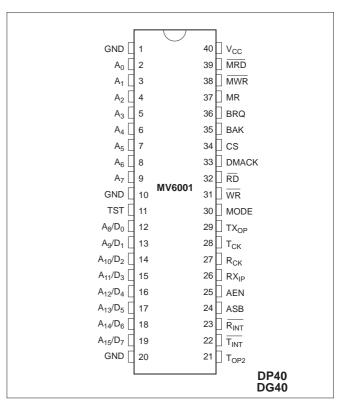


Figure 1: Pin connections - top view

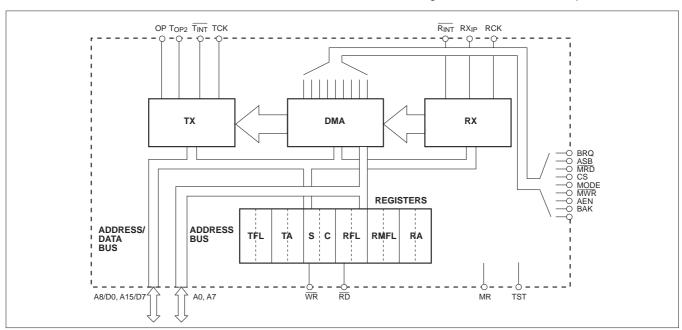


Figure 2: Block diagram

## **PIN DESCRIPTION**

Pin No.	Name	I/O	Function	
1,10,20	GND		<b>0V supply</b> . All 3 pins must be connected.	
2 - 9	A <sub>0</sub> - A <sub>7</sub>	I/O	<b>Address Bus</b> . Output for memory $A_0$ - $A_7$ addressing. Input for register addresses $A_0$ - $A_3$ .	
11	TST	I	Test Enable. Tie to GND for normal operation.	
12-19	A <sub>8</sub> /D <sub>0</sub> - A <sub>15</sub> /D <sub>7</sub>	I/O	Data Bus/High Order Address. Multiplexed data and address bus.	
21	TOP2	0	<b>Transmitter Out</b> . Alternative output to $TX_OP$ . This output is not affected by loop back (see Operating Notes - LOOPBACK).	
22	$\overline{T}_{INT}$	Ο	<b>Transmitter Interrupt</b> . An interrupt is generated whenever transmission of a frame is ended, either following the last FCS byte of a complete frame of when an abort sequence is transmitted. The interrupt is reset by the control register.	
23	$\overline{R}_{INT}$	0	<b>Receiver Interrupt</b> . An interrupt is generated whenever a frame is received. The interrupt is reset by the counter register.	
24	ASB	0	Address Strobe. Strobes the Address High byte from the Data/Address Bus into an external latch.	
25	AEN	0	Address Enable. Enables the external address latch.	
26	$RX_{IP}$	I	Receiver Input. Serial HDLC data input, clocked in by RCK.	
27	RCK	I	<b>Receiver Data Clock</b> . Provides clock to the receiver section, frequency should be at the required data rate, this need not necessarily the the same as the transmit data rate.	
28	TCK	I	<b>Transmitter Data Clock</b> . This input provides a clock signal for the transmitter section and should be set to the desired transmit data rate.	
29	$TX_OP$	0	Transmitter output. Main transmitter output for serial data.	
30	MODE	I	Bus Control Mode Select. Controls the polarity of BAK and BRQ. MODE = $V_{CC}$ gives active LOW, MODE = GND gives active HIGH.	
31	$\overline{WR}$	1	<b>Write Register.</b> Loads data from data bus into register addressed by A <sub>0</sub> - A <sub>3</sub> .	
32	RD	I	Read Register. Reads addressed register onto data bus	
33	DMACK	I	<b>DMA Clock.</b> This input provides clock to the DMA section. The DMA clock rate should be at least ten times the sum of the transmit and receive data rates.	
34	CS	I	<b>Chip Select</b> . Enables $\overline{\text{RD}}$ and $\overline{\text{WR}}$ inputs.	
35	BAK	I	<b>Bus Acknowledge</b> . Input from processor relinquishing control of bus. See pin 30, Bus Mode Select.	
36	BRQ	0	<b>Bus Request</b> . Output to processor requesting the bus for a DMA cycle. See pin 30, Bus Mode Select.	
37	MR	I	Master Reset. Resets everything.	
38	MWR	0	<b>Memory Write</b> . This is a three-state output to write data into memory during DMA cycles.	
39	MRD	0	Memory Read. 3-state output to read data from memory during DMA cycles.	
40	$V_{CC}$		$\pm$ 5V $\pm$ 10% supply.	

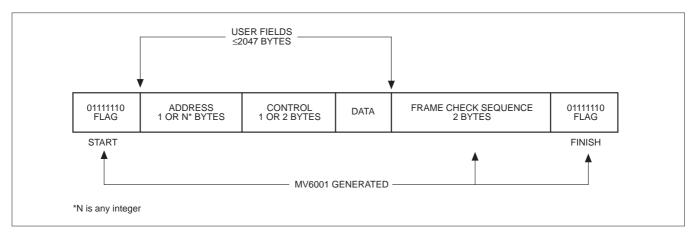


Figure 3

Fig.3 shows the construction of an HDLC frame. The start and finish of the frame are determined by FLAGS (the binary pattern 01111110). To prevent spurious recognition of flags in the user fields, the transmitter automatically inserts a '0' after five successive '1 's. The inserted '0's are removed by the receiver, and hence are not seen by the user. Each HDLC frame contains a 2 byte frame check sequence produced by a cyclic redundancy generator in the transmitter. This sequence is checked by the receiver to validate the frame.

There are two other sequences which have specific meanings - IDLE and ABORT. The IDLE state is the transmission of at least 15 continuous '1's without inserted zeros. ABORT is 7 to 14 consecutive '1's without inserted zeros sandwiched between two zeros.

#### **FUNCTIONAL DESCRIPTION**

The MV6001 consists of four main sections; transmitter, receiver, DMA unit and register bank. Each of the transminer~ receiver and DMA unit have their own clocks running at the required data rates. There are no restrictions on the relative timing between transmit and receive clocks, the DMA clock rate should be greater than ten times the sum of the transmit and receive clock rates.

#### **TRANSMISSION**

In its steady state the transmitter produces a continuous stream of FLAGS until the control register is loaded with a transmit instruction. The transmitter then, at intervals, requests the DMA unit to fetch a byte of data. This is then transferred from the system memory via the data bus to the transmitter. (If the DMA unit should fail to fetch a byte of data by the time the next request arrives then an under-run will occur and the transmitter will transmit an ABORT sequence). Data is converted into a serial stream with inserted zeros after five ones, and the 16-bit frame check sequence is appended at the end of each frame. As soon as the last bit of the FCS has been clocked out, the TINT OUtPUt goes low to inform the processor that transmission has ended.

#### INITIALISATION

To start transmission, two items of information are required - the start address for the data to be transmitted, and the length of the user fields are loaded into the TA and TFL registers respectively, after which the transmit enable bit (D0) can be set

at any time to start transmission. Once a transmission has been started, the only way it can by stopped is to set the abort bit (D1). The transmitter will then transmit the abort sequence followed by flags. Transmitter reset (D2) resets the transmitter interrupt TINT, clears the TA and TFL registers and bits D0 and D1 of the status register. Transmitter reset is disabled during a transmission.

#### **INTERRUPT**

A transmitter interrupt ( $\overline{\mathsf{TinT}}$ ) is generated whenever a transmission ceases, the status register can then be read to check if the frame was aborted or not. The interrupt is reset by writing a transmitter reset to the control register. NB. The status register must be read before a transmitter reset as this will alter the contents of the status register.

#### **STATUS**

The transmitter has two status bits - transmitting data (Do) and abort (D1) The transmitting data bit should always be low after  $\overline{T_{\text{INT}}}$  signifying that transmission is ended. The abort bit will be high whenever a frame is aborted either by an abort instruction to the control register, or internally due to an underrun .

#### **RECEPTION**

The receiver accepts serlal data, removes inserted zeros and checks the frame check sequence. For each byte of data received, the receiver section generates a DMA request to transfer the data to memory. If the DMA controller fails to make the transfer before the next request from the receiver, then the receiver will drop out and give a receiver. interrupt with the code in the status register for overrun. If the number of bytes received reaches the number in the receive maximum frame length registerthe receiverwilldropoutand give an interrupt with the code in the status register for frame too long.

#### INITIALISATION

The RA register (2 bytes) is loaded with the address where the first received byte of data is to be stored. The RMFL register (11 bits) is loaded with the maximum number of bytes in the user fields plus 3 bytes (+2 bytes for the FCS, +1 byte because an interrupt will occur when the frame length is equal to the length set by the number in the register).

#### **CONTROL**

The receiver has two control bits in the control register, receive enable (D3) and receive reset (D4). Once the RA and RMFL registers have been loaded, the receive enable bit can be set at any time to allow the receiver to receive a frame. Once set, the receive enable bit cannot be overwritten and receive reset is disabled until a frame has been received.

Receiver reset will reset the  $\overline{R}\overline{\text{INT}}$  interrupt bit, registers RFL, RMFL, RA and bits D2 - D7 of the status register.

#### **INTERRUPT**

A receive interrupt ( $R_{\rm INT}$ ) is generated whenever a frame is received. The status register can then be read to check the status of the received frame. The interrupt is reset by writing a receiver reset to the control register. Since the reset will clear the receiver bits in the status register, the register must be read before writing the reset to the control register.

#### **STATUS**

The receiver uses bits D2 - D7 of the status register (see Figs. 5 and 6). A valid frame is indicated by both 'overrun' (D6) and 'frame too long' (D7) bits being high. Following  $\overline{R}_{\text{INT}}$  the 'free to receive' bit (D2) should be low, indicating that a frame has been received. The abort, overrun and long frame bits will be set according to the state of the frame received. The flag (D4) and idle (D3) bits monitor the incoming signal continuously even when the receiver is disabled.

#### FRAME LENGTH REGISTER

Having received a frame and read the status reqister, the received frame length can be read from the RFL register. The frame length is given as an eleven bit number and includes the

2 FCS bytes in the count. The reqister should be read before a receiver reset.

#### **LOOPBACK**

Bit D7 of the control register, the loopback bit is provided for testing purposes. When the bit is set high an internal connection is made between the transmitter output and receiver input. The main transmitter output  $(TX_{OP})$  transmits IDLE (transmitted data is always available on  $T_{OP2}$ ). The receiver is clocked from TCK. The loopback bit will respond to every write to the control register.

#### **DIRECT MEMORY ACCESS (FIG.11)**

All data transfers to or from memory are carried out by the DMA controller. Each time it receives a request from the transmitter or receiver it will carry out one DMA cycle, i.e. only one byte is transferred at a time. Clashes between transmitter and receiver are resolved in favour of the receiver, otherwise operation is on a first come, first served basis.

#### **REGISTERS**

Fig.7 shows the addresses for the various instruction and status registers. All registers are readable from and writable to except for S, C and RFL. The S and C registers have the same address, which one is accessed is determined by whether a read (status) or write (control) operation is carried out. Transmitter registers should not be written to when transmitting (except to ABORT a frame), likewise receiver registers should not be written to when receiving. The TA and RA registers update continuously during transmission and reception respectively, giving the next address to be read from or written to.

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
LOOPBACK	DON'T	DON'T	RECEIVE	RECEIVE	TRANSMIT	TRANSMIT	TRANSMIT
ENABLE	CARE	CARE	RESET	ENABLE	RESET	ABORT	ENABLE

Figure 4: Control register

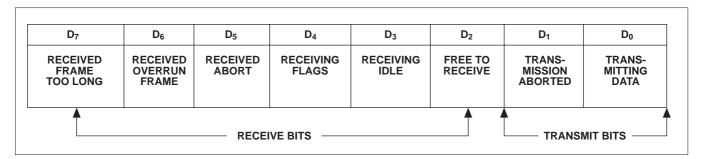


Figure 5: Status register

Status Register					ter			
D7	D6	D5	D4	D3	D2	D1	D0	Condition
Х	Χ	Χ	Χ	Χ	Χ	0	1	Currently transmitting data
Х	Х	Χ	Х	Χ	Χ	0	0	Transmitter disabled, transmission COMPLETE (status read after an interrupt)
Х	Х	Χ	Χ	Χ	Х	1	0	Transmitter disabled, transmission ABORTED (status read after an interrupt)
Х	X	Χ	Χ	Χ	1	Х	Х	Receiver enabled, free to receive
Х	Χ	Χ	0	0	Χ	X	Х	Currently receiving data
Х	Х	Χ	0	1	Χ	Х	Х	Receiving IDLE
Х	Х	Χ	1	0	Χ	Х	Х	Receiving FLAGS
0	0	1	Χ	Χ	0	Х	Х	Receiver disabled, ABORTED frame received (status read after an interrupt)
0	1	0	Χ	Χ	0	Х	Х	Receiver disabled, OVERRUN frame received (status read after an interrupt)
1	0	0	Х	Χ	0	Х	Х	Receiver disabled, TOO LONG frame received (status read after an interrupt)
1	1	0	Х	X	0	Χ	Х	Receiver disabled, VALID frame received (status read after an interrupt)

Figure 6: Status interrupt

Regisler	Function	Length (Bits)	Address (Hex)	А3	A2	A1	Α0	R/W
TFL	Transmitter Frame Length LS Byte Transmitter Frame Length MS Byte	8 3	2 3	0 0	0	1	0 1	R/W R/W
ТА	Transmitter Address LS Byte Transmitter Address MS Byte	8	6 7	0	1	1	0	R/W R/W
S	Status	8	9	1	0	0	1	R
С	Control	8	9	1	0	0	1	W
RFL	Receiver Frame Length LS Byte Receiver Frame Length MS Byte	8 3	A B	1 1	0	1	0 1	R R
RMFL	Receiver Maximum Frame Length LS Byte Receiver Maximum Frame Length MS Byte	8 3	C D	1 1	1	0	0	R/W R/W
RA	Receiver Address LS Byte Receiver Address MS Byte	8 8	E F	1	1	1	0	R/W R/W

Figure 7: Register addresses

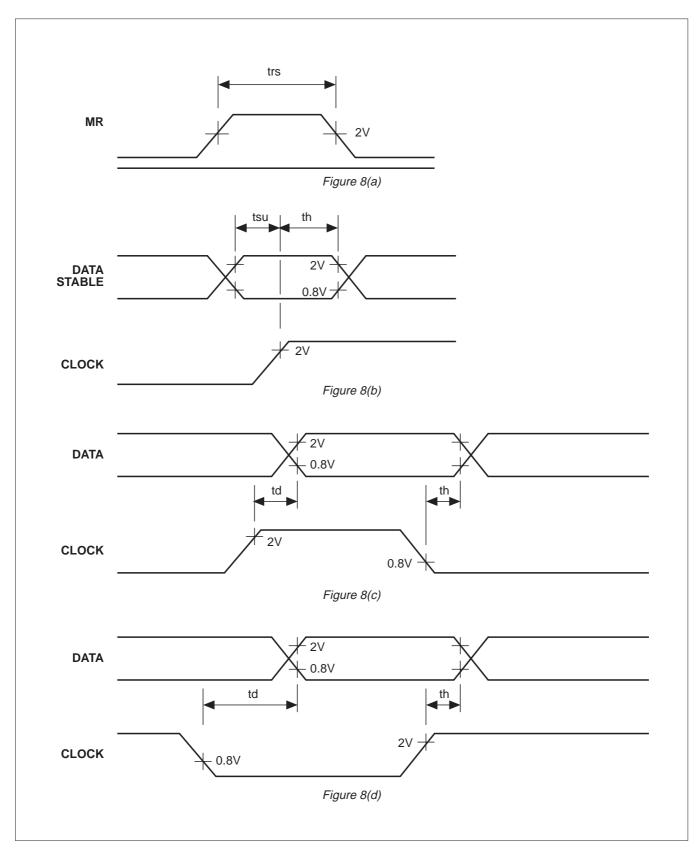


Figure 8: Timing diagram

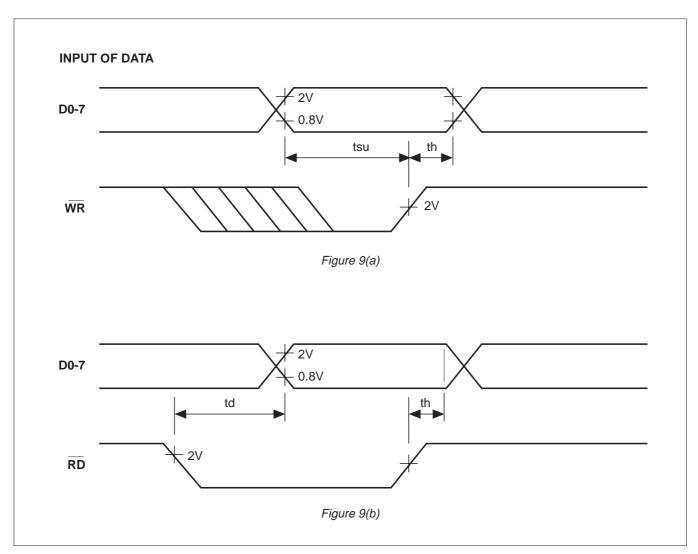


Figure 9: Register timing

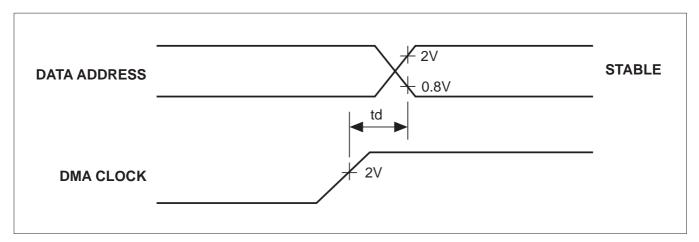


Figure 10: DMA timing

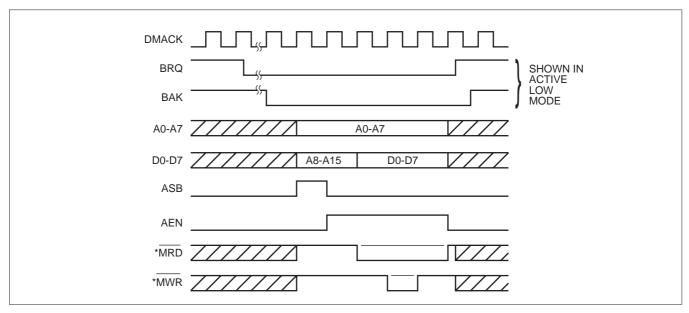


Figure 11: DMA cycle timing

\*During a read cycle,  $\overline{\text{MWR}}$  stays high and similarly during a write cycle  $\overline{\text{MRD}}$  stays high. All other external signals are the same for both cycles.

#### **ABSOLUTE MAXIMUM RATINGS**

 $\begin{array}{lll} \text{Supply voltage V}_{\text{CC}} & -0.3 \text{V to } 7.0 \text{V} \\ \text{Input voltage V}_{\text{IN}} & -0.3 \text{V to V}_{\text{CC}} + 0.3 \text{V} \\ \text{Output voltage V}_{\text{OUT}} & -0.3 \text{V to V}_{\text{CC}} + 0.3 \text{V} \end{array}$ 

Clamp diode current per pin IK

(See Note 2) ±18mA

Static discharge voltage

Storage temperature Ts -65°C to +150°C

Ambient temperature with power

applied  $T_{amb}$  -40°C to +85°C

#### **NOTES**

- Exceeding these ratings may cause permanent damage. Functional operation under these conditions is not implied
- 2. Maximum dissipation of 1 second should not be exceeded, only one output to be tested at any one time

## **ELECTRICAL CHARACTERISTICS**

These characteristics are guaranteed over the following conditions (unless othetwise stated):

 $T_{amb}$  = -40°C to +85°C,  $V_{CC}$  = 5.0V ±10%, Ground = 0V

#### STATIC CHARACTERISTICS

			Value			
Characterislic	Symbol	MIn.	Тур	Max.	Units	Conditions
Output high voltage	V <sub>OH</sub>	V <sub>cc</sub> -2			V	IOH = 0.8mA
Output low voltage	$V_{OL}$			0.4	V	I OL = 1 .6mA
Input high voltage	$V_{IH}$	2.2			V	
Input low voltage	$V_{IL}$			0.8	V	
Input leakage current	$I_{L}$	-10		+10	μΑ	$GND \leq V_{IN} \leq V_{CC}$
V <sub>CC</sub> current	I <sub>cc</sub>			1	mA	$T_{amb} = -40^{\circ}C$ to +85 $^{\circ}C$
Output leakage current	$I_{OZ}$	-50		+50	μΑ	$GND \leq V_OUT \leq V_CC$
Output S/C current	I <sub>os</sub>	15		80	mA	$V_{CC} = Max$

## **SWITCHING CHARACTERISTICS**

			Value				
Characteristic	Symbol	Min.	Тур.	Max.	Units	Conditions	
Maximum DMA clock frequency	FDMACK	8			MHz		
Maximum TX clock frequency	FTCK	128			kHz		
Maximum RX clock frequency	FRCK	128			kHz		
Minimum MR duration	t <sub>rs</sub>				ns	Fig.8(a)	
RXIP to RCK set-up time	t <sub>su</sub>	0			ns	Fig.8(b)	
RXIP to RCK hold time	t <sub>h</sub>	90			ns	Fig.8(b)	
BAK to DMACK set-up time	t <sub>su</sub>	0			ns	Fig.8(b)	
BAK to DMACK hold time	t <sub>h</sub>	25			ns	Fig.8(b)	
Delay DMA clock to MRD	t <sub>d</sub>		40	55	ns	Fig.8(c)	
Delay DMA clock to MWR	t <sub>d</sub>		40	55	ns	Fig.8(c)	
Delay RCK <sup>↓</sup> to RINT	t <sub>d</sub>		50	110	ns	Fig.8(d)	
Delay, TCK to TINT	t <sub>d</sub>		60	90	ns	Fig.8(c)	
Delay, TCK ↑ or RCK ↓ to BRQ	t <sub>d</sub>		70	90	ns	Fig.8(c) & (d)	
Delay, DMACK to AEN	t <sub>d</sub>		40	55	ns	Fig.8(c)	
Delay, DMACK to ASB	t <sub>d</sub>		40	55	ns	Fig.8(c)	
Delay, TCK to TXoP	t <sub>d</sub>		70	115	ns	Fig.8(c)	
Delay, TCK to ToP2	t <sub>d</sub>		60	115	ns	Fig.8(c)	
Hold, DMACK to MRD	t <sub>h</sub>		90	130	ns	Fig.8(d)	
Hold, DMACK to $\overline{\text{MWR}}$	t <sub>h</sub>		50	75	ns	Fig.8(d)	
Hold, DMACK to BRQ	t <sub>h</sub>		60		ns	Fig.8(d)	
Hold, DMACK to AEN	t <sub>h</sub>		30	55	ns	Fig.8(d)	
Hold, DMACK to ASB	t <sub>h</sub>		40	55	ns	Fig.8(d)	
Data to WR set-up	t <sub>su</sub>				ns	Fig.9(a)	
WR to data hold	t <sub>h</sub>				ns	Fig.9(a)	
RD to data delay	t <sub>d</sub>		50		ns	Fig.9(b)	
RD to data hold	t <sub>h</sub>				ns	Fig.9(b)	
DMACK to data/address delay	t <sub>d</sub>		60		ns	Fig.10	



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