Features

This UDP implementation provides UDP communication using two UDP ports: for register access and for upstream channel. The 40/100G Ethernet interface uses a 10/25G capable quad MGT as well as 4 lanes optical transceiver (QSFP+, Firefly etc.).

This UDP implementation supports following protocols with some restrictionns:

- UDP with headCRC=0
- Ipv4 without packet fragmentation (UDP packets limited to 1472 bytes)
- no ICMP support (e.g. ping)
- ARP reduced to reply to request packets only *)
- Ethernet.
- Static network configuration (no DHCP): mac address AA:BB:CC:DD:EE:FF ip 192.168.1.100
- Autonegotiation is disabled

Jumbo Frames

??????????

Register Access

This service is used for FPGA parameterization as single read/write acess to an internal 32bit register space based on simple acsii-hex syntax.

WRITE command: wAAAAAAA DDDDDDDD

e.g. w00000007 12345678 writes 0x12345678 data to adress 0x00000007

READ command: rAAAAAAA

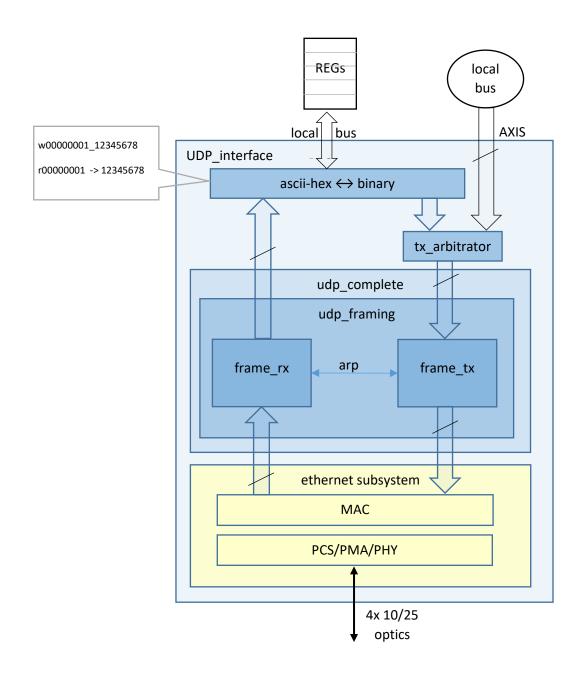
e.g. r00000007 reads from the adress 0x00000007, FPGA answers with 12345678<CR>

Upstream Channel

This channel uses binary 512bit data stream to transmit (triggered/event) data to PC. The length of such packets is either fixed or pre-defined by user. Note that PC should initiate a (dummy) transfer to the streaming port before to announce its mac+ip+port addresses/number.

^{*) -&}gt; The PC must initiate the communication by sending a UDP packet first for each UDP port, before FPGA can use it.

Block Diagram



MAC	MAC	Eth	Vers	TOS	Total	ident	Flags	TTL	Prot	Head	IP	IP
DEST	SRC	Type	IHL		length		Fragm		ocol	crc	Src	Dest
6	6	2	1	1	2	2	2	1	1	2	4	2

IP	Port	Port	length	head	data	frame
Dest	Src	Dest	udp	crc		crc
2	2	2	2	2	18 bytes: wXXXXXXXX_YYYYYYYY	4

Register Map

#	offset	size	name		description	def.
0		uint32	Version	ro	project, version, revision, geao address etc.	
1		uint32	Command	wo	self-cleared bits	0
2		uint32	UserIntrptMask	r/w		FF
3		uint32	UserIntrptSource	ro		
4		uint32	streamPort	r/w	[15:0]	
5		uint32	M_period	r/w	send packet every in 322.265625 MHz ticks	0
6		uint32	N_size	r/w	packet length in bytes	0
7		uint32	RunControl	r/w	bit0 - enable tranmit	0
					bit1 – led on/off	
16		uint32	Status	ro	status flags t.b.d.	

Example