

Debug Port Design Guide for Target Systems Based on Dual Intel® Pentium® II or Pentium III Processors (S.E.C. Cartridge)

An Application Note

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This design guide applies to target systems with the following processor characteristics. If your target system does not match the following chart, please contact American Arium for the appropriate design guide that matches your target system.

Processor Type	Number of Processors	Package Type
Pentium II Pentium III	2 Processor	Single Edge Contact (S.E.C.) Cartridge

Debug Port Ground Pins

Signal	Pin	Description	Suggested Termination
GND	2, 4, 6, 13, 15, 17, 19, 21, 23, 25, & 27	Signal grounds.	Connect to ground

Debug Port Output Signal Pins (Driven By Target)

Signal	Pin	Description	Suggested Termination
TDO	10	TAP Data Out (From last processor of scan chain to debug port)	150Ω to V _{CC}
PRDY0#	18	Processor PRDY signal. From 1 st processor in single/multiprocessor system.	See below Note 1
PRDY1#	22	Processor PRDY signal. From 2 nd processor in a multiprocessor system.	See below Note 1
PRDY2#	26	Processor PRDY signal. Not used. From 3 rd processor in a multiprocessor system.	1KΩ to V _{CC}
PRDY3#	30	Processor PRDY signal. Not used. From 4 th processor in a multiprocessor system.	1KΩ to V _{CC}
RESET#	1	Processor RESET signal. This allows the emulator to sense when the processor is being reset.	See below Note 2
V _{TT}	9	Target V _{TT} . The emulator uses V _{TT} to detect target power and establish the GTL+ threshold.	1KΩ to V _{TT}
BCLK	29	Private copy of BCLK. This allows the emulator to provide a TCK that is synchronous with BCLK.	

Debug Port Input Signal Pins (Driven By Emulator)

Signal	Pin	Description	Suggested Termination
TDI	8	TAP Data In (From debug port to TDI of first processor in scan chain)	150Ω to V _{CC}
TMS	7	TAP Mode Select	See below Note 3
TCK	5	TAP Clock. Of the debug port signals, this is the most critical signal.	See below Note 3
TRST#	12	TAP Reset	470Ω to ground
BSEN#	14	Boundary scan (TAP) enable. Emulator has access to TAP signals of CPU when low	See below Note 4
PREQ0#	16	Processor PREQ signal. To 1 st processor in a single/multiprocessor system.	See below Note 5
PREQ1#	20	Processor PREQ signal. To 2 nd processor in a multiprocessor system.	See below Note 5
PREQ2#	24	Processor PREQ signal. Not Used. To 3 rd processor in a multiprocessor system.	No Connection
PREQ3#	28	Processor PREQ signal. Not Used. To 4 th processor in a multiprocessor system.	No Connection
DBRESET#	3	Target reset. When driven low, the target should reset the system and CPU.	See below Note 6
DBINST#	11	Emulator installed. Debug cable grounds this signal, allowing target to detect the emulator.	See below Note 4

The resistor values given are in ohms and are typical values. Actual values are dependent on the target layout. Resistors should have a 1% or better tolerance.

The Joint Test Action Group (JTAG) bus for on-module testing is defined in "Test Access Port and Boundary-Scan Architecture, IEEE 1149.1-1990, 21 May 1990."

The Debug Port connection is achieved by way of a 30-pin connector specified as AMP 104068-3. See the following pin numbering diagram.

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

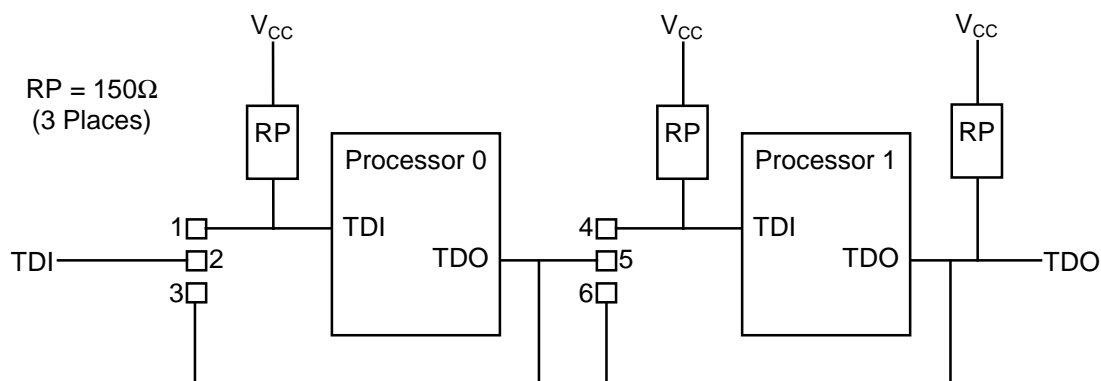
Top View Of Connector With Pin Numbering

Voltage Definitions

V _{CC}	Defined as the voltage level used to determine the processor CMOS logic high level (2.5V).
V _{TT}	Defined as the voltage level used to determine the processor GTL+ logic high level.

Note 0:

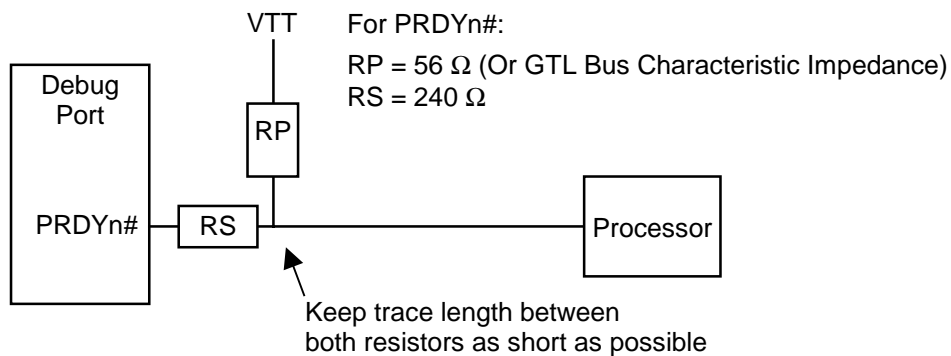
TDI and TDO on each processor should be pulled up to V_{CC} with a 150Ω resistor. If jumpers are used to configure the target system debug port to accommodate the processors present, care should be taken to insure that the pull-up resistors do not end up being paralleled by the jumpers in any valid configuration. The following jumper scheme will insure that this does not occur.



Processor Enabled	Jumper Settings
P0 Only	1-2 and 5-6
P1 Only	2-3 and 4-5
P0 and P1	1-2 and 4-5

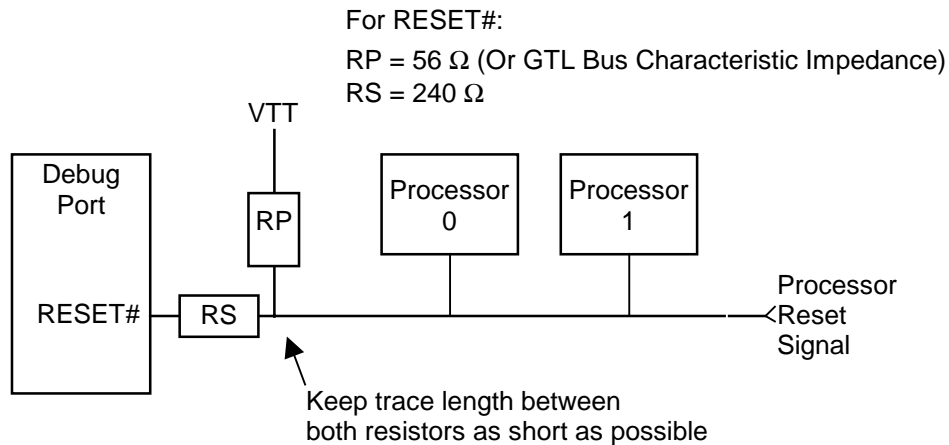
Note 1:

The PRDY0# and PRDY1# signals are GTL+ signals and should be end terminated to V_{TT} through a resistor equal to the characteristic impedance of the target's GTL bus. The signal supplied to the debug port should pass through a 240Ω series resistor located as close as possible to the pull-up resistor. Do not add any stubs off of these traces. End termination resistor values for GTL signals vary according to the effective trace impedance and V_{TT} power dissipation issues.



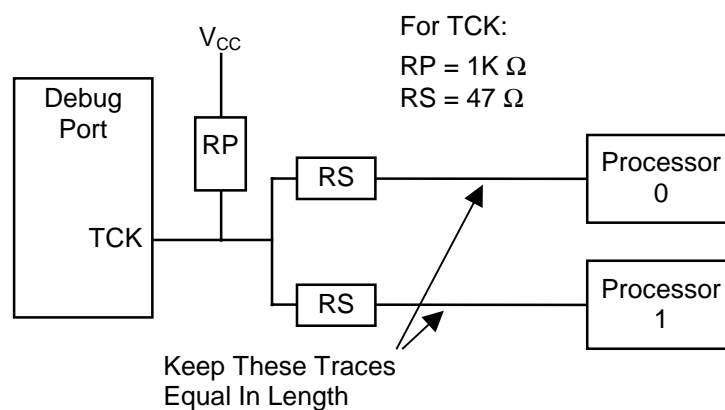
Note 2:

RESET# is a GTL+ signal and should be end terminated to V_{TT} through a resistor equal to the characteristic impedance of the target's GTL bus. The signal supplied to the debug port should pass through a 240 Ω series resistor located as close as possible to the nearest terminated end. Do not add any stubs off of this trace.



Note 3:

TCK is the most critical of the debug port signals. In the case of a single processor, TCK may be pulled up to V_{CC} through a 1K Ω resistor and then passed through a 47 Ω series resistor before being routed to each processor as shown in the following figure.



Note 4:

BSEN# and DBINST# are driven by open drain devices. If these signals are used by the target, they should each be pulled up to their own V_{OH} level (not to exceed 5.5V) through a resistor that will limit I_{OL} current to 48 mA. If these signals are not used by the target, they may be left open.

Note 5:

PREQ0# and PREQ1# should be pulled up to V_{CC} using a resistor in the range of 270 Ω to 1K Ω .

Note 6:

DBRESET# is driven by an open drain device. It should be pulled up to its V_{OH} level (not to exceed 5.5V) through a resistor that will limit I_{OL} current to 48 mA. Intel recommends 240 Ω .

DISCLAIMER:

In cases where the preceding guidelines differ from the current guidelines provided by Intel, the Intel guidelines will take precedence.

