

libcin

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# Chapter 1

## FastCCD Communication Library (libcin)

### Introduction

This library, based in C is designed to control the FastCCD detector from Lawrence Berkeley National Laboratory. It controls both camera control functions and data acquisition (frame acquisition). It is separated into two distinct parts, the control part ,`cin_ctl`, and the data (image) part named `cin_data`. It was written in part for use with `areaDetector`.

### Prerequisites

The library relies on the following:

- `libbsd` (Used for string manipulation)
- `libconfig` (Used for nice config files)
- `libpthread` (Used for threading)
- `librt` (Used for time functions)

### Installation

Installation of the library is like most unix based source packages:

```
./make
./make doc
./make test
./make install
```

## TCP/IP Stack Tuning

In order for the CIN data to operate efficiently, the 10G interface on the host computer needs to be tuned. This needs to be done by adding the following to the file `/etc/sysctl.conf`.

```
# Increase the maximum buffer that user programs can request
# 2147483647 = 2048 Mb
net.core.rmem_max=2147483647
net.core.wmem_max=2147483647
# Set a default value 10 times bigger
net.core.rmem_default=1000000
net.core.wmem_default=1000000
# increase the length of the processor input queue
net.core.netdev_max_backlog = 250000
# recommended for hosts with jumbo frames enabled
net.ipv4.tcp_mt看u_probing=1
```

These can be reread by the system without rebooting by entering the command:

```
$sudo sysctl --system
```

## Versioning

For the versions available, see the [tags on this repository](#).

## Authors

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See also the list of [contributors](#) who participated in this project.

## License

This project is licensed under the BSD License - see the [LICENSE](#) file for details

## Acknowledgments

A huge thanks to Peter Dennes, John Joseph and the detector team at LBNL and the team at Sydor Instruments.

## Chapter 2

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# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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# File Index

### 4.1 File List

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src/ <b>common.h</b> . . . . .	??
src/ <b>config.h</b> . . . . .	??
src/ <b>control.h</b> . . . . .	??
src/ <b>data.h</b> . . . . .	??
src/ <b>descramble.h</b> . . . . .	??
src/ <b>descramble_map.h</b> . . . . .	??
src/ <b>fifo.h</b> . . . . .	??
src/ <b>report.h</b> . . . . .	??





## Chapter 5

# Module Documentation

### 5.1 Cin Control Initialization Routines

#### Functions

- int [cin\\_ctl\\_init](#) ([cin\\_ctl\\_t](#) \*cin, char \*addr, uint16\_t port, uint16\_t sport, char \*bind\_addr, uint16\_t bind\_port, uint16\_t bind\_sport)
- int [cin\\_ctl\\_destroy](#) ([cin\\_ctl\\_t](#) \*cin)
- void [cin\\_ctl\\_message](#) ([cin\\_ctl\\_t](#) \*cin, const char \*message, int severity)
- void [cin\\_ctl\\_set\\_msg\\_callback](#) ([cin\\_ctl\\_t](#) \*cin, cin\_ctl\_msg\_callback callback, void \*ptr)
- int [cin\\_data\\_send\\_magic](#) ([cin\\_data\\_t](#) \*cin)

#### 5.1.1 Detailed Description

#### 5.1.2 Function Documentation

##### 5.1.2.1 [cin\\_ctl\\_destroy\(\)](#)

```
int cin_ctl_destroy (  
    cin\_ctl\_t * cin )
```

Destroy (close) the cin control library

Close connections, free memory and exit library

#### Parameters

<i>cin</i>	handle to cin library
------------	-----------------------

**Returns**

Returns 0 on success non-zero if error

**5.1.2.2 cin\_ctl\_init()**

```
int cin_ctl_init (
    cin_ctl_t * cin,
    char * addr,
    uint16_t port,
    uint16_t sport,
    char * bind_addr,
    uint16_t bind_port,
    uint16_t bind_sport )
```

Initialize the cin control library

Initialize the control structures and communications with the CIN via the control interface. This function opens the UDP ports and starts a listening thread to receive packets from the CIN.

**Parameters**

<i>cin</i>	handle to cin library
<i>addr</i>	ip address of CIN base address
<i>port</i>	UDP port of cin
<i>sport</i>	stream output UDP port of cin
<i>bind_addr</i>	ip address to bind to
<i>bind_port</i>	input udp port of cin
<i>bind_sport</i>	stream input udp port of cin

**Returns**

Returns 0 on success non-zero if error

**5.1.2.3 cin\_data\_send\_magic()**

```
int cin_data_send_magic (
    cin_data_t * cin )
```

Send a magic packet to the CIN to initialize data

**Parameters**

<i>cin</i>	handle to cin library
------------	-----------------------

**Returns**

Returns 0 on success non-zero if error

## 5.2 Cin Control Read/Rwrite Routines

### Functions

- int `cin_ctl_read` (`cin_ctl_t` \*cin, uint16\_t reg, uint16\_t \*val, int wait)
- int `cin_ctl_write` (`cin_ctl_t` \*cin, uint16\_t reg, uint16\_t val, int wait)
- int `cin_ctl_stream_write` (`cin_ctl_t` \*cin, unsigned char \*val, int size)
- int `cin_ctl_write_with_readback` (`cin_ctl_t` \*cin, uint16\_t reg, uint16\_t val)
- int `cin_ctl_pwr` (`cin_ctl_t` \*cin, int pwr)
- int `cin_ctl_fp_pwr` (`cin_ctl_t` \*cin, int pwr)
- int `cin_ctl_fo_test_pattern` (`cin_ctl_t` \*cin, int on\_off)

### 5.2.1 Detailed Description

### 5.2.2 Function Documentation

#### 5.2.2.1 cin\_ctl\_read()

```
int cin_ctl_read (
    cin_ctl_t * cin,
    uint16_t reg,
    uint16_t * val,
    int wait )
```

Read register from CIN

#### Parameters

<i>cin</i>	handle to cin library
<i>reg</i>	register to read
<i>val</i>	variable to read value of register to
<i>wait</i>	if non-zero, wait a predefined time before read command (for i2c)

#### Returns

Returns 0 on success non-zero if error

#### 5.2.2.2 cin\_ctl\_stream\_write()

```
int cin_ctl_stream_write (
    cin_ctl_t * cin,
    unsigned char * val,
    int size )
```

Write stream data to CIN

**Parameters**

<i>cin</i>	handle to cin library
<i>val</i>	array of values to write
<i>size</i>	size of array pointed to by val

Write stream data to cin in form of 16 bit array.

**Returns**

Returns 0 on success non-zero if error

**5.2.2.3 cin\_ctl\_write()**

```
int cin_ctl_write (
    cin_ctl_t * cin,
    uint16_t reg,
    uint16_t val,
    int wait )
```

Write register to CIN

**Parameters**

<i>cin</i>	handle to cin library
<i>reg</i>	register to write to
<i>val</i>	value to write to register
<i>wait</i>	if non-zero

Write register value to CIN. If wait is non-zero then wait a sleep time of i CIN\_CTL\_WRITE\_SLEEP before releasing the mutex to add flow control to the cin.

**Returns**

Returns 0 on success non-zero if error

**5.2.2.4 cin\_ctl\_write\_with\_readback()**

```
int cin_ctl_write_with_readback (
    cin_ctl_t * cin,
    uint16_t reg,
    uint16_t val )
```

Write register to CIN with readback verification

**Parameters**

<i>cin</i>	handle to cin library
<i>reg</i>	register to write to
<i>val</i>	value to write to register

Write register value to CIN. Follow write with read of register and compare value. CIN\_CTL\_WRITE\_SLEEP before releasing the mutex to add flow control to the cin.

**Returns**

Returns 0 on success non-zero if error

## 5.3 CIN Firmware Upload Routines

### Functions

- int **cin\_ctl\_load\_config** ([cin\\_ctl\\_t](#) \*cin, char \*filename)
- int **cin\_ctl\_load\_firmware** ([cin\\_ctl\\_t](#) \*cin)
- int **cin\_ctl\_load\_firmware\_file** ([cin\\_ctl\\_t](#) \*cin, char \*filename)
- int **cin\_ctl\_load\_firmware\_data** ([cin\\_ctl\\_t](#) \*cin, unsigned char \*data, int data\_len)

### 5.3.1 Detailed Description

Firmware upload routines

## 5.4 CIN FCLK Configuration Routines

### Functions

- int **cin\_ctl\_get\_fclk** ([cin\\_ctl\\_t](#) \*cin, int \*clkfreq)
- int **cin\_ctl\_set\_fclk** ([cin\\_ctl\\_t](#) \*cin, int clkfreq)

### 5.4.1 Detailed Description

FCLK (Internal FPGA Clock) Routines



## 5.5 CIN Status Routines

### Functions

- int **cin\_ctl\_get\_cfg\_fpga\_status** (cin\_ctl\_t \*cin, uint16\_t \*\_val)
- int **cin\_ctl\_get\_id** (cin\_ctl\_t \*cin, cin\_ctl\_id\_t \*\_val)
- int **cin\_ctl\_get\_dcm\_status** (cin\_ctl\_t \*cin, uint16\_t \*\_val)
- int **cin\_ctl\_get\_power\_status** (cin\_ctl\_t \*cin, int full, int \*pwr, cin\_ctl\_pwr\_mon\_t \*values)

### 5.5.1 Detailed Description

Status Routines

## 5.6 CIN Control Bias Routines

### Functions

- int **cin\_ctl\_set\_bias** ([cin\\_ctl\\_t](#) \*cin, int val)
- int **cin\_ctl\_get\_bias** ([cin\\_ctl\\_t](#) \*cin, int \*val)
- int **cin\_ctl\_set\_bias\_regs** ([cin\\_ctl\\_t](#) \*cin, uint16\_t \*vals, int verify)
- int **cin\_ctl\_get\_bias\_regs** ([cin\\_ctl\\_t](#) \*cin, uint16\_t \*vals)
- int **cin\_ctl\_set\_bias\_voltages** ([cin\\_ctl\\_t](#) \*cin, float \*voltage, int verify)
- int **cin\_ctl\_get\_bias\_voltages** ([cin\\_ctl\\_t](#) \*cin, float \*voltage, uint16\_t \*regs)

### 5.6.1 Detailed Description

Initialization group

## 5.7 CIN Control Timing Routines

### Functions

- int **cin\_ctl\_set\_timing\_regs** ([cin\\_ctl\\_t](#) \*cin, uint16\_t \*vals, int vals\_len)
- int **cin\_ctl\_get\_timing\_regs** ([cin\\_ctl\\_t](#) \*cin, uint16\_t \*vals, int vals\_len)

### 5.7.1 Detailed Description

Timing setup group

## 5.8 CIN Data Initialization Routines

### Functions

- int `cin_data_init` (`cin_data_t` \*cin, char \*addr, uint16\_t port, char \*bind\_addr, uint16\_t bind\_port, int rcvbuf, int packet\_buffer\_len, int frame\_buffer\_len, cin\_data\_callback push\_callback, cin\_data\_callback pop\_callback, void \*usr\_ptr)
- void `cin_data_destroy` (`cin_data_t` \*cin)

### 5.8.1 Detailed Description

Initialization group

### 5.8.2 Function Documentation

#### 5.8.2.1 `cin_data_destroy()`

```
void cin_data_destroy (
    cin_data_t * cin )
```

Close the cin data library and cleanup

Stop all the processing threads and join them to the main thread. This function blocks until all threads have joined the main thread (program). This should be called to clean up the library before the program is exited

#### Parameters

<i>cin</i>	Handle to cin data library
------------	----------------------------

#### 5.8.2.2 `cin_data_init()`

```
int cin_data_init (
    cin_data_t * cin,
    char * addr,
    uint16_t port,
    char * bind_addr,
    uint16_t bind_port,
    int rcvbuf,
    int packet_buffer_len,
    int frame_buffer_len,
    cin_data_callback push_callback,
    cin_data_callback pop_callback,
    void * usr_ptr )
```

Initialize the cin data library

Initialize the data handling routines and start the threads for listening.

**Parameters**

<i>cin</i>	Handle to cin data library
<i>addr</i>	IP-Address of cin (if NULL defaults to standard)
<i>port</i>	UDP Port of CIN
<i>bind_addr</i>	IP-Address to bind to (if NULL binds to 0.0.0.0)
<i>bind_port</i>	UDP Port of host
<i>rcvbuf</i>	TCP/IP Kernel receive buffer size
<i>packet_buffer_len</i>	Length of packet buffer fifo (in units number of packets)
<i>frame_buffer_len</i>	Length of frame (assembler) buffer fifo (in units of number of frames)
<i>push_callback</i>	This function is called when a data structure is needed
<i>pop_callback</i>	This function is called when an image has been processed
<i>usr_ptr</i>	Pointer passed to callback functions

## 5.9 CIN Data Framestore Functions

### Functions

- void `cin_data_framestore_trigger` (`cin_data_t` \*cin, int count)
- void `cin_data_framestore_skip` (`cin_data_t` \*cin, int count)
- int `cin_data_get_framestore_counter` (`cin_data_t` \*cin)
- void `cin_data_framestore_disable` (`cin_data_t` \*cin)
- void `cin_data_framestore_trigger_enable` (`cin_data_t` \*cin)

### 5.9.1 Detailed Description

Framestore Group

### 5.9.2 Function Documentation

#### 5.9.2.1 `cin_data_framestore_disable()`

```
void cin_data_framestore_disable (  
    cin_data_t * cin )
```

Disable the framestore modes

This function disables the framestore modes (software trigger and skip). If the camera is hardware triggering then the images will start to be processed.

#### Parameters

<code>cin</code>	Handle to the cin library
------------------	---------------------------

#### 5.9.2.2 `cin_data_framestore_skip()`

```
void cin_data_framestore_skip (  
    cin_data_t * cin,  
    int count )
```

Enable framestore skip mode

Enable the framestore skip mode. This function should be called before hardware triggering the camera. This causes the data processing to skip

## Parameters

<i>count</i>	frames from the first images to be read. This is usually done to stop the first few frames from being over exposed.
<i>cin</i>	handle to the <a href="#">cin_data</a> library

5.9.2.3 `cin_data_framestore_trigger()`

```
void cin_data_framestore_trigger (
    cin_data_t * cin,
    int count )
```

Send a framestore (software) trigger

Send a software trigger to the CIN by timestamping the request time and allow images to be processed when recieved after this time. The count option sets the number of frames to trigger. A value of -1 indicated that the trigger should not count images but run indefinitely after the trigger has occurred.

## Parameters

<i>cin</i>	handle to the <a href="#">cin_data</a> library
<i>count</i>	number of frames to trigger

5.9.2.4 `cin_data_framestore_trigger_enable()`

```
void cin_data_framestore_trigger_enable (
    cin_data_t * cin )
```

Enable the framestore trigger mode

This function enables the framestore trigger mode. It cases the images to not be processed pending a call to the function to (software) trigger the camera.

## Parameters

<i>cin</i>	Handle to the cin library
------------	---------------------------

5.9.2.5 `cin_data_get_framestore_counter()`

```
int cin_data_get_framestore_counter (
    cin_data_t * cin )
```



Get the value of the framestore counter

Return the number of frames in the framestore counter. In trigger mode, this returns the number of frames to go. In skip mode, this returns the number of frames that have to be skipped.

#### Parameters

<i>cin</i>	handle to the <a href="#">cin_data</a> library
------------	--

#### Returns

Number of frames to go in trigger



## Chapter 6

# Class Documentation

### 6.1 cin\_config\_timing Struct Reference

#### Public Attributes

- uint16\_t \* [data](#)
- int [data\\_len](#)
- char [name](#) [40]
- int [rows](#)
- int [cols](#)
- int [overscan](#)
- int [fclk\\_freq](#)
- int [framestore](#)

#### 6.1.1 Member Data Documentation

##### 6.1.1.1 cols

```
int cin_config_timing::cols
```

Cols for this timing setup

##### 6.1.1.2 data

```
uint16_t* cin_config_timing::data
```

Pointer to timing data

##### 6.1.1.3 data\_len

```
int cin_config_timing::data_len
```

timing data length

#### 6.1.1.4 fclk\_freq

```
int cin_config_timing::fclk_freq
```

FCLK Frequency to use

#### 6.1.1.5 framestore

```
int cin_config_timing::framestore
```

Flag (not zero means framestore

#### 6.1.1.6 name

```
char cin_config_timing::name[40]
```

String for config name

#### 6.1.1.7 overscan

```
int cin_config_timing::overscan
```

Number of overscan cols for this setup

#### 6.1.1.8 rows

```
int cin_config_timing::rows
```

Rows for this timing setup

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.2 cin\_ctl Struct Reference

### Public Attributes

- char \* **addr**
- char \* **bind\_addr**
- int **port**
- int **bind\_port**
- int **sport**
- int **bind\_sport**
- [cin\\_port\\_t](#) **ctl\_port**
- [cin\\_port\\_t](#) **stream\_port**
- [cin\\_config\\_timing\\_t](#) **timing** [[CIN\\_CONFIG\\_MAX\\_TIMING\\_MODES](#)]
- int **timing\_num**
- [cin\\_config\\_timing\\_t](#) \* **current\_timing**
- float **fclk\_time\_factor**
- [cin\\_ctl\\_listener\\_t](#) \* **listener**
- pthread\_mutex\_t **access**
- pthread\_mutexattr\_t **access\_attr**
- void(\* **msg\_callback**)(const char \*, int, void \*)
- void \* **msg\_callback\_ptr**

## 6.2.1 Member Data Documentation

### 6.2.1.1 fclk\_time\_factor

```
float cin_ctl::fclk_time_factor
```

In micro seconds

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.3 cin\_ctl\_id Struct Reference

### Public Attributes

- uint16\_t **base\_board\_id**
- uint16\_t **base\_serial\_no**
- uint16\_t **base\_fpga\_ver**
- uint16\_t **fabric\_board\_id**
- uint16\_t **fabric\_serial\_no**
- uint16\_t **fabric\_fpga\_ver**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.4 cin\_ctl\_listener Struct Reference

### Public Attributes

- struct [cin\\_port](#) \* **cp**
- [fifo](#) **ctl\_fifo**
- pthread\_t **thread\_id**
- pthread\_barrier\_t **barrier**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.5 cin\_ctl\_pwr\_mon\_t Struct Reference

### Public Attributes

- [cin\\_ctl\\_pwr\\_val\\_t](#) **bus\_12v0**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **mgmt\_3v3**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **mgmt\_2v5**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **mgmt\_1v2**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **enet\_1v0**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **s3e\_3v3**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **gen\_3v3**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **gen\_2v5**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **v6\_0v9**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **v6\_1v0**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **v6\_2v5**
- [cin\\_ctl\\_pwr\\_val\\_t](#) **fp**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.6 cin\_ctl\_pwr\_val Struct Reference

### Public Attributes

- double **i**
- double **v**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.7 cin\_data Struct Reference

### Public Attributes

- [fifo](#) \* **packet\_fifo**
- [fifo](#) \* **frame\_fifo**
- [cin\\_data\\_threads\\_t](#) **listen\_thread**
- [cin\\_data\\_threads\\_t](#) **assembler\_thread**
- [cin\\_data\\_threads\\_t](#) **descramble\_thread**
- [pthread\\_mutex\\_t](#) **descramble\_mutex**
- [pthread\\_mutex\\_t](#) **stats\_mutex**
- [pthread\\_mutex\\_t](#) **framestore\_mutex**
- [cin\\_data\\_callbacks\\_t](#) **callbacks**
- char \* **addr**
- char \* **bind\_addr**
- int **port**

- int **bind\_port**
- int **recv\_buf**
- [cin\\_port\\_t](#) **dp**
- struct timespec **framerate**
- unsigned long int **dropped\_packets**
- unsigned long int **malformed\_packets**
- uint16\_t **last\_frame**
- [cin\\_data\\_descramble\\_map\\_t](#) **map**
- int **framestore\_mode**
- struct timespec **framestore\_trigger**
- int **framestore\_counter**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.8 cin\_data\_callbacks Struct Reference

### Public Attributes

- void **push** ([cin\\_data\\_frame\\_t](#) \*, void \*usr\_ptr)
- void **pop** ([cin\\_data\\_frame\\_t](#) \*, void \*usr\_ptr)
- [cin\\_data\\_frame\\_t](#) \* **frame**
- void \* **usr\_ptr**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.9 cin\_data\_descramble\_map\_t Struct Reference

### Public Attributes

- uint32\_t \* **map**
- int **size\_x**
- int **size\_y**
- int **overscan**
- int **rows**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.10 cin\_data\_frame Struct Reference

### Public Attributes

- uint16\_t \* **data**
- uint16\_t **number**
- struct timespec **timestamp**
- int **size\_x**
- int **size\_y**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.11 cin\_data\_packet Struct Reference

### Public Attributes

- unsigned char \* **data**
- int **size**
- struct timespec **timestamp**

The documentation for this struct was generated from the following file:

- [src/data.h](#)

## 6.12 cin\_data\_proc Struct Reference

### Public Attributes

- void \*(\* **input\_get** )(void \*, int)
- void \*(\* **input\_put** )(void \*, int)
- void \* **input\_args**
- int **reader**
- void \*(\* **output\_put** )(void \*)
- void \*(\* **output\_get** )(void \*)
- void \* **output\_args**
- [cin\\_data\\_t](#) \* **parent**

The documentation for this struct was generated from the following file:

- [src/data.h](#)



## 6.13 cin\_data\_stats Struct Reference

### Public Attributes

- int **last\_frame**
- double **framerate**
- double **packet\_percent\_full**
- double **frame\_percent\_full**
- double **image\_percent\_full**
- long int **packet\_overruns**
- long int **frame\_overruns**
- long int **image\_overruns**
- long int **packet\_used**
- long int **frame\_used**
- long int **image\_used**
- long int **dropped\_packets**
- long int **mallformed\_packets**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.14 cin\_data\_threads Struct Reference

### Public Attributes

- pthread\_t **thread\_id**
- pthread\_barrier\_t **barrier**
- int **started**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.15 cin\_map\_t Struct Reference

### Public Attributes

- char \* **name**
- uint16\_t **reg**

The documentation for this struct was generated from the following file:

- [src/cinregisters.h](#)

## 6.16 cin\_port Struct Reference

### Public Attributes

- int **sockfd**
- struct timeval **tv**
- struct sockaddr\_in **sin\_srv**
- struct sockaddr\_in **sin\_cli**
- socklen\_t **slen**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

## 6.17 fifo Struct Reference

### Public Attributes

- void \* **data**
- void \* **head**
- void \* **tail**
- void \* **end**
- long int **size**
- int **elem\_size**
- int **full**
- long int **overruns**
- pthread\_mutex\_t **mutex**
- pthread\_cond\_t **signal**

The documentation for this struct was generated from the following file:

- [src/cin.h](#)

# Chapter 7

## File Documentation

### 7.1 src/cin.h File Reference

```
#include <stdint.h>
#include <stdio.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <netinet/ip.h>
#include <sys/time.h>
#include <pthread.h>
```

#### Classes

- struct [fifo](#)
- struct [cin\\_ctl\\_listener](#)
- struct [cin\\_port](#)
- struct [cin\\_config\\_timing](#)
- struct [cin\\_ctl](#)
- struct [cin\\_data\\_frame](#)
- struct [cin\\_data\\_stats](#)
- struct [cin\\_data\\_threads](#)
- struct [cin\\_data\\_callbacks](#)
- struct [cin\\_data\\_descramble\\_map\\_t](#)
- struct [cin\\_data](#)
- struct [cin\\_ctl\\_id](#)
- struct [cin\\_ctl\\_pwr\\_val](#)
- struct [cin\\_ctl\\_pwr\\_mon\\_t](#)

#### Macros

- #define **CIN\_OK** 0
- #define **CIN\_ERROR** -1
- #define **CIN\_CTL\_MSG\_OK** 0
- #define **CIN\_CTL\_MSG\_MINOR** 1
- #define **CIN\_CTL\_MSG\_MAJOR** 2

- #define CIN\_CTL\_IP "192.168.1.207"
- #define CIN\_CTL\_CIN\_PORT 49200
- #define CIN\_CTL\_BIND\_PORT 50200
- #define CIN\_CTL\_FRMW\_CIN\_PORT 49202
- #define CIN\_CTL\_FRMW\_BIND\_PORT 50202
- #define CIN\_CTL\_RCVBUF 10
- #define CIN\_CTL\_MAX\_READ\_TRIES 5
- #define CIN\_CTL\_MAX\_WRITE\_TRIES 5
- #define CIN\_CTL\_WRITE\_SLEEP 100
- #define CIN\_CTL\_READ\_SLEEP 100
- #define CIN\_CTL\_BIAS\_SLEEP 100000
- #define CIN\_CTL\_FO\_SLEEP 500000
- #define CIN\_CTL\_CONFIG\_SLEEP 100
- #define CIN\_CTL\_DCO\_SLEEP 1000000
- #define CIN\_CTL\_FCLK\_SLEEP 200000
- #define CIN\_CTL\_STREAM\_CHUNK 512
- #define CIN\_CTL\_STREAM\_SLEEP 5
- #define CIN\_CTL\_POWER\_ENABLE 0x001F
- #define CIN\_CTL\_POWER\_DISABLE 0x0000
- #define CIN\_CTL\_FP\_POWER\_ENABLE 0x0020
- #define CIN\_CTL\_DCM\_LOCKED 0x0001
- #define CIN\_CTL\_DCM\_PSDONE 0x0002
- #define CIN\_CTL\_DCM\_STATUS0 0x0004
- #define CIN\_CTL\_DCM\_STATUS1 0x0008
- #define CIN\_CTL\_DCM\_STATUS2 0x0010
- #define CIN\_CTL\_DCM\_TX1\_READY 0x0020
- #define CIN\_CTL\_DCM\_TX2\_READY 0x0040
- #define CIN\_CTL\_DCM\_ATCA\_ALARM 0x0080
- #define CIN\_CTL\_TRIG\_INTERNAL 0x0000
- #define CIN\_CTL\_TRIG\_EXTERNAL\_1 0x0001
- #define CIN\_CTL\_TRIG\_EXTERNAL\_2 0x0002
- #define CIN\_CTL\_TRIG\_EXTERNAL\_BOTH 0x0003
- #define CIN\_CTL\_FOCUS\_BIT 0x0002
- #define CIN\_CTL\_FCLK\_125 0x0000
- #define CIN\_CTL\_FCLK\_200 0x0001
- #define CIN\_CTL\_FCLK\_250 0x0002
- #define CIN\_CTL\_FCLK\_125\_C 0x0003
- #define CIN\_CTL\_FCLK\_200\_C 0x0004
- #define CIN\_CTL\_FCLK\_250\_C 0x0005
- #define CIN\_CTL\_FCLK\_156\_C 0x0006
- #define CIN\_CTL\_FPGA\_STS\_CFG 0x8000
- #define CIN\_CTL\_FPGA\_STS\_FP\_PWR 0x0008
- #define CIN\_CTL\_DCM\_STS\_ATCA 0x0080
- #define CIN\_CTL\_DCM\_STS\_LOCKED 0x0001
- #define CIN\_CTL\_DCM\_STS\_OVERRIDE 0x0800
- #define CIN\_CTL\_MUX1\_VCLK1 0x0001
- #define CIN\_CTL\_MUX1\_VCLK2 0x0002
- #define CIN\_CTL\_MUX1\_VCLK3 0x0003
- #define CIN\_CTL\_MUX1\_ATG 0x0004
- #define CIN\_CTL\_MUX1\_VFCLK1 0x0005
- #define CIN\_CTL\_MUX1\_VFCLK2 0x0006
- #define CIN\_CTL\_MUX1\_VFCLK3 0x0007
- #define CIN\_CTL\_MUX1\_HCLK1 0x0008
- #define CIN\_CTL\_MUX1\_HCLK2 0x0009
- #define CIN\_CTL\_MUX1\_OSW 0x000A

- #define **CIN\_CTL\_MUX1\_RST** 0x000B
- #define **CIN\_CTL\_MUX1\_CONVERT** 0x000C
- #define **CIN\_CTL\_MUX1\_SHUTTER** 0x000D
- #define **CIN\_CTL\_MUX1\_SWTRIGGER** 0x000E
- #define **CIN\_CTL\_MUX1\_TRIGMON** 0x000F
- #define **CIN\_CTL\_MUX1\_EXPOSE** 0x0000
- #define **CIN\_CTL\_MUX2\_VCLK1** 0x0010
- #define **CIN\_CTL\_MUX2\_VCLK2** 0x0020
- #define **CIN\_CTL\_MUX2\_VCLK3** 0x0030
- #define **CIN\_CTL\_MUX2\_ATG** 0x0040
- #define **CIN\_CTL\_MUX2\_VFCLK1** 0x0050
- #define **CIN\_CTL\_MUX2\_VFCLK2** 0x0060
- #define **CIN\_CTL\_MUX2\_VFCLK3** 0x0070
- #define **CIN\_CTL\_MUX2\_HCLK1** 0x0080
- #define **CIN\_CTL\_MUX2\_HCLK2** 0x0090
- #define **CIN\_CTL\_MUX2\_HCLK3** 0x00A0
- #define **CIN\_CTL\_MUX2\_OSW** 0x00B0
- #define **CIN\_CTL\_MUX2\_RST** 0x00C0
- #define **CIN\_CTL\_MUX2\_CONVERT** 0x00D0
- #define **CIN\_CTL\_MUX2\_SAVE** 0x00E0
- #define **CIN\_CTL\_MUX2\_HWTRIG** 0x00F0
- #define **CIN\_CTL\_MUX2\_EXPOSE** 0x0000
- #define **CIN\_CTL\_FO\_REG1** 0x821D
- #define **CIN\_CTL\_FO\_REG2** 0x821E
- #define **CIN\_CTL\_FO\_REG3** 0x821F
- #define **CIN\_DATA\_IP** "10.0.5.207"
- #define **CIN\_DATA\_BIND\_PORT** 49201
- #define **CIN\_DATA\_CIN\_PORT** 49203
- #define **CIN\_DATA\_FRAME\_BUFFER\_LEN** 1000
- #define **CIN\_DATA\_PACKET\_BUFFER\_LEN** 10000
- #define **CIN\_DATA\_MAX\_MTU** 9000
- #define **CIN\_DATA\_UDP\_HEADER** 8
- #define **CIN\_DATA\_MAGIC\_PACKET** UINT64\_C(0x0000F4F3F2F1F000)
- #define **CIN\_DATA\_MAGIC\_PACKET\_MASK** UINT64\_C(0x0000FFFFFFFFFFFF00)
- #define **CIN\_DATA\_TAIL\_MAGIC\_PACKET** UINT64\_C(0x010DF0ADDEF2F1F0)
- #define **CIN\_DATA\_TAIL\_MAGIC\_PACKET\_MASK** UINT64\_C(0xFFFFFFFFFFFFFFFF)
- #define **CIN\_DATA\_DROPPED\_PACKET\_VAL** 0x2000
- #define **CIN\_DATA\_DATA\_MASK** 0x1FFF
- #define **CIN\_DATA\_CTRL\_MASK** 0xE000
- #define **CIN\_DATA\_SIGN\_MASK** 0x1000
- #define **CIN\_DATA\_GAIN\_8** 0xC000
- #define **CIN\_DATA\_GAIN\_4** 0x4000
- #define **CIN\_DATA\_PACKET\_LEN** 8184
- #define **CIN\_DATA\_MAX\_PACKETS** 542
- #define **CIN\_DATA\_RCVBUF** (100\*1024\*1024)
- #define **CIN\_DATA\_MAX\_FRAME\_X** 1152
- #define **CIN\_DATA\_MAX\_FRAME\_Y** 2050
- #define **CIN\_DATA\_MAX\_STREAM** 2400000
- #define **CIN\_DATA\_CCD\_COLS** 96
- #define **CIN\_DATA\_CCD\_COLS\_PER\_CHAN** 10
- #define **CIN\_DATA\_PIPELINE\_FLUSH** 1344
- #define **CIN\_CTL\_NUM\_BIAS** 20
- #define **CIN\_CTL\_BIAS\_OFFSET** 0x0030
- #define **CIN\_CTL\_BIAS\_POSH** 0
- #define **CIN\_CTL\_BIAS\_NEGH** 1

- #define **CIN\_CTL\_BIAS\_POSRG** 2
- #define **CIN\_CTL\_BIAS\_NEGRG** 3
- #define **CIN\_CTL\_BIAS\_POSSW** 4
- #define **CIN\_CTL\_BIAS\_NEGSW** 5
- #define **CIN\_CTL\_BIAS\_POSV** 6
- #define **CIN\_CTL\_BIAS\_NEGV** 7
- #define **CIN\_CTL\_BIAS\_POSTG** 8
- #define **CIN\_CTL\_BIAS\_NEGTG** 9
- #define **CIN\_CTL\_BIAS\_POSVF** 10
- #define **CIN\_CTL\_BIAS\_NEGVF** 11
- #define **CIN\_CTL\_BIAS\_NEDGE** 12
- #define **CIN\_CTL\_BIAS\_OTG** 13
- #define **CIN\_CTL\_BIAS\_VDDR** 14
- #define **CIN\_CTL\_BIAS\_VDD\_OUT** 15
- #define **CIN\_CTL\_BIAS\_BUF\_BASE** 16
- #define **CIN\_CTL\_BIAS\_BUF\_DELTA** 17
- #define **CIN\_CTL\_BIAS\_SPARE1** 18
- #define **CIN\_CTL\_BIAS\_SPARE2** 19
- #define **DEBUG\_PRINT**(fmt, ...) if(\_debug\_print\_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, \_\_FILE\_\_, \_\_LINE\_\_, \_\_func\_\_, \_\_VA\_ARGS\_\_); }
- #define **DEBUG\_COMMENT**(fmt) if(\_debug\_print\_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, \_\_FILE\_\_, \_\_LINE\_\_, \_\_func\_\_); }
- #define **ERROR\_COMMENT**(fmt) if(\_error\_print\_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, \_\_FILE\_\_, \_\_LINE\_\_, \_\_func\_\_); }
- #define **ERROR\_PRINT**(fmt, ...) if(\_error\_print\_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, \_\_FILE\_\_, \_\_LINE\_\_, \_\_func\_\_, \_\_VA\_ARGS\_\_); }
- #define **CIN\_CONFIG\_MAX\_STRING** 40
- #define **CIN\_CONFIG\_MAX\_TIMING\_DATA** 880
- #define **CIN\_CONFIG\_MAX\_TIMING\_MODES** 20

## Typedefs

- typedef struct **cin\_ctl\_listener** **cin\_ctl\_listener\_t**
- typedef struct **cin\_port** **cin\_port\_t**
- typedef struct **cin\_config\_timing** **cin\_config\_timing\_t**
- typedef struct **cin\_ctl** **cin\_ctl\_t**
- typedef struct **cin\_data\_frame** **cin\_data\_frame\_t**
- typedef struct **cin\_data\_stats** **cin\_data\_stats\_t**
- typedef struct **cin\_data\_threads** **cin\_data\_threads\_t**
- typedef struct **cin\_data\_callbacks** **cin\_data\_callbacks\_t**
- typedef struct **cin\_data** **cin\_data\_t**
- typedef void(\* **cin\_data\_callback**) (**cin\_data\_frame\_t** \*, void \*usr\_ptr)
- typedef void(\* **cin\_ctl\_msg\_callback**) (const char \*, int, void \*)
- typedef struct **cin\_ctl\_id** **cin\_ctl\_id\_t**
- typedef struct **cin\_ctl\_pwr\_val** **cin\_ctl\_pwr\_val\_t**

## Functions

- void **cin\_set\_debug\_print** (int debug)
- void **cin\_set\_error\_print** (int error)
- void **cin\_report** (FILE \*fp, int details)
- int **cin\_ctl\_init** (cin\_ctl\_t \*cin, char \*addr, uint16\_t port, uint16\_t sport, char \*bind\_addr, uint16\_t bind\_port, uint16\_t bind\_sport)
- int **cin\_ctl\_destroy** (cin\_ctl\_t \*cin)
- void **cin\_ctl\_message** (cin\_ctl\_t \*cin, const char \*message, int severity)
- void **cin\_ctl\_set\_msg\_callback** (cin\_ctl\_t \*cin, cin\_ctl\_msg\_callback callback, void \*ptr)
- int **cin\_data\_send\_magic** (cin\_data\_t \*cin)
- int **cin\_ctl\_read** (cin\_ctl\_t \*cin, uint16\_t reg, uint16\_t \*val, int wait)
- int **cin\_ctl\_write** (cin\_ctl\_t \*cin, uint16\_t reg, uint16\_t val, int wait)
- int **cin\_ctl\_stream\_write** (cin\_ctl\_t \*cin, unsigned char \*val, int size)
- int **cin\_ctl\_write\_with\_readback** (cin\_ctl\_t \*cin, uint16\_t reg, uint16\_t val)
- int **cin\_ctl\_pwr** (cin\_ctl\_t \*cin, int pwr)
- int **cin\_ctl\_fp\_pwr** (cin\_ctl\_t \*cin, int pwr)
- int **cin\_ctl\_fo\_test\_pattern** (cin\_ctl\_t \*cin, int on\_off)
- int **cin\_ctl\_load\_config** (cin\_ctl\_t \*cin, char \*filename)
- int **cin\_ctl\_load\_firmware** (cin\_ctl\_t \*cin)
- int **cin\_ctl\_load\_firmware\_file** (cin\_ctl\_t \*cin, char \*filename)
- int **cin\_ctl\_load\_firmware\_data** (cin\_ctl\_t \*cin, unsigned char \*data, int data\_len)
- int **cin\_ctl\_get\_fclk** (cin\_ctl\_t \*cin, int \*clkfreq)
- int **cin\_ctl\_set\_fclk** (cin\_ctl\_t \*cin, int clkfreq)
- int **cin\_ctl\_get\_cfg\_fpga\_status** (cin\_ctl\_t \*cin, uint16\_t \*\_val)
- int **cin\_ctl\_get\_id** (cin\_ctl\_t \*cin, cin\_ctl\_id\_t \*\_val)
- int **cin\_ctl\_get\_dcm\_status** (cin\_ctl\_t \*cin, uint16\_t \*\_val)
- int **cin\_ctl\_get\_power\_status** (cin\_ctl\_t \*cin, int full, int \*pwr, cin\_ctl\_pwr\_mon\_t \*values)
- int **cin\_ctl\_set\_bias** (cin\_ctl\_t \*cin, int val)
- int **cin\_ctl\_get\_bias** (cin\_ctl\_t \*cin, int \*val)
- int **cin\_ctl\_set\_bias\_regs** (cin\_ctl\_t \*cin, uint16\_t \*vals, int verify)
- int **cin\_ctl\_get\_bias\_regs** (cin\_ctl\_t \*cin, uint16\_t \*vals)
- int **cin\_ctl\_set\_bias\_voltages** (cin\_ctl\_t \*cin, float \*voltage, int verify)
- int **cin\_ctl\_get\_bias\_voltages** (cin\_ctl\_t \*cin, float \*voltage, uint16\_t \*regs)
- int **cin\_ctl\_set\_timing\_regs** (cin\_ctl\_t \*cin, uint16\_t \*vals, int vals\_len)
- int **cin\_ctl\_get\_timing\_regs** (cin\_ctl\_t \*cin, uint16\_t \*vals, int vals\_len)
- int **cin\_ctl\_get\_camera\_pwr** (cin\_ctl\_t \*cin, int \*val)
- int **cin\_ctl\_set\_camera\_pwr** (cin\_ctl\_t \*cin, int val)
- int **cin\_ctl\_set\_clocks** (cin\_ctl\_t \*cin, int val)
- int **cin\_ctl\_get\_clocks** (cin\_ctl\_t \*cin, int \*val)
- int **cin\_ctl\_set\_trigger** (cin\_ctl\_t \*cin, int val)
- int **cin\_ctl\_get\_trigger** (cin\_ctl\_t \*cin, int \*val)
- int **cin\_ctl\_set\_focus** (cin\_ctl\_t \*cin, int val)
- int **cin\_ctl\_get\_focus** (cin\_ctl\_t \*cin, int \*val)
- int **cin\_ctl\_get\_triggering** (cin\_ctl\_t \*cin, int \*trigger)
- int **cin\_ctl\_int\_trigger\_start** (cin\_ctl\_t \*cin, int nimages)
- int **cin\_ctl\_int\_trigger\_stop** (cin\_ctl\_t \*cin)
- int **cin\_ctl\_ext\_trigger\_start** (cin\_ctl\_t \*cin, int trigger\_mode)
- int **cin\_ctl\_ext\_trigger\_stop** (cin\_ctl\_t \*cin)
- int **cin\_ctl\_set\_exposure\_time** (cin\_ctl\_t \*cin, float e\_time)
- int **cin\_ctl\_set\_trigger\_delay** (cin\_ctl\_t \*cin, float t\_time)
- int **cin\_ctl\_set\_cycle\_time** (cin\_ctl\_t \*cin, float ftime)
- int **cin\_ctl\_frame\_count\_reset** (cin\_ctl\_t \*cin)
- int **cin\_ctl\_set\_mux** (cin\_ctl\_t \*cin, int setting)
- int **cin\_ctl\_get\_mux** (cin\_ctl\_t \*cin, int \*setting)

- int **cin\_ctl\_set\_fcric\_clamp** ([cin\\_ctl\\_t](#) \*cin, int clamp)
- int **cin\_ctl\_set\_fcric\_gain** ([cin\\_ctl\\_t](#) \*cin, int gain)
- int **cin\_ctl\_set\_fcric\_regs** ([cin\\_ctl\\_t](#) \*cin, uint16\_t \*reg, int num\_reg)
- int **cin\_ctl\_set\_fcric** ([cin\\_ctl\\_t](#) \*cin)
- int **cin\_ctl\_set\_fabric\_address** ([cin\\_ctl\\_t](#) \*cin, char \*ip)
- int **cin\_ctl\_bias\_dump** ([cin\\_ctl\\_t](#) \*cin, FILE \*fp)
- int **cin\_ctl\_reg\_dump** ([cin\\_ctl\\_t](#) \*cin, FILE \*fp)
- int **cin\_config\_read\_file** ([cin\\_ctl\\_t](#) \*cin, const char \*file)
- int **cin\_data\_init** ([cin\\_data\\_t](#) \*cin, char \*addr, uint16\_t port, char \*bind\_addr, uint16\_t bind\_port, int rcvbuf, int packet\_buffer\_len, int frame\_buffer\_len, cin\_data\_callback push\_callback, cin\_data\_callback pop\_callback, void \*usr\_ptr)
- void **cin\_data\_destroy** ([cin\\_data\\_t](#) \*cin)
- void **cin\_data\_framestore\_trigger** ([cin\\_data\\_t](#) \*cin, int count)
- void **cin\_data\_framestore\_skip** ([cin\\_data\\_t](#) \*cin, int count)
- int **cin\_data\_get\_framestore\_counter** ([cin\\_data\\_t](#) \*cin)
- void **cin\_data\_framestore\_disable** ([cin\\_data\\_t](#) \*cin)
- void **cin\_data\_framestore\_trigger\_enable** ([cin\\_data\\_t](#) \*cin)
- struct [cin\\_data\\_frame](#) \* **cin\_data\_get\_next\_frame** ([cin\\_data\\_t](#) \*cin)
- void **cin\_data\_release\_frame** ([cin\\_data\\_t](#) \*cin, int free\_mem)
- struct [cin\\_data\\_frame](#) \* **cin\_data\_get\_buffered\_frame** (void)
- void **cin\_data\_release\_buffered\_frame** (void)
- void **cin\_data\_compute\_stats** ([cin\\_data\\_t](#) \*cin, [cin\\_data\\_stats\\_t](#) \*stats)
- void **cin\_data\_show\_stats** (FILE \*fp, [cin\\_data\\_stats\\_t](#) stats)
- void **cin\_data\_reset\_stats** ([cin\\_data\\_t](#) \*cin)
- int **cin\_data\_set\_descramble\_params** ([cin\\_data\\_t](#) \*cin, int rows, int overscan)
- void **cin\_data\_get\_descramble\_params** ([cin\\_data\\_t](#) \*cin, int \*rows, int \*overscan, int \*xsize, int \*ysize)
- int **cin\_com\_boot** ([cin\\_ctl\\_t](#) \*cin\_ctl, [cin\\_data\\_t](#) \*cin\_data, const char \*mode)
- int **cin\_ctl\_upload\_bias** ([cin\\_ctl\\_t](#) \*cin)

## Variables

- const char \* **cin\_build\_git\_time**
- const char \* **cin\_build\_git\_sha**
- const char \* **cin\_build\_version**
- int **\_debug\_print\_flag**
- int **\_error\_print\_flag**

### 7.1.1 Detailed Description

#### Author

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## 7.1.3 DESCRIPTION

header file for CIN communications

## 7.1.4 Macro Definition Documentation

### 7.1.4.1 CIN\_CONFIG\_MAX\_TIMING\_DATA

```
#define CIN_CONFIG_MAX_TIMING_DATA 880
```

Max = 55 per state, 16 states

### 7.1.4.2 CIN\_CONFIG\_MAX\_TIMING\_MODES

```
#define CIN_CONFIG_MAX_TIMING_MODES 20
```

20 states max

### 7.1.4.3 CIN\_CTL\_BIAS\_OFFSET

```
#define CIN_CTL_BIAS_OFFSET 0x0030
```

Offset in address to read bias

## 7.2 src/cin\_register\_map.h File Reference

### Macros

- #define [REG\\_COMMAND](#) 0x0001
- #define [REG\\_READ\\_ADDRESS](#) 0x0002
- #define [REG\\_STREAM\\_TYPE](#) 0x0003
- #define [CMD\\_FCLK\\_125](#) 0xB000
- #define [CMD\\_FCLK\\_200](#) 0x7000
- #define [CMD\\_FCLK\\_250](#) 0x3000
- #define [REG\\_IF\\_MAC0](#) 0x0010
- #define [REG\\_IF\\_MAC1](#) 0x0011
- #define [REG\\_IF\\_MAC2](#) 0x0012
- #define [REG\\_IF\\_IP0](#) 0x0013
- #define [REG\\_IF\\_IP1](#) 0x0014
- #define [REG\\_IF\\_CMD\\_PORT\\_NUM](#) 0x001A
- #define [REG\\_IF\\_STREAM\\_IN\\_PORT\\_NUM](#) 0x001C
- #define [REG\\_IF\\_STREAM\\_OUT\\_PORT\\_NUM](#) 0x001D
- #define [REG\\_ETH\\_RESET](#) 0x0020
- #define [REG\\_ETH\\_ENABLE](#) 0x0021
- #define [REG\\_PHY1\\_MDIO\\_CMD](#) 0x0022
- #define [REG\\_PHY1\\_MDIO\\_CMD\\_DATA](#) 0x0023
- #define [REG\\_PHY1\\_MDIO\\_STATUS](#) 0x0024
- #define [REG\\_PHY1\\_MDIO\\_RD\\_ADDR](#) 0x0025
- #define [REG\\_PHY1\\_MDIO\\_RD\\_DATA](#) 0x0026
- #define [REG\\_MAC\\_CFG\\_VECTOR1](#) 0x0027
- #define [REG\\_PHY2\\_MDIO\\_CMD](#) 0x0028
- #define [REG\\_PHY2\\_MDIO\\_CMD\\_DATA](#) 0x0029
- #define [REG\\_PHY2\\_MDIO\\_STATUS](#) 0x002A
- #define [REG\\_PHY2\\_MDIO\\_RD\\_ADDR](#) 0x002B
- #define [REG\\_PHY2\\_MDIO\\_RD\\_DATA](#) 0x002C
- #define [REG\\_MAC\\_CFG\\_VECTOR2](#) 0x002D
- #define [CMD\\_PS\\_ENABLE](#) 0x0021
- #define [CMD\\_PS\\_POWERDOWN](#) 0x0022
- #define [REG\\_PS\\_ENABLE](#) 0x0030
- #define [REG\\_PS\\_SYNC\\_DIV0](#) 0x0031
- #define [REG\\_PS\\_SYNC\\_DIV1](#) 0x0032
- #define [REG\\_PS\\_SYNC\\_DIV2](#) 0x0033
- #define [REG\\_PS\\_SYNC\\_DIV3](#) 0x0034
- #define [REG\\_PS\\_SYNC\\_DIV4](#) 0x0035
- #define [CMD\\_PROGRAM\\_FRAME](#) 0x0041
- #define [REG\\_FRM\\_RESET](#) 0x0036
- #define [REG\\_FRM\\_10GbE\\_SEL](#) 0x0037;
- #define [CMD\\_ENABLE\\_CLKS](#) 0x0031
- #define [CMD\\_DISABLE\\_CLKS](#) 0x0032
- #define [REG\\_CLOCK\\_EN\\_REG](#) 0x0038

- #define **REG\_SI570\_REG0** 0x0039
- #define **REG\_SI570\_REG1** 0x003A
- #define **REG\_SI570\_REG2** 0x003B
- #define **REG\_SI570\_REG3** 0x003C
- #define **CMD\_MON\_STOP** 0x0011
- #define **CMD\_MON\_START** 0x0012
- #define **REG\_VMON\_ADC1\_CH1** 0x0040 /\* V12P\_BUS Voltage Monitor \*/
- #define **REG\_IMON\_ADC1\_CH0** 0x0041 /\* V12P\_BUS Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH5** 0x0042 /\* V3P3\_MGMT Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH5** 0x0043 /\* V3P3\_MGMT Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH4** 0x0044 /\* V3P3\_S3E Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH4** 0x0045 /\* V3P3\_S3E Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH7** 0x0046 /\* V2P5\_MGMT Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH7** 0x0047 /\* V2P5\_MGMT Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH6** 0x0048 /\* V1P8\_MGMT Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH6** 0x0049 /\* V1P8\_MGMT Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH2** 0x004A /\* V1P2\_MGMT Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH2** 0x004B /\* V1P2\_MGMT Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH3** 0x004C /\* V1P0\_ENET Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH3** 0x004D /\* V1P0\_ENET Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH8** 0x004E /\* V3P3\_GEN Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH8** 0x004F /\* V3P3\_GEN Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CH9** 0x0050 /\* V2P5\_GEN Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CH9** 0x0051 /\* V2P5\_GEN Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CHE** 0x0052 /\* V0P9\_V6 Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CHE** 0x0053 /\* V0P9\_V6 Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CHD** 0x0054 /\* V2P5\_V6 Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CHD** 0x0055 /\* V2P5\_V6 Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CHB** 0x0056 /\* V1P0\_V6 Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CHB** 0x0057 /\* V1P0\_V6 Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CHC** 0x0058 /\* V1P2\_V6 Voltage Monitor \*/
- #define **REG\_IMON\_ADC0\_CHC** 0x0059 /\* V1P2\_V6 Current Monitor \*/
- #define **REG\_VMON\_ADC0\_CHF** 0x005A /\* V5P0\_FP Voltage Monitor (1/2) \*/
- #define **REG\_IMON\_ADC0\_CHF** 0x005B /\* V5P0\_FP Current Monitor (1/2) \*/
- #define **REG\_DCM\_STATUS** 0x0080
- #define **REG\_FPGA\_STATUS** 0x0081
- #define **REG\_BOARD\_ID** 0x008D
- #define **REG\_HW\_SERIAL\_NUM** 0x008E
- #define **REG\_FPGA\_VERSION** 0x008F
- #define **REG\_SANDBOX\_REG00** 0x00F0
- #define **REG\_SANDBOX\_REG01** 0x00F1
- #define **REG\_SANDBOX\_REG02** 0x00F2
- #define **REG\_SANDBOX\_REG03** 0x00F3
- #define **REG\_SANDBOX\_REG04** 0x00F4
- #define **REG\_SANDBOX\_REG05** 0x00F5
- #define **REG\_SANDBOX\_REG06** 0x00F6
- #define **REG\_SANDBOX\_REG07** 0x00F7
- #define **REG\_SANDBOX\_REG08** 0x00F8
- #define **REG\_SANDBOX\_REG09** 0x00F9
- #define **REG\_SANDBOX\_REG0A** 0x00FA
- #define **REG\_SANDBOX\_REG0B** 0x00FB
- #define **REG\_SANDBOX\_REG0C** 0x00FC
- #define **REG\_SANDBOX\_REG0D** 0x00FD
- #define **REG\_SANDBOX\_REG0E** 0x00FE
- #define **REG\_SANDBOX\_REG0F** 0x00FF

- #define **REG\_FRM\_COMMAND** 0x8001
- #define **REG\_FRM\_READ\_ADDRESS** 0x8002
- #define **REG\_FRM\_STREAM\_TYPE** 0x8003
- #define **CMD\_SEND\_SYNC\_PULSE** 0x0100
- #define **CMD\_SYNC\_DETECTOR2READOUT** 0x0101
- #define **CMD\_WR\_CCD\_BIAS\_REG** 0x0102
- #define **CMD\_WR\_CCD\_CLOCK\_REG** 0x0103
- #define **CMD\_SEND\_FCRIC\_CONFIG** 0x0105
- #define **CMD\_RESET\_FRAME\_COUNT** 0x0106
- #define **REG\_IF\_MAC\_FAB1B0** 0x8010
- #define **REG\_IF\_MAC\_FAB1B1** 0x8011
- #define **REG\_IF\_MAC\_FAB1B2** 0x8012
- #define **REG\_IF\_IP\_FAB1B0** 0x8013
- #define **REG\_IF\_IP\_FAB1B1** 0x8014
- #define **REG\_IF\_CMD\_PORT\_NUM\_FAB1B** 0x8015
- #define **REG\_IF\_STREAM\_IN\_PORT\_NUM\_FAB1B** 0x8016
- #define **REG\_IF\_STREAM\_OUT\_PORT\_NUM\_FAB1B** 0x8017
- #define **REG\_XAUI\_FAB1B** 0x8018
- #define **REG\_MAC\_CONFIG\_VEC\_FAB1B0** 0x8019
- #define **REG\_MAC\_CONFIG\_VEC\_FAB1B1** 0x801A
- #define **REG\_MAC\_STATS1\_FAB1B0** 0x801B
- #define **REG\_MAC\_STATS1\_FAB1B1** 0x801C
- #define **REG\_MAC\_STATS2\_FAB1B0** 0x801D
- #define **REG\_MAC\_STATS2\_FAB1B1** 0x801E
- #define **REG\_IF\_MAC\_FAB2B0** 0x8020
- #define **REG\_IF\_MAC\_FAB2B1** 0x8021
- #define **REG\_IF\_MAC\_FAB2B2** 0x8022
- #define **REG\_IF\_IP\_FAB2B0** 0x8023
- #define **REG\_IF\_IP\_FAB2B1** 0x8024
- #define **REG\_IF\_CMD\_PORT\_NUM\_FAB2B** 0x8025
- #define **REG\_IF\_STREAM\_IN\_PORT\_NUM\_FAB2B** 0x8026
- #define **REG\_IF\_STREAM\_OUT\_PORT\_NUM\_FAB2B** 0x8027
- #define **REG\_XAUI\_FAB2B** 0x8028
- #define **REG\_MAC\_CONFIG\_VEC\_FAB2B0** 0x8029
- #define **REG\_MAC\_CONFIG\_VEC\_FAB2B1** 0x802A
- #define **REG\_MAC\_STATS1\_FAB2B0** 0x802B
- #define **REG\_MAC\_STATS1\_FAB2B1** 0x802C
- #define **REG\_MAC\_STATS2\_FAB2B0** 0x802D
- #define **REG\_MAC\_STATS2\_FAB2B1** 0x802E
- #define **REG\_SRAM\_COMMAND** 0x8030
- #define **REG\_SRAM\_START\_ADDR1** 0x8031
- #define **REG\_SRAM\_START\_ADDR0** 0x8032
- #define **REG\_SRAM\_STOP\_ADDR1** 0x8033
- #define **REG\_SRAM\_STOP\_ADDR0** 0x8034
- #define **REG\_SRAM\_FRAME\_DATA\_OUT1** 0x8035
- #define **REG\_SRAM\_FRAME\_DATA\_OUT0** 0x8036
- #define **REG\_SRAM\_FRAME\_DATA\_IN1** 0x8037
- #define **REG\_SRAM\_FRAME\_DATA\_IN0** 0x8038
- #define **REG\_SRAM\_FRAME\_DV** 0x8039
- #define **REG\_SRAM\_STATUS1** 0x803A
- #define **REG\_SRAM\_STATUS0** 0x803B
- #define **CMD\_FCLK\_COMMIT** 0x0012
- #define **REG\_FCLK\_I2C\_ADDRESS** 0x8040
- #define **REG\_FCLK\_I2C\_DATA\_WR** 0x8041
- #define **REG\_FCLK\_I2C\_DATA\_RD** 0x8042

- #define **REG\_TRIGGERSELECT\_REG** 0x8050
- #define **REG\_TRIGGERMASK\_REG** 0x8051
- #define **REG\_CCDCLKSELECT\_REG** 0x8052
- #define **REG\_CDCLKDISABLE\_REG** 0x8053
- #define **REG\_FCLK\_SET0** 0xB007
- #define **REG\_FCLK\_SET1** 0xB008
- #define **REG\_FCLK\_SET2** 0xB009
- #define **REG\_FCLK\_SET3** 0xB00A
- #define **REG\_FCLK\_SET4** 0xB00B
- #define **REG\_FCLK\_SET5** 0xB00C
- #define **REG\_FRM\_DCM\_STATUS** 0x8080
- #define **REG\_FRM\_FPGA\_STATUS** 0x8081
- #define **REG\_FRM\_BOARD\_ID** 0x808D
- #define **REG\_FRM\_HW\_SERIAL\_NUM** 0x808E
- #define **REG\_FRM\_FPGA\_VERSION** 0x808F
- #define **REG\_FRM\_SANDBOX\_REG00** 0x80F0
- #define **REG\_FRM\_SANDBOX\_REG01** 0x80F1
- #define **REG\_FRM\_SANDBOX\_REG02** 0x80F2
- #define **REG\_FRM\_SANDBOX\_REG03** 0x80F3
- #define **REG\_FRM\_SANDBOX\_REG04** 0x80F4
- #define **REG\_FRM\_SANDBOX\_REG05** 0x80F5
- #define **REG\_FRM\_SANDBOX\_REG06** 0x80F6
- #define **REG\_FRM\_SANDBOX\_REG07** 0x80F7
- #define **REG\_FRM\_SANDBOX\_REG08** 0x80F8
- #define **REG\_FRM\_SANDBOX\_REG09** 0x80F9
- #define **REG\_FRM\_SANDBOX\_REG0A** 0x80FA
- #define **REG\_FRM\_SANDBOX\_REG0B** 0x80FB
- #define **REG\_FRM\_SANDBOX\_REG0C** 0x80FC
- #define **REG\_FRM\_SANDBOX\_REG0D** 0x80FD
- #define **REG\_FRM\_SANDBOX\_REG0E** 0x80FE
- #define **REG\_FRM\_SANDBOX\_REG0F** 0x80FF
- #define **REG\_DETECTOR\_REVISION\_REG** 0x8100
- #define **REG\_DETECTOR\_CONFIG\_REG1** 0x8101
- #define **REG\_DETECTOR\_CONFIG\_REG2** 0x8102
- #define **REG\_DETECTOR\_CONFIG\_REG3** 0x8103
- #define **REG\_DETECTOR\_CONFIG\_REG4** 0x8104
- #define **REG\_DETECTOR\_CONFIG\_REG5** 0x8105
- #define **REG\_DETECTOR\_CONFIG\_REG6** 0x8106
- #define **REG\_DETECTOR\_CONFIG\_REG7** 0x8107
- #define **REG\_DETECTOR\_CONFIG\_REG8** 0x8108
- #define **REG\_IMG\_PROC\_REVISION\_REG** 0x8120
- #define **REG\_IMG\_PROC\_CONFIG\_REG1** 0x8121
- #define **REG\_IMG\_PROC\_CONFIG\_REG2** 0x8122
- #define **REG\_IMG\_PROC\_CONFIG\_REG3** 0x8123
- #define **REG\_IMG\_PROC\_CONFIG\_REG4** 0x8124
- #define **REG\_IMG\_PROC\_CONFIG\_REG5** 0x8125
- #define **REG\_IMG\_PROC\_CONFIG\_REG6** 0x8126
- #define **REG\_IMG\_PROC\_CONFIG\_REG7** 0x8127
- #define **REG\_IMG\_PROC\_CONFIG\_REG8** 0x8128
- #define **REG\_BIASANDCLOCKREGISTERADDRESS** 0x8200
- #define **REG\_BIASANDCLOCKREGISTERDATA** 0x8201
- #define **REG\_CLOCKREGISTERDATAOUT** 0x8202
- #define **REG\_BIASREGISTERDATAOUT** 0x8203
- #define **REG\_BIASCONFIGREGISTER0\_REG** 0x8204
- #define **REG\_CLOCKCONFIGREGISTER0\_REG** 0x8205

- #define **REG\_BIASPARAM\_READ\_START** 0x3000
- #define **REG\_EXPOSURETIMEMSB\_REG** 0x8206
- #define **REG\_EXPOSURETIMELSB\_REG** 0x8207
- #define **REG\_ALTEXPOSURETIMEMSB\_REG** 0x8306
- #define **REG\_ALTEXPOSURETIMELSB\_REG** 0x8307
- #define **REG\_TRIGGERREPETITIONTIMEMSB\_REG** 0x8208
- #define **REG\_TRIGGERREPETITIONTIMELSB\_REG** 0x8209
- #define **REG\_DELAYTOEXPOSUREMSB\_REG** 0x820A
- #define **REG\_DELAYTOEXPOSURELSB\_REG** 0x820B
- #define **REG\_NUMBEROFEXPOSURE\_REG** 0x820C
- #define **REG\_SHUTTERTIMEMSB\_REG** 0x820D
- #define **REG\_SHUTTERTIMELSB\_REG** 0x820E
- #define **REG\_DELAYTOSHUTTERMSB\_REG** 0x820F
- #define **REG\_DELAYTOSHUTTERLSB\_REG** 0x8210
- #define **REG\_FCRIC\_MASK\_REG1** 0x8211
- #define **REG\_FCRIC\_MASK\_REG2** 0x8212
- #define **REG\_FCRIC\_MASK\_REG3** 0x8213
- #define **REG\_LVDS\_OVERFLOW\_ERROR\_REG1** 0x8214
- #define **REG\_LVDS\_OVERFLOW\_ERROR\_REG2** 0x8215
- #define **REG\_LVDS\_OVERFLOW\_ERROR\_REG3** 0x8216
- #define **REG\_LVDS\_PARITY\_ERROR\_REG1** 0x8217
- #define **REG\_LVDS\_PARITY\_ERROR\_REG2** 0x8218
- #define **REG\_LVDS\_PARITY\_ERROR\_REG3** 0x8219
- #define **REG\_LVDS\_STOP\_BIT\_ERROR\_REG1** 0x821A
- #define **REG\_LVDS\_STOP\_BIT\_ERROR\_REG2** 0x821B
- #define **REG\_LVDS\_STOP\_BIT\_ERROR\_REG3** 0x821C
- #define **REG\_FCRIC\_WRITE0\_REG** 0x821D
- #define **REG\_FCRIC\_WRITE1\_REG** 0x821E
- #define **REG\_FCRIC\_WRITE2\_REG** 0x821F
- #define **REG\_FCRIC\_READ0\_REG** 0x8220
- #define **REG\_FCRIC\_READ1\_REG** 0x8221
- #define **REG\_FCRIC\_READ2\_REG** 0x8222
- #define **REG\_DEBUGVIDEO0\_REG** 0x8223
- #define **REG\_DEBUGVIDEO1\_REG** 0x8224
- #define **REG\_DEBUGVIDEO2\_REG** 0x8225
- #define **REG\_DEBUGVIDEO3\_REG** 0x8226
- #define **REG\_DEBUGVIDEO4\_REG** 0x8227
- #define **REG\_DEBUGVIDEO5\_REG** 0x8228
- #define **REG\_DEBUGVIDEO6\_REG** 0x8229
- #define **REG\_DEBUGVIDEO7\_REG** 0x822A
- #define **REG\_DEBUGVIDEO8\_REG** 0x822B
- #define **REG\_DEBUGVIDEO9\_REG** 0x822C
- #define **REG\_DEBUGVIDEO10\_REG** 0x822D
- #define **REG\_DEBUGVIDEO11\_REG** 0x822E
- #define **REG\_DEBUGCOUNTER00\_REG** 0x822F
- #define **REG\_DEBUGCOUNTER01\_REG** 0x8230
- #define **REG\_DEBUGCOUNTER02\_REG** 0x8231
- #define **REG\_DEBUGCOUNTER03\_REG** 0x8232
- #define **REG\_DEBUGCOUNTER04\_REG** 0x8233
- #define **CMD\_READ\_REG** 0x0001

### 7.2.1 Detailed Description

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#### Author

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### 7.2.3 DESCRIPTION

Control and Frame FPGA Register Map

### 7.2.4 TIMING

The exposure time is set through the REG\_EXPOSURETIMEMSB\_REG and REG\_EXPOSURETIMELSB\_REG registers. Their value in wall time depends on the fclk frequency. At 200 MHz fclk a register value of 0x00000001 corresponds to 20 us. At 125 MHz, a value of 0x00000001 corresponds to 32 us.

### 7.2.5 Macro Definition Documentation

#### 7.2.5.1 CMD\_DISABLE\_CLKS

```
#define CMD_DISABLE_CLKS 0x0032
```

Disable Frame FPGA clock crystals

#### 7.2.5.2 CMD\_ENABLE\_CLKS

```
#define CMD_ENABLE_CLKS 0x0031
```

Enable selected Frame FPGA clock crystals

#### 7.2.5.3 CMD\_FCLK\_250

```
#define CMD_FCLK_250 0x3000
```

Ethernet Interface

#### 7.2.5.4 CMD\_FCLK\_COMMIT

```
#define CMD_FCLK_COMMIT 0x0012
```

Start I2C Write/Read

#### 7.2.5.5 CMD\_MON\_START

```
#define CMD_MON_START 0x0012
```

Start voltage and current monitor

#### 7.2.5.6 CMD\_MON\_STOP

```
#define CMD_MON_STOP 0x0011
```

Stop voltage and current monitor

#### 7.2.5.7 CMD\_PS\_ENABLE

```
#define CMD_PS_ENABLE 0x0021
```

Enable Selected Power Modules

#### 7.2.5.8 CMD\_PS\_POWERDOWN

```
#define CMD_PS_POWERDOWN 0x0022
```

Start power down sequence



#### 7.2.5.9 CMD\_READ\_REG

```
#define CMD_READ_REG 0x0001
```

Read Register CIN\_REGISTER\_MAP\_H

#### 7.2.5.10 CMD\_RESET\_FRAME\_COUNT

```
#define CMD_RESET_FRAME_COUNT 0x0106
```

RESET STATISTICS/DEBUG COUNTERS Ethernet Interface

#### 7.2.5.11 CMD\_SEND\_FCRIC\_CONFIG

```
#define CMD_SEND_FCRIC_CONFIG 0x0105
```

SEND CONFIG DATA TO FRIC

#### 7.2.5.12 CMD\_SEND\_SYNC\_PULSE

```
#define CMD_SEND_SYNC_PULSE 0x0100
```

ISSUES A SYNC PULSE

#### 7.2.5.13 CMD\_SYNC\_DETECTOR2READOUT

```
#define CMD_SYNC_DETECTOR2READOUT 0x0101
```

COMMAND TO SYNC DETECTOR AND READOUT (SEE IMAGE PROCESSING)

#### 7.2.5.14 CMD\_WR\_CCD\_BIAS\_REG

```
#define CMD_WR_CCD_BIAS_REG 0x0102
```

WRITE CCD BIAS REGISTERS

#### 7.2.5.15 CMD\_WR\_CCD\_CLOCK\_REG

```
#define CMD_WR_CCD_CLOCK_REG 0x0103
```

WRITE CCD CLOCK REGISTER

#### 7.2.5.16 REG\_BIASCONFIGREGISTER0\_REG

```
#define REG_BIASCONFIGREGISTER0_REG 0x8204
```

Clock Static Registers

**7.2.5.17 REG\_BIASREGISTERDATAOUT**

```
#define REG_BIASREGISTERDATAOUT 0x8203
```

Bias Static Registers

**7.2.5.18 REG\_CLOCK\_EN\_REG**

```
#define REG_CLOCK_EN_REG 0x0038
```

Clock Enable Register Programmable Si570 Clock Registers

**7.2.5.19 REG\_CLOCKCONFIGREGISTER0\_REG**

```
#define REG_CLOCKCONFIGREGISTER0_REG 0x8205
```

Bias Voltage

**7.2.5.20 REG\_COMMAND**

```
#define REG_COMMAND 0x0001
```

<Command Registers

**7.2.5.21 REG\_DEBUGCOUNTER04\_REG**

```
#define REG_DEBUGCOUNTER04_REG 0x8233
```

```
=====
```

**CIN Commands**

Common Commands

**7.2.5.22 REG\_DELAYTOSHUTTERLSB\_REG**

```
#define REG_DELAYTOSHUTTERLSB_REG 0x8210
```

Digitizer Registers

**7.2.5.23 REG\_ETH\_ENABLE**

```
#define REG_ETH_ENABLE 0x0021
```

Enable Eth Hardware 1=Rx, 2=Tx, 3=Both

#### 7.2.5.24 REG\_ETH\_RESET

```
#define REG_ETH_RESET 0x0020
```

Reset Eth Hardware 1=Rx, 2=Tx, 3=Both

#### 7.2.5.25 REG\_EXPOSURETIMELSB\_REG

```
#define REG_EXPOSURETIMELSB_REG 0x8207
```

Exposure time LSB

#### 7.2.5.26 REG\_EXPOSURETIMESB\_REG

```
#define REG_EXPOSURETIMESB_REG 0x8206
```

Exposure time MSB

#### 7.2.5.27 REG\_FCLK\_I2C\_ADDRESS

```
#define REG_FCLK_I2C_ADDRESS 0x8040
```

[ Slave Address(7), RD/WRn(1), Reg Address(8) ] Slave address Hx58 -> HxB when shifted up by 1

#### 7.2.5.28 REG\_FCLK\_I2C\_DATA\_RD

```
#define REG_FCLK_I2C_DATA_RD 0x8042
```

[ Read Failed (1), Write Failed(1), Toggle bit(1), 0(5), Read Data (8) ]

#### 7.2.5.29 REG\_FCLK\_I2C\_DATA\_WR

```
#define REG_FCLK_I2C_DATA_WR 0x8041
```

[ Clock Select(2), Clock Enable (1), 0(5), Write Data (8) ] Clock Select: (00): 250 MHz (01): 200 MHz (10): FPGA FCRIC Clk (11): Si570 Programmable

#### 7.2.5.30 REG\_FCLK\_SET5

```
#define REG_FCLK_SET5 0xB00C
```

FRM Status

### 7.2.5.31 REG\_FPGA\_VERSION

```
#define REG_FPGA_VERSION 0x008F
```

Sandbox Registers

### 7.2.5.32 REG\_FRM\_10GbE\_SEL

```
#define REG_FRM_10GbE_SEL 0x0037;
```

10GbE Link Select Clock Enables

### 7.2.5.33 REG\_FRM\_FPGA\_VERSION

```
#define REG_FRM_FPGA_VERSION 0x808F
```

Sandbox Registers

### 7.2.5.34 REG\_FRM\_RESET

```
#define REG_FRM_RESET 0x0036
```

Frame Reset

### 7.2.5.35 REG\_FRM\_SANDBOX\_REG0F

```
#define REG_FRM_SANDBOX_REG0F 0x80FF
```

Image Processing Registers

### 7.2.5.36 REG\_FRM\_STREAM\_TYPE

```
#define REG_FRM_STREAM_TYPE 0x8003
```

List of Commands

### 7.2.5.37 REG\_IMON\_ADC0\_CHF

```
#define REG_IMON_ADC0_CHF 0x005B /* V5P0_FP Current Monitor (1/2) */
```

Status Registers

### 7.2.5.38 REG\_MAC\_CFG\_VECTOR1

```
#define REG_MAC_CFG_VECTOR1 0x0027
```

Ethernet Hardware Conf

#### 7.2.5.39 REG\_MAC\_CFG\_VECTOR2

```
#define REG_MAC_CFG_VECTOR2 0x002D
```

Ethernet Hardware Conf Power Supply Control

#### 7.2.5.40 REG\_MAC\_STATS2\_FAB2B1

```
#define REG_MAC_STATS2_FAB2B1 0x802E
```

SRAM Test Interface

#### 7.2.5.41 REG\_PHY1\_MDIO\_CMD

```
#define REG_PHY1_MDIO_CMD 0x0022
```

Start(1), RnW(1), WDRd(1), PHY Addr(5), REG Addr(5)

#### 7.2.5.42 REG\_PS\_ENABLE

```
#define REG_PS_ENABLE 0x0030
```

Power Supply Enable:

#### 7.2.5.43 REG\_PS\_SYNC\_DIV0

```
#define REG_PS_SYNC_DIV0 0x0031
```

2.5V Gen

#### 7.2.5.44 REG\_PS\_SYNC\_DIV1

```
#define REG_PS_SYNC_DIV1 0x0032
```

3.3V Gen

#### 7.2.5.45 REG\_PS\_SYNC\_DIV2

```
#define REG_PS_SYNC_DIV2 0x0033
```

2.5V Frame

#### 7.2.5.46 REG\_PS\_SYNC\_DIV3

```
#define REG_PS_SYNC_DIV3 0x0034
```

0.9V Frame

**7.2.5.47 REG\_PS\_SYNC\_DIV4**

```
#define REG_PS_SYNC_DIV4 0x0035
```

5.0V FP Frame FPGA Control

**7.2.5.48 REG\_SANDBOX\_REG0F**

```
#define REG_SANDBOX_REG0F 0x00FF
```

-----< Frame FPGA Registers > Command Registers

**7.2.5.49 REG\_SI570\_REG3**

```
#define REG_SI570_REG3 0x003C
```

Power Monitor Registers

**7.2.5.50 REG\_SRAM\_COMMAND**

```
#define REG_SRAM_COMMAND 0x8030
```

1 bit [0] >> Read NOT Write 2 bits [3:2] >> Modes: – Single RW 0x00 – Burst RW 0x01 – Test/Diagnostic 10 – Sleep 11 1 bit [4] >> start/stop

**7.2.5.51 REG\_SRAM\_STATUS0**

```
#define REG_SRAM_STATUS0 0x803B
```

Programmable Clock

**7.2.5.52 REG\_STREAM\_TYPE**

```
#define REG_STREAM_TYPE 0x0003
```

FCLK Values

**7.2.5.53 REG\_TRIGGERMASK\_REG**

```
#define REG_TRIGGERMASK_REG 0x8051
```

[00]==SW Trigger, [01]==FP TrigIn2, [10]==FP TrigIn1, [11]==FP TrigIn1OR2

**7.2.5.54 REG\_TRIGGERREPETITIONTIMELSB\_REG**

```
#define REG_TRIGGERREPETITIONTIMELSB_REG 0x8209
```

Trigger Cycle Time LSB

**7.2.5.55 REG\_TRIGGERREPETITIONTIMESB\_REG**

```
#define REG_TRIGGERREPETITIONTIMESB_REG 0x8208
```

Trigger Cycle Time MSB

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