

YM3439

Software-Controlled Sound Generator (SSGC)

■ OUTLINE

YM3439 (SSGC) is a sound source LSI that controlled by micro-processor. This LSI incorporates three square-wave generators, one noise generator and a envelope generator, which enables melody and effect sound generation. The LSI is made by CMOS process, and is compatible with YM2149 (SSG).

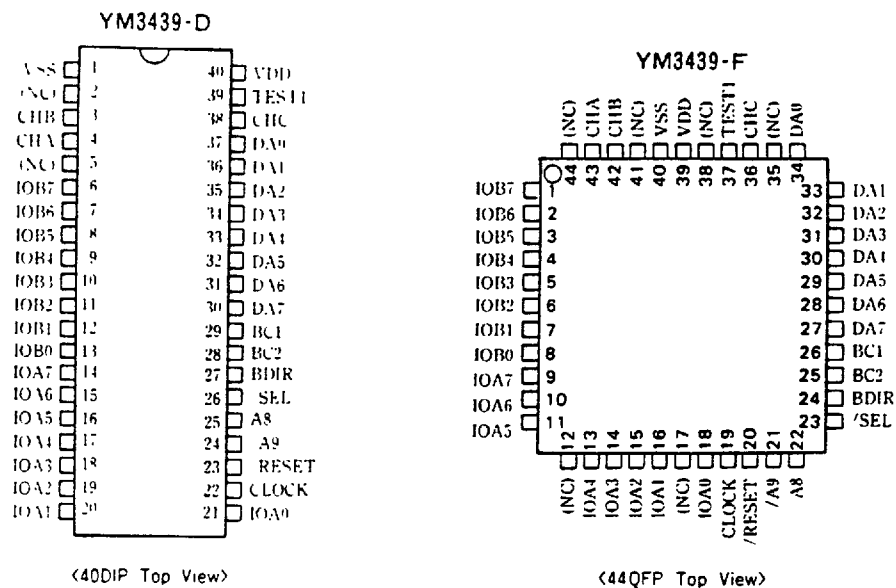
■ FEATURES

- Low power consumption of CMOS process.
- Register compatible with YM2149 (SSG).
- Sound source with three square-wave generators and one noise generator.
- 8-octave wide sound range.
- Smooth feeling sound decay is possible with 5-bit envelope generator.
- Built-in 3-channel 5-bit DAC.
- CPU parallel interface using 8-bit data bus.
- Built-in 2 channel 8-bit I/O ports enables interface with external systems.
- 5V single power supply.
- 40 pin plastic DIP or 44 pin plastic QFP.

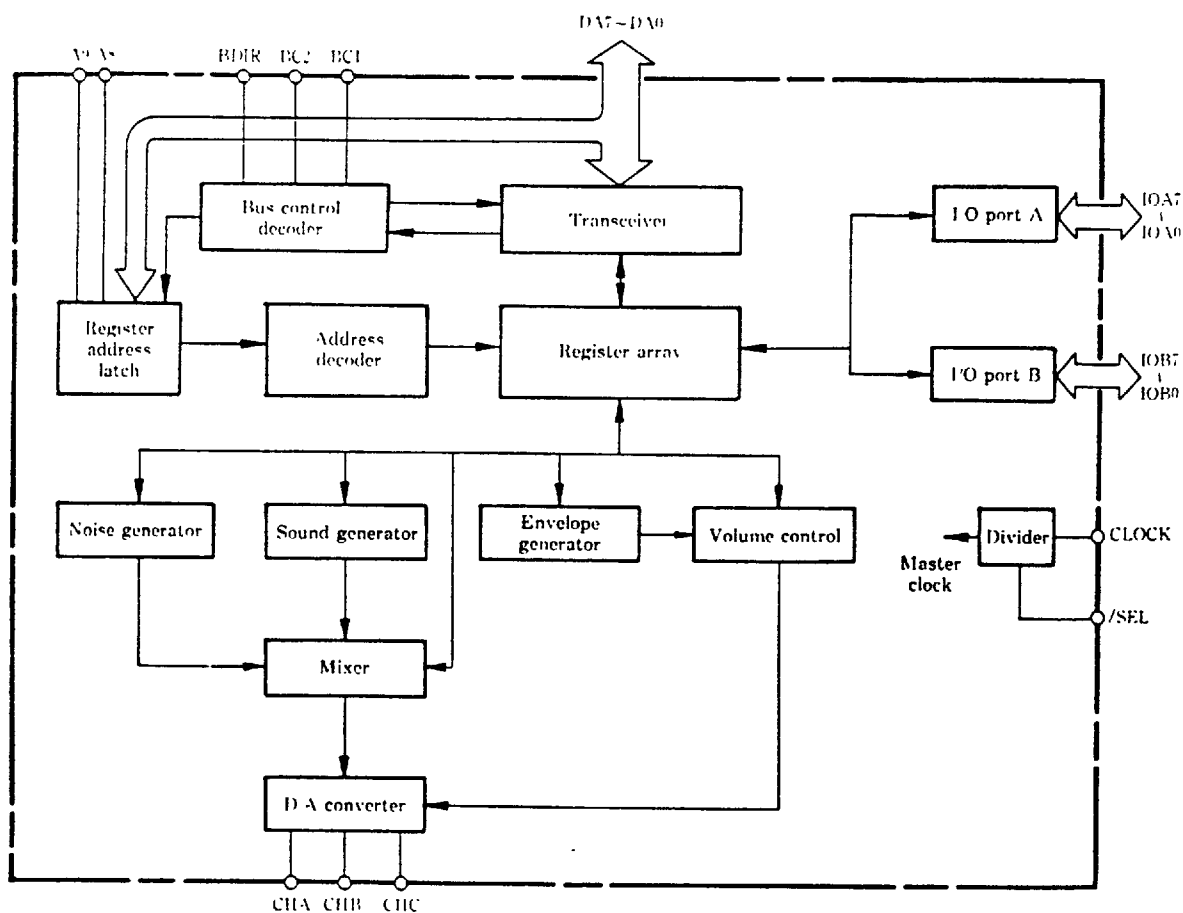
YAMAHA CORPORATION

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|---------------------------|
| YM3439 CATALOG |
| CATALOG No. : LSI-2134392 |
| 1991. 06 |

PIN CONFIGURATION



BLOCK DIAGRAM



■ PIN DESCRIPTION

| Pin name | I/O | Function |
|----------|------|---|
| VSS | | Ground |
| CHB | O | CHANNEL B DAC OUTPUT |
| CHA | O | CHANNEL A DAC OUTPUT |
| IOB7 | I+/O | I/O PORT B MSB |
| IOB6 | I+/O | I/O PORT B bit6 |
| IOB5 | I+/O | I/O PORT B bit5 |
| IOB4 | I+/O | I/O PORT B bit4 |
| IOB3 | I+/O | I/O PORT B bit3 |
| IOB2 | I+/O | I/O PORT B bit2 |
| IOB1 | I+/O | I/O PORT B bit1 |
| IOB0 | I+/O | I/O PORT B LSB |
| IOA7 | I+/O | I/O PORT A MSB |
| IOA6 | I+/O | I/O PORT A bit6 |
| IOA5 | I+/O | I/O PORT A bit5 |
| IOA4 | I+/O | I/O PORT A bit4 |
| IOA3 | I+/O | I/O PORT A bit3 |
| IOA2 | I+/O | I/O PORT A bit2 |
| IOA1 | I+/O | I/O PORT A bit1 |
| IOA0 | I+/O | I/O PORT A LSB |
| CLOCK | I | Clock input for master clock |
| RESET | I+ | Reset input (low active) |
| A9 | I- | CPU interface address input |
| A8 | I+ | CPU interface address input |
| SEL | I+ | Master clock setting ('L': CLOCK/2, 'H': CLOCK) |
| BDIR | I | CPU interface data bus control input |
| BC2 | I | CPU interface data bus control input |
| BC1 | I | CPU interface data bus control input |
| DA7 | I/O | CPU interface data bus (MSB) |
| DA6 | I/O | CPU interface data bus |
| DA5 | I/O | CPU interface data bus |
| DA4 | I/O | CPU interface data bus |
| DA3 | I/O | CPU interface data bus |
| DA2 | I/O | CPU interface data bus |
| DA1 | I/O | CPU interface data bus |
| DA0 | I/O | CPU interface data bus (LSB) |
| CHC | O | CHANNEL C DAC output |
| TEST1 | O | LSI test terminal (Normally disconnected) |
| VDD | | +5V power supply |

Note) I+: input terminal with pulled-up resistor

I-: input terminal with pulled-down resistor

■ FUNCTION DESCRIPTION

All functions of this LSI are controlled by 16 built-in registers. The CPU only writes data to these registers, upon which the LSI generates sound. The sound is generated by the following blocks.

- Sound generator: This generates a square wave with different frequencies for each channel (A, B and C).
- Noise generator: This generates a pseudo-random wave.
(Frequency is variable.)
- Mixer: This mixes the sound and noise output of each channel (A, B and C).
- Sound volume control: This provides constant sound volume and variable sound volume for each channel (A, B and C).
The constant sound volume is controlled by the CPU and the variable sound volume is controlled by the envelope generator.
- Envelope generator: This generates various envelopes (Single decay, repeat decay, etc.)
- D/A converter: The output level is determined by the sound volume control of each channel (A, B and C).

The CPU can read the register contents without affecting the sound.

1. CPU interface

Bi-directional data bus control of DA0 to DA7 of this LSI is carried out by the terminals; BDIR, BC1 and BC2.

CPU interface is set to the following modes depending on the settings of each terminal; BDIR, BC1 and BC2.

| BDIR | BC2 | BC1 | Mode |
|------|-----|-----|-----------------|
| L | L | L | Inactive mode |
| L | L | H | Address mode |
| L | H | L | Inactive mode |
| L | H | H | Data read mode |
| H | L | L | Address mode |
| H | L | H | Inactive mode |
| H | H | L | Data write mode |
| H | H | H | Address mode |

Note) All modes can be set by fixing BC2 to "H" because bus control is redundant.

(1) Inactive mode

DA7 to DA0 terminals become high-impedance.

(2) Address mode

This mode reads the register address to be set.

DA7 to DA0 terminals become input terminals.

DA7 to DA0 are used together with A9 and A8 for address designation.

| Upper address (Chip select) | | | | | | Lower address | | | |
|-----------------------------|----|-----|-----|-----|-----|------------------|-----|-----|-----|
| /A9 | A8 | DA7 | DA6 | DA5 | DA4 | DA3 | DA2 | DA1 | DA0 |
| L | H | L | L | L | L | Register address | | | |

The lower addresses DA3 to DA0 are used as a 16 register address.

The upper address works as chip select and DA3 to DA0 are read as register address only when /A9 and A8 are 'L' and 'H' respectively and DA7 to DA4 are 'L'. The register address which are read once will be held internally until the next address are read.

(3) Data write mode

This mode writes data to the addressed register.

DA7 to DA0 become data input terminals.

(4) Data read mode

This mode reads data from the addressed register.

DA7 to DA0 become data output terminals.

2. Register setting

The contents of the register array are shown below.

| Register address | Name | Contents | B ₇ | B ₆ | B ₅ | B ₄ | B ₃ | B ₂ | B ₁ | B ₀ |
|------------------|----------------|----------------------------|----------------------------|----------------|----------------|-----------------------|-----------------------------|----------------|----------------|----------------|
| 0 | R ₀ | Channel A frequency | 8-bit fine tone adjustment | | | | | | | |
| 1 | R ₁ | | x | x | x | x | 4-bit rough tone adjustment | | | |
| 2 | R ₂ | Channel B frequency | 8-bit fine tone adjustment | | | | | | | |
| 3 | R ₃ | | x | x | x | x | 4-bit rough tone adjustment | | | |
| 4 | R ₄ | Channel C frequency | 8-bit fine tone adjustment | | | | | | | |
| 5 | R ₅ | | x | x | x | x | 4-bit rough tone adjustment | | | |
| 6 | R ₆ | Noise frequency | x | x | x | 5-bit noise frequency | | | | |
| 7 | R ₇ | I/O port and mixer setting | I/O | | Noise | | | Tone | | |
| | | | IOB | IOA | C | B | A | C | B | A |
| 8 | R ₈ | Channel A sound volume | x | x | x | M | L ₁ | L ₂ | L ₁ | L ₀ |
| 9 | R ₉ | Channel B sound volume | x | x | x | M | L ₁ | L ₂ | L ₁ | L ₀ |
| A | R _A | Channel C sound volume | x | x | x | M | L ₁ | L ₂ | L ₁ | L ₀ |
| B | R _B | Envelope frequency | 8-bit fine adjustment | | | | | | | |
| C | R _C | | 8-bit rough adjustment | | | | | | | |
| D | R _D | Envelope shape | x | x | x | x | CONT | ATT | ALT | HOLD |
| E | R _E | I/O port A data | 8-bit data | | | | | | | |
| F | R _F | I/O port B data | 8-bit data | | | | | | | |

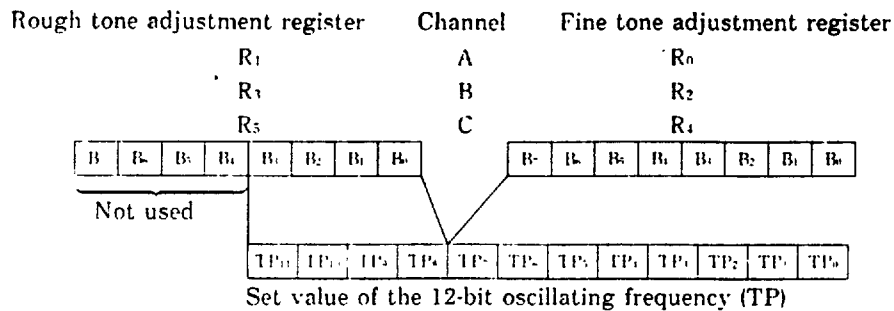
Note) x; don't care.

(1) Sound frequency setting (Controlled by registers R₀ to R₅)

The frequency of the square wave generated by the 3-channel (A, B and C) sound generator is set by the registers R₀ to R₅. R₀ and R₁ control channel A; R₂ and R₃ control channel B; and R₄ and R₅ control channel C respectively. Oscillating frequency f_1 is determined as follows from the set value TP.

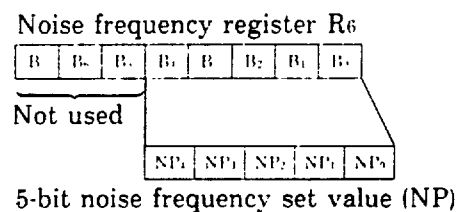
$$f_1 = \frac{f_M}{16TP}$$

f_M refers to the master clock frequency.

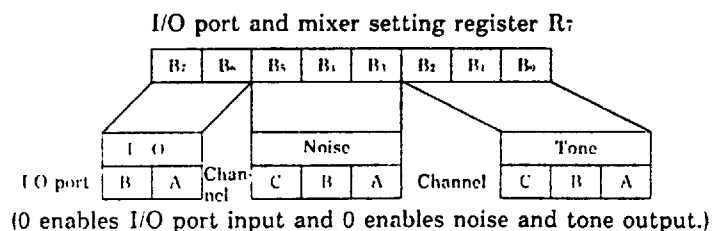
(2) Noise frequency setting (Controlled by register R₆)

Noise frequency f_N is determined as follows from the set value NP.

$$f_N = \frac{f_M}{16NP} \quad (f_M \text{ is the master clock frequency})$$

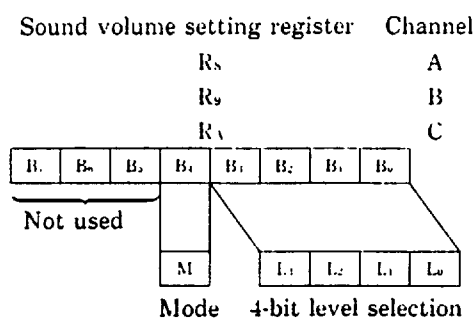
(3) Mixer, I/O port setting (Controlled by register R₇)

The mixer mixes sound and noise. B₅ to B₀ of R₇ determine the mixing sources. Sound with 0 written to the register will be output. Therefore, if 0 is written for both noise and sound, the mixed product will be output, and if 0 is written to only one of them, only the one with 0 will be output. If 1 is written to both, nothing will be output. Input and output of the I/O port is determined by B₇ and B₆ of R₇. If 0 is written to the register, it denotes input.



(4) Sound volume control (Controlled by R_S to R_A)

The 3-channel (A, B and C) sound volume is controlled by the registers R_S to R_A.

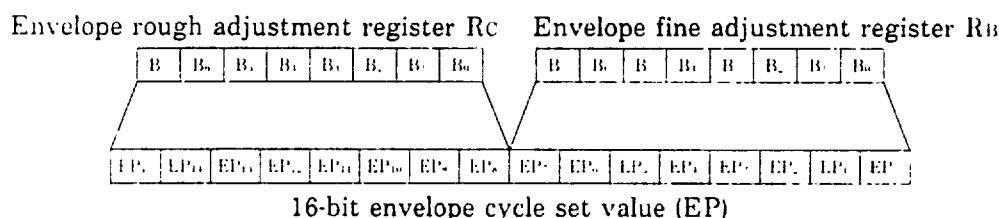


Mode M selects whether the fixed sound volume (M=0) or the variable sound volume (M=1) is set. When M=0, it selects one of 16 levels (4-bit level select signal L₃, L₂, L₁ and L₀) and generates sounds. L₃, L₂, L₁ and L₀ can be changed to change the sound volume. When M=1, the sound volume is determined by a 5-bit signal generated by the built-in envelope generator, and sound is generated.

(5) Envelope frequency setting (Controlled by R_B and R_C)

The envelope repeat frequency f_L is determined as follows from the envelope cycle set value EP:

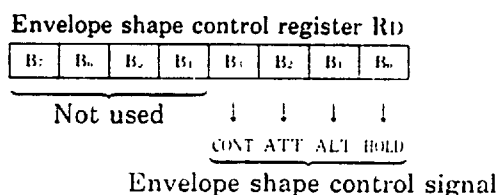
$$f_L = \frac{f_M}{256EP} \quad (f_M \text{ is the master clock frequency})$$



The actual cycle of the frequency f_L used with the envelope generator is 1/32 of the envelope repeat cycle (1/ f_L).

(6) Envelope shape control (controlled by register R_D)

The envelope generator counts the envelope frequency f_L 32 times per cycle of the envelope pattern. The envelope level is determined by this 5-bit counter output. The envelope shape is determined by increasing or decreasing this counter value, or stopping or repeating after one cycle. The shape is controlled by the registers B₃ to B₀ of R_D.



The envelope can be shaped in various ways as shown in table 4 by CONT, ATT, ALT and HOLD.

| B ₇ | B ₆ | B ₅ | B ₄ | Envelope shape |
|----------------|----------------|----------------|----------------|-----------------------|
| CONT | ATT | ALT | HOLD | |
| 0 | 0 | x | x | Envelope repeat cycle |
| 0 | 1 | x | x | Envelope repeat cycle |
| 1 | 0 | 0 | 0 | Envelope repeat cycle |
| 1 | 0 | 0 | 1 | Envelope repeat cycle |
| 1 | 0 | 1 | 0 | Envelope repeat cycle |
| 1 | 0 | 1 | 1 | Envelope repeat cycle |
| 1 | 1 | 0 | 0 | Envelope repeat cycle |
| 1 | 1 | 0 | 1 | Envelope repeat cycle |
| 1 | 1 | 1 | 0 | Envelope repeat cycle |
| 1 | 1 | 1 | 1 | Envelope repeat cycle |

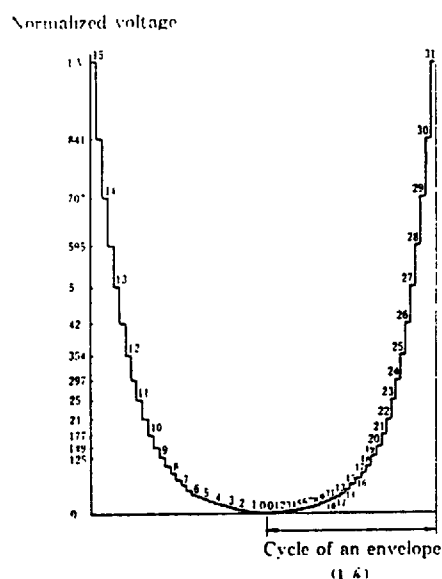
→ 1 f_r ← Envelope repeat cycle

(7) I/O port (Register RE and RF)

Registers RE and RF are used for storage of data that is to be written from the CPU into the I/O. RE is the register for IOA and RF is for IOB.

3. D/A converter

The D/A converter converts to the following outputs when the maximum amplitude is normalized to 1V. This is a linear logarithmic conversion, which has wide dynamic range and gives a natural feeling decay to the sound.



D/A converter output level

(Notes)

The numbers on the left half of the figure are the fixed sound volume select signals; L₃, L₂, L₁ and L₀ in decimals and the numbers in the right half is envelope counter output in decimals.

■ ELECTRICAL CHARACTERISTICS

1. Absolute Maximum Ratings

| Parameter | Symbol | Rating | Unit |
|-----------------------|------------------|-----------------------------|------|
| Power supply voltage | V _{DD} | -0.5 ~ 7.0 | V |
| Input voltage | V _I | -0.5 ~ V _{DD} +0.5 | V |
| Operating temperature | T _{OP} | 0 ~ 70 | °C |
| Storage temperature | T _{stg} | -50 ~ 125 | °C |

2. Recommended Operating Conditions

| Parameter | Symbol | Min. | Typ. | Max. | Unit |
|-----------------------|-----------------|------|------|------|------|
| Power supply voltage | V _{DD} | 4.75 | 5.00 | 5.25 | V |
| Operating temperature | T _{OP} | 0 | 25 | 70 | °C |

3. DC Characteristics (Conditions: T_a=0 ~ 70°C, V_{DD}=5.0±0.25V)

| Parameter | Symbol | Conditions | Min. | Typ. | Max. | Unit |
|-------------------------------|-----------------|-----------------------------|------|------|------|-----------------|
| Power consumption | W | V _{DD} =5.0V, *1 | | 8.0 | 10.0 | mW |
| Input voltage H level | V _{IH} | *2 | 2.2 | | | V |
| Input voltage L level | V _{IL} | *2 | | | 0.8 | V |
| Input pulled-up resistance | R _U | *3 | 60 | | 600 | KΩ |
| Input pulled-down resistance | R _D | Applied to /A9 | 60 | | 600 | KΩ |
| Input leakage current | I _{IL} | *4 | -10 | | 10 | μA |
| Output voltage H level | V _{OH} | I _{OH} =100μA, *5 | 2.5 | | | V |
| Output voltage L level | V _{OL} | I _{OL} =1.6 mA, *5 | | | 0.4 | V |
| Output leakage current | I _{LO} | *6 | -10 | | 10 | μA |
| Analog maximum output voltage | V _{OA} | R _L =1KΩ, *7 | 0.96 | 1.00 | 1.35 | V _{pp} |

*1) When /SEL='H' and f_c=2MHz.

*2) Applied to all input terminals. Applied to the terminals: IOA7 to IOA0, IOB7 to IOB0 and DA7 to DA0 during input mode.

*3) Applied to the terminals: /RESET, /SEL and A8. Applied to the terminals: IOA7 to IOA0 and IOB7 to IOB0 during input mode.

*4) Applied to the terminals: CLOCK, DBIR, BC1 and BC2. Applied to the terminals DA7 to DA0 during input mode.

*5) Applied to the output terminals except for CHA, CHB and CHC. Applied to the terminals IOA7 to IOA0, IOB7 to IOB0 and DA7 to DA0 during the output mode.

*6) Applied to DA7 to DA0 during high impedance.

*7) Applied to CHA, CHB and CHC.

1. AC Characteristics (Conditions: $T_a=0 \sim 70^\circ\text{C}$, $V_{DD}=5.0 \pm 0.25\text{V}$)

| Parameter | Symbol | Min. | Typ. | Max. | Unit |
|-------------------------------|----------|------|------|------|---------------|
| CLOCK Frequency *1 | f_c | 1.0 | | 4.0 | MHz |
| Rise time | t_r | | | 50 | ns |
| Fall time | t_f | | | 50 | ns |
| Duty | | 40 | 50 | 60 | % |
| BDR, BC1 and BC2 transit time | t_{BD} | | | 30 | ns |
| RESET Reset pulse width | t_{RW} | 500 | | | ns |
| Reset → Bus control | | | | | |
| Wait time | t_{WB} | 100 | | | ns |
| Address mode | | | | | |
| Setup time | t_{AS} | 300 | | | ns |
| Hold time | t_{AH} | 80 | | | ns |
| Data write mode | | | | | |
| Write time | t_{RW} | 0.3 | | 10 | μs |
| Setup time | t_{DS} | 0 | | | μs |
| Hold time | t_{DH} | 80 | | | μs |
| Data read mode | | | | | |
| Access time | t_{DA} | | | 400 | μs |
| High impedance delay time | t_{HS} | | | 100 | μs |

*1) Max. 2MHz when $\overline{\text{SEL}}=\text{H}$.

5. Timing Chart

Fig. 1 Clock timing

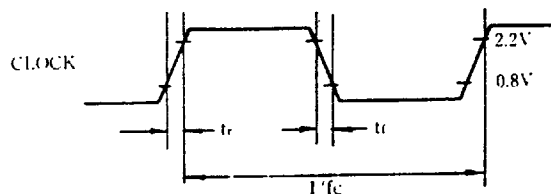


Fig. 2 Bus control timing

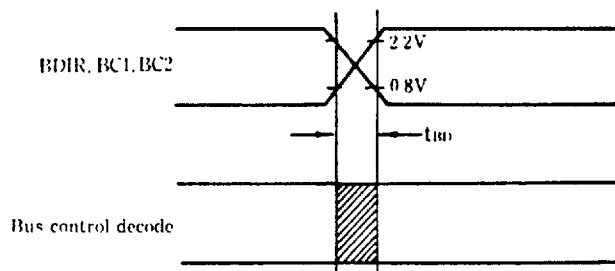
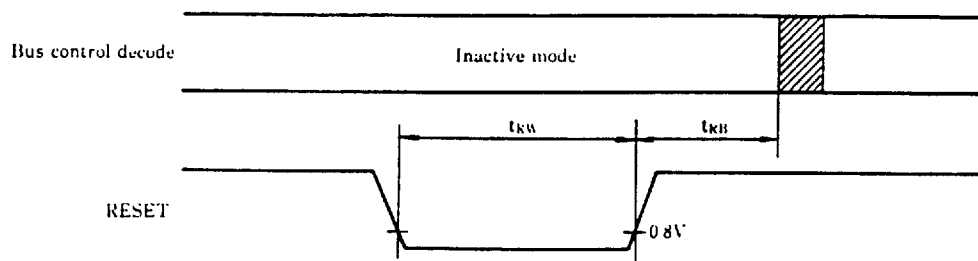


Fig. 3 Reset timing



Note) Must carry out reset in inactive mode.

The time t_{RB} is needed until the mode is changed after reset.

Fig. 4 Address mode timing

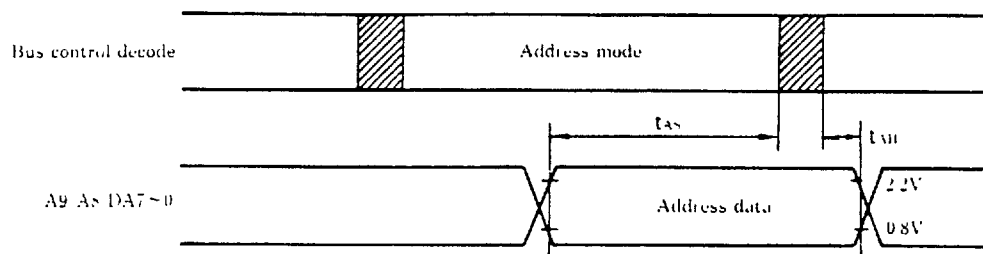


Fig. 5 Data write mode timing

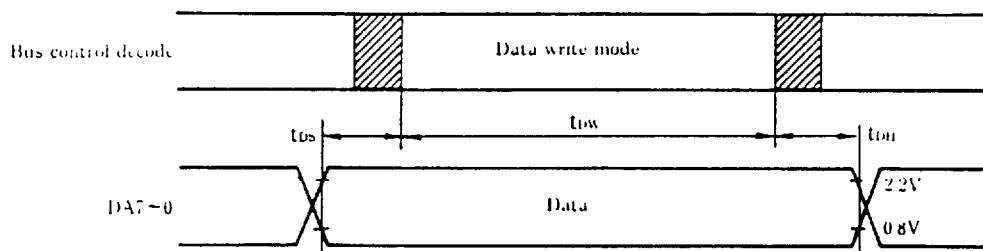


Fig. 6 Data read mode timing

