VERSION 13

DATE 2020-03-27

Packet length is 1..255 bytes. Transport layer must handle byte and packet framing.

BYTE 0					BYTE 1						BYTE 2					BYTE 3					BYTE 4																				
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	

EN2 EN2 O O

? →

Packet header

T2 packet

Non-standard 0 ASCII7 ?-

Standard 1 0

ASCII7:PRU control * 0 0 0 1 1 0 ASCII7:Code 0 0 ASCII7:DIR * 0 0 0 1 1 0 'P' 0 '0'..'1' 0 '0'..'2' Packet sync '0'..'2' * 0 0 0 1 'F' 0 '0'..'1' 0 Frame error * 0 0 0 1 1 0 0 '0'..'1' 0 '0'..'2' Timeout 1 1 * 0 0 0 1 1 0 'M' 0 '0'..'1' '3' 0 Monitor

0

'0'..'1'

0

'0'..'3'

reserved 1 1 * 0 0 0 1 1 0 ...all other values..

reserved 1 1 * 0 0 0 1 1 1 ? →

reserved $1 1 * 1 \times \times \times \times ? \rightarrow$

TO Tile Deelest Heads		•					\	va: a		10		Do	٠.	201	20.		7
T2 Tile Packet Heade Standard	2r F	OCT TOCK	<u>nau</u> ¬	<u>.S</u>			vei	rsio	П	13		Da	ıe	202	20-(J3-4	21
Routed standard	1	0	URG	OVR	ERR	SD2	SD1	SD0	? →	•							
Bulk	1	0	0	OVR	ERR	SD2	SD1	SD0	? →	•							
Urgent	1	0	1	OVR	ERR	SD2	SD1	SD0	MFM	¬							
Flash	1	0	1	OVR	ERR	SD2	SD1	SDO	0		Α	SC	117:0	Coc	le		?→
MFM	1	0	1	OVR	ERR	SD2	SD1	SDO	1	ITC	⋾						
ITC	1	0	1	OVR	ERR	SD2	SD1	SD0	1	1	RSV1	RSV0	SN3	SN2	SN1	ONS	?→

Circuit	1	0	1	OVR	ERR	SD2	SD1	SDO	1	0	CTL	ACT	マ				
Ring	1	0	1	OVR	ERR	SD2	SD1	OUS	1	0	1	1	CN3	CN2	CN1	CNO	?→
Hang up	1	0	1	OVR	ERR	SD2	SD1	OUS	1	0	1	0	СИЗ	CN2	CN1	CNO	?→
Cache updates	1	0	1	OVR	ERR	SD2	SD1	OOS	1	0	0	1	CN3	CN2	CN1	CNO	?→
Cache upd ack	1	0	1	OVE	ERR	SD2	SD1	SDO	1	0	0	0	CN3	CN2	CN1	CNO	?→

Abbreviations: Code: Meaning

? Optional data not defined by this spec

* Reserved, should ignore on read, should be 0 on write

→ For rest of packet→ Defined below

ACT Active, sender is performing an event

CTL Circuit control packet
CNn Circuit number, bit *n*ENn Enable status bit, prudir *n*ERR Error, corrupted packet
ITC Intertile Connection

LOCL Local packet moving PRU → ARM, but not PRU → PRU

MFM Movable Feast Machine

T2 Tile Packet Header Formats	S Version 13 Date 2020-03-27
n I	Bit index counting from least significant bit is 0
OVR 0	Overrun, packet too long
RSVn I	Reserved, bit <i>n</i>
SDn I	Packet source direction on read, destination direction on write, bit n
SNn S	State number, bit <i>n</i>
STND S	Standard packet format, defined by this spec
TYPn ⁻	Type code, bit <i>n</i>
URG U	Urgent

0 or 1

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