

# **7I80HD ETHERNET ANYTHING I/O MANUAL**

Version 1.12

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# GENERAL

## DESCRIPTION

The MESA 7I80HD is a low cost, general purpose, FPGA based programmable I/O card with 100 BaseT Ethernet host connection. The 7I80HD that uses 50 pin I/O connectors with interleaved grounds and IO module rack compatible pinouts. The 7I80HD is compatible with all of Mesa's 50 pin daughtercards.

The 7I80HD has a simplified UDP host data transfer systems that allows operation in real time and compatibility with standard networks. Dual FPGA configuration EEPROMs allow simple recovery from programming mistakes. The 7I80HD provides 72 I/O bits (24 per connector) All I/O bits are 5V tolerant and have pullup resistors. A power source option allows the 7I80HD to supply 5V or 3.3V power to breakout boards as desired. The 5V power option is protected by a PTC.

Firmware modules are provided for hardware step generation, quadrature encoder counting, PWM generation, digital I/O, Smart Serial remote I/O, BISS, SSI, SPI, UART interfaces and more. All motion control firmware is open source and easily modified to support new functions or different mixes of functions.

# HARDWARE CONFIGURATION

## GENERAL

Hardware setup jumper positions assume that the 7I80HD card is oriented in an upright position, that is, with the Ethernet connector towards the left and the I/O connectors towards the right.

## CONNECTOR POWER

The 7I80HD has the option to supply 5V or 3.3V power from 7I80HDs I/O connectors each daughtercard.

The power option is individually selectable for each of the three I/O connectors. The 5V power is protected by per connector PTC devices so will not cause damage to the 7I80HD or system if accidentally shorted. The daughtercard voltage also selects the pullup resistor supply voltage for each connector. Note that all current Mesa daughtercards use 5V.

| JUMPER   | POS  | FUNCTION                           |
|----------|------|------------------------------------|
| W6,W7,W8 | UP   | 5V DAUGHTERCARD AND PULLUP POWER   |
| W6,W7,W8 | DOWN | 3.3V DAUGHTERCARD AND PULLUP POWER |

## 5V I/O TOLERANCE

The FPGA used on the 7I80HD has a 4V absolute maximum input voltage specification. To allow interfacing with 5V inputs, the 7I80HD has bus switches on all I/O pins. The bus switches work by turning off when the input voltage exceeds a preset threshold. *The 5V I/O tolerance option is the default and should normally be left enabled.*

For high speed applications where only 3.3V maximum signals are present and overshoot clamping is desired, the 5V I/O tolerance option can be disabled. W4 controls the 5V I/O tolerance option. When W4 is on the default UP position, 5V tolerance mode is enabled. When W4 is in the DOWN position, 5V tolerance mode is disabled. Note that W4 controls 5V tolerance on all I/O connectors.

# HARDWARE CONFIGURATION

## PRECONFIG PULLUP ENABLE

The Xilinx FPGA on the 7I80HD has the option of having weak pull-ups on all I/O pins at power-up or reset. To enable the built-in pull-ups, (the default condition) jumper W3 should be placed in the UP position. To disable the internal pull-ups, W3 should be in the DOWN position. It is suggested the W3 be left in the UP position.

## IP ADDRESS SELECTION

The 7I80HD has three options for selecting its IP address. These options are selected by Jumpers W1 and W2.

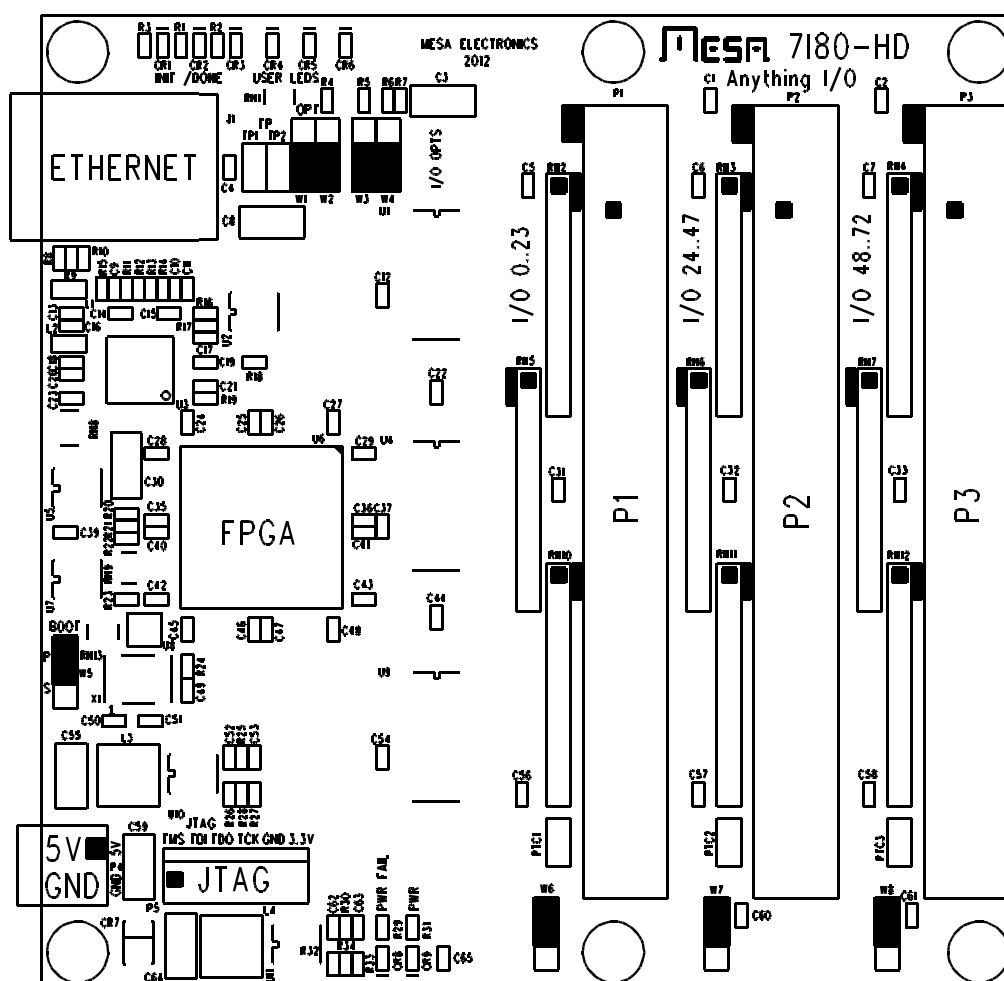
| W1   | W2   | IP ADDRESS                    |
|------|------|-------------------------------|
| DOWN | DOWN | FIXED 192.168.1.121 (DEFAULT) |
| DOWN | UP   | FIXED FROM EEPROM             |
| UP   | DOWN | BOOTP                         |
| UP   | UP   | INVALID                       |

## FPGA FLASH SELECT

To make recovery from FPGA configuration errors easier, there are two FPGA configuration flash memories on the 7I80HD card. Jumper W5 selects between the two flash memories. That is, if one flash memory is inadvertently corrupted, the other one can be used to boot the 7I80HD, allowing the corrupted flash memory to be re-written. It is suggested that W5 be left in the UP position (primary flash memory) for normal operation, and only changed to the DOWN position (secondary flash memory) if configuration fails. Once rebooted via a power cycle, jumper W5 should be promptly restored to the UP position to allow the primary flash memory to be re-written.

| W5   | MEMORY                     |
|------|----------------------------|
| UP   | PRIMARY (NORMAL OPERATION) |
| DOWN | SECONDARY (BACKUP)         |

## CONNECTOR LOCATIONS AND DEFAULT JUMPER POSITIONS





# CONNECTORS

## I/O CONNECTORS

The 7I80HD has 3 I/O connectors, P1 through P3. 7I80HD IO connector pinouts are as follows:

### P1 CONNECTOR PINOUT

| PIN | FUNC  | PIN | FUNC | PIN | FUNC | PIN | FUNC |
|-----|-------|-----|------|-----|------|-----|------|
| 1   | IO0   | 2   | GND  | 3   | IO1  | 4   | GND  |
| 5   | IO2   | 6   | GND  | 7   | IO3  | 8   | GND  |
| 9   | IO4   | 10  | GND  | 11  | IO5  | 12  | GND  |
| 13  | IO6   | 14  | GND  | 15  | IO7  | 16  | GND  |
| 17  | IO8   | 18  | GND  | 19  | IO9  | 20  | GND  |
| 21  | IO10  | 22  | GND  | 23  | IO11 | 24  | GND  |
| 25  | IO12  | 26  | GND  | 27  | IO13 | 28  | GND  |
| 29  | IO14  | 30  | GND  | 31  | IO15 | 32  | GND  |
| 33  | IO16  | 34  | GND  | 35  | IO17 | 36  | GND  |
| 37  | IO18  | 38  | GND  | 39  | IO19 | 40  | GND  |
| 41  | IO20  | 42  | GND  | 43  | IO21 | 44  | GND  |
| 45  | IO22  | 46  | GND  | 47  | IO23 | 48  | GND  |
| 49  | POWER | 50  | GND  |     |      |     |      |

# CONNECTORS

## I/O CONNECTORS

### P2 CONNECTOR PINOUT

| PIN | FUNC  | PIN | FUNC | PIN | FUNC | PIN | FUNC |
|-----|-------|-----|------|-----|------|-----|------|
| 1   | IO24  | 2   | GND  | 3   | IO25 | 4   | GND  |
| 5   | IO26  | 6   | GND  | 7   | IO27 | 8   | GND  |
| 9   | IO28  | 10  | GND  | 11  | IO29 | 12  | GND  |
| 13  | IO30  | 14  | GND  | 15  | IO31 | 16  | GND  |
| 17  | IO32  | 18  | GND  | 19  | IO33 | 20  | GND  |
| 21  | IO34  | 22  | GND  | 23  | IO35 | 24  | GND  |
| 25  | IO36  | 26  | GND  | 27  | IO37 | 28  | GND  |
| 29  | IO38  | 30  | GND  | 31  | IO39 | 32  | GND  |
| 33  | IO40  | 34  | GND  | 35  | IO41 | 36  | GND  |
| 37  | IO42  | 38  | GND  | 39  | IO43 | 40  | GND  |
| 41  | IO44  | 42  | GND  | 43  | IO45 | 44  | GND  |
| 45  | IO46  | 46  | GND  | 47  | IO47 | 48  | GND  |
| 49  | POWER | 50  | GND  |     |      |     |      |

# CONNECTORS

## I/O CONNECTORS

### P3 CONNECTOR PINOUT

| PIN | FUNC  | PIN | FUNC | PIN | FUNC | PIN | FUNC |
|-----|-------|-----|------|-----|------|-----|------|
| 1   | IO48  | 2   | GND  | 3   | IO49 | 4   | GND  |
| 5   | IO50  | 6   | GND  | 7   | IO51 | 8   | GND  |
| 9   | IO52  | 10  | GND  | 11  | IO53 | 12  | GND  |
| 13  | IO54  | 14  | GND  | 15  | IO55 | 16  | GND  |
| 17  | IO56  | 18  | GND  | 19  | IO57 | 20  | GND  |
| 21  | IO58  | 22  | GND  | 23  | IO59 | 24  | GND  |
| 25  | IO60  | 26  | GND  | 27  | IO61 | 28  | GND  |
| 29  | IO62  | 30  | GND  | 31  | IO63 | 32  | GND  |
| 33  | IO64  | 34  | GND  | 35  | IO65 | 36  | GND  |
| 37  | IO66  | 38  | GND  | 39  | IO67 | 40  | GND  |
| 41  | IO68  | 42  | GND  | 43  | IO69 | 44  | GND  |
| 45  | IO70  | 46  | GND  | 47  | IO71 | 48  | GND  |
| 49  | POWER | 50  | GND  |     |      |     |      |

# CONNECTORS

## POWER CONNECTOR PINOUT

P4 is the 7I80HDs power connector. P4 is a 3.5MM plug-in screw terminal block. P4 pinout is as follows:

| PIN | FUNCTION              |
|-----|-----------------------|
| 1   | +5V TOP, SQUARE PAD   |
| 2   | GND BOTTOM, ROUND PAD |

## JTAG CONNECTOR PINOUT

P5 is a JTAG programming connector. This is normally used only for debugging or if both EEPROM configurations have been corrupted. In case of corrupted EEPROM contents the EEPROM can be re-programmed using Xilinx's Impact tool.

### P5 JTAG CONNECTOR PINOUT

| PIN | FUNCTION |
|-----|----------|
| 1   | TMS      |
| 2   | TDI      |
| 3   | TDO      |
| 4   | TCK      |
| 5   | GND      |
| 6   | +3.3V    |

# OPERATION

## FPGA

The 7I80HD use a Xilinx Spartan6 FPGA in a 256 ball BGA package: XC6SLX16-FBGA256 or XC6SLX25-FBGA256 depending on 7I80HD model.

## IP ADDRESS SELECTION

Initial communication with the 7I80HD requires knowing its IP address. The 7I80HD has 3 IP address options: Default, EEPROM, and Bootp, selected by jumpers W1 and W2. Default IP address is always 192.168.1.121. The EEPROM IP address is set by writing Ethernet EEPROM locations 0x20 and 0x22. BootP allows the 7I80HD address to be set by a DHCP/ BootP server. If BootP is chosen, the 7I80HD will retry BootP requests at a ~1 Hz rate if the BootP server does not respond.

## HOST COMMUNICATION

The 7I80HD standard firmware is designed for low overhead real time communication with a host controller so implements a very simple set of IPV4 operations. These operations include ARP reply, ICMP echo reply, and UDP packet receive/send for host data communications. UDP is used so that the 7I80HD can be used on a standard network with standard tools for non-real time applications. No fragmentation is allowed so maximum packet size is 1500 bytes.

## UDP

All 7I80HD data communication is done via UDP packets. The 7I80HD socket number for UDP data communication is 27181. Read data is routed to the requesters port number. Under UDP, a simple register access protocol is used. This protocol is called LBP16.

## LBP16

LBP16 allows read and write access to up to eight separate address spaces with different sizes and characteristics. Current firmware uses seven of these spaces. For efficiency, LBP16 allows access to blocks of registers at sequential increasing addresses. (Block transfers)

## WINDOWS ARP ISSUES

Windows TCP stack has a characteristic that causes it to drop outgoing UDP packets when refreshing its ARP cache. Because of this you must either verify packet transmission via echoing data from the 7I80 for every transaction (reading RXUDPCount is suggested) and retrying failed transactions, or alternatively, setting up a static entry for the 7I80HD in the ARP table. This is done with windows ARP command.

# **OPERATION**

## **CONFIGURATION**

The 7I80HD is configured at power up by a SPI FLASH memory. This flash memory is an 16M bit chip that has space for two configuration files. Since all Ethernet logic on the 7I80HD is in the FPGA, a problem with configuration means that Ethernet access will not be possible. For this reason there are two backup methods to recover from FPGA boot failures.

### **FALLBACK**

The first backup system is called Fallback. The 7I80HD flash memory normally contains two configuration file images, A user image and a fallback image. If the primary user configuration is corrupted, the FPGA will load the fallback configuration so the flash memory image can be repaired remotely without having to resort to switching memories or JTAG programming.

### **DUAL EEPROMS**

The second backup method relies on the fact that there are two flash memories on the 7I80HD card, selectable via jumper W5. If a configuration fails in such a way that it loads correctly (has a valid CRC) but does not work, the fallback configuration will not be invoked. To recover from this problem, the secondary flash can be selected by moving W5 to the DOWN position and using it to boot the FPGA (by cycling the power), restoring remote access and allowing the primary configuration to be repaired via Ethernet. The backup EEPROM is not write protected so if the primary EEPROM has been corrupted, you should always restore W5 to the UP position to avoid writing a bad configuration to both EEPROMS, necessitating a slow and awkward JTAG bootstrap.

# OPERATION

## EEPROM LAYOUT

The EEPROM used on the 7I80HD for configuration storage is the M25P16. The M25P16 is a 16 M bit (2 M byte) EEPROM with 32 64K byte sectors. Configuration files are stored on sector boundaries to allow individual configuration file erasing and updating. Standard EEPROM sector layout is as follows:

|          |  |
|----------|--|
| 0x000000 | BOOT BLOCK   |
| 0x010000 | FALLBACK CONFIGURATION BLOCK 0                     |
| 0x020000 | FALLBACK CONFIGURATION BLOCK 1                     |
| 0x030000 | FALLBACK CONFIGURATION BLOCK 2                     |
| 0x040000 | FALLBACK CONFIGURATION BLOCK 3                     |
| 0x050000 | FALLBACK CONFIGURATION BLOCK 4                     |
| 0x060000 | FALLBACK CONFIGURATION BLOCK 5                     |
| 0x070000 | FALLBACK CONFIGURATION BLOCK 6                     |
| 0x080000 | FALLBACK CONFIGURATION BLOCK 7 / UNUSED 7I80HD-16  |
| 0x090000 | FALLBACK CONFIGURATION BLOCK 8 / UNUSED 7I80HD-16  |
| 0x0A0000 | FALLBACK CONFIGURATION BLOCK 9 / UNUSED 7I80HD-16  |
| 0x0B0000 | FALLBACK CONFIGURATION BLOCK 10 / UNUSED 7I80HD-16 |
| 0x0C0000 | FALLBACK CONFIGURATION BLOCK 11 / UNUSED 7I80HD-16 |
| 0x0D0000 | FALLBACK CONFIGURATION BLOCK 12 / UNUSED 7I80HD-16 |
| 0x0E0000 | UNUSED/FREE  |
| 0x0F0000 | UNUSED/FREE  |

# OPERATION

## EEPROM LAYOUT

|          |  |
|----------|--|
| 0x100000 | USER CONFIGURATION BLOCK 0                       |
| 0x110000 | USER CONFIGURATION BLOCK 1                       |
| 0x120000 | USER CONFIGURATION BLOCK 2                       |
| 0x130000 | USER CONFIGURATION BLOCK 3                       |
| 0x140000 | USER CONFIGURATION BLOCK 4                       |
| 0x150000 | USER CONFIGURATION BLOCK 5                       |
| 0x160000 | USER CONFIGURATION BLOCK 6                       |
| 0x170000 | USER CONFIGURATION BLOCK 7 / UNUSED 7I80HD-16    |
| 0x180000 | USER CONFIGURATION BLOCK 8 / UNUSED 7I80HD-16    |
| 0x190000 | USER CONFIGURATION BLOCK 0 9 / UNUSED 7I80HD-16  |
| 0x1A0000 | USER CONFIGURATION BLOCK 0 10 / UNUSED 7I80HD-16 |
| 0x1B0000 | USER CONFIGURATION BLOCK 0 11 / UNUSED 7I80HD-16 |
| 0x1C0000 | USER CONFIGURATION BLOCK 0 12 / UNUSED 7I80HD-16 |
| 0x1D0000 | UNUSED/FREE                                      |
| 0x1E0000 | UNUSED/FREE                                      |
| 0x1F0000 | UNUSED/FREE                                      |



# OPERATION

## BITFILE FORMAT

*The configuration utilities expect standard FPGA bitfiles without any multiboot features enabled. If multiboot FPGA files are loaded they will likely cause a configuration failure. In addition for fallback to work, the -g next\_config\_register\_write:disable, -g reset\_on\_error:enable and -g CRC:enable bitgen options must be set.*

## MESAFLASH

Linux and Windows utility programs mesaflash and mesaflash.exe are provided to write configuration files to the 7180HD EEPROM. These files depend on a simple SPI interface built into both the standard user FPGA bitfiles and the fallback bitfile.

If mesaflash is run with a -help command line argument it will print usage information.

The following examples assume the target 7180HD is using the ROM IP address of 192.168.1.121.

```
mesaflash --device 7i80 --write FPGAFILE.BIT
```

Writes a standard bitfile FPGAFILE.BIT to the user area of the EEPROM.

```
mesaflash --device 7i80 --verify FPGAFILE.BIT
```

Verifies the user EEPROM configuration against the bit file FPGAFILE.BIT.

```
mesaflash --device 7i80 --fallback --write FALLBACK.BIT
```

Writes the fallback EEPROM configuration to the fallback area of the EEPROM. In addition if the bootblock is not present in block 0 of the EEPROM, it re-writes the bootblock.

## SETTING EEPROM IP ADDRESS

MESAFLASH can also write the EEPROM IP address of the 7180HD:

```
mesaflash --device 7i80 --set ip=192.168.0.100
```

The above examples assume the 7180HD has its default ROM IP address (192.168.1.121). If the 7180HD is using another IP address, this must be specified on the command line with a -addr XX.XX.XX.XX command line argument.

# **OPERATION**

## **FREE FLASH MEMORY SPACE**

Five 64K byte blocks of flash memory space are free when both user and fallback configurations are installed on the 7I80HD-25. Seventeen 64K byte blocks are free on the 7I80HD-16. It is suggested that only the last three blocks, 0x1D0000 through 0x1F0000 in the user area, be used for FPGA application flash storage.

## **FALLBACK INDICATION**

Mesa's supplied fallback configurations blink the red INIT LED on the top right hand side of the card if the primary configuration fails and the fallback configuration loaded successfully. If this happens it means the user configuration is corrupted or not a proper configuration for the 7I80HDs FPGA. This can be fixed by running the configuration utility and re-writing the user configuration.

## **FAILURE TO CONFIGURE**

The 7I80HD should configure its FPGA within a fraction of a second of power application. If the FPGA card fails to configure, the red /DONE LED CR2 will remain illuminated. If this happens the secondary EEPROM boot should be used. If booting from the secondary EEPROM fails, the 7I80HDs EEPROMs must be re-programmed via the JTAG connector or (faster) JTAG FPGA load followed by Ethernet EEPROM update.

## **CLOCK SIGNALS**

The 7I80HD has a single 50 MHz clock signal from an on card crystal oscillator. The clock can be multiplied and divided by the FPGA's clock generator block to generate a wide range of internal clock signals. The 50 MHz clock is also used to generate the 25MHz clock for the Ethernet interface chip.

# OPERATION

## LEDS

The 7I80HD has 4 FPGA driven user LEDs (User 0 through User 3 = Green), and 2 FPGA driven status LEDs (red). The user LEDs can be used for any purpose, and can be helpful as a simple debugging feature. A low output signal from the FPGA lights the LED. See the 7I80HDIO.PIN file for FPGA pin locations of the LED signals. The status LEDs reflect the state of the FPGA's DONE, and /INIT pins. The /DONE LED lights until the FPGA is configured at power-up. The /INIT LED lights when the power on reset is asserted, when there has been a CRC error during configuration. When using Mesas configurations, the /INIT LED blinks when the fallback configuration has been loaded.

In addition to the FPGA driven LEDs, there are two power supply status LEDs on the bottom edge of the 7I80HD card. There are the PWRFAIL and PWR LEDs. The PWRFAIL LED is illuminated if the locally regulated 1.2V or 3.3V power rails are out of specification. The PWR LED is illuminated when 3.3V is present.

## PULLUP RESISTORS

All I/O pins are provided with pull-up resistors to allow connection to open drain, open collector, or OPTO devices. These resistors have a value of 3.3K so have a maximum pull-up current of ~1.07 mA (5V pull-up) or ~.7 mA (3.3V pull-up).

## IO LEVELS

The Xilinx FPGAs used on the 7I80HD have programmable I/O levels for interfacing with different logic families. The 7I80HD does not support use of the I/O standards that require input reference voltages. All standard Mesa configurations use LVTTTL levels.

Note that even though the 7I80HD can tolerate 5V signal inputs, its outputs will not swing to 5V. The outputs are push pull CMOS that will drive to the output supply rail of 3.3V. This is sufficient for TTL compatibility but may cause problems with some types of loads. For example when driving an LED that has its anode connected to 5V, in such devices as OPTO isolators and I/O module rack SSRs, the 3.3V high level may not completely turn the LED off. To avoid this problem, either drive loads that are ground referred, Use 3.3V as the VCC for VCC referred loads, or use open drain mode.

## STARTUP I/O VOLTAGE

After power-up or system reset and before the the FPGA is configured, the pull-up resistors will pull all I/O signals to a high level. If the FPGA is used for motion control or controlling devices that could present a hazard when enabled, external circuitry should be designed so that this initial state (high) results in a safe condition.

# SUPPLIED CONFIGURATIONS

## HOSTMOT2

All supplied configurations are part of the HostMot2 motion control firmware set. All HostMot2 firmware is open source and easily extendible to support new interfaces or different sets of interfaces embedded in one configuration. For detailed register level information on Hostmot2 firmware modules, see the regmap file in the hostmot2 source code directory.

## SVST8\_4IM2

SVST8\_4IM2 is a 8 axis servo/ 4 axis stepmotor configuration with 8 PWM outputs, 8 encoder inputs with index mask, 4 hardware stepgenerators, a watchdog timer and GPIO.

## SVST4\_8

SVST4\_8 is a 4 axis servo/ 8 axis stepmotor configuration with 4 PWM outputs, 4 encoder inputs, 8 hardware stepgenerators, a watchdog timer and GPIO.

## SVST8\_8IM2

SVST8\_8IM2 is a 8 axis servo/ 8 axis stepmotor configuration with 8 PWM outputs, 8 encoder inputs with index mask, 8 hardware stepgenerators, a watchdog timer and GPIO.

## SVST1\_4\_7I47S

SVST1\_4\_7I47S is a 4 axis stepmotor configuration with 1 PWM output for spindle, and 4 encoder inputs, a watchdog timer and GPIO. For the 7I47S card.

## 2X7I65

2X7I65 is a configuration for up to two 7I65 octal analog servo interface cards. It has 16 encoder inputs, 2 SPI ports, a watchdog timer and GPIO.

## SV12IM\_2X7I48

SV12IM\_7I48 is a 12 axis servo configuration fro two 7I48 daughter cards. It has 12 encoder inputs, 12 PWM outputs, a watchdog timer and GPIO.

## SV6\_7I49

SV6\_7I49 is a six axis servo configuration for use with the 7I49 resolver input daughter card. Its has a 6 channel resolver interface, 6 pwm channels, a watchdog timer and GPIO.

## **SUPPLIED CONFIGURATIONS**

### **PIN FILES**

Each of the configurations has an associated file with file name extension .pin that describes the FPGA functions included in the configuration and the I/O pinout. These are plain text files that can be printed or viewed with any text editor.

## REFERENCE INFORMATION

### LBP16

#### LBP16 COMMANDS

LBP16 is a simple remote register access protocol to allow efficient register access over a serial link. All LBP16 commands are 16 bits in length and have the following structure:

|    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| W  | A  | C  | M  | M  | M  | S | S | I | N | N | N | N | N | N | N |

- W     Is the write bit (1 means write, 0 means read)
- A     Is the includes Address bit. If this is '1' the command is followed by a 16 bit address and the address pointer is loaded with this address. if this is 0 the current address pointer for the memory space is used. Each memory space has its own address pointer.
- C     Indicates if memory space itself (C='0') or associated info area for the memory will be accessed (C= '1')
- M     Is the 3 bit memory space specifier 000b through 111b
- S     Is the transfer element size specifier (00b = 8 bits, 01b = 16 bits 10b = 32 bits and 11b = 64 bits)
- I     Is the Increment address bit. if this is '1' the address pointer is incremented by the element transfer size (in bytes) after every transfer ('0' is useful for FIFO transfers)
- N     Is the transfer count in units of the selected size. 1 through 127. A transfer count of 0 is an error.

LBP16 read commands are followed by the 16 bit address (if the A bit is set). LBP16 Write commands are followed by the address (if bit A is set) and the data to be written. LBP16 Addresses are always byte addresses. LBP data and addresses are little endian so must be sent LSB first.

## REFERENCE INFORMATION

### LBP16

#### INFO AREA

There are eight possible memory spaces in LBP16. Each memory space has an associated read only info area. The first entry has a cookie to verify correct access. The next two entries in the info area are the MemSizes word and the MemRanges word. Only 16 bit read access is allowed to the info area.

|      |  |
|------|--|
| 0000 | COOKIE = 0X5A0N WHERE N = ADDRESS SPACE 0..7 |
| 0002 | MEMSIZES                                     |
| 0004 | MEMRANGES                                    |
| 0006 | ADDRESS POINTER                              |
| 0008 | SPACENAME 0,1                                |
| 000A | SPACENAME 2,3                                |
| 000C | SPACENAME 4,5                                |
| 000E | SPACENAME 6,7                                |

#### INFO AREA MEMSIZES FORMAT

|    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| W  | T  | T  | T  | T  | T  | T | T | X | X | X | X | A | A | A | A |

W Memory space is Writeable

T Is type: 01 = Register, 02 = Memory, 0E = EEPROM, 0F = Flash

A Is access types (bit 0 = 8 bit, bit 1 = 16 bit etc)so for example 0x06 means 16 bit and 32 bit operations allowed

## REFERENCE INFORMATION

### LBP16

#### INFO AREA MEMRANGES FORMAT

|    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| E  | E  | E  | E  | E  | P  | P | P | P | P | S | S | S | S | S | S |

E      Is erase block size

P      Is Page size

S      Ps address range

Ranges are  $2^E$ ,  $2^P$ ,  $2^S$ . E and P are 0 for non-flash memory



# REFERENCE INFORMATION

## LBP16

### INFO\_AREA ACCESS

As discussed above, all memory spaces have an associated information area that describes the memory space. Information area data is all 16 bits and read-only. The hex command examples below are written in LSB first order for convenience. In the hex command examples, the NN is the count/increment field of the LBP16 command and the LLHH is the low and high bytes of the address.

|                            |          |                       |
|----------------------------|----------|-----------------------|
| Ispace 0 read with address | NN61LLHH | HostMot2 space        |
| Ispace 0 read              | NN21     |                       |
| Ispace 1 read with address | NN65LLHH | Ethernet chip space   |
| Ispace 1 read              | NN25     |                       |
| Ispace 2 read with address | NN69LLHH | Ethernet EEPROM space |
| Ispace 2 read              | NN29     |                       |
| Ispace 3 read with address | NN6DLLHH | FPGA flash space      |
| Ispace 3 read              | NN2D     |                       |
| Ispace 4 read with address | NN71LLHH | Timer/Utility space   |
| Ispace 4 read              | NN21     |                       |
| Ispace 6 read with address | NN79LLHH | LBP16 R/W space       |
| Ispace 6 read              | NN39     |                       |
| Ispace 7 read with address | NN7DLLHH | LBP16 R/O space       |
| Ispace 7 read              | NN3D     |                       |

# REFERENCE INFORMATION

## LBP16

### 7I80HD SUPPORTED MEMORY SPACES

The 7I80HD firmware supports 7 address spaces. These will be described individually with example hexadecimal commands. The hex command examples below are written in LSB first order for convenience. In the hex command examples, the NN is the count/increment field of the LBP16 command and the LLHH is the low and high bytes of the address.

### SPACE 0: HOSTMOT2 REGISTERS

This address space is the most important as it gives access to the FPGA I/O. This is a 64K byte address range space with 32 bit R/W access.

|                            |          |
|----------------------------|----------|
| Space 0 read with address  | NN42LLHH |
| Space 0 write with address | NNC2LLHH |
| Space 0 read               | NN02     |
| Space 0 write              | NN82     |

# REFERENCE INFORMATION

## LBP16

### SPACE 0: HOSTMOT2 REGISTERS

Example: read first 5 entries in hostmot2 IDROM:

85420004

85 ; 85 == NN = 5 | Inc bit (0x80) so address is incremented after each access

42 ; Read from space 0 with address included after command

00 ; LSB of address (IDROM starts at 0x0400)

04 ; MSB of address (IDROM starts at 0x0400)

Example: write 3 GPIO ports starting at 0x1000:

83C20010AAAAAAAAABBBBBBBBCCCCCCCC

83 ; 83 == NN = 3 | Inc bit so address is incremented after each access

C2 ; Write to space 0 with address included after command

00 ; LSB of address (GPIO starts at 0x1000)

10 ; MSB of address (GPIO starts at 0x1000)

AAAAAAAA ; 32 bit data for GPIO port 0 at 0x1000

BBBBBBBB ; 32 bit data for GPIO port 0 at 0x1004

CCCCCCCC ; 32 bit data for GPIO port 0 at 0x1008

Note like all LBP16 data, write data is LS byte first

## REFERENCE INFORMATION

### LBP16

#### SPACE 1: ETHERNET CHIP ACCESS

Space 1 allows access to the KSZ8851-16 registers for debug purposes. All accesses are 16 bit.

Space 1 read with address      NN45LLHH

Space 1 write with address      NNC5LLHH

Space 1 read      NN05

Space 1 write      NN85

Example: read Ethernet chip CIDER register: 0145C000

01      ; = NN = read 1 16 bit value

45      ; read space 1 with address included

C0      ; LSB of CIDER address

00      ; MSB of CIDER address

#### SPACE 2: ETHERNET EEPROM CHIP ACCESS

This space is used to store the Ethernet MAC address, card name, and EEPROM settable IP address. The Ethernet EEPROM space is accessed as 16 bit data. The first 0x20 bytes are read only and the remaining 0x60 bytes are read/write.

Space 2 read with address      NN49LLHH

Space 2 write with address      NNC9LLHH

Space 2 read      NN09

Space 2 write      NN89

## REFERENCE INFORMATION

### LBP16

#### SPACE2: ETHERNET EEPROM CHIP ACCESS

Writes and erases require that the EEPROMWEna be set to 5A02. *Note that EEPROMWEna is cleared at the end of every LPB packet so the write EEPROMWEna command needs to be prepended to all EEPROM write and erase packets.* For EEPROM write operations a LBP16 read operation should follow the write(s) for host synchronization.

Example: write EEPROM IP address with 192.168.0.32 (C0:A8:0:20 in hex)

01D91A00025A

Enable EEPROM area writes

82C9200072000A8C0

Write 2 words to 0020 : C0A80020 (with inc). Note this must be in the same packet and the EEPROMWEna write

#### ETHERNET EEPROM LAYOUT

| ADDRESS | DATA |
|---------|------|
|---------|------|

|      |             |
|------|-------------|
| 0000 | Reserved RO |
|------|-------------|

|      |                        |
|------|------------------------|
| 0002 | MAC address LS Word RO |
|------|------------------------|

|      |                         |
|------|-------------------------|
| 0004 | MAC address Mid Word RO |
|------|-------------------------|

|      |                        |
|------|------------------------|
| 0006 | MAC address MS Word RO |
|------|------------------------|

|      |             |
|------|-------------|
| 0008 | Reserved RO |
|------|-------------|

|      |             |
|------|-------------|
| 000A | Reserved RO |
|------|-------------|

|      |             |
|------|-------------|
| 000C | Reserved RO |
|------|-------------|

|      |           |
|------|-----------|
| 000E | Unused RO |
|------|-----------|

## REFERENCE INFORMATION

### LBP16

#### ETHERNET EEPROM LAYOUT

| ADDRESS    | DATA   |
|------------|--|
| 0010       | CardNameChar-0,1 RO  |
| 0012       | CardNameChar-2,3 RO  |
| 0014       | CardNameChar-4,5 RO  |
| 0016       | CardNameChar-6,7 RO  |
| 0018       | CardNameChar-8,9 RO  |
| 001A       | CardNameChar-10,11 RO  |
| 001C       | CardNameChar-12,13 RO  |
| 001E       | CardNameChar-14,15 RO  |
| 0020       | EEPROM IP address LS word RW                                   |
| 0022       | EEPROM IP address MS word RW                                   |
| 0024       | Reserved RW  |
| 0026       | Reserved RW  |
| 0028       | DEBUG LED Mode (LS bit determines HostMot2 (0) or debug(1)) RW |
| 002A       | Reserved RW  |
| 002C       | Reserved RW  |
| 002E       | Reserved RW  |
| 0030..007E | Unused RW  |

## REFERENCE INFORMATION

### LBP16

#### SPACE 3: FPGA FLASH EEPROM CHIP ACCESS

Space 3 allows access to the FPGAs configuration flash memory. All flash memory access is 32 bit. Flash memory access is different from other memory spaces in that it is done indirectly via a 32 bit address pointer and 32 bit data port.

Space 3 read with address      NN4ELLHH

Space 3 write with address      NNCELLHHDDDDDDDD

Space 3 read NN0E

Space 3 write NN8E

#### FLASH MEMORY REGISTERS

Flash memory spaces have only 4 accessible registers:

| ADDRESS | DATA      |   |
|---------|-----------|---|
| 0000    | FL_ADDR   | 32 bit flash address register           |
| 0004    | FL_DATA   | 32 bit flash data register              |
| 0008    | FL_ID     | 32 bit read only flash ID register      |
| 000C    | SEC_ERASE | 32 bit write only sector erase register |

Unlike other memory spaces, flash memory space is accessed indirectly by writing the address register (FL\_ADDR) and then reading or writing the data (FL\_DATA). The flash byte address is automatically incremented by 4 each data access.

Note that reads can read all of flash memory with consecutive read operations but write operations can only write a flash page worth of data before the page write must be started. Also unless you are doing partial page writes, page write should always start on a page boundary.

The page write is started by writing the flash address, reading the flash address, reading flash data, reading flash ID or issuing a erase sector command. For host synchronization, a read operation should follow every sector erase or page write.

## REFERENCE INFORMATION

### LBP16

#### SPACE 3: FPGA FLASH EEPROM CHIP ACCESS

Example: read 1024 bytes (0100h doublewords) of flash space at address 00123456:

|                  |  |
|------------------|--|
| 01CE000056341200 | Write FL_ADDR (0000) with pointer (0x00123456)   |
| 404E0400         | Issue read command (FL_DATA = 0004) With count of 0x40 double words (256 bytes). Note do not use LBP16 increment bit! Flash address always autoincremented |
| 400E             | Next 0x40 doublewords = 256 bytes  |
| 400E             | Next 0x40 doublewords = 256 bytes  |
| 400E             | Next 0x40 doublewords = 256 bytes  |

Note that this is close to the maximum reads allowed in a single LBP packet (~1450 bytes)

Writes and erases require that the EEPROMWEna be set to 5A03. *Note that EEPROMWEna is cleared at the end of every LPB packet so the write EEPROMWEna command needs to be prepended to all flash write and erase packets. The following is written on separate lines for clarity but must all be in one packet for correct operation.*

Example: Write a 256 byte page of flash memory starting at 0xC000:

|                  |  |
|------------------|--|
| 01D91A00035A     | Write EEPROMWEna with 0x5A03   |
| 01CE000000C00000 | Write flash address  |
| 40CE0400         | Issue write flash data command with count  |
| 12345678         | Doubleword 0   |
| ABCD8888         | Doubleword 1   |
| ...              |  |
| FFFFFFFF         | Doubleword 63 (= 256 bytes)  |
| 014E0000         | Read new address to commit write and so some data is returned for host synchronization (so host waits for write to complete) |



## REFERENCE INFORMATION

### LBP16

#### SPACE 3: FPGA FLASH EEPROM CHIP ACCESS

Example: Erase flash sector 0x00010000:

|                  |   |
|------------------|---|
| 01D91A00035A     | Write EEPROMWEna with 0x5A03  |
| 01CE000000000100 | Write flash address with 0x 00010000  |
| 01CE0C0000000000 | Write sector erase command (with dummy 32 bit data = 0)   |
| 014E0000         | Read flash address for host synchronization (this will echo the address _after_ the sector is erased) |

## REFERENCE INFORMATION

### LBP16

#### SPACE 4 LBP TIMER/UTILITY AREA

Address space 4 is for read/write access to LBP specific timing registers. All memory space 4 access is 16 bit.

|                            |              |
|----------------------------|--------------|
| Space 4 read with address  | NN51LLHH     |
| Space 4 write with address | NND1LLHHDDDD |
| Space 4 read               | NN11         |
| Space 4 write              | NN91DDDD     |

#### MEMORY SPACE 4 LAYOUT:

| ADDRESS    | DATA                          |
|------------|-------------------------------|
| 0000       | uSTimeStampReg                |
| 0002       | WaituSReg                     |
| 0004       | HM2Timeout                    |
| 0006       | WaitForHM2RefTime             |
| 0008       | WaitForHM2Timer1              |
| 000A       | WaitForHM2Timer2              |
| 000C       | WaitForHM2Timer3              |
| 000E       | WaitForHM2Timer4              |
| 0010..001E | Scratch registers for any use |

The uSTimeStamp register reads the free running hardware microsecond timer. It is useful for timing internal 7I80 operations. Writes to the uSTimeStamp register are a no-op. The WaituS register delays processing for the specified number of microseconds when written, (0 to 65535 uS) reads return the last wait time written. The HM2TimeOut register sets the timeout value for all WaitForHM2 times (0 to 65536 uS).

All the WaitForHM2Timer registers wait for the rising edge of the specified timer or reference output when read or written, write data is don't care, and reads return the wait time in uS. The HM2TimeOut register places an upper bound on how long the WaitForHM2 operations will wait. HM2Timeouts set the HM2Timeout error bit in the error register.

## REFERENCE INFORMATION

### LBP16

#### SPACE 6 LBP STATUS/CONTROL AREA

Address space 6 is for read/write access to LBP specific control, status, and error registers. All memory space 6 access is 16 bit. The RXUDPCount and TXUDPCount can be used as sequence numbers to verify packet reception and transmission.

|                            |              |
|----------------------------|--------------|
| Space 6 read with address  | NN59LLHH     |
| Space 6 write with address | NND9LLHHDDDD |
| Space 6 read               | NN19         |
| Space 6 write              | NN99DDDD     |

#### MEMORY SPACE 6 LAYOUT:

| ADDRESS | DATA           |
|---------|----------------|
| 0000    | ErrorReg       |
| 0002    | LBPParseErrors |
| 0004    | LBPMemErrors   |
| 0006    | LBPWriteErrors |
| 0008    | RXPktCount     |
| 000A    | RXUDPCount     |
| 000C    | RXBadCount     |
| 000E    | TXPktCount     |
| 00010   | TXUDPCount     |
| 00012   | TXBadCount     |

## REFERENCE INFORMATION

### LBP16

#### MEMORY SPACE 6 LAYOUT:

| ADDRESS | DATA        |  |
|---------|-------------|--|
| 0014    | LEDMode     | If LSb is 0, LEDs are "owned" by HostMot2, otherwise LEDs are local debug LEDs   |
| 0016    | DebugLEDPtr | What variable in space 6 local debug LEDs show (default is RXPktCount).  |
| 0018    | Scratch     | Can be used for sequence numbers   |
| 001A    | EEPROMWEna  | Must be set to 5A0N enable EEPROM or flash writes or erases (N is memory space of EEPROM or flash) Note that this is cleared at the end of every packet.   |
| 001C    | LBPReset    | Setting this to a non-zero value will do a full reset of the LBP16 firmware. The 7I80HD will read its IP address jumpers and re-assign its IP address. The 7I80HD will be unresponsive for as much as ½ a second after this command. |
| 001E    | FPGAICAP    | FPGA ICAP-16 register to allow remote FPGA reload and other low level FPGA access.   |

#### ERROR REGISTER FORMAT

| BIT   | ERROR           |
|-------|-----------------|
| 0     | LBPParseError   |
| 1     | LBPMemError     |
| 2     | LBPWriteError   |
| 3     | RXPacketError   |
| 4     | TXPacketError   |
| 5     | HM2TimeOutError |
| 6..15 | Reserved        |

## REFERENCE INFORMATION

### LBP16

#### SPACE 7: LBP READ ONLY AREA

Memory space 7 is used for read only card information. Memory space 7 is accessed as 16 bit data.

Space 7 read with address      NN5DLLHH

Space 7 read                      NN1D

#### MEMORY SPACE 7 LAYOUT:

| ADDRESS | DATA  |
|---------|---|
| 0000    | CardNameChar-0,1  |
| 0002    | CardNameChar-2,3  |
| 0004    | CardNameChar-4,5  |
| 0006    | CardNameChar-6,7  |
| 0008    | CardNameChar-8,9  |
| 000A    | CardNameChar-10,11  |
| 000C    | CardNameChar-12,13  |
| 000E    | CardNameChar-14,15  |
| 0010    | LBPVersion  |
| 0012    | FirmwareVersion   |
| 0014    | Option Jumpers  |
| 0016    | Reserved  |
| 0018    | RecvStartTS                      1 uSec timestamps          |
| 001A    | RecvDoneTS                      For performance monitoring  |
| 001C    | SendStartTS                      Send timestamps are        |
| 001E    | SendDoneTS                      from <i>previous</i> packet |

# REFERENCE INFORMATION

## LBP16

### ELBPCOM

ELBPCOM is a very simple demo program in Python (2.x) to allow simple checking of LBP16 host communication to the 7I80HD. ELBPCOM accepts hexadecimal LBP16 commands and data and returns hexadecimal results. Note that the timeout value will need to be increased to about 2 seconds to try flash sector erase commands.

```
import socket
s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM, 0)
sip = "192.168.1.121"
sport = 27181
s.settimeout(.2)
while(2 > 0):
    sdata = raw_input('>')
    sdata = sdata.decode('hex')
    s.sendto(sdata, (sip, sport))
    try:
        data, addr = s.recvfrom(1280)
        print('>'), data.encode('hex')
    except socket.timeout:
        print('No answer')
```

Sample run:

```
>01420001 ; read hostmot2 cookie at 0x100
> fecaaa55 ; 7I80HD returns 0x55AACAFE

>82492000 ; read EEPROM IP address at 0x0020
> 450a5863 ; 63:58:0A:45 = 99.88.10.69
; (for example)

>01D91A00025A82C920000100a8C0 ; write EEPROM IP address
; (at 0x0020) with
; C0:A8:0:1 = 192.168.0.1
```

## REFERENCE

### SPECIFICATIONS

| POWER                        | MIN    | MAX     | NOTES:  |
|------------------------------|--------|---------|---|
| 5V POWER SUPPLY              | 4.5V   | 5.5V    | P4 supplied 5V                                  |
| 5V POWER CONSUMPTION:        | ----   | 5A      | Depends on FPGA configuration and external load |
| MAX 5V CURRENT TO I/O CONNS  | ---    | 1000 mA | Each (PTC Limit)                                |
| TEMPERATURE RANGE -C version | 0 °C   | +70 °C  |   |
| TEMPERATURE RANGE -I version | -40 °C | +85 °C  |   |

## CARD DRAWING

