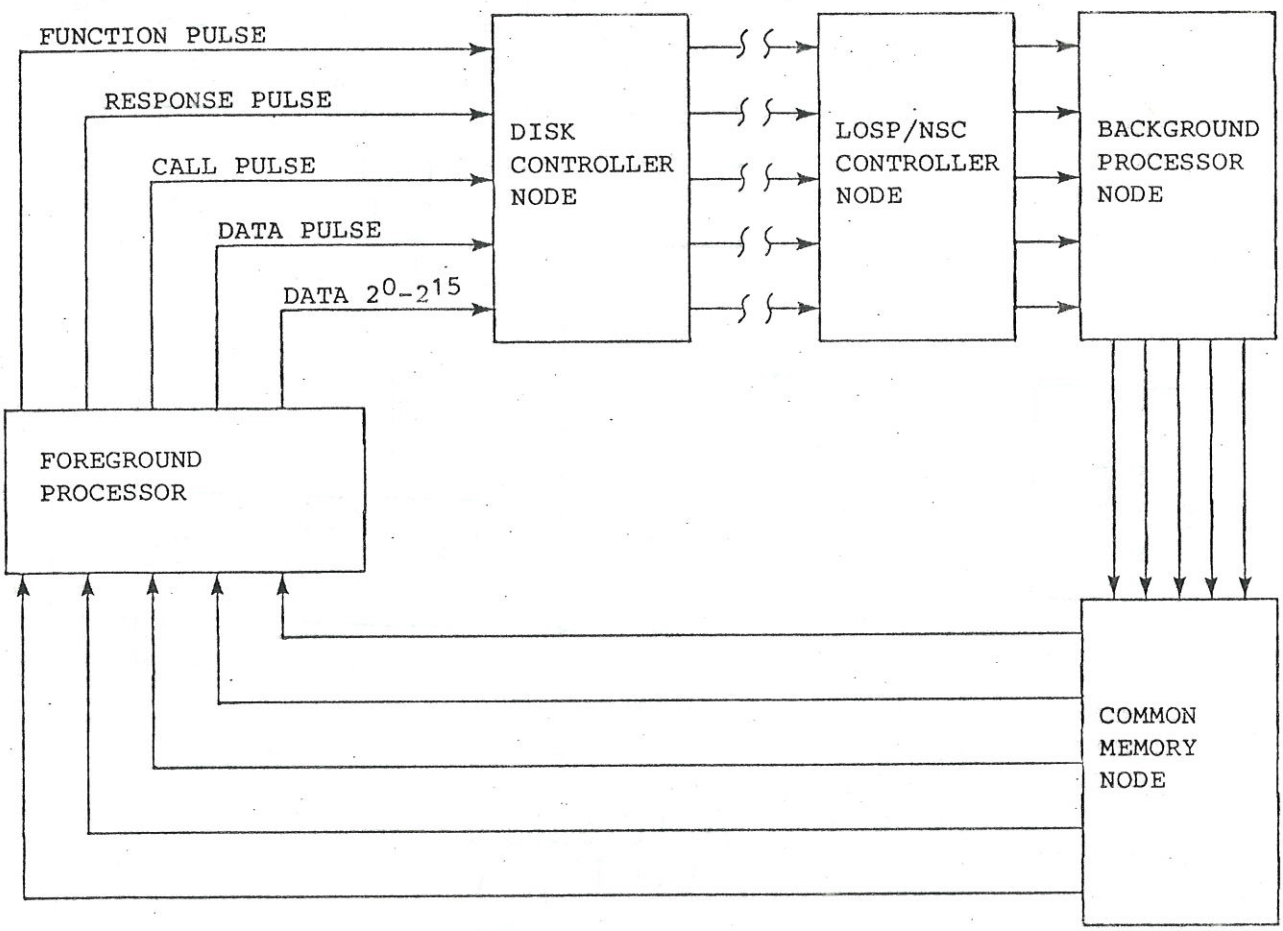
CHANNEL LOOP DESCRIPTION

The foreground processor initiates and controls all channel communications between the peripherals interfaces (nodes) and the background processors. This is done via the channel loop which consists of four control signals and 16 data lines, daisy chained from node to node, and back to the foreground processor. The nodes can be disk controllers, low-speed/network system channel interfaces, background processor nodes, and common memory nodes. The four control signals are; function pulse, response pulse, call pulse, and data pulse. They are used for three types of channel sequences; function sequence, call sequence, and data sequence.



Foreground Channel Loop