# **USB4 1.0 ENGINEERING CHANGE NOTICE FORM**

Title: Adding Timeout for Sending LFPS on CLx Exit Applied to: USB4 Specification Version 1.0

Brief description of the functional changes:
Adds a timeout for sending LFPS to avoid hang state on CLx exit
Benefits as a result of the changes:
Robust CL1/2 exit flow
An assessment of the impact to the existing revision and systems that currently conform to
the USB specification:
None
An analysis of the hardware implications:
Adding a timeout for CLx FSM
As an about of the settings insultantians.
An analysis of the software implications:
None
An analysis of the compliance testing implications:
None
None

### **USB4 1.0 ENGINEERING CHANGE NOTICE FORM**

# **Actual Change**

## (a). Section 4.2.1.6.5.2, Page 161

### **From Text:**

1. Send a Low Frequency Periodic Signaling (LFPS) burst on each Lane until the receiver detects LFPS.

#### To Text:

1. Send a Low Frequency Periodic Signaling (LFPS) burst on each Lane until the receiver detects LFPS. If the receiver did not detect LFPS after tTrainingAbort2 time the Router shall initiate a Disconnect by driving SBTX to a logical low state for a minimum of tDisconnectTx.

### (b). Section 4.2.1.6.5.3, Page 162

### From Text:

1. Send a Low Frequency Periodic Signaling (LFPS) burst on each Lane until the receiver detects LFPS.

### To Text:

1. Send a Low Frequency Periodic Signaling (LFPS) burst on each Lane until the receiver detects LFPS. If the receiver did not detect LFPS after tTrainingAbort2 time the Router shall initiate a Disconnect by driving SBTX to a logical low state for a minimum of tDisconnectTx.

## (c). Section 4.6, Page 191

### From Text:

tTrainingAbort2	The amount of time in Training state following any transition to Training state other than from CLd state.	100	 ms

### To Text:

tTrainingAbort2 The amount of time in Training state following any transition to Training state other than from CLd state and time to send LFPS when exiting CL1 or CL2							
	tTrainingAbort2	state following any transition to Training state other than from CLd state and time to send LFPS when	100		ms		