Background Port Status Register

This is a 24 bit register that can be loaded by the foreground via the channel loop, modified by the background processor, and read back to the foreground.

High Water Mark

This 12 bit register indicates the Local Memory Address bits set to a one value during Local Memory Write operations. Bits 2^{11}-2^{0} of the High Water Mark correspond to Local Memory Address bits 2^{13}-2^{2}. A function 10 loads it, a function 11 will read it and a master clear will reset it.

Interrupt Register

This 16 bit register is loaded by functions 10 or 12. The interrupt register is sent back to the foreground during a foreground call sequence if the port wants to interrupt. Floating point range error, common memory range error, floating point table error, local memory parity error, and exit flag are conditions that will cause a interrupt if the interrupt enable bit is set for the associated condition. Example: Local memory parity error sets bit 2^{12} in the status register. If bit 2^{18} (Interrupt on local memory parity error) is set in the status register then a interrupt will occur.

Background Local Memory Parity Storage Check

This area of the EA module is <u>not</u> part of the background port. It is used to store and check local memory parity of the background processor. See local memory section.

Master Clock Fanout

This area of the EA is <u>not</u> directly related to the background port. The EA fanouts the clock to the background/foreground processors. See wire tabs for clock fanout paths.