Register file structure: regfile_ares.pdf
Created by jlarin on 2018/09/07 11:27:07

1. Main Parameters

Register file endianness: little endian
Address bus width: 15 bits
Data bus width: 32 bits

2. Memory Map

⚠ Note: A grey filled row indicates that the register read back capability is disabled for this register.

Section name	Address(es) / Address Ranges	Register name
Device_specific	0x0000	INTSTAT
	0x0004	INTMASKn
	0x0008	INTSTAT2
	0x001C	BUILDID
	0x0020	FPGA_ID
	0x0024	LED_OVERRIDE
INTERRUPT_QUEUE	0x0040	CONTROL
	0x0044	CONS_IDX
	0x0048	ADDR_LOW
	0x004C	ADDR_HIGH
	0x0050	MAPPING
SPI	0x00E0	SPIREGIN
	0x00E8	SPIREGOUT
IO [0]	0x0200	CAPABILITIES_IO
	0x0204	IO_PIN
	0x0208	IO_OUT
	0x020C	IO_DIR
	0x0210	IO_POL
	0x0214	IO_INTSTAT
	0x0218	IO_INTMASKn
	0x021C	IO_ANYEDGE
IO [1]	[0x0280 - 0x02FC]	...
Quadrature [0]	0x0300	CAPABILITIES_QUAD
	0x0304	PositionReset
	0x0308	DecoderInput
	0x030C	DecoderCfg
	0x0310	DecoderPosTrigger
	0x0314	DecoderCntrLatch_Cfg
	0x0334	DecoderCntrLatched_SW
	0x0338	DecoderCntrLatched
TickTable [0]	0x0380	CAPABILITIES_TICKTBL
	0x0384	CAPABILITIES_EXT1

Section name	Address(es) / Address Ranges	Register name
	0x0388	TickTableClockPeriod
	0x038C	TickConfig
	0x0390	CurrentStampLatched
	0x0394	WriteTime
	0x0398	WriteCommand
	0x039C	LatchIntStat
	0x03A0, 0x03A4	InputStamp (1:0)
	0x03A8, 0x03AC, ... ,0x03CC	reserved_for_extra_latch (9:0)
	0x03D0, 0x03D4	InputStampLatched (1:0)
InputConditioning	0x0400	CAPABILITIES_INCOND
	0x0404, 0x0408, ... ,0x0410	InputConditioning (3:0)
OutputConditioning	0x0480	CAPABILITIES_OUTCOND
	0x0484, 0x0488, ... ,0x0490	OutputCond (3:0)
	0x0494	Reserved
	0x04AC	Output_Debounce
InternalInput	0x0500	CAPABILITIES_INT_INP
InternalOutput	0x0580	CAPABILITIES_INTOUT
	0x0584	OutputCond (0:0)
Timer [0]	0x0600	CAPABILITIES_TIMER
	0x0604	TimerClockPeriod
	0x0608	TimerTriggerArm
	0x060C	TimerClockSource
	0x0610	TimerDelayValue
	0x0614	TimerDuration
	0x0618	TimerLatchedValue
	0x061C	TimerStatus
Timer [1]	[0x0680 - 0x06FC]	...
Timer [2]	[0x0700 - 0x077C]	...
Timer [3]	[0x0780 - 0x07FC]	...
Timer [4]	[0x0800 - 0x087C]	...
...		...
Timer [7]	[0x0980 - 0x09FC]	...
Microblaze	0x0A00	CAPABILITIES_MICRO
	0x0A04, 0x0A08	ProdCons (1:0)
AnalogOutput	0x0A80	CAPABILITIES_ANA_OUT
	0x0A84	OutputValue
EOFM	0x0B00	EOFM
ProdCons [0]	0x2000	Pointers
	0x3000, 0x3004, ..., 0x3FFC	DPRAM (1023:0)
ProdCons [1]	[0x4000 - 0x5FFC]	...

Section: Device_specific

Address Range: [0x0000 - 0x0024]

INTSTAT

Address: section "Device_specific" base address + 0x0000

Description:
INTerrupt STATus

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

IRQ_TICK_LATCH		
RW2C	This bit indicates that an interrupt has been detected on one of the latch associated with the matching tick table	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured in the tick table

IRQ_MICROBLAZE		
RW2C	This bit indicates that the Microblaze subsystem has updated datapointer to exchange data with the host.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected.
	0x1	This bit indicates that an interrupt has been detected.

IRQ_TICK_WA		
RW2C	This bit indicates that a wrap around of the tick table X has happen.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected.
	0x1	This bit indicates that an interrupt has been detected. A wrap around of the tick table has been generated.

IRQ_TIMER		
RO	This bit indicates that an interrupt has been detected on one Timer, see INTSTAT2 register. This is a read-only register.	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured in one Timer

IRQ_TICK		
RW2C	This bit indicates that an interrupt has been detected on the Tick Table X(half/full).	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured in the Tick Table

IRQ_IO		
RW2C	This bit indicates that an interrupt has been detected on the User Inputs.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured in the User Inputs

INTMASKn

Address: section "Device_specific" base address + 0x0004

Description:
Every bit in this register is used to mask some event. While a bit in this register is set to 0, the corresponding bit in the INTSTAT register cannot SWITCH to 1. When a bit in the INTMASK register is set to ‘1’, the corresponding bit in INTSTAT function normally

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

IRQ_TICK_LATCH		
STATIC	This bit enable the interrupt on the latch from the tick table. Note that it is hardcoded to 1. Individual interrupt for every latch should be enabled within the tick table feature structure.	
Value at Reset:	0x1	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured in the tick table

IRQ_MICROBLAZE		
RW	This is the IRQ MASKn for the Microblaze datapointers . When set this field to '0', no interrupt will be generated from the Microblaze datapointers update.	
Value at Reset:	0x0	
Possible Values:	0x0	IRQ from Microblaze disabled
	0x1	IRQ from Microblaze enabled

IRQ_TICK_WA		
RW	This is the IRQ MASKn for the Tick Table X Wrap Around . When set this field to '0', no interrupt will be generated from the Tick Table X Wrap Around.	
Value at Reset:	0x0	
Possible Values:	0x0	IRQ from Tick Table Wrap Around disabled
	0x1	IRQ from Tick Table Wrap Around enabled

IRQ_TIMER		
RW	This is the IRQ MASKn for the Timer IRQ. When set this field to '0', no interrupt will be generated from Timer module.	
Value at Reset:	0x0	
Possible Values:	0x0	IRQ from Timers pins disabled
	0x1	IRQ from Timers enabled

IRQ_TICK		
RW	This is the IRQ MASKn for the Tick Table. When set this field to '0', no interrupt will be generated from the Tick Table X.	
Value at Reset:	0x0	
Possible Values:	0x0	IRQ from Tick Table disabled
	0x1	IRQ from Tick Table enabled

IRQ_IO		
RW	This is the IRQ MASKn for the UserInputs pins interrupt. When set this field to '0', no interrupt will be generated from the input pins.	
Value at Reset:	0x0	
Possible Values:	0x0	IRQ from Input pins disabled
	0x1	IRQ from Input pins enabled

INTSTAT2

Address: section "Device_specific" base address + 0x0008

Description:
INTerrupt STATus

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

IRQ_TIMER_END (7:0)	
RW2C	This bit indicates that an interrupt has been detected on a Timer End event.
Value at Reset:	0x0

IRQ_TIMER_START (7:0)	
RW2C	This bit indicates that an interrupt has been detected on a Timer Start event.
Value at Reset:	0x0

BUILDID

Address: section "Device_specific" base address + 0x001C

Description:
This field represents a timestamp when the FPGA was synthesized and can be used to identify FPGA implementation uniquely.

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

YEAR (7:0)	
RO	Last 2 digits of the year, represented in BCD. 0x13 is for 2013 for example.

MONTH (3:0)		
RO	Month of the year, in hex.	
Possible Values:	0x1 - 0xC	January to December

DATE (7:0)		
RO	Day of the month, represented in BCD.	
Possible Values:	0x1 - 0x31	

HOUR (7:0)	
RO	The hour of the timestamp, coded in BCD.

MINUTES (3:0)		
RO	This field is used to represent the minutes in the hour, divided by 10. Ten minutes is enough resolution for the FPGA build.	
Possible Values:	0x0 - 0x5	

FPGA_ID

Address: section "Device_specific" base address + 0x0020

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

PROFINET_LED		
RW	This bit selects if the User Leds are controlled from the FPGA memory space, controlled by the host processor, or if the User Leds are controlled by the Microblaze running Profinet stack	
Value at Reset:	0x0	
Possible Values:	0x0	User Leds are under Host processor control
	0x1	User Leds are under Microblaze control

PB_DEBUG_COM		
RW	These bits are used to redirect Profiblaze UART output on internal COM port output. This should be used for debugging purposes only. The standard 0x3F8 COM1 on the SOC is connected to this physical line. Profiblaze UART is hardcoded to 115200 bps, 8 data bit, no parity, 1 stop bit. This is effective on the Y7478-01 PCB only.	
Value at Reset:	0x0	
Possible Values:	0x0	UART line between SOC and FPGA is tristated by the FPGA
	0x1	Profiblaze output is seen on the internal com port

FPGA_ID (4:0)		
RO	This is the FPGA_ID.	
Possible Values:	0x1	Spartan6 LX9 fpga used on Y7449-00 (deprecated)
	0x2	Spartan6 LX16 fpga used on Y7449-01,02
	0x3	Artix7 A35T fpga used on Y7471-00 (deprecated)
	0x4	Artix7 A50T fpga used on Y7471-01
	0x5	Artix7 A50T fpga used on Y7471-02
	0x6	Artix7 A50T fpga used on Y7449-03
	0x7	Artix7 Spider PCIe on Advanced IO board
	0x8	Artix7 Ares PCIe (Iris3 Spider+Profiblaze on Y7478-00)
	0x9	Artix7 Ares PCIe (Iris3 Spider+Profiblaze on Y7478-01)
	0xA	Reserved for Artix7 Eris (LPC) on Y7478-01

LED_OVERRIDE

Address: section "Device_specific" base address + 0x0024

Description:
This register is used to control LED override.

To signal a catastrophic condition, caused by thermal overrun, the BIOS uses this register to change the behavior of the USER LED. This register takes priority on every other register and setting controlling the LEDS

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

RED_ORANGE_FLASH		
RW	When this bit is set, the LED will flash at approximatly 1 Hz between the off state and the orange state	
Value at Reset:	0x0	
Possible Values:	0x0	Normal operation
	0x1	Flash override active

ORANGE_OFF_FLASH		
RW	When this bit is set, the LED will flash at approximatly 1 Hz between the off state and the orange state	
Value at Reset:	0x0	
Possible Values:	0x0	Normal operation
	0x1	Flashing override active

Section: INTERRUPT_QUEUE

Address Range: [0x0040 - 0x0050]

Description:
This section controls the behavior of the interrupt queue

CONTROL

Address: section "INTERRUPT_QUEUE" base address + 0x0000

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

NB_DW (7:0)	
STATIC	This is the number of 32-bit DW used to represent all interrupt sources. It is used by the driver to know how to split the data of the interrupt queue in interrupt events. This number should always be a power of 2 to simply the hardware implementation and avoid having a single interrupt event split by the wrap-around boundary.
Value at Reset:	0x1

ENABLE	
RW	This bit is used to enable the interrupt queue. When disabled, the interrupt will behave in a legacy way where all interrupts are merged into interrupt status register and driver has to read the status register to know the interrupt sources. To reset the interrupt queue, the driver should disable the queue and re-enable it. This will cause the producer index to be reset to 0 internally in the hardware. The driver should write the Producer index to 0 when the interrupt queue is disabled to prevent mis-interpretation of producer index when the queue is turned back to on.
Value at Reset:	0x0

CONS_IDX

Address: section "INTERRUPT_QUEUE" base address + 0x0004

Description:
The consumer index indicates up to which element of interrupt queue array it can write. Element in the queue between CONS_IDX (included) and PROD_IDX (not included) belong to the driver and are not written by the hardware.

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

CONS_IDX (9:0)	
RW	When turning on the interrupt queue, the driver should first write this index to value 1023 (0X3FF) to indicate that the queue is empty.
Value at Reset:	0x0

ADDR_LOW

Address: section "INTERRUPT_QUEUE" base address + 0x0008

Description:
This is the lower part of the address in host memory where the PCIe device writes the interrupt queue. It has to be aligned on 8K bytes boundary. The producer index is written at the end of the queue of 4K (ADDR_LOW + 4KB).

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

ADDR (31:0) *RW (31:13)* *RO (12:0)*	
Value at Reset:	0x0

ADDR_HIGH

Address: section "INTERRUPT_QUEUE" base address + 0x000C

Description:
This is the high part of the address in host memory where the PCIe device writes the interrupt queue. It must be written to 0 if the queue resides in the first 4 GB of memory.

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

ADDR (31:0)	
RW	
Value at Reset:	0x0

MAPPING

⚠ **Note: Register readback is disabled.**

Address: section "INTERRUPT_QUEUE" base address + 0x0010

Description:

This register is used to represent the mapping of the interrupt source in the event queue vector. All its bitfields have no effect when written and will read back to 0. Software should used the generated structure to identify the bit positions.

31	30	29	28	27	26	25	24
IRQ_TIMER_END(7:0)							
23	22	21	20	19	18	17	16
IRQ_TIMER_START(7:0)							
15	14	13	12	11	10	9	8
Reserved				IO_INTSTAT(3:0)			
7	6	5	4	3	2	1	0
Reserved		IRQ_TICK_LATCH	IRQ_MICROBLAZE	IRQ_TIMER	IRQ_TICK_WA	IRQ_TICK	IRQ_IO

IRQ_TIMER_END (7:0)	
WO/AutoClr	This bit indicates that an interrupt has been detected on a Timer End event.

IRQ_TIMER_START (7:0)	
WO/AutoClr	This bit indicates that an interrupt has been detected on a Timer Start event.

IO_INTSTAT (3:0)	
WO/AutoClr	This bit indicates that an interrupt has been detected on the corresponding I/O input.

IRQ_TICK_LATCH		
WO/AutoClr	This bit indicates that an interrupt has been detected on one of the latch associated with the matching tick table	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured in the tick table

IRQ_MICROBLAZE	
WO/AutoClr	This bit indicates that the Microblaze subsystem has updated datapointer to exchange data with the host.

IRQ_TIMER	
WO/AutoClr	This bit indicates that an interrupt has been detected on one Timer, see INTSTAT2 register. This is a read-only register.

IRQ_TICK_WA	
WO/AutoClr	This bit indicates that a wrap around of the tick table X has happen.

IRQ_TICK	
WO/AutoClr	This bit indicates that an interrupt has been detected on the Tick Table X(half/full).

IRQ_IO	
WO/AutoClr	This bit indicates that an interrupt has been detected on the User Inputs.

Section: SPI

Address Range: [0x00E0 - 0x00EC]

Description:
Cette section est laisse ici pour faire un fichier .H unifie mais les registre sous-jacent ne sont pas implante dans le FPGA.

SPIREGIN — SPI Register In

⚠ **Note: Register readback is disabled.**
Address: section "SPI" base address + 0x0000

31	30	29	28	27	26	25	24
Reserved							SPI_ENABLE
23	22	21	20	19	18	17	16
Reserved	SPIRW	SPICMDDONE	Reserved		SPISEL	Reserved	SPITXST
15	14	13	12	11	10	9	8
Reserved							
7	6	5	4	3	2	1	0
SPIDATAW(7:0)							

SPI_ENABLE *WO*	SPI ENABLE This bit enables the Output enable of the pin of the FPGA. This is needed to put the SPI interface in hi-Z when not using it.	
Value at Reset:	0x0	
Possible Values:	0x0	The SPI interface is disabled
	0x1	The SPI interface is enabled

SPIRW *WO*	SPI Read Write Specify the SPI transfer type (read or write access).	
Value at Reset:	0x0	
Possible Values:	0x0	Write Access
	0x1	Read Access

SPICMDDONE *WO*	SPI CoMmaD DONE Specify the last transaction for an SPI command sequence.
Value at Reset:	0x0

SPISEL *WO*	SPI active channel SELection Selects the active SPI x channel. Current implementation uses a single channel to this field has a single bit.
Value at Reset:	0x0

SPITXST	SPI SPITXST Transfer STart
WO/AutoClr	Start an SPI transaction when 1 is written

SPIDATAW (7:0)	SPI Data byte to write
WO	This is the data byte to be written.
Value at Reset:	0x0

SPIREGOUT SPI Register Out

Address: section "SPI" base address + 0x0008

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

SPI_WB_CAP	SPI Write Burst CAPable	
STATIC	This register informs if the SPI core is able to write burst of 256 bytes to the SPI device (Write page), without requireing register polling between command, adress and data bytes in the write page command.	
Value at Reset:	0x0	
Possible Values:	0x0	This fpga can't do write burst
	0x1	This fpga is capable of doing write burst

SPIWRTD	SPI Write or Read Transfer Done	
STATIC	Specify if there is a transfer in progress.	
Value at Reset:	0x0	
Possible Values:	0x0	Transfer in progress
	0x1	No transfer in progress

SPIDATARD (7:0)	SPI DATA Read byte OUTput
STATIC	This is the data read byte from the SPI
Value at Reset:	0x0

Section: IO (1 : 0)

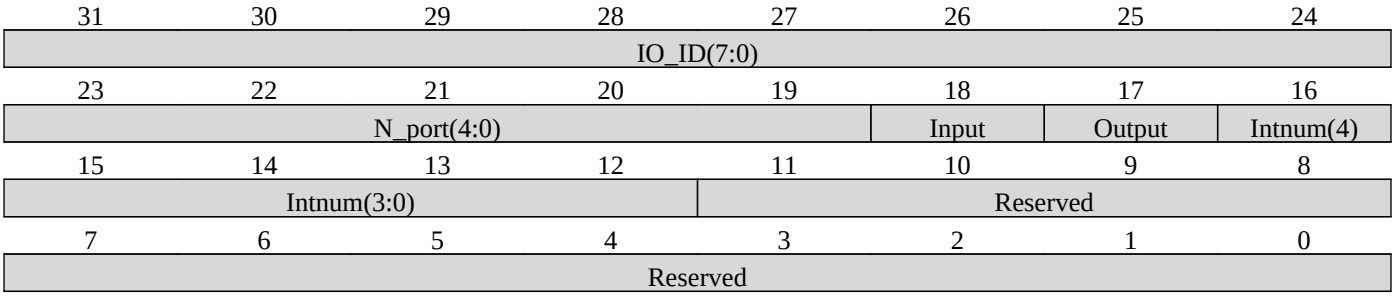
Address Range: [0x0200 - 0x027C]
Section repeated 2 times. IO(i) base address located @ 0x0200 + (i * 0x80)

Description:
This sections are for IO banks used to interface to external world.
Bank0 is UserInput
Bank1 is UserOutput

CAPABILITIES_IO

Address: section "IO" base address + 0x0000

Description:
This register identfies this block as a IO block for software automatic feature detection mechanism



IO_ID (7:0)	
STATIC	This identifies an input and/or output bank. This is a Legacy module. The FREV field has been removed to made the ID larger (8 bits). If for an unknown reason this module have to be modified, change the ID to a new one, and add new functionnality.
Value at Reset:	0x10

N_port (4:0)	
RO	This is the number of bits in the ‘bank’. This counter is 0 based. A value of 0 indicates 1 bit and the value of 1fh indicates 32 bits.

Input		
RO	Indicates if input is available on this feature port.	
Possible Values:	0x0	No input capabilities
	0x1	Input capabilities present

Output		
RO	Indicates if output is available on this feature port.	
Possible Values:	0x0	No output capabilities
	0x1	Output capabilities present

Intnum (4:0)	
RO	This is the bit number in the interrupt field when the interrupts from this I/O banks are forwarded. When an I/O generates an interrupt, the corresponding bit will be set in the IO_INTSTAT register in the I/O bank. Also, an interrupt will be forwarded to the global interrupt register of the FPGA.

IO_PIN

Address: section "IO" base address + 0x0004

Description:
This register is present only if the I/O bank is input capable.

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

Pin_value (3:0)		
RO	This bit is the status of the pin. The value read back in is not influenced by the io_pol bit.	
Possible Values:	0x0	Input is de-asserted
	0x1	Input is asserted

IO_OUT

Address: section "IO" base address + 0x0008

Description:
This register is present only if the I/O bank is output capable.

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

Out_value (3:0)		
RW	This bit controls the output bit, when out_sel is set to 0.	
Value at Reset:	0x0	
Possible Values:	0x0	Output will be low
	0x1	Output will be high

IO_DIR

Address: section "IO" base address + 0x000C

Description:

This register is present only if the I/O bank is output capable.

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

Dir (3:0)		
RW	This bit controls if the user bit is an output or an input.	
Value at Reset:	0x0	
Possible Values:	0x0	User pin is an input
	0x1	User pin is an output. Input functions still work (interrupt, readback) but the input value will be the driven value.

IO_POL

Address: section "IO" base address + 0x0010

Description:
User bit polarity

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

In_pol (3:0)		
RW	This controls the active state on the input path from the pin to the other component of the user I/O (interrupt)	
Value at Reset:	0x0	
Possible Values:	0x0	User I/O input generates an interrupt on rising edge.
	0x1	User I/O input generates an interrupt on falling edge.

IO_INTSTAT

Address: section "IO" base address + 0x0014

Description:
Every bit in this register represents the status of an interrupt. When an event occurs, the corresponding bit is set in this register. If the output of the interrupt is enabled, the PCI interrupt pin will be asserted. The software should read this register when there is an interrupt. When a ‘1’ is written in a bit, that event is acknowledged and the bit is returned to ‘0’, unless the event is still occurring. When a ‘0’ is written, nothing happens.

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

Intstat (3:0)		
RW2C	This bit indicates that an interrupt has been detected on the corresponding I/O input.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured

IO_INTMASKn

Address: section "IO" base address + 0x0018

Description:
Every bit in this register is used to mask some event. While a bit in this register is set to 0, the corresponding bit in the INTSTAT register cannot SWITCH to 1. When a bit in the INTMASK register is set to ‘1’, the corresponding bit in INTSTAT function normally

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

Intmaskn (3:0)		
RW	Interrupt IRQ MASK not. When set to 0, the associated IRQ will be not generated.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt will be generated for the corresponding user I/O. (Note that if the corresponding bit is already asserted in the IO_INTSTAT register, the interrupt will still be generated)
	0x1	Interrupt generated when the corresponding I/O toggles with the polarity defined in IO_POL register.

IO_ANYEDGE

Address: section "IO" base address + 0x001C

Description:

Generate an interrupt on any edge on the input signal

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

In_AnyEdge (3:0)	
RW	This bit is used to override the In_pol setting bit of the corresponding register. When this bit is set, an interrupt is generated on rising and falling edge of the input signal. When this bit is 0, the code work in legacy mode and the in_pol is used to select which edge generate an interrupt. There is one bit per input signal.
Value at Reset:	0x0

Section: Quadrature (0 : 0)

Address Range: [0x0300 - 0x037C]
Section repeated 1 times. Quadrature(i) base address located @ 0x0300 + (i * 0x80)

Description:
This section controls a single quadrature decoder.

CAPABILITIES_QUAD

Address: section "Quadrature" base address + 0x0000

Description:
This register identifies the capabilities of the Quadrature of this feature section.

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

QUADRATURE_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x64 is a ticktable as defined in the following registers.
Value at Reset:	0x64

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

PositionReset

Address: section "Quadrature" base address + 0x0004

Description:

Describes the event that can reset the position of the quadrature decoder

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

PositionResetSource (3:0)		
RW	Quadrature Position counter Reset Source. The Reset Source set to Disable only affects the reset from the Input Line and the reset at trigger position. The soft_PositionReset may be executed even if PositionResetSource is disable.	
Value at Reset:	0x0	
Possible Values:	0x0	Disable Reset source
	0x1 - 0x4	Input Line
	0x5	Counter reaches position trigger

PositionResetActivation		
RW	Quadrature Position counter Reset activation edge for line inputs.	
Value at Reset:	0x0	
Possible Values:	0x0	Rising edge
	0x1	Falling edge

soft_PositionReset		
WO/AutoClr	This is the quadrature counter software reset. Set this field reset the counters in the quadrature logic to 0.	
Possible Values:	0x0	Nothing
	0x1	Software position reset

DecoderInput

Address: section "Quadrature" base address + 0x0008

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

BSelector (2:0)		
RW	This is the phase B line. By definition, this line transitions BEFORE phase A line when the encoder is rotating in the clockwise direction.	
Value at Reset:	0x2	
Possible Values:	0x0 - 0x3	Input Line

ASelector (2:0)		
RW	This is the phase A line. By definition, this line transitions AFTER phase B line when the encoder is rotating in the clockwise direction.	
Value at Reset:	0x1	
Possible Values:	0x0 - 0x3	Input Line

DecoderCfg

Address: section "Quadrature" base address + 0x000C

31	30	29	28	27	26	25	24
Reserved							
23	22	21	20	19	18	17	16
Reserved							
15	14	13	12	11	10	9	8
Reserved							
7	6	5	4	3	2	1	0
Reserved			DecOutSource0(2:0)			Reserved	QuadEnable

DecOutSource0 (2:0)		
RW	Quadrature Output Source for output 0 of the decoder. Selects wich signal of the rotary decoder is sent to the output 0 of the core. There is only one output per decoder at this moment. This may change on customer needs.	
Value at Reset:	0x0	
Possible Values:	0x0	New Tick
	0x1	Clock Wise Tick
	0x2	Counter Clock Wise Tick
	0x3	Any Tick (Clock or counter clock wise ticks)
	0x4	Counter reaches Position Trigger register(Regenerated Tick)

QuadEnable		
RW	This register enables the Quadrature decoder. When set to disable, the position/maximum position/direction is also reseted.	
Value at Reset:	0x0	
Possible Values:	0x0	Quadrature decoder disable
	0x1	Quadratue decoder enable

DecoderPosTrigger

Address: section "Quadrature" base address + 0x0010

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

PositionTrigger (31:0)		
RW	Position counter where the decoder will generate an event(or a regeretated Tick). When routing this event to the RstSource, the logic can divide the rotary ticks by a factor.	
Value at Reset:	0x1	
Possible Values:	0x1 - 0xFFFFFFFF	Any 32 bits value in this range

DecoderCntrLatch_Cfg

Address: section "Quadrature" base address + 0x0014

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

DecoderCntrLatch_SW		
WO/AutoClr	This field register is used to enable the copy the actual quad decoder counter into the DecoderCntrLatched_SW register. This is used to compensate for the size of the actual decoder counter which is larger than an atomic read.	
Possible Values:	0x0	Nothing
	0x1	Latch the quad decoder counter into DecoderCntrLatched_SW register.

DecoderCntrLatch_Src (4:0)		
RW	This field is used to select which of the input signal is used to latch the current quad decoder counter into register DecoderCntrLatched.	
Value at Reset:	0x0	
Possible Values:	0x0 - 0x3	Input Line
	0x4 - 0x6	Internal input line
	0x7 - 0xE	Timer Output

DecoderCntrLatch_En		
RW	This field register is used to enable the copy the actual quad decoder counter into the DecoderCntrLatched register when an input transitioned. This is used to compensate for the size of the actual decoder counter which is larger than an atomic read.	
Value at Reset:	0x0	
Possible Values:	0x0	Nothing
	0x1	Enable the Quad decoder counter latch from Inputs and Timers

DecoderCntrLatch_Act (1:0)		
RW	Specify which edge of the input signal is used to copy the current quad decoder counter into a register.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	None (edge detection disable)

DecoderCntrLatched_SW

Address: section "Quadrature" base address + 0x0034

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

DecoderCntr (31:0)		
RO	This is the Quad decoder counter latched with the SW snapshot.	
Possible Values:	Any Value	

DecoderCntrLatched

Address: section "Quadrature" base address + 0x0038

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

DecoderCntr (31:0)		
RO	This is the Quad decoder counter latched with the Input or Timer source.	
Possible Values:	Any Value	

Section: TickTable (0 : 0)

Address Range: [0x0380 - 0x03FC]

Section repeated 1 times. TickTable(i) base address located @ 0x0380 + (i * 0x80)

CAPABILITIES_TICKTBL

Address: section "TickTable" base address + 0x0000

Description:

This register identifies the capabilities of the Tick table interface of this feature section.

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

TICKTABLE_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x61 is a ticktable as defined in the following registers.
Value at Reset:	0x61

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature. Revision 1 is used to notify the software that the structure of the following register has changed
Value at Reset:	0x1

NB_ELEMENTS (4:0)		
STATIC	This field is used to present the number of elements in the tick table, represented in power of 2. For example, a value of 8 is for 256 element in the table, a value of 13 is for 8192 elements in the table,	
Value at Reset:	0xd	
Possible Values:	0x4 - 0x1F	

INTNUM (4:0)	
RO	This is the bit number in the global interrupt status where interrupt from this feature is forwarded. Periodic interrupt is automatically generated at every half table crossing whenever the EnableHalftableInt is turned on.

CAPABILITIES_EXT1

Address: section "TickTable" base address + 0x0004

Description:

This is the extension of the capabilites register. Its bit mapping content is Feature_rev specific.

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

NB_LATCH (3:0)	
STATIC	This is the number of latch. This counter is1 based. A value of 1 indicates 1 latch and the value of 0x0Ch indicates 12 latches
Value at Reset:	0x2

TABLE_WIDTH (7:0)	
STATIC	This is the width of the tick table, as seen by software. This counter is 1 based.
Value at Reset:	0x4

TickTableClockPeriod

Address: section "TickTable" base address + 0x0008

Description:

This is the period of the internal clock used by the timer.

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

Period_ns (7:0)	
RO	Period in ns of the system reference clock for generate the clock used by the Ticktable (see register IntClock_sel). In GPm Ref, clock is LPC clock at T=30ns (33.333Mhz). In GPm-Atom, Ref clock is LPC clock at T=40ns (25.000Mhz). In Ares and Spider PCIe, Ref clock is PCIe clock at T=16ns (62.500Mhz).

TickConfig

Address: section "TickTable" base address + 0x000C

31	30	29	28	27	26	25	24
Reserved			ClearTickTable	Reserved			
23	22	21	20	19	18	17	16
ClearMask(7:0)							
15	14	13	12	11	10	9	8
Reserved				TickClock(3:0)			
7	6	5	4	3	2	1	0
IntClock_sel(1:0)		TickClockActivation(1:0)		EnableHalftableInt	IntClock_en	LatchCurrentStamp	ResetTimestamp

ClearTickTable	Clear command in Tick Table
WO/AutoClr	This field is used to clear the command contents of the ticktable without reset all the core. The commands bits in the ticktable to clear are configured in field ClearMask. The operation will take around XXXX us.

ClearMask (7:0)	Clear command Mask
RW	This field is used to mask bits in the ticktable when a ClearTickTable command is sent. When the associated mask bit is set to '1' the bit command will not be clear to 0 (Do not change output)
Value at Reset:	0x0

TickClock (3:0)		
RW	This field is used to select the clock source. When select Internal clock as source, select corresponding activation register to rising edge (0x0).	
Value at Reset:	0x0	
Possible Values:	0x0	Internal clock source
	0x1 - 0x4	Input Line
	0x5	QuadratureDecoder Output

IntClock_sel (1:0)		
RW	This register selects the Clock Int frequency used in the logic. IntClock_sel = 0x0 : T=Period_ns * 8192 IntClock_sel = 0x1 : T=Period_ns * 2048 IntClock_sel = 0x2 : T=Period_ns * 1024 IntClock_sel = 0x3 : T=Period_ns * 256	
Value at Reset:	0x1	
Possible Values:	0x0	T=Period_ns * 8192 : Clock Int is 4.069 Khz(GPm), 3.05175 Khz(GPm-Atom), 7.629 Khz(Spider_PCIe)
	0x1	T=Period_ns * 2048 : Clock Int is 16.276 Khz(GPm), 12.207 Khz(GPm-Atom), 30.518Khz(Spider_PCIe) (Default)
	0x2	T=Period_ns * 1024 : Clock Int is 32.552 Khz(GPm), 24.414 Khz(GPm-Atom), 61.035Khz(Spider_PCIe)
	0x3	T=Period_ns * 256 : Clock Int is 130.208 Khz(GPm), 97.656 Khz(GPm-Atom), 244.141Khz(Spider_PCIe)

TickClockActivation (1:0)		
RW	Specify which edge of the input signal is used to clock the current timestamp.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	None (edge detection disable)

EnableHalftableInt		
RW	This bit turns on the interuppt mechanism to trigger the refill of the tick table from the software backup list. An interrupt is generated when the first half or the second half of the tick table just completed execution. Upon receipt of this interrupt, the software can latch and read the current timestamp to determine if it can rewrite the first or second half of the ticktable.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt are generated
	0x1	An interrupt is generated whenever an half of the table has been executed(first half and second half).

IntClock_en		
RW	Internal Clock enable	
Value at Reset:	0x0	
Possible Values:	0x0	Internal clock disabled
	0x1	Internal clock enabled

LatchCurrentStamp		
WO/AutoClr	This bit is used to copy the actual timestamp into the CurrentStampLatched register. This is used to compensate for the size of the actual timestamp which is larger than an atomic read.	
Possible Values:	0x0	Nothing
	0x1	Latch current stamp to register

ResetTimestamp		
WO/AutoClr	This field is used to reset the CurrentStamp register. It will also erase the full content of the associated ticktable. The operation will take around 250us.	
Possible Values:	0x0	Nothing
	0x1	Reset ticktable and counters

CurrentStampLatched

Address: section "TickTable" base address + 0x0010

Description:
This is the value of the current timestamp. Software must write '1' in the LatchCurrentStamp field in the control register to copy the actual timestamp into this register because the actual timestamp is to large too be read in an atomic access.

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

CurrentStamp (31:0)		
RO	This number is the current "time" stamp for the table when LatchCurrentStamp register was set. When the table is clocked from external source, the time is measured in number of external ticks. The LSB of this timestamp is the index used in the table. The NB_ELEMENTS field of the capabilities register can be used to determine the number of LSB used as an index in the table. The other MSB can be used as a lap counter. This value can be reset through register ResetTimestamp.	
Possible Values:	0x0 - 0xFFFFFFFF	Any 32 bits value

WriteTime

Address: section "TickTable" base address + 0x0014

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

WriteTime (31:0)		
RW	This is the time where the next command will be written. The LSBs are used to select where in the tick table the command is written. The whole write time is also compare with the actual current timestamp to determine if the requested write time is in the future or in the past. If the requested command time is in the past, the command write is discarded. The hardware automatically handles the wraparound by substracting the current time from the write time; if the result is positive, the command is in the future. Note that if a command is written where the WriteTime is exactly equal to the current timestamp, it is considered to be in the past.	
Value at Reset:	0x0	
Possible Values:	0x0 - 0xFFFFFFFF	Any 32 bits value

WriteCommand

Address: section "TickTable" base address + 0x0018

31	30	29	28	27	26	25	24
Reserved							
23	22	21	20	19	18	17	16
Reserved							
15	14	13	12	11	10	9	8
Reserved		WriteDone	WriteStatus	Reserved		ExecuteFutureWrite	ExecuteImmWrite
7	6	5	4	3	2	1	0
Reserved	BitCmd(1:0)		Reserved			BitNum(1:0)	

WriteDone		
RO	This bit field informs the driver that the previous cmd has been executed and the WriteStatus field is updated. This bit is reset when the command is received.	
Possible Values:	0x0	Last Cmd running
	0x1	Last Cmd executed

WriteStatus		
RO	This updated upon a write to the ExecuteFutureWrite bit. It is undefined before that.	
Possible Values:	0x0	Last ExecuteFutureWrite resulted in failure
	0x1	Last ExecuteFutureWrite resulted in success

ExecuteFutureWrite		
WO/AutoClr	This triggers the write in the table. This will store the BitCmd in the associate BitNum if the WriteTime is in the future. Write status is reflected in the WriteStatus field.	
Possible Values:	0x0	Nothing
	0x1	Future write snapshot

ExecuteImmWrite		
WO/AutoClr	This triggers the write in the table. This will store the BitCmd in the associate BitNum in the next entry in the tick table to be executed, thereby ignoring the WriteTime field. This always succeeds	
Possible Values:	0x0	Nothing
	0x1	Imminent write snapshot

BitCmd (1:0)		
RW	This is the bit command to insert in the table to affect the virtual output of the tick table. The Rise-then-fall will generate a very short pulse and is intended to trigger another submodule internal to the Spider.	
Value at Reset:	0x0	
Possible Values:	0x0	Do not change output
	0x1	Rise output
	0x2	Fall output
	0x3	Rise-then-fall output.

BitNum (1:0)		
RW	This is the bit number affected by this write command.	
Value at Reset:	0x0	
Possible Values:	0x0 - 0x3	Bit number affected by the command

LatchIntStat

Address: section "TickTable" base address + 0x001C

Description:

This register holds the status of the interrupts of the latches. There are as many bits are there are latches.

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

LatchIntStat (1:0)		
RW2C	This bit indicates that the InputStamp condition has occured and an updated value (which could be the same as the previous one) is available in corresponding InputStampLatched register.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt condition
	0x1	Interrupt condition occured

InputStamp (1:0)

Address: section "TickTable" base address + 0x0020 + (index * 0x4)

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

InputStampSource (3:0)		
RW	This field is used to select which of the input signal is used to latch the current ticktable timestamp into a register. Note that software must write LatchInputStamp field to make this register indirectly readable through InputStampLatched register.	
Value at Reset:	0x0	
Possible Values:	0x0 - 0x3	Input Line
	0x4 - 0x6	Internal input line
	0x7 - 0xE	Timer Output

LatchInputIntEnable		
RW	This field register is used to enable the interrupt generation when a latch event occurs. When the latch condition occurs, as determined by the InputStampSource, InputStampActivation and LatchInputStamp_en, an interrupt will be generated if it is enabled by this register.	
Value at Reset:	0x0	
Possible Values:	0x0	Interrupt generation disabled
	0x1	Interrupt generation enabled

LatchInputStamp_En		
RW	This field register is used to enable the copy the actual timestamp into the InputStampLatched register when an input transitioned. This is also used to compensate for the size of the actual timestamp which is larger than an atomic read.	
Value at Reset:	0x0	
Possible Values:	0x0	Nothing
	0x1	Enable the Input stamp arm logic

InputStampActivation (1:0)		
RW	Specify which edge of the input signal is used to copy the current timestamp into a register.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	None (edge detection disable)

reserved_for_extra_latch (9:0)

Address: section "TickTable" base address + 0x0028 + (index * 0x4)

Description:
This register is used to take space for extra latches. This pushes the InputStampLatched register array at offset +0x50 from the feature ID.

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

reserved_for_extra_latch	
STATIC	
Value at Reset:	0x0

InputStampLatched (1:0)

Address: section "TickTable" base address + 0x0050 + (index * 0x4)

Description:
This is the value of the timestamp saved when an input transitioned. Software must write '1' in the LatchInputStamp field in the control register to copy the actual timestamp into this register because the actual timestamp is too large to be read in an atomic access.

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

InputStamp (31:0)		
RO	This number is the "time" stamp saved when an input transitioned(selected by register InputStampSource). When the table is clocked from external source, the time is measured in number of external ticks. This value can be reset through register ResetTimestamp.	
Possible Values:	0x0 - 0xFFFFFFFF	Any 32 bits value

Section: InputConditioning

Address Range: [0x0400 - 0x047C]

Description:
This section refers to every physical input line

CAPABILITIES_INCOND

Address: section "InputConditioning" base address + 0x0000

Description:
This register identifies the capabilities of the input conditionning of this feature.

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

INPUTCOND_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x62 is a the line input conditionning configuration as defined in the following registers.
Value at Reset:	0x62

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

NB_INPUTS (4:0)	
STATIC	This is the number of inputs controlled by this feature, which is also the number of register following this capabilities register.
Value at Reset:	0x4

Period_ns (7:0)		
RO	Period in ns of the internal clock reference by default. In the GPm, Ref clock is LPC clock at T=30ns (0x1e ns) In the GPm-Atom, Ref clock is LPC clock at T=40ns (0x28 ns) In Spider PCIe and Ares, Ref clock is PCIe clock at T=16ns (62.500Mhz).	
Possible Values:	Any Value	Any 8 bits value

InputConditioning (3:0)

Address: section "InputConditioning" base address + 0x0004 + (index * 0x4)

Description:

Every bit in this register is used to invert signal polarity.

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

DebounceHoldOff (23:0)		
RW	This is the minimal time from a valid input signal edge to the next edge. After a valid edge is detected, any other edge is considered noise and is suppressed until the time period defined by this field is elapsed. The reference clock for this feature is the system clock. For GPm IvB: the clock used is T=30ns, f=33.3333Mhz, it gives 0.5ms of maximal debounce hold off. For GPm ByT: the clock used is T=40ns, f=25.0000Mhz, it gives 0.6ms of maximal debounce hold off. For Spider PCIe (Indio): the clock used is T=16ns, f=62.500Mhz, it gives 0.26ms of maximal debounce hold off. For GTR PCB rev 00: the clock used is T= 16ns. For GTR PCB rev 01: the clock used is T= 40 ns.	
Value at Reset:	0x0	
Possible Values:	0x0 - 0xFFFFFF	Any 24 bits value

InputFiltering		
RW	Input pulse shorter	
Value at Reset:	0x0	
Possible Values:	0x0	Filtering OFF
	0x1	500 ns +/- 10% filtering enabled

InputPol		
RW	This register set the input polarity. When set to '0' the polarity on the pin of the fpga is not inverted to the core.	
Value at Reset:	0x0	
Possible Values:	0x0	Not invert polarity
	0x1	Invert polarity

Section: OutputConditioning

Address Range: [0x0480 - 0x04FC]

Description:
This section is associated with every output

CAPABILITIES_OUTCOND

Address: section "OutputConditioning" base address + 0x0000

Description:
This register identifies the capabilities of the output conditionning module of this feature.

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

OUTPUTCOND_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x63 is a line input conditionning configuration as defined in the following registers.
Value at Reset:	0x63

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

NB_OUTPUTS (4:0)	
STATIC	This is the number of outputs controlled by this feature, which is also the number of register following this capabilities register.
Value at Reset:	0x4

OutputCond (3:0)

Address: section "OutputConditioning" base address + 0x0004 + (index * 0x4)

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

OutputVal	Output Value
RO	This is logical value on the FPGA USEROUT pin, after the output filter

OutputPol		
RW	This register set the output polarity. When set to '0' the polarity on the output pin of the fpga is the same as in the core.	
Value at Reset:	0x0	
Possible Values:	0x0	Do not change polarity
	0x1	Polarity inverted

Outsel (5:0)		
RW	Selects what is output	
Value at Reset:	0x0	
Possible Values:	0x0	Static output programmed in IO module
	0x1 - 0x4	Tick Table
	0x5	QuadratureDecoder
	0x6 - 0xD	Timer Output
	0xE - 0x10	Internal inputs

Reserved

Address: section "OutputConditioning" base address + 0x0014

Description:
Reserved space for future use

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

Reserved (7:0)		
STATIC	Reserved for future use	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt detected
	0x1	Interrupt event occured

Output_Debounce

Address: section "OutputConditioning" base address + 0x002C

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

Output_HoldOFF_reg_EN	
RW	To limit the output rate of the UserOutputs, the Output Debounce logic is always enable and limited by HW fpga to 61Khz. In case we want to modify this output toggle rate in the near future, to increase the toggle rate of the outputs, the driver can set this register (Output_HoldOFF_reg_EN) to '1' and program the register Output_HoldOFF_reg_CNTR to the desired value.
Value at Reset:	0x0

Output_HoldOFF_reg_CNTR (9:0)	
RW	This is the minimal time from a valid output signal edge to the next edge. After a valid edge is detected, any other edge is suppressed until the time period defined by this field is elapsed. At the end of this time, the level of the output is compared with the internal signal, and if it's differs, the output is updated with the new value and the timer is restarted. If they are equal, the logic will wait for an edge of the internal signal. For limit the output rate follow this simple formula : Output_HoldOFF_reg_CNTR= 1/(2*F_lim*T) For GPm: The clock used is f=33.3333Mhz, T=30ns. For GPm Atom: The clock used is f=25.0000Mhz, T=40ns. For a limit of F_lim=61Khz on the outputs : For the GPM the value of the register is : 273 dec For the GPM Atom the value of the register is : 205 dec
Value at Reset:	0x1ff

Section: InternalInput

Address Range: [0x0500 - 0x057C]

Description:
This section is to configure some of the inputs of the FPGA that are kept internal in the product but external to the FPGA because of partitionning of the logic into many FPGA for hardware design. The first use of this feature is to define the following internal input from the Athena grab FPGA:

acq_exposure connecte sur internal_input(0)
acq_strobe connecte sur internal_input(1)
acq_trigger_ready connecte sur internal_input(2)

CAPABILITIES_INT_INP

Address: section "InternalInput" base address + 0x0000

Description:
This register identifies the capabilities of the internal output module of this feature.

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

INT_INPUT_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x66 is an internal input as defined in the following registers.
Value at Reset:	0x66

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

NB_INPUTS (4:0)	
STATIC	This is the number of internal inputs. This number is solely here to allow software to generate the enumeration values of the various MUX used in the product.
Value at Reset:	0x3

Section: InternalOutput

Address Range: [0x0580 - 0x05FC]

Description:
This section is to configure some of the outputs of the FPGA that are kept internal in the product but external to the FPGA because of partitionning of the logic into many FPGA for hardware design. The first use of this feature is to connect the trigger source to the trigger signal sent to the acquisition FPGA inside the Iris GTR.

CAPABILITIES_INTOUT

Address: section "InternalOutput" base address + 0x0000

Description:
This register identifies the capabilities of the internal output module of this feature.

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

INT_OUTPUT_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x65 is the line input conditionning configuration as defined in the following registers.
Value at Reset:	0x65

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

NB_OUTPUTS (4:0)	
STATIC	This is the number of outputs controlled by this feature, which is also the number of register following this capabilities register.
Value at Reset:	0x1

OutputCond (0:0)

Address: section "InternalOutput" base address + 0x0004

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

OutputVal	Output Value
RO	This is logical value on the FPGA USEROUT pin, after the output filter This register is for test purposes only and should not be used by the driver.

Outsel (5:0)		
RW	Selects what is output	
Value at Reset:	0x0	
Possible Values:	0x0 - 0x3	Tick Table
	0x4	QuadratureDecoder
	0x5 - 0xC	Timer Output
	0xD - 0x10	Line Input
	0x11	Microblaze internal output

Section: Timer (7 : 0)

Address Range: [0x0600 - 0x067C]

Section repeated 8 times. Timer(i) base address located @ 0x0600 + (i * 0x80)

CAPABILITIES_TIMER

Address: section "Timer" base address + 0x0000

Description:

This register identifies the capabilities of the timer interfaces to this feature section

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

TIMER_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x60 is a timer as defined in the following registers.
Value at Reset:	0x60

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

INTNUM (4:0)	
RO	This is the bit number in the global interrupt status where interrupt from this feature is forwarded. Periodic interrupt is automatically generated at every half table crossing whenever the EnableHalftableInt is turned on.

TimerClockPeriod

Address: section "Timer" base address + 0x0004

Description:

This is the period of the internal clock used by the timer.

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

Period_ns (15:0)		
RO	Period in ns of the internal clock reference by default. In the GPm, Ref clock is LPC clock at T=30ns. Timer clock is 30x8=240ns (0xf0 ns). In the GPm-Atom, Ref clock is LPC clock at T=40ns. Timer clock is 40x8=320ns (0x140 ns). In Spider PCIe and Ares, Ref clock is PCIe clock at T=16ns. Timer clock is 16x8=128ns (0x80 ns).	
Possible Values:	0x1 - 0xFFFF	Any 16 bits value

TimerTriggerArm

Address: section "Timer" base address + 0x0008

Description:

Describes what start the timer.

31	30	29	28	27	26	25	24
Soft_TimerArm	Reserved				TimerTriggerOverlap(1:0)		TimerArmEnable
23	22	21	20	19	18	17	16
TimerArmSource(4:0)					TimerArmActivation(2:0)		
15	14	13	12	11	10	9	8
Soft_TimerTrigger	TimerMesurement	Reserved	TimerTriggerLogicESel(1:0)		TimerTriggerLogicDSel(1:0)		TimerTriggerSource(5)
7	6	5	4	3	2	1	0
TimerTriggerSource(4:0)					TimerTriggerActivation(2:0)		

Soft_TimerArm		
WO/AutoClr	This bit is used to generate a software trigger when the TimerTriggerSource is set to Software. It has no effect othewise.	
Possible Values:	0x0	Nothing
	0x1	Sofware Timer Arm

TimerTriggerOverlap (1:0)		
RW	This register configs the behabiour of the triggers received when the timer is active(delay or active phases). This feature applies when : 1) TimerArmEnable = '0' (ARM bypass) 2) TimerTriggerSource != '0' (continuous) -M_OFF: No trigger overlap allowed during the Timer Active period (M_DEFAULT). -M_LATCH: latch any trigger received during the Timer Active period. -M_RESET: Reset the Timer and restart counting if a trigger is received during the Active period	
Value at Reset:	0x0	
Possible Values:	0x0	M_OFF
	0x1	M_LATCH
	0x2	M_RESET
	0x3	Reserved

TimerArmEnable		
RW	This rregister is the Timer Arm Enable. When set to '1' the timer will wait for an ARM event as defined in register TimerArmSource. When set to 0 the timer will not wait for an ARM event.	
Value at Reset:	0x0	
Possible Values:	0x0	The timer will not wait for a ARM event
	0x1	The timer will wait for a ARM event

TimerArmSource (4:0)		
RW	This is the Timer Arm Source selector. When set to off, the timer doesn't wait for a trigger. When select Software as source, select corresponding activation register to rising edge (0x0).	
Value at Reset:	0x0	
Possible Values:	0x0	Software
	0x1 - 0x4	Input Line
	0x5 - 0x7	Internal Line
	0x8 - 0xF	Timer Output

TimerArmActivation (2:0)		
RW	What behavior of the timer arm signal.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	LevelLow
	0x4	LevelHigh
	0x5	None (edge detection disable)

Soft_TimerTrigger		
WO/AutoClr	This bit is used to generate a software trigger when the TimerTriggerSource is set to Software. It has no effect othewise.	
Possible Values:	0x0	Nothing
	0x1	Software Timer trigger

TimerMesurement		
RW	Set this field to '1' to use the timer as a pulse width meter. When use the timer as a pulse width meter (or pulse measurement), program the TimerTriggerSource register to the input of the pulse that will be measured. Set the TimerTriggerActivation register to the level we want to measure (low or hi). Set registers TimerClockSource and TimerClockActivation to select the clock used by the counter. To exit from the pulse measurement state, set this register to 0 (back to the WaitOnArm state), or disable the timer (back to TimerDisabled state). When exit the pulse measurement state , the internal counter will be reseted. When the timer is in pulse measurement mode, the output of the timer will be '0'. When the timer is in pulse measurement mode, no need to program registers: DelayClockActivation, DelayClockSource, TimerDelayValue and TimerDuration The maximum pulse width that can be measured with internal default clock(with single edge detection clock activation, rising or falling) is 2**32 x 240ns = 17.17986 minutes	
Value at Reset:	0x0	
Possible Values:	0x0	Set the timer in pulse generation mode
	0x1	Set the timer in pulse measurement mode

TimerTriggerLogicESel (1:0)		
RW	Logic FlipFlop Enable input Selection	
Value at Reset:	0x0	
Possible Values:	0x0	Logic 1
	0x1	Arm Activation signal
	0x2	Trigger Activation signal AND Arm Activation signal
	0x3	Trigger Activation signal OR Arm Activation signal

TimerTriggerLogicDSel (1:0)		
RW	Logic FlipFlop D input Selection	
Value at Reset:	0x0	
Possible Values:	0x0	Trigger Activation signal
	0x1	Trigger Activation signal AND Arm Activation signal
	0x2	Trigger Activation signal OR Arm Activation signal
	0x3	Trigger Activation signal XOR Arm Activation signal

TimerTriggerSource (5:0)		
RW	This is the Timer trigger Source selector . When the source is set to continuous, the state machine will wait for an ARM(if enabled) and then it will not wait for a trigger. After the fist cycle is accomplish, the timer will bypass the wait on arm and wait on trigger states. IDLE->ARM->TRIG->DELAY->ACTIVE -> DELAY ->ACTIVE -> DELAY ->ACTIVE... When the source is set to other than continuous mode, the state machine will always return to the wait for arm state(single event). When select Software or QuadratureDecoder X Output as source, select corresponding activation register to rising edge (0x0).	
Value at Reset:	0x0	
Possible Values:	0x0	Continuous mode (Delaying->Active->Delaying...)
	0x1	Software
	0x2 - 0x5	Input Line
	0x6 - 0x8	Internal input
	0x9 - 0xC	Tick Table Output
	0xD	QuadratureDecoder Output
	0xE - 0x15	Timer Output

TimerTriggerActivation (2:0)		
RW	What behavior of the timer trigger signal.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	LevelLow
	0x4	LevelHigh
	0x5	None (edge detection disable)

TimerClockSource

Address: section "Timer" base address + 0x000C

Description:
This is the signal used to clock the timer.

31	30	29	28	27	26	25	24
Reserved							
23	22	21	20	19	18	17	16
Reserved						IntClock_sel(1:0)	
15	14	13	12	11	10	9	8
Reserved		DelayClockActivation(1:0)		DelayClockSource(3:0)			
7	6	5	4	3	2	1	0
Reserved		TimerClockActivation(1:0)		TimerClockSource(3:0)			

IntClock_sel (1:0)		
RW	This register selects the Clock Int frequency used in the logic. Default GPm: Tclk =8*30ns = 240 ns, 4.166666 mhz Default GPm-Atom: Tclk =8*40ns = 320 ns, 3.125 mhz Default Spider PCIe: Tclk=8*16ns=128 ns, 7.8125 Mhz If the TimerClockActivation is set to AnyEdge, then the frequency doubles, since the logic is clocked DDR. The default frequency is then 8.333333 mhz for GPm and 6.250mhz for the GPm-Atom.	
Value at Reset:	0x1	
Possible Values:	0x0	Clock Int twice the nominal frequency
	0x1	Clock Int is nominal clock period as defined by TimerClockPeriod register
	0x2	Clock Int is half the nominal frequency
	0x3	Clock Int is quater of the nominal frequency

DelayClockActivation (1:0)		
RW	What behavior of the delay clock activation signal.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	None (edge detection disable)

DelayClockSource (3:0)		
RW	This is the clock source for the delay phase of the timer. When select Internal reference clock or QuadratureDecoder X Output as source, select corresponding activation register to rising edge (0x0).	
Value at Reset:	0x0	
Possible Values:	0x0	Internal reference clock as defined by Period_ns field
	0x1 - 0x4	Input Line
	0x5	QuadratureDecoder Outputs

TimerClockActivation (1:0)		
RW	What behavior of the timer clock activation signal.	
Value at Reset:	0x0	
Possible Values:	0x0	RisingEdge
	0x1	FallingEdge
	0x2	AnyEdge
	0x3	None (edge detection disable)

TimerClockSource (3:0)		
RW	This is the clock source for the main (active) phase of the timer. When select Internal reference clock or QuadratureDecoder X Output as source, select corresponding activation register to rising edge (0x0).	
Value at Reset:	0x0	
Possible Values:	0x0	Internal reference clock as defined by Period_ns field
	0x1 - 0x4	Input Line
	0x5	QuadratureDecoder Outputs

TimerDelayValue

Address: section "Timer" base address + 0x0010

Description:
length of time the trigger will be delayed before it activates the timer.

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

TimerDelayValue (31:0)		
RW	This is the number of delay clock that a timer is delayed before it start counting in active phase.	
Value at Reset:	0x0	
Possible Values:	0x0 - 0xFFFFFFFF	Any 32 bits value

TimerDuration

Address: section "Timer" base address + 0x0014

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

TimerDuration (31:0)		
RW	This is the number of clock that a timer counts in active phase.	
Value at Reset:	0x1	
Possible Values:	0x0 - 0xFFFFFFFF	Any 32 bits value

TimerLatchedValue

Address: section "Timer" base address + 0x0018

Description:
This is the current timer value latched when the TimerLatchValue bit is asserted.

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

TimerLatchedValue (31:0)		
RO	This is the Timer Latched value	
Possible Values:	0x0 - 0xFFFFFFFF	Any 32 bits value

TimerStatus

Address: section "Timer" base address + 0x001C

31	30	29	28	27	26	25	24
TimerStatus(2:0)			TimerStatus_Latched(2:0)			Reserved	
23	22	21	20	19	18	17	16
Reserved						TimerEndIntmaskn	TimerStartIntmaskn
15	14	13	12	11	10	9	8
Reserved					TimerLatchAndReset	TimerLatchValue	TimerCntrReset
7	6	5	4	3	2	1	0
Reserved						TimerInversion	TimerEnable

TimerStatus (2:0)		
RO	Returns the current state of the timer	
Possible Values:	0x0	TimerDisabled
	0x1	WaitOnArm
	0x2	WaitOnTrigger
	0x3	Delaying, output of the is '0'
	0x4	Active, output of the timer is '1'
	0x5	Measure, output of the is '0'

TimerStatus_Latched (2:0)		
RO	Returns the state of the timer at the time the register TimerLatchValue was set. This field may be used with TimerLatchedValue register to allow the driverto know the state of the timer and the value of timer counter.	
Possible Values:	0x0	TimerDisabled
	0x1	WaitOnArm
	0x2	WaitOnTrigger
	0x3	Delaying, output of the is '0'
	0x4	Active, output of the timer is '1'
	0x5	Measure, output of the is '0'

TimerEndIntmaskn		
RW	Timer End Interrupt IRQ MASK not. When set to 0, the timer IRQ will be not generated.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt will be generated for the corresponding End Timer.
	0x1	Interrupt will be generated for the corresponding End Timer.

TimerStartIntmaskn		
RW	Timer Start Interrupt IRQ MASK not. When set to 0, the timer IRQ will be not generated.	
Value at Reset:	0x0	
Possible Values:	0x0	No interrupt will be generated for the corresponding Timer.
	0x1	Interrupt will be generated for the correspondingTimer.

TimerLatchAndReset		
RW	When the user enable this field, the internal timer counter will be reseted to '0' when the TimerLatchValue register is toggle or at the end of one pulse mesuement.	
Value at Reset:	0x0	
Possible Values:	0x0	Don't reset the internal counter after latching the current value
	0x1	Reset the internal counter after latching the current value

TimerLatchValue		
WO/AutoClr	Writing 1 in this field will copy the current timer Value into the TimerLatchedValue register. It also copy the current state of the Timer to the field TimerStatus_Latched. This mechanism must be used because the software cannot read the current timer value in a single clock.	
Possible Values:	0x0	Nothing
	0x1	Timer latched value register snapshot

TimerCntrReset		
WO/AutoClr	This is the Timer Counter Reset . When set to '1', the counter in the timer logic will be reset to '0'. The state machine will remain at the current state. This reset is generally used when the timer is set to work as a counter of events.	
Possible Values:	0x0	Nothing
	0x1	Timer Counter Reset

TimerInversion		
RW	Output of the timer can be inverted through this bit.	
Value at Reset:	0x0	
Possible Values:	0x0	Output is '1' in the Active state, '0' otherwise
	0x1	Outout is '0' in the Active state, '1' otherwise

TimerEnable		
RW	This register is the Timer Enable. When set to 0, the counter is reset to 0, the state machine is set in TimerDisable State(IDLE), and the output signal of the timer is set to 0.	
Value at Reset:	0x0	
Possible Values:	0x0	Timer is disabled, it's output is in '0' state
	0x1	Timer is enabled and cycles in arm, trigger, delay and active state

Section: Microblaze

Address Range: [0x0A00 - 0x0A7C]

Description:
This section is associated with Microblaze subsystem

CAPABILITIES_MICRO

Address: section "Microblaze" base address + 0x0000

Description:
This register identifies the capabilities of Profinet Acceleration Microblaze (AKA Profiblaze).

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

MICRO_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x70 is a the Microblaze interface as defined in the following registers.
Value at Reset:	0x70

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

Intnum (4:0)	
STATIC	This is the bit number in the interrupt field when the interrupts from this Microblaze are forwarded.
Value at Reset:	0x6

ProdCons (1:0)

Address: section "Microblaze" base address + 0x0004 + (index * 0x4)

Description:

Parameters for the Producer-Consumer exchange area

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

MemorySize (4:0)	
STATIC	This is the power of 2 of the size of dual port memory area, defined in bytes. For example, a value of 12 in this field means that there are 2^12 bytes = 4096 bytes for the dual port area. Each regions, assuming the configuration channel is bi-directionnal, will then be 2048 bytes long. The dual-port memory is aligned on its size and placed after the registers. This also means that the actual dual port memory is located 4096 bytes after the value of Offset register.
Value at Reset:	0xc

Offset (19:0)	
RO	Offset from Spider memory space where the producer-consumer area is located. This is the offset of the first pointer registers. The address of the dual-port memory must be deducted from this offset and the size of the memory. Note that the layout of the producer-consumer register area is defined for the current FEATURE_REV revision. Future implementation with different Pointers size (16 bits for example) would use a different FEATURE_REV.

Section: AnalogOutput

Address Range: [0x0A80 - 0x0AFC]

Description:
This section is associated with the analog outputs of the design. The FPGA does not have analog output per se, but the external circuitly converts the FPGA output, a PWM signal, into an analog value.

CAPABILITIES_ANA_OUT

Address: section "AnalogOutput" base address + 0x0000

Description:
This register identifies the capabilities of the analog output module of this feature.

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

ANA_OUT_ID (7:0)	
STATIC	Any feature with 8 MSB set to 0x67 is an analog output as defined in the following registers.
Value at Reset:	0x67

FEATURE_REV (3:0)	
STATIC	Revision of the feature. This field must be used by software to detect if the current software support the register definition of this feature.
Value at Reset:	0x0

NB_OUTPUTS (3:0)	
STATIC	This is the number of outputs controlled by this feature, which is also the number of register following this capabilities register.
Value at Reset:	0x1

OutputValue

Address: section "AnalogOutput" base address + 0x0004

Description:

This is the output value

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

OutputVal (7:0)	
RW	This register is used to set the almost static output voltage. This is a pre-qualification estimate implementation. It is subject to change. The voltage on the analog output supply should be 13.6V. The count written in this register is the output voltage in 0.1V increment. If a value of 0 is written in the register, the output will be 0 V. If a value of 136 (or more) is written in this register, the ouput should be the full 13.6V.
Value at Reset:	0x0

Section: EOFM

Address Range: [0x0B00 - 0x0B00]

Description:
End Of Feature Marker

EOFM

Address: section "EOFM" base address + 0x0000

Description:
End Of Feature Marker

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

EOFM (7:0)	
STATIC	End Of Feature Marker
Value at Reset:	0x0

External: ProdCons (1:0)

Address Range: [0x2000 - 0x3FFC]
External repeated 2 times. ProdCons(i) base address located @ 0x2000 + (i * 0x2000)

Description:
Producer-Consumer exchange area.

Pointers

Address: external "ProdCons" base address + 0x0000

Description:
In this section, INPUT refers to data going from the Host to the Microblaze, Output is for data going from the Microblaze to the Host. Free_start and Free_end refer to the section of BRAM that do not contain valid data. It is free as seen from the producer of data.

Note that pointers are defined as 8 bit fields aligned on 8-bit boundaries to be atomically accessible from a LPC bus.

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

OUTPUT_FREE_END (7:0)	
RW	Pointer to the last data processed by the Host. Data up to this location (included) is available to the producer. This field is writable by the Host, read-only on the Microblaze side.
Value at Reset:	0xff

OUTPUT_FREE_START (7:0)	
RO	Pointer where the Microblaze writes data for the Host. The Host must read the data up to this location (not included). This field is writable by the Microblaze, read-only on host side.

INPUT_FREE_END (7:0)	
RO	Pointer to the last data processed by the Microblaze. Data up to this location (included) is available to the producer. This field is writable by the Microblaze, read-only on the Host side.

INPUT_FREE_START (7:0)	
RW	Pointer where the host writes data for the Microblaze. The Microblaze must read input data up to this location (not included). This field is writable by the Host, read-only on Microblaze side.
Value at Reset:	0x0

DPRAM (1023:0)

Address: external "ProdCons" base address + 0x1000 + (index * 0x4)

Description:
Dual port ram used to exchange information between the HOST through the LPC and the Processor through the AXI BUS

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

data (31:0)	
RW	Data content is defined by the software. This field is only present to suppress warnings in the generation toolchain.
Value at Reset:	N/A (Non-resettable flip-flops used)