

P410: G3-128, 128/256MB, 128-bit, 8/16Mx32 DDR2  
LVDS, TV\_OUT, VGA

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HISTORY:

A01: INITIAL VERSION

SKU	VARIANT	NVPN	ASSEMBLY
B	BASE	600-10410-base-100	BASE LEVEL GENERIC SCHEMATIC ONLY, COMMON & NO_STUFF ASSEMBLY NOTES AND BOM NOT FINAL
1	SKU0001	600-10410-0001-100	P410-A01 SKU1 G84 256MB DDR2
2	SKU0003	600-10410-0003-100	P410-A01 SKU3 G86 128MB DDR2
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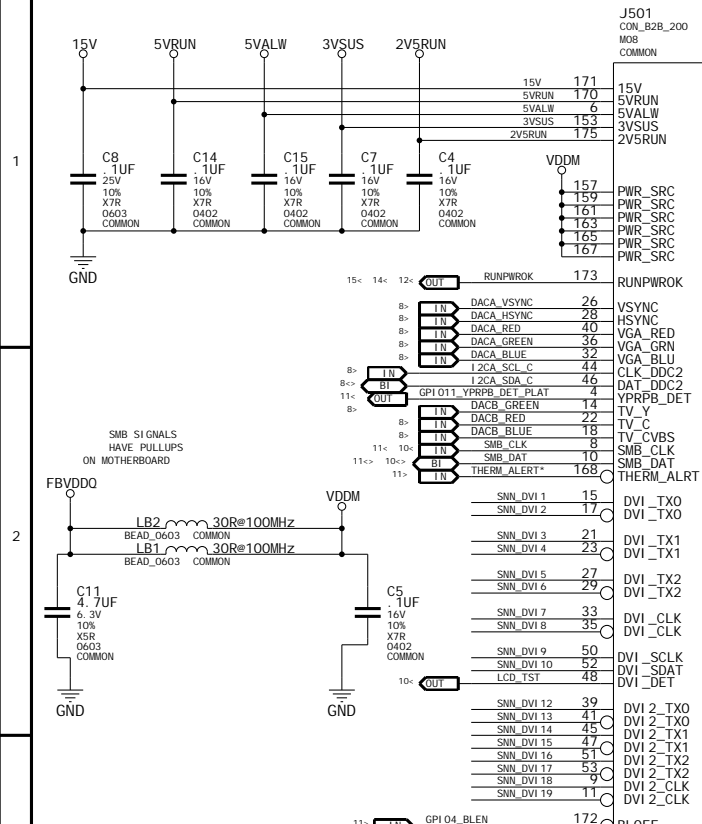


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## MOTHERBOARD CONNECTOR



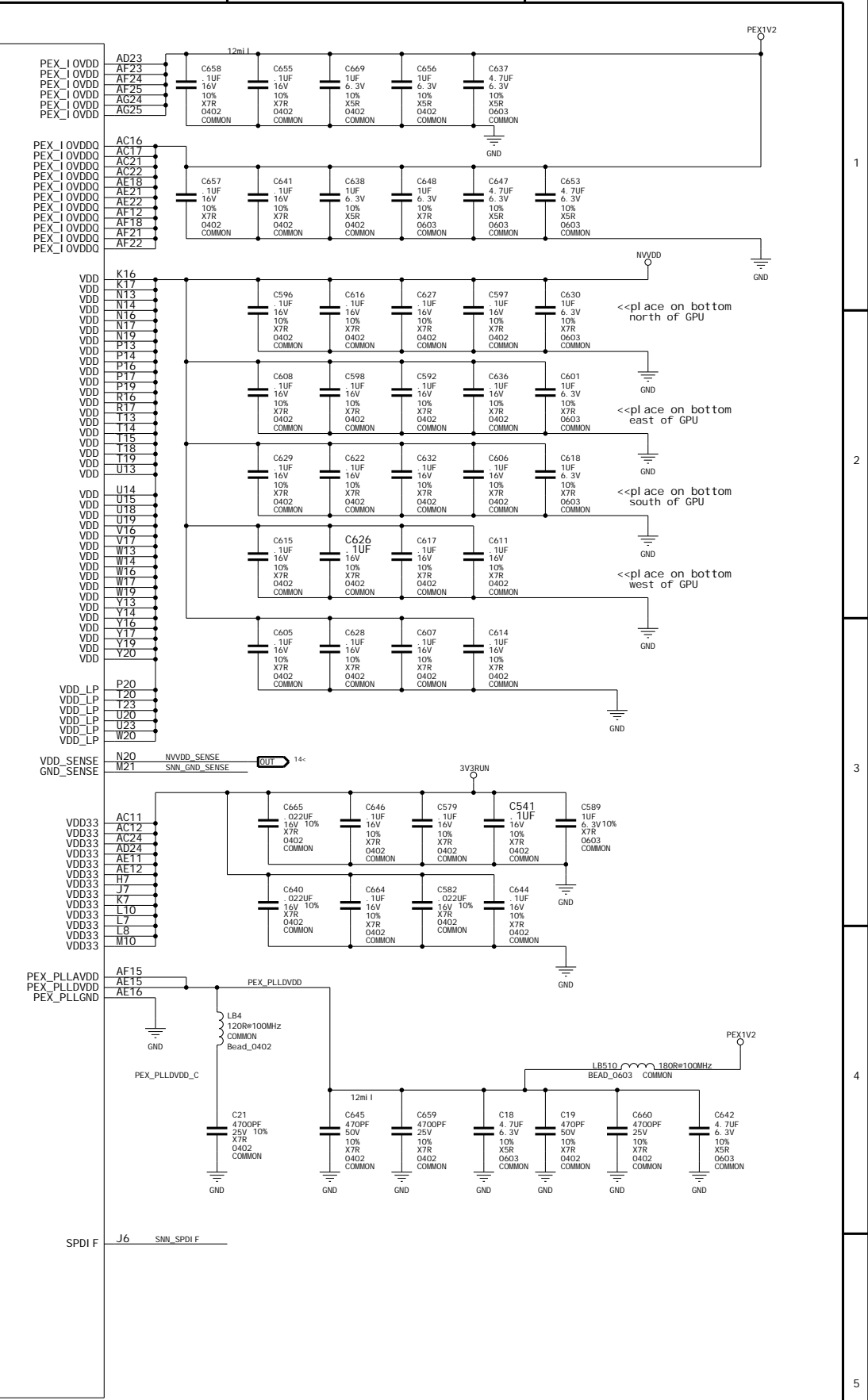
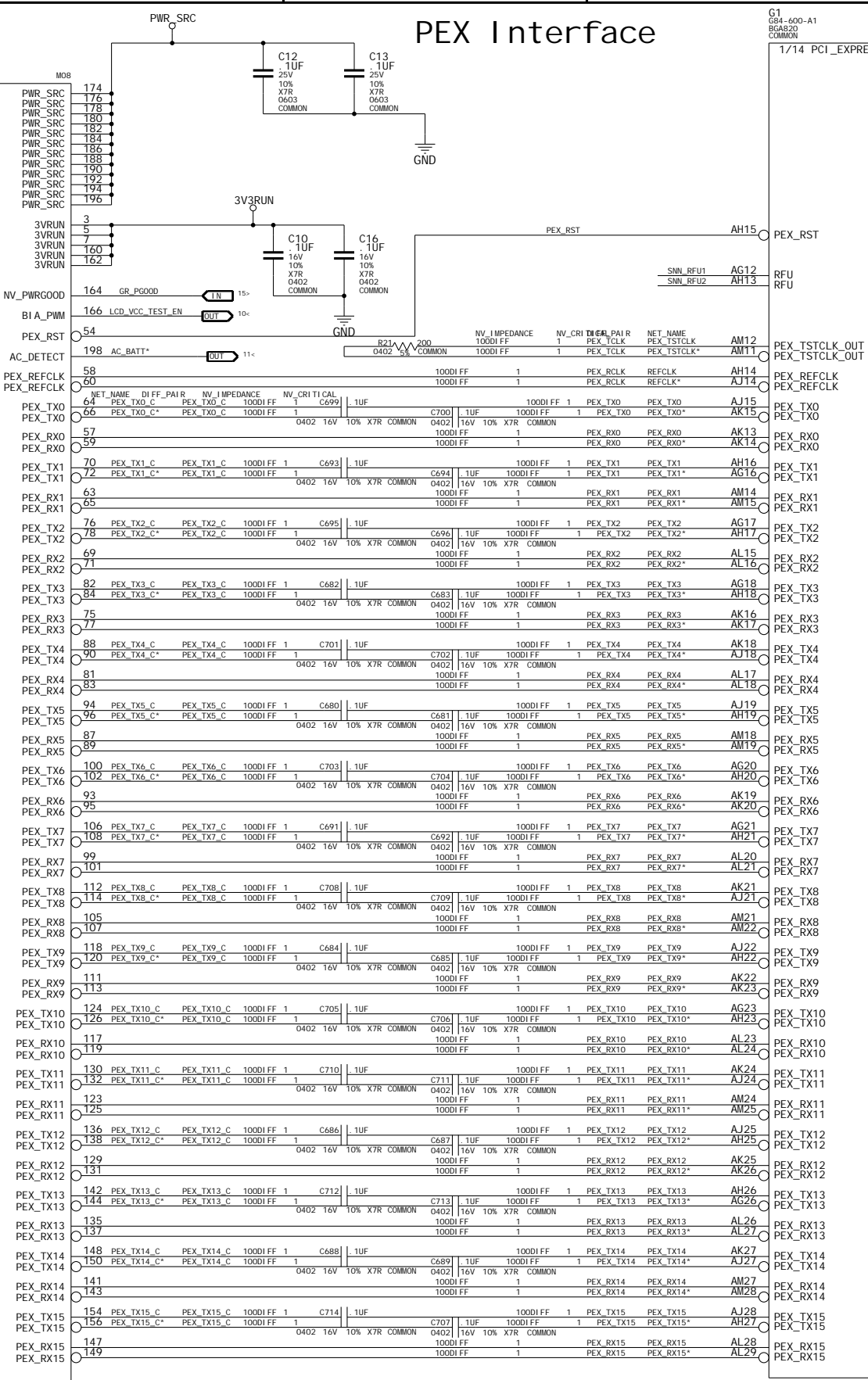
## PLATFORM POWER NET RULES

NET	VOLTAGE	MI_N_L1_NE_WI_DTH
VDDM	1.8V	10
2V5RUN	2.5V	10
3V3RUN	3.3V	16
3VSUS	3.3V	10
5VALW	5V	10
5VRUN	5V	10
15V	15V	10
PWR_SRC	20V	16

NET	NV_NET_MAX_CURRENT	NV_SOURCE_POWER_NET
VDDM	3.0A	TRUE
2V5RUN	0.5A	TRUE
3V3RUN	2.5A	TRUE
3VSUS	0.5A	TRUE
5VALW	0.5A	TRUE
5VRUN	0.5A	TRUE
15V	0.1A	TRUE
PWR_SRC	2.5A	TRUE

## PEX Interface



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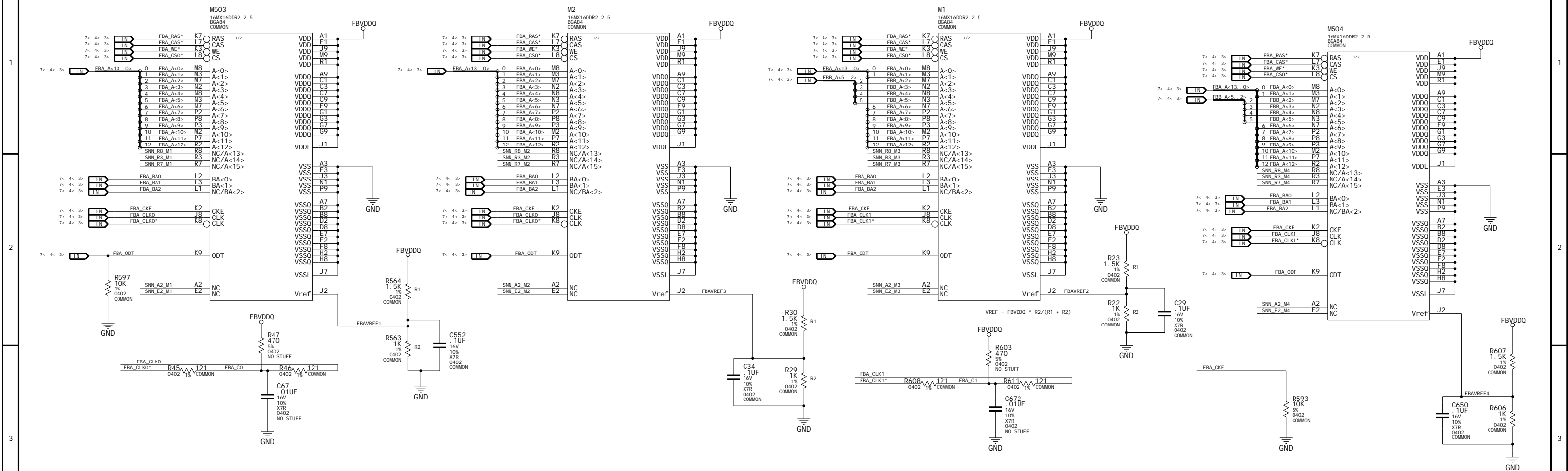
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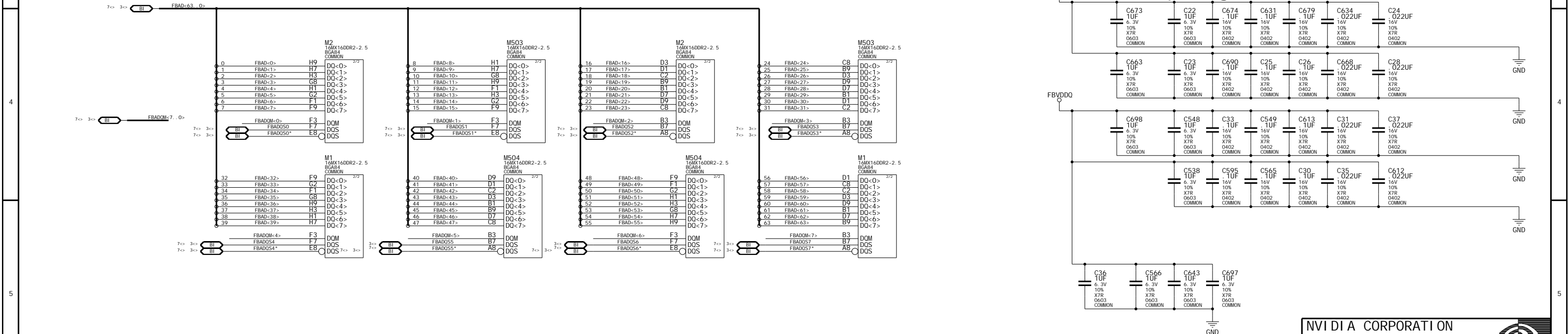
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PAGE 4) MEMORY PARTITION A



## Decoupling for FBA 0..31



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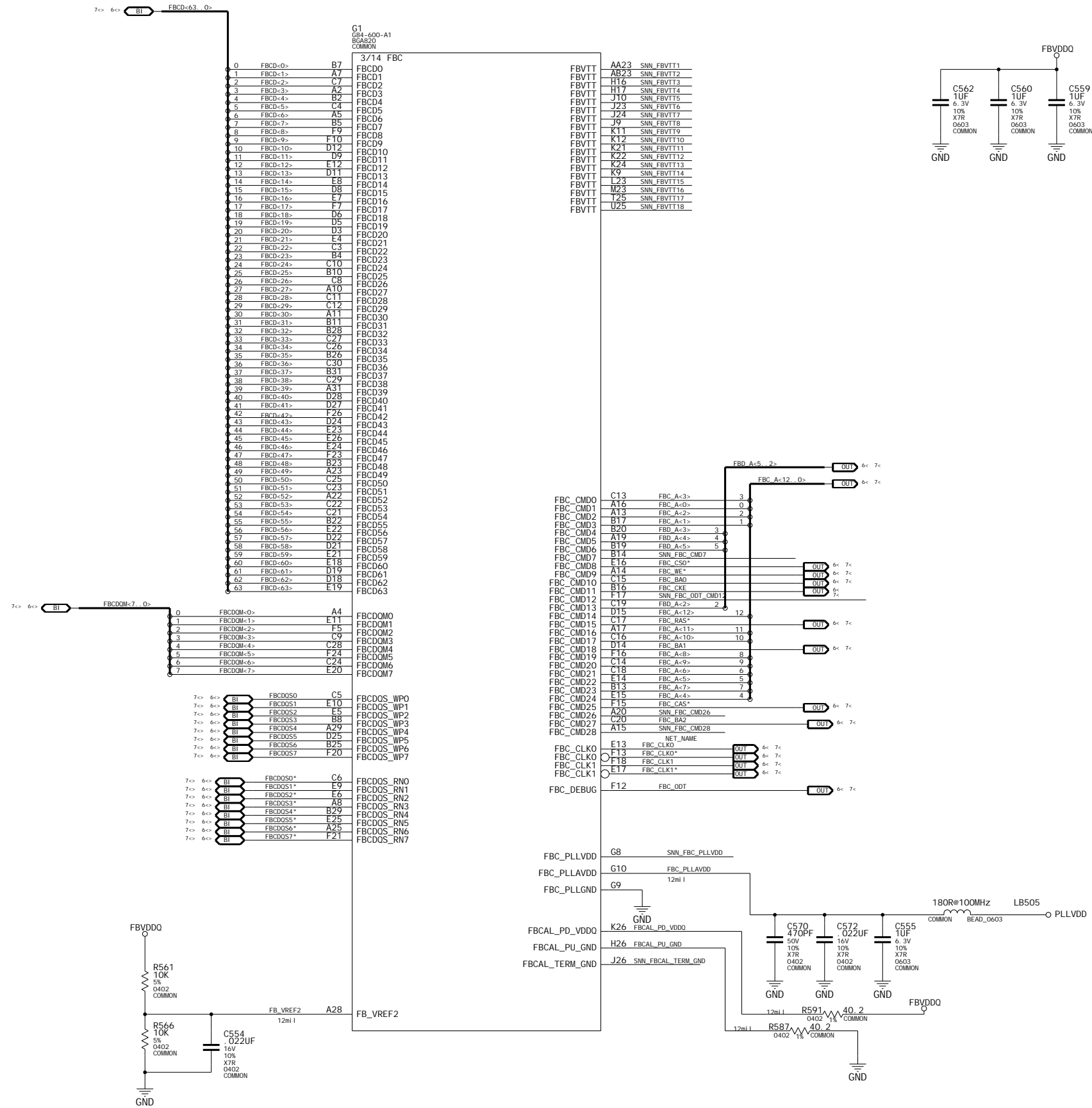
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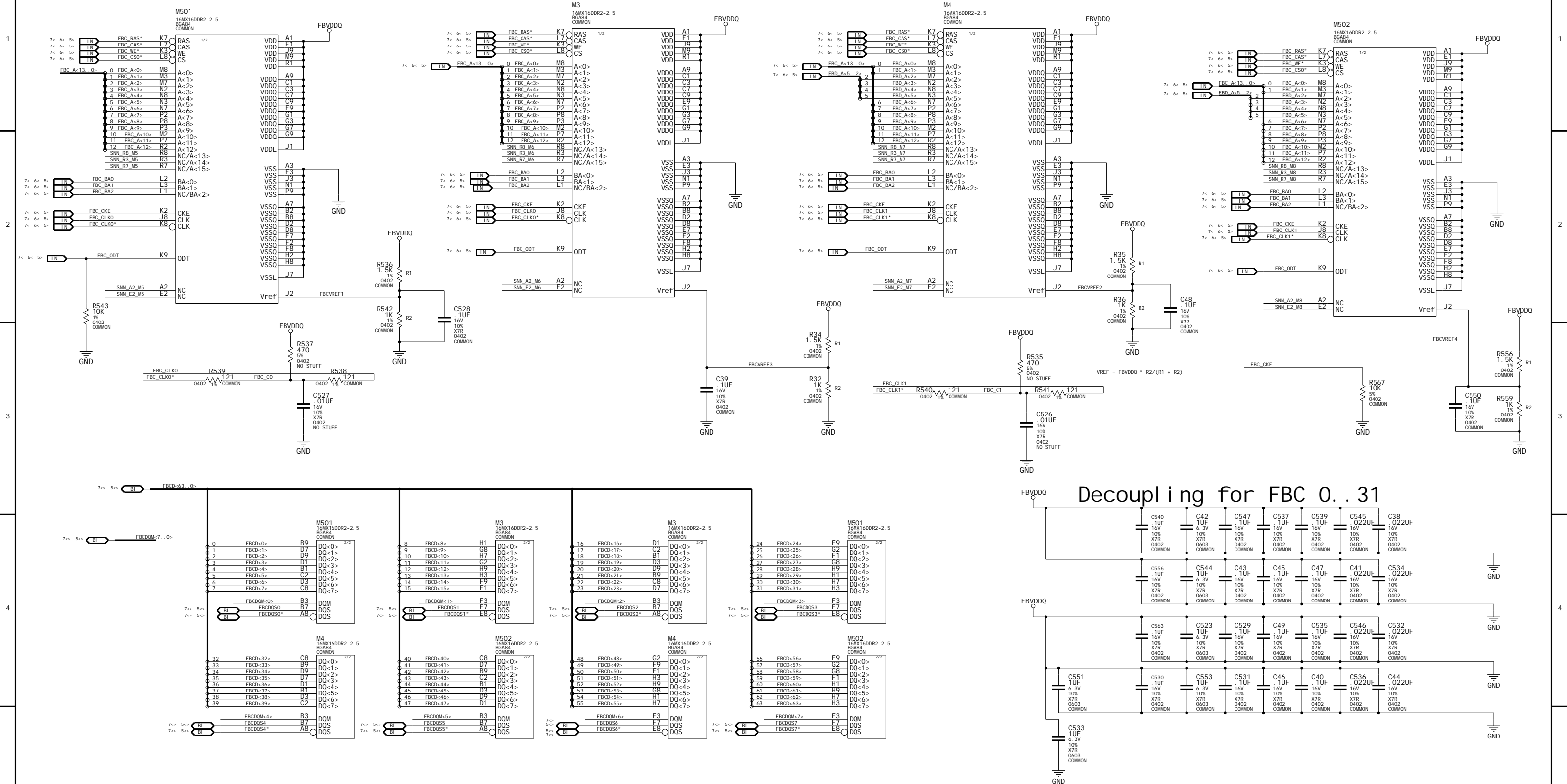
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ASSEMBLY	P410-A01 SKU1 G84 256MB DDR2
PAGE DETAIL	Frame Buffer A Memories

Frame Buffer C GPU



# MEMORY PARTITION C



## Decoupling for FBC 0..31

ASSEMBLY	P410-A01 SKU1 G84 256MB DDR2
PAGE DETAIL L	Frame Buffer C Memories

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

































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





















NAME	P410-A01	DATE	26-FEB-2007
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FrameBuffer Net Rules

NET RULES for FrameBuffer A

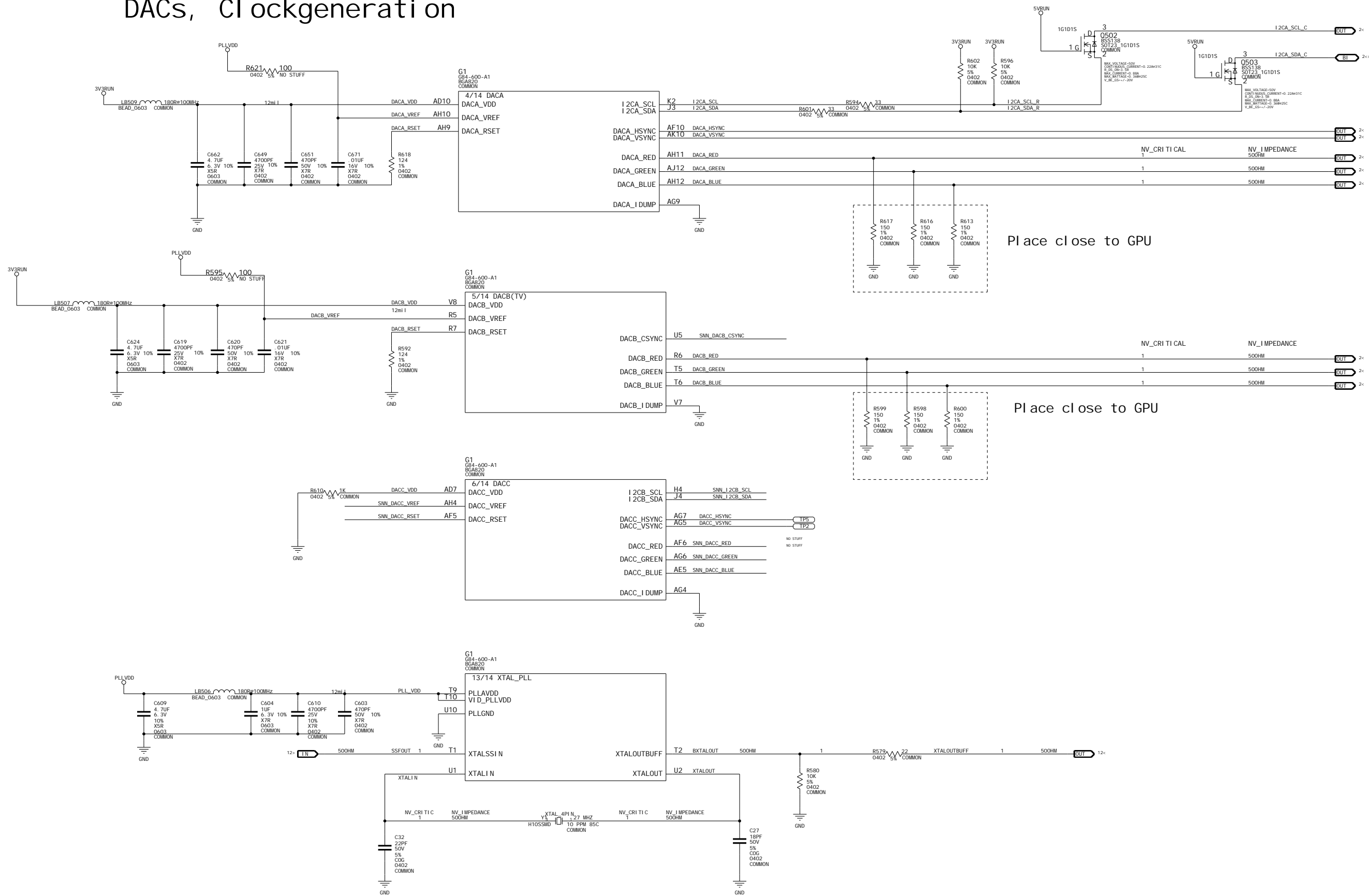
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4< 3>	 FBA_CLK0*	FBA_CLK0	1	100DIFF
4< 3>	 FBA_CLK1	FBA_CLK1	1	100DIFF
4< 3>	 FBA_CLK1*	FBA_CLK1	1	100DIFF
4<> 3<>	 FBAD0S0	FBAD0S0	1	100DIFF
4<> 3<>	 FBAD0S0*	FBAD0S0	1	100DIFF
4<> 3<>	 FBAD0S1	FBAD0S1	1	100DIFF
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4<> 3<>	 FBAD0S2	FBAD0S2	1	100DIFF
4<> 3<>	 FBAD0S2*	FBAD0S2	1	100DIFF
4<> 3<>	 FBAD0S3	FBAD0S3	1	100DIFF
4<> 3<>	 FBAD0S3*	FBAD0S3	1	100DIFF
4<> 3<>	 FBAD0S4	FBAD0S4	1	100DIFF
4<> 3<>	 FBAD0S4*	FBAD0S4	1	100DIFF
4<> 3<>	 FBAD0S5	FBAD0S5	1	100DIFF
4<> 3<>	 FBAD0S5*	FBAD0S5	1	100DIFF
4<> 3<>	 FBAD0S6	FBAD0S6	1	100DIFF
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4< 3>	 FBA_CKE		2	50OHM
4< 3>	 FBA_BA2		2	50OHM
4< 3>	 FBA_RAS*		2	50OHM
4< 3>	 FBA_CAS*		2	50OHM
4< 3>	 FBA_WE*		2	50OHM
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4< 3>	 FBA_CS1*		2	50OHM
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4< 3>	 FBA_ODT		2	50OHM

NET RULES for FrameBuffer C

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6< 5>	 FBC_CLK0*	FBC_CLK0	1	100DIFF
6< 5>	 FBC_CLK1	FBC_CLK1	1	100DIFF
6< 5>	 FBC_CLK1*	FBC_CLK1	1	100DIFF
6<> 5<>	 FBAD0S0	FBAD0S0	1	100DIFF
6<> 5<>	 FBAD0S0*	FBAD0S0	1	100DIFF
6<> 5<>	 FBAD0S1	FBAD0S1	1	100DIFF
6<> 5<>	 FBAD0S1*	FBAD0S1	1	100DIFF
6<> 5<>	 FBAD0S2	FBAD0S2	1	100DIFF
6<> 5<>	 FBAD0S2*	FBAD0S2	1	100DIFF
6<> 5<>	 FBAD0S3	FBAD0S3	1	100DIFF
6<> 5<>	 FBAD0S3*	FBAD0S3	1	100DIFF
6<> 5<>	 FBAD0S4	FBAD0S4	1	100DIFF
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6<> 5<>	 FBAD<63..0>		2	50OHM
6< 5>	 FBC_ODT		2	50OHM

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# DACs, Clockgenerati on



Place close to GPU

Place close to GPU

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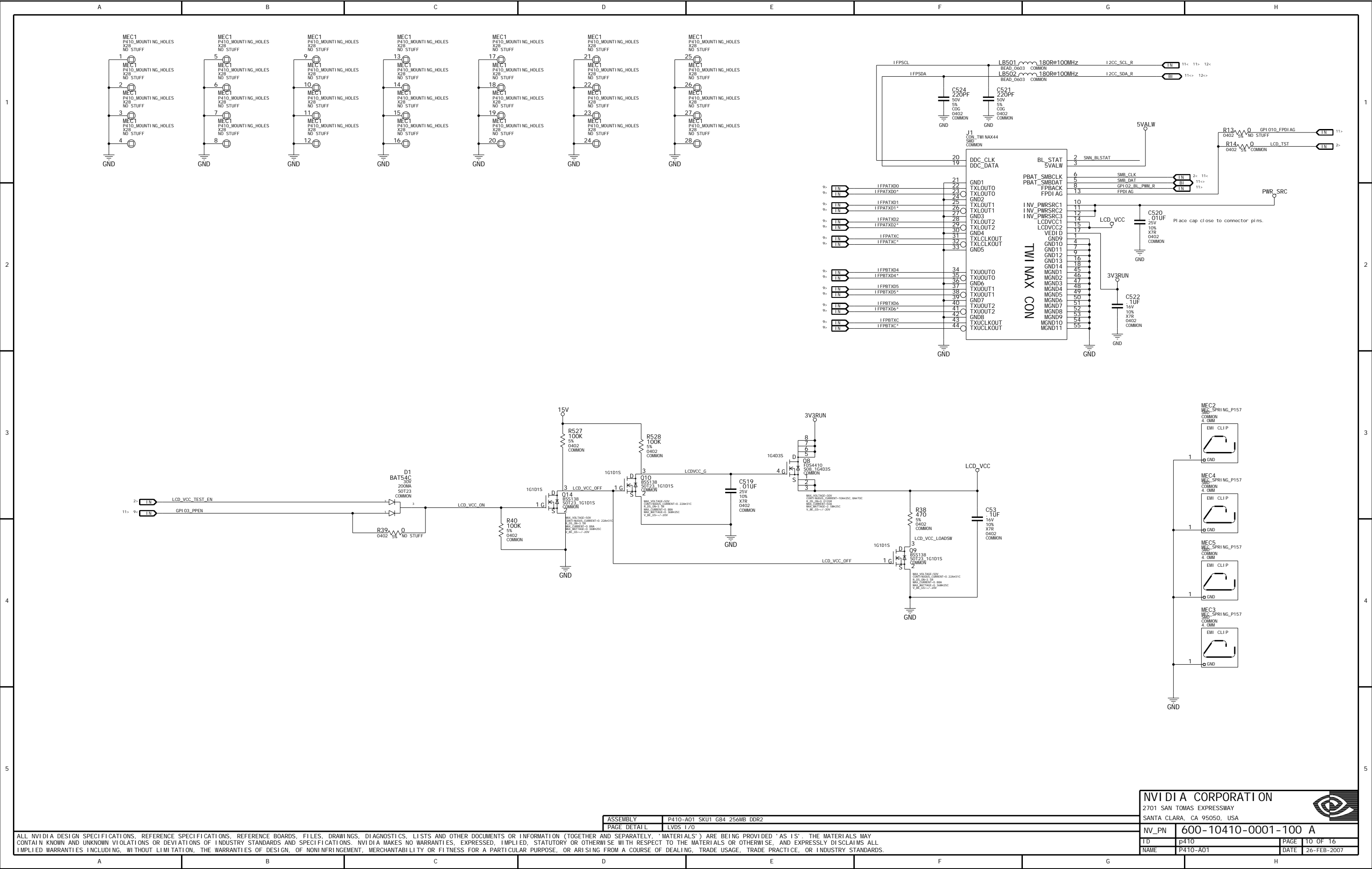
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ASSEMBLY	P410-A01 SKU1 G84 256MB DDR2
PAGE DETAIL	DACs, Clock-Generati on



[illegible]



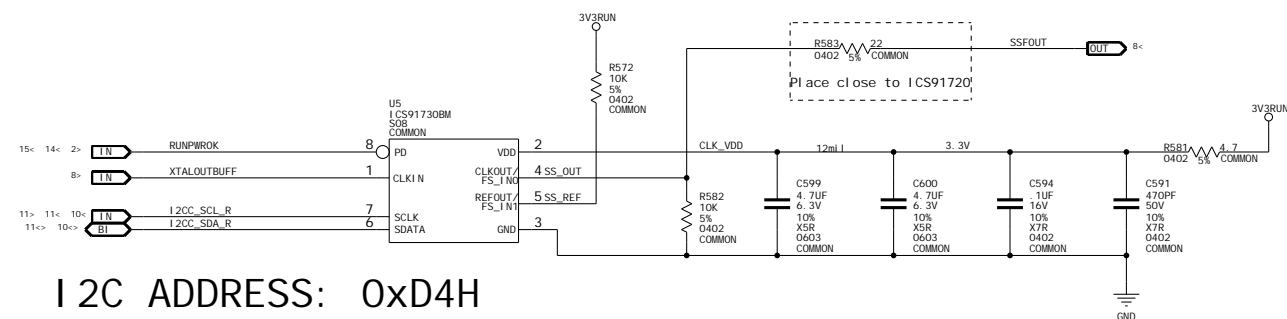
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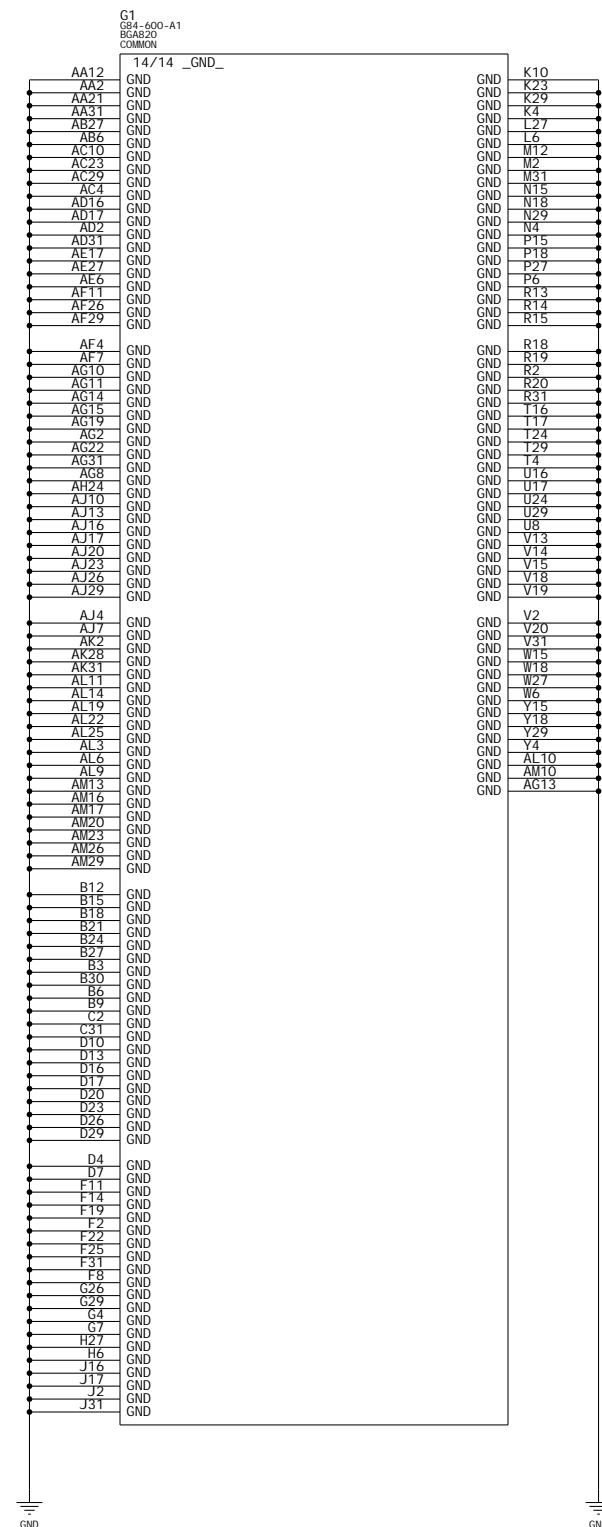
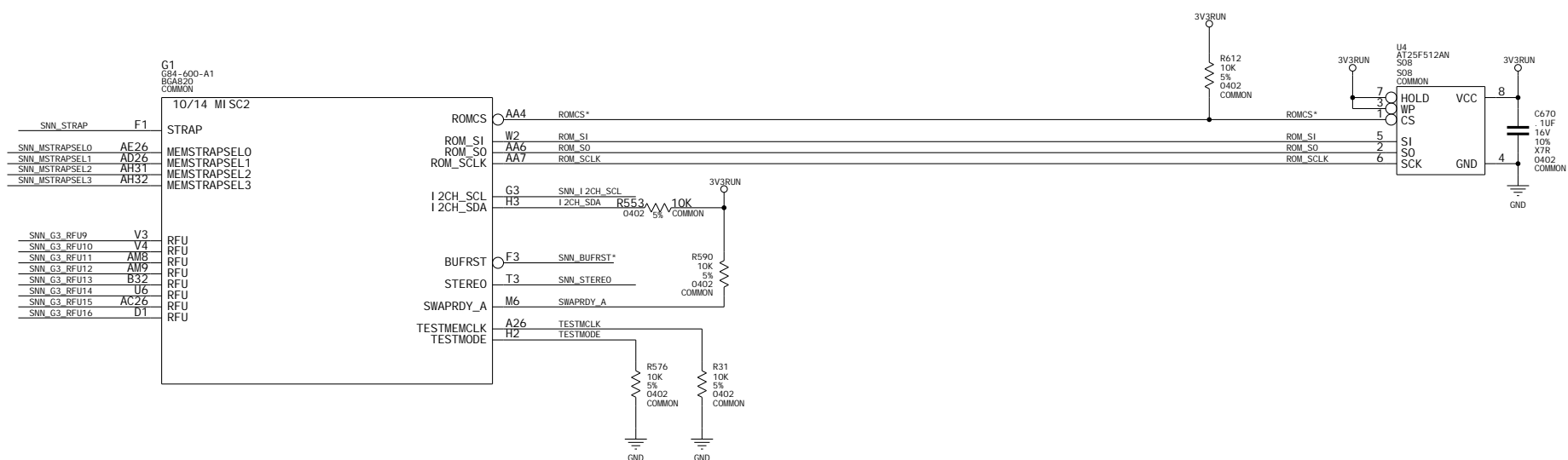
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## SPREAD SPECTRUM CLOCK

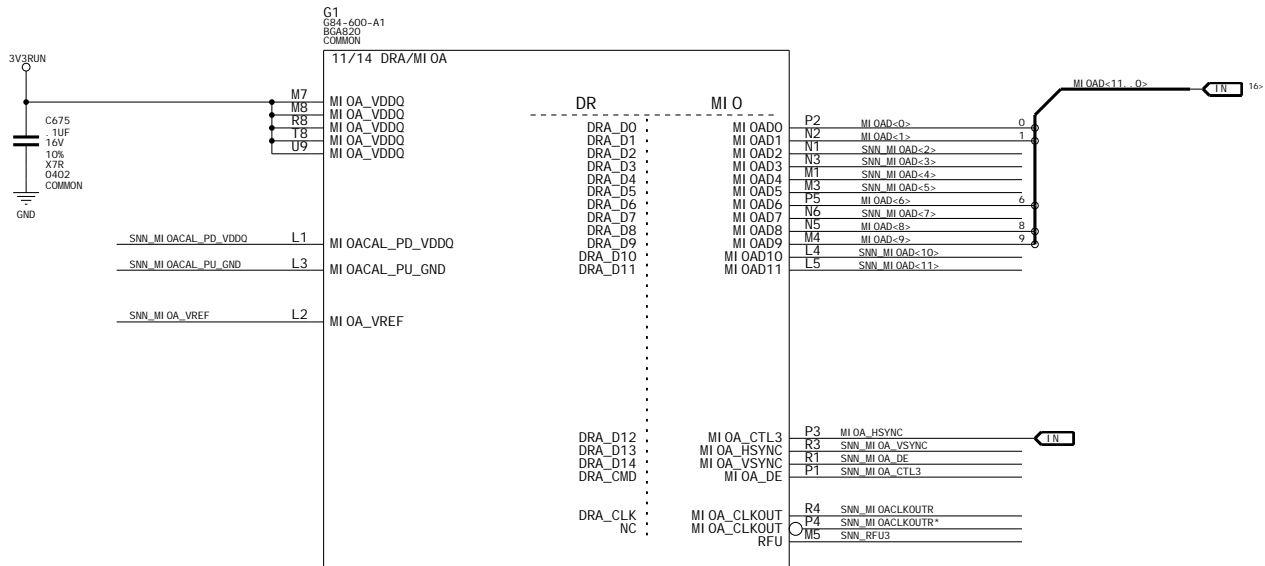


I 2C ADDRESS: 0xD4H

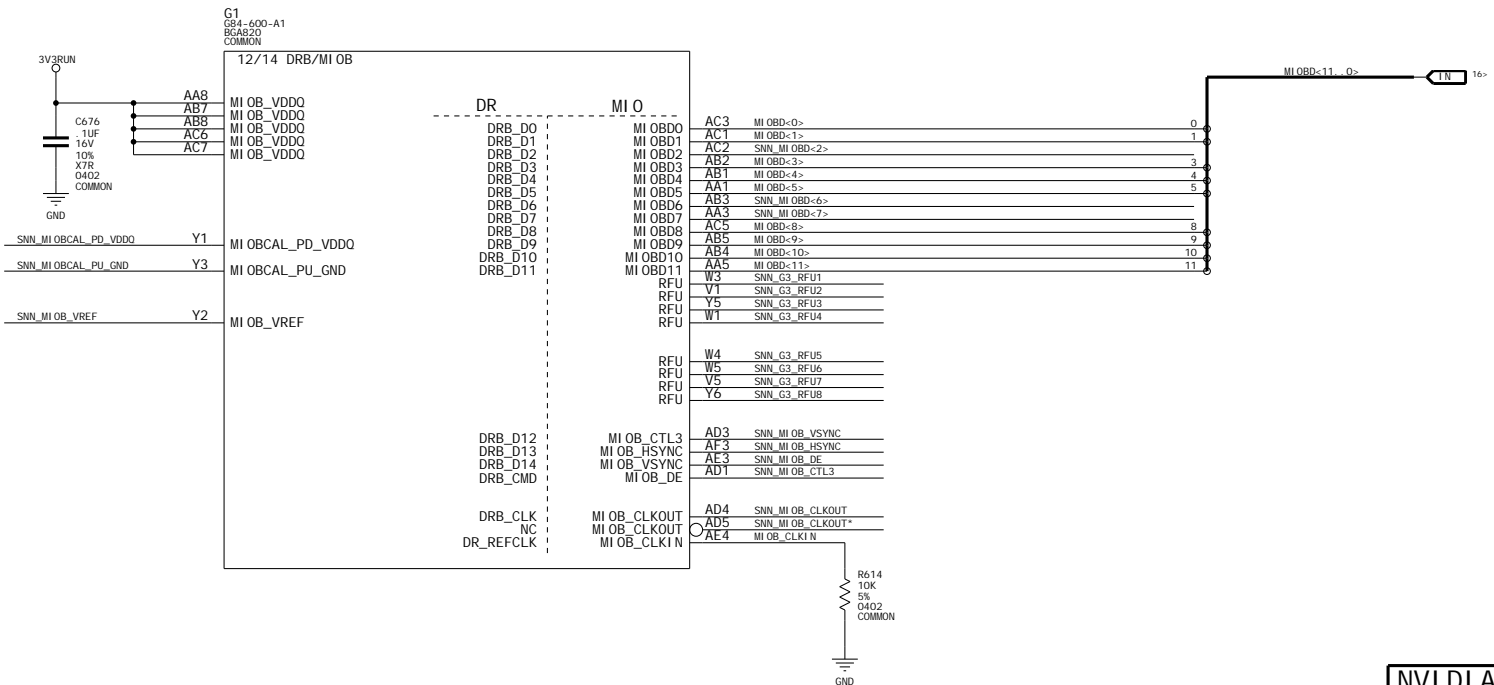
## ROM Interface



MI OA



MI OB



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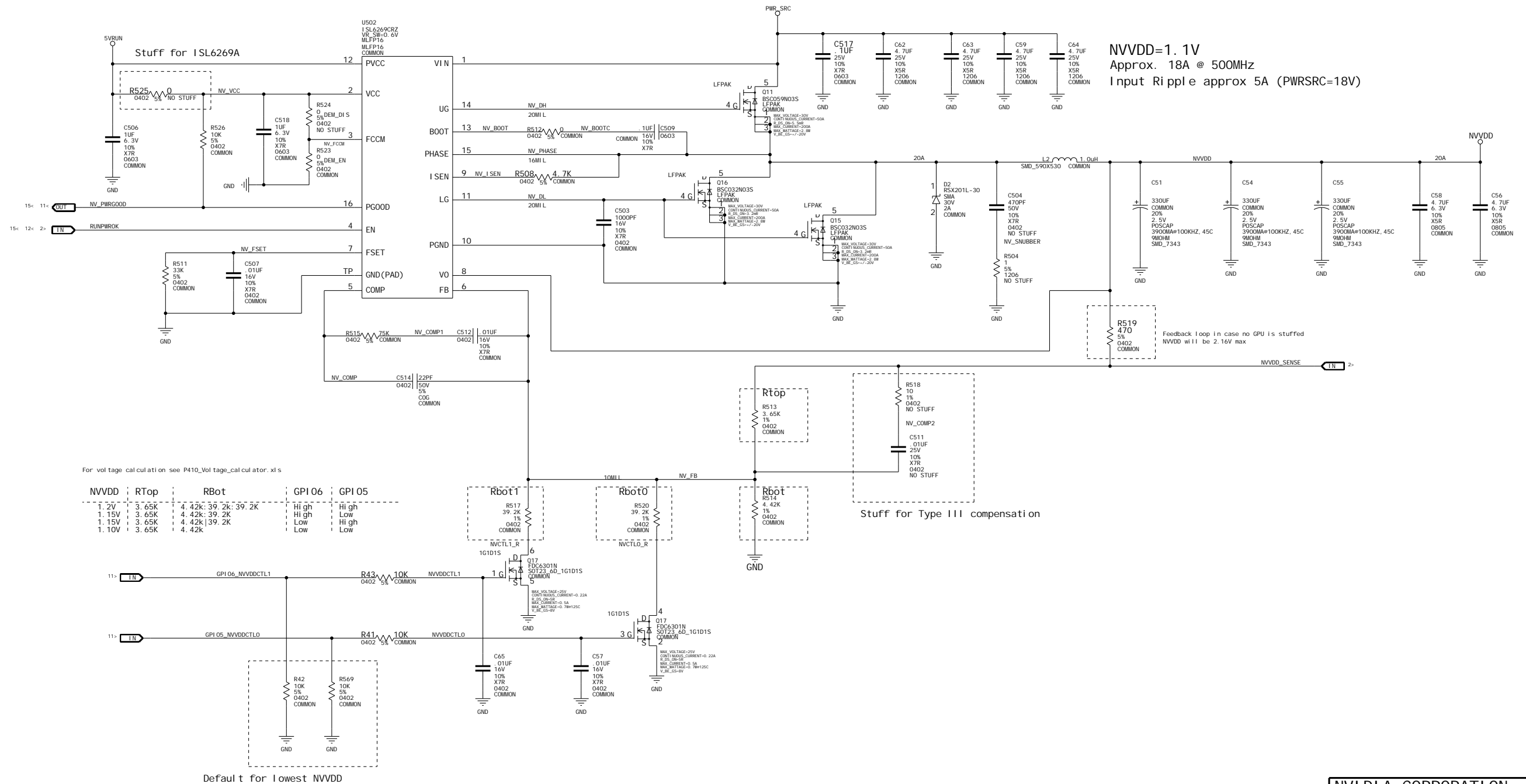
ID p410 PAGE 13 OF 16


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# NVVDD SUPPLY

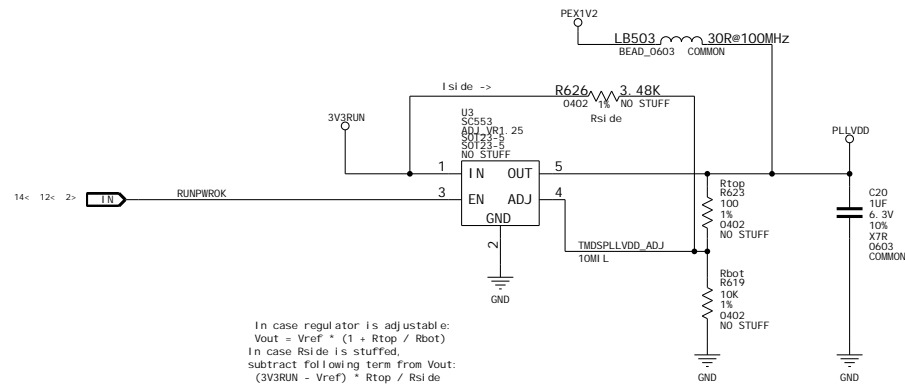
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NVDD0	NVDD0	1.2V



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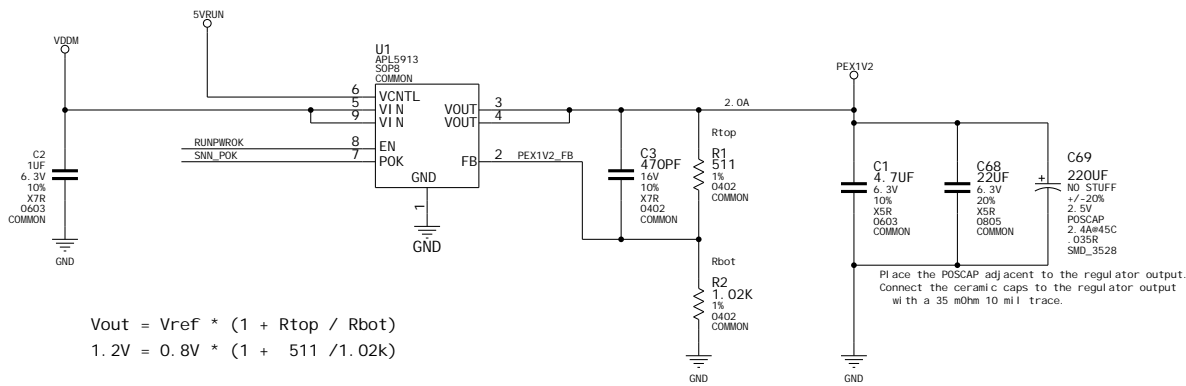
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PLLVDD SUPPLY



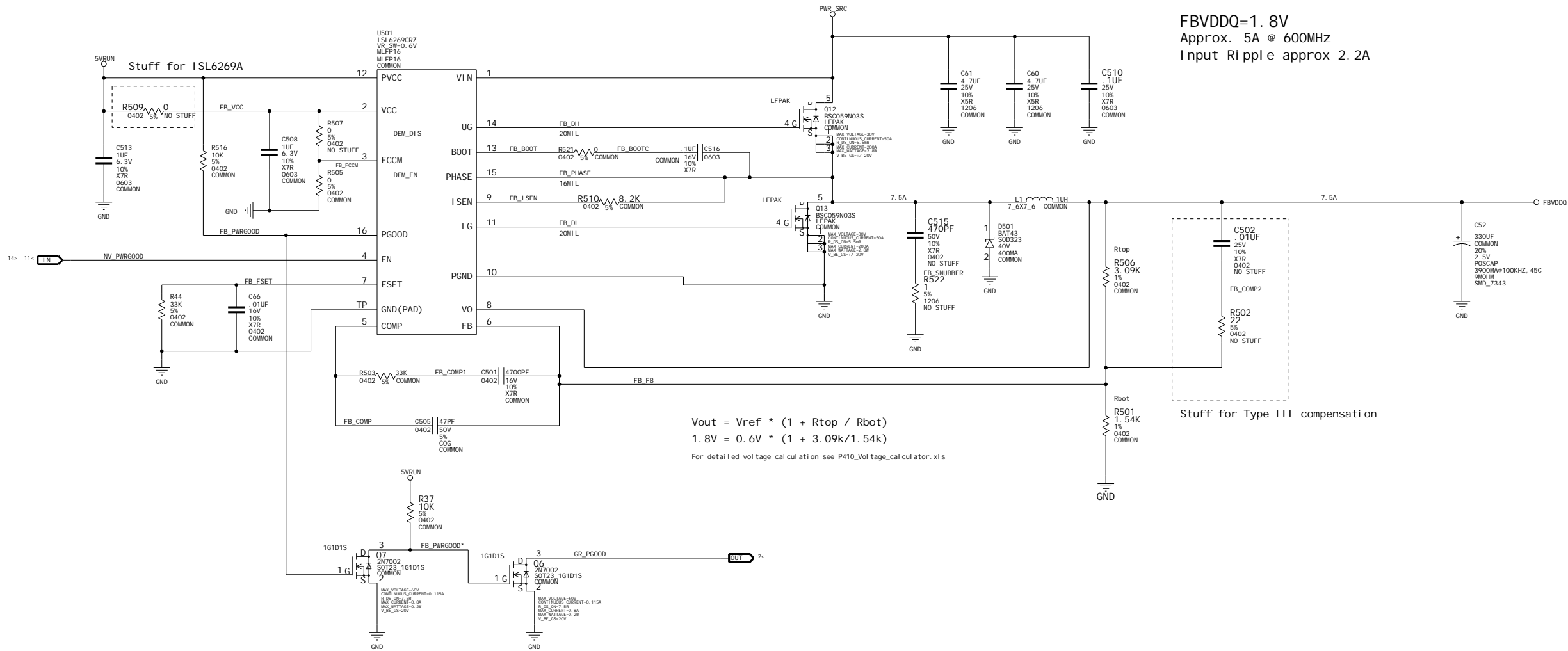
In case regulator is adjustable:  
 $V_{out} = V_{ref} * (1 + R_{top} / R_{bot})$   
In case Rside is stuffed,  
subtract following term from Vout:  
 $(3V3RUN - V_{ref}) * R_{top} / R_{side}$

PEX1V2 SUPPLY



$$V_{out} = V_{ref} * (1 + R_{top} / R_{bot})$$
$$1.2V = 0.8V * (1 + 511 / 1.02k)$$

FBVDDQ SWITCHER



FBVDDQ=1.8V  
Approx. 5A @ 600MHz  
Input Ripple approx 2.2A

$$V_{out} = V_{ref} * (1 + R_{top} / R_{bot})$$
$$1.8V = 0.6V * (1 + 3.09k / 1.54k)$$

For detailed voltage calculation see P410\_Voltage\_calculator.xls

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