8-D1 PCI Express Reference Design

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Title

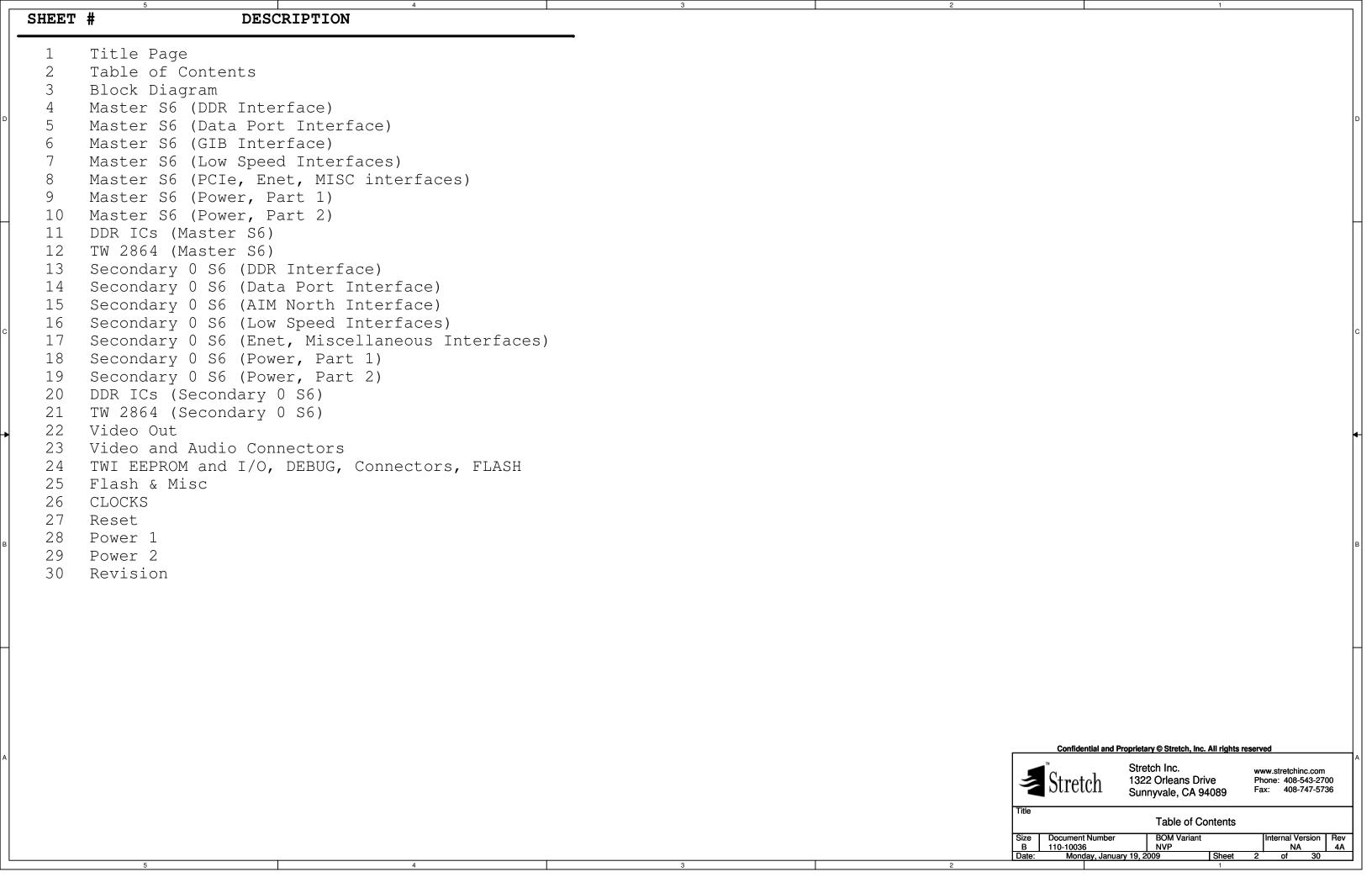
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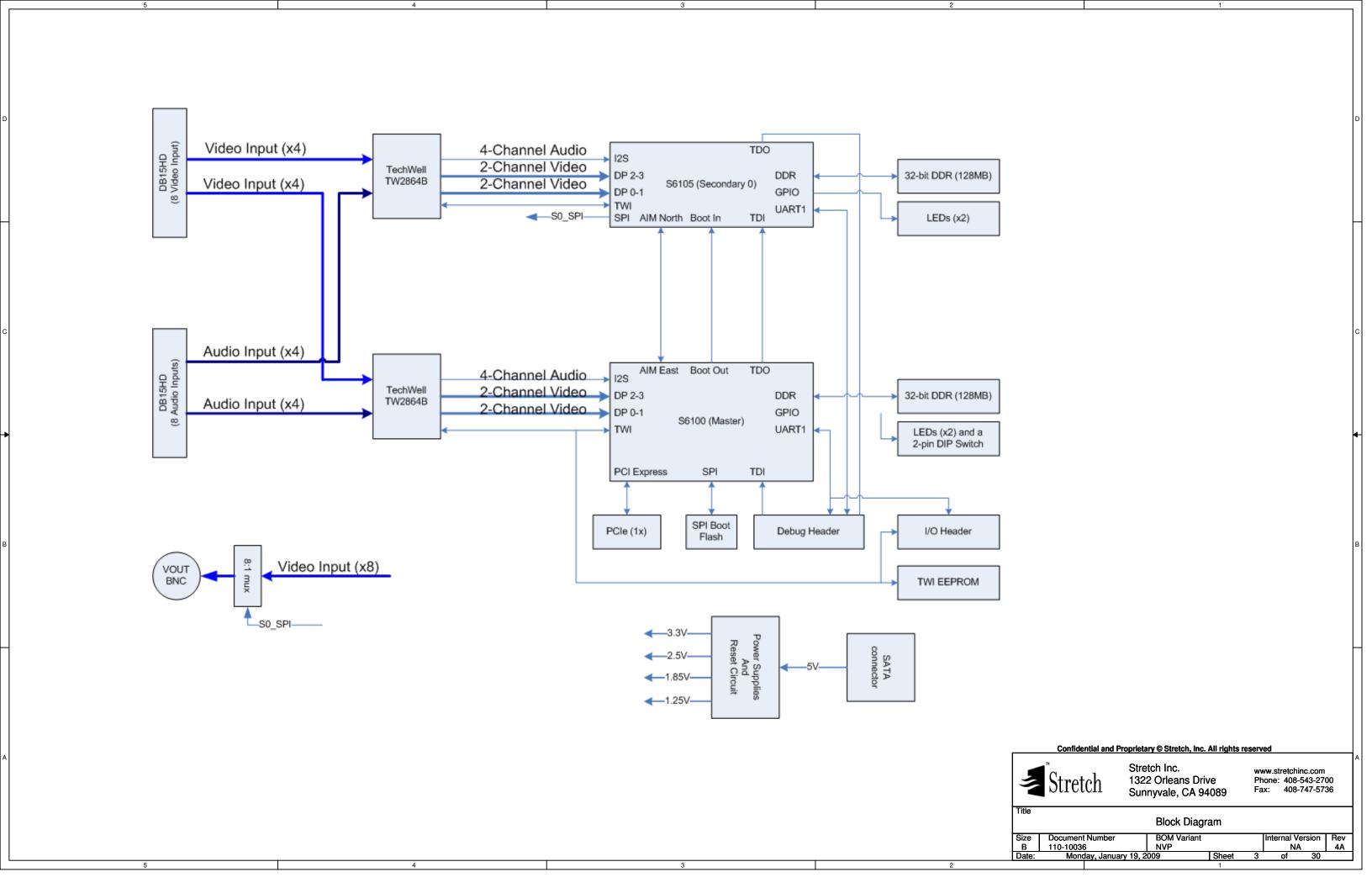
Size Document Number
B 110-10036
NVP
Date: Monday, January 19, 2009

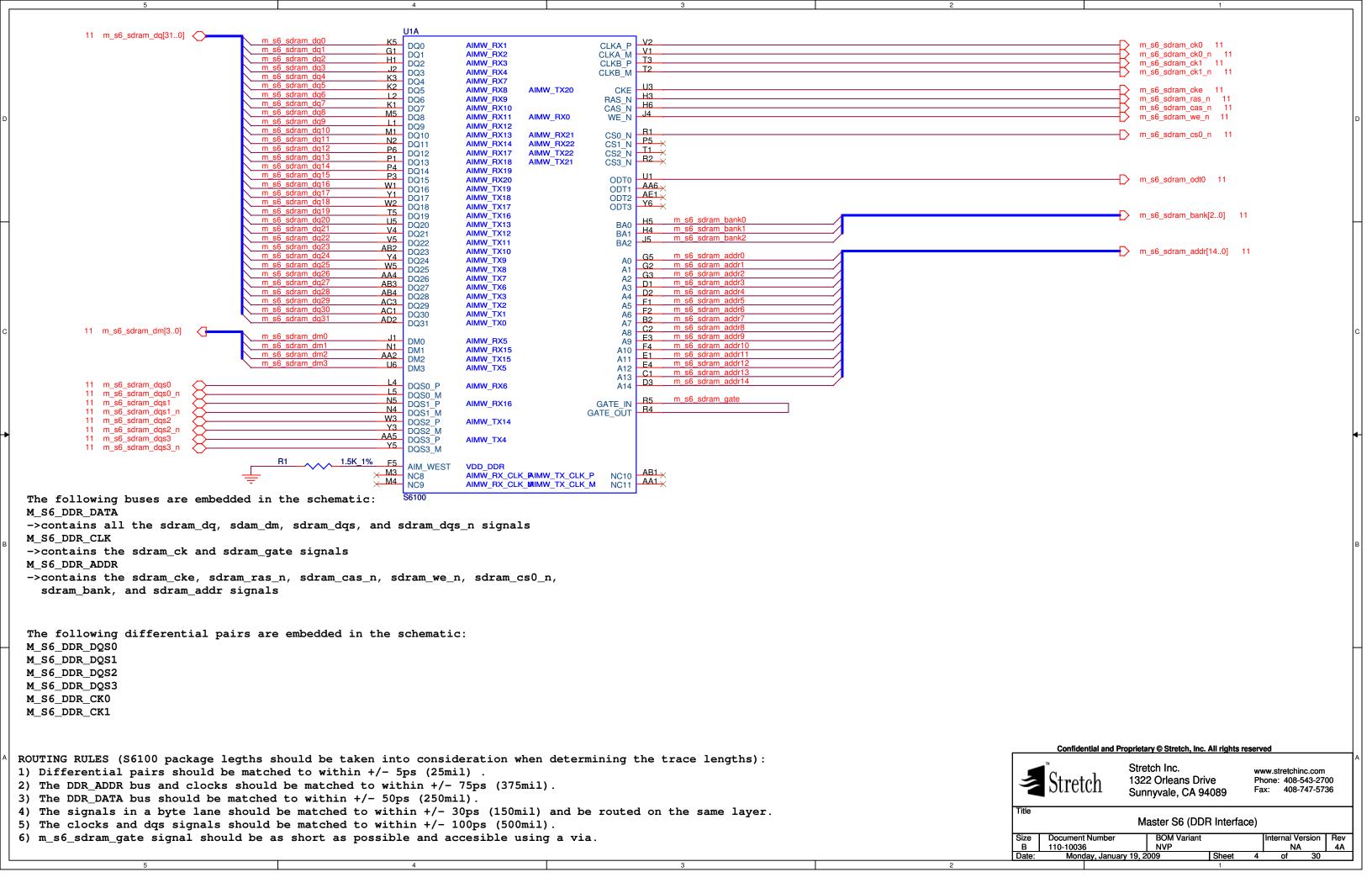
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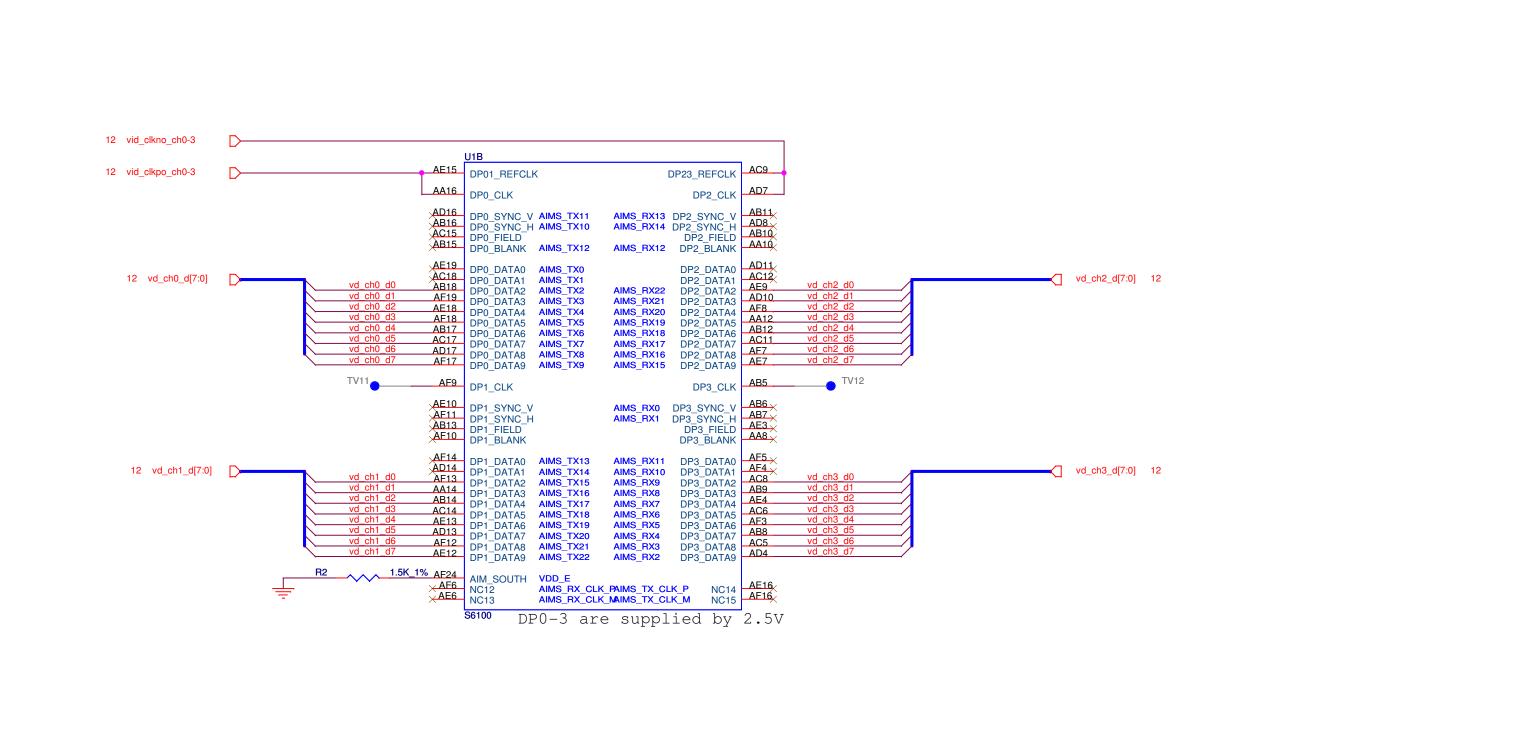
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Sheet 1 of 30









The following buses are embedded in the schematic: $\ensuremath{\mathtt{VD_CH0}}$

->contains all the vd_ch0 signals VD CH2

->contains all the vd_ch2 signals

ROUTING RULES (S6100 package legths should be taken into consideration when determining the trace lengths): The VD_CH0, VD_CH2 buses, vid_clkpo_ch0-3, vid_clkno_ch0-3 should be matched to within +/- 250ps (1250mil).

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Title

Master S6 (Data Port Interface)

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NVP

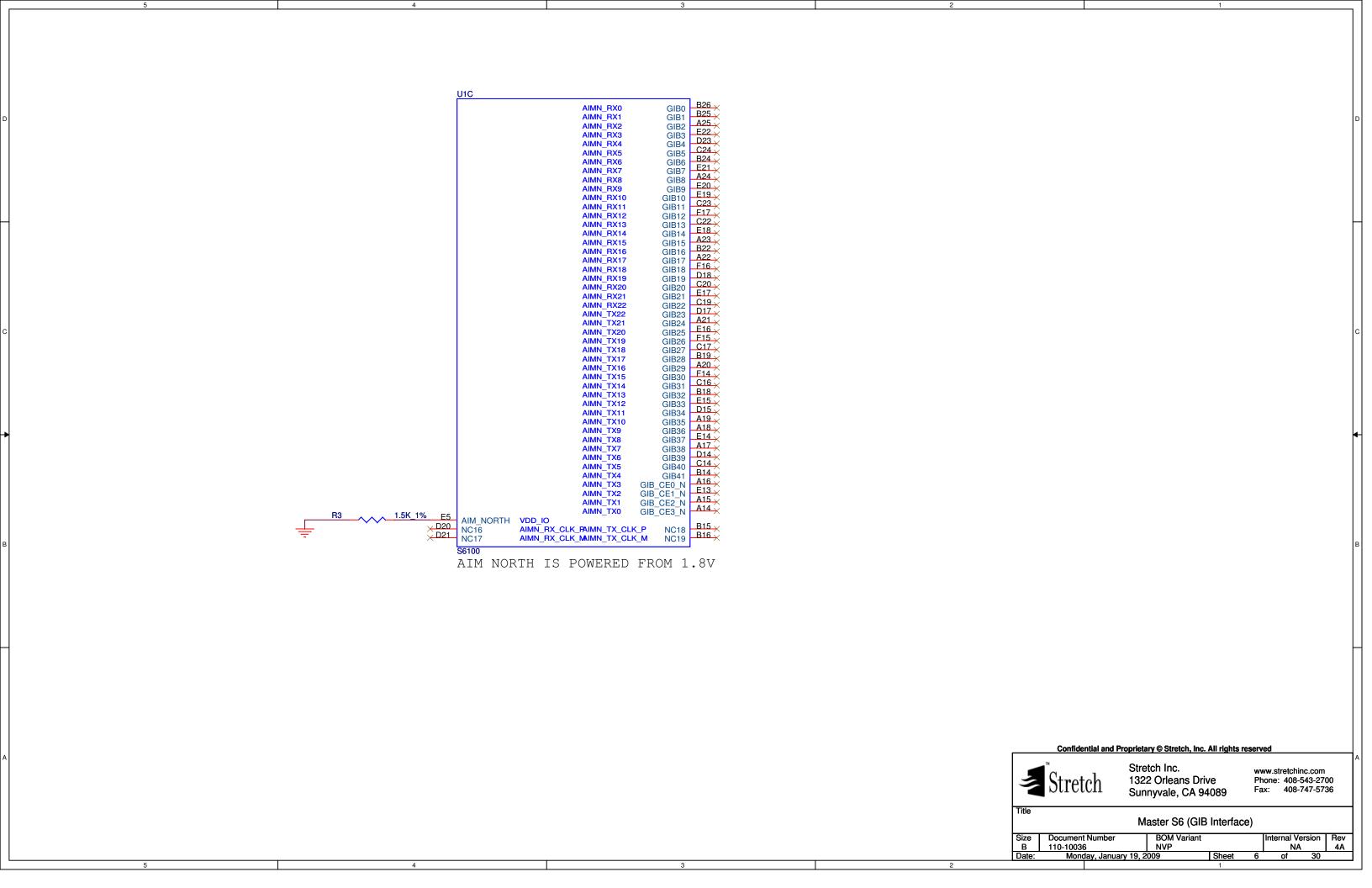
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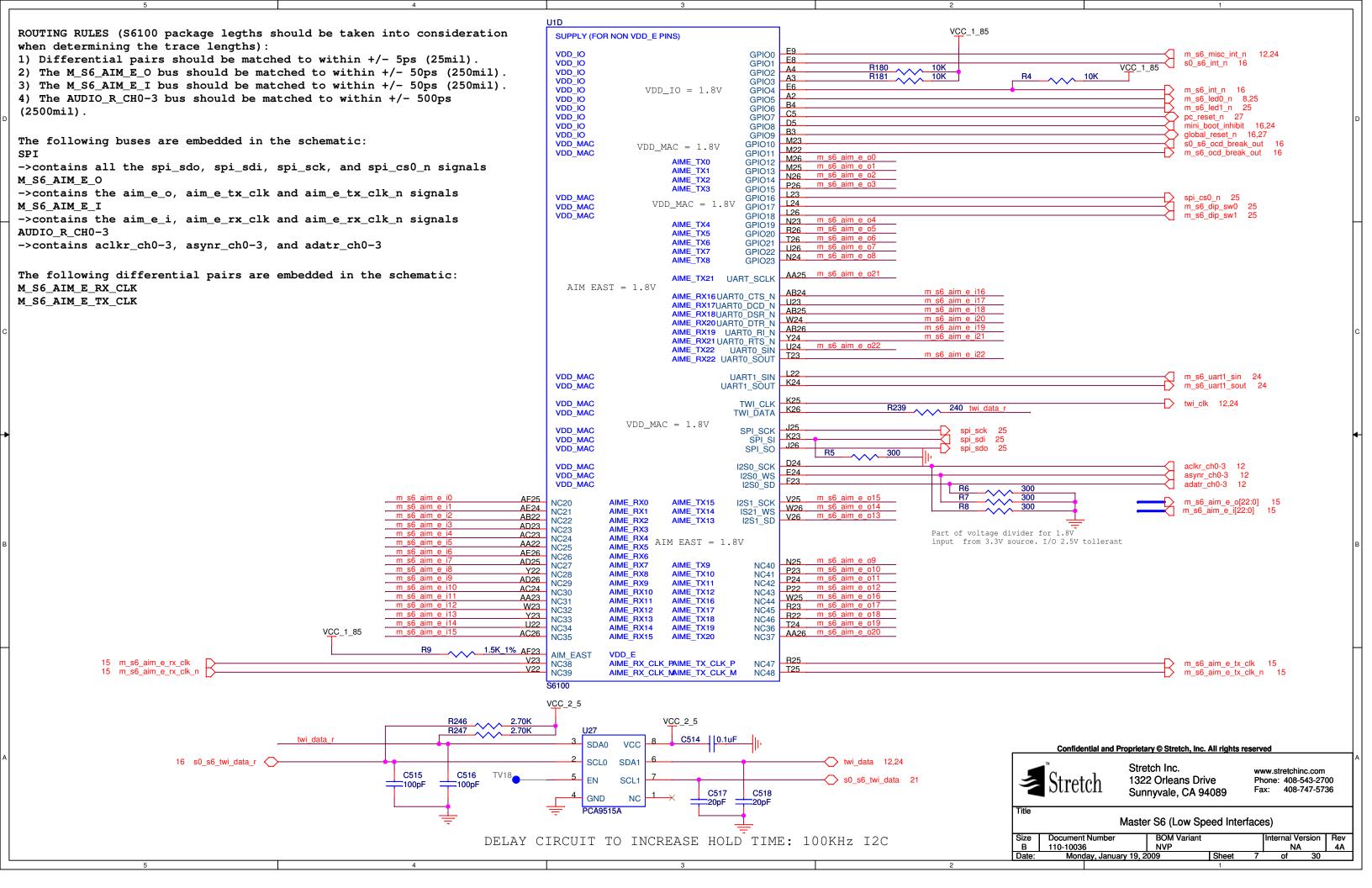
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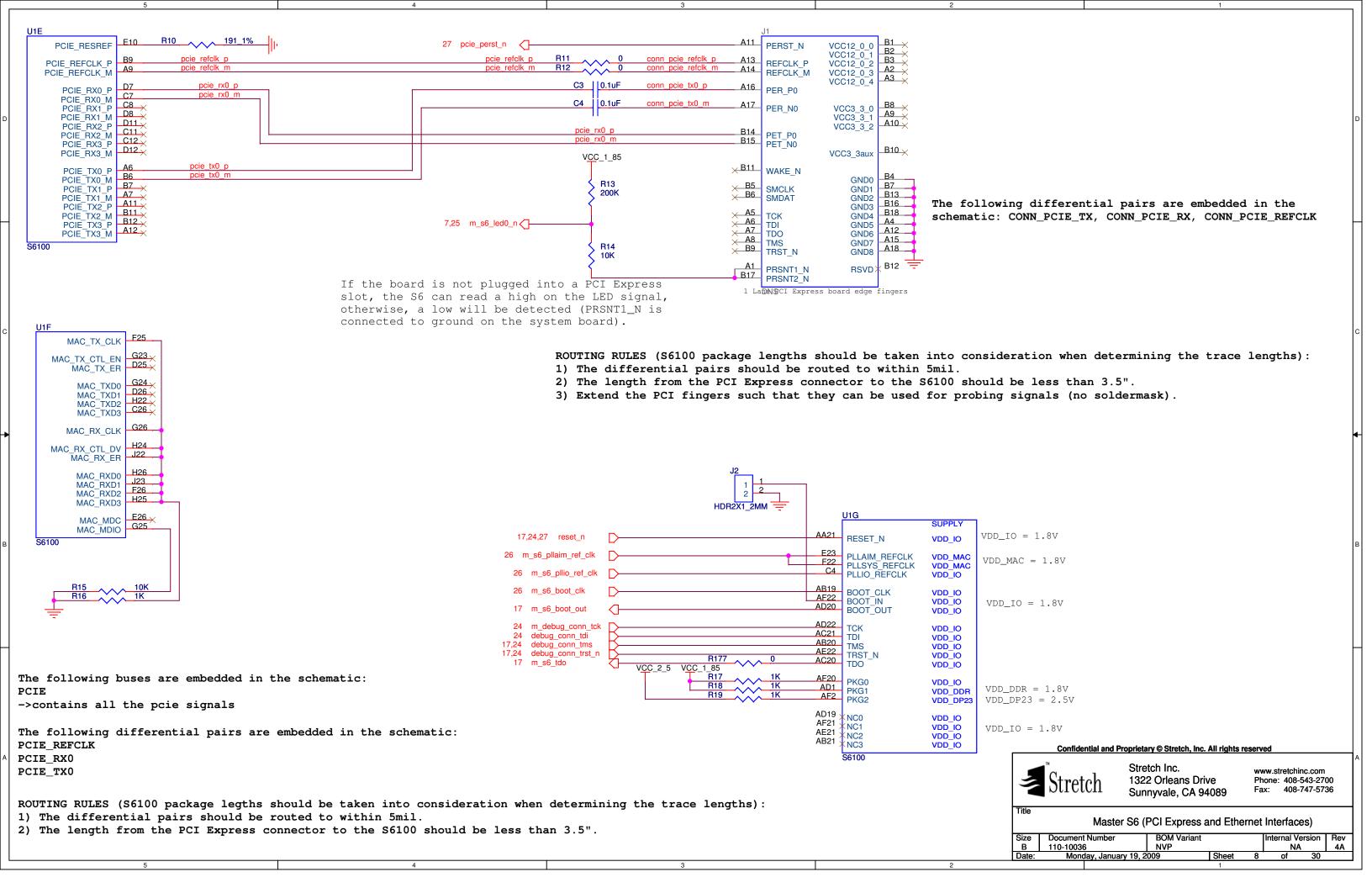
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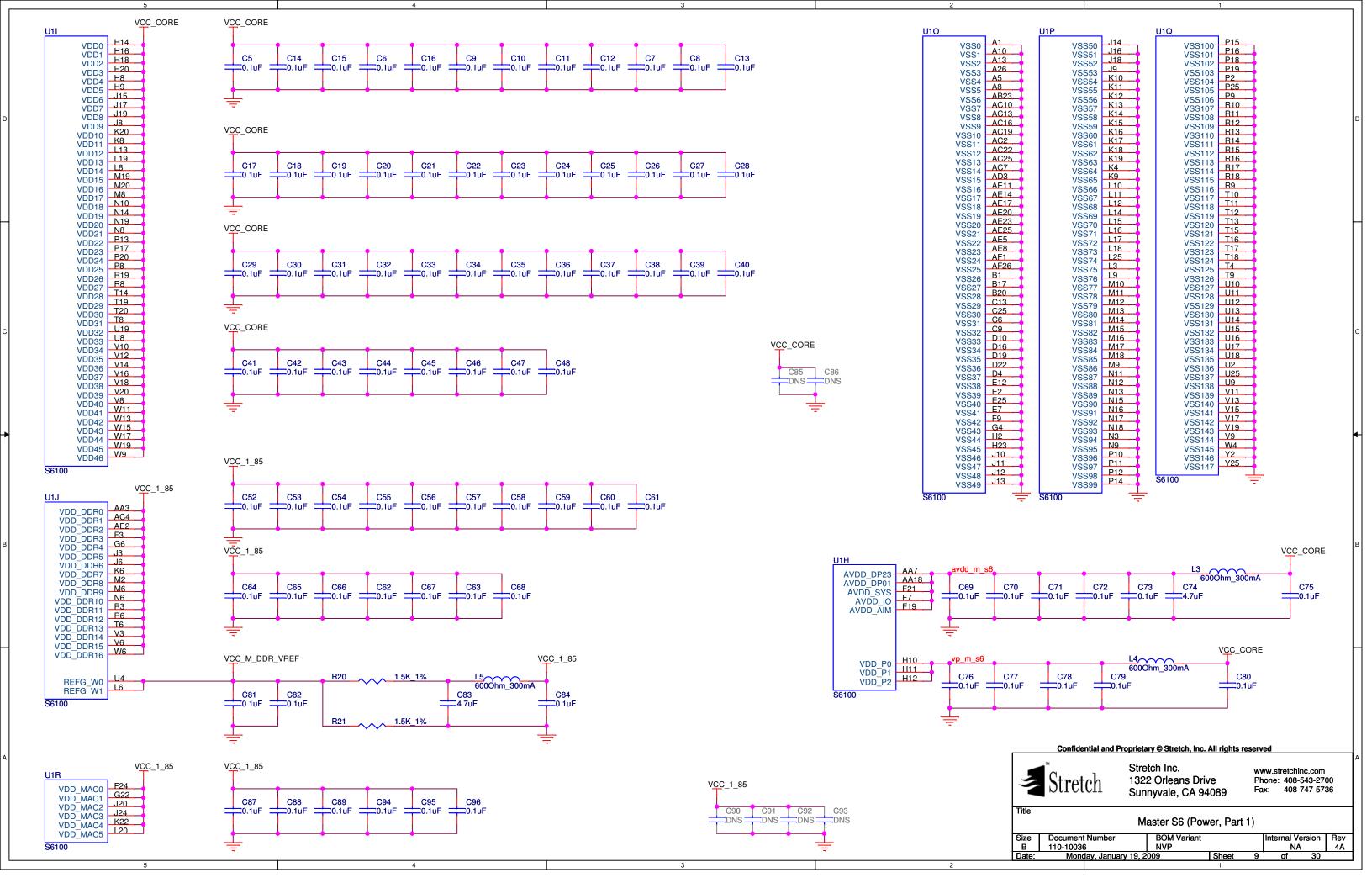
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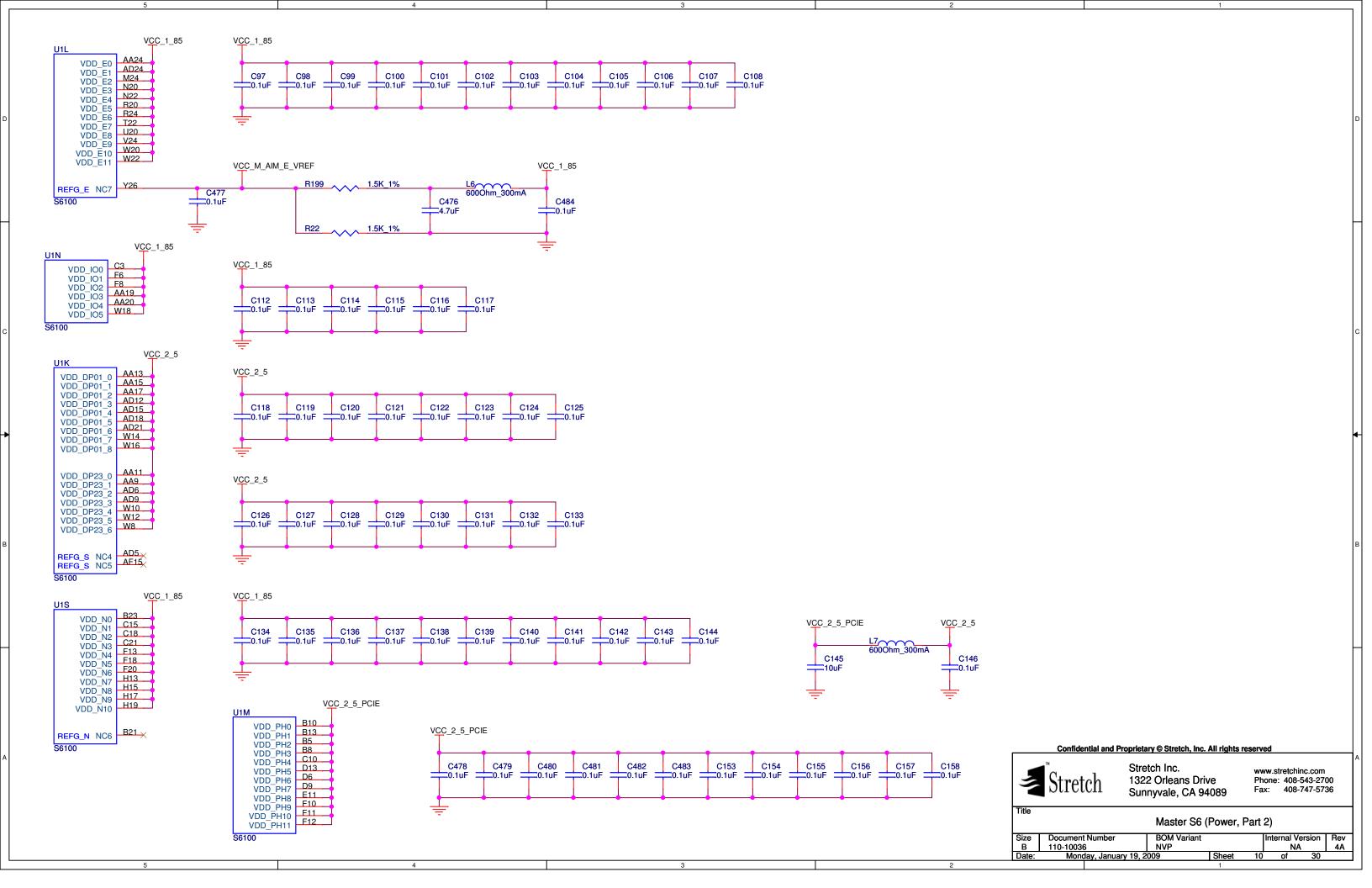
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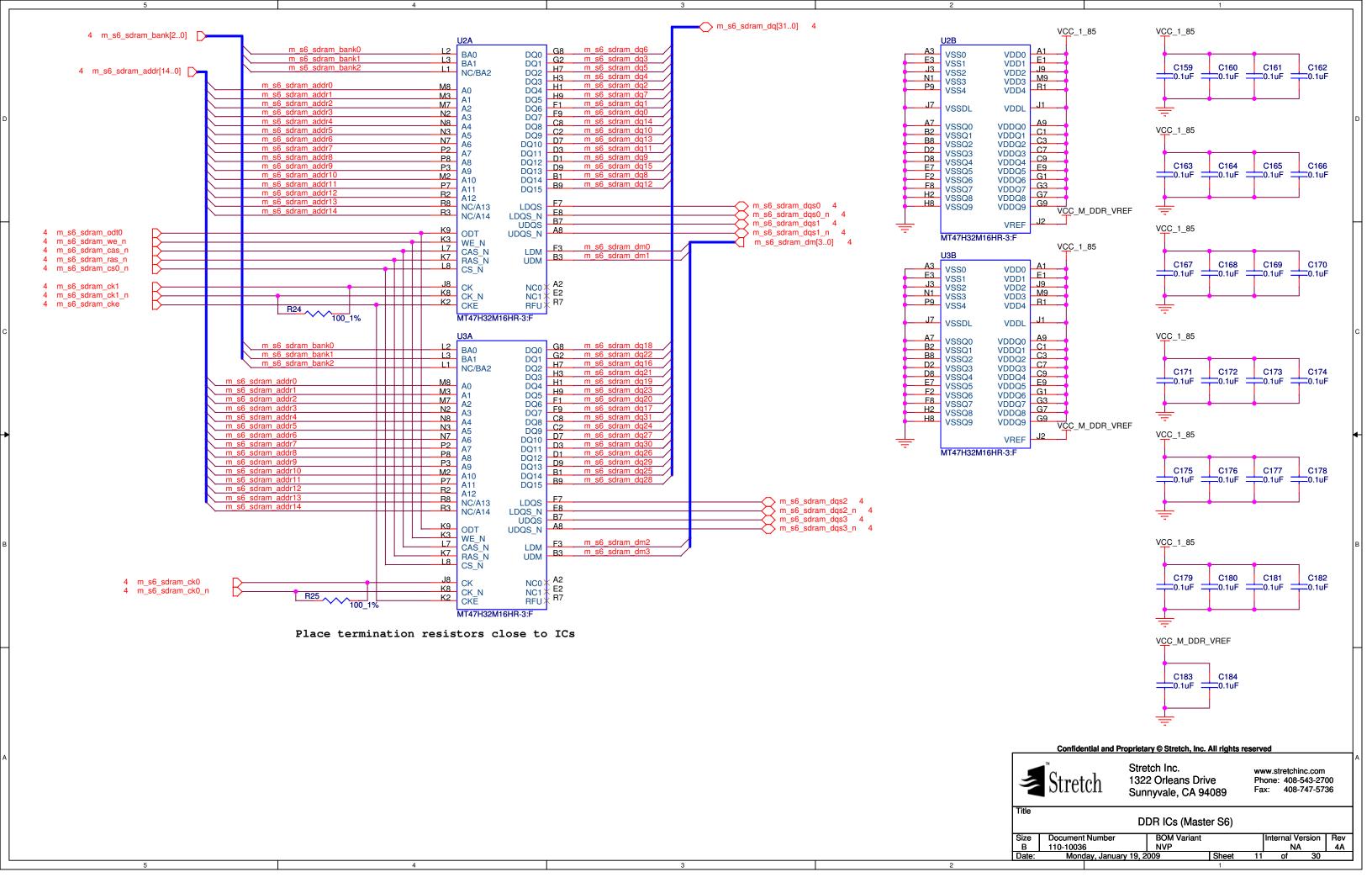


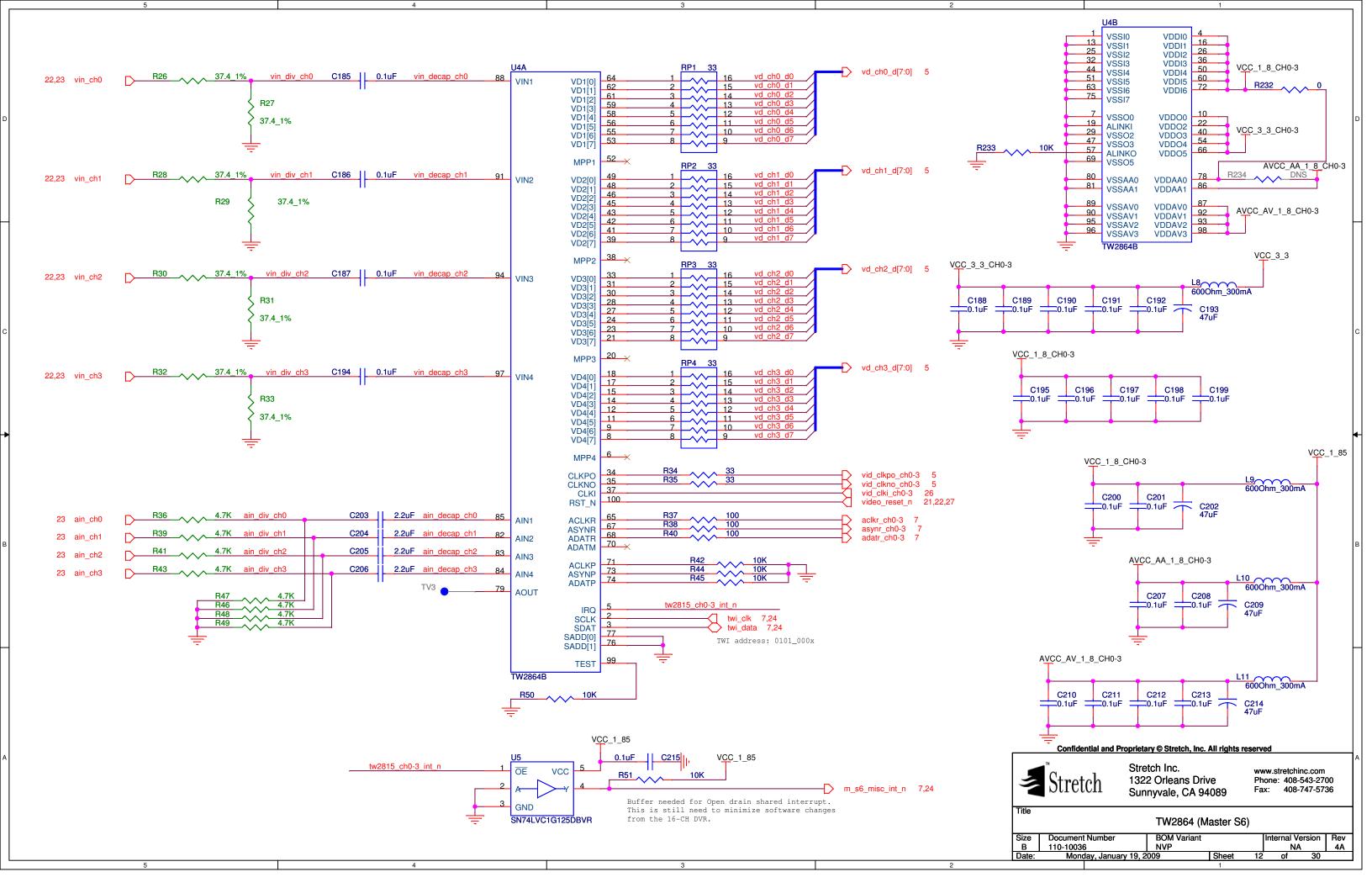


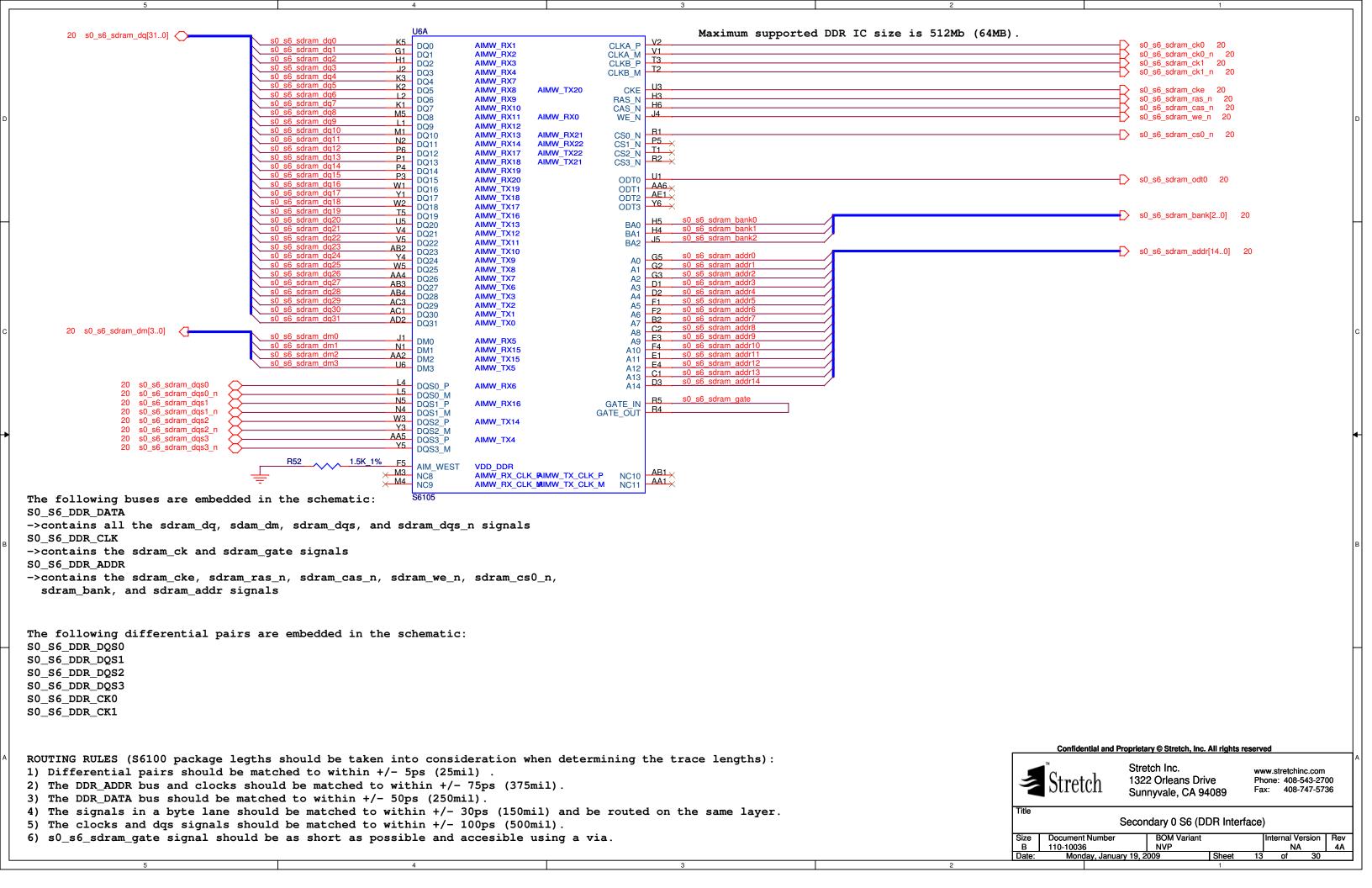


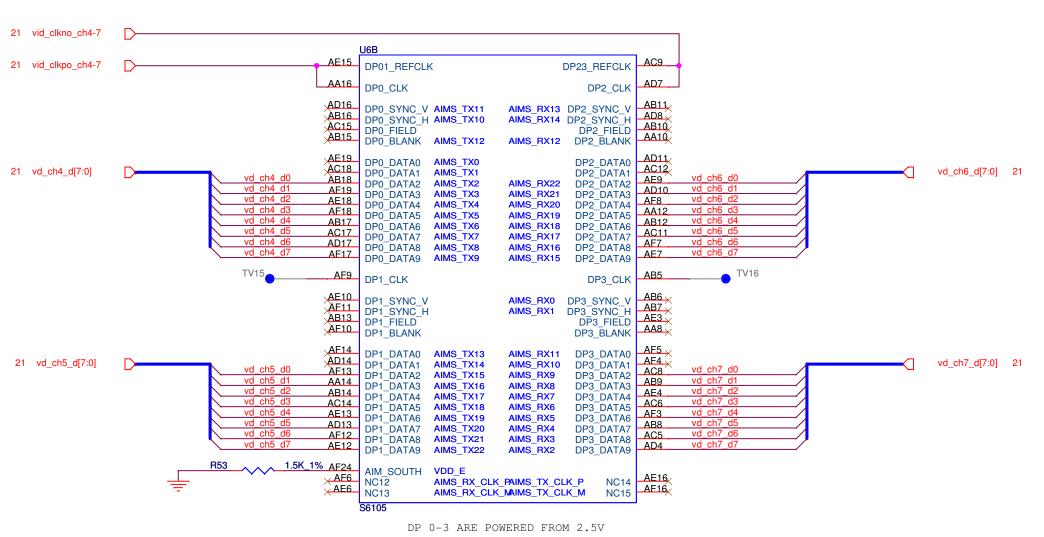












The following buses are embedded in the schematic:

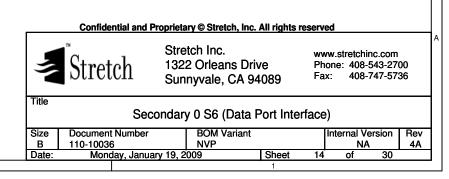
VD_CH4

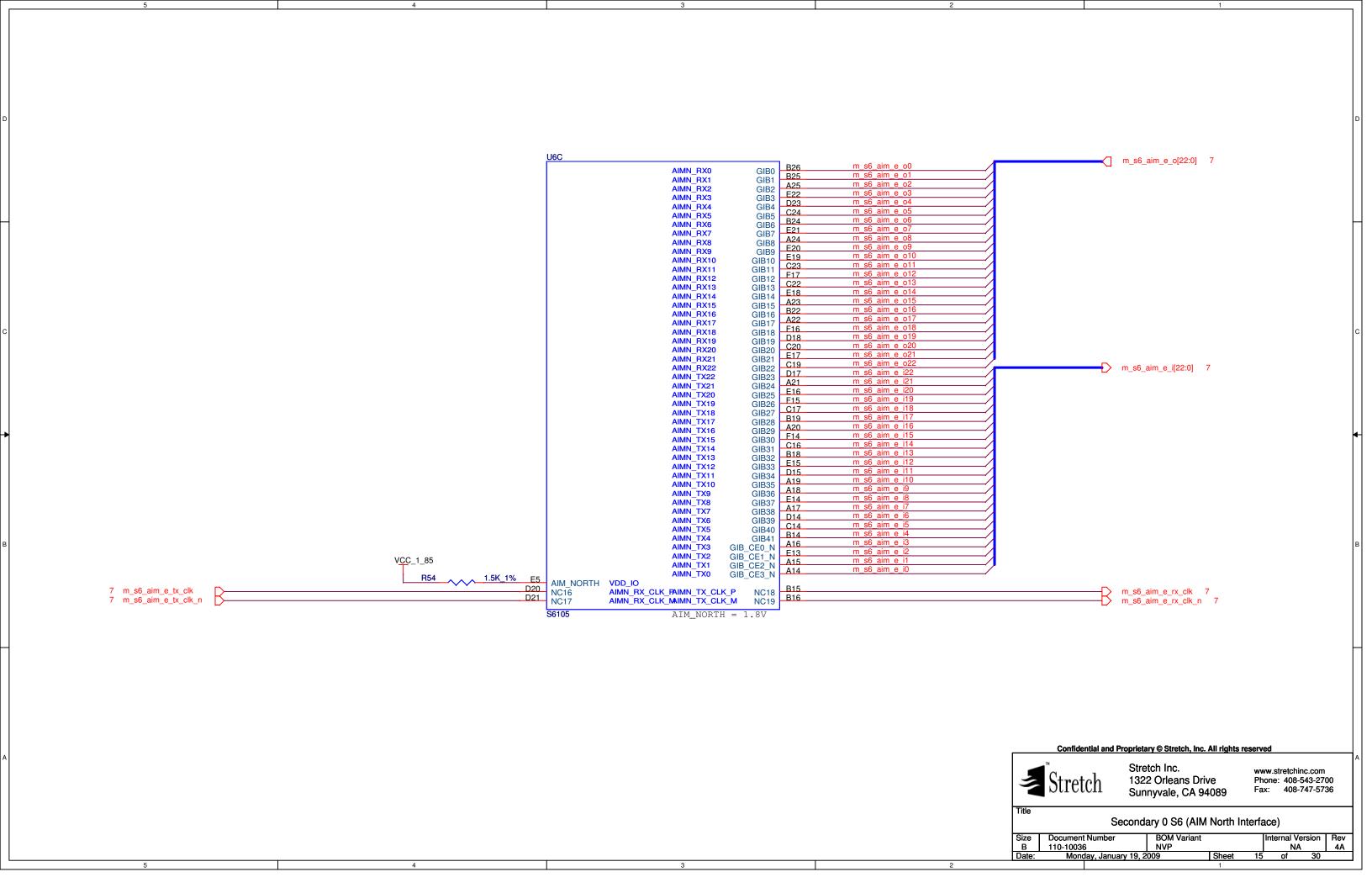
->contains all the vd_ch4 signals

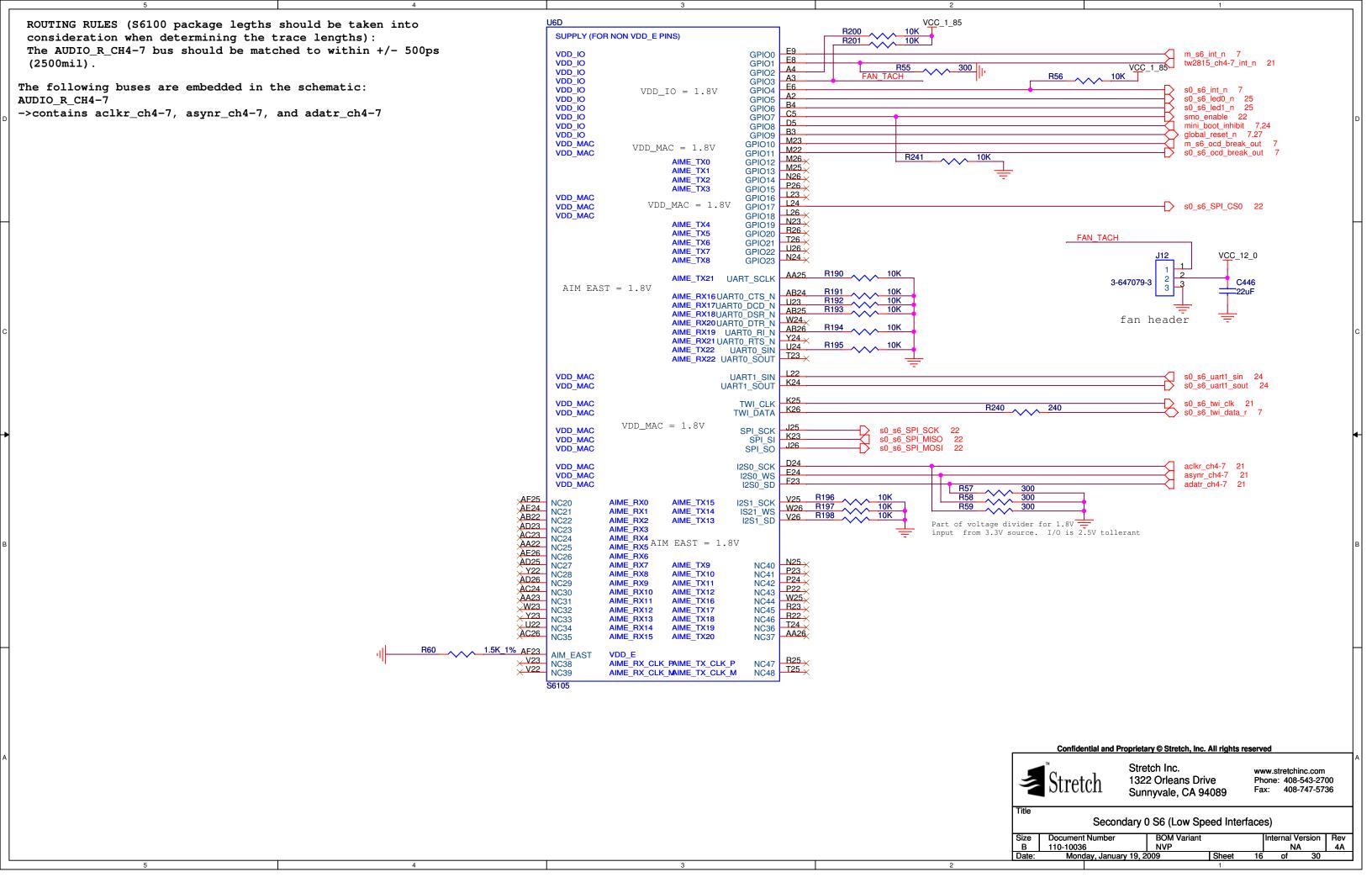
VD_CH6

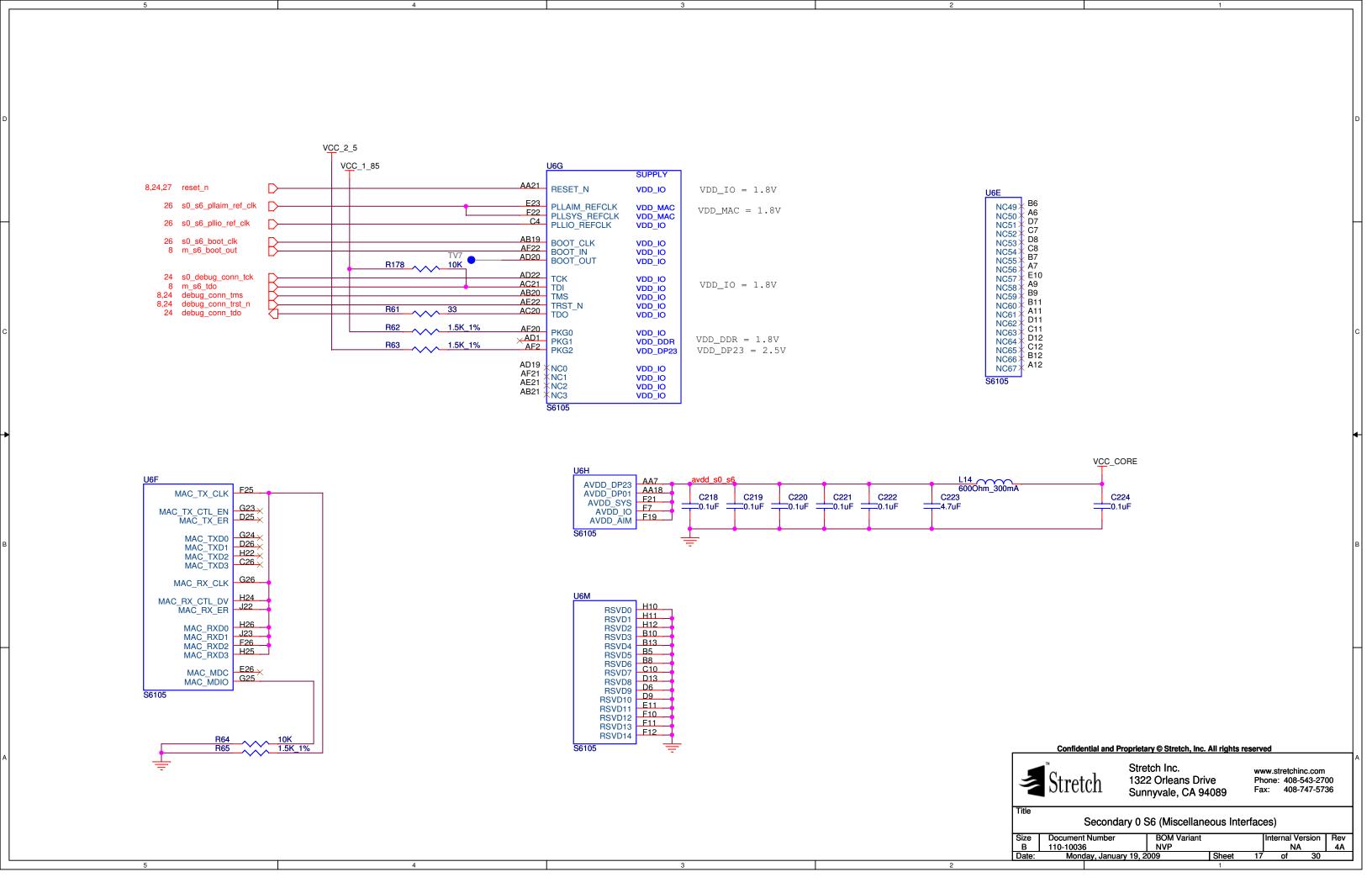
->contains all the vd_ch6 signals

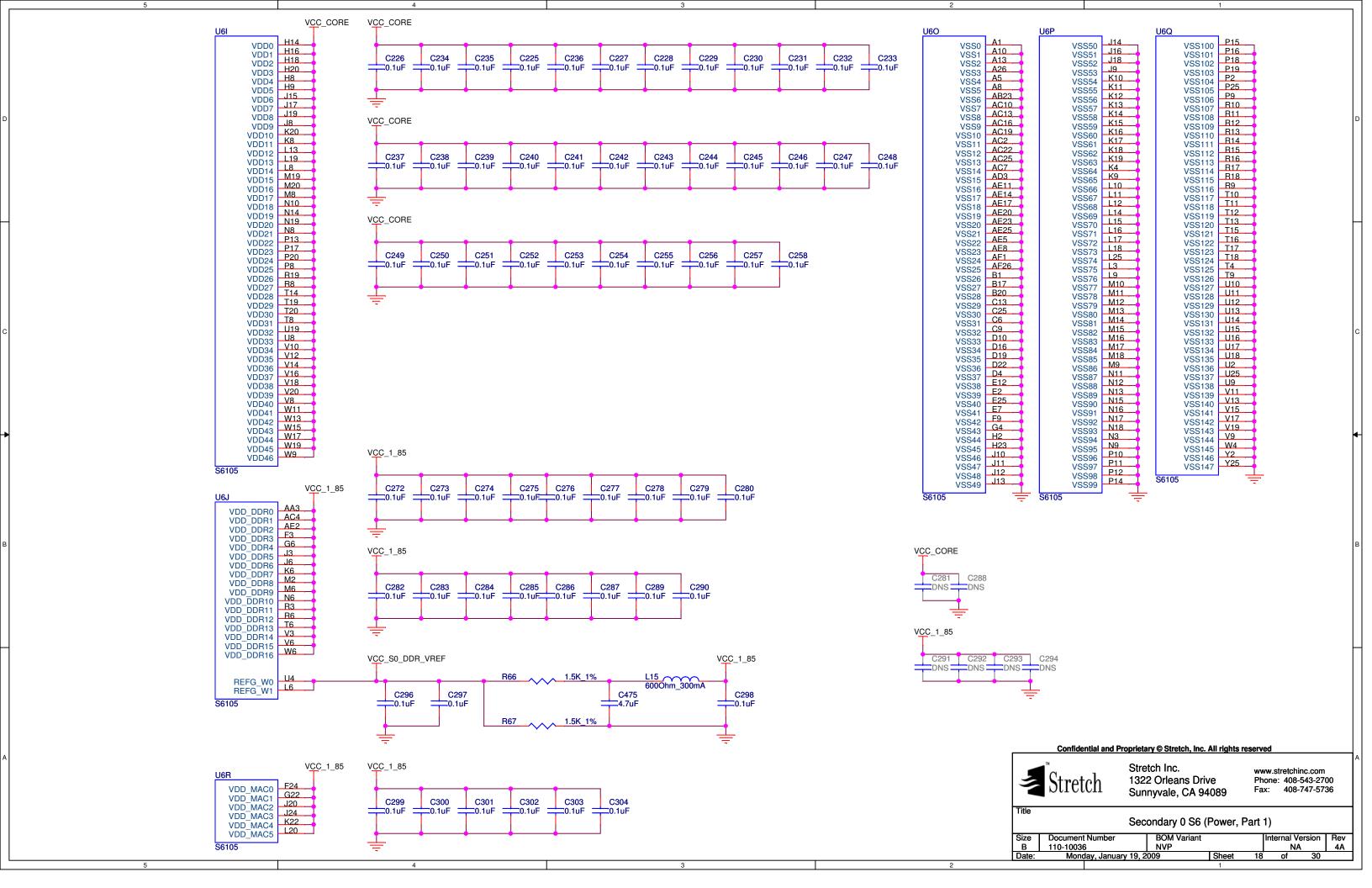
ROUTING RULES (S6100 package legths should be taken into consideration when determining the trace lengths): The VD_CH4, VD_CH6 buses, vid_clkpo_ch4-7, and vid_clkno_ch4-7 should be matched to within +/- 250ps (1250mil).



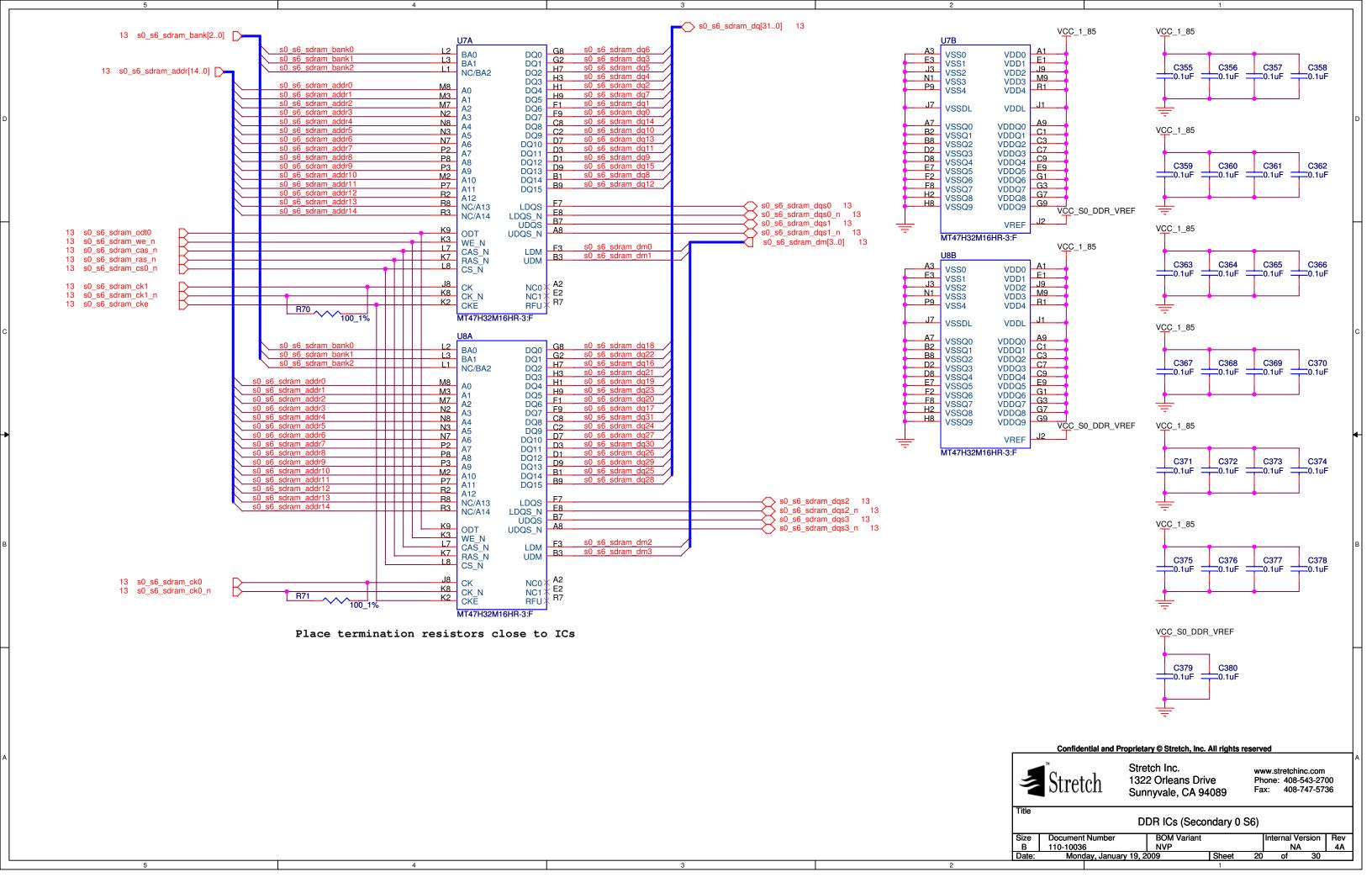


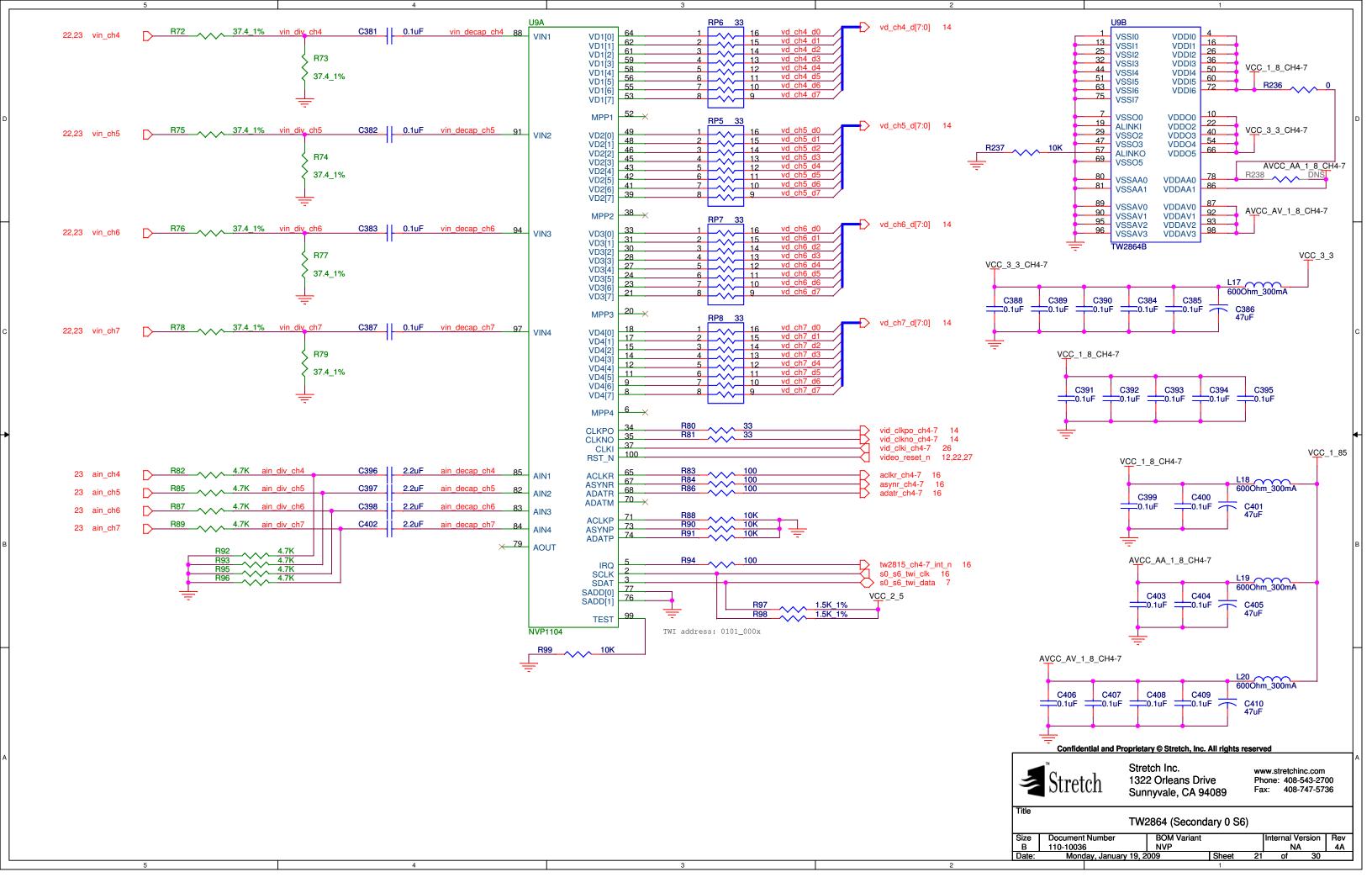


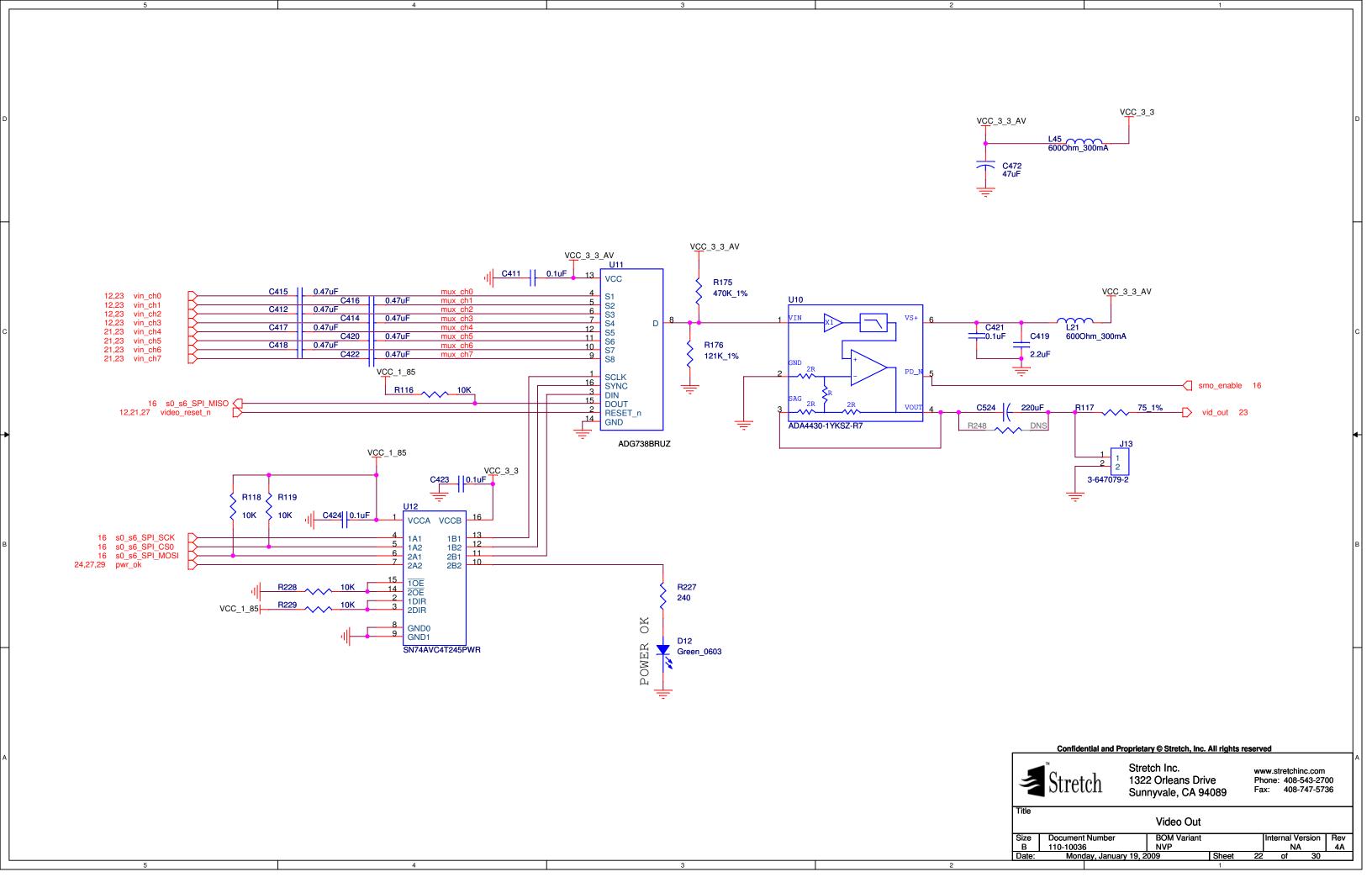


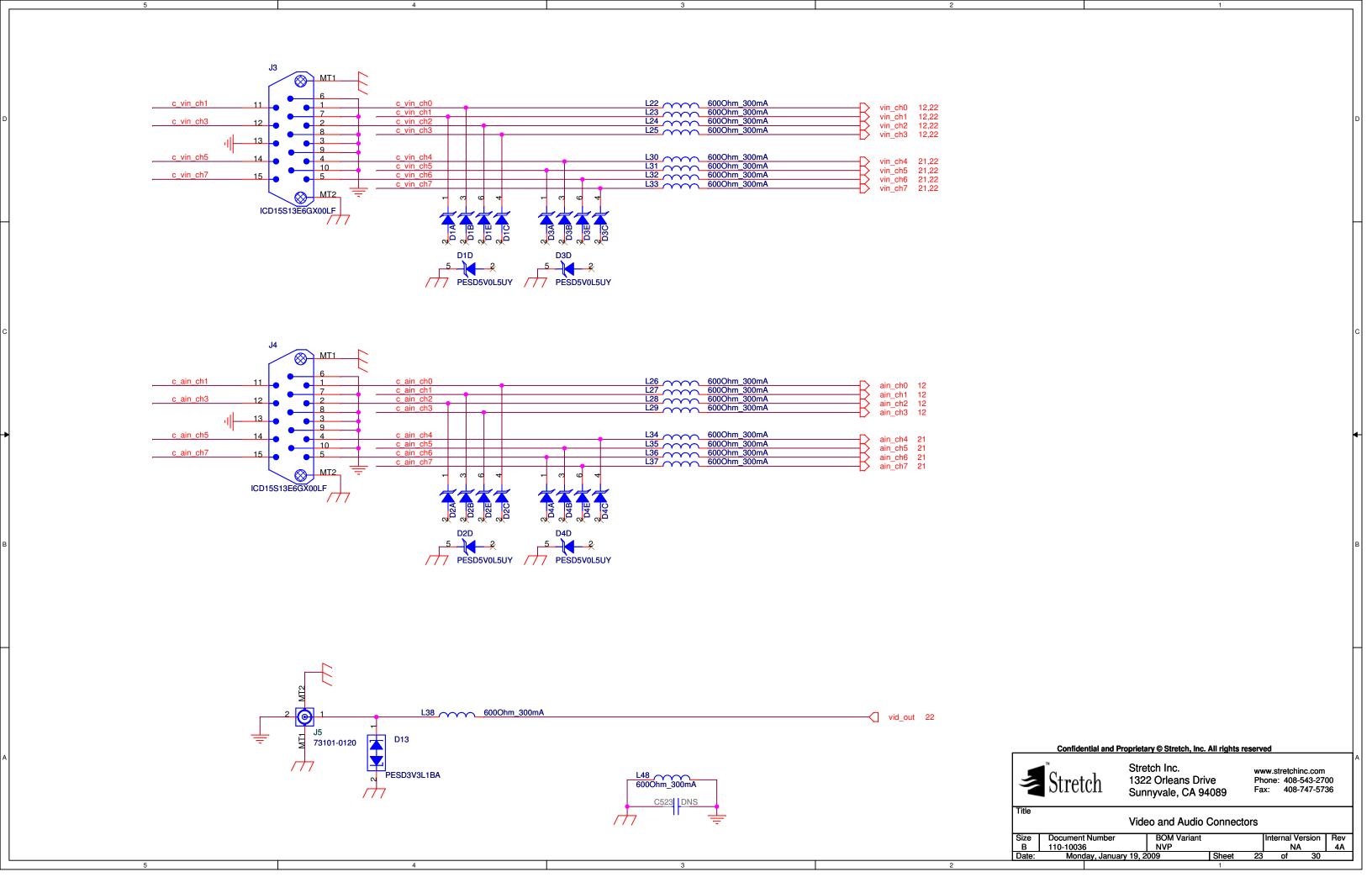


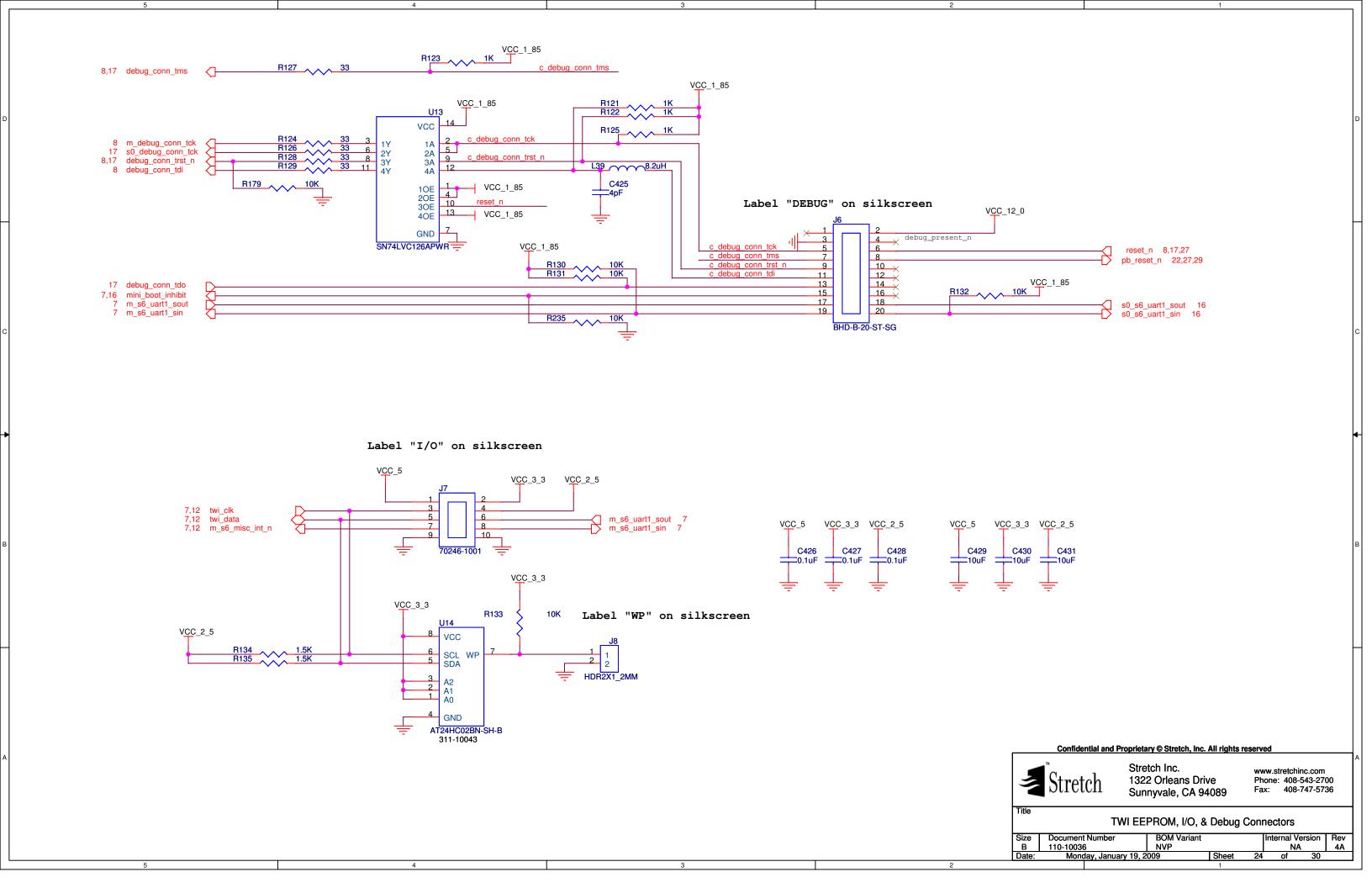


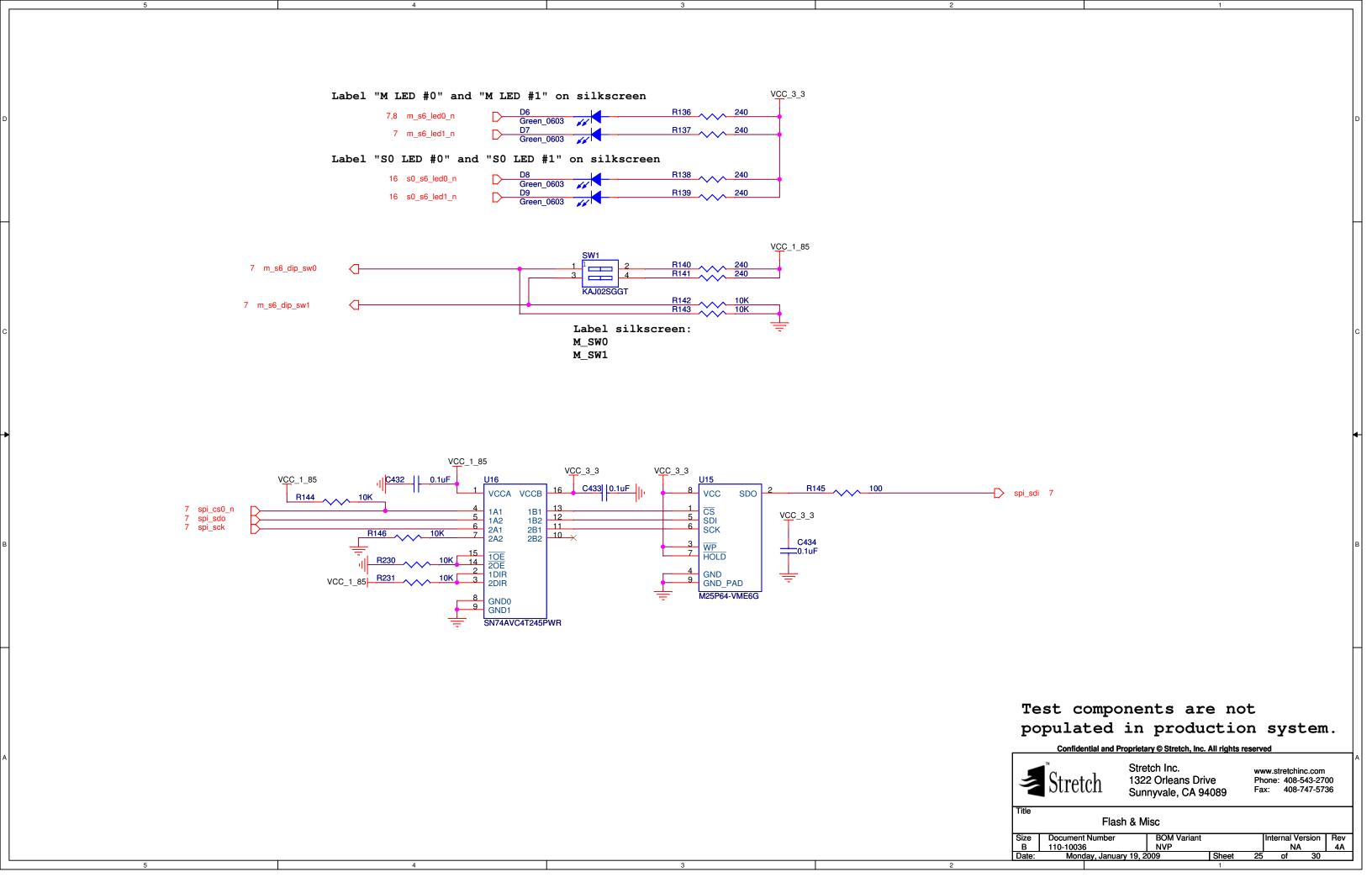


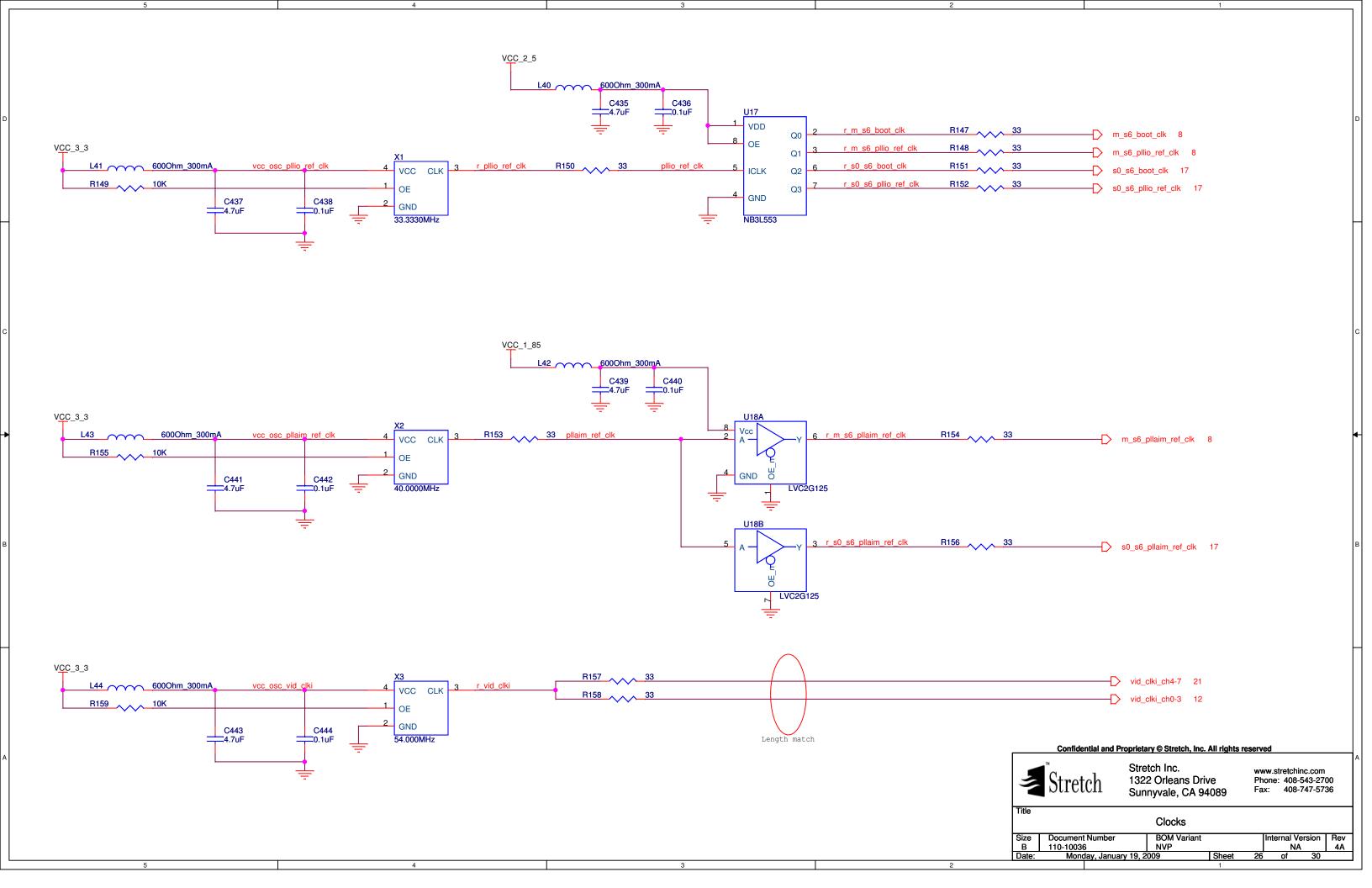


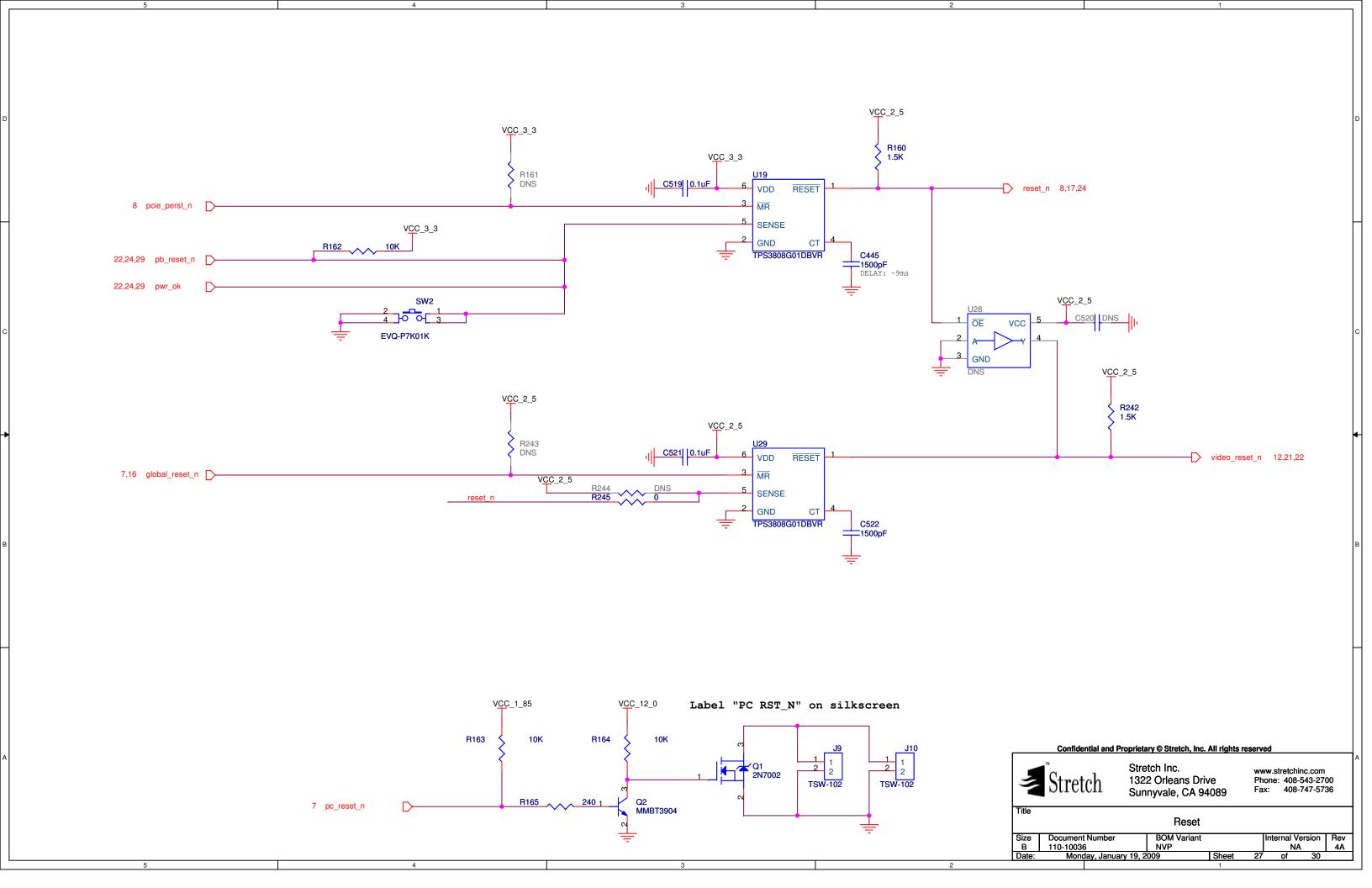


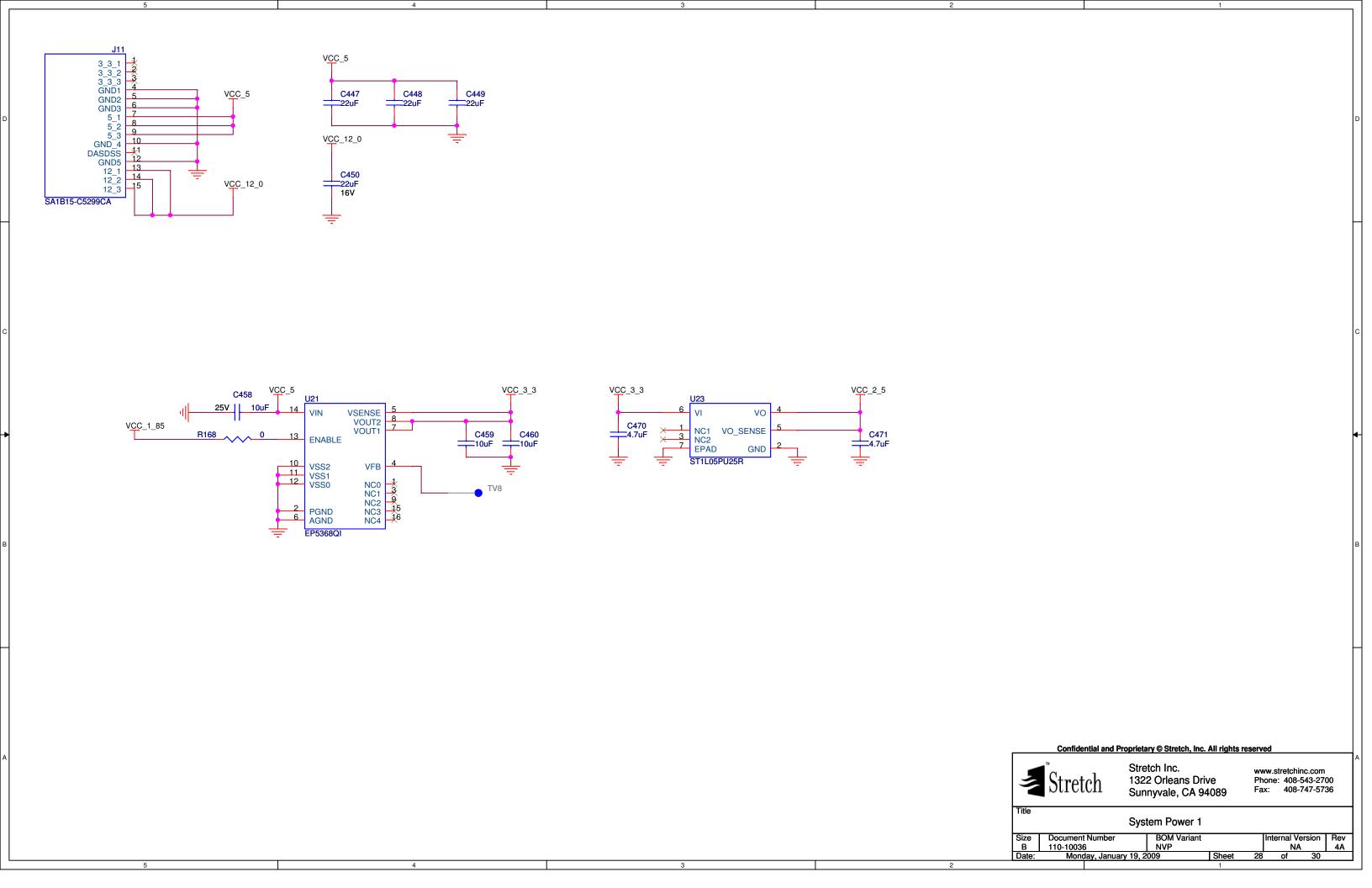


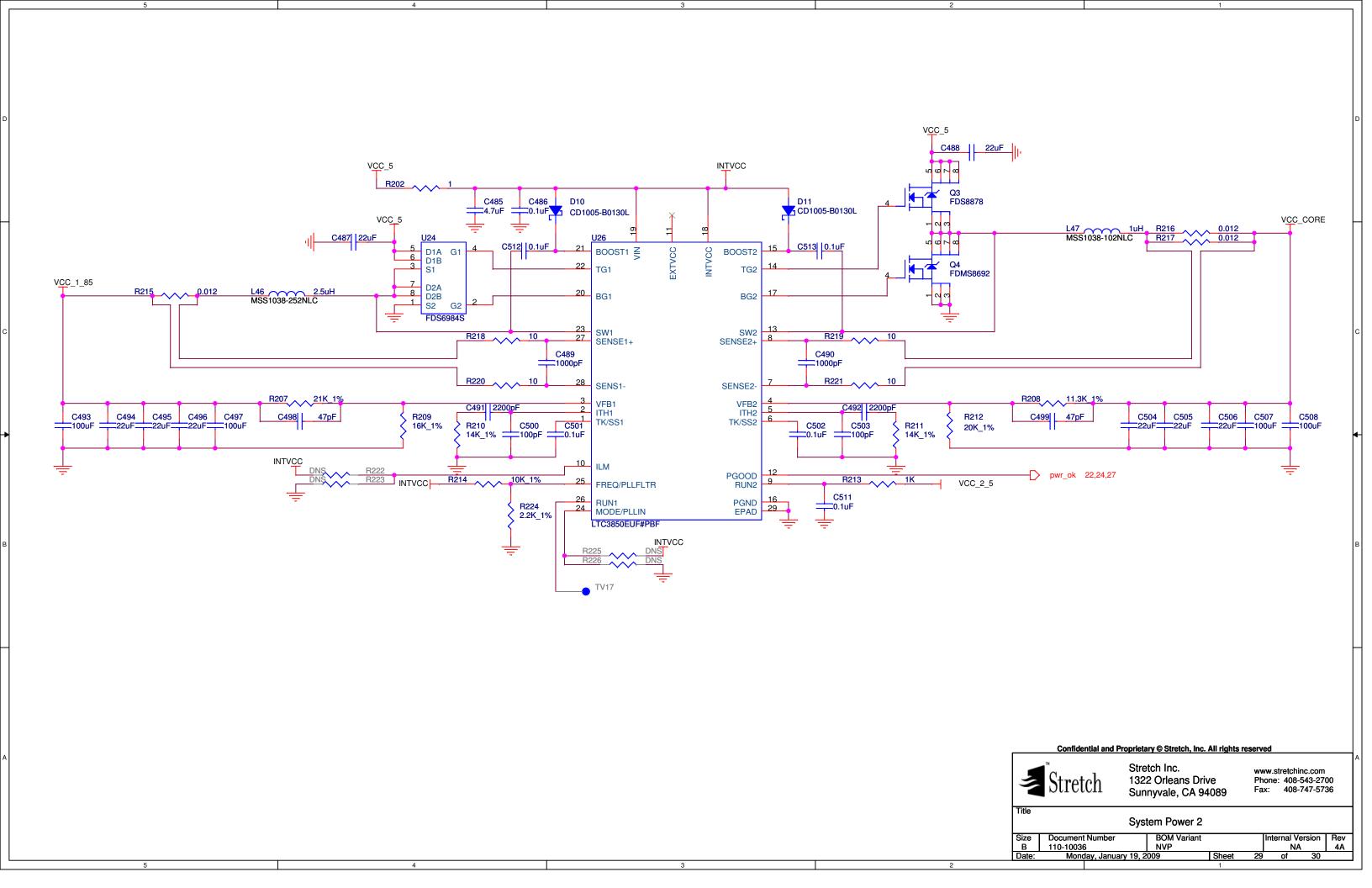












Revision History

Revision	Date	Description
3A	11/05/08	 Remove video output mux input bias and bias at the mux output Add cascade header Move FAN_TACH connection to GPIO3 and use GPIO7 to enable SMO
4A	1/09/09	- Changed SMO output buffer - Changed PC_RESET_N header type to 0.1"
	1/20/10	- Add NVP1104 Variant option

NET_PHYSICAL_TYPE:

POWER

-> Current carrying traces.

AVIDEO

-> Analog video signals

AAUDIO

-> Analog audio signals

100HM_DIFF

-> Differential signals (100 ohm).

NET_SPACING_TYPE:

WX1P5_GAP

-> 1.5x trace width spacing

WX2_GAP

-> 2.0x trace width spacing

WX2P5_GAP

-> 2.5x trace width spacing

WX3_GAP

-> 3.0x trace width spacing

WX5_GAP

-> 5.0x trace width spacing

AAUDIO

-> analog audio signal (3x trace width spacing)

-> analog video signals (3.75x trace width spacing)

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Revision

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