SD Card Specification

Simplified Version of:

Part E1

Secure Digital Input/Output (SDIO) Card Specification

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SD Association

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Important additional information!

The reader is directed to the additional information available in section **Error! Reference source not found.**. This information will inform the reader of changes to the SDIO specification proposed for the next revision of this specification that should be considered in the design of any SDIO device.

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1. General Description

The SDIO (Secure Digital I/O) card is based on and compatible with the SD memory card. This compatibility includes mechanical, electrical, power, signaling and software. The intent of the SDIO card is to provide high-speed data I/O with low power consumption for mobile electronic devices. A primary goal is that an SDIO card inserted into a non-SDIO aware host will cause no physical damage or disruption of that device or it's software. In this case, the SDIO card should simply be ignored. Once inserted into an SDIO aware host, the detection of the card will be via the normal means described in the SD specification with some extensions. In this state, the SDIO card will be idle and draw a small amount of power (15 mA averaged over 1 second). During the normal initialization and interrogation of the card by the host, the card will identify itself as an SDIO device. The host software will then obtain the card information in a tuple (linked list) format and determine if that card's I/O function(s) are acceptable to activate. This decision will be based on such parameters as power requirements or the availability of appropriate software drivers. If the card is acceptable, it will be allowed to power up fully and start the I/O function(s) built into it.

1.1 SDIO features

- Targeted for portable and stationary applications
- Minimal or no modification to SD Physical bus is required
- Minimal change to memory driver software
- Extended physical form factor available for specialized applications
- Plug and play (PnP) support
- Multi-function support including multiple I/O and combined I/O and memory
- Up to 7 I/O functions plus one memory supported on one card.
- Allows card to interrupt host
- Initialization Voltage: 2.0 to 3.6V
- Operational Voltage range: 3.1 to 3.5V

1.2 Primary Reference Document

This spec is based on and refers extensively to the SDA document:

SD Memory Card Specifications
Part 1
PHYSICAL LAYER SPECIFICATION
September 2000
Version 1.01

The reader is directed to this document for more information on the basic operation of SD devices. In addition, other documents are referenced in this specification. A complete list can be found in section B.1.

2. SDIO Signaling Definition

2.1 SDIO Card Types

This specification defines two types of SDIO cards. The Full-Speed card supports SPI, 1-bit SD and the 4-bit SD transfer modes at the full clock range of 0-25MHz. The Full-Speed SDIO devices have a data transfer rate of over 100 Mb/second (10 MB/Sec). A second version of the SDIO card is the Low-Speed SDIO card. This card requires only the SPI and 1-bit SD transfer modes. 4-bit support is optional. In addition, Low-Speed SDIO cards shall support a full clock range of 0-400 KHz. The intended use of Low-Speed cards is to support low-speed IO devices with a minimum of hardware. The Low-Speed cards support such functions as modems, bar-code scanners, GPS receivers etc. If a card is a 'Combo card' (memory plus SDIO) then Full-Speed and 4-bit operation is mandatory for both the memory and SDIO portions of the card.

2.2 SDIO Card modes

There are 3 signaling modes defined for SD physical specification version 1.01 memory cards that also apply to SDIO Card:

2.2.1 SPI (Card mandatory support)

The SPI bus topology is defined in section 3.1.2 and the protocol is defined in sections 3.2.2 and 7 of the SD Memory Card Specifications, PHYSICAL LAYER SPECIFICATION, Part 1,September 2000 Version 1.01. In this mode pin 8, which is undefined for memory, is used as the interrupt pin. All other pins and signaling protocols are identical to the SD Memory specification.

2.2.2 1-bit SD data transfer mode (Card mandatory support)

This mode is identical to the 1 data bit (narrow) mode defined for SD Memory in section 3.2.1 of the SD Memory Card specification. In this mode, data is transferred on the DAT[0] pin only. In this mode pin 8, which is undefined for memory, is used as the interrupt pin. All other pins and signaling protocols are identical to the SD Memory specification.

2.2.3 4-bit SD data transfer mode (mandatory for High-Speed cards, optional for Low-Speed)

This mode is identical to the 4 data bit mode (wide) defined for SD Memory in section 3.2.1 of the SD Memory Card specification. In this mode, data is transferred on all 4 data pins (DAT[3:0]). In this mode the interrupt pin is not available for exclusive use as it is utilized as a data transfer line. Thus, if the interrupt function is required, a special timing is required to provide interrupts. See section 7.1.2 for details of this operation. The 4-bit SD mode provides the highest data transfer possible, up to 100 Mb/sec.

2.3 SDIO Host Modes

If a SDIO aware host supports the SD transfer mode, it is recommended that both the 1-bit and 4-bit modes be supported. While a SDIO host that supports *only* the 4-bit transfer mode is possible, it's performance with a Low-Speed SDIO card would be reduced. This is because the only means to transfer data to and from a Low-Speed card would be the single byte per command transfer (using the IO_RW_DIRECT command (CMD52) see 5.1).

2.4 Signal Pins

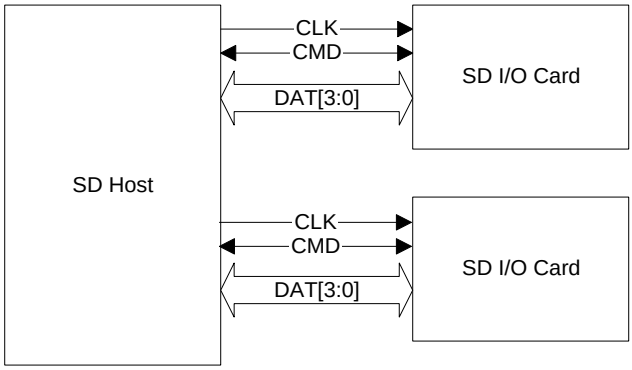


Figure 1 Signal connection to two 4-bit SDIO cards

Pin	SD 4-bit mode		SD 1-bit mode		SPI mode	
1	CD/DAT[3]	Data line 3	N/C	Not Used	CS	Card Select
2	CMD	Command line	CMD	Command line	DI	Data input
3	VSS1	Ground	VSS1	Ground	VSS1	Ground
4	VDD	Supply voltage	VDD	Supply voltage	VDD	Supply voltage
5	CLK	Clock	CLK	Clock	SCLK	Clock
6	VSS2	Ground	VSS2	Ground	VSS2	Ground
7	DAT[0]	Data line 0	DATA	Data line	DO	Data output
8	DAT[1]	Data line 1 or Interrupt (optional)	IRQ	Interrupt	IRQ	Interrupt
9	DAT[2]	Data line 2 or Read Wait (optional)	RW	Read Wait (optional)	NC	Not Used

Table 1 SDIO pin definitions

It is recommended that multi-slot hosts intending to support SDIO (SDIO aware) provide a separate CLK to each slot, to allow the I/O devices to be placed in a low power state on a slot-by-slot basis. After reset, all data lines (DAT[3:0]) shall be in the hi-Z state on both the host and card(s) to avoid bus conflict. Access to the Bus Interface Control register within the CCCR determines DAT line mode.

2.5 Host Requirements for SDIO

In order for a host to completely support all of the capabilities of the SDIO cards, some signal connections must be supported. In order to support interrupts, the host shall have Pin 8 connected from the card to the host in order to provide interrupt signaling. This is true even if the host will only support the SPI or 1 bit SD mode. In addition, if the host supports more than 1 card in either SD mode, the CMD and all 4 data lines (DAT[3:0]) should not be bussed together, but rather routed separately to the host. This will allow the mixing of card types in the different sockets without interference. Both the SD Memory specification and the SDIO specification support the concept of “unifying” (connecting together) the CMD lines in a multi-slot system after initialization.

3. SDIO Card Initialization

3.1 Differences in I/O card initialization

A requirement for the SDIO specification is that an SDIO card must not cause non-I/O aware hosts to fail when inserted. In order to prevent operation of I/O Functions in non-I/O aware hosts, a change to the SD card identification mode flowchart is needed. A new command (IO_SEND_OP_COND, CMD5) is added to replace the ACMD41 for SDIO initialization by I/O aware hosts.

After reset or power-up, all I/O functions on the card are disabled and the I/O portion of the card will not respond to any operation except CMD5 or CMD0 with CS=low. If there is SD memory installed on the card (also called a combo card), that memory will respond normally to all normal mandatory memory commands.

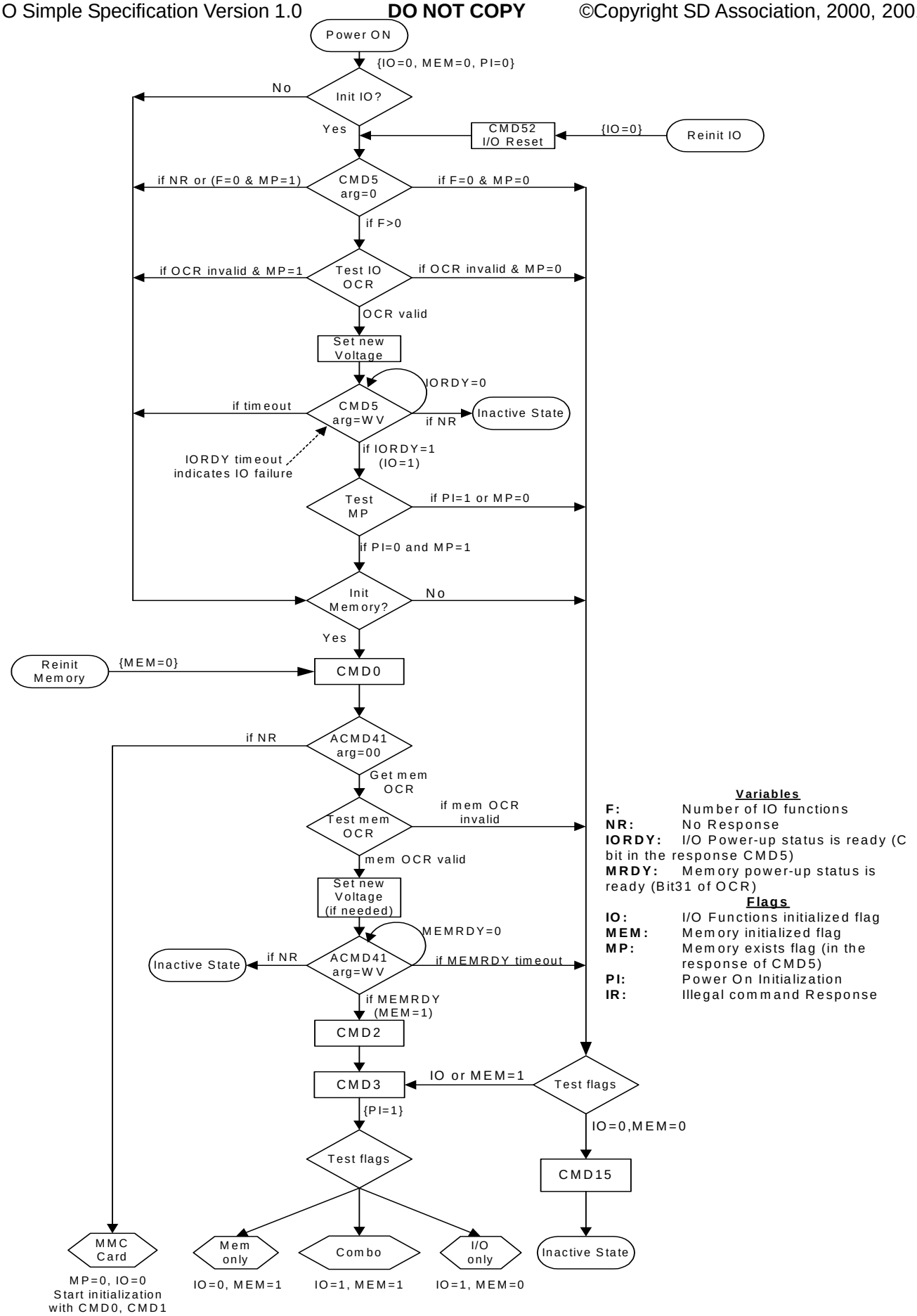
An I/O only card will not respond to the ACMD41 and thus appear initially as an MMC card (See B.1 for information on the MMC specification). The I/O only card will also not respond to the CMD1 used to initialize the MMC cards and appear as a non-responsive card. The host will then give up and disable this device Thus, the non-aware host will receive no response from an I/O only card and force it to the inactive state.

An SDIO aware host will send CMD5 prior to the CMD55/ACMD41 pair, and thus would receive a valid OCR in the R4 response to CMD5 and continue to initialize the card. Figure 2 shows the operation of an SDIO aware host operating in the SD modes and Figure 3 shows the same operation for a host that operates in the SPI mode.

If the I/O portion of a card has received no CMD5, the I/O section remains inactive and will not respond to any command except CMD5. A combo card stays in the memory-only mode. If no memory is installed on the card (i.e. an I/O only card in a non-SDIO aware host) the card would not respond to any memory command. This satisfies the condition where a user uses some I/O function on the card such as Ethernet to load a music file to the memory function of that card. The card is then removed and inserted into a non-SDIO aware host. That device would not enable the I/O function (no CMD5) so would appear to the player as a memory-only card. If the host were I/O aware, it would send the CMD5 to the card and the card would respond with R4. The host reads that R4 value and knows the number of available I/O functions and about the existence of any SD memory.

The function of CMD5 for SDIO cards is similar to the operation of ACMD41 for SD memory cards. It is used to inquire about the voltage range needed by the I/O card. The normal response to CMD5 is R4 in either SD or SPI format. The I/O aware host will send CMD5. If the card responds with response R4, the host determines the card's configuration based on the data contained within the R4.

After the host has initialized the I/O portion of the card, it then reads the Common Information Area (CIA) of the card (see 6.7). This is done by issuing a read command, starting at byte 00 of I/O function 0. The CIA contains the Card Common Control Registers (CCCR) and the Function Basic Registers (FBR). Also included in the CIA are pointers to the card's common Card Information Structure (CIS) and each individual function's CIS. The CIS includes information on power, function, manufacturer and other things the host needs to determine if the I/O function(s) is appropriate to power-up. If the host determines that the card should be activated, a register in the CCCR area enables the card and each individual function. At this time, all functions of the I/O card are fully available. In addition, the host can control the power consumption and enable/disable interrupts on a function-by-function basis. This access to I/O will not interfere with memory access to the card if present.



Variables

F: Number of IO functions
NR: No Response
IORDY: I/O Power-up status is ready (C bit in the response CMD5)
MRDY: Memory power-up status is ready (Bit31 of OCR)

Flags

IO: I/O Functions initialized flag
MEM: Memory initialized flag
MP: Memory exists flag (in the response of CMD5)
PI: Power On Initialization
IR: Illegal command Response

Figure 2 Card initialization flow in SD mode (SDIO aware host)

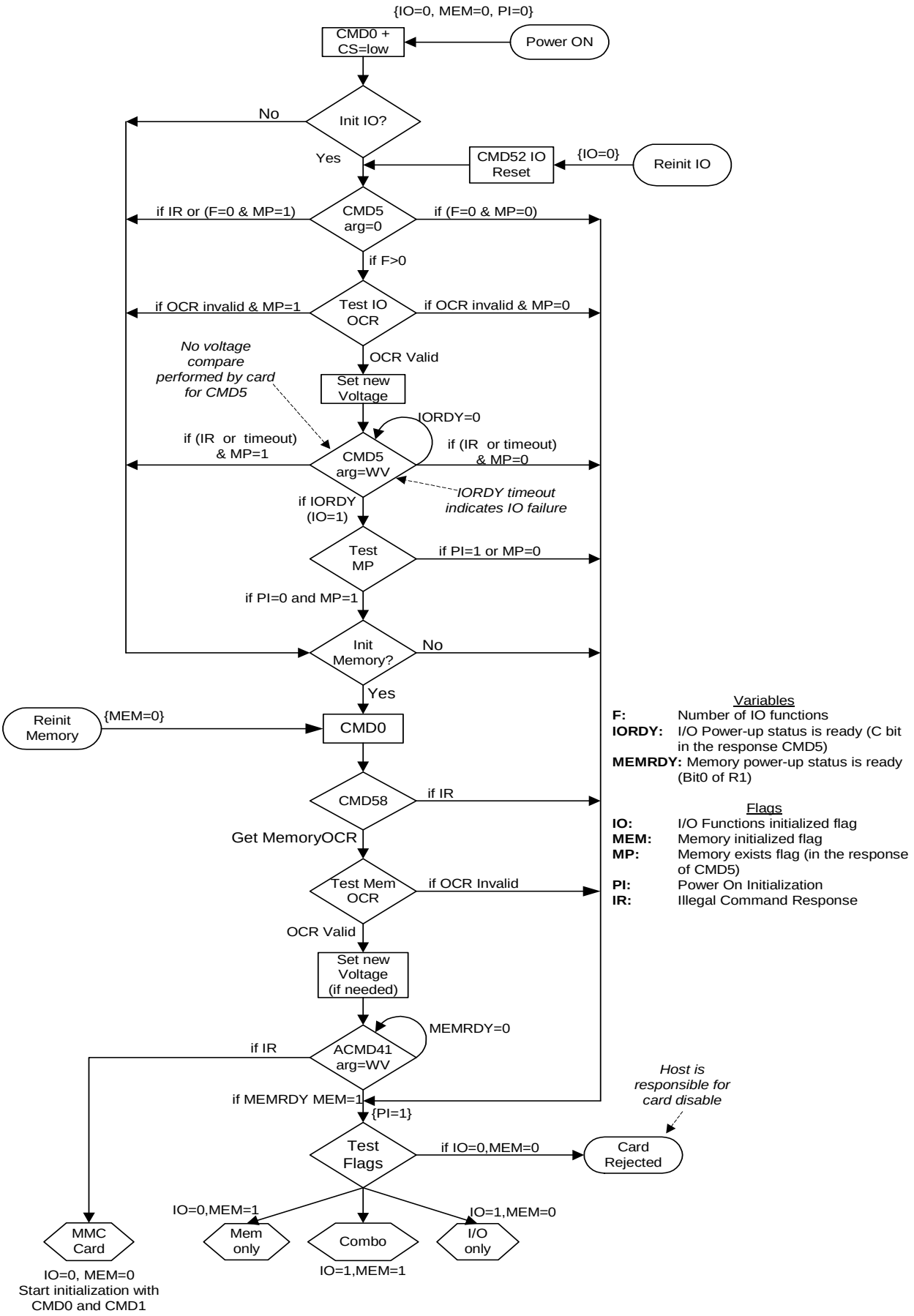


Figure 3 Card initialization flow in SPI mode (SDIO aware host)

4. Differences with SD Memory Specification

4.1 Unsupported SD Memory commands

Several commands required for SD Memory devices are not supported by either SDIO-only cards or the I/O portion of Combo cards. Some of these commands have no use in SDIO devices such as Erase commands and thus are not supported in SDIO. In addition, there are several commands for SD memory cards that have different commands when used with the SDIO section of a card. Table 2 lists these SD Memory commands and the equivalent SDIO commands. For a complete list of supported and unsupported commands, see Table 4 and Table 5.

SD Memory Command	SDIO Command	Comment
CMD0	CMD52 (write to I/O reset in CCCR)	In the SPI mode, the reset command (CMD0) is only used for memory or the memory portion of Combo cards. In order to reset an I/O only card or the I/O portion of a combo card, use CMD52 to write a 1 to the RES bit in the CCCR (bit 3 of register 6). Note that in the SD mode, CMD0 is only used to indicate entry into SPI mode and must be supported. An I/O only card or the I/O portion of a combo card is **not** reset with CMD0
CMD12	CMD52 (write to I/O abort)	In order to abort the block transfer of data, SD memory use CMD12. In order to abort an I/O transaction, use CMD52 to write to the abort register in the CCCR (bits 2:0 of register 6) See 4.4 for details.
CMD16	CMD52 (write to I/O Block Length)	CMD16 sets the block length for SD memory. In order to set the block length for each I/O function, use CMD52 to write the block length in the FBR
CMD2	NONE	The CID register does not exist in an SDIO only card
CMD4	NONE	The DSR register does not exist in an SDIO only card
CMD9	NONE	The CSD register does not exist in an SDIO only card
CMD10	NONE	The CID register does not exist in an SDIO only card
CMD13	NONE	An SDIO only card or the I/O portion of a combo card does not support the same SEND_STATUS (CMD13) protocol the SD memory uses.
ACMD6	CMD52 (write to Bus_Width [1:0] in CCCR)	SET_BUS_WIDTH is handled by a write to the CCCR. See 4.2 for details.
ACMD13	NONE	The SD Status register does not exist in an SDIO only card
ACMD41	CMD5	SDIO devices use the IO_SEND_OP_COND Command (CMD5).
ACMD42	CMD52	In the SD mode, the pull-up resistor on DAT[3] is controlled by writing to the CD Disable bit in the CCCR. For Combo Cards, this resistor is enabled unless both the memory and the I/O control registers are set to disable the resistor. For details, see section 4.3
ACMD51	NONE	The SCR register does not exist in an SDIO only card
CMD17, CMD18, CMD24, CMD25	CMD53	I/O block operations use CMD53, rather than memory block read/write commands.

Table 2 Unsupported SD Memory Commands

4.2 Bus Width

For a SD memory card, the bus width for SD mode is set using ACMD6. The SDIO card uses a write to the CCCR using CMD52 to select bus width. In the case of a combo card, both selection methods exist. In this case, the host shall set the bus width in both locations by issuing both the ACMD6 and the CCCR write using CMD52 with the same width before starting any data transfers. Note that Low-Speed SDIO cards support 4-bit transfer as an option. When communication with a Low-Speed SDIO card, the host must first determine if the card supports 4-bit transfer prior to attempting to select that mode.

4.3 Card Detect Resistor

SD memory and I/O cards use a pull-up resistor on DAT[3] to detect card insertion. The procedure to enable/disable this resistor is different between SD memory and SDIO. SD memory uses ACMD42 to control this resistor while SDIO uses writes to the CCCR using CMD52. In the case of a combo card, both control locations exist and must be managed by the host. For a combo card, the resistor is enabled unless both the memory and the I/O control registers have the resistor disabled. After power-up, both locations default to resistor enabled. Note that after an I/O reset, the I/O resistor enable is not changed.

4.4 Data Transfer Abort

A host communicating with a SD memory device uses CMD12 to abort the transfer of read or write data to/from the card. For an SDIO device, CMD12 abort is replaced by a write to the ASx bits in the CCCR. Normally, the abort is used to stop an infinite block transfer (block count=0). If an exact number of blocks to be transferred, it is recommended that the host issue a block command with the correct block count, rather than using an infinite count and aborting the data at the correct time.

4.5 Changes to SD Memory Fixed Registers

4.5.1 OCR Register

All SD cards (memory, I/O and combo) shall have at least one OCR register. If the card is a combo card, it *may* have two OCR's (one for memory and one for I/O). The memory portion of a combo card has an OCR accessed using ACMD41 and CMD58. The I/O portion of a card has an OCR with the same structure that is accessed via CMD5. If there are multiple OCR's the voltage range may not be identical. Some I/O functions may have a wider VDD range than that reflected in the I/O OCR register. The I/O OCR will be the logical AND of the voltage ranges(s) of all I/O functions. Note that the I/O OCR format is different from the memory version in that it is only 24 bits long. The per-function voltage for each I/O function can be read in the CIS for the card.

4.5.2 CID Register

There shall be a *maximum* of one CID register per SD card. If the card contains both memory and I/O, the CID register information is unchanged from the SD 1.01 version and reflects the information from the memory portion of the card. If the card is I/O only, the CID register and the associated access command (CMD10) are **not** supported. If the host attempts to access this register in an I/O only device, a card in SPI mode will respond with an "Invalid Command" error response and a card in SD mode will not respond.

4.5.3 RCA Register

There shall only be one RCA register per SD card. The RCA value shall apply to the card as a whole. All functions and any memory share the same card address.

5. New I/O Read/Write Commands

Two additional data transfer instructions have been added to support I/O. IO_RW_DIRECT, a direct I/O command similar to the MMC 'Fast I/O' command, and IO_RW_EXTENDED, which allows fast access with byte or block addresses. Both commands are in class 9 (I/O Commands).

5.1 IO_RW_DIRECT command (CMD52)

The IO_RW_DIRECT is the simplest means to access a single register within the total 128K of register space in any I/O function, including the common I/O area (CIA). This command reads or writes 1 byte using only 1 command/response pair. A common use is to initialize registers or monitor status values for I/O functions. This command is the fastest means to read or write single I/O registers, as it requires only a single command/response pair.

The SDIO card's response to CMD52 will be in one of two formats. If the communication between the card and host is in the 1-bit or 4-bit SD mode, the response will be in a 48-bit response (R5). If the communication is using the SPI mode, the response will be a 16-bit R5 response.

5.2 IO_RW_EXTENDED command (CMD53)

In order to read and write multiple I/O registers with a single command, a new command, IO_RW_EXTENDED is defined. This command is included in command class 9 (I/O Commands). This command allows the reading or writing of a large number of I/O registers with a single command. Since this is a data transfer command, it provides the highest possible transfer rate.

The response from the SDIO card to CMD53 will be R5 (the same as CMD52). For CMD53, the 8-bit data field will be stuff bits and shall be read as 0x00.

5.2.1 CMD53 Data Transfer Format

When executing the IO_RW_EXTENDED (CMD53), the multi-byte or multi-block data transfer is similar to the data transfer for memory. For the multi-byte transfer modes (block mode=0) the following applies:

IO_RW_EXTENDED byte read is similar to CMD17 (READ_SINGLE_BLOCK)

IO_RW_EXTENDED byte write is similar to CMD24 (WRITE_BLOCK)

Note that the byte count for this transfer is set in the command, rather than the fixed block size. Thus, the size of the data payload will be in the range of 1-512 bytes. The block mode is similar to the following memory commands:

IO_RW_EXTENDED block read is similar to CMD18 (READ_MULTIPLE_BLOCK)

IO_RW_EXTENDED block write is similar to CMD25 (WRITE_MULTIPLE_BLOCK)

For the block mode the only difference is that for a fixed block count, the host does not need to stop the transfer, as it will continue until the block count is satisfied. If the block count is set to zero, the operation is identical to the memory mode in that the host must stop the transfer.

6. SDIO Card Internal Operation

I/O access differs from memory in that the registers can be written and read individually and directly without a FAT file structure or the concept of blocks (although block access is supported). These registers allow access to the I/O data, control of the I/O function and report on status or transfer I/O data to/from the host. The SD memory relies on the concept of a fixed block length with commands reading/writing multiples of these fixed size blocks. I/O may or may not have fixed block lengths and the read size may be different from the write size. Because of this, I/O operations may be based on either a length (byte count) or a block size.

6.1 Overview

Each SDIO card may have from 1 to 7 functions plus one memory function built into it. A function is a self contained I/O device. I/O functions may be identical or completely different from each other. All I/O functions are organized as a collection of registers. There is a maximum of 131,072 (2^{17}) registers possible for each I/O function. These registers and their individual bits may be read Only (RO), Write Only (WO) or Read/Write (R/W). These registers can be 8, 16 or 32 bits wide within the card. All addressing is based on byte access. These registers can be written and/or read one at a time, multiply to the same address or multiply to an incrementing address. The single R/W access is often used to initialize the I/O function or to read a single status or data value. The multiple reads to a fixed address are used to read or write data from a data FIFO register in the card. The read to incrementing addresses is used to read or write a collection of data to/from a RAM area inside of the card. Figure 4 shows the mapping of the CIA and optional CSA space for an SDIO card.

6.2 Register Access Time

All registers in SDIO only cards and the SDIO portion of Combo cards must complete read and write data transfer in less than 1 second. The host can use 1 second as the timeout value for a non-responding location. If a functions needs to support an access time greater than 1 second, the card maker will use some function specific method that is not defined in this specification. The 1-second response time is dependant on the SDCLK frequency. If the Average frequency of the SDCLK is less than 100KHz then the card may not be able to respond within the 1-second limit. The host should adjust the timeout in the case the average frequency of the SDCLK is less than 100KHz.

6.3 Interrupts

All SDIO hosts shall support interrupts in both the SPI and 1-bit SD modes. Each function within an SDIO or Combo card may implement interrupts as needed. The interrupt used on SDIO functions is a type commonly called “level sensitive”. Level sensitive means that any function may signal for an interrupt at any time, but once the function has signaled an interrupt, it will not release (stop signaling) the interrupt until the cause of the interrupt is removed or commanded to do so by the host. Since there is only 1 interrupt line, it may be shared by multiple interrupt sources. The function shall continue to signal the interrupt until the host responds and clears the interrupt. Since multiple interrupts may be active at once, it is the responsibility of the host to determine the interrupt source(s) and deal with it as needed. This is done on the SDIO function by the use of two bits, the interrupt enable and interrupt pending. Each function that may generate an interrupt has an interrupt enable bit. In addition, the SDIO card has a master interrupt enable that controls all functions. An interrupt will only be signaled to the SD bus if both the function’s enable and the card’s master enable are set. The second interrupt bit is called interrupt pending. This read-only bit tells the host which function(s) may be signaling for an interrupt. There is an interrupt pending bit for each function that can generate interrupts. These bits are located in the CCCR area.

6.4 Suspend/Resume

Within a multi-function SDIO or a Combo card, there are multiple devices (I/O and memory) that must share access to the SD bus. In order to allow the sharing of access to the host among multiple devices, SDIO and combo cards can implement the *optional* concept of suspend/resume. If a card supports suspend/resume, the host may temporarily halt a data transfer operation to one function or memory (suspend) in order to free the bus for a higher priority transfer to a different function or memory. Once this higher-priority transfer is complete, the original transfer is re-started where it left off (resume). Support of suspend/resume is optional on a per-card basis. If suspend/resume is implemented, it shall be supported by the memory (if any) of a Combo card and all I/O functions *except* 0 (the CIA). Note that the host can suspend multiple transactions and resume them in any order desired. I/O function 0 does ***not*** support suspend/resume. Note that Suspend/Resume is defined only for the SD 1 and 4-bit modes. It does not apply to SPI transfers.

6.5 Read Wait (Optional)

Host devices built to the SD Physical specification version 1.01 must control the SDCLK to stop the read data block output from a card executing a multiple read command whenever the host cannot accept more data. During the time that the host has stopped the SDCLK, a CMD52 cannot be issued. This limitation causes a problem in that a host device built to the SD Physical specification version 1.01 cannot perform the I/O command during a multiple read cycle.
In order to eliminate this limitation, the SDIO specification adds the read wait control to enable the host to issue CMD52 during a multiple read cycle. Read Wait uses the DAT[2] line to allow the host to signal the card to temporarily halt the sending of read data by a card. This feature is optional for an SDIO or combo card. However, if an SDIO or combo supports Read Wait, all functions and any memory must support read wait. Note that Read Wait is defined only for the SD 1 and 4-bit modes. It does not apply to SPI transfers.

To determine if a card supports the Read Wait protocol, the host must test SRW capability bit in the Card Capability byte of the CCCR. If a card does not support the Read Wait protocol, the only means a host has to stall (not abort) data in a read multiple command is to control the SDCLK.

6.6 SDIO Fixed Internal Map

The SDIO card has a fixed internal register space and a Function unique area. The fixed area contains information about the card and certain mandatory and optional registers in fixed locations. The fixed locations allow any host to obtain information about the card and perform simple operations such as enable in a common manner. The function unique area is a per-function area, which is defined by the vendor and different for each SDIO function. Figure 4 shows the internal map of an SDIO card with multiple functions.

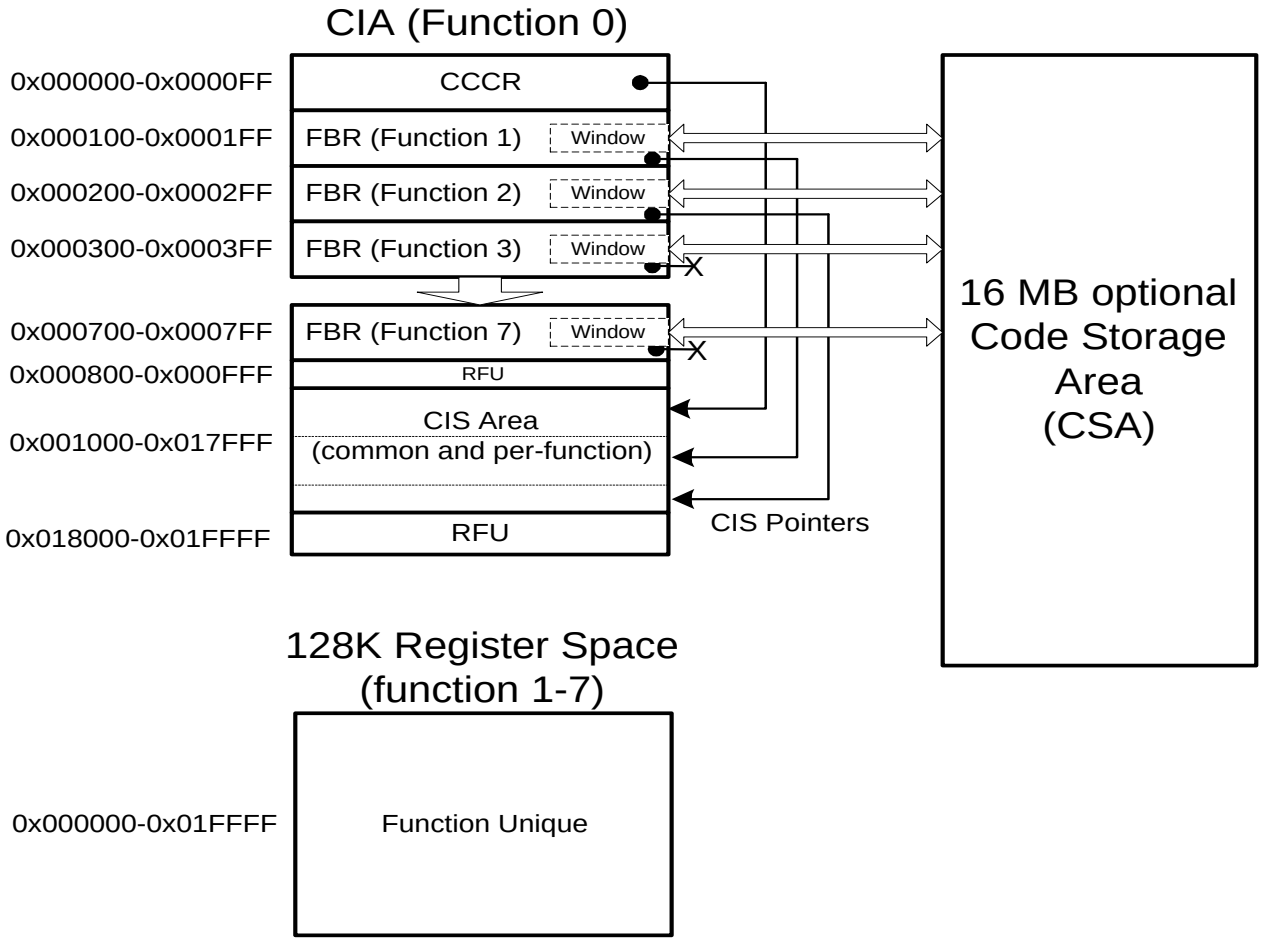


Figure 4 SDIO Internal Map

6.7 Common I/O Area (CIA)

The Common I/O Area (CIA) shall be implemented on all SDIO cards. The CIA is accessed by the host via I/O reads and writes to function 0. The registers within the CIA are provided to enable/disable the operation of the I/O function(s), control the generation of interrupts and optionally load software to support the I/O functions. The registers in the CIA also provide information about the function(s) abilities and requirements. There are three distinct register structures supported within the CIA. They are:

1. Card Common Control Registers (CCCR)
2. Function Basic Registers (FBR)
3. Card Information Structure (CIS)

6.8 Card Common Control Registers (CCCR)

The Card Common Control Registers allow for quick host checking and control of an I/O card's enable and interrupts on a per card (master) and per function basis. The bits in the CCCR are mixed Read/Write and read only. If any of the possible 7 functions are not provided on an SDIO card, the bits corresponding to unused functions shall all be read-only and read as 0. All reserved for future use bits (RFU) shall be read-only and return a value of 0. All writeable bits are set to 0 after power-up or reset. Access to the CCCR is possible even after initialization when the I/O functions are disabled. This allows the host to enable functions after initialization.

6.9 Function Basic Registers (FBR)

In addition to the CCCR, each supported I/O function has a 256-byte area used to allow the host to quickly determine the abilities and requirements of each function and to enable software loading. The address of this area is from 0x00n00 to 0x00nFF where n is the function number (0x1 to 0x7).

6.10 Card Information Structure (CIS)

The Card Information Structure provides more complete information about the card and the individual functions. The CIS is the common area to read information about all I/O functions that exist in a card. The design is based on the PC Card16 design standardized by PCMCIA. All cards that support I/O must have a common CIS and a CIS for each function. The CIS is accessed by reads to a fixed area. This one area serves the card as a Common CIS and also as the storage area for each function. The common area and each function have a pointer to the start of its CIS within this memory space.

6.11 Multiple Function SD Cards

Multiple Function SDIO Cards shall have a separate set of Configuration registers for each function on the card. Multiple Function SDIO Cards shall use a combination of a CIS common to all functions on the card and a separate function-specific CIS specific to each function on the card. The common CIS describes features that are common to all functions on the card. Each function-specific CIS describes features specific to a particular function on the SDIO Card.

6.12 Embedded I/O Code Storage Area (CSA)

In order to support the concept of "Plug-and-Play" for SDIO cards, each function contained in a card may need to contain a block of memory for the storage of drivers and/or applications. In addition, since the same SDIO card may be used on multiple different host platforms, several different versions of the code may be needed for each function. One option is to store these programs in a standard SD Memory section of a combo card.
Alternately, a standard access means to load the code is contained in the optional Code Storage Area (CSA). The CSA is a separate 16MB memory area that is accessed using the CSA address pointer and the CSA window register contained in the FBR registers. Note that each function may have it's own CSA to support it. The CSA data can be read only or R/W. The actual storage method for the CSA is not a part of this specification and left to the implementers.

7. SDIO Interrupts

In order to allow the SDIO card to interrupt the host, an interrupt function is added to a pin on the SD interface. Pin number 8, which is used as DAT[1] when operating in the 4-bit SD mode, is used to signal the card's interrupt to the host. The use of interrupt is optional for each card or function within a card. The SDIO interrupt is "level sensitive", that is, the interrupt line must be held active (low) until it is either recognized and acted upon by the host or de-asserted due to the end of the Interrupt Period (see 7.1.2). Once the host has serviced the interrupt, it is cleared via some function unique I/O operation. All hosts must provide pull-up resistors on all data lines DAT[3:0] as described in section 6 of the SD Physical Specification.

7.1 Interrupt Timing

The operation of the interrupt pin is different between the SPI mode and the SD mode. The operation of the interrupt pin is defined as follows:

7.1.1 SPI and SD 1-bit mode interrupts

In the SPI and 1-bit SD mode, Pin 8 is dedicated to the interrupt function. Thus, in the SPI and SD 1-bit modes there are no timing constraints on interrupts. A card in the SPI or 1-bit SD mode signals an interrupt to the host by asserting pin 8 low. The host detects this pending interrupt using a level sensitive input. The host is responsible for clearing the interrupt.

Important Note: The 1.0 version of this specification does not indicate if a card can assert the interrupt line when that card is not selected (CS=1). The consensus of the SDIO Working Group is that a card in the SPI mode may not assert the IRQ signal if the card is not selected. This point will be clarified in future revisions of this specification. Until that time, host and card developers should not assert or expect the IRQ signal unless that card is selected. Also, in future revisions of this specification, the ability of a SDIO card in the SPI mode to generate interrupts while not selected will be added.

7.1.2 SD 4-bit mode

Since Pin 8 is shared between the IRQ and DAT[1] use in the 4-bit SD mode, an interrupt shall only be sent by the card and recognized by the host during a specific time. The time that a low on Pin 8 will be recognized as an interrupt is defined as the ***Interrupt Period***.
An SDIO host shall only sample the level on Pin 8 (DAT[1]/IRQ) into the interrupt detector during the Interrupt Period. At all other times, the host interrupt controller shall ignore the level on Pin 8. Note that the Interrupt Period is applicable for both memory and I/O operations The definition of the Interrupt Period is different for operations with single block and multiple block data transfer.

This Interrupt Period is intended to prevent the interaction between the DAT[1] data and the interrupt signals on a common pin. Note that the Interrupt period includes the times when there is no command or data activity between the host and the card. In the case where the interrupt mechanism is used to wake the host while the card is in a low power state (i.e. no clocks), Both the card and the host shall be placed into the 1-bit SD mode prior to stopping the clock.

7.1.3 Interrupt Clear Timing

Since the SDIO card uses level sensitive interrupts, the host must clear pending interrupts with an I/O read or write to some function unique area. In some host implementations, the sending of a CMD52 to the card is handled by host adapter hardware while the host CPU can execute other operations. This condition may allow an interrupt that has already been handled to re-interrupt the host if the timing of the interrupt clear is not controlled. To prevent this condition, Any SDIO card that implements interrupts must follow some required timing with respect to removing the interrupt from the DAT[1] line after the write to the function unique area that clears the interrupt. The clearing of the interrupt can be caused by an IO write in a function unique method, or by a function unique IO read.

8. SDIO Physical Properties

8.1 SDIO Size

The SDIO card is compatible with host sockets designed for SD memory cards. In addition, the SDIO cards can be extended to allow for external connectors, antennas etc. With the exception of the write protect switch, all SDIO cards must meet the mechanical specifications described in the SD Physical spec version 1.01 for that portion of the card that is not extended. The WP switch is not supported by hosts for SDIO only cards (see 9.3 for additional information).

8.2 SDIO Card Package

An SDIO card shall meet all requirements for Card Packaging identified in section 8.1 of the SD Physical Specification version 1.01 except as noted in Table 3.

SD Physical section	Title	Exceptions for SDIO
8.1.1	External signal contacts (ESC)	NONE
8.1.2	Design and format	32mm size limit does not apply to SDIO. In addition, any dimension limits do not apply in the SDIO extended area. See 8.1 and 9.2
8.1.3	Reliability and durability	Bending and Torque shall be measured at a point 32mm away from contact end irrespective of actual length. WP requirements apply only if WP switch installed (not supported on SDIO only cards). Drop test does not apply to SDIO cards.
8.1.4	Electrical Static Discharge (ESD) Requirements	Contact Pads test shall apply only to the 9 SD pins, not any additional vendor specific contacts. Non Contact Pads area for ESD discharge testing shall be in the 24mm by 32mm area of a standard SD card
8.1.5	Quality assurance	Not applicable, SDIO card support of unique ID is optional

Table 3 SDIO exceptions to SD physical section 8.1 requirements

9. SDIO Mechanical Extensions

In order to implement some function in the SD card form factor, some extensions to the standard card size and constructions may be needed. There are two areas of extension defined for SDIO devices. Both of these extensions are optional, and may be used by card vendors based upon their needs. The two extensions are:

1. Additional ESD/EMI ground contact
2. Extended case dimensions

Figure 5 shows the details of both optional extensions.

9.1 Additional ESD/EMI Ground Point

For some SDIO devices, there may be a need for a lower impedance ground connection to the host. This may be needed to reduce the card's EMI emission or susceptibility. Also, an additional ground may be needed to discharge ESD on insertion or operation. If additional grounding is required, the card may implement an additional ground contact as shown in Figure 5.

9.2 Extended Case

In order to provide useful I/O devices in the SDIO form factor, it may be necessary to extend the size of the case to provide room for connectors, antennas etc. In order to provide the extension room and maintain compatibility with existing SD hosts, the SDIO extension area has been defined. Figure 5 shows this extension area. The SDIO card vendor may extend the case of its SDIO products within the area identified. Please note that there is no limit in this specification as to the amount or direction of growth in this area. The vendor is cautioned that extensions may cause interference problems with SD hosts, depending on the amount and direction of growth. The drawing shows 2 additional lock notches beyond the normal SD area. These notches are intended to provide additional retention for SDIO devices to prevent accidental withdrawal due to cables or additional weight of extended cases. The support of these notches is optional for both the host and the card vendor, but their use is highly recommended for both cards and hosts to prevent unintended disconnects.

9.3 Write Protect Switch

The WP switch is not supported by hosts for SDIO only cards. Because the host does not support the Write Protect function for SDIO only cards, it is suggested that these cards be built without cutouts or notches in the case at the write protect location. If the maker of an SDIO card chooses to add the Write Protect cutout, it shall be made to signal a write-enabled device (see Figure 5). If the SDIO card is a combo card, the WP switch is mandatory. For this case, it must meet all specifications from the SD Physical Specification.

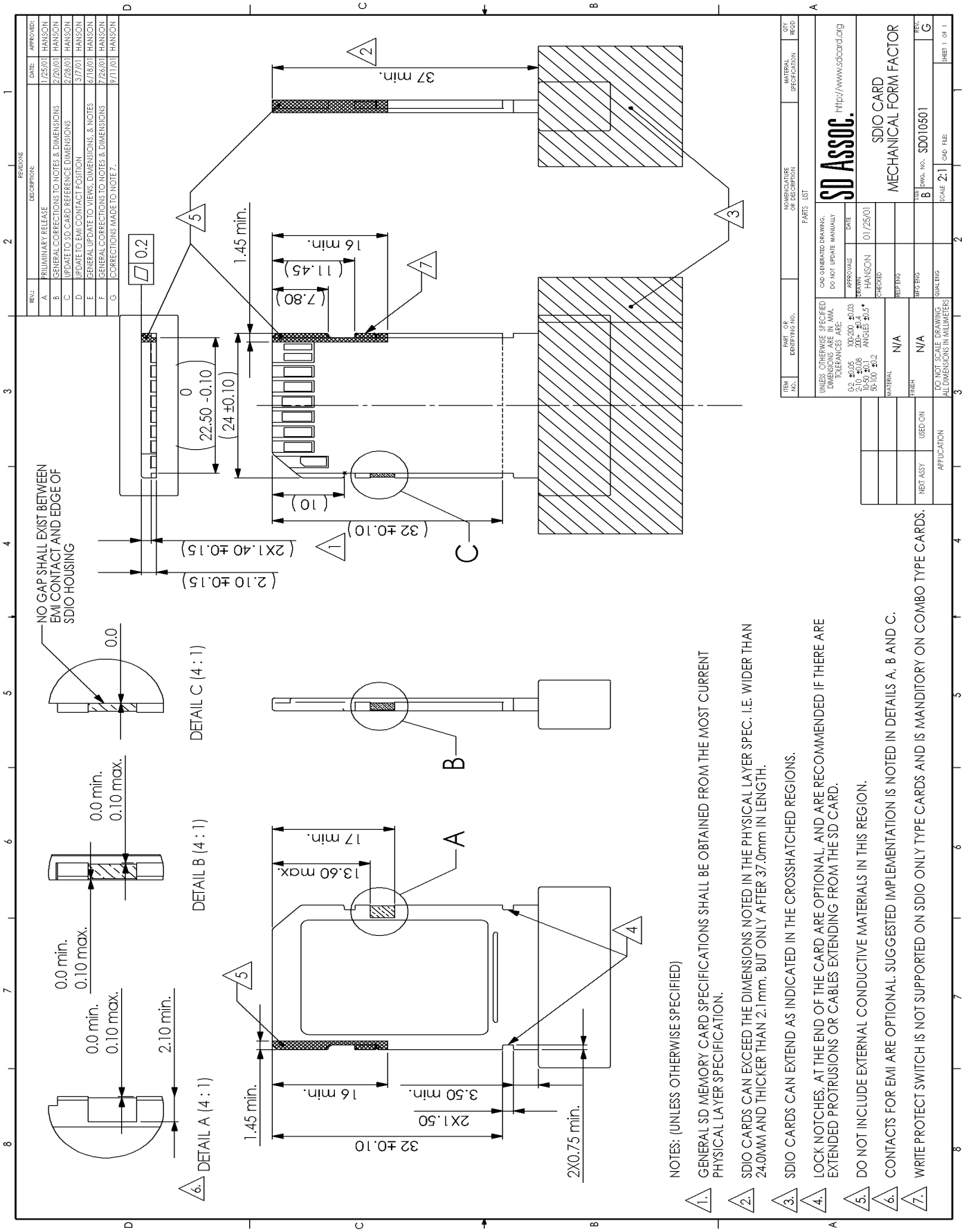


Figure 5 SDIO Mechanical Extensions

10. SDIO Power

10.1 SDIO Card Initialization Voltage

SDIO cards follow the same voltage and current requirements as SD memory cards. This means that an SDIO or combo card must allow basic communication with the card at an initial voltage range of 2.0 to 3.6V. This basic communication is defined as: CMD5 with arg=0, CMD0, CMD15 and CMD58.

10.2 SDIO Power Consumption

The SDIO cards are intended to operate in mobile devices that have limited power sources available. Because the host device's battery life may be significantly reduced if the SDIO device draws excessive power, a primary goal of SDIO designers should be low power. By reducing power consumption to a minimum, Host battery life and consumer satisfaction will be enhanced. The following power data represents the maximum that a SDIO device may draw. It is important for designers to note that a low power host may reject any SDIO card that identifies itself as drawing more power that the host is willing to supply, thus lower power devices may have a competitive advantage in the market.

10.3 SDIO Current

Upon initial insertion, SDIO and combo cards shall draw a maximum of 15mA, averaged over a 1 second interval. Note that a memory or combo card built to meet the SD Physical specification version 1.0 may not meet this initial current requirement. Any card built to meet a specification later than 1.01 shall meet this requirement.

Once the card receives the CMD5 or ACMD41 initialization commands, the average current shall be:

- 50 mA or less, averaged over a 400 µS period for SDIO only cards
- 100 mA or less, averaged over a 1 second period for combo cards

This current limit will continue until the card exits the initialization procedure (Disabled for SD and in_idle_state for SPI).

11. Abbreviations and Terms

Block	A number of bytes, basic data transfer unit
CCCR	Common Card Control Registers
CD	Connect/Disconnect
CIA	Common Information Area
CID	Card IDentification number register
CIS	Card Information Structure
CLK	Clock signal
CMD	Command line or SD bus command (if extended CMDXX)
Combo Card	A card that includes both SDIO and SD memory
CRC	Cyclic Redundancy Check
CS	Chip or Card Select
CSA	Code Storage Area
CSD	Card Specific Data register
DAT[x]	Data line where x is in the range of 0 to 3
DSR	Driver Stage Register
ECC	Error Correction Code
EMI	Electro-Magnetic Interference
ESC	External Signal Contacts
ESD	Electro-Static Discharge
FAT	File Allocation Table
FBR	Function Basic Registers
FIFO	First In-First Out buffer
Flash	a type of multiple time programmable non volatile memory
Function	An IO device contained within an SDIO card
hi-Z	A three-state driver in the high-impedance state
Interrupt	A signal from the SDIO device to the host signaling the need for attention
Interrupt Period	The times that a card may generate an interrupt signal on the SD bus
Legacy Slot	SD Slot that supports only the SD 1.01 specification
LOW, HIGH	binary interface states with defined assignment to a voltage level
MBIO	Multi-Block IO
MMC	MultiMedia Card
MSB, LSB	the Most Significant Bit or Least Significant Bit
OCR	Operation Conditions Register
PCMCIA	Personal Computer Memory Card International Association
PnP	Plug and Play a means to identify an SDIO device and optionally load applications and/or drivers without user intervention
R/O	Read Only
R/W	Read or Write

RAW	Read After Write
RCA	Relative Card Address register
Resume	Re-starting the temporarily halted data transfer
RFU	Reserved for Future Use. Normally Read-Only and set to 0
ROM	Read Only Memory
RWC	Read Wait Control
SCR	SD Configuration Register
SD	Secure Digital
SDA	SD Association
SDCLK	SD clock signal
SDIO	Secure Digital I/O
SDIO aware	A host designed to support the signals and protocol of SDIO devices
SPI	Serial Peripheral Interface
Stuff bit(s)	Filling bit(s) to ensure fixed length frames for commands and responses.
Suspend	Temporarily halting the transfer of data
TBD	To Be Determined (in the future)
Three-state driver	A driver stage which has three output driver states: HIGH, LOW and high impedance (which means that the interface does not have any influence on the interface level)
Tuple	Data blocks in a linked list or chain format
VDD	+ Power supply
VSS	Power supply ground
W/O	Write Only
WP	Write Protect

Appendix A
(Normative)

A.1 SD and SPI Command List

Table 4 and Table 5 show the commands that are supported by SD memory and SDIO devices in both SPI and SD modes. If a command is not identified as either mandatory or optional, then it is not supported by that device.

Supported Commands	Abbreviation	SDMEM System	SDIO System	Comments
CMD0	GO_IDLE_STATE	Mandatory	Mandatory	Used to change from SD to SPI mode
CMD2	ALL_SEND_CID	Mandatory		CID not supported by SDIO
CMD3	SEND_RELATIVE_ADDR	Mandatory	Mandatory	
CMD4	SET_DSR	Optional		DSR not supported by SDIO
CMD5	IO_SEND_OP_COND		Mandatory	
CMD7	SELECT/DESELECT_CARD	Mandatory	Mandatory	
CMD9	SEND_CSD	Mandatory		CSD not supported by SDIO
CMD10	SEND_CID	Mandatory		CID not supported by SDIO
CMD12	STOP_TRANSMISSION	Mandatory		
CMD13	SEND_STATUS	Mandatory		Card Status includes only SDMEM information
CMD15	GO_INACTIVE_STATE	Mandatory	Mandatory	
CMD16	SET_BLOCKLEN	Mandatory		
CMD17	READ_SINGLE_BLOCK	Mandatory		
CMD18	READ_MULTIPLE_BLOCK	Mandatory		
CMD24	WRITE_BLOCK	Mandatory		
CMD25	WRITE_MULTIPLE_BLOCK	Mandatory		
CMD27	PROGRAM_CSD	Mandatory		CSD not supported by SDIO
CMD28	SET_WRITE_PROT	Optional		
CMD29	CLR_WRITE_PROT	Optional		
CMD30	SEND_WRITE_PROT	Optional		
CMD32	ERASE_WR_BLK_START	Mandatory		
CMD33	ERASE_WR_BLK_END	Mandatory		
CMD38	ERASE	Mandatory		
CMD42	LOCK_UNLOCK	Optional		
CMD52	IO_RW_DIRECT		Mandatory	
CMD53	IO_RW_EXTENDED		Mandatory	Block mode is optional
CMD55	APP_CMD	Mandatory		
CMD56	GEN_CMD	Mandatory		
ACMD6	SET_BUS_WIDTH	Mandatory		
ACMD13	SD_STATUS	Mandatory		
ACMD22	SEND_NUM_WR_BLOCKS	Mandatory		
ACMD23	SET_WR_BLK_ERASE_COUNT	Mandatory		
ACMD41	SD_APP_OP_COND	Mandatory		
ACMD42	SET_CLR_CARD_DETECT	Mandatory		
ACMD51	SEND_SCR	Mandatory		SCR not supported by SDIO

Table 4 SD Mode Command List

Supported Commands	Abbreviation	SDMEM System	SDIO System	Comments
CMD0	GO_IDLE_STATE	Mandatory	Mandatory	Used to change from SD to SPI mode
CMD1	SEND_OP_COND	Mandatory		
CMD5	IO_SEND_OP_COND		Mandatory	
CMD9	SEND_CSD	Mandatory		CSD not supported by SDIO
CMD10	SEND_CID	Mandatory		CID not supported by SDIO
CMD12	STOP_TRANSMISSION	Mandatory		
CMD13	SEND_STATUS	Mandatory		Card Status includes only SDMEM information.
CMD16	SET_BLOCKLEN	Mandatory		
CMD17	READ_SINGLE_BLOCK	Mandatory		.
CMD18	READ_MULTIPLE_BLOCK	Mandatory		
CMD24	WRITE_BLOCK	Mandatory		
CMD25	WRITE_MULTIPLE_BLOCK	Mandatory		
CMD27	PROGRAM_CSD	Mandatory		CSD not supported by SDIO.
CMD28	SET_WRITE_PROT	Optional		
CMD29	CLR_WRITE_PROT	Optional		
CMD30	SEND_WRITE_PROT	Optional		
CMD32	ERASE_WR_BLK_START	Mandatory		
CMD33	ERASE_WR_BLK_END	Mandatory		
CMD38	ERASE	Mandatory		
CMD42	LOCK_UNLOCK	Optional		
CMD52	IO_RW_DIRECT		Mandatory	
CMD53	IO_RW_EXTENDED		Mandatory	Block mode is optional
CMD55	APP_CMD	Mandatory		
CMD56	GEN_CMD	Mandatory		
CMD58	READ_OCR	Mandatory		
CMD59	CRC_ON_OFF	Mandatory	Mandatory	
ACMD13	SD_STATUS	Mandatory		
ACMD22	SEND_NUM_WR_BLOCKS	Mandatory		
ACMD23	SET_WR_BLK_ERASE_COUNT	Mandatory		
ACMD41	SD_APP_OP_COND	Mandatory		
ACMD42	SET_CLR_CARD_DETECT	Mandatory		
ACMD51	SEND_SCR	Mandatory		SCR includes only SD-MEM information.

Table 5 SPI Mode Command List

Appendix B
(Normative)

B.1 Normative References

The following documents are referenced by this specification. The reader is directed to the respective owners to obtain copies.

1) SD Memory Card Specifications
Part 1 PHYSICAL LAYER SPECIFICATION
Version 1.01 September 2000

2) SD Memory Card Specifications
Part 2 FILE SYSTEM SPECIFICATION
Version 1.0 February 2000

3) ISO/IEC9293:1994
Information technology - Volume and file structure of disk cartridges for information interchange

4) PC CARD STANDARD Release 8 2001
Volume 4 Metaformat Specification

5) The MultiMedia Card System Specification
MMCA Technical Committee Version 2.2

Appendix C
(Informative)

C.1 Example SDIO Controller Design

Figure 6 shows an example of an SDIO controller design. In this example, two independent state machines are used. The first is the Bus State machine, which communicates with the host and maintains bus states. Figure 7 shows an example state table for this machine. The second machine is used to communicate and control the function(s) in the card. This machine maintains control of function states such as Exec, Ready and interrupts. An example state table for this machine can be seen in Figure 8.

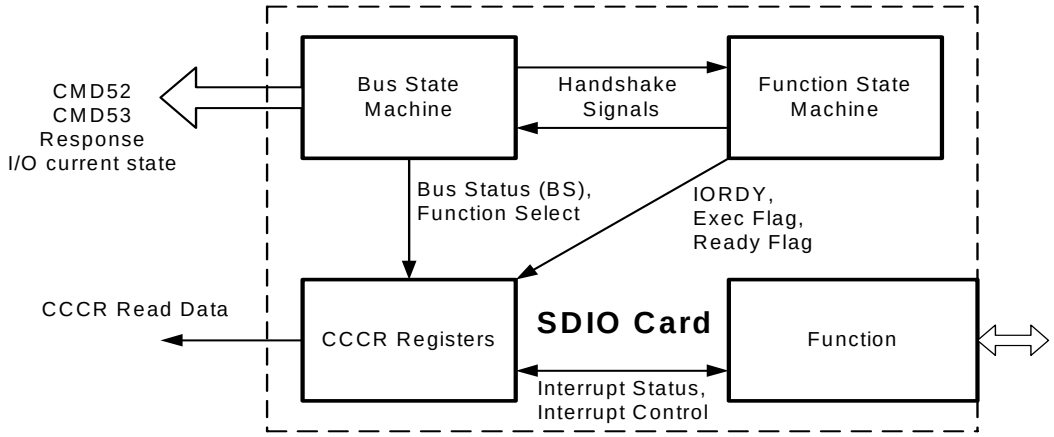


Figure 6 SDIO Internal State Machine example

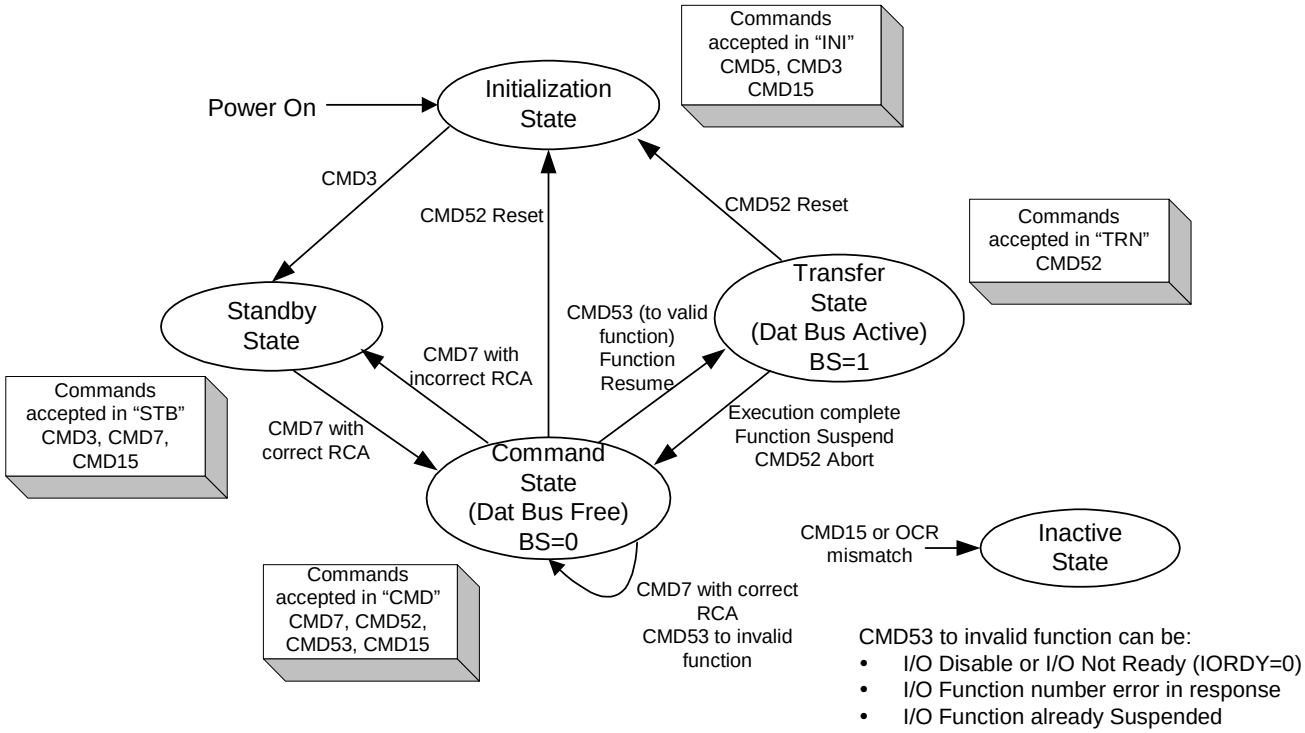


Figure 7 State Diagram for Bus State Machine

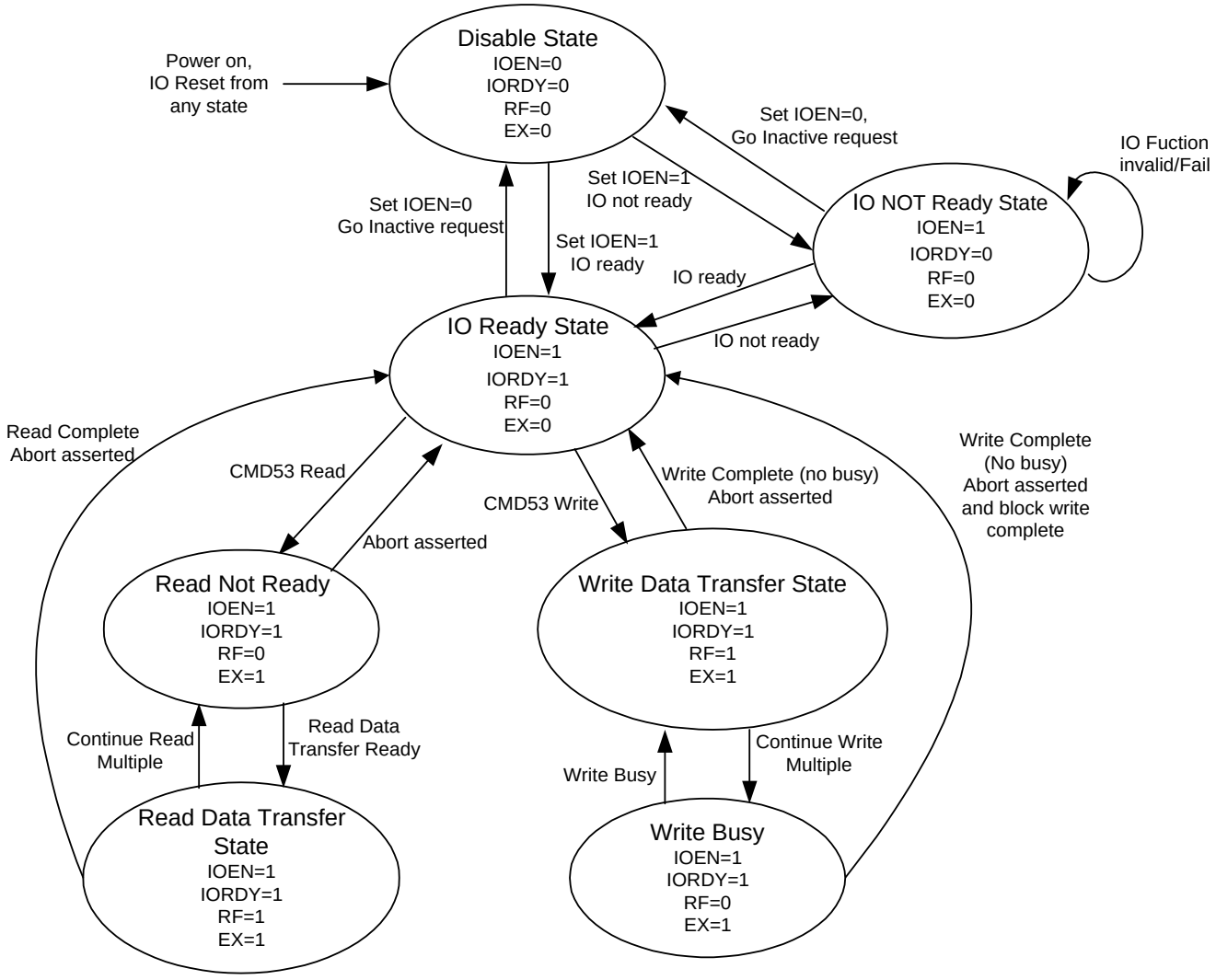


Figure 8 State Diagram for Function State Machine