

PG160-B02

8GB GDDR6, 256b, X16
Tall DVI-D + USBC/DP + DP + HDMI/DP + DP

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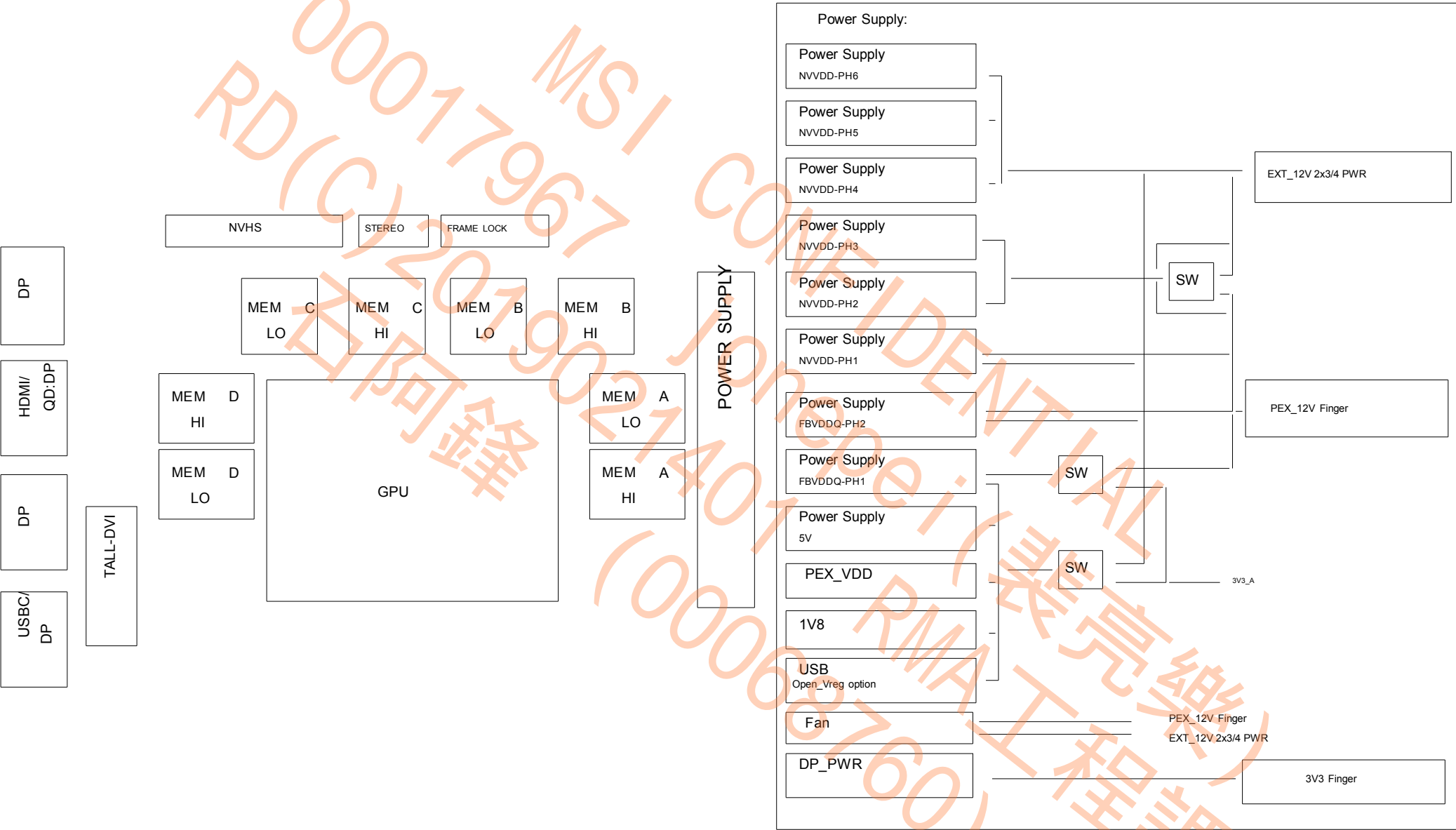
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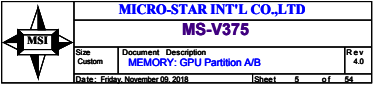
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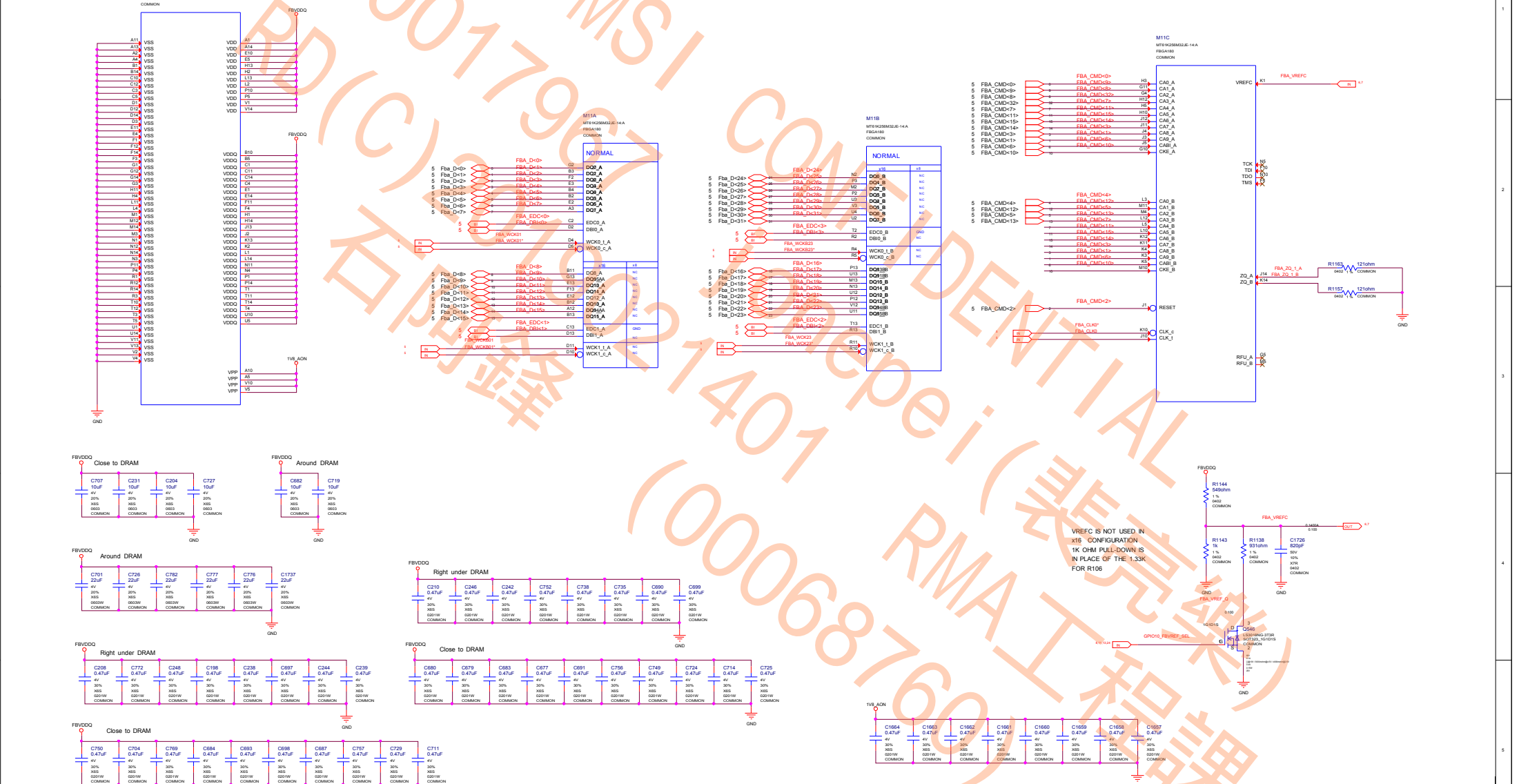
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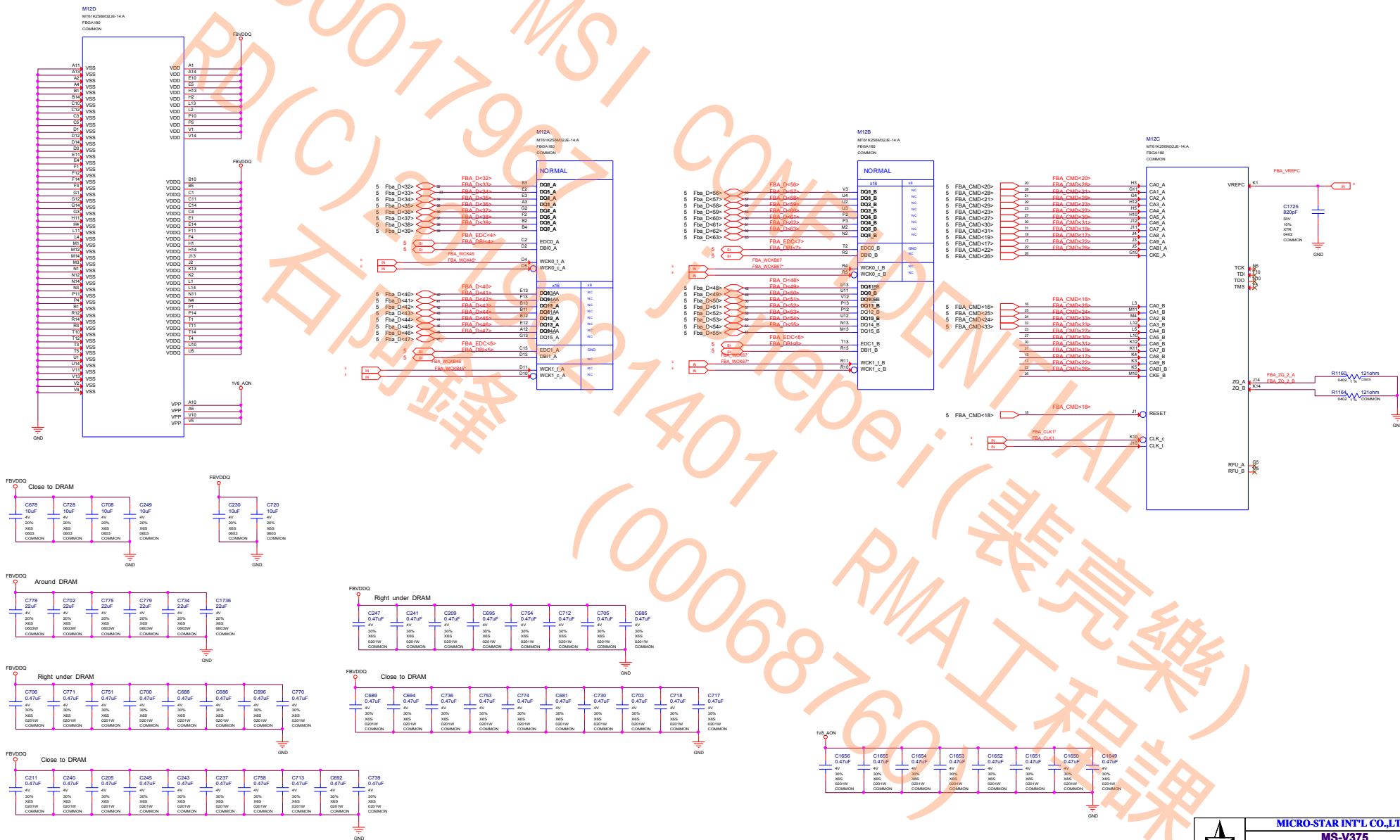
51	MECH
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Page2: Block Diagram

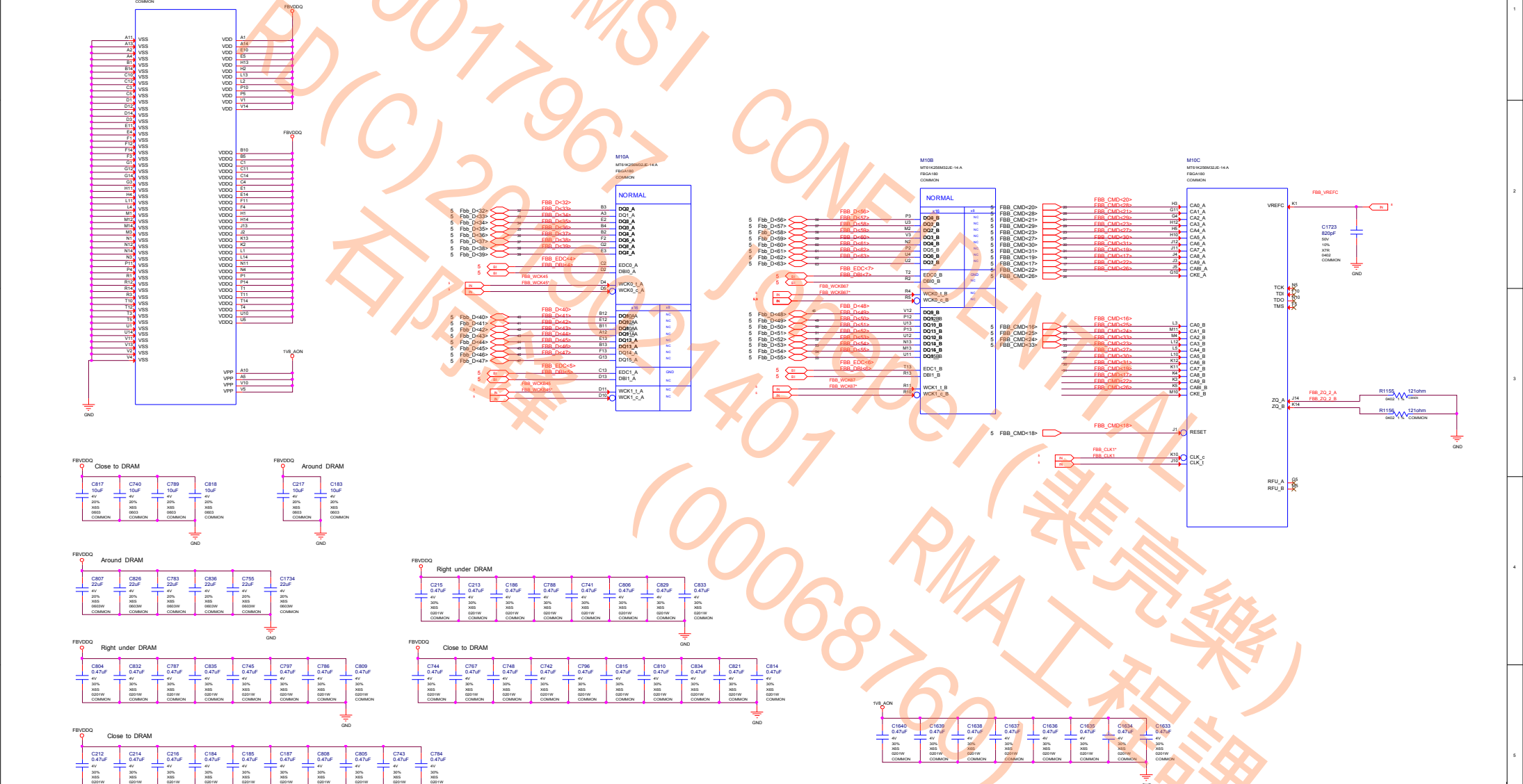




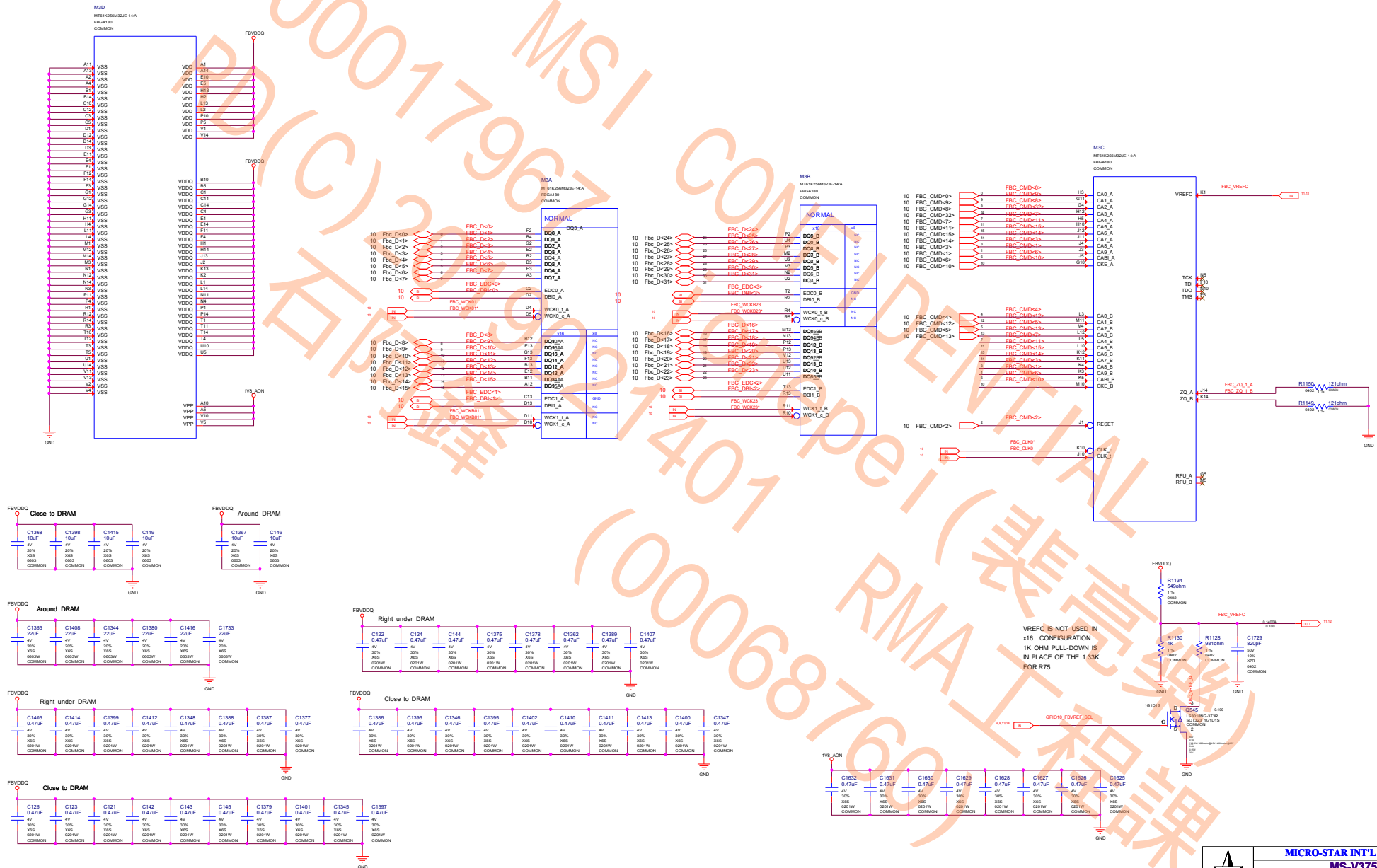


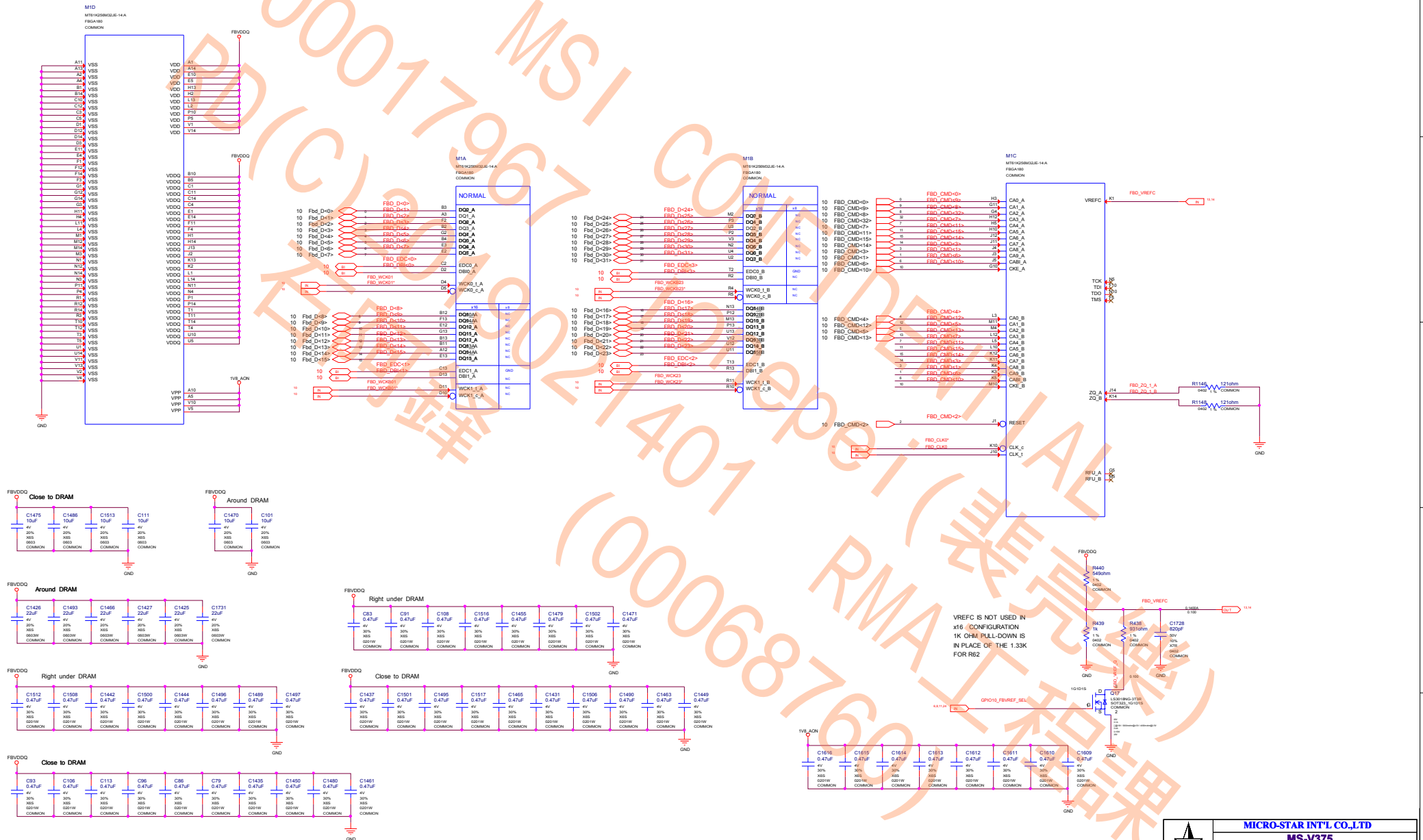








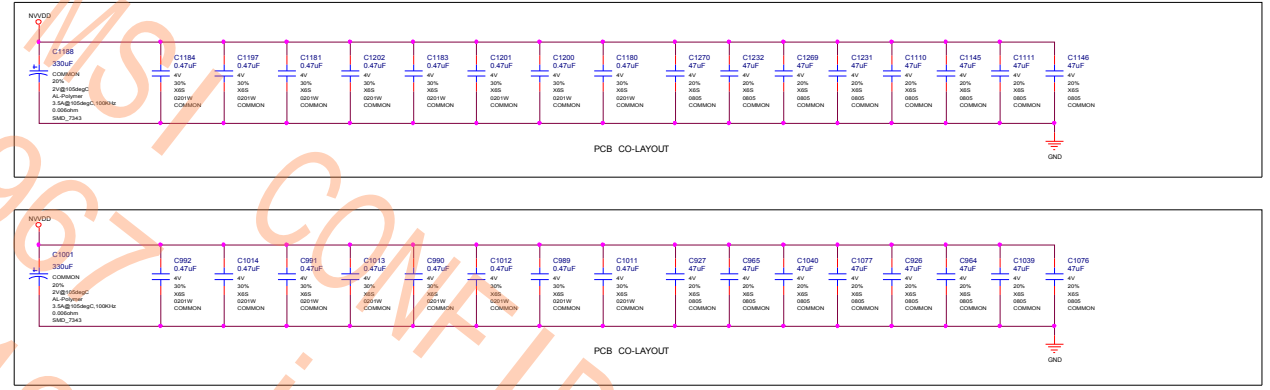




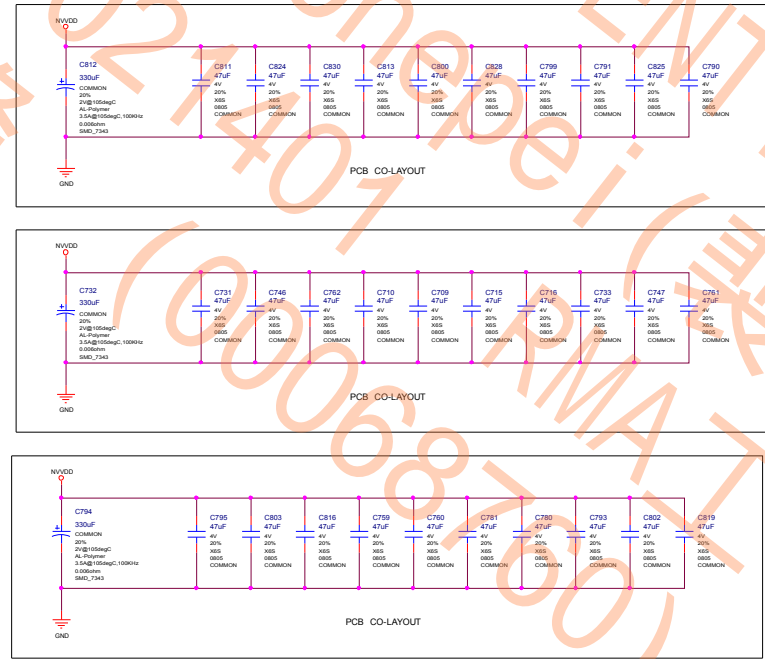
FBVDDQ



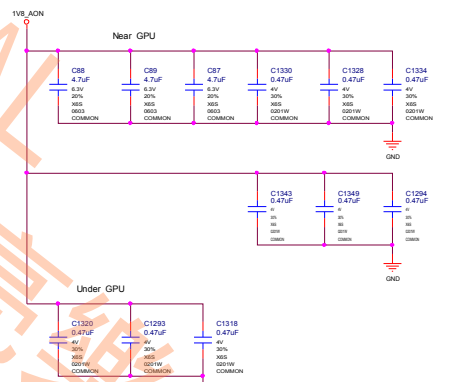
Under GPU



Near GPU



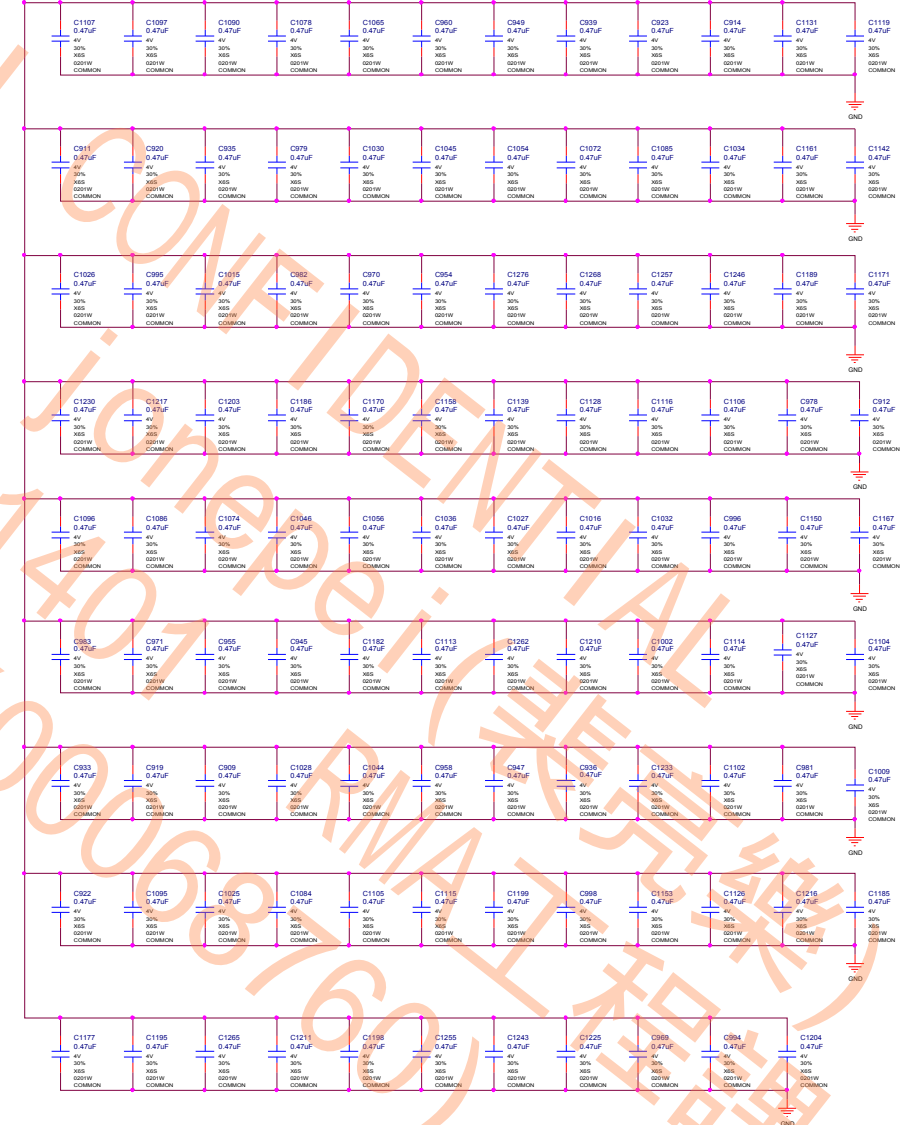
1V8_AON



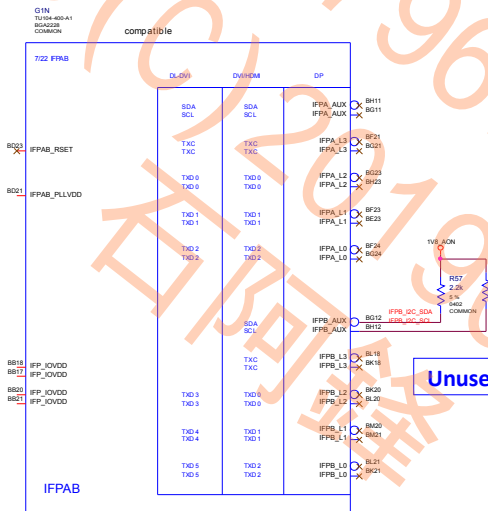
NVDD



NVDD



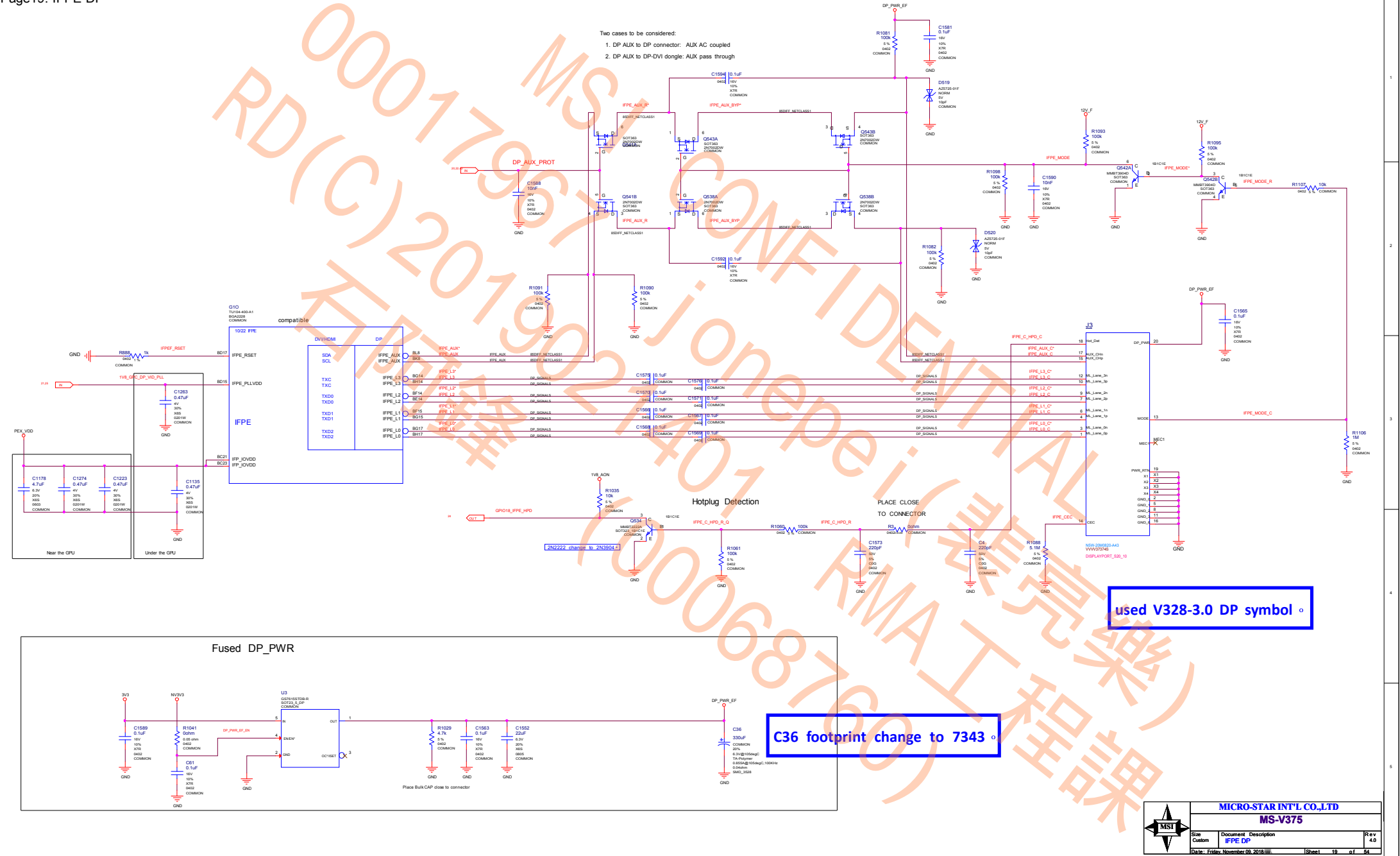
[delete Link AB](#)

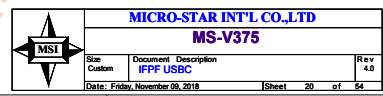


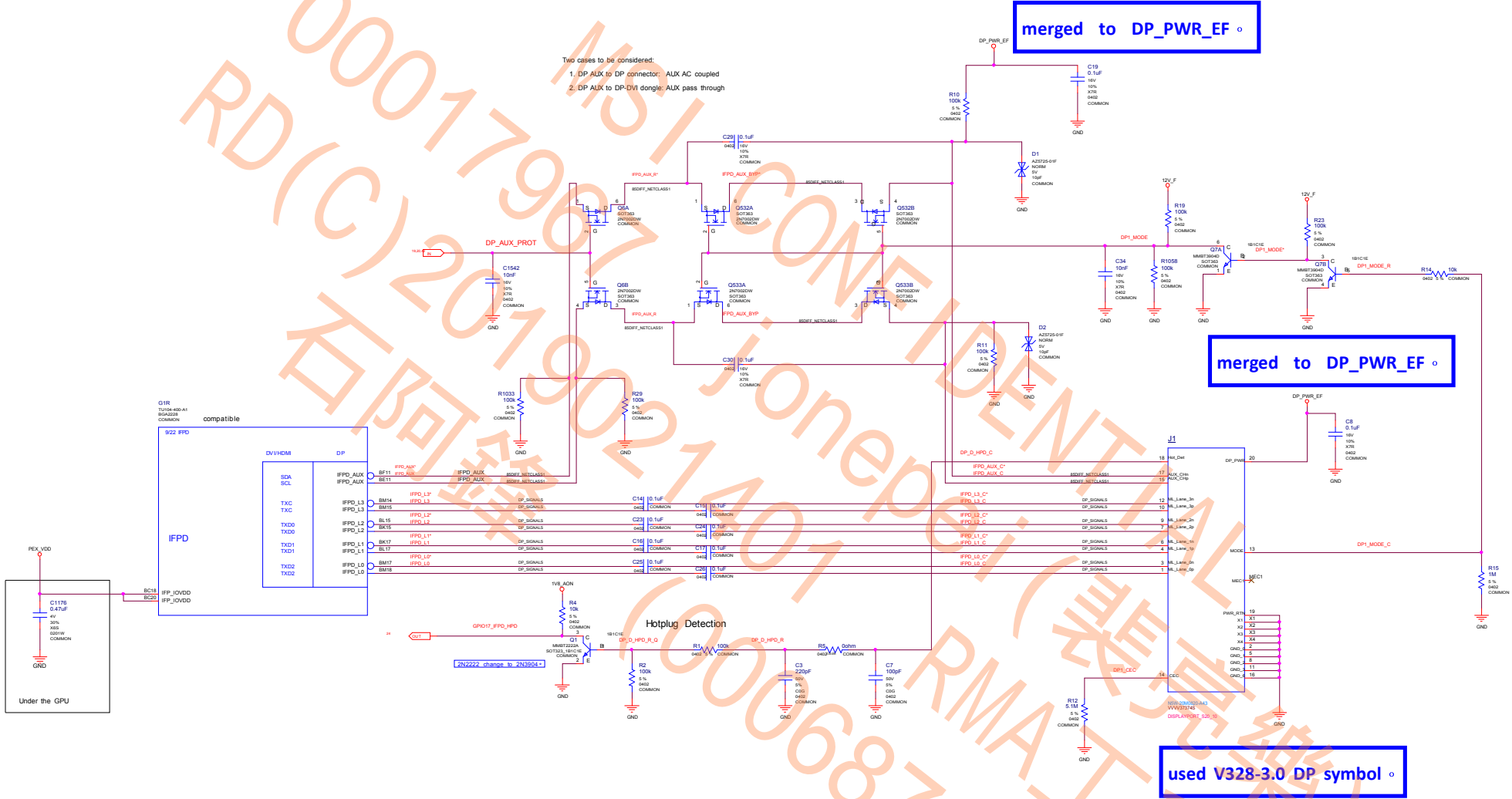
9.3 UNUSED PINS

If an IFP link is unused, in general it should be left unconnected. This includes Main and Aux links. IFPxy_RSET and IFPxy_PLLVDD (xy=AB,CD,EF) can be left unconnected if neither of IFPx /IFPy is in use. For example, If neither link of the IFPA/IFPB macro is to be used, then IFPAB_PLLVDD and IFPAB_RSET should be left disconnected, and all signals and references associated with Link A and Link B should also be left unconnected.

IFP_IOVDD rail can be unconnected if no IFP link is used. If any IFP is used, all IFP_IOVDD balls must be connected to power rail.







STRAP2	STRAP1	STRAP0	RAMCFG[4:0]
L	L	L	00000
L	L	H	00001
L	H	L	00010
L	H	H	00011
H	H	L	00110
H	H	H	00111
L	L	M	01000

RAMCFG[4:0]	DENSITY	WIDTH	VENDOR	DIE
00000	8Gb	256-bit	Samsung	C
00001	8Gb	256-bit	Micron	A
00010	8Gb	256-bit	Hynix	M
00011	8Gb	256-bit	Samsung	C
00100	8Gb	256-bit	Micron	A
00101	8Gb	256-bit	Hynix	M
00110	16Gb	256-bit	Samsung	M
00111				

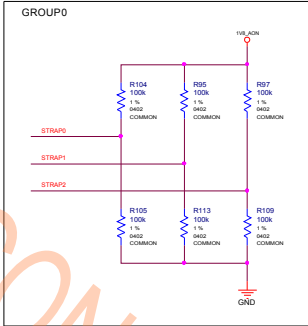
ROM_SO	ROM_SI	ROM_SCLK	DUMMY[2:0]	FS_OVERT	1.ENABLE 0.DISABLE	DEFAULT
L	L	L	XXX1		FS_OVERT ENABLE	
L	L	M	XXX0		FS_OVERT DISABLE	

STRAP5	STRAP4	STRAP3	SMB_ALT_ADDR	DEVID_SEL	PCIE_CFG	VGA_DEVICE
M	H	H	1	1	1	1
M	H	L	1	1	1	0
M	L	H	1	1	0	1
M	L	L	1	1	0	0
L	H	M	1	0	1	1
L	M	H	1	0	1	0
L	L	M	1	0	0	0
H	H	H	0	1	1	1
H	H	L	0	1	1	0
H	L	H	0	1	0	1
H	L	L	0	1	0	0
L	H	H	0	0	1	1
L	H	L	0	0	1	0
L	L	H	0	0	0	1 DEFAULT
L	L	L	0	0	0	0

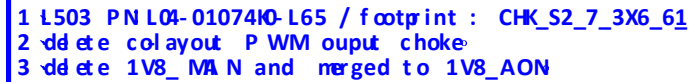
H=High :Tied to 1.8V
M=Middle:Tied to 0.9V
L=Low :Tied to 0V

1:SMB_ALT_ADDR ENABLE
0:SMB_ALT_ADDR DISABLE
1:DEVID_SEL REBRAND
0:DEVID_SEL ORIGINAL

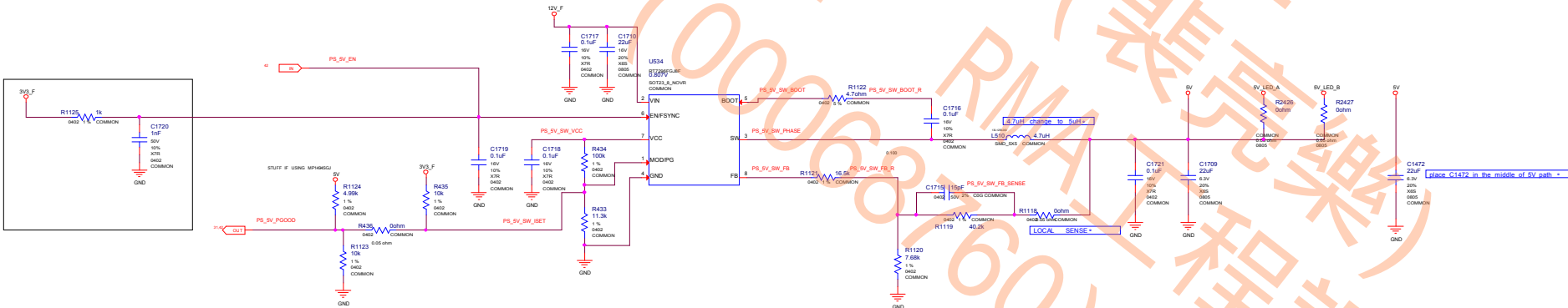
1:PCIE_CFG LOW POWER
0:PCIE_CFG HIGH POWER
1:VGA_DEVICE ENABLE
0:VGA_DEVICE DISABLE

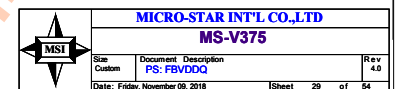


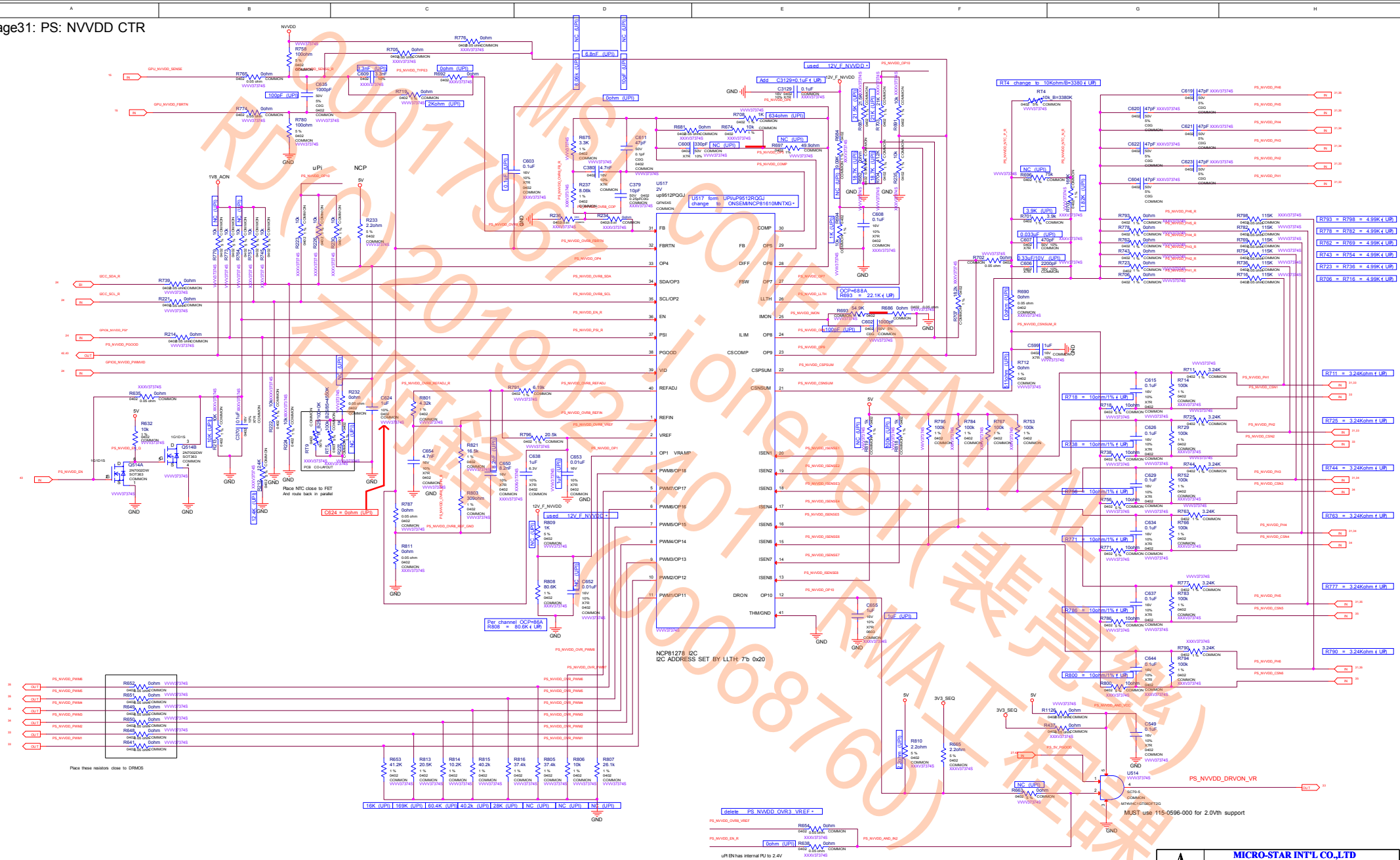
footprint change to I9C-S92160C-N03



- 1 L510 P N L04-0507010-L65 / footprint : CHK_S2_5_4X5_23
- 2 d d e t e colayout P W M ouput choke
- 3 unused RTD3 d d e t e Buck-Boost regulator

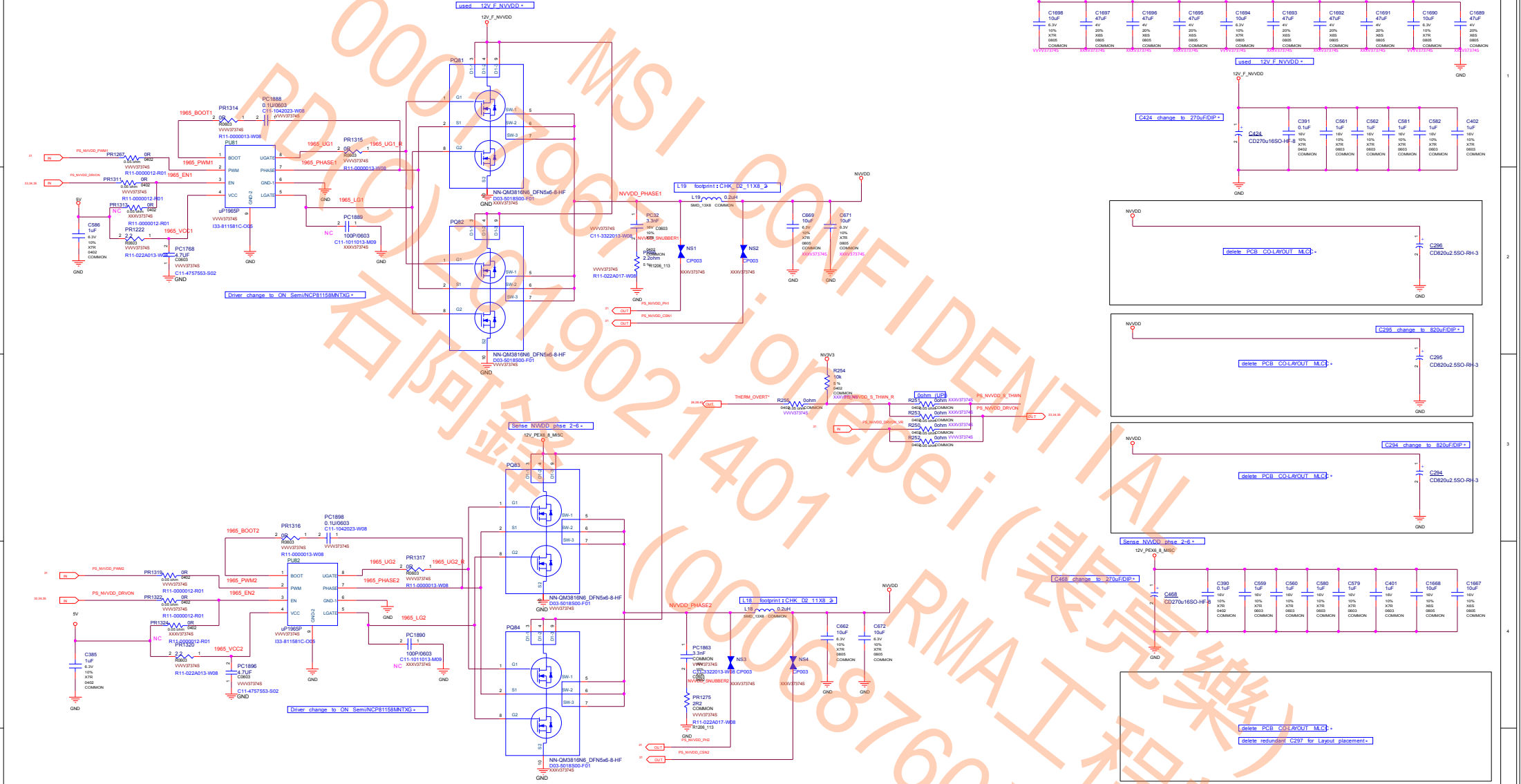


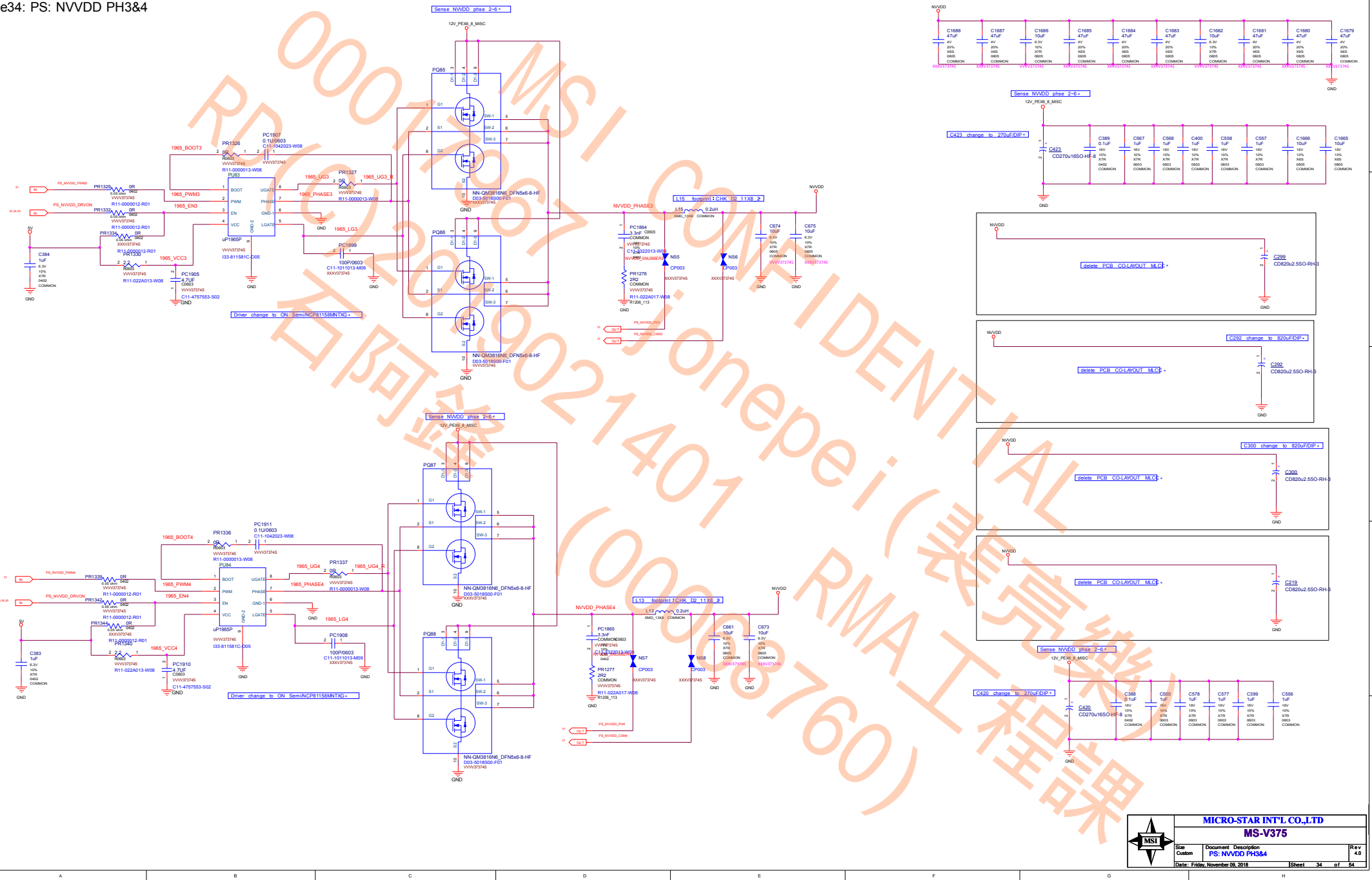


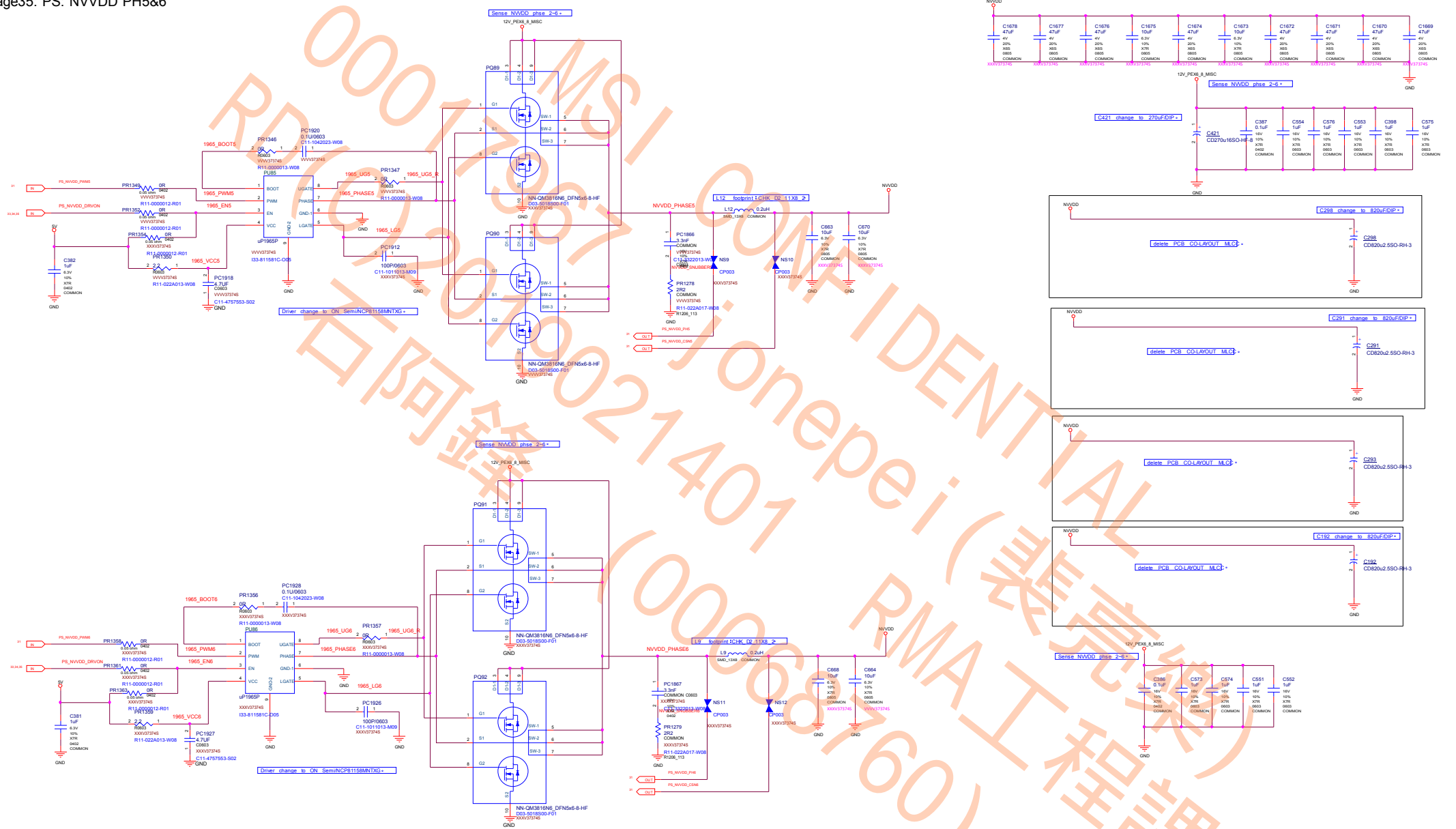


delete all unused

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(00068760) RMA工程師







removed U511 for fi xed NVVDD 12Vi nput:
1 \merged 3V3_AON to 3V3_F
2 unused and dlete 3V3_AUX
3 unused and dlete 3V3_AUX_CON
4 \NVVDD_DYN_V N merged to 12V_PEX6_8_F1

Delete GPOL INPUT DYN BAL1
Delete INPUT PEX6 D11 STEER

delete regulator for USBC_VBUS °

Unused USB_I2C* leaving Pull high resistor to 1.8V °

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delete PPC ◦

Unused USB_I2C* leaving Pull high resistor to 1.8V ◦

Unused IFPB_I2C* leaving Pull high resistor to 1.8V ◦

delete GPIO4_IPPB_HPD ◦

delete PEX_RST_BUF* ◦

delete GPIO1_GPIO_FB_EN* ◦

unused and delete all °

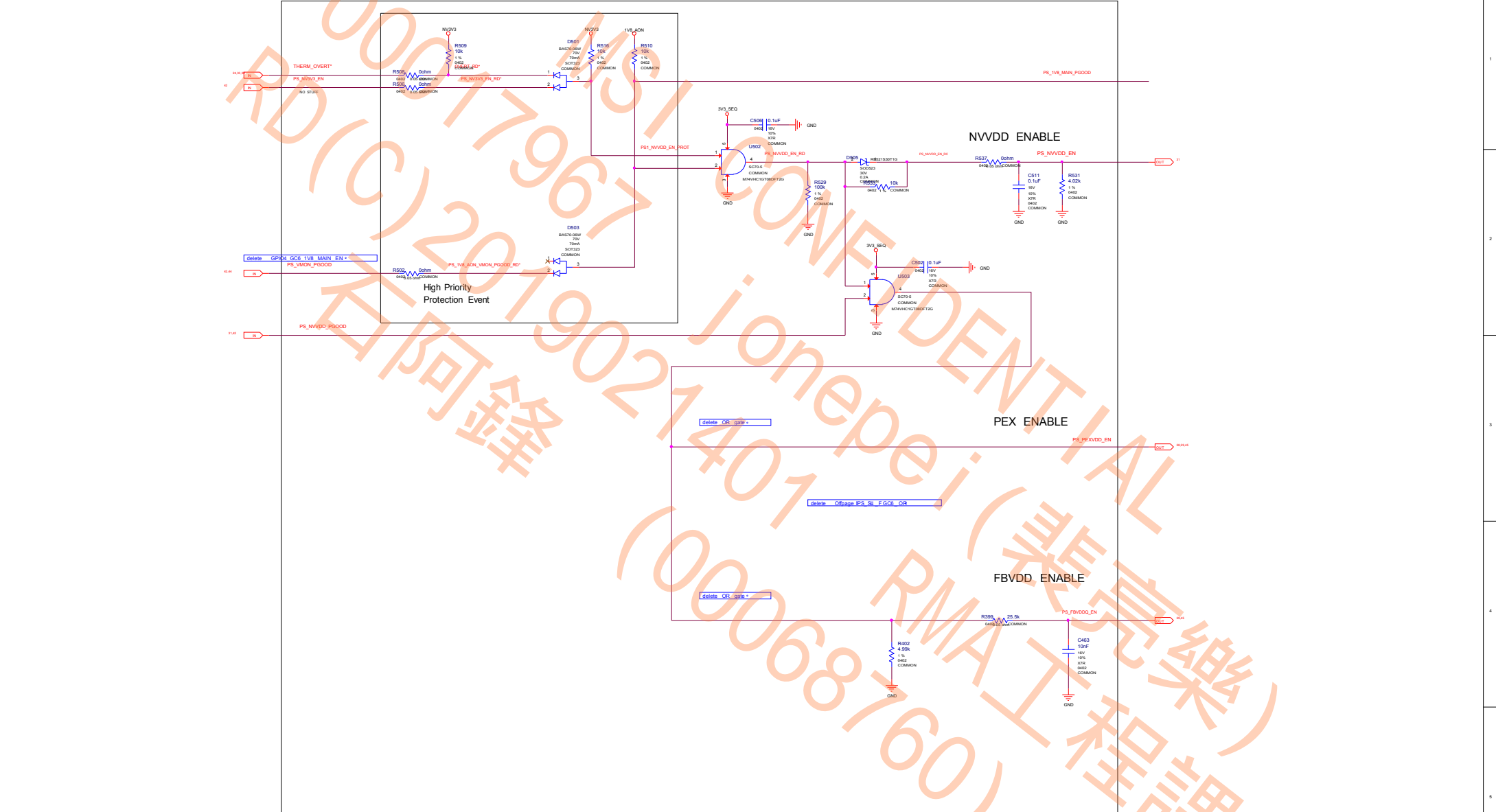
delete _GPIOT_GCK_FB_EN<+>
delete _GPIOD2_DUE_IN_SW1

delete _offpage_PIS_RTD_SWITCH

unused and delete _GPIOT4



MICRO-STAR INT'L CO.,LTD			
MS-V375			
Size	Document	Description	Rev
Custom		12V & 3V3_A SWITCHER	4.0
Date: Friday, November 09, 2018		Sheet	41 of 54

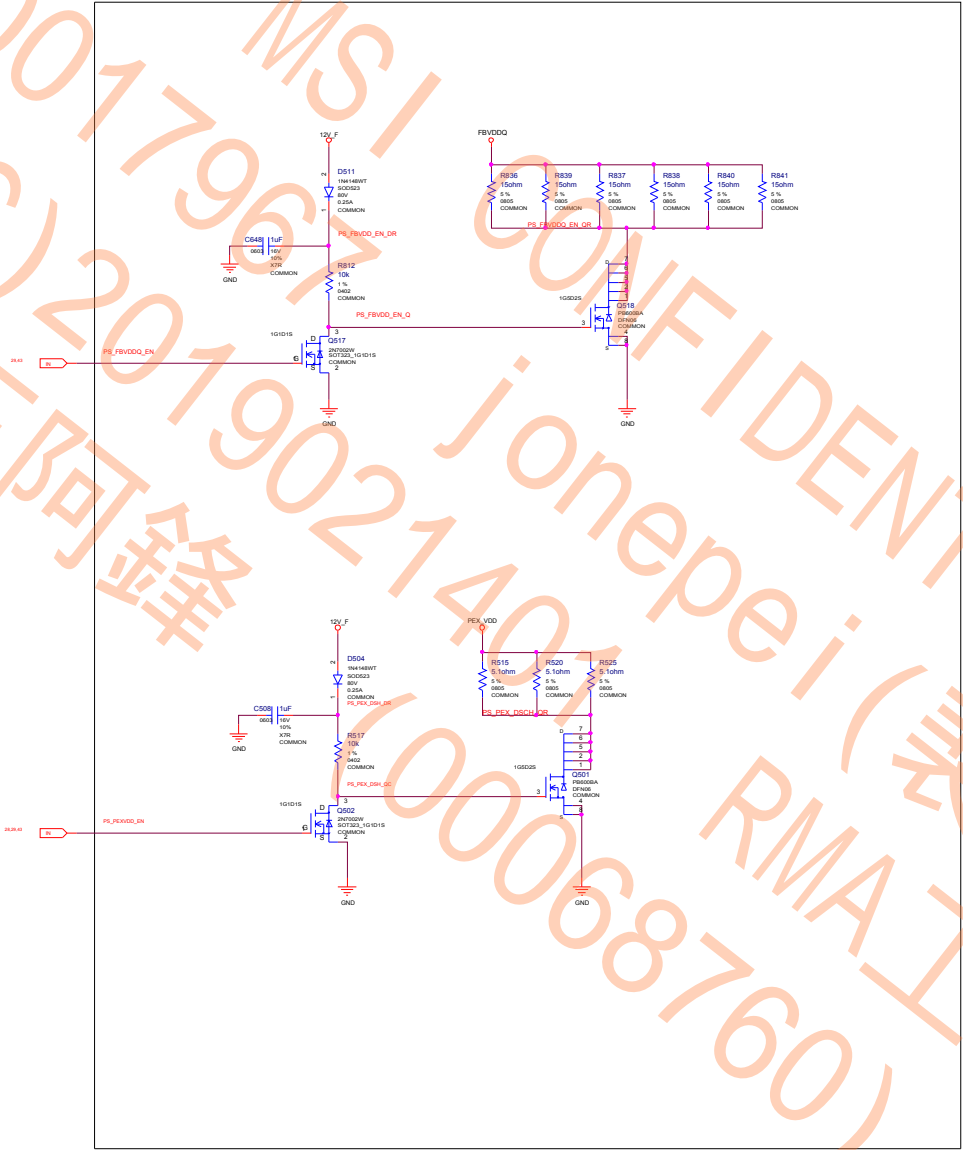


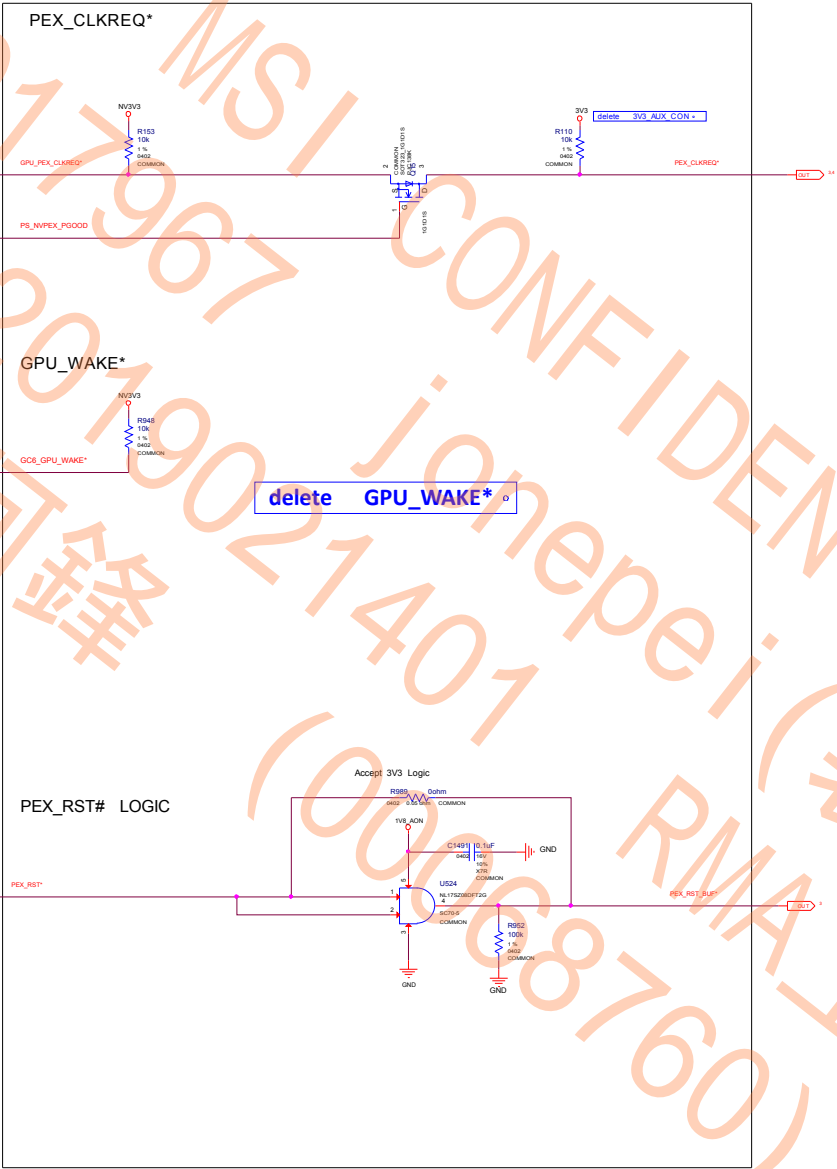


OPTIONS	PEX3V3_SENSE	PEX12V_SENSE	OTHER_12V_SENSE
Use Pre-Filter	Pre-Filter	Pre-Filter	Pre-Filter
Use INA3221	Voltage_Monitor	INA3221	INA3221
NO INA3221 NO Pre-Filter	Voltage_Monitor	Voltage_Monitor	NA

Signal	Direction	Function
3V3	INPUT	Sense the 3V3 Voltage from PCIe golden finger
12V	INPUT	Sense the 12V Voltage from PCIe golden finger
PS_VMON_PGOOD	OPEN-DRAIN	Floating(?) once both 3V3 and 12V reach Vth
GCE_FB_EN	INPUT	Indicator for RTD3/GCE residence. Use to Mask the VMON_PGOOD
PS_PF_SKIP	INPUT	From INA3221(VPU) or Pre-filter(SKIP)
PS_PF_BSOKE	INPUT	From INA3221(PV) or Pre-filter(BS_Ok)







delete all unused

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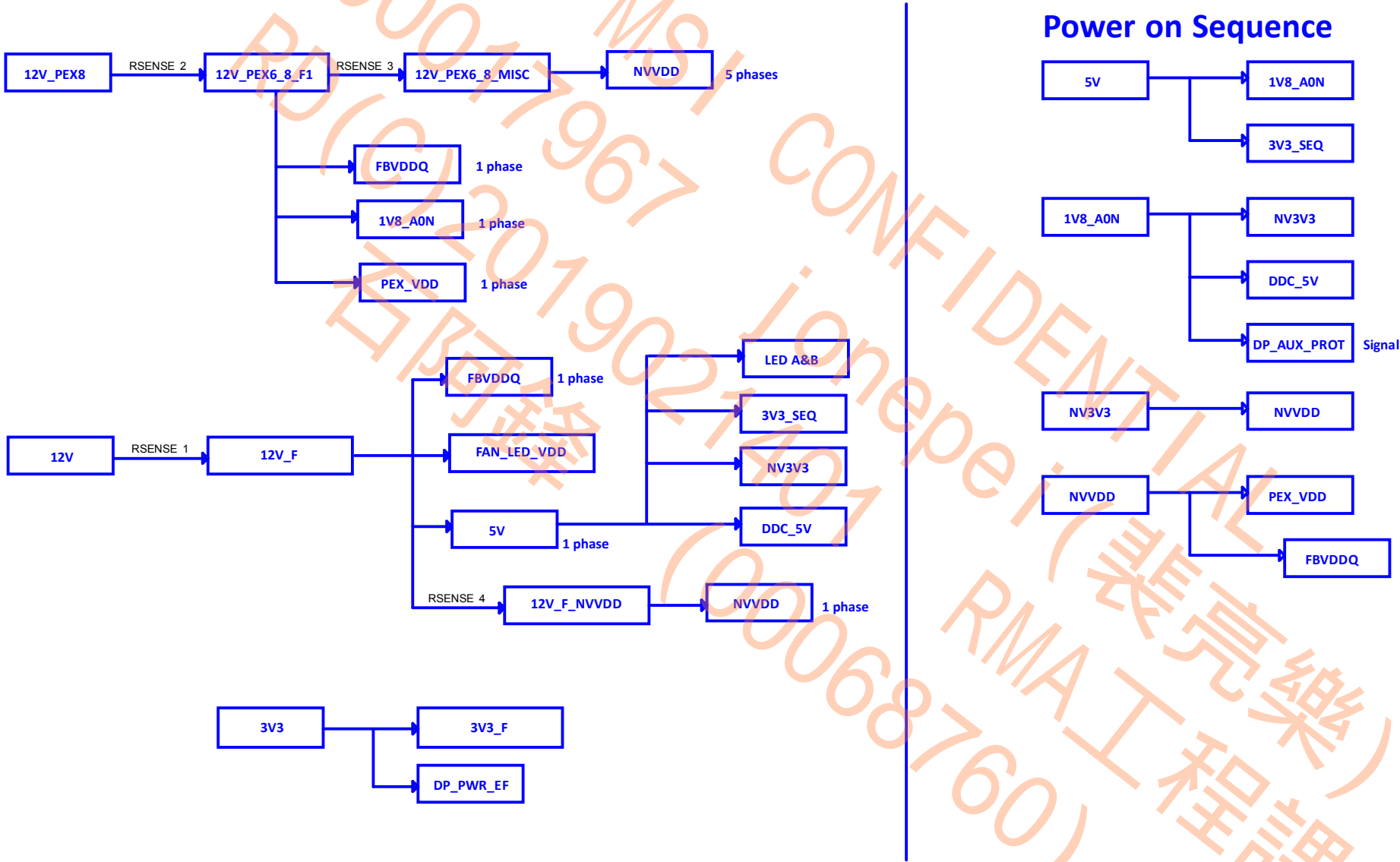
delete all unused

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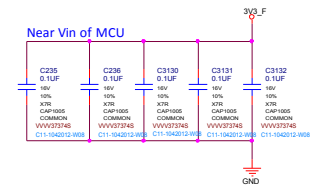
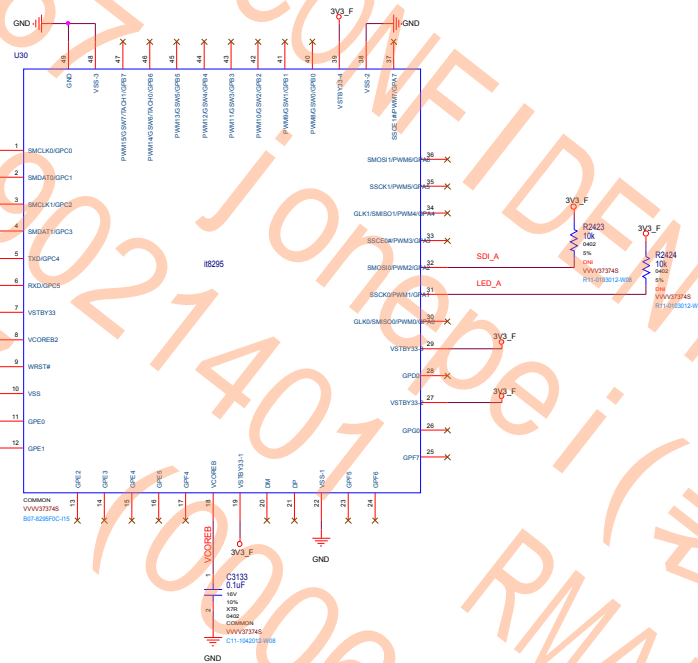
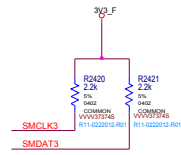
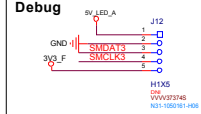
improved FBVDDQ PSU parts don't require a PTC

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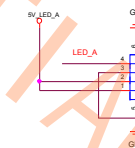


Firmware Programming

Debug



LED_A



LED_B

