partially annotated copy for cs140e, win19, engler.

when reading, always check the bcm2835 errata!

BCM2835 ARM Peripherals

general interrupts: sec 7, p109.
timer interrupts: sec 14, p 196

gpio p, 90-96

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Table of Contents

1 Introduction

1.1 Overview

BCM2835 contains the following peripherals which may safely be accessed by the ARM:

- Timers
- Interrupt controller
- GPIO
- USB
- PCM / I2S
- DMA controller
- I2C master
- I2C / SPI slave
- SPI0, SPI1, SPI2
- PWM
- UART0, UART1

The purpose of this datasheet is to provide documentation for these peripherals in sufficient detail to allow a developer to port an operating system to BCM2835.

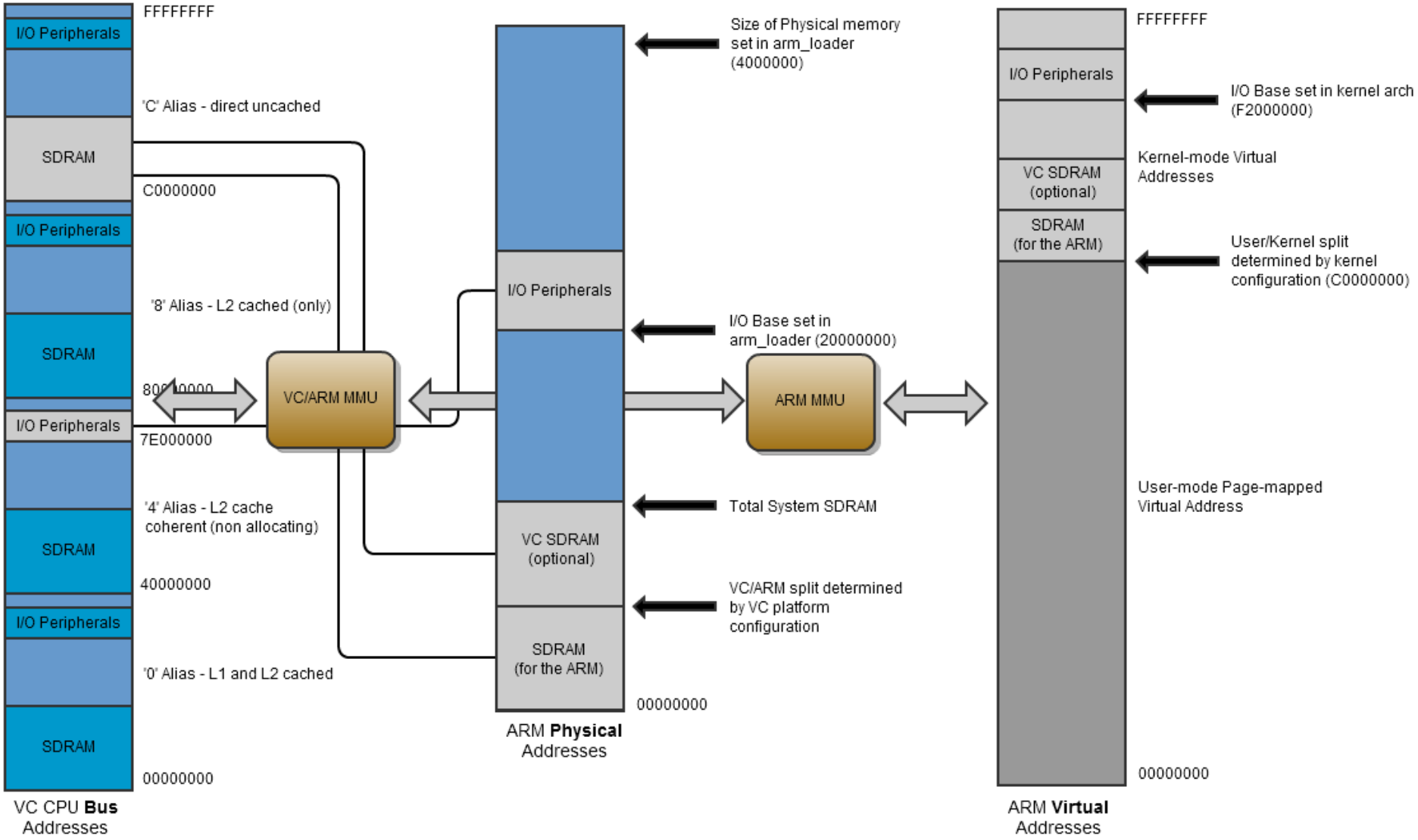
There are a number of peripherals which are intended to be controlled by the GPU. These are omitted from this datasheet. Accessing these peripherals from the ARM is not recommended.

1.2 Address map

1.2.1 Diagrammatic overview

In addition to the ARM's MMU, BCM2835 includes a second coarse-grained MMU for mapping ARM physical addresses onto system bus addresses. This diagram shows the main address spaces of interest:

BCM2835 ARM Peripherals



Addresses in ARM Linux are:

- issued as virtual addresses by the ARM core, then
- mapped into a physical address by the ARM MMU, then
- mapped into a bus address by the ARM mapping MMU, and finally
- used to select the appropriate peripheral or location in RAM.

1.2.2 ARM virtual addresses (standard Linux kernel only)

As is standard practice, the standard BCM2835 Linux kernel provides a contiguous mapping over the whole of available RAM at the top of memory. The kernel is configured for a 1GB/3GB split between kernel and user-space memory.

The split between ARM and GPU memory is selected by installing one of the supplied start*.elf files as start.elf in the FAT32 boot partition of the SD card. The minimum amount of memory which can be given to the GPU is 32MB, but that will restrict the multimedia performance; for example, 32MB does not provide enough buffering for the GPU to do 1080p30 video decoding.

Virtual addresses in kernel mode will range between 0xC0000000 and 0xEFFFFFFF.

Virtual addresses in user mode (i.e. seen by processes running in ARM Linux) will range between 0x00000000 and 0xBFFFFFFF.

this is why addresses have a 0x2000 as upper half.

Peripherals (at physical address 0x20000000 on) are mapped into the kernel virtual address space starting at address 0xF2000000. Thus a peripheral advertised here at bus address 0x7Ennnnnn is available in the ARM kenel at virtual address 0xF2nnnnnn.

1.2.3 ARM physical addresses

Physical addresses start at 0x00000000 for RAM.

- The ARM section of the RAM starts at 0x00000000.
- The VideoCore section of the RAM is mapped in only if the system is configured to support a memory mapped display (this is the common case).

The VideoCore MMU maps the ARM physical address space to the bus address space seen by VideoCore (and VideoCore peripherals). The bus addresses for RAM are set up to map onto the uncached[1] bus address range on the VideoCore starting at 0xC0000000.

Physical addresses range from 0x20000000 to 0x20FFFFFF for peripherals. The bus addresses for peripherals are set up to map onto the peripheral bus address range starting at 0x7E000000. Thus a peripheral advertised here at bus address 0x7Ennnnnn is available at physical address 0x20nnnnnn.

1.2.4 Bus addresses

The peripheral addresses specified in this document are bus addresses. Software directly accessing peripherals must translate these addresses into physical or virtual addresses, as described above. Software accessing peripherals using the DMA engines must use bus addresses.

[1] BCM2835 provides a 128KB system L2 cache, which is used primarily by the GPU. Accesses to memory are routed either via or around the L2 cache depending on senior two bits of the bus address.

Software accessing RAM directly must use physical addresses (based at 0x00000000). Software accessing RAM using the DMA engines must use bus addresses (based at 0xC0000000).

1.3 Peripheral access precautions for correct memory ordering

The BCM2835 system uses an AMBA AXI-compatible interface structure. In order to keep the system complexity low and data throughput high, the BCM2835 AXI system does not always return read data in-order[2]. The GPU has special logic to cope with data arriving out-of-order; however the ARM core does not contain such logic. Therefore some precautions must be taken when using the ARM to access peripherals.

Accesses to the same peripheral will always arrive and return in-order. It is only when switching from one peripheral to another that data can arrive out-of-order. The simplest way to make sure that data is processed in-order is to place a memory barrier instruction at critical positions in the code. You should place:

- A memory write barrier before the first write to a peripheral.
- A memory read barrier after the last read of a peripheral.

It is **not** required to put a memory barrier instruction after **each** read or write access. Only at those places in the code where it is possible that a peripheral read or write may be followed by a read or write of a **different** peripheral. This is normally at the entry and exit points of the peripheral service code.

As interrupts can appear anywhere in the code so you should safeguard those. If an interrupt routine reads from a peripheral the routine should start with a memory read barrier. If an interrupt routine writes to a peripheral the routine should end with a memory write barrier.

ignoring this advice will almost always work. until it does not. i once wasted three days b/c there was not a mem barrier when setting up the miniUART.

however, the "bare metal" forums don't have a lot of clarity on this point: why *exactly* it is needed and when. safest is to dmb/dsb.

[2]Normally a processor assumes that if it executes two read operations the data will arrive in order. So a read from location X followed by a read from location Y should return the data of location X first, followed by the data of location Y. Data arriving out of order can have disastrous consequences. For example:

```
a_status = *pointer_to_peripheral_a;
b_status = *pointer_to_peripheral_b;
```

Without precuations the values ending up in the variables a_status and b_status can be swapped around.

It is theoretical possible for writes to go 'wrong' but that is far more difficult to achieve. The AXI system makes sure the data always arrives in-order at its intended destination. So:

```
*pointer_to_peripheral_a = value_a;
*pointer_to_peripheral_b = value_b;
```

will always give the expected result. The only time write data can arrive out-of-order is if two different peripherals are connected to the same external equipment.

2 Auxiliaries: UART1 & SPI1, SPI2

2.1 Overview

The Device has three Auxiliary peripherals: One mini UART and two SPI masters. These three peripheral are grouped together as they share the same area in the peripheral register map and they share a common interrupt. Also all three are controlled by the auxiliary enable register.

Auxiliary peripherals Register Map (offset = 0x7E21 5000)			
Address	**Register Name[3]**	**Description**	**Size**
0x7E21 5000	AUX_IRQ	Auxiliary Interrupt status	3
0x7E21 5004	AUX_ENABLES	Auxiliary enables	3
0x7E21 5040	AUX_MU_IO_REG	Mini Uart I/O Data	8
0x7E21 5044	AUX_MU_IER_REG	Mini Uart Interrupt Enable	8
0x7E21 5048	AUX_MU_IIR_REG	Mini Uart Interrupt Identify	8
0x7E21 504C	AUX_MU_LCR_REG	Mini Uart Line Control	8
0x7E21 5050	AUX_MU_MCR_REG	Mini Uart Modem Control	8
0x7E21 5054	AUX_MU_LSR_REG	Mini Uart Line Status	8
0x7E21 5058	AUX_MU_MSR_REG	Mini Uart Modem Status	8
0x7E21 505C	AUX_MU_SCRATCH	Mini Uart Scratch	8
0x7E21 5060	AUX_MU_CNTL_REG	Mini Uart Extra Control	8
0x7E21 5064	AUX_MU_STAT_REG	Mini Uart Extra Status	32
0x7E21 5068	AUX_MU_BAUD_REG	Mini Uart Baudrate	16
0x7E21 5080	AUX_SPI0_CNTL0_REG	SPI 1 Control register 0	32
0x7E21 5084	AUX_SPI0_CNTL1_REG	SPI 1 Control register 1	8
0x7E21 5088	AUX_SPI0_STAT_REG	SPI 1 Status	32
0x7E21 5090	AUX_SPI0_IO_REG	SPI 1 Data	32
0x7E21 5094	AUX_SPI0_PEEK_REG	SPI 1 Peek	16
0x7E21 50C0	AUX_SPI1_CNTL0_REG	SPI 2 Control register 0	32
0x7E21 50C4	AUX_SPI1_CNTL1_REG	SPI 2 Control register 1	8

note gap

[3] These register names are identical to the defines in the AUX_IO header file. For programming purposes these names should be used wherever possible.

0x7E21 50C8	AUX_SPI1_STAT_REG	SPI 2 Status	32
0x7E21 50D0	AUX_SPI1_IO_REG	SPI 2 Data	32
0x7E21 50D4	AUX_SPI1_PEEK_REG	SPI 2 Peek	16

2.1.1 AUX registers

There are two Auxiliary registers which control all three devices. One is the interrupt status register, the second is the Auxiliary enable register. The Auxiliary IRQ status register can help to hierarchically determine the source of an interrupt.

AUXIRQ Register (0x7E21 5000)

SYNOPSIS The AUXIRQ register is used to check any pending interrupts which may be asserted by the three Auxiliary sub blocks.

Bit(s)	Field Name	Description	Type	Reset
31:3		Reserved, write zero, read as don't care		
2	SPI 2 IRQ	If set the SPI 2 module has an interrupt pending.	R	0
1	SPI 1 IRQ	If set the SPI1 module has an interrupt pending.	R	0
0	Mini UART IRQ	If set the mini UART has an interrupt pending.	R	0

AUXENB Register (0x7E21 5004)

SYNOPSIS The AUXENB register is used to enable the three modules; UART, SPI1, SPI2.

Bit(s)	Field Name	Description	Type	Reset
31:3		Reserved, write zero, read as don't care		
2	SPI2 enable	If set the SPI 2 module is enabled. If clear the SPI 2 module is disabled. That also disables any SPI 2 module register access	R/W	0
1	SPI 1 enable	If set the SPI 1 module is enabled. If clear the SPI 1 module is disabled. That also disables any SPI 1 module register access	R/W	0
0	Mini UART enable	If set the mini UART is enabled. The UART will immediately start receiving data, especially if the UART1_RX line is *low*. If clear the mini UART is disabled. That also disables any mini UART register access	R/W	0

If the enable bits are clear you will have ***no access*** to a peripheral. You can not even read or write the registers!

GPIO pins should be set up first the before enabling the UART. The UART core is build to emulate 16550 behaviour. So when it is enabled any data at the inputs will immediately be received . If the UART1_RX line is low (because the GPIO pins have not been set-up yet) that will be seen as a start bit and the UART will start receiving 0x00-characters.

Valid stops bits are not required for the UART. (See also Implementation details). Hence any bit status is acceptable as stop bit and is only used so there is clean timing start for the next bit.

Looking after a reset: the baudrate will be zero and the system clock will be 250 MHz. So only 2.5 µseconds suffice to fill the receive FIFO. The result will be that the FIFO is full and overflowing in no time flat.

2.2 Mini UART

The mini UART is a secondary low throughput[4] UART intended to be used as a console. It needs to be enabled before it can be used. It is also recommended that the correct GPIO function mode is selected before enabling the mini Uart.

dwelch67 does not.

The mini Uart has the following features:

- 7 or 8 bit operation.
- 1 start and 1 stop bit.
- No parities.
- Break generation.
- 8 symbols deep FIFOs for receive and transmit.
- SW controlled RTS, SW readable CTS.
- Auto flow control with programmable FIFO level.
- 16550 *like* registers.
- Baudrate derived from system clock.

fixed sized buffer, small.
better be prompt on rx.
and check before xmit.

This is a *mini* UART and it does NOT have the following capabilities:

- Break detection
- Framing errors detection.
- Parity bit
- Receive Time-out interrupt
- DCD, DSR, DTR or RI signals.

The implemented UART is *not* a 16650 compatible UART However as far as possible the first 8 control and status registers are laid out *like* a 16550 UART. Al 16550 register bits which are not supported can be written but will be ignored and read back as 0. All control bits for simple UART receive/transmit operations are available.

[4] The UART itself has no throughput limitations in fact it can run up to 32 Mega baud. But doing so requires significant CPU involvement as it has shallow FIFOs and no DMA support.

2.2.1 Mini UART implementation details.

The UART1_CTS and UART1_RX inputs are synchronised and will take 2 system clock cycles before they are processed.

The module does not check for any framing errors. After receiving a start bit and 8 (or 7) data bits the receiver waits for one half bit time and then starts scanning for the next start bit. The mini UART does *not* check if the stop bit is high or wait for the stop bit to appear. As a result of this a UART1_RX input line which is continuously low (a break condition or an error in connection or GPIO setup) causes the receiver to continuously receive 0x00 symbols.

The mini UART uses 8-times oversampling. The Baudrate can be calculated from:

$$baudrate = \frac{system\_clock\_freq}{8 * (baudrate\_reg + 1)}$$

If the system clock is 250 MHz and the baud register is zero the baudrate is 31.25 Mega baud. (25 Mbits/sec or 3.125 Mbytes/sec). The lowest baudrate with a 250 MHz system clock is 476 Baud.

When writing to the data register only the LS 8 bits are taken. All other bits are ignored. When reading from the data register only the LS 8 bits are valid. All other bits are zero.

2.2.2 Mini UART register details.

AUX_MU_IO_REG Register (0x7E21 5040)

SYNOPSIS The AUX_MU_IO_REG register is primary used to write data to and read data from the UART FIFOs.
If the DLAB bit in the line control register is set this register gives access to the LS 8 bits of the baud rate. (Note: there is easier access to the baud rate register)

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7:0	LS 8 bits Baudrate read/write, DLAB=1	Access to the LS 8 bits of the 16-bit baudrate register. (Only If bit 7 of the line control register (DLAB bit) is set)	R/W	0
7:0	Transmit data write, DLAB=0	Data written is put in the transmit FIFO (Provided it is not full) (Only If bit 7 of the line control register (DLAB bit) is clear)	W	0
7:0	Receive data read, DLAB=0	Data read is taken from the receive FIFO (Provided it is not empty) (Only If bit 7 of the line control register (DLAB bit) is clear)	R	0

same: read to recv (must check if data there first), write to xmit (must check if space first).

AUX_MU_IIR_REG Register (0x7E21 5044)

SYNOPSIS The AUX_MU_IER_REG register is primary used to enable interrupts
If the DLAB bit in the line control register is set this register gives access to the MS 8 bits of the baud rate. (Note: there is easier access to the baud rate register)

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7:0	MS 8 bits Baudrate read/write, DLAB=1	Access to the MS 8 bits of the 16-bit baudrate register. (Only If bit 7 of the line control register (DLAB bit) is set)	R/w	0
7:2		Reserved, write zero, read as don't care *Some of these bits have functions in a 16550 compatible UART but are ignored here*		
1	Enable receive interrupt (DLAB=0)	If this bit is set the interrupt line is asserted whenever the receive FIFO holds at least 1 byte. If this bit is clear no receive interrupts are generated.	R	0
0	Enable transmit interrupt (DLAB=0)	If this bit is set the interrupt line is asserted whenever the transmit FIFO is empty. If this bit is clear no transmit interrupts are generated.	R	0

errata: is IIR_REG

AUX_MU_IER_REG Register (0x7E21 5048)

SYNOPSIS The AUX_MU_IIR_REG register shows the interrupt status.
It also has two FIFO enable status bits and (when writing) FIFO clear bits.

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7:6	FIFO enables	Both bits always read as 1 as the FIFOs are always enabled	R	11
5:4	-	Always read as zero	R	00
3	-	Always read as zero as the mini UART has no timeout function	R	0
2:1	READ: Interrupt ID bits WRITE: FIFO clear bits	On read this register shows the interrupt ID bit 00 : No interrupts 01 : Transmit holding register empty 10 : Receiver holds valid byte 11 : <Not possible> On write: Writing with bit 1 set will clear the receive FIFO Writing with bit 2 set will clear the transmit FIFO	R/W	00
0	Interrupt pending	This bit is clear whenever an interrupt is pending	R	1

AUX_MU_LCR_REG Register (0x7E21 504C)

SYNOPSIS The AUX_MU_LCR_REG register controls the line data format and gives access to the baudrate register

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7	DLAB access	If set the first to Mini UART register give access the the Baudrate register. During operation this bit must be cleared.	R/W	0
6	Break	If set high the UART1_TX line is pulled low continuously. If held for at least 12 bits times that will indicate a break condition.	R/W	0
5:1		Reserved, write zero, read as don't care *Some of these bits have functions in a 16550 compatible UART but are ignored here*		0
0	data size	If clear the UART works in 7-bit mode If set the UART works in 8-bit mode	R/W	0

don't use. use baud reg.

huge errata: <data size> is a two bit field! write 0b11 for 8bit. dwelch67 figured out.

AUX_MU_MCR_REG Register (0x7E21 5050)

SYNOPSIS The AUX_MU_MCR_REG register controls the 'modem' signals.

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7:2		Reserved, write zero, read as don't care *Some of these bits have functions in a 16550 compatible UART but are ignored here*		0
1	RTS	If clear the UART1_RTS line is high If set the UART1_RTS line is low This bit is ignored if the RTS is used for auto-flow control. See the Mini Uart Extra Control register description)	R/W	0
0		Reserved, write zero, read as don't care *This bit has a function in a 16550 compatible UART but is ignored here*		0

we don't need this.

AUX_MU_LSR_REG Register (0x7E21 5054)

SYNOPSIS The AUX_MU_LSR_REG register shows the data status.

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7		Reserved, write zero, read as don't care *This bit has a function in a 16550 compatible UART but is ignored here*		0
6	Transmitter idle	This bit is set if the transmit FIFO is empty and the transmitter is idle. (Finished shifting out the last bit).	R	1
5	Transmitter empty	This bit is set if the transmit FIFO can accept at least one byte.	R	0
4:2		Reserved, write zero, read as don't care *Some of these bits have functions in a 16550 compatible UART but are ignored here*		0
1	Receiver Overrun	This bit is set if there was a receiver overrun. That is: one or more characters arrived whilst the receive FIFO was full. The newly arrived charters have been discarded. This bit is cleared each time this register is read. To do a non-destructive read of this overrun bit use the Mini Uart Extra Status register.	R/C	0
0	Data ready	This bit is set if the receive FIFO holds at least 1 symbol.	R	0

AUX_MU_MSR_REG Register (0x7E21 5058)

SYNOPSIS The AUX_MU_MSR_REG register shows the 'modem' status.

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7:6		Reserved, write zero, read as don't care *Some of these bits have functions in a 16550 compatible UART but are ignored here*		0
5	CTS status	This bit is the inverse of the UART1_CTS input Thus : If set the UART1_CTS pin is low If clear the UART1_CTS pin is high	R	1
3:0		Reserved, write zero, read as don't care *Some of these bits have functions in a 16550 compatible UART but are ignored here*		0

AUX_MU_SCRATCH Register (0x7E21 505C)

SYNOPSIS The AUX_MU_SCRATCH is a single byte storage.

ignore.

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7:0	Scratch	One whole byte extra on top of the 134217728 provided by the SDC	R/W	0

AUX_MU_CNTL_REG Register (0x7E21 5060)

SYNOPSIS The AUX_MU_CNTL_REG provides access to some extra useful and nice features not found on a normal 16550 UART .

we ignore these.

Bit(s)	Field Name	Description	Type	Reset
31:8		Reserved, write zero, read as don't care		
7	CTS assert level	This bit allows one to invert the CTS auto flow operation polarity. If set the CTS auto flow assert level is low* If clear the CTS auto flow assert level is high*	R/W	0
6	RTS assert level	This bit allows one to invert the RTS auto flow operation polarity. If set the RTS auto flow assert level is low* If clear the RTS auto flow assert level is high*	R/W	0
5:4	RTS AUTO flow level	These two bits specify at what receiver FIFO level the RTS line is de-asserted in auto-flow mode. 00 : De-assert RTS when the receive FIFO has 3 empty spaces left. 01 : De-assert RTS when the receive FIFO has 2 empty spaces left. 10 : De-assert RTS when the receive FIFO has 1 empty space left. 11 : De-assert RTS when the receive FIFO has 4 empty spaces left.	R/W	0
3	Enable transmit Auto flow-control using CTS	If this bit is set the transmitter will stop if the CTS line is de-asserted. If this bit is clear the transmitter will ignore the status of the CTS line	R/W	0

2	Enable receive Auto flow-control using RTS	If this bit is set the RTS line will de-assert if the receive FIFO reaches it 'auto flow' level. In fact the RTS line will behave as an RTR *(Ready To Receive)* line. If this bit is clear the RTS line is controlled by the AUX_MU_MCR_REG register bit 1.	R/W	0
1	Transmitter enable	If this bit is set the mini UART transmitter is enabled. If this bit is clear the mini UART transmitter is disabled	R/W	1
0	Receiver enable	If this bit is set the mini UART receiver is enabled. If this bit is clear the mini UART receiver is disabled	R/W	1

do last. for hygiene, also set to 00 first thing.

Receiver enable
If this bit is set no new symbols will be accepted by the receiver. Any symbols in progress of reception will be finished.

i think should read "if this bit is cleared"

Transmitter enable
If this bit is set no new symbols will be send the transmitter. Any symbols in progress of transmission will be finished.

Auto flow control
Automatic flow control can be enabled independent for the receiver and the transmitter.

CTS auto flow control impacts the transmitter only. The transmitter will not send out new symbols when the CTS line is de-asserted. Any symbols in progress of transmission when the CTS line becomes de-asserted will be finished.

RTS auto flow control impacts the receiver only. In fact the name RTS for the control line is incorrect and should be RTR (Ready to Receive). The receiver will de-asserted the RTS (RTR) line when its receive FIFO has a number of empty spaces left. Normally 3 empty spaces should be enough.

If looping back a mini UART using full auto flow control the logic is fast enough to allow the RTS auto flow level of '10' (De-assert RTS when the receive FIFO has 1 empty space left).

Auto flow polarity
To offer full flexibility the polarity of the CTS and RTS (RTR) lines can be programmed. This should allow the mini UART to interface with any existing hardware flow control available.

AUX_MU_STAT_REG Register (0x7E21 5064)

SYNOPSIS The AUX_MU_STAT_REG provides a lot of useful information about the internal status of the mini UART not found on a normal 16550 UART.

Bit(s)	Field Name	Description	Type	Reset
31:28		Reserved, write zero, read as don't care		
27:24	Transmit FIFO fill level	These bits shows how many symbols are stored in the transmit FIFO The value is in the range 0-8	R	0
23:20		Reserved, write zero, read as don't care		
19:16	Receive FIFO fill level	These bits shows how many symbols are stored in the receive FIFO The value is in the range 0-8	R	0
15:10		Reserved, write zero, read as don't care		
9	Transmitter done	This bit is set if the transmitter is idle and the transmit FIFO is empty. It is a logic AND of bits 2 and 8	R	1
8	Transmit FIFO is empty	If this bit is set the transmitter FIFO is empty. Thus it can accept 8 symbols.	R	1
7	CTS line	This bit shows the status of the UART1_CTS line.	R	0
6	RTS status	This bit shows the status of the UART1_RTS line.	R	0
5	Transmit FIFO is full	This is the inverse of bit 1	R	0
4	Receiver overrun	This bit is set if there was a receiver overrun. That is: one or more characters arrived whilst the receive FIFO was full. The newly arrived characters have been discarded. This bit is cleared each time the AUX_MU_LSR_REG register is read.	R	0
3	Transmitter is idle	If this bit is set the transmitter is idle. If this bit is clear the transmitter is idle.	R	1
2	Receiver is idle	If this bit is set the receiver is idle. If this bit is clear the receiver is busy. This bit can change unless the receiver is disabled	R	1
1	Space available	If this bit is set the mini UART transmitter FIFO can accept at least one more symbol. If this bit is clear the mini UART transmitter FIFO is full	R	0

0	Symbol available	If this bit is set the mini UART receive FIFO contains at least 1 symbol If this bit is clear the mini UART receiver FIFO is empty	R	0

Receiver is idle
This bit is only useful if the receiver is disabled. The normal use is to disable the receiver. Then check (or wait) until the bit is set. Now you can be sure that no new symbols will arrive. (e.g. now you can change the baudrate...)

Transmitter is idle
This bit tells if the transmitter is idle. Note that the bit will set only for a short time if the transmit FIFO contains data. Normally you want to use bit 9: Transmitter done.

RTS status
This bit is useful only in receive Auto flow-control mode as it shows the status of the RTS line.

AUX_MU_BAUD Register (0x7E21 5068)

SYNOPSIS The AUX_MU_BAUD register allows direct access to the 16-bit wide baudrate counter.

Bit(s)	Field Name	Description	Type	Reset
31:16		Reserved, write zero, read as don't care		
15:0	Baudrate	mini UART baudrate counter	R/W	0

This is the same register as is accessed using the LABD bit and the first two register, but much easier to access.

2.3 Universal SPI Master (2x)

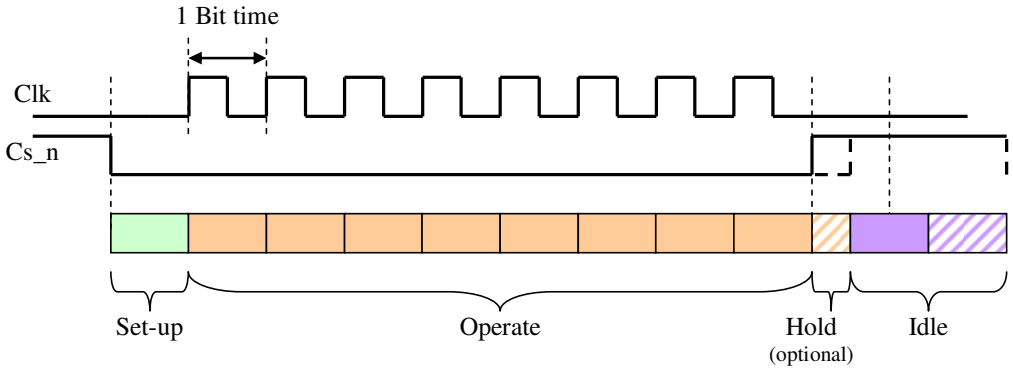
The two universal SPI masters are secondary low throughput[5] SPI interfaces. Like the UART the devices needs to be enabled before they can be used. Each SPI master has the following features:

- Single beat bit length between 1 and 32 bits.
- Single beat variable bit length between 1 and 24 bits
- Multi beat infinite bit length.
- 3 independent chip selects per master.
- 4 entries 32-bit wide transmit and receive FIFOs.
- Data out on rising or falling clock edge.
- Data in on rising or falling clock edge.
- Clock inversion (Idle high or idle low).
- Wide clocking range.
- Programmable data out hold time.
- Shift in/out MS or LS bit first

A major issue with an SPI interface is that there is no SPI standard in any form. Because the SPI interface has been around for a long time some pseudo-standard rules have appeared mostly when interfacing with memory devices. The universal SPI master has been developed to work even with the most 'non-standard' SPI devices.

2.3.1 SPI implementation details

The following diagrams shows a typical SPI access cycle. In this case we have 8 SPI clocks.



One bit time before any clock edge changes the CS_n will go low. This makes sure that the MOSI signal has a full bit-time of set-up against any changing clock edges.

The operation normally ends after the last clock cycle. Note that at the end there is one half-bit time where the clock does not change but which still is part of the operation cycle.

There is an option to add a half bit cycle hold time. This makes sure that any MISO data has at least a full SPI bit time to arrive. (Without this hold time, data clocked out of the SPI device on the last clock edge would have only half a bit time to arrive).

[5] Again the SPIs themselves have no throughput limitations in fact they can run with an SPI clock of 125 MHz. But doing so requires significant CPU involvement as they have shallow FIFOs and no DMA support.

Last there is a guarantee of at least a full bit time where the spi chip select is high. A longer CS_n high period can be programmed for another 1-7 cycles.

The SPI clock frequency is:

$$SPIx\_CLK = \frac{system\_clock\_freq}{2*(speed\_field+1)}$$

If the system clock is 250 MHz and the speed field is zero the SPI clock frequency is 125 MHz. The practical SPI clock will be lower as the I/O pads can not transmit or receive signals at such high speed. The lowest SPI clock frequency with a 250 MHz system clock is 30.5 KHz.

The hardware has an option to add hold time to the MOSI signal against the SPI clk. This is again done using the system clock. So a 250 MHz system clock will add hold times in units of 4 ns. Hold times of 0, 1, 4 and 7 system clock cycles can be used. (So at 250MHz an additional hold time of 0, 4, 16 and 28 ns can be achieved). The hold time is *additional* to the normal output timing as specified in the data sheet.

2.3.2 Interrupts

The SPI block has two interrupts: TX FIFO is empty, SPI is Idle.

TX FIFO is empty:
This interrupt will be asserted as soon as the last entry has been read from the transmit FIFO. At that time the interface will still be busy shifting out that data. This also implies that the receive FIFO will not yet contain the last received data. It is possible at that time to fill the TX FIFO again and read the receive FIFO entries which have been received. Note that there is no "receive FIFO full" interrupt as the number of entries received is always equal to the number of entries transmitted.

SPI is IDLE:
This interrupt will be asserted when the transmit FIFO is empty and the SPI block has finished all actions (including the CS-high time) By this time the receive FIFO will have all received data as well.

2.3.3 Long bit streams

The SPI module works in bursts of maximum 32 bits. Some SPI devices require data which is longer the 32 bits. To do this the user must make use of the two different data TX addresses: Tx data written to one address cause the CS to remain asserted. Tx data written to the other address cause the CS to be de-asserted at the end of the transmit cycle. So in order to exchange 96 bits you do the following:
Write the first two data words to one address, then write the third word to the other address.

2.3.4 SPI register details.

AUXSPI0/1_CNTL0 Register (0x7E21 5080,0x7E21 50C0)

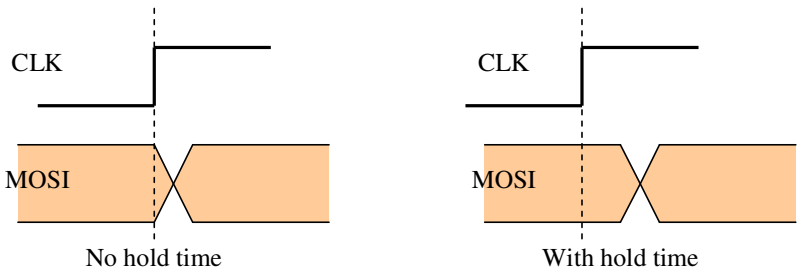
SYNOPSIS The AUXSPIx_CNTL0 register control many features of the SPI interfaces.

Bit(s)	Field Name	Description	Type	Reset
31:20	Speed	Sets the SPI clock speed. spi clk freq = system_clock_freq/2*(speed+1)	R/W	0
19:17	chip selects	The pattern output on the CS pins when active.	R/W	111
16	post-input mode	If set the SPI input works in post input mode. For details see text further down	R/W	0
15	Variable CS	If 1 the SPI takes the CS pattern and the data from the TX fifo If 0 the SPI takes the CS pattern from bits 17-19 of this register Set this bit only if also bit 14 (variable width) is set	R/W	0
14	Variable width	If 1 the SPI takes the shift length and the data from the TX fifo If 0 the SPI takes the shift length from bits 0-5 of this register	R/W	0
13:12	DOUT Hold time	Controls the extra DOUT hold time in system clock cycles. 00 : No extra hold time 01 : 1 system clock extra hold time 10 : 4 system clocks extra hold time 11 : 7 system clocks extra hold time	R/W	0
11	Enable	Enables the SPI interface. Whilst disabled the FIFOs can still be written to or read from This bit should be 1 during normal operation.	R/W	0
10	In rising	If 1 data is clocked in on the rising edge of the SPI clock If 0 data is clocked in on the falling edge of the SPI clock	R/W	0
9	Clear FIFOs	If 1 the receive and transmit FIFOs are held in reset (and thus flushed.) This bit should be 0 during normal operation.	R/W	0

8	Out rising	If 1 data is clocked out on the rising edge of the SPI clock If 0 data is clocked out on the falling edge of the SPI clock	R/W	0
7	Invert SPI CLK	If 1 the 'idle' clock line state is high. If 0 the 'idle' clock line state is low.	R/W	0
6	Shift out MS bit first	If 1 the data is shifted out starting with the MS bit. (bit 15 or bit 11) If 0 the data is shifted out starting with the LS bit. (bit 0)	R/W	0
5:0	Shift length	Specifies the number of bits to shift This field is ignored when using 'variable shift' mode	R/W	0

Invert SPI CLK
Changing this bit will immediately change the polarity of the SPI clock output. It is recommended not to do this when also the CS is active as the connected devices will see this as a clock change.

DOUT hold time
Because the interface runs of fast silicon the MOSI hold time against the clock will be very short. This can cause considerable problems on SPI slaves. To make it easier for the slave to see the data the hold time of the MOSI out against the SPI clock out is programmable.



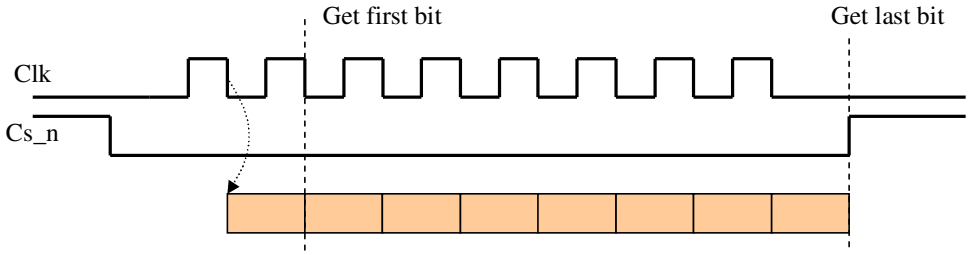
Variable width
In this mode the shift length is taken from the transmit FIFO. The transmit data bits 28:24 are used as shift length and the data bits 23:0 are the actual transmit data. If the option 'shift MS out first' is selected the first bit shifted out will be bit 23. The receive data will arrive as normal.

Variable CS
This mode is used together with the variable width mode. In this mode the CS pattern is taken from the transmit FIFO. The transmit data bits 31:29 are used as CS and the data bits 23:0 are the actual transmit data. This allows the CPU to write to different SPI devices without having to change the CS bits. However the data length is limited to 24 bits.

Post-input mode
Some rare SPI devices output data on the falling clock edge which then has to be picked up on the next falling clock edge. There are two problems with this:

1. The very first falling clock edge there is no valid data arriving.
2. After the last clock edge there is one more 'dangling' bit to pick up.

The post-input mode is specifically to deal with this sort of data. If the post-input mode bit is set, the data arriving at the first falling clock edge is ignored. Then after the last falling clock edge the CS remain asserted and after a full bit time the last data bit is picked up. The following figure shows this behaviour:



In this mode the CS will go high 1 full SPI clock cycle after the last clock edge. This guarantees a full SPI clock cycle time for the data to settle and arrive at the MISO input.

AUXSPI0/1_CNTL1 Register (0x7E21 5084,0x7E21 50C4)

SYNOPSIS The AUXSPIx_CNTL1 registers control more features of the SPI interfaces.

Bit(s)	Field Name	Description	Type	Reset
31:18	-	Reserved, write zero, read as don't care		
10:8	CS high time	Additional SPI clock cycles where the CS is high.	R/W	0
7	TX empty IRQ	If 1 the interrupt line is high when the transmit FIFO is empty	R/W	0
6	Done IRQ	If 1 the interrupt line is high when the interface is idle	R/W	0
5:2	-	Reserved, write zero, read as don't care		
1	Shift in MS bit first	If 1 the data is shifted in starting with the MS bit. (bit 15) If 0 the data is shifted in starting with the LS bit. (bit 0)	R/W	0
0	Keep input	If 1 the receiver shift register is NOT cleared. Thus new data is concatenated to old data. If 0 the receiver shift register is cleared before each transaction.	R/W	0

Keep input
Setting the 'Keep input' bit will make that the input shift register is not cleared between transactions. However the contents of the shift register is still written to the receive FIFO at the end of each transaction. E.g. if you receive two 8 bit values 0x81 followed by 0x46 the receive FIFO will contain: 0x0081 in the first entry and 0x8146 in the second entry. This mode may save CPU time concatenating bits (4 bits followed by 12 bits).

CS high time
The SPI CS will always be high for at least 1 SPI clock cycle. Some SPI devices need more time to process the data. This field will set a longer CS-high time. So the actual CS high time is (CS_high_time + 1) (In SPI clock cycles).

Interrupts
The SPI block has two interrupts: TX FIFO is empty, SPI is Idle.

TX FIFO is empty:
This interrupt will be asserted as soon as the last entry has been read from the transmit FIFO. At that time the interface will still be busy shifting out that data. This also implies that the receive FIFO will not yet contain the last received data.

It is possible at that time to fill the TX FIFO again and read the receive FIFO entries which have been received. There is a RX FIFO level field which tells exactly how many words are in the receive FIFO. In general at that time the receive FIFO should contain the number of Tx items minus one (the last one still being received). Note that there is no "receive FIFO full" interrupt or "receive FIFO overflow" flag as the number of entries received can never be more then the number of entries transmitted.

AUX is IDLE:
This interrupt will be asserted when the module has finished all activities, including waiting the minimum CS high time. This guarantees that any receive data will be available and `transparent' changes can be made to the configuration register (e.g. inverting the SPI clock polarity).

AUXSPI0/1_STAT Register (0x7E21 5088,0x7E21 50C8)

SYNOPSIS The AUXSPIx_STAT registers show the status of the SPI interfaces.

Bit(s)	Field Name	Description	Type	Reset
31:24	TX FIFO level	The number of data units in the transmit data FIFO	R/W	0
23:12	RX FIFO level	The number of data units in the receive data FIFO.	R/W	0
11:5	-	Reserved, write zero, read as don't care		
4	TX Full	If 1 the transmit FIFO is full If 0 the transmit FIFO can accept at least 1 data unit.	R/W	0
3	TX Empty	If 1 the transmit FIFO is empty If 0 the transmit FIFO holds at least 1 data unit.	R/W	0
2	RX Empty	If 1 the receiver FIFO is empty If 0 the receiver FIFO holds at least 1 data unit.	R/W	0
6	Busy	Indicates the module is busy transferring data.	R/W	0
5:0	Bit count	The number of bits still to be processed. Starts with 'shift-length' and counts down.	R/W	0

Busy
This status bit indicates if the module is busy. It will be clear when the TX FIFO is empty and the module has finished all activities, including waiting the minimum CS high time.

AUXSPI0/1_PEEK Register (0x7E21 508C,0x7E21 50CC)

SYNOPSIS The AUXSPIx_PEEK registers show received data of the SPI interfaces.

Bit(s)	Field Name	Description	Type	Reset
31:16	-	Reserved, write zero, read as don't care		
15:0	Data	Reads from this address will show the top entry from the receive FIFO, but the data is not taken from the FIFO. This provides a means of inspecting the data but not removing it from the FIFO.	RO	0

AUXSPI0/1_IO Register (0x7E21 50A0-0x7E21 50AC 0x7E21 50E0-0x7E21 50EC)

SYNOPSIS The AUXSPIx_IO registers are the primary data port of the SPI interfaces These four addresses all write to the same FIFO.

Writing to any of these addresses causes the SPI CS_n pins to be de-asserted at the end of the access

Bit(s)	Field Name	Description	Type	Reset
31:16	-	Reserved, write zero, read as don't care		
15:0	Data	Writes to this address range end up in the transmit FIFO. Data is lost when writing whilst the transmit FIFO is full. Reads from this address will take the top entry from the receive FIFO. Reading whilst the receive FIFO is will return the last data received.	R/W	0

AUXSPI0/1_TXHOLD Register

(0x7E21 50B0-0x7E21 50BC

0x7E21 50F0-0x7E21 50FC)

SYNOPSIS The AUXSPIx_TXHOLD registers are the extended CS port of the SPI interfaces These four addresses all write to the same FIFO.

Writing to these addresses causes the SPI CS_n pins to remain asserted at the end of the access

Bit(s)	Field Name	Description	Type	Reset
31:16	-	Reserved, write zero, read as don't care		
15:0	Data	Writes to this address range end up in the transmit FIFO. Data is lost when writing whilst the transmit FIFO is full. Reads from this address will take the top entry from the receive FIFO. Reading whilst the receive FIFO is will return the last data received.	R/W	0

3 BSC

3.1 Introduction

The Broadcom Serial Controller (BSC) controller is a master, fast-mode (400Kb/s) BSC controller. The Broadcom Serial Control bus is a proprietary bus compliant with the Philips® I2C bus/interface version 2.1 January 2000.

- I^2C single master only operation (supports clock stretching wait states)
- Both 7-bit and 10-bit addressing is supported.
  - Timing completely software controllable via registers

3.2 Register View

The BSC controller has eight memory-mapped registers. All accesses are assumed to be 32-bit. Note that the BSC2 master is used dedicated with the HDMI interface and should not be accessed by user programs.

There are three BSC masters inside BCM. The register addresses starts from

- BSC0: 0x7E20_5000
- BSC1: 0x7E80_4000
- BSC2 : 0x7E80_5000

The table below shows the address of I^2C interface where the address is an offset from one of the three base addreses listed above.

I2C Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	C	Control	32
0x4	S	Status	32
0x8	DLEN	Data Length	32
0xc	A	Slave Address	32
0x10	FIFO	Data FIFO	32
0x14	DIV	Clock Divider	32
0x18	DEL	Data Delay	32

0x1c	CLKT	Clock Stretch Timeout	32

C Register

Synopsis The control register is used to enable interrupts, clear the FIFO, define a read or write operation and start a transfer.
The READ field specifies the type of transfer.
The CLEAR field is used to clear the FIFO. Writing to this field is a one-shot operation which will always read back as zero. The CLEAR bit can set at the same time as the start transfer bit, and will result in the FIFO being cleared just prior to the start of transfer. Note that clearing the FIFO during a transfer will result in the transfer being aborted.
The ST field starts a new BSC transfer. This has a one shot action, and so the bit will always read back as 0 .
The INTD field enables interrupts at the end of a transfer the DONE condition. The interrupt remains active until the DONE condition is cleared by writing a 1 to the I2CS.DONE field. Writing a 0 to the INTD field disables interrupts on DONE.
The INTT field enables interrupts whenever the FIFO is or more empty and needs writing (i.e. during a write transfer) - the TXW condition. The interrupt remains active until the TXW condition is cleared by writing sufficient data to the FIFO to complete the transfer. Writing a 0 to the INTT field disables interrupts on TXW.
The INTR field enables interrupts whenever the FIFO is or more full and needs reading (i.e. during a read transfer) - the RXR condition. The interrupt remains active until the RXW condition is cleared by reading sufficient data from the RX FIFO. Writing a 0 to the INTR field disables interrupts on RXR.
The I2CEN field enables BSC operations. If this bit is 0 then transfers will not be performed. All register accesses are still permitted however.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15	I2CEN	I2C Enable 0 = BSC controller is disabled 1 = BSC controller is enabled	RW	0x0
14:11		***Reserved*** *- Write as 0, read as don't care*		
10	INTR	INTR Interrupt on RX 0 = Don t generate interrupts on RXR condition. 1 = Generate interrupt while RXR = 1.	RW	0x0
9	INTT	INTT Interrupt on TX 0 = Don t generate interrupts on TXW condition. 1 = Generate interrupt while TXW = 1.	RW	0x0

8	INTD	INTD Interrupt on DONE 0 = Don t generate interrupts on DONE condition. 1 = Generate interrupt while DONE = 1.	RW	0x0
7	ST	ST Start Transfer 0 = No action. 1 = Start a new transfer. One shot operation. Read back as 0.	RW	0x0
6		***Reserved*** *- Write as 0, read as don't care*		
5:4	CLEAR	CLEAR FIFO Clear 00 = No action. x1 = Clear FIFO. One shot operation. 1x = Clear FIFO. One shot operation. If CLEAR and ST are both set in the same operation, the FIFO is cleared before the new frame is started. Read back as 0. Note: 2 bits are used to maintain compatibility to previous version.	RW	0x0
3:1		***Reserved*** *- Write as 0, read as don't care*		
0	READ	READ Read Transfer 0 = Write Packet Transfer. 1 = Read Packet Transfer.	RW	0x0

S Register

Synopsis The status register is used to record activity status, errors and interrupt requests.
The TA field indicates the activity status of the BSC controller. This read-only field returns a 1 when the controller is in the middle of a transfer and a 0 when idle.
The DONE field is set when the transfer completes. The DONE condition can be used with I2CC.INTD to generate an interrupt on transfer completion. The DONE field is reset by writing a 1 , writing a 0 to the field has no effect.
The read-only TXW bit is set during a write transfer and the FIFO is less than full and needs writing. Writing sufficient data (i.e. enough data to either fill the FIFO more than full or complete the transfer) to the FIFO will clear the field. When the I2CC.INTT control bit is set, the TXW condition can be used to generate an interrupt to write more data to the FIFO to complete the current transfer. If the I2C controller runs out of data to send, it will wait for more data to be written into the FIFO.
The read-only RXR field is set during a read transfer and the FIFO is or more full and needs reading. Reading sufficient data to bring the depth below will clear the field. When I2CC.INTR control bit is set, the RXR condition can be used to generate an interrupt to read data from the FIFO before it becomes full. In the event that the FIFO does become full, all I2C operations will stall until data is removed from the FIFO.
The read-only TXD field is set when the FIFO has space for at least one byte of data. TXD is clear when the FIFO is full. The TXD field can be used to check that the FIFO can accept data before any is written. Any writes to a full TX FIFO will be ignored.
The read-only RXD field is set when the FIFO contains at least one byte of data. RXD is cleared when the FIFO becomes empty. The RXD field can be used to check that the FIFO contains data before reading. Reading from an empty FIFO will return invalid data.
The read-only TXE field is set when the FIFO is empty. No further data will be transmitted until more data is written to the FIFO.
The read-only RXF field is set when the FIFO is full. No more clocks will be generated until space is available in the FIFO to receive more data.
The ERR field is set when the slave fails to acknowledge either its address or a data byte written to it. The ERR field is reset by writing a 1 , writing a 0 to the field has no effect.
The CLKT field is set when the slave holds the SCL signal high for too long (clock stretching). The CLKT field is reset by writing a 1 , writing a 0 to the field has no effect.

Bit(s)	Field Name	Description	Type	Reset
31:10		***Reserved*** *- Write as 0, read as don't care*		
9	CLKT	CLKT Clock Stretch Timeout 0 = No errors detected. 1 = Slave has held the SCL signal low (clock stretching) for longer and that specified in the I2CCLKT register Cleared by writing 1 to the field.	RW	0x0
8	ERR	ERR ACK Error 0 = No errors detected. 1 = Slave has not acknowledged its address. Cleared by writing 1 to the field.	RW	0x0
7	RXF	RXF - FIFO Full 0 = FIFO is not full. 1 = FIFO is full. If a read is underway, no further serial data will be received until data is read from FIFO.	RO	0x0

6	TXE	TXE - FIFO Empty 0 = FIFO is not empty. 1 = FIFO is empty. If a write is underway, no further serial data can be transmitted until data is written to the FIFO.	RO	0x1
5	RXD	RXD - FIFO contains Data 0 = FIFO is empty. 1 = FIFO contains at least 1 byte. Cleared by reading sufficient data from FIFO.	RO	0x0
4	TXD	TXD - FIFO can accept Data 0 = FIFO is full. The FIFO cannot accept more data. 1 = FIFO has space for at least 1 byte.	RO	0x1
3	RXR	RXR - FIFO needs Reading (full) 0 = FIFO is less than full and a read is underway. 1 = FIFO is or more full and a read is underway. Cleared by reading sufficient data from the FIFO.	RO	0x0
2	TXW	TXW - FIFO needs Writing (full) 0 = FIFO is at least full and a write is underway (or sufficient data to send). 1 = FIFO is less then full and a write is underway. Cleared by writing sufficient data to the FIFO.	RO	0x0
1	DONE	DONE Transfer Done 0 = Transfer not completed. 1 = Transfer complete. Cleared by writing 1 to the field.	RW	0x0
0	TA	TA Transfer Active 0 = Transfer not active. 1 = Transfer active.	RO	0x0

DLEN Register

Synopsis The data length register defines the number of bytes of data to transmit or receive in the I2C transfer. Reading the register gives the number of bytes remaining in the current transfer.
The DLEN field specifies the number of bytes to be transmitted/received. Reading the DLEN field when a transfer is in progress (TA = 1) returns the number of bytes still to be transmitted or received. Reading the DLEN field when the transfer has just completed (DONE = 1) returns zero as there are no more bytes to transmit or receive. Finally, reading the DLEN field when TA = 0 and DONE = 0 returns the last value written. The DLEN field can be left over multiple transfers.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		

15:0	DLEN	Data Length. Writing to DLEN specifies the number of bytes to be transmitted/received. Reading from DLEN when TA = 1 or DONE = 1, returns the number of bytes still to be transmitted or received. Reading from DLEN when TA = 0 and DONE = 0, returns the last DLEN value written. DLEN can be left over multiple packets.	RW	0x0

A Register

Synopsis The slave address register specifies the slave address and cycle type. The address register can be left across multiple transfers
The ADDR field specifies the slave address of the I2C device.

Bit(s)	Field Name	Description	Type	Reset
31:7		***Reserved*** *- Write as 0, read as don't care*		
6:0	ADDR	Slave Address.	RW	0x0

FIFO Register

Synopsis The Data FIFO register is used to access the FIFO. Write cycles to this address place data in the 16-byte FIFO, ready to transmit on the BSC bus. Read cycles access data received from the bus.
Data writes to a full FIFO will be ignored and data reads from an empty FIFO will result in invalid data. The FIFO can be cleared using the I2CC.CLEAR field.
The DATA field specifies the data to be transmitted or received.

Bit(s)	Field Name	Description	Type	Reset
31:8		***Reserved*** *- Write as 0, read as don't care*		
7:0	DATA	Writes to the register write transmit data to the FIFO. Reads from register reads received data from the FIFO.	RW	0x0

DIV Register

Synopsis The clock divider register is used to define the clock speed of the BSC peripheral. The CDIV field specifies the core clock divider used by the BSC.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15:0	CDIV	Clock Divider SCL = core clock / CDIV Where core_clk is nominally 150 MHz. If CDIV is set to 0, the divisor is 32768. CDIV is always rounded down to an even number. The default value should result in a 100 kHz I2C clock frequency.	RW	0x5dc

DEL Register

Synopsis The data delay register provides fine control over the sampling/launch point of the data.
The REDL field specifies the number core clocks to wait after the rising edge before sampling the incoming data.
The FEDL field specifies the number core clocks to wait after the falling edge before outputting the next data bit.
Note: Care must be taken in choosing values for FEDL and REDL as it is possible to cause the BSC master to malfunction by setting values of CDIV/2 or greater. Therefore the delay values should always be set to less than CDIV/2.

Bit(s)	Field Name	Description	Type	Reset
31:16	FEDL	FEDL Falling Edge Delay Number of core clock cycles to wait after the falling edge of SCL before outputting next bit of data.	RW	0x30
15:0	REDL	REDL Rising Edge Delay Number of core clock cycles to wait after the rising edge of SCL before reading the next bit of data.	RW	0x30

CLKT Register

Synopsis The clock stretch timeout register provides a timeout on how long the master waits for the slave to stretch the clock before deciding that the slave has hung.
The TOUT field specifies the number I2C SCL clocks to wait after releasing SCL high and finding that the SCL is still low before deciding that the slave is not responding and moving the I2C machine forward. When a timeout occurs, the I2CS.CLKT bit is set.
Writing 0x0 to TOUT will result in the Clock Stretch Timeout being disabled.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15:0	TOUT	TOUT Clock Stretch Timeout Value Number of SCL clock cycles to wait after the rising edge of SCL before deciding that the slave is not responding.	RW	0x40

3.3 10 Bit Addressing

10 Bit addressing is an extension to the standard 7-bit addressing mode. This section describes in detail how to read/write using 10-bit addressing with this I2C controller.

10-bit addressing is compatible with, and can be combined with, 7 bit addressing. Using 10 bits for addressing exploits the reserved combination 1111 0xx for the first byte following a START (S) or REPEATED START (Sr) condition.

The 10 bit slave address is formed from the first two bytes following a S or Sr condition.

The first seven bits of the first byte are the combination 11110XX of which the last two bits (XX) are the two *most significant* bits of the 10-bit address. The eighth bit of the first byte is the R/W bit. If the R/W bit is '0' (write) then the following byte contains the remaining 8 bits of the 10-bit address. If the R/W bit is '1' then the next byte contains data transmitted from the slave to the master.

Writing

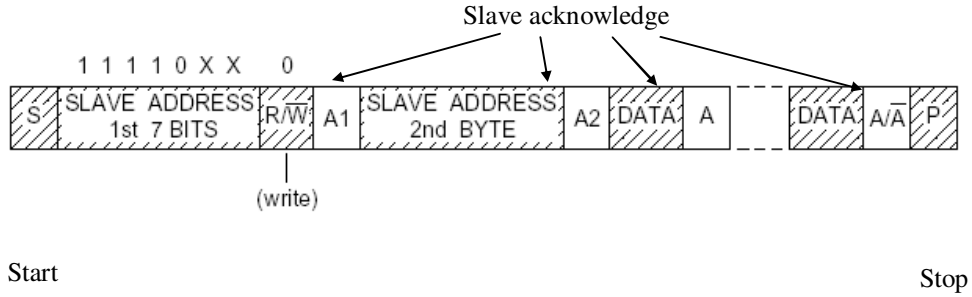


Figure 3-1 Write to a slave with 10 bit address

Figure 3-1 shows a write to a slave with a 10-bit address, to perform this using the controller one must do the following:

Assuming we are in the 'stop' state: (and the FIFO is empty)

1. Write the number of data bytes to written (plus one) to the I2CDLEN register.
2. Write 'XXXXXXXX' to the FIFO where 'XXXXXXXX' are the least 8 significant bits of the 10-bit slave address.
3. Write other data to be transmitted to the FIFO.
4. Write '11110XX' to Slave Address Register where 'XX' are the two most significant bits of the 10-bit address. Set I2CC.READ = 0 and I2CC.ST = 1, this will start a write transfer.

Reading

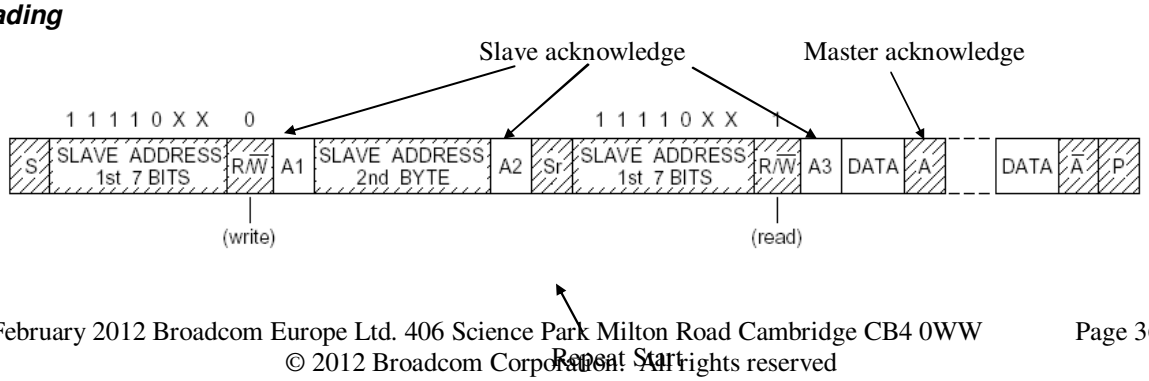


Figure 3-2 Read from slave with 10 bit address

Figure 3-2 shows how a read from a slave with a 10-bit address is performed. Following is the procedure for performing a read using the controller:

1. Write 1 to the I2CDLEN register.
2. Write 'XXXXXXXX' to the FIFO where 'XXXXXXXX' are the least 8 significant bits of the 10-bit slave address.
3. Write '11110XX' to the Slave Address Register where 'XX' are the two most significant bits of the 10-bit address. Set I2CC.READ = 0 and I2CC.ST = 1, this will start a write transfer.
4. Poll the I2CS.TA bit, waiting for the transfer has started.
5. Write the number of data bytes to read to the I2CDLEN register.
6. Set I2CC.READ = 1 and I2CC.ST = 1, this will send the repeat start bit, new slave address and R/W bit (which is '1') initiating the read.

4 DMA Controller

4.1 Overview

The majority of hardware pipelines and peripherals within the BCM2835 are bus masters, enabling them to efficiently satisfy their own data requirements. This reduces the requirements of the DMA controller to block-to-block memory transfers and supporting some of the simpler peripherals. In addition, the DMA controller provides a *read only* prefetch mode to allow data to be brought into the L2 cache in anticipation of its later use.

Beware that the DMA controller is direcly connected to the peripherals. Thus the DMA controller must be set-up to use the Physical (harware) addresses of the peripherals.

The BCM2835 DMA Controller provides a total of 16 DMA channels. Each channel operates independently from the others and is internally arbitrated onto one of the 3 system busses. This means that the amount of bandwidth that a DMA channel may consume can be controlled by the arbiter settings.

Each DMA channel operates by loading a *Control Block* (CB) data structure from memory into internal registers. The *Control Block* defines the required DMA operation. Each *Control Block* can point to a further *Control Block* to be loaded and executed once the operation described in the current *Control Block* has completed. In this way a linked list of *Control Blocks* can be constructed in order to execute a sequence of DMA operations without software intervention.

The DMA supports AXI read bursts to ensure efficient external SDRAM use. The DMA control block contains a burst parameter which indicates the required burst size of certain memory transfers. In general the DMA doesn't do write bursts, although wide writes will be done in 2 beat bursts if possible.

Memory-to-Peripheral transfers can be paced by a *Data Request* (DREQ) signal which is generated by the peripheral. The DREQ signal is level sensitive and controls the DMA by gating its AXI bus requests.

A peripheral can also provide a *Panic* signal alongside the DREQ to indicate that there is an imminent danger of FIFO underflow or overflow or similar critical situation. The *Panic* is used to select the AXI apriority level which is then passed out onto the AXI bus so that it can be used to influence arbitration in the rest of the system.

The allocation of peripherals to DMA channels is programmable.

The DMA can deal with byte aligned transfers and will minimise bus traffic by buffering and packing misaligned accesses.

Each DMA channel can be fully disabled via a top level power register to save power.

4.2 DMA Controller Registers

The DMA Controller is comprised of several identical DMA Channels depending upon the required configuration. Each individual DMA channel has an identical register map (although LITE channels have less functionality and hence less registers).

DMA Channel 0 is located at the address of 0x7E007000, Channel 1 at 0x7E007100, Channel 2 at 0x7E007200 and so on. Thus adjacent DMA Channels are offset by `0x100`.

DMA Channel 15 however, is physically removed from the other DMA Channels and so has a different address base of 0x7EE05000.

DMA Channel Offsets		
DMA Channels 0 – 14 Register Set Offsets from DMA0_BASE		
0x000		*DMA Channel 0 Register Set*
0x100		*DMA Channel 1 Register Set*
0x200		*DMA Channel 2 Register Set*
0x300		*DMA Channel 3 Register Set*
0x400		*DMA Channel 4 Register Set*
0x500		*DMA Channel 5 Register Set*
0x600		*DMA Channel 6 Register Set*
0x700		*DMA Channel 7 Register Set*
0x800		*DMA Channel 8 Register Set*
0x900		*DMA Channel 9 Register Set*
0xa00		*DMA Channel 10 Register Set*
0xb00		*DMA Channel 11 Register Set*
0xc00		*DMA Channel 12 Register Set*
0xd00		*DMA Channel 13 Register Set*
0xe00		*DMA Channel 14 Register Set*
DMA Channel 15 Register Set Offset from DMA15_BASE		
0x000		*DMA Channel 15 Register Set*

Table 4-1 – DMA Controller Register Address Map

4.2.1 DMA Channel Register Address Map

Each DMA channel has an identical register map, only the base address of each channel is different.

There is a global enable register at the top of the Address map that can disable each DMA for powersaving.

Only three registers in each channels register set are directly writeable (CS, CONBLK_AD *and DEBUG*). The other registers (TI, SOURCE_AD, DEST_AD, TXFR_LEN, STRIDE & NEXTCONBK), are automatically loaded from a *Control Block* data structure held in external memory.

4.2.1.1 Control Block Data Structure

Control Blocks (CB) are 8 words (256 bits) in length and must start at a 256-bit aligned address. The format of the CB data structure in memory, is shown below.

Each 32 bit word of the control block is automatically loaded into the corresponding 32 bit DMA control block register at the start of a DMA transfer. The descriptions of these registers also defines the corresponding bit locations in the CB data structure in memory.

32-bit Word Offset	Description	Associated Read-Only Register
0	Transfer Information	TI
1	Source Address	SOURCE_AD
2	Destination Address	DEST_AD
3	Transfer Length	TXFR_LEN
4	2D Mode Stride	STRIDE
5	Next Control Block Address	NEXTCONBK
6-7	*Reserved – set to zero.*	*N/A*

Table 4-2 – DMA Control Block Definition

The DMA is started by writing the address of a CB structure into the CONBLK_AD register and then setting the ACTIVE bit. The DMA will fetch the CB from the address set in the SCB_ADDR field of this reg and it will load it into the *read-only* registers described below. It will then begin a DMA transfer according to the information in the CB.

When it has completed the current DMA transfer (length => 0) the DMA will update the CONBLK_AD register with the contents of the NEXTCONBK register, fetch a new CB from that address, and start the whole procedure once again.

The DMA will stop (and clear the ACTIVE bit) when it has completed a DMA transfer and the NEXTCONBK register is set to `0x0000_0000`. It will load this value into the CONBLK_AD reg and then stop.

Most of the control block registers cannot be written to directly as they loaded automatically from memory. They can be read to provide status information, and to indicate the progress of the current DMA transfer. The value loaded into the NEXTCONBK register can be overwritten so that the linked list of Control Block data structures can be dynamically altered. However it is only safe to do this when the DMA is paused.

4.2.1.2 Register Map

DMA Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	0_CS	DMA Channel 0 Control and Status	32
0x4	0_CONBLK_AD	DMA Channel 0 Control Block Address	32
0x8	0_TI	DMA Channel 0 CB Word 0 (Transfer Information)	32
0xc	0_SOURCE_AD	DMA Channel 0 CB Word 1 (Source Address)	32
0x10	0_DEST_AD	DMA Channel 0 CB Word 2 (Destination Address)	32
0x14	0_TXFR_LEN	DMA Channel 0 CB Word 3 (Transfer Length)	32
0x18	0_STRIDE	DMA Channel 0 CB Word 4 (2D Stride)	32
0x1c	0_NEXTCONBK	DMA Channel 0 CB Word 5 (Next CB Address)	32
0x20	0_DEBUG	DMA Channel 0 Debug	32
0x100	1_CS	DMA Channel 1 Control and Status	32
0x104	1_CONBLK_AD	DMA Channel 1 Control Block Address	32
0x108	1_TI	DMA Channel 1 CB Word 0 (Transfer Information)	32
0x10c	1_SOURCE_AD	DMA Channel 1 CB Word 1 (Source Address)	32
0x110	1_DEST_AD	DMA Channel 1 CB Word 2 (Destination Address)	32
0x114	1_TXFR_LEN	DMA Channel 1 CB Word 3 (Transfer Length)	32

0x118	1_STRIDE	DMA Channel 1 CB Word 4 (2D Stride)	32
0x11c	1_NEXTCONBK	DMA Channel 1 CB Word 5 (Next CB Address)	32
0x120	1_DEBUG	DMA Channel 1 Debug	32
0x200	2_CS	DMA Channel 2 Control and Status	32
0x204	2_CONBLK_AD	DMA Channel 2 Control Block Address	32
0x208	2_TI	DMA Channel 2 CB Word 0 (Transfer Information)	32
0x20c	2_SOURCE_AD	DMA Channel 2 CB Word 1 (Source Address)	32
0x210	2_DEST_AD	DMA Channel 2 CB Word 2 (Destination Address)	32
0x214	2_TXFR_LEN	DMA Channel 2 CB Word 3 (Transfer Length)	32
0x218	2_STRIDE	DMA Channel 2 CB Word 4 (2D Stride)	32
0x21c	2_NEXTCONBK	DMA Channel 2 CB Word 5 (Next CB Address)	32
0x220	2_DEBUG	DMA Channel 2 Debug	32
0x300	3_CS	DMA Channel 3 Control and Status	32
0x304	3_CONBLK_AD	DMA Channel 3 Control Block Address	32
0x308	3_TI	DMA Channel 3 CB Word 0 (Transfer Information)	32
0x30c	3_SOURCE_AD	DMA Channel 3 CB Word 1 (Source Address)	32
0x310	3_DEST_AD	DMA Channel 3 CB Word 2 (Destination Address)	32
0x314	3_TXFR_LEN	DMA Channel 3 CB Word 3 (Transfer Length)	32
0x318	3_STRIDE	DMA Channel 3 CB Word 4 (2D Stride)	32
0x31c	3_NEXTCONBK	DMA Channel 3 CB Word 5 (Next CB Address)	32
0x320	3_DEBUG	DMA Channel 0 Debug	32

0x400	4_CS	DMA Channel 4 Control and Status	32
0x404	4_CONBLK_AD	DMA Channel 4 Control Block Address	32
0x408	4_TI	DMA Channel 4 CB Word 0 (Transfer Information)	32
0x40c	4_SOURCE_AD	DMA Channel 4 CB Word 1 (Source Address)	32
0x410	4_DEST_AD	DMA Channel 4 CB Word 2 (Destination Address)	32
0x414	4_TXFR_LEN	DMA Channel 4 CB Word 3 (Transfer Length)	32
0x418	4_STRIDE	DMA Channel 4 CB Word 4 (2D Stride)	32
0x41c	4_NEXTCONBK	DMA Channel 4 CB Word 5 (Next CB Address)	32
0x420	4_DEBUG	DMA Channel 0 Debug	32
0x500	5_CS	DMA Channel 5 Control and Status	32
0x504	5_CONBLK_AD	DMA Channel 5 Control Block Address	32
0x508	5_TI	DMA Channel 5 CB Word 0 (Transfer Information)	32
0x50c	5_SOURCE_AD	DMA Channel 5 CB Word 1 (Source Address)	32
0x510	5_DEST_AD	DMA Channel 5 CB Word 2 (Destination Address)	32
0x514	5_TXFR_LEN	DMA Channel 5 CB Word 3 (Transfer Length)	32
0x518	5_STRIDE	DMA Channel 5 CB Word 4 (2D Stride)	32
0x51c	5_NEXTCONBK	DMA Channel 5 CB Word 5 (Next CB Address)	32
0x520	5_DEBUG	DMA Channel 5 Debug	32
0x600	6_CS	DMA Channel 6 Control and Status	32
0x604	6_CONBLK_AD	DMA Channel 6 Control Block Address	32
0x608	6_TI	DMA Channel 6 CB Word 0 (Transfer Information)	32

0x60c	6_SOURCE_AD	DMA Channel 6 CB Word 1 (Source Address)	32
0x610	6_DEST_AD	DMA Channel 6 CB Word 2 (Destination Address)	32
0x614	6_TXFR_LEN	DMA Channel 6 CB Word 3 (Transfer Length)	32
0x618	6_STRIDE	DMA Channel 6 CB Word 4 (2D Stride)	32
0x61c	6_NEXTCONBK	DMA Channel 6 CB Word 5 (Next CB Address)	32
0x620	6_DEBUG	DMA Channel 6 Debug	32
0x700	7_CS	DMA Channel 7 Control and Status	32
0x704	7_CONBLK_AD	DMA Channel 7 Control Block Address	32
0x708	7_TI	DMA Channel 7 CB Word 0 (Transfer Information)	32
0x70c	7_SOURCE_AD	DMA Channel 7 CB Word 1 (Source Address)	32
0x710	7_DEST_AD	DMA Channel 7 CB Word 2 (Destination Address)	32
0x714	7_TXFR_LEN	DMA Channel 7 CB Word 3 (Transfer Length)	32
0x71c	7_NEXTCONBK	DMA Channel 7 CB Word 5 (Next CB Address)	32
0x720	7_DEBUG	DMA Channel 7 Debug	32
0x800	8_CS	DMA Channel 8 Control and Status	32
0x804	8_CONBLK_AD	DMA Channel 8 Control Block Address	32
0x808	8_TI	DMA Channel 8 CB Word 0 (Transfer Information)	32
0x80c	8_SOURCE_AD	DMA Channel 8 CB Word 1 (Source Address)	32
0x810	8_DEST_AD	DMA Channel 8 CB Word 2 (Destination Address)	32
0x814	8_TXFR_LEN	DMA Channel 8 CB Word 3 (Transfer Length)	32
0x81c	8_NEXTCONBK	DMA Channel 8 CB Word 5 (Next CB Address)	32

0x820	8_DEBUG	DMA Channel 8 Debug	32
0x900	9_CS	DMA Channel 9 Control and Status	32
0x904	9_CONBLK_AD	DMA Channel 9 Control Block Address	32
0x908	9_TI	DMA Channel 9 CB Word 0 (Transfer Information)	32
0x90c	9_SOURCE_AD	DMA Channel 9 CB Word 1 (Source Address)	32
0x910	9_DEST_AD	DMA Channel 9 CB Word 2 (Destination Address)	32
0x914	9_TXFR_LEN	DMA Channel 9 CB Word 3 (Transfer Length)	32
0x91c	9_NEXTCONBK	DMA Channel 9 CB Word 5 (Next CB Address)	32
0x920	9_DEBUG	DMA Channel 9 Debug	32
0xa00	10_CS	DMA Channel 10 Control and Status	32
0xa04	10_CONBLK_AD	DMA Channel 10 Control Block Address	32
0xa08	10_TI	DMA Channel 10 CB Word 0 (Transfer Information)	32
0xa0c	10_SOURCE_AD	DMA Channel 10 CB Word 1 (Source Address)	32
0xa10	10_DEST_AD	DMA Channel 10 CB Word 2 (Destination Address)	32
0xa14	10_TXFR_LEN	DMA Channel 10 CB Word 3 (Transfer Length)	32
0xa1c	10_NEXTCONBK	DMA Channel 10 CB Word 5 (Next CB Address)	32
0xa20	10_DEBUG	DMA Channel 10 Debug	32
0xb00	11_CS	DMA Channel 11 Control and Status	32
0xb04	11_CONBLK_AD	DMA Channel 11 Control Block Address	32
0xb08	11_TI	DMA Channel 11 CB Word 0 (Transfer Information)	32
0xb0c	11_SOURCE_AD	DMA Channel 11 CB Word 1 (Source Address)	32

0xb10	11_DEST_AD	DMA Channel 11 CB Word 2 (Destination Address)	32
0xb14	11_TXFR_LEN	DMA Channel 11 CB Word 3 (Transfer Length)	32
0xb1c	11_NEXTCONBK	DMA Channel 11 CB Word 5 (Next CB Address)	32
0xb20	11_DEBUG	DMA Channel 11 Debug	32
0xc00	12_CS	DMA Channel 12 Control and Status	32
0xc04	12_CONBLK_AD	DMA Channel 12 Control Block Address	32
0xc08	12_TI	DMA Channel 12 CB Word 0 (Transfer Information)	32
0xc0c	12_SOURCE_AD	DMA Channel 12 CB Word 1 (Source Address)	32
0xc10	12_DEST_AD	DMA Channel 12 CB Word 2 (Destination Address)	32
0xc14	12_TXFR_LEN	DMA Channel 12 CB Word 3 (Transfer Length)	32
0xc1c	12_NEXTCONBK	DMA Channel 12 CB Word 5 (Next CB Address)	32
0xc20	12_DEBUG	DMA Channel 12 Debug	32
0xd00	13_CS	DMA Channel 13 Control and Status	32
0xd04	13_CONBLK_AD	DMA Channel 13 Control Block Address	32
0xd08	13_TI	DMA Channel 13 CB Word 0 (Transfer Information)	32
0xd0c	13_SOURCE_AD	DMA Channel 13 CB Word 1 (Source Address)	32
0xd10	13_DEST_AD	DMA Channel 13 CB Word 2 (Destination Address)	32
0xd14	13_TXFR_LEN	DMA Channel 13 CB Word 3 (Transfer Length)	32
0xd1c	13_NEXTCONBK	DMA Channel 13 CB Word 5 (Next CB Address)	32
0xd20	13_DEBUG	DMA Channel 13 Debug	32
0xe00	14_CS	DMA Channel 14 Control and Status	32

0xe04	14_CONBLK_AD	DMA Channel 14 Control Block Address	32
0xe08	14_TI	DMA Channel 14 CB Word 0 (Transfer Information)	32
0xe0c	14_SOURCE_AD	DMA Channel 14 CB Word 1 (Source Address)	32
0xe10	14_DEST_AD	DMA Channel 14 CB Word 2 (Destination Address)	32
0xe14	14_TXFR_LEN	DMA Channel 14 CB Word 3 (Transfer Length)	32
0xe1c	14_NEXTCONBK	DMA Channel 14 CB Word 5 (Next CB Address)	32
0xe20	14_DEBUG	DMA Channel 14 Debug	32
0xfe0	INT_STATUS	Interrupt status of each DMA channel	32
0xff0	ENABLE	Global enable bits for each DMA channel	32

0_CS 1_CS 2_CS 3_CS 4_CS 5_CS 6_CS 7_CS 8_CS 9_CS 10_CS 11_CS 12_CS 13_CS 14_CS Register

Synopsis DMA Control And Status register contains the main control and status bits for this DMA channel.

Bit(s)	Field Name	Description	Type	Reset
31	RESET	DMA Channel Reset Writing a 1 to this bit will reset the DMA. The bit cannot be read, and will self clear.	W1SC	0x0
30	ABORT	Abort DMA Writing a 1 to this bit will abort the current DMA CB. The DMA will load the next CB and attempt to continue. The bit cannot be read, and will self clear.	W1SC	0x0
29	DISDEBUG	Disable debug pause signal When set to 1, the DMA will not stop when the debug pause signal is asserted.	RW	0x0

28	WAIT_FOR_OUTSTANDING_WRITES	Wait for outstanding writes When set to 1, the DMA will keep a tally of the AXI writes going out and the write responses coming in. At the very end of the current DMA transfer it will wait until the last outstanding write response has been received before indicating the transfer is complete. Whilst waiting it will load the next CB address (but will not fetch the CB), clear the active flag (if the next CB address = zero), and it will defer setting the END flag or the INT flag until the last outstanding write response has been received. In this mode, the DMA will pause if it has more than 13 outstanding writes at any one time.	RW	0x0
27:24		***Reserved*** *- Write as 0, read as don't care*		
23:20	PANIC_PRIORITY	AXI Panic Priority Level Sets the priority of panicking AXI bus transactions. This value is used when the panic bit of the selected peripheral channel is 1. Zero is the lowest priority.	RW	0x0
19:16	PRIORITY	AXI Priority Level Sets the priority of normal AXI bus transactions. This value is used when the panic bit of the selected peripheral channel is zero. Zero is the lowest priority.	RW	0x0
15:9		***Reserved*** *- Write as 0, read as don't care*		
8	ERROR	DMA Error Indicates if the DMA has detected an error. The error flags are available in the debug register, and have to be cleared by writing to that register. 1 = DMA channel has an error flag set. 0 = DMA channel is ok.	RO	0x0
7		***Reserved*** *- Write as 0, read as don't care*		

6	WAITING_FOR_OUTSTANDING_WRITES	DMA is Waiting for the Last Write to be Received Indicates if the DMA is currently waiting for any outstanding writes to be received, and is not transferring data. 1 = DMA channel is waiting.	RO	0x0
5	DREQ_STOPS_DMA	DMA Paused by DREQ State Indicates if the DMA is currently paused and not transferring data due to the DREQ being inactive.. 1 = DMA channel is paused. 0 = DMA channel is running.	RO	0x0
4	PAUSED	DMA Paused State Indicates if the DMA is currently paused and not transferring data. This will occur if: the active bit has been cleared, if the DMA is currently executing wait cycles or if the debug_pause signal has been set by the debug block, or the number of outstanding writes has exceeded the max count. 1 = DMA channel is paused. 0 = DMA channel is running.	RO	0x0
3	DREQ	DREQ State Indicates the state of the selected DREQ (Data Request) signal, ie. the DREQ selected by the PERMAP field of the transfer info. 1 = Requesting data. This will only be valid once the DMA has started and the PERMAP field has been loaded from the CB. It will remain valid, indicating the selected DREQ signal, until a new CB is loaded. If PERMAP is set to zero (un-paced transfer) then this bit will read back as 1. 0 = No data request.	RO	0x0
2	INT	Interrupt Status This is set when the transfer for the CB ends and INTEN is set to 1. Once set it must be manually cleared down, even if the next CB has INTEN = 0. Write 1 to clear.	W1C	0x0

1	END	DMA End Flag Set when the transfer described by the current control block is complete. Write 1 to clear.	W1C	0x0
0	ACTIVE	Activate the DMA This bit enables the DMA. The DMA will start if this bit is set and the CB_ADDR is non zero. The DMA transfer can be paused and resumed by clearing, then setting it again. This bit is automatically cleared at the end of the complete DMA transfer, ie. after a NEXTCONBK = 0x0000_0000 has been loaded.	RW	0x0

0_CONBLK_AD 1_CONBLK_AD 2_CONBLK_AD 3_CONBLK_AD 4_CONBLK_AD 5_CONBLK_AD 6_CONBLK_AD 7_CONBLK_AD 8_CONBLK_AD 9_CONBLK_AD 10_CONBLK_AD 11_CONBLK_AD 12_CONBLK_AD 13_CONBLK_AD 14_CONBLK_AD Register

Synopsis DMA Control Block Address register.

Bit(s)	Field Name	Description	Type	Reset
31:0	SCB_ADDR	Control Block Address This tells the DMA where to find a Control Block stored in memory. When the ACTIVE bit is set and this address is non zero, the DMA will begin its transfer by loading the contents of the addressed CB into the relevant DMA channel registers. At the end of the transfer this register will be updated with the ADDR field of the NEXTCONBK control block register. If this field is zero, the DMA will stop. Reading this register will return the address of the currently active CB (in the linked list of CB s). The address must be 256 bit aligned, so the bottom 5 bits of the address must be zero.	RW	0x0

0_TI 1_TI 2_TI 3_TI 4_TI 5_TI 6_TI Register

Synopsis DMA Transfer Information.

Bit(s)	Field Name	Description	Type	Reset

31:27		***Reserved*** *- Write as 0, read as don't care*		
26	NO_WIDE_BURSTS	Don t Do wide writes as a 2 beat burst This prevents the DMA from issuing wide writes as 2 beat AXI bursts. This is an inefficient access mode, so the default is to use the bursts.	RW	0x0
25:21	WAITS	Add Wait Cycles This slows down the DMA throughput by setting the number of dummy cycles burnt after each DMA read or write operation is completed. A value of 0 means that no wait cycles are to be added.	RW	0x0
20:16	PERMAP	Peripheral Mapping Indicates the peripheral number (1-31) whose ready signal shall be used to control the rate of the transfers, and whose panic signals will be output on the DMA AXI bus. Set to 0 for a continuous un-paced transfer.	RW	0x0
15:12	BURST_LENGTH	Burst Transfer Length Indicates the burst length of the DMA transfers. The DMA will attempt to transfer data as bursts of this number of words. A value of zero will produce a single transfer. Bursts are only produced for specific conditions, see main text.	RW	0x0
11	SRC_IGNORE	Ignore Reads 1 = Do not perform source reads. In addition, destination writes will zero all the write strobes. This is used for fast cache fill operations. 0 = Perform source reads..	RW	0x0
10	SRC_DREQ	Control Source Reads with DREQ 1 = The DREQ selected by PER_MAP will gate the source reads. 0 = DREQ has no effect.	RW	0x0
9	SRC_WIDTH	Source Transfer Width 1 = Use 128-bit source read width. 0 = Use 32-bit source read width.	RW	0x0
8	SRC_INC	Source Address Increment 1 = Source address increments after each read. The address will increment by 4, if S_WIDTH=0 else by 32. 0 = Source address does not change.	RW	0x0

7	DEST_IGNORE	Ignore Writes 1 = Do not perform destination writes. 0 = Write data to destination.	RW	0x0
6	DEST_DREQ	Control Destination Writes with DREQ 1 = The DREQ selected by PERMAP will gate the destination writes. 0 = DREQ has no effect.	RW	0x0
5	DEST_WIDTH	Destination Transfer Width 1 = Use 128-bit destination write width. 0 = Use 32-bit destination write width.	RW	0x0
4	DEST_INC	Destination Address Increment 1 = Destination address increments after each write The address will increment by 4, if DEST_WIDTH=0 else by 32. 0 = Destination address does not change.	RW	0x0
3	WAIT_RESP	Wait for a Write Response When set this makes the DMA wait until it receives the AXI write response for each write. This ensures that multiple writes cannot get stacked in the AXI bus pipeline. 1= Wait for the write response to be received before proceeding. 0 = Don t wait; continue as soon as the write data is sent.	RW	0x0
2		***Reserved*** *- Write as 0, read as don't care*		
1	TDMODE	2D Mode 1 = 2D mode interpret the TXFR_LEN register as YLENGTH number of transfers each of XLENGTH, and add the strides to the address after each transfer. 0 = Linear mode interpret the TXFR register as a single transfer of total length {YLENGTH ,XLENGTH}.	RW	0x0
0	INTEN	Interrupt Enable 1 = Generate an interrupt when the transfer described by the current Control Block completes. 0 = Do not generate an interrupt.	RW	0x0

0_SOURCE_AD 1_SOURCE_AD 2_SOURCE_AD 3_SOURCE_AD 4_SOURCE_AD 5_SOURCE_AD 6_SOURCE_AD 7_SOURCE_AD 8_SOURCE_AD 9_SOURCE_AD 10_SOURCE_AD 11_SOURCE_AD 12_SOURCE_AD 13_SOURCE_AD 14_SOURCE_AD Register

Synopsis DMA Source Address

Bit(s)	Field Name	Description	Type	Reset
31:0	S_ADDR	DMA Source Address Source address for the DMA operation. Updated by the DMA engine as the transfer progresses.	RW	0x0

0_DEST_AD 1_DEST_AD 2_DEST_AD 3_DEST_AD 4_DEST_AD 5_DEST_AD 6_DEST_AD 7_DEST_AD 8_DEST_AD 9_DEST_AD 10_DEST_AD 11_DEST_AD 12_DEST_AD 13_DEST_AD 14_DEST_AD Register

Synopsis DMA Destination Address

Bit(s)	Field Name	Description	Type	Reset
31:0	D_ADDR	DMA Destination Address Destination address for the DMA operation. Updated by the DMA engine as the transfer progresses.	RW	0x0

0_TXFR_LEN 1_TXFR_LEN 2_TXFR_LEN 3_TXFR_LEN 4_TXFR_LEN 5_TXFR_LEN 6_TXFR_LEN Register

Synopsis DMA Transfer Length. This specifies the amount of data to be transferred in bytes.
In normal (non 2D) mode this specifies the amount of bytes to be transferred.
In 2D mode it is interpreted as an X and a Y length, and the DMA will perform Y transfers, each of length X bytes and add the strides onto the addresses after each X leg of the transfer.
The length register is updated by the DMA engine as the transfer progresses, so it will indicate the data left to transfer.

Bit(s)	Field Name	Description	Type	Reset
31:30		***Reserved*** *- Write as 0, read as don't care*		
29:16	YLENGTH	When in 2D mode, This is the Y transfer length, indicating how many xlength transfers are performed. When in normal linear mode this becomes the top bits of the XLENGTH	RW	0x0
15:0	XLENGTH	Transfer Length in bytes.	RW	0x0

0_STRIDE 1_STRIDE 2_STRIDE 3_STRIDE 4_STRIDE 5_STRIDE 6_STRIDE Register

Synopsis DMA 2D Stride

Bit(s)	Field Name	Description	Type	Reset
31:16	D_STRIDE	Destination Stride (2D Mode) Signed (2 s complement) byte increment to apply to the destination address at the end of each row in 2D mode.	RW	0x0
15:0	S_STRIDE	Source Stride (2D Mode) Signed (2 s complement) byte increment to apply to the source address at the end of each row in 2D mode.	RW	0x0

0_NEXTCONBK 1_NEXTCONBK 2_NEXTCONBK 3_NEXTCONBK 4_NEXTCONBK 5_NEXTCONBK 6_NEXTCONBK 7_NEXTCONBK 8_NEXTCONBK 9_NEXTCONBK 10_NEXTCONBK 11_NEXTCONBK 12_NEXTCONBK 13_NEXTCONBK 14_NEXTCONBK Register

Synopsis DMA Next Control Block Address
The value loaded into this register can be overwritten so that the linked list of Control Block data structures can be altered. However it is only safe to do this when the DMA is paused. The address must be 256 bit aligned and so the bottom 5 bits cannot be set and will read back as zero.

Bit(s)	Field Name	Description	Type	Reset
31:0	ADDR	Address of next CB for chained DMA operations.	RW	0x0

0_DEBUG 1_DEBUG 2_DEBUG 3_DEBUG 4_DEBUG 5_DEBUG 6_DEBUG Register

Synopsis DMA Debug register.

Bit(s)	Field Name	Description	Type	Reset
31:29		***Reserved*** *- Write as 0, read as don't care*		

28	LITE	DMA Lite Set if the DMA is a reduced performance LITE engine.	RO	0x0
27:25	VERSION	DMA Version DMA version number, indicating control bit filed changes.	RO	0x2
24:16	DMA_STATE	DMA State Machine State Returns the value of the DMA engines state machine for this channel.	RO	0x0
15:8	DMA_ID	DMA ID Returns the DMA AXI ID of this DMA channel.	RO	0x0
7:4	OUTSTANDING_WRITES	DMA Outstanding Writes Counter Returns the number of write responses that have not yet been received. This count is reset at the start of each new DMA transfer or with a DMA reset.	RO	0x0
3		***Reserved*** *- Write as 0, read as don't care*		
2	READ_ERROR	Slave Read Response Error Set if the read operation returned an error value on the read response bus. It can be cleared by writing a 1,	RW	0x0
1	FIFO_ERROR	Fifo Error Set if the optional read Fifo records an error condition. It can be cleared by writing a 1,	RW	0x0
0	READ_LAST_NOT_SET_ERROR	Read Last Not Set Error If the AXI read last signal was not set when expected, then this error bit will be set. It can be cleared by writing a 1.	RW	0x0

7_TI 8_TI 9_TI 10_TI 11_TI 12_TI 13_TI 14_TI Register

Synopsis DMA Transfer Information.

Bit(s)	Field Name	Description	Type	Reset
31:26		***Reserved*** *- Write as 0, read as don't care*		

25:21	WAITS	Add Wait Cycles This slows down the DMA throughput by setting the number of dummy cycles burnt after each DMA read or write operation is completed. A value of 0 means that no wait cycles are to be added.	RW	0x0
20:16	PERMAP	Peripheral Mapping Indicates the peripheral number (1-31) whose ready signal shall be used to control the rate of the transfers, and whose panic signals will be output on the DMA AXI bus. Set to 0 for a continuous un-paced transfer.	RW	0x0
15:12	BURST_LENGTH	Burst Transfer Length Indicates the burst length of the DMA transfers. The DMA will attempt to transfer data as bursts of this number of words. A value of zero will produce a single transfer. Bursts are only produced for specific conditions, see main text.	RW	0x0
11	SRC_IGNORE		RW	0x0
10	SRC_DREQ	Control Source Reads with DREQ 1 = The DREQ selected by PER_MAP will gate the source reads. 0 = DREQ has no effect.	RW	0x0
9	SRC_WIDTH	Source Transfer Width 1 = Use 128-bit source read width. 0 = Use 32-bit source read width.	RW	0x0
8	SRC_INC	Source Address Increment 1 = Source address increments after each read. The address will increment by 4, if S_WIDTH=0 else by 32. 0 = Source address does not change.	RW	0x0
7	DEST_IGNORE		RW	0x0
6	DEST_DREQ	Control Destination Writes with DREQ 1 = The DREQ selected by PERMAP will gate the destination writes. 0 = DREQ has no effect.	RW	0x0
5	DEST_WIDTH	Destination Transfer Width 1 = Use 128-bit destination write width. 0 = Use 32-bit destination write width.	RW	0x0

4	DEST_INC	Destination Address Increment 1 = Destination address increments after each write The address will increment by 4, if DEST_WIDTH=0 else by 32. 0 = Destination address does not change.	RW	0x0
3	WAIT_RESP	Wait for a Write Response When set this makes the DMA wait until it receives the AXI write response for each write. This ensures that multiple writes cannot get stacked in the AXI bus pipeline. 1= Wait for the write response to be received before proceeding. 0 = Don t wait; continue as soon as the write data is sent.	RW	0x0
2:1		***Reserved*** *- Write as 0, read as don't care*		
0	INTEN	Interrupt Enable 1 = Generate an interrupt when the transfer described by the current Control Block completes. 0 = Do not generate an interrupt.	RW	0x0

7_TXFR_LEN 8_TXFR_LEN 9_TXFR_LEN 10_TXFR_LEN 11_TXFR_LEN 12_TXFR_LEN 13_TXFR_LEN 14_TXFR_LEN Register

Synopsis DMA Transfer Length

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15:0	XLENGTH	Transfer Length Length of transfer, in bytes. Updated by the DMA engine as the transfer progresses.	RW	0x0

7_DEBUG 8_DEBUG 9_DEBUG 10_DEBUG 11_DEBUG 12_DEBUG 13_DEBUG 14_DEBUG Register

Synopsis DMA Lite Debug register.

Bit(s)	Field Name	Description	Type	Reset

31:29		***Reserved*** *- Write as 0, read as don't care*		
28	LITE	DMA Lite Set if the DMA is a reduced performance LITE engine.	RO	0x1
27:25	VERSION	DMA Version DMA version number, indicating control bit filed changes.	RO	0x2
24:16	DMA_STATE	DMA State Machine State Returns the value of the DMA engines state machine for this channel.	RO	0x0
15:8	DMA_ID	DMA ID Returns the DMA AXI ID of this DMA channel.	RO	0x0
7:4	OUTSTANDING_WRITES	DMA Outstanding Writes Counter Returns the number of write responses that have not yet been received. This count is reset at the start of each new DMA transfer or with a DMA reset.	RO	0x0
3		***Reserved*** *- Write as 0, read as don't care*		
2	READ_ERROR	Slave Read Response Error Set if the read operation returned an error value on the read response bus. It can be cleared by writing a 1,	RW	0x0
1	FIFO_ERROR	Fifo Error Set if the optional read Fifo records an error condition. It can be cleared by writing a 1,	RW	0x0
0	READ_LAST_NOT_SET_ERROR	Read Last Not Set Error If the AXI read last signal was not set when expected, then this error bit will be set. It can be cleared by writing a 1.	RW	0x0

INT_STATUS Register

Synopsis Interrupt status of each DMA engine

Bit(s)	Field Name	Description	Type	Reset

31:16		***Reserved*** *- Write as 0, read as don't care*		
15	INT15	Interrupt status of DMA engine 15	RW	0x0
14	INT14	Interrupt status of DMA engine 14	RW	0x0
13	INT13	Interrupt status of DMA engine 13	RW	0x0
12	INT12	Interrupt status of DMA engine 12	RW	0x0
11	INT11	Interrupt status of DMA engine 11	RW	0x0
10	INT10	Interrupt status of DMA engine 10	RW	0x0
9	INT9	Interrupt status of DMA engine 9	RW	0x0
8	INT8	Interrupt status of DMA engine 8	RW	0x0
7	INT7	Interrupt status of DMA engine 7	RW	0x0
6	INT6	Interrupt status of DMA engine 6	RW	0x0
5	INT5	Interrupt status of DMA engine 5	RW	0x0
4	INT4	Interrupt status of DMA engine 4	RW	0x0
3	INT3	Interrupt status of DMA engine 3	RW	0x0
2	INT2	Interrupt status of DMA engine 2	RW	0x0
1	INT1	Interrupt status of DMA engine 1	RW	0x0
0	INT0	Interrupt status of DMA engine 0	RW	0x0

ENABLE Register

Synopsis Global enable bits for each channel

Bit(s)	Field Name	Description	Type	Reset
31:15		***Reserved*** *- Write as 0, read as don't care*		

14	EN14	enable dma engine 14	RW	0x1
13	EN13	enable dma engine 13	RW	0x1
12	EN12	enable dma engine 12	RW	0x1
11	EN11	enable dma engine 11	RW	0x1
10	EN10	enable dma engine 10	RW	0x1
9	EN9	enable dma engine 9	RW	0x1
8	EN8	enable dma engine 8	RW	0x1
7	EN7	enable dma engine 7	RW	0x1
6	EN6	enable dma engine 6	RW	0x1
5	EN5	enable dma engine 5	RW	0x1
4	EN4	enable dma engine 4	RW	0x1
3	EN3	enable dma engine 3	RW	0x1
2	EN2	enable dma engine 2	RW	0x1
1	EN1	enable dma engine 1	RW	0x1
0	EN0	enable dma engine 0	RW	0x1

4.2.1.3 Peripheral DREQ Signals

A DREQ (Data Request) mechanism is used to pace the data flow between the DMA and a peripheral.

Each peripheral is allocated a permanent DREQ signal. Each DMA channel can select which of the DREQ signals should be used to pace the transfer by controlling the DMA reads, DMA writes or both. Note that DREQ 0 is permanently enabled and can be used if no DREQ is required.

When a DREQ signal is being used to pace the DMA reads, the DMA will wait until it has sampled DREQ high before launching a single or burst read operation. It will then wait for all the read data to be returned before re-checking the DREQ and starting the next read. Thus once a peripheral receives the read request it should remove its DREQ as soon as possible to prevent the DMA from re-sampling the same DREQ assertion.

DREQ's are not required when reading from AXI peripherals. In this case, the DMA will request data from the peripheral and the peripheral will only send the data when it is available. The DMA will not request data that is does not have room for, so no pacing of the data flow is required.

DREQ's are required when reading from APB peripherals as the AXI-to-APB bridge will not wait for an APB peripheral to be ready and will just perfom the APB read regardless. Thus an APB peripheral needs to make sure that it has all of its read data ready before it drives its DREQ high.

When writing to peripherals, a DREQ is always required to pace the data. However, due to the pipelined nature of the AXI bus system, several writes may be in flight before the peripheral receives any data and withdraws its DREQ signal. Thus the peripheral must ensure that it has sufficient room in its input FIFO to accommodate the maximum amount of data that it might receive. If the peripheral is unable to do this, the DMA WAIT_RESP mechanism can be used to ensure that only one write is in flight at any one time, however this is less efficient transfer mechanism.

The mapping of peripherals to DREQ's is as follows:

DREQ	Peripheral
0	DREQ = 1 This is always on so use this channel if no DREQ is required.
1	DSI
2	PCM TX
3	PCM RX
4	SMI
5	PWM
6	SPI TX
7	SPI RX

8	BSC/SPI Slave TX
9	BSC/SPI Slave RX
10	unused
11	*e.MMC*
12	*UART TX*
13	SD HOST
14	UART RX.
15	DSI
16	SLIMBUS MCTX.
17	HDMI
18	SLIMBUS MCRX
19	SLIMBUS DC0
20	SLIMBUS DC1
21	SLIMBUS DC2
22	SLIMBUS DC3
23	SLIMBUS DC4
24	Scaler FIFO 0 & SMI *
25	Scaler FIFO 1 & SMI *
26	Scaler FIFO 2 & SMI *
27	SLIMBUS DC5
28	SLIMBUS DC6
29	SLIMBUS DC7
30	SLIMBUS DC8
31	SLIMBUS DC9

* The SMI element of the Scaler FIFO 0 & SMI DREQs can be disabled by setting the SMI_DISABLE bit in the DMA_DREQ_CONTROL register in the system arbiter control block.

4.3 AXI Bursts

The DMA supports bursts under specific conditions. Up to 16 beat bursts can be accommodated.

Peripheral (32 bit wide) read bursts are supported. The DMA will generate the burst if there is sufficient room in its read buffer to accommodate all the data from the burst. This limits the burst size to a maximum of 8 beats.

Read bursts in destination ignore mode (DEST_IGNORE) are supported as there is no need for the DMA to deal with the data. This allows wide bursts of up to 16 beats to be used for efficient L2 cache fills.

DMA channel 0 and 15 are fitted with an external 128 bit 8 word read FIFO. This enables efficient memory to memory transfers to be performed. This FIFO allows the DMA to accommodate a wide read burst up to the size of the FIFO. In practice this will allow a 128 bit wide read burst of 9 as the first word back will be immediately read into the DMA engine (or a 32 bit peripheral read burst of 16 – 8 in the input buffer and 8 in the fifo). On any DMA channel, if a read burst is selected that is too large, the AXI read bus will be stalled until the DMA has written out the data. This may lead to inefficient system operation, and possibly AXI lock up if it causes a circular dependancy.

In general write bursts are not supported. However to increase the efficiency of L2 cache fills, src_ignore (SRC_IGNORE) transfers can be specified with a write burst. In this case the DMA will issue a write burst address sequence followed by the appropriate number of zero data, zero strobe write bus cycles, which will cause the cache to pre-fetch the data. To improve the efficiency of the 128 bit wide bus architecture, and to make use of the DMAs internal 256 bit registers, the DMA will generate 128 bit wide writes as 2 beat bursts wherever possible, although this behaviour can be disabled.

4.4 Error Handling

If the DMA detects a Read Response error it will record the fact in the READ_ERROR flag in the debug register. This will remain set until it is cleared by writing a 1 to it. The DMA will clear its active flag and generate an interrupt. Any outstanding read data transactions (remainder of a burst) will be honoured. This allows the operator to either restart the DMA by clearing the error bit and setting the active bit, or to abort the DMA transfer by clearing the NEXTCONBK register and restarting the DMA with the ABORT bit set.

The DMA will also record any errors from an external read FIFO. These will be latched in the FIFO_ERROR bit in the debug register until they are cleared by writing a ‘1’ to the bit. (note that only DMA0 and 15 have an external read fifo)

If the DMA detects that a read occurred without the AXI rlast set as expected then it will set the READ_LAST_NOT_SET_ERROR bit in the debug register. This can be cleared by writing a ‘1’ to it.

The error bits are logically OR’d together and presented as a general ERROR bit in the CS register.

4.5 DMA LITE Engines

Several of the DMA engines are of the LITE design. This is a reduced specification engine designed to save space. The engine behaves in the same way as a normal DMA engine except for the following differences.

1. The internal data structure is 128 bits instead of 256 bits. This means that if you do a 128 bit wide read burst of more than 1 beat, the DMA input register will be full and the read bus will be stalled. The normal DMA engine can accept a read burst of 2 without stalling. If you do a narrow 32 bit read burst from the peripherals then the lite engine can cope with a burst of 4 as opposed to a burst of 8 for the normal engine. Note that stalling the read bus will potentially reduce the overall system performance, and may possible cause a system lockup if you end up with a conflict where the DMA cannot free the read bus as the read stall has prevented it writing out its data due to some circular system relationship.
2. The Lite engine does not support 2D transfers. The TDMODE, S_STRIDE, D_STRIDE and YLENGTH registers will all be removed. Setting these registers will have no effect.
3. The DMA length register is now 16 bits, limiting the maximum transferrable length to 65536 bytes.
4. Source ignore (SRC_IGNORE) and destination ignore (DEST_IGNORE) modes are removed.

The Lite engine will have about half the bandwidth of a normal DMA engine, and are intended for low bandwith peripheral servicing.

5 External Mass Media Controller

o Introduction

The External Mass Media Controller (EMMC) is an embedded MultiMedia™ and SD™ card interface provided by Arasan™. It is compliant to the following standards:

- SD™ Host Controller Standard Specification Version 3.0 Draft 1.0
- SDIO™ card specification version 3.0
- SD™ Memory Card Specification Draft version 3.0
- SD™ Memory Card Security Specification version 1.01
- MMC™ Specification version 3.31,4.2 and 4.4

For convenience in the following text card is used as a placeholder for SD™, embedded MultiMedia and SDIO™ cards.

For detailed information about the EMMC internals please refer to the Arasan™ document SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf but make sure to read the following chapter which lists the changes made to Arasan™'s IP.

Because the EMMC module shares pins with other functionality it must be selected in the GPIO interface. Please refer to the GPIO section for further details.

The interface to the card uses its own clock clk_emmc which is provided by the clock manager module. The frequency of this clock should be selected between 50 MHz and 100 MHz. Having a separate clock allows high performance access to the card even if the VideoCore runs at a reduced clock frequency. The EMMC module contains its own internal clock divider to generate the card's clock from clk_emmc.

Additionally can the sampling clock for the response and data from the card be delayed in up to 40 steps with a configurable delay between 200ps to 1100ps per step typically. The delay is intended to cancel the internal delay inside the card (up to 14ns) when reading. The delay per step will vary with temperature and supply voltage. Therefore it is better to use a bigger delay than necessary as there is no restriction for the maximum delay.

The EMMC module handles the handshaking process on the command and data lines and all CRC processing automatically.

Command execution is commenced by writing the command plus the appropriate flags to the CMDTM register after loading any required argument into the ARG1 register. The EMMC module calculates the CRC checksum, transfers the command to the card, receives the response and checks its CRC. Once the command has executed or timed-out bit 0 of register INTERRUPT will be set. Please note that the INTERRUPT register is not self clearing, so the software has first to reset it by writing 1 before using it to detect if a command has finished.

The software is responsible for checking the status bits of the card's response in order to verify successful processing by the card.

In order to transfer data from/to the card register DATA is accessed after configuring the host and sending the according commands to the card using CMDTM. Because the EMMC module doesn't interpret the commands sent to the card it is important to configure it identical to the card setup using the CONTROL0 register. Especial care should be taken to make sure that the width of the data bus is configured identical for host and card. The card is synchronized to the data flow by switching off its clock appropriately. A handshake signal dma_req is available for paced data transfers. Bit 1 of the INTERRUPT register can used to determine whether a data transfer has finished. Please note that the INTERRUPT register is not self clearing, so the software has first to reset it by writing 1 before using it to detect if a data transfer has finished.

The EMMC module restricts the maximum block size to the size of the internal data FIFO which is 1k bytes. In order to get maximum performance for data transfers it is necessary to use multiple block data transfers. In this case the EMMC module uses two FIFOs in ping-pong mode, i.e. one is used to transfer data to/from the card while the other is simultaneously accessed by DMA via the AXI bus. If the EMMC module is configured for single block transfers only one FIFO is used, so no DMA access is possible while data is transferred to/from the card and vice versa resulting in long dead times.

○ Registers

Contrary to Arasan™'s documentation the EMMC module registers can only be accessed as 32 bit registers, i.e. the two LSBs of the address are always zero.

The EMMC register base address is 0x7E300000

EMMC Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	ARG2	ACMD23 Argument	32
0x4	BLKSIZECNT	Block Size and Count	32
0x8	ARG1	Argument	32
0xc	CMDTM	Command and Transfer Mode	32
0x10	RESP0	Response bits 31 : 0	32
0x14	RESP1	Response bits 63 : 32	32

0x18	RESP2	Response bits 95 : 64	32
0x1c	RESP3	Response bits 127 : 96	32
0x20	DATA	Data	32
0x24	STATUS	Status	32
0x28	CONTROL0	Host Configuration bits	32
0x2c	CONTROL1	Host Configuration bits	32
0x30	INTERRUPT	Interrupt Flags	32
0x34	IRPT_MASK	Interrupt Flag Enable	32
0x38	IRPT_EN	Interrupt Generation Enable	32
0x3c	CONTROL2	Host Configuration bits	32
0x50	FORCE_IRPT	Force Interrupt Event	32
0x70	BOOT_TIMEOUT	Timeout in boot mode	32
0x74	DBG_SEL	Debug Bus Configuration	32
0x80	EXRDFIFO_CFG	Extension FIFO Configuration	32
0x84	EXRDFIFO_EN	Extension FIFO Enable	32
0x88	TUNE_STEP	Delay per card clock tuning step	32
0x8c	TUNE_STEPS_STD	Card clock tuning steps for SDR	32
0x90	TUNE_STEPS_DDR	Card clock tuning steps for DDR	32
0xf0	SPI_INT_SPT	SPI Interrupt Support	32
0xfc	SLOTISR_VER	Slot Interrupt Status and Version	32

ARG2 Register

Synopsis This register contains the argument for the SD card specific command ACMD23 (SET_WR_BLK_ERASE_COUNT). ARG2 must be set before the ACMD23 command is issued using the CMDTM register.

Bit(s)	Field Name	Description	Type	Reset
31:0	ARGUMENT	Argument to be issued with ACMD23	RW	0x0

BLKSIZECNT Register

Synopsis This register must not be accessed or modified while any data transfer between card and host is ongoing.
It contains the number and size in bytes for data blocks to be transferred. Please note that the EMMC module restricts the maximum block size to the size of the internal data FIFO which is 1k bytes.
BLKCNT is used to tell the host how many blocks of data are to be transferred. Once the data transfer has started and the TM_BLKCNT_EN bit in the CMDTM register is set the EMMC module automatically decreases the BNTCNT value as the data blocks are transferred and stops the transfer once BLKCNT reaches 0.

Bit(s)	Field Name	Description	Type	Reset
31:16	BLKCNT	Number of blocks to be transferred	RW	0x0
15:10		***Reserved*** *- Write as 0, read as don't care*		
9:0	BLKSIZE	Block size in bytes	RW	0x0

ARG1 Register

Synopsis This register contains the arguments for all commands except for the SD card specific command ACMD23 which uses ARG2. ARG1 must be set before the command is issued using the CMDTM register.

Bit(s)	Field Name	Description	Type	Reset
31:0	ARGUMENT	Argument to be issued with command	RW	0x0

CMDTM Register

Synopsis This register is used to issue commands to the card. Besides the command it also contains flags informing the EMMC module what card response and type of data transfer to expect. Incorrect flags will result in strange behaviour.
For data transfers two modes are supported: either transferring a single block of data or several blocks of the same size. The SD card uses two different sets of commands to differentiate between them but the host needs to be additionally configured using TM_MULTI_BLOCK. It is important that this bit is set correct for the command sent to the card, i.e. 1 for CMD18 and CMD25 and 0 for CMD17 and CMD24. Multiple block transfer gives a better performance.
The BLKSIZECNT register is used to configure the size and number of blocks to be transferred. If bit TM_BLKCNT_EN of this register is set the transfer stops automatically after the number of data blocks configured in the BLKSIZECNT register has been transferred.
The TM_AUTO_CMD_EN bits can be used to make the host to send automatically a command to the card telling it that the data transfer has finished once the BLKCNT bits in the BLKSIZECNT register are 0.

Bit(s)	Field Name	Description	Type	Reset
31:30		***Reserved*** *- Write as 0, read as don't care*		
29:24	CMD_INDEX	Index of the command to be issued to the card	RW	0x0
23:22	CMD_TYPE	Type of command to be issued to the card: 00 = normal 01 = suspend (the current data transfer) 10 = resume (the last data transfer) 11 = abort (the current data transfer)	RW	0x0
21	CMD_ISDATA	Command involves data transfer: 0 = no data transfer command 1 = data transfer command	RW	0x0
20	CMD_IXCHK_EN	Check that response has same index as command: 0 = disabled 1 = enabled	RW	0x0
19	CMD_CRCCHK_EN	Check the responses CRC: 0 = disabled 1 = enabled	RW	0x0
18		***Reserved*** *- Write as 0, read as don't care*		
17:16	CMD_RSPNS_TYPE	Type of expected response from card: 00 = no response 01 = 136 bits response 10 = 48 bits response 11 = 48 bits response using busy	RW	0x0

15:6		***Reserved*** *- Write as 0, read as don't care*		
5	TM_MULTI_BLOCK	Type of data transfer 0 = single block 1 = multiple block	RW	0x0
4	TM_DAT_DIR	Direction of data transfer: 0 = from host to card 1 = from card to host	RW	0x0
3:2	TM_AUTO_CMD_EN	Select the command to be send after completion of a data transfer: 00 = no command 01 = command CMD12 10 = command CMD23 11 = reserved	RW	0x0
1	TM_BLKCNT_EN	Enable the block counter for multiple block transfers: 0 = disabled 1 = enabled	RW	0x0
0		***Reserved*** *- Write as 0, read as don't care*		

RESP0 Register

Synopsis This register contains the status bits of the SD card s response. In case of commands CMD2 and CMD10 it contains CID[31:0] and in case of command CMD9 it contains CSD[31:0].
Note: this register is only valid once the last command has completed and no new command was issued.

Bit(s)	Field Name	Description	Type	Reset
31:0	RESPONSE	Bits 31:0 of the card s response	RW	0x0

RESP1 Register

Synopsis In case of commands CMD2 and CMD10 this register contains CID[63:32] and in case of command CMD9 it contains CSD[63:32].
Note: this register is only valid once the last command has completed and no new command was issued.

Bit(s)	Field Name	Description	Type	Reset
31:0	RESPONSE	Bits 63:32 of the card s response	RW	0x0

RESP2 Register

Synopsis In case of commands CMD2 and CMD10 this register contains CID[95:64] and in case of command CMD9 it contains CSD[95:64].
Note: this register is only valid once the last command has completed and no new command was issued.

Bit(s)	Field Name	Description	Type	Reset
31:0	RESPONSE	Bits 95:64 of the card s response	RW	0x0

RESP3 Register

Synopsis In case of commands CMD2 and CMD10 this register contains CID[127:96] and in case of command CMD9 it contains CSD[127:96].
Note: this register is only valid once the last command has completed and no new command was issued.

Bit(s)	Field Name	Description	Type	Reset
31:0	RESPONSE	Bits 127:96 of the card s response	RW	0x0

DATA Register

Synopsis This register is used to transfer data to/from the card.
Bit 1 of the INTERRUPT register can be used to check if data is available. For paced DMA transfers the high active signal dma_req can be used.

Bit(s)	Field Name	Description	Type	Reset
31:0	DATA	Data to/from the card	RW	0x0

STATUS Register

Synopsis This register contains information intended for debugging. Its values change automatically according to the hardware. As it involves resynchronisation between different clock domains it changes only after some latency and it is easy sample the values too early.
Therefore it is not recommended to use this register for polling. Instead use the INTERRUPT register which implements a handshake mechanism which makes it impossible to miss a change when polling.

Bit(s)	Field Name	Description	Type	Reset
31:29		***Reserved*** *- Write as 0, read as don't care*		
28:25	DAT_LEVEL1	Value of data lines DAT7 to DAT4	RW	0xf
24	CMD_LEVEL	Value of command line CMD	RW	0x1
23:20	DAT_LEVEL0	Value of data lines DAT3 to DAT0	RW	0xf
19:10		***Reserved*** *- Write as 0, read as don't care*		
9	READ_TRANSFER	New data can be read from EMMC: 0 = no 1 = yes	RW	0x0
8	WRITE_TRANSFER	New data can be written to EMMC: 0 = no 1 = yes	RW	0x0
7:3		***Reserved*** *- Write as 0, read as don't care*		
2	DAT_ACTIVE	At least one data line is active: 0 = no 1 = yes	RW	0x0
1	DAT_INHIBIT	Data lines still used by previous data transfer: 0 = no 1 = yes	RW	0x0
0	CMD_INHIBIT	Command line still used by previous command: 0 = no 1 = yes	RW	0x0

CONTROL0 Register

Synopsis This register is used to configure the EMMC module.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:23		***Reserved*** *- Write as 0, read as don't care*		
22	ALT_BOOT_EN	Enable alternate boot mode access: 0 = disabled 1 = enabled	RW	0x0
21	BOOT_EN	Boot mode access: 0 = stop boot mode access 1 = start boot mode access	RW	0x0
20	SPI_MODE	SPI mode enable: 0 = normal mode 1 = SPI mode	RW	0x0
19	GAP_IEN	Enable SDIO interrupt at block gap (only valid if the HCTL_DWIDTH bit is set): 0 = disabled 1 = enabled	RW	0x0
18	READWAIT_EN	Use DAT2 read-wait protocol for SDIO cards supporting this: 0 = disabled 1 = enabled	RW	0x0
17	GAP_RESTART	Restart a transaction which was stopped using the GAP_STOP bit: 0 = ignore 1 = restart	RW	0x0
16	GAP_STOP	Stop the current transaction at the next block gap: 0 = ignore 1 = stop	RW	0x0
15:6		***Reserved*** *- Write as 0, read as don't care*		
5	HCTL_8BIT	Use 8 data lines: 0 = disabled 1 = enabled	RW	0x0

4:3		***Reserved*** *- Write as 0, read as don't care*		
2	HCTL_HS_EN	Select high speed mode (i.e. DAT and CMD lines change on the rising CLK edge): 0 = disabled 1 = enabled	RW	0x0
1	HCTL_DWIDTH	Use 4 data lines: 0 = disabled 1 = enabled	RW	0x0
0		***Reserved*** *- Write as 0, read as don't care*		

CONTROL1 Register

Synopsis This register is used to configure the EMMC module.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.
CLK_STABLE seems contrary to its name only to indicate that there was a rising edge on the clk_emmc input but not that the frequency of this clock is actually stable.

Bit(s)	Field Name	Description	Type	Reset
31:27		***Reserved*** *- Write as 0, read as don't care*		
26	SRST_DATA	Reset the data handling circuit: 0 = disabled 1 = enabled	RW	0x0
25	SRST_CMD	Reset the command handling circuit: 0 = disabled 1 = enabled	RW	0x0
24	SRST_HC	Reset the complete host circuit: 0 = disabled 1 = enabled	RW	0x0
23:20		***Reserved*** *- Write as 0, read as don't care*		
19:16	DATA_TOUNIT	Data timeout unit exponent: 1111 = disabled x = TMCLK * 2^(x+13)	RW	0x0
15:8	CLK_FREQ8	SD clock base divider LSBs	RW	0x0

7:6	CLK_FREQ_MS2	SD clock base divider MSBs	RW	0x0
5	CLK_GENSEL	Mode of clock generation: 0 = divided 1 = programmable	RW	0x0
4:3		***Reserved*** *- Write as 0, read as don't care*		
2	CLK_EN	SD clock enable: 0 = disabled 1 = enabled	RW	0x0
1	CLK_STABLE	SD clock stable: 0 = no 1 = yes	RO	0x0
0	CLK_INTLEN	Clock enable for internal EMMC clocks for power saving: 0 = disabled 1 = enabled	RW	0x0

INTERRUPT Register

Synopsis This register holds the interrupt flags. Each flag can be disabled using the according bit in the IRPT_MASK register.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.
ERR is a generic flag and is set if any of the enabled error flags is set.

Bit(s)	Field Name	Description	Type	Reset
31:25		***Reserved*** *- Write as 0, read as don't care*		
24	ACMD_ERR	Auto command error: 0 = no error 1 = error	RW	0x0
23		***Reserved*** *- Write as 0, read as don't care*		
22	DEND_ERR	End bit on data line not 1: 0 = no error 1 = error	RW	0x0

21	DCRC_ERR	Data CRC error: 0 = no error 1 = error	RW	0x0
20	DTO_ERR	Timeout on data line: 0 = no error 1 = error	RW	0x0
19	CBAD_ERR	Incorrect command index in response: 0 = no error 1 = error	RW	0x0
18	CEND_ERR	End bit on command line not 1: 0 = no error 1 = error	RW	0x0
17	CCRC_ERR	Command CRC error: 0 = no error 1 = error	RW	0x0
16	CTO_ERR	Timeout on command line: 0 = no error 1 = error	RW	0x0
15	ERR	An error has occured: 0 = no error 1 = error	RO	0x0
14	ENDBOOT	Boot operation has terminated: 0 = no 1 = yes	RW	0x0
13	BOOTACK	Boot acknowledge has been received: 0 = no 1 = yes	RW	0x0
12	RETUNE	Clock retune request was made: 0 = no 1 = yes	RO	0x0
11:9		***Reserved*** *- Write as 0, read as don't care*		
8	CARD	Card made interrupt request: 0 = no 1 = yes	RO	0x0
7:6		***Reserved*** *- Write as 0, read as don't care*		

5	READ_RDY	DATA register contains data to be read: 0 = no 1 = yes	RW	0x0
4	WRITE_RDY	Data can be written to DATA register: 0 = no 1 = yes	RW	0x0
3		***Reserved*** *- Write as 0, read as don't care*		
2	BLOCK_GAP	Data transfer has stopped at block gap: 0 = no 1 = yes	RW	0x0
1	DATA_DONE	Data transfer has finished: 0 = no 1 = yes	RW	0x0
0	CMD_DONE	Command has finished: 0 = no 1 = yes	RW	0x0

IRPT_MASK Register

Synopsis This register is used to mask the interrupt flags in the INTERRUPT register. For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:25		***Reserved*** *- Write as 0, read as don't care*		
24	ACMD_ERR	Set flag if auto command error: 0 = no 1 = yes	RW	0x0
23		***Reserved*** *- Write as 0, read as don't care*		
22	DEND_ERR	Set flag if end bit on data line not 1: 0 = no 1 = yes	RW	0x0

21	DCRC_ERR	Set flag if data CRC error: 0 = no 1 = yes	RW	0x0
20	DTO_ERR	Set flag if timeout on data line: 0 = no 1 = yes	RW	0x0
19	CBAD_ERR	Set flag if incorrect command index in response: 0 = no 1 = yes	RW	0x0
18	CEND_ERR	Set flag if end bit on command line not 1: 0 = no 1 = yes	RW	0x0
17	CCRC_ERR	Set flag if command CRC error: 0 = no 1 = yes	RW	0x0
16	CTO_ERR	Set flag if timeout on command line: 0 = no 1 = yes	RW	0x0
15		***Reserved*** *- Write as 0, read as don't care*		
14	ENDBOOT	Set flag if boot operation has terminated: 0 = no 1 = yes	RW	0x0
13	BOOTACK	Set flag if boot acknowledge has been received: 0 = no 1 = yes	RW	0x0
12	RETUNE	Set flag if clock retune request was made: 0 = no 1 = yes	RW	0x0
11:9		***Reserved*** *- Write as 0, read as don't care*		
8	CARD	Set flag if card made interrupt request: 0 = no 1 = yes	RW	0x0
7:6		***Reserved*** *- Write as 0, read as don't care*		
5	READ_RDY	Set flag if DATA register contains data to be read: 0 = no 1 = yes	RW	0x0

4	WRITE_RDY	Set flag if data can be written to DATA register: 0 = no 1 = yes	RW	0x0
3		***Reserved*** *- Write as 0, read as don't care*		
2	BLOCK_GAP	Set flag if data transfer has stopped at block gap: 0 = no 1 = yes	RW	0x0
1	DATA_DONE	Set flag if data transfer has finished: 0 = no 1 = yes	RW	0x0
0	CMD_DONE	Set flag if command has finished: 0 = no 1 = yes	RW	0x0

IRPT_EN Register

Synopsis This register is used to enable the different interrupts in the INTERRUPT register to generate an interrupt on the int_to_arm output.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:25		***Reserved*** *- Write as 0, read as don't care*		
24	ACMD_ERR	Create interrupt if auto command error: 0 = no 1 = yes	RW	0x0
23		***Reserved*** *- Write as 0, read as don't care*		
22	DEND_ERR	Create interrupt if end bit on data line not 1: 0 = no 1 = yes	RW	0x0
21	DCRC_ERR	Create interrupt if data CRC error: 0 = no 1 = yes	RW	0x0

20	DTO_ERR	Create interrupt if timeout on data line: 0 = no 1 = yes	RW	0x0
19	CBAD_ERR	Create interrupt if incorrect command index in response: 0 = no 1 = yes	RW	0x0
18	CEND_ERR	Create interrupt if end bit on command line not 1: 0 = no 1 = yes	RW	0x0
17	CCRC_ERR	Create interrupt if command CRC error: 0 = no 1 = yes	RW	0x0
16	CTO_ERR	Create interrupt if timeout on command line: 0 = no 1 = yes	RW	0x0
15		***Reserved*** *- Write as 0, read as don't care*		
14	ENDBOOT	Create interrupt if boot operation has terminated: 0 = no 1 = yes	RW	0x0
13	BOOTACK	Create interrupt if boot acknowledge has been received: 0 = no 1 = yes	RW	0x0
12	RETUNE	Create interrupt if clock retune request was made: 0 = no 1 = yes	RW	0x0
11:9		***Reserved*** *- Write as 0, read as don't care*		
8	CARD	Create interrupt if card made interrupt request: 0 = no 1 = yes	RW	0x0
7:6		***Reserved*** *- Write as 0, read as don't care*		
5	READ_RDY	Create interrupt if DATA register contains data to be read: 0 = no 1 = yes	RW	0x0

4	WRITE_RDY	Create interrupt if data can be written to DATA register: 0 = no 1 = yes	RW	0x0
3		***Reserved*** *- Write as 0, read as don't care*		
2	BLOCK_GAP	Create interrupt if data transfer has stopped at block gap: 0 = no 1 = yes	RW	0x0
1	DATA_DONE	Create interrupt if data transfer has finished: 0 = no 1 = yes	RW	0x0
0	CMD_DONE	Create interrupt if command has finished: 0 = no 1 = yes	RW	0x0

CONTROL2 Register

Synopsis This register is used to enable the different interrupts in the INTERRUPT register to generate an interrupt on the int_to_arm output.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:24		***Reserved*** *- Write as 0, read as don't care*		
23	TUNED	Tuned clock is used for sampling data: 0 = no 1 = yes	RW	0x0
22	TUNEON	Start tuning the SD clock: 0 = not tuned or tuning complete 1 = tuning	RW	0x0
21:19		***Reserved*** *- Write as 0, read as don't care*		

18:16	UHSMODE	Select the speed mode of the SD card: 000 = SDR12 001 = SDR25 010 = SDR50 011 = SDR104 100 = DDR50 other = reserved	RW	0x0
15:8		***Reserved*** *- Write as 0, read as don't care*		
7	NOTC12_ERR	Error occurred during auto command CMD12 execution: 0 = no error 1 = error	RO	0x0
6:5		***Reserved*** *- Write as 0, read as don't care*		
4	ACBAD_ERR	Command index error occurred during auto command execution: 0 = no error 1 = error	RO	0x0
3	ACEND_ERR	End bit is not 1 during auto command execution: 0 = no error 1 = error	RO	0x0
2	ACCRC_ERR	Command CRC error occurred during auto command execution: 0 = no error 1 = error	RO	0x0
1	ACTO_ERR	Timeout occurred during auto command execution: 0 = no error 1 = error	RO	0x0
0	ACNOX_ERR	Auto command not executed due to an error: 0 = no 1 = yes	RO	0x0

FORCE_IRPT Register

Synopsis This register is used to fake the different interrupt events for debugging. For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:25		***Reserved*** *- Write as 0, read as don't care*		
24	ACMD_ERR	Create auto command error: 0 = no 1 = yes	RW	0x0
23		***Reserved*** *- Write as 0, read as don't care*		
22	DEND_ERR	Create end bit on data line not 1: 0 = no 1 = yes	RW	0x0
21	DCRC_ERR	Create data CRC error: 0 = no 1 = yes	RW	0x0
20	DTO_ERR	Create timeout on data line: 0 = no 1 = yes	RW	0x0
19	CBAD_ERR	Create incorrect command index in response: 0 = no 1 = yes	RW	0x0
18	CEND_ERR	Create end bit on command line not 1: 0 = no 1 = yes	RW	0x0
17	CCRC_ERR	Create command CRC error: 0 = no 1 = yes	RW	0x0
16	CTO_ERR	Create timeout on command line: 0 = no 1 = yes	RW	0x0
15		***Reserved*** *- Write as 0, read as don't care*		
14	ENDBOOT	Create boot operation has terminated: 0 = no 1 = yes	RW	0x0
13	BOOTACK	Create boot acknowledge has been received: 0 = no 1 = yes	RW	0x0

12	RETUNE	Create clock retune request was made: 0 = no 1 = yes	RW	0x0
11:9		***Reserved*** *- Write as 0, read as don't care*		
8	CARD	Create card made interrupt request: 0 = no 1 = yes	RW	0x0
7:6		***Reserved*** *- Write as 0, read as don't care*		
5	READ_RDY	Create DATA register contains data to be read: 0 = no 1 = yes	RW	0x0
4	WRITE_RDY	Create data can be written to DATA register: 0 = no 1 = yes	RW	0x0
3		***Reserved*** *- Write as 0, read as don't care*		
2	BLOCK_GAP	Create interrupt if data transfer has stopped at block gap: 0 = no 1 = yes	RW	0x0
1	DATA_DONE	Create data transfer has finished: 0 = no 1 = yes	RW	0x0
0	CMD_DONE	Create command has finished: 0 = no 1 = yes	RW	0x0

BOOT_TIMEOUT Register

Synopsis This register configures after how many card clock cycles a timeout for e.MMC cards in boot mode is flagged

Bit(s)	Field Name	Description	Type	Reset
31:0	TIMEOUT	Number of card clock cycles after which a timeout during boot mode is flagged	RW	0x0

DBG_SEL Register

Synopsis This register selects which submodules are accessed by the debug bus.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bits marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:1		***Reserved*** *- Write as 0, read as don't care*		
0	SELECT	Submodules accessed by debug bus: 0 = receiver and fifo_ctrl 1 = others	RW	0x0

EXRDFIFO_CFG Register

Synopsis This register allows fine tuning the dma_req generation for paced DMA transfers when reading from the card. If the extension data FIFO contains less than RD_THRSH 32 bits words dma_req becomes inactive until the card has filled the extension data FIFO above threshold. This compensates the DMA latency.
When writing data to the card the extension data FIFO feeds into the EMMC module s FIFO and no fine tuning is required Therefore the RD_THRSH value is in this case ignored.

Bit(s)	Field Name	Description	Type	Reset
31:3		***Reserved*** *- Write as 0, read as don't care*		
2:0	RD_THRSH	Read threshold in 32 bits words	RW	0x0

EXRDFIFO_EN Register

Synopsis This register enables the extension data register. It should be enabled for paced DMA transfers and be bypassed for burst DMA transfers.

Bit(s)	Field Name	Description	Type	Reset
31:1		***Reserved*** *- Write as 0, read as don't care*		

0	ENABLE	Enable the extension FIFO: 0 = bypass 1 = enabled	RW	0x0

TUNE_STEP Register

Synopsis This register is used to delay the card clock when sampling the returning data and command response from the card.
DELAY determines by how much the sampling clock is delayed per step.

Bit(s)	Field Name	Description	Type	Reset
31:3		***Reserved*** *- Write as 0, read as don't care*		
2:0	DELAY	Sampling clock delay per step: 000 = 200ps typically 001 = 400ps typically 010 = 400ps typically 011 = 600ps typically 100 = 700ps typically 101 = 900ps typically 110 = 900ps typically 111 = 1100ps typically	RW	0x0

TUNE_STEPS_STD Register

Synopsis This register is used to delay the card clock when sampling the returning data and command response from the card. It determines by how many steps the sampling clock is delayed in SDR mode.

Bit(s)	Field Name	Description	Type	Reset
31:6		***Reserved*** *- Write as 0, read as don't care*		
5:0	STEPS	Number of steps (0 to 40)	RW	0x0

TUNE_STEPS_DDR Register

Synopsis This register is used to delay the card clock when sampling the returning data and command response from the card. It determines by how many steps the sampling clock is delayed in DDR mode.

Bit(s)	Field Name	Description	Type	Reset
31:6		***Reserved*** *- Write as 0, read as don't care*		
5:0	STEPS	Number of steps (0 to 40)	RW	0x0

SPI_INT_SPT Register

Synopsis This register controls whether assertion of interrupts in SPI mode is possible independent of the card select line.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bit marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:8		***Reserved*** *- Write as 0, read as don't care*		
7:0	SELECT	Interrupt independent of card select line: 0 = no 1 = yes	RW	0x0

SLOTISR_VER Register

Synopsis This register contains the version information and slot interrupt status.
For the exact details please refer to the Arasan documentation SD3.0_Host_AHB_eMMC4.4_Usersguide_ver5.9_jan11_10.pdf. Bit marked as reserved in this document but not by the Arasan documentation refer to functionality which has been disabled due to the changes listed in the previous chapter.

Bit(s)	Field Name	Description	Type	Reset
31:24	VENDOR	Vendor Version Number	RW	0x0
23:16	SDVERSION	Host Controller specification version	RW	0x0

15:8		***Reserved*** *- Write as 0, read as don't care*		
7:0	SLOT_STATUS	Logical OR of interrupt and wakeup signal for each slot	RW	0x0

6 General Purpose I/O (GPIO)

There are 54 general-purpose I/O (GPIO) lines split into two banks. All GPIO pins have at least two alternative functions within BCM. The alternate functions are usually peripheral IO and a single peripheral may appear in each bank to allow flexibility on the choice of IO voltage. Details of alternative functions are given in section 6.2. Alternative Function Assignments.

The block diagram for an individual GPIO pin is given below :

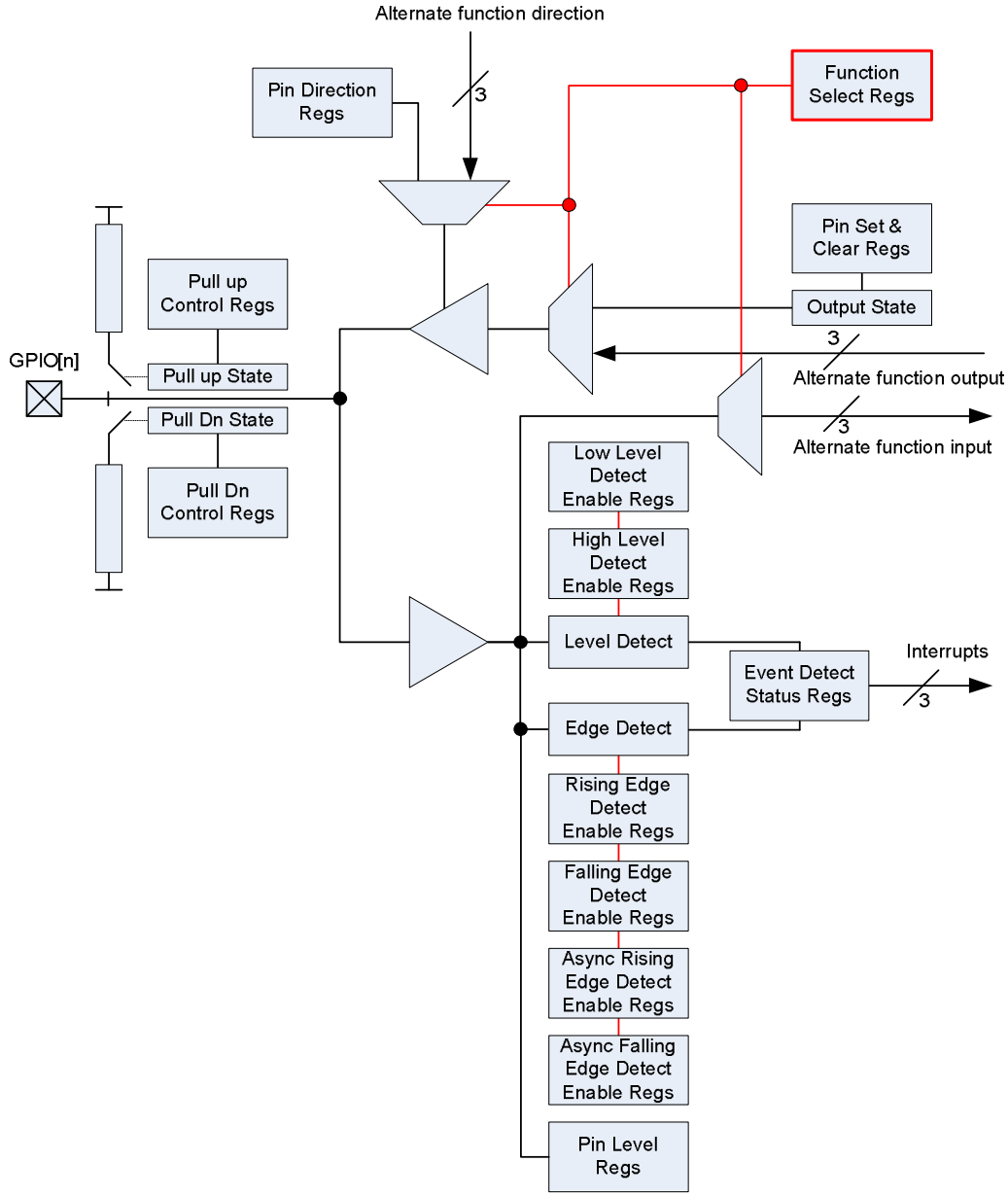


Figure 6-1 GPIO Block Diagram

the general model: the pi GPIO pins (the thin, double row of spikes on the right edge) are controlled by reading and writing to special memory locations. (given below). in the simplest case, we set a pin to input/ouput using its associated GPFSEL. for output pins, we set it to 1 by writing a 1 to its GPSET, and set to 0 by writing 1 to GPCLR

The GPIO peripheral has three dedicated interrupt lines. These lines are triggered by the setting of bits in the event detect status register. Each bank has its' own interrupt line with the third line shared between all bits.

The Alternate function table also has the pull state (pull-up/pull-down) which is applied after a power down.

note: these are contiguous. so you can set unsigned *addr = GPIOSEL0 and then use array indexing

note: our GPIO addresses are 0x2020 0000 rather than 0x7e20 0000

6.1 Register View

The GPIO has 41 registers. All accesses are assumed to be 32-bit.

duplicate

Address	Field Name	Description	Size	Read/ Write
0x 7E20 0000	GPFSEL0	GPIO Function Select 0	32	R/W
0x 7E20 0000	GPFSEL0	GPIO Function Select 0	32	R/W
0x 7E20 0004	GPFSEL1	GPIO Function Select 1	32	R/W
0x 7E20 0008	GPFSEL2	GPIO Function Select 2	32	R/W
0x 7E20 000C	GPFSEL3	GPIO Function Select 3	32	R/W
0x 7E20 0010	GPFSEL4	GPIO Function Select 4	32	R/W
0x 7E20 0014	GPFSEL5	GPIO Function Select 5	32	R/W
0x 7E20 0018	-	Reserved	-	-
0x 7E20 001C	GPSET0	GPIO Pin Output Set 0	32	W
0x 7E20 0020	GPSET1	GPIO Pin Output Set 1	32	W
0x 7E20 0024	-	Reserved	-	-
0x 7E20 0028	GPCLR0	GPIO Pin Output Clear 0	32	W
0x 7E20 002C	GPCLR1	GPIO Pin Output Clear 1	32	W
0x 7E20 0030	-	Reserved	-	-
0x 7E20 0034	GPLEV0	GPIO Pin Level 0	32	R
0x 7E20 0038	GPLEV1	GPIO Pin Level 1	32	R
0x 7E20 003C	-	Reserved	-	-
0x 7E20 0040	GPEDS0	GPIO Pin Event Detect Status 0	32	R/W
0x 7E20 0044	GPEDS1	GPIO Pin Event Detect Status 1	32	R/W
0x 7E20 0048	-	Reserved	-	-
0x 7E20 004C	GPREN0	GPIO Pin Rising Edge Detect Enable 0	32	R/W
0x 7E20 0050	GPREN1	GPIO Pin Rising Edge Detect Enable 1	32	R/W
0x 7E20 0054	-	Reserved	-	-
0x 7E20 0058	GPFEN0	GPIO Pin Falling Edge Detect Enable 0	32	R/W
0x 7E20 005C	GPFEN1	GPIO Pin Falling Edge Detect Enable 1	32	R/W

(1) set a GPIO pin's function first

to set the pin high, write 1

to set pin low, write 1

we will use these in later labs to trigger interrupts when a device changes its state,.

you can r/w these using pointers. eg. volatile unsigned *u = GPSET0; *u = (1<<8); to set the 8th pin. however its easy to make mistakes that lead to the compiler removing or reordering. we use GET32/PUT32 instead.

Address	Field Name	Description	Size	Read/ Write
0x 7E20 0060	-	Reserved	-	-
0x 7E20 0064	GPHEN0	GPIO Pin High Detect Enable 0	32	R/W
0x 7E20 0068	GPHEN1	GPIO Pin High Detect Enable 1	32	R/W
0x 7E20 006C	-	Reserved	-	-
0x 7E20 0070	GPLEN0	GPIO Pin Low Detect Enable 0	32	R/W
0x 7E20 0074	GPLEN1	GPIO Pin Low Detect Enable 1	32	R/W
0x 7E20 0078	-	Reserved	-	-
0x 7E20 007C	GPAREN0	GPIO Pin Async. Rising Edge Detect 0	32	R/W
0x 7E20 0080	GPAREN1	GPIO Pin Async. Rising Edge Detect 1	32	R/W
0x 7E20 0084	-	Reserved	-	-
0x 7E20 0088	GPAFEN0	GPIO Pin Async. Falling Edge Detect 0	32	R/W
0x 7E20 008C	GPAFEN1	GPIO Pin Async. Falling Edge Detect 1	32	R/W
0x 7E20 0090	-	Reserved	-	-
0x 7E20 0094	GPPUD	GPIO Pin Pull-up/down Enable	32	R/W
0x 7E20 0098	GPPUDCLK0	GPIO Pin Pull-up/down Enable Clock 0	32	R/W
0x 7E20 009C	GPPUDCLK1	GPIO Pin Pull-up/down Enable Clock 1	32	R/W
0x 7E20 00A0	-	Reserved	-	-
0x 7E20 00B0	-	Test	4	R/W

Table 6-1 GPIO Register Assignment

GPIO Function Select Registers (GPFSELn)

SYNOPSIS The function select registers are used to define the operation of the general-purpose I/O pins. Each of the 54 GPIO pins has at least two alternative functions as defined in section 16.2. The FSEL{n} field determines the functionality of the nth GPIO pin. All unused alternative function lines are tied to ground and will output a “0” if selected. All pins reset to normal GPIO input operation.

Bit(s)	Field Name	Description	Type	Reset
31-30	---	Reserved	R	0

29-27	FSEL9	FSEL9 - Function Select 9 000 = GPIO Pin 9 is an input 001 = GPIO Pin 9 is an output 100 = GPIO Pin 9 takes alternate function 0 101 = GPIO Pin 9 takes alternate function 1 110 = GPIO Pin 9 takes alternate function 2 111 = GPIO Pin 9 takes alternate function 3 011 = GPIO Pin 9 takes alternate function 4 010 = GPIO Pin 9 takes alternate function 5	R/W	0
26-24	FSEL8	FSEL8 - Function Select 8	R/W	0
23-21	FSEL7	FSEL7 - Function Select 7	R/W	0
20-18	FSEL6	FSEL6 - Function Select 6	R/W	0
17-15	FSEL5	FSEL5 - Function Select 5	R/W	0
14-12	FSEL4	FSEL4 - Function Select 4	R/W	0
11-9	FSEL3	FSEL3 - Function Select 3	R/W	0
8-6	FSEL2	FSEL2 - Function Select 2	R/W	0
5-3	FSEL1	FSEL1 - Function Select 1	R/W	0
2-0	FSEL0	FSEL0 - Function Select 0	R/W	0

to set GPIO 9 to an input, write 000 to bits 29-27. to set to an ouput, write 001, etc.
to set GPIO 8, write the same to bits 26-24.
etc.

this 32-bit word controls pins 0...9

you can find its address using the table on p 90.

Table 6-2 – GPIO Alternate function select register 0

Bit(s)	Field Name	Description	Type	Reset
31-30	---	Reserved	R	0
29-27	FSEL19	FSEL19 - Function Select 19 000 = GPIO Pin 19 is an input 001 = GPIO Pin 19 is an output 100 = GPIO Pin 19 takes alternate function 0 101 = GPIO Pin 19 takes alternate function 1 110 = GPIO Pin 19 takes alternate function 2 111 = GPIO Pin 19 takes alternate function 3 011 = GPIO Pin 19 takes alternate function 4 010 = GPIO Pin 19 takes alternate function 5	R/W	0
26-24	FSEL18	FSEL18 - Function Select 18	R/W	0
23-21	FSEL17	FSEL17 - Function Select 17	R/W	0
20-18	FSEL16	FSEL16 - Function Select 16	R/W	0
17-15	FSEL15	FSEL15 - Function Select 15	R/W	0
14-12	FSEL14	FSEL14 - Function Select 14	R/W	0
11-9	FSEL13	FSEL13 - Function Select 13	R/W	0
8-6	FSEL12	FSEL12 - Function Select 12	R/W	0
5-3	FSEL11	FSEL11 - Function Select 11	R/W	0
2-0	FSEL10	FSEL10 - Function Select 10	R/W	0

pins 10..19

Table 6-3 – GPIO Alternate function select register 1

pins 29..20

Bit(s)	Field Name	Description	Type	Reset
31-30	---	Reserved	R	0
29-27	FSEL29	FSEL29 - Function Select 29 000 = GPIO Pin 29 is an input 001 = GPIO Pin 29 is an output 100 = GPIO Pin 29 takes alternate function 0 101 = GPIO Pin 29 takes alternate function 1 110 = GPIO Pin 29 takes alternate function 2 111 = GPIO Pin 29 takes alternate function 3 011 = GPIO Pin 29 takes alternate function 4 010 = GPIO Pin 29 takes alternate function 5	R/W	0
26-24	FSEL28	FSEL28 - Function Select 28	R/W	0
23-21	FSEL27	FSEL27 - Function Select 27	R/W	0
20-18	FSEL26	FSEL26 - Function Select 26	R/W	0
17-15	FSEL25	FSEL25 - Function Select 25	R/W	0
14-12	FSEL24	FSEL24 - Function Select 24	R/W	0
11-9	FSEL23	FSEL23 - Function Select 23	R/W	0
8-6	FSEL22	FSEL22 - Function Select 22	R/W	0
5-3	FSEL21	FSEL21 - Function Select 21	R/W	0
2-0	FSEL20	FSEL20 - Function Select 20	R/W	0

Table 6-4 – GPIO Alternate function select register 2

n/a for our pi for the moment

Bit(s)	Field Name	Description	Type	Reset
31-30	---	Reserved	R	0
29-27	FSEL39	FSEL39 - Function Select 39 000 = GPIO Pin 39 is an input 001 = GPIO Pin 39 is an output 100 = GPIO Pin 39 takes alternate function 0 101 = GPIO Pin 39 takes alternate function 1 110 = GPIO Pin 39 takes alternate function 2 111 = GPIO Pin 39 takes alternate function 3 011 = GPIO Pin 39 takes alternate function 4 010 = GPIO Pin 39 takes alternate function 5	R/W	0
26-24	FSEL38	FSEL38 - Function Select 38	R/W	0
23-21	FSEL37	FSEL37 - Function Select 37	R/W	0
20-18	FSEL36	FSEL36 - Function Select 36	R/W	0
17-15	FSEL35	FSEL35 - Function Select 35	R/W	0
14-12	FSEL34	FSEL34 - Function Select 34	R/W	0
11-9	FSEL33	FSEL33 - Function Select 33	R/W	0
8-6	FSEL32	FSEL32 - Function Select 32	R/W	0

5-3	FSEL31	FSEL31 - Function Select 31	R/W	0
2-0	FSEL30	FSEL30 - Function Select 30	R/W	0

Table 6-5 – GPIO Alternate function select register 3

Bit(s)	Field Name	Description	Type	Reset
31-30	---	Reserved	R	0
29-27	FSEL49	FSEL49 - Function Select 49 000 = GPIO Pin 49 is an input 001 = GPIO Pin 49 is an output 100 = GPIO Pin 49 takes alternate function 0 101 = GPIO Pin 49 takes alternate function 1 110 = GPIO Pin 49 takes alternate function 2 111 = GPIO Pin 49 takes alternate function 3 011 = GPIO Pin 49 takes alternate function 4 010 = GPIO Pin 49 takes alternate function 5	R/W	0
26-24	FSEL48	FSEL48 - Function Select 48	R/W	0
23-21	FSEL47	FSEL47 - Function Select 47	R/W	0
20-18	FSEL46	FSEL46 - Function Select 46	R/W	0
17-15	FSEL45	FSEL45 - Function Select 45	R/W	0
14-12	FSEL44	FSEL44 - Function Select 44	R/W	0
11-9	FSEL43	FSEL43 - Function Select 43	R/W	0
8-6	FSEL42	FSEL42 - Function Select 42	R/W	0
5-3	FSEL41	FSEL41 - Function Select 41	R/W	0
2-0	FSEL40	FSEL40 - Function Select 40	R/W	0

Table 6-6 – GPIO Alternate function select register 4

Bit(s)	Field Name	Description	Type	Reset
31-12	---	Reserved	R	0
11-9	FSEL53	FSEL53 - Function Select 53 000 = GPIO Pin 53 is an input 001 = GPIO Pin 53 is an output 100 = GPIO Pin 53 takes alternate function 0 101 = GPIO Pin 53 takes alternate function 1 110 = GPIO Pin 53 takes alternate function 2 111 = GPIO Pin 53 takes alternate function 3 011 = GPIO Pin 53 takes alternate function 4 010 = GPIO Pin 53 takes alternate function 5	R/W	0
8-6	FSEL52	FSEL52 - Function Select 52	R/W	0
5-3	FSEL51	FSEL51 - Function Select 51	R/W	0
2-0	FSEL50	FSEL50 - Function Select 50	R/W	0

Table 6-7 – GPIO Alternate function select register 5

GPIO Pin Output Set Registers (GPSETn)

SYNOPSIS The output set registers are used to set a GPIO pin. The SET{n} field defines the respective GPIO pin to set, writing a "0" to the field has no effect. If the GPIO pin is being used as in input (by default) then the value in the SET{n} field is ignored. However, if the pin is subsequently defined as an output then the bit will be set according to the last set/clear operation. Separating the set and clear functions removes the need for read-modify-write operations

to set pin 9, write 1 to bit 9 of this 32-bit word. same for pins 0..31.

Bit(s)	Field Name	Description	Type	Reset
31-0	SETn (n=0..31)	0 = No effect 1 = Set GPIO pin *n*	R/W	0

Table 6-8 – GPIO Output Set Register 0

find ithe word's address on page 90.

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	SETn (n=32..53)	0 = No effect 1 = Set GPIO pin *n.*	R/W	0

Table 6-9 – GPIO Output Set Register 1

GPIO Pin Output Clear Registers (GPCLRn)

SYNOPSIS The output clear registers) are used to clear a GPIO pin. The CLR{n} field defines the respective GPIO pin to clear, writing a "0" to the field has no effect. If the GPIO pin is being used as in input (by default) then the value in the CLR{n} field is ignored. However, if the pin is subsequently defined as an output then the bit will be set according to the last set/clear operation. Separating the set and clear functions removes the need for read-modify-write operations.

common, but weird for software people: to set pin to 0, write a 1 (not a 0) to its offset. so, pin 9: write 1 to bit 9. same for pins 0..31.

Bit(s)	Field Name	Description	Type	Reset
31-0	CLRn (n=0..31)	0 = No effect 1 = Clear GPIO pin *n*	R/W	0

Table 6-10 – GPIO Output Clear Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0

"why do it like this?"

the rest of these are used when we start using interrupts to detect device state changes.

21-0	CLRn (n=32..53)	0 = No effect 1 = Set GPIO pin *n*	R/W	0

Table 6-11 – GPIO Output Clear Register 1

GPIO Pin Level Registers (GPLEVn)

SYNOPSIS The pin level registers return the actual value of the pin. The LEV{n} field gives the value of the respective GPIO pin.

Bit(s)	Field Name	Description	Type	Reset
31-0	LEVn (n=0..31)	0 = GPIO pin *n* is low 0 = GPIO pin *n* is high	R/W	0

Table 6-12 – GPIO Level Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	LEVn (n=32..53)	0 = GPIO pin *n* is low 0 = GPIO pin *n* is high	R/W	0

Table 6-13 – GPIO Level Register 1

to enable interrupts for GPIO: (1) you need to set the interrupt event type you want and (2) you need to enable the correct GPIO interrupt line (see page 113).

GPIO Event Detect Status Registers (GPEDSn)

SYNOPSIS The event detect status registers are used to record level and edge events on the GPIO pins. The relevant bit in the event detect status registers is set whenever: 1) an edge is detected that matches the type of edge programmed in the rising/falling edge detect enable registers, or 2) a level is detected that matches the type of level programmed in the high/low level detect enable registers. The bit is cleared by writing a "1" to the relevant bit.

The interrupt controller can be programmed to interrupt the processor when any of the status bits are set. The GPIO peripheral has three dedicated interrupt lines. Each GPIO bank can generate an independent interrupt. The third line generates a single interrupt whenever any bit is set.

Bit(s)	Field Name	Description	Type	Reset
31-0	EDSn (n=0..31)	0 = Event not detected on GPIO pin n 1 = Event detected on GPIO pin n	R/W	0

Table 6-14 – GPIO Event Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	EDSn (n=32..53)	0 = Event not detected on GPIO pin n 1 = Event detected on GPIO pin n	R/W	0

Table 6-15 – GPIO Event Detect Status Register 1

GPIO Rising Edge Detect Enable Registers (GPRENn)

SYNOPSIS The rising edge detect enable registers define the pins for which a rising edge transition sets a bit in the event detect status registers (GPEDSn). When the relevant bits are set in both the GPRENn and GPFENn registers, any transition (1 to 0 and 0 to 1) will set a bit in the GPEDSn registers. The GPRENn registers use synchronous edge detection. This means the input signal is sampled using the system clock and then it is looking for a "011" pattern on the sampled signal. This has the effect of suppressing glitches.

Bit(s)	Field Name	Description	Type	Reset
31-0	RENn (n=0..31)	0 = Rising edge detect disabled on GPIO pin *n.* 1 = Rising edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-16 – GPIO Rising Edge Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	RENn (n=32..53)	0 = Rising edge detect disabled on GPIO pin *n.* 1 = Rising edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-17 – GPIO Rising Edge Detect Status Register 1

GPIO Falling Edge Detect Enable Registers (GPRENn)

SYNOPSIS The falling edge detect enable registers define the pins for which a falling edge transition sets a bit in the event detect status registers (GPEDSn). When the relevant bits are set in both the GPRENn and GPFENn registers, any transition (1 to 0 and 0 to 1) will set a bit in the GPEDSn registers. The GPFENn registers use synchronous edge detection. This means the input signal is sampled using the system clock and then it is looking for a "100" pattern on the sampled signal. This has the effect of suppressing glitches.

Bit(s)	Field Name	Description	Type	Reset
31-0	FENn (n=0..31)	0 = Falling edge detect disabled on GPIO pin *n.* 1 = Falling edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-18 – GPIO Falling Edge Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	FENn (n=32..53)	0 = Falling edge detect disabled on GPIO pin *n.* 1 = Falling edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-19 – GPIO Falling Edge Detect Status Register 1

GPIO High Detect Enable Registers (GPHENn)

SYNOPSIS The high level detect enable registers define the pins for which a high level sets a bit in the event detect status register (GPEDSn). If the pin is still high when an attempt is made to clear the status bit in GPEDSn then the status bit will remain set.

Bit(s)	Field Name	Description	Type	Reset
31-0	HENn (n=0..31)	0 = High detect disabled on GPIO pin *n* 1 = High on GPIO pin *n* sets corresponding bit in GPEDS	R/W	0

Table 6-20 – GPIO High Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	HENn (n=32..53)	0 = High detect disabled on GPIO pin *n* 1 = High on GPIO pin *n* sets corresponding bit in GPEDS	R/W	0

Table 6-21 – GPIO High Detect Status Register 1

GPIO Low Detect Enable Registers (GPLENn)

SYNOPSIS The low level detect enable registers define the pins for which a low level sets a bit in the event detect status register (GPEDSn). If the pin is still low when an attempt is made to clear the status bit in GPEDSn then the status bit will remain set.

Bit(s)	Field Name	Description	Type	Reset
31-0	LENn (n=0..31)	0 = Low detect disabled on GPIO pin *n* 1 = Low on GPIO pin *n* sets corresponding bit in GPEDS	R/W	0

Table 6-22 – GPIO Low Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	LENn (n=32..53)	0 = Low detect disabled on GPIO pin *n* 1 = Low on GPIO pin *n* sets corresponding bit in GPEDS	R/W	0

Table 6-23 – GPIO Low Detect Status Register 1

GPIO Asynchronous rising Edge Detect Enable Registers (GPARENn)

SYNOPSIS The asynchronous rising edge detect enable registers define the pins for which a asynchronous rising edge transition sets a bit in the event detect status registers (GPEDSn).

Asynchronous means the incoming signal is not sampled by the system clock. As such rising edges of very short duration can be detected.

Bit(s)	Field Name	Description	Type	Reset
31-0	ARENn (n=0..31)	0 = Asynchronous rising edge detect disabled on GPIO pin *n.* 1 = Asynchronous rising edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-24 – GPIO Asynchronous rising Edge Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	ARENn (n=32..53)	0 = Asynchronous rising edge detect disabled on GPIO pin *n.* 1 = Asynchronous rising edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-25 – GPIO Asynchronous rising Edge Detect Status Register 1

GPIO Asynchronous Falling Edge Detect Enable Registers (GPAFENn)

SYNOPSIS The asynchronous falling edge detect enable registers define the pins for which a asynchronous falling edge transition sets a bit in the event detect status registers (GPEDSn). Asynchronous means the incoming signal is not sampled by the system clock. As such falling edges of very short duration can be detected.

Bit(s)	Field Name	Description	Type	Reset
31-0	AFENn (n=0..31)	0 = Asynchronous falling edge detect disabled on GPIO pin *n.* 1 = Asynchronous falling edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-26 – GPIO Asynchronous Falling Edge Detect Status Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	AFENn (n=32..53)	0 = Asynchronous falling edge detect disabled on GPIO pin *n.* 1 = Asynchronous falling edge on GPIO pin *n* sets corresponding bit in EDSn.	R/W	0

Table 6-27 – GPIO Asynchronous Falling Edge Detect Status Register 1

GPIO Pull-up/down Register (GPPUD)

SYNOPSIS The GPIO Pull-up/down Register controls the actuation of the internal pull-up/down control line to ALL the GPIO pins. This register must be used in conjunction with the 2 GPPUDCLKn registers.

Note that it is not possible to read back the current Pull-up/down settings and so it is the users' responsibility to 'remember' which pull-up/downs are active. The reason for this is that GPIO pull-ups are maintained even in power-down mode when the core is off, when all register contents is lost.

The Alternate function table also has the pull state which is applied after a power down.

Bit(s)	Field Name	Description	Type	Reset

31-2	---	Unused	R	0
1-0	PUD	PUD - GPIO Pin Pull-up/down 00 = Off – disable pull-up/down 01 = Enable Pull Down control 10 = Enable Pull Up control 11 = Reserved *Use in conjunction with GPPUDCLK0/1/2	R/W	0

Table 6-28 – GPIO Pull-up/down Register (GPPUD)

description is problematic. also, harder to test that it worked.

GPIO Pull-up/down Clock Registers (GPPUDCLKn)

SYNOPSIS

The GPIO Pull-up/down Clock Registers control the actuation of internal pull-downs on the respective GPIO pins. These registers must be used in conjunction with the GPPUD register to effect GPIO Pull-up/down changes. The following sequence of events is required:

1. Write to GPPUD to set the required control signal (i.e. Pull-up or Pull-Down or neither to remove the current Pull-up/down)
2. Wait 150 cycles – this provides the required set-up time for the control signal
3. Write to GPPUDCLK0/1 to clock the control signal into the GPIO pads you wish to modify – NOTE only the pads which receive a clock will be modified, all others will retain their previous state.
4. Wait 150 cycles – this provides the required hold time for the control signal
5. Write to GPPUD to remove the control signal
6. Write to GPPUDCLK0/1 to remove the clock

unclear which clock! pi clock? GPU clock? linux uses 150usec so we do to. dwelch uses around 2-3x 150 system clock cycles

but writing 0 seems to disable entirely

but states writing 0 has no effect

Bit(s)	Field Name	Description	Type	Reset
(31-0)	PUDCLKn (n=0..31)	0 = No Effect 1 = Assert Clock on line *(n)* *Must be used in conjunction with GPPUD	R/W	0

do we have to wait 150usec?

Table 6-29 – GPIO Pull-up/down Clock Register 0

Bit(s)	Field Name	Description	Type	Reset
31-22	-	Reserved	R	0
21-0	PUDCLKn (n=32..53)	0 = No Effect 1 = Assert Clock on line *(n)* *Must be used in conjunction with GPPUD	R/W	0

Table 6-30 – GPIO Pull-up/down Clock Register 1

6.2 Alternative Function Assignments

Every GPIO pin can carry an alternate function. Up to 6 alternate function are available but not every pin has that many alternate functions. The table below gives a quick over view.

	Pull	ALT0	ALT1	ALT2	ALT3	ALT4	ALT5
GPIO0	High	SDA0	SA5	<reserved>			
GPIO1	High	SCL0	SA4	<reserved>			
GPIO2	High	SDA1	SA3	<reserved>			
GPIO3	High	SCL1	SA2	<reserved>			
GPIO4	High	GPCLK0	SA1	<reserved>			ARM_TDI
GPIO5	High	GPCLK1	SA0	<reserved>			ARM_TDO
GPIO6	High	GPCLK2	SOE_N / SE	<reserved>			ARM_RTCK
GPIO7	High	SPI0_CE1_N	SWE_N / SRW_N	<reserved>			
GPIO8	High	SPI0_CE0_N	SD0	<reserved>			
GPIO9	Low	SPI0_MISO	SD1	<reserved>			
GPIO10	Low	SPI0_MOSI	SD2	<reserved>			
GPIO11	Low	SPI0_SCLK	SD3	<reserved>			
GPIO12	Low	PWM0	SD4	<reserved>			ARM_TMS
GPIO13	Low	PWM1	SD5	<reserved>			ARM_TCK
GPIO14	Low	TXD0	SD6	<reserved>			TXD1
GPIO15	Low	RXD0	SD7	<reserved>			RXD1
GPIO16	Low	<reserved>	SD8	<reserved>	CTS0	SPI1_CE2_N	CTS1
GPIO17	Low	<reserved>	SD9	<reserved>	RTS0	SPI1_CE1_N	RTS1
GPIO18	Low	PCM_CLK	SD10	<reserved>	BSCSL SDA / MOSI	SPI1_CE0_N	PWM0
GPIO19	Low	PCM_FS	SD11	<reserved>	BSCSL SCL / SCLK	SPI1_MISO	PWM1
GPIO20	Low	PCM_DIN	SD12	<reserved>	BSCSL / MISO	SPI1_MOSI	GPCLK0
GPIO21	Low	PCM_DOUT	SD13	<reserved>	BSCSL / CE_N	SPI1_SCLK	GPCLK1
GPIO22	Low	<reserved>	SD14	<reserved>	SD1_CLK	ARM_TRST	
GPIO23	Low	<reserved>	SD15	<reserved>	SD1_CMD	ARM_RTCK	
GPIO24	Low	<reserved>	SD16	<reserved>	SD1_DAT0	ARM_TDO	
GPIO25	Low	<reserved>	SD17	<reserved>	SD1_DAT1	ARM_TCK	
GPIO26	Low	<reserved>	<reserved>	<reserved>	SD1_DAT2	ARM_TDI	
GPIO27	Low	<reserved>	<reserved>	<reserved>	SD1_DAT3	ARM_TMS	
GPIO28	-	SDA0	SA5	PCM_CLK	<reserved>		
GPIO29	-	SCL0	SA4	PCM_FS	<reserved>		
GPIO30	Low	<reserved>	SA3	PCM_DIN	CTS0		CTS1
GPIO31	Low	<reserved>	SA2	PCM_DOUT	RTS0		RTS1
GPIO32	Low	GPCLK0	SA1	<reserved>	TXD0		TXD1
GPIO33	Low	<reserved>	SA0	<reserved>	RXD0		RXD1
GPIO34	High	GPCLK0	SOE_N / SE	<reserved>	<reserved>		
GPIO35	High	SPI0_CE1_N	SWE_N / SRW_N		<reserved>		
GPIO36	High	SPI0_CE0_N	SD0	TXD0	<reserved>		
GPIO37	Low	SPI0_MISO	SD1	RXD0	<reserved>		
GPIO38	Low	SPI0_MOSI	SD2	RTS0	<reserved>		
GPIO39	Low	SPI0_SCLK	SD3	CTS0	<reserved>		
GPIO40	Low	PWM0	SD4		<reserved>	SPI2_MISO	TXD1
	Pull	ALT0	ALT1	ALT2	ALT3	ALT4	ALT5

GPIO41	Low	PWM1	SD5	<reserved>	<reserved>	SPI2_MOSI	RXD1
GPIO42	Low	GPCLK1	SD6	<reserved>	<reserved>	SPI2_SCLK	RTS1
GPIO43	Low	GPCLK2	SD7	<reserved>	<reserved>	SPI2_CE0_N	CTS1
GPIO44	-	GPCLK1	SDA0	SDA1	<reserved>	SPI2_CE1_N	
GPIO45	-	PWM1	SCL0	SCL1	<reserved>	SPI2_CE2_N	
GPIO46	High	<Internal>					
GPIO47	High	<Internal>					
GPIO48	High	<Internal>					
GPIO49	High	<Internal>					
GPIO50	High	<Internal>					
GPIO51	High	<Internal>					
GPIO52	High	<Internal>					
GPIO53	High	<Internal>					

Table 6-31 GPIO Pins Alternative Function Assignment

Entries which are white should ***not*** be used. These may have unexpected results as some of these have special functions used in test mode. e.g. they may drive the output with high frequency signals.

Special function legend:

Name	Function	See section
SDA0	BSC[6] master 0 data line	BSC
SCL0	BSC master 0 clock line	BSC
SDA1	BSC master 1 data line	BSC
SCL1	BSC master 1 clock line	BSC
GPCLK0	General purpose Clock 0	**<TBD>**
GPCLK1	General purpose Clock 1	**<TBD>**
GPCLK2	General purpose Clock 2	**<TBD>**
SPI0_CE1_N	SPI0 Chip select 1	SPI
SPI0_CE0_N	SPI0 Chip select 0	SPI
SPI0_MISO	SPI0 MISO	SPI
SPI0_MOSI	SPI0 MOSI	SPI
SPI0_SCLK	SPI0 Serial clock	SPI
PWMx	Pulse Width Modulator 0..1	Pulse Width Modulator
TXD0	UART 0 Transmit Data	UART
RXD0	UART 0 Receive Data	UART
CTS0	UART 0 Clear To Send	UART
RTS0	UART 0 Request To Send	UART
PCM_CLK	PCM clock	PCM Audio
PCM_FS	PCM Frame Sync	PCM Audio
PCM_DIN	PCM Data in	PCM Audio
PCM_DOUT	PCM data out	PCM Audio
SAx	Secondary mem Address bus	Secondary Memory Interface
SOE_N / SE	Secondary mem. Controls	Secondary Memory Interface
SWE_N / SRW_N	Secondary mem. Controls	Secondary Memory Interface
SDx	Secondary mem. data bus	Secondary Memory Interface
BSCSL SDA / MOSI	BSC slave Data, SPI salve MOSI	BSC ISP slave
BSCSL SCL / SCLK	BSC slave Clock, SPI slave clock	BSC ISP slave
BSCSL - / MISO	BSC <not used>,SPI MISO	BSC ISP slave
BSCSL - / CE_N	BSC <not used>, SPI CSn	BSC ISP slave

[6] The Broadcom Serial Control bus is a proprietary bus compliant with the Philips® I2C bus/interface

Name	Function	See section
SPI1_CEx_N	SPI1 Chip select 0-2	Auxiliary I/O
SPI1_MISO	SPI1 MISO	Auxiliary I/O
SPI1_MOSI	SPI1 MOSI	Auxiliary I/O
SPI1_SCLK	SPI1 Serial clock	Auxiliary I/O
TXD0	UART 1 Transmit Data	Auxiliary I/O
RXD0	UART 1 Receive Data	Auxiliary I/O
CTS0	UART 1 Clear To Send	Auxiliary I/O
RTS0	UART 1 Request To Send	Auxiliary I/O
SPI2_CEx_N	SPI2 Chip select 0-2	Auxiliary I/O
SPI2_MISO	SPI2 MISO	Auxiliary I/O
SPI2_MOSI	SPI2 MOSI	Auxiliary I/O
SPI2_SCLK	SPI2 Serial clock	Auxiliary I/O
ARM_TRST	ARM JTAG reset	**<TBD>**
ARM_RTCK	ARM JTAG return clock	**<TBD>**
ARM_TDO	ARM JTAG Data out	**<TBD>**
ARM_TCK	ARM JTAG Clock	**<TBD>**
ARM_TDI	ARM JTAG Data in	**<TBD>**
ARM_TMS	ARM JTAG Mode select	**<TBD>**

6.3 General Purpose GPIO Clocks

The General Purpose clocks can be output to GPIO pins. They run from the peripherals clock sources and use clock generators with noise-shaping MASH dividers. These allow the GPIO clocks to be used to drive audio devices.

The fractional divider operates by periodically dropping source clock pulses, therefore the output frequency will periodically switch between:

$$\frac{source\_frequency}{DIVI} \quad \& \quad \frac{source\_frequency}{DIVI+1}$$

Jitter is therefore reduced by increasing the source clock frequency. In applications where jitter is a concern, the fastest available clock source should be used.

The General Purpose clocks have MASH noise-shaping dividers which push this fractional divider jitter out of the audio band.

MASH noise-shaping is incorporated to push the fractional divider jitter out of the audio band if required. The MASH can be programmed for 1, 2 or 3-stage filtering. MASH filter, the frequency is spread around the requested frequency and the user must ensure that the module is not exposed to frequencies higher than 25MHz. Also, the MASH filter imposes a low limit on the range of DIVI.

MASH	min DIVI	min output freq	average output freq	max output freq
0 (int divide)	1	source / (DIVI)	source / (DIVI)	source / (DIVI)
1	2	source / (DIVI)	source / (DIVI + DIVF / 1024)	source / (DIVI + 1)
2	3	source / (DIVI - 1)	source / (DIVI + DIVF / 1024)	source / (DIVI + 2)
3	5	source / (DIVI - 3)	source / (DIVI + DIVF / 1024)	source / (DIVI + 4)

Table 6-32 Effect of MASH Filter on Frequency

The following example illustrates the spreading of output clock frequency resulting from the use of the MASH filter. Note that the spread is greater for lower divisors.

PLL freq (MHz)	target freq (MHz)	MASH	divisor	DIVI	DIVF	min freq (MHz)	ave freq (MHz)	max freq (MHz)	error
650	18.32	0	35.480	35	492	18.57	18.57	18.57	ok
650	18.32	1	35.480	35	492	18.06	18.32	18.57	ok
650	18.32	2	35.480	35	492	17.57	18.32	19.12	ok
650	18.32	3	35.480	35	492	16.67	18.32	20.31	ok
400	18.32	0	21.834	21	854	19.05	19.05	19.05	ok
400	18.32	1	21.834	21	854	18.18	18.32	19.05	ok
400	18.32	2	21.834	21	854	17.39	18.32	20.00	ok
400	18.32	3	21.834	21	854	16.00	18.32	22.22	ok
200	18.32	0	10.917	10	939	20.00	20.00	20.00	ok
200	18.32	1	10.917	10	939	18.18	18.32	20.00	ok
200	18.32	2	10.917	10	939	16.67	18.32	22.22	ok
200	18.32	3	10.917	10	939	14.29	18.32	28.57	error

Table 6-33 Example of Frequency Spread when using MASH Filtering

It is beyond the scope of this specification to describe the operation of a MASH filter or to determine under what conditions the available levels of filtering are beneficial.

Operating Frequency

The maximum operating frequency of the General Purpose clocks is ~125MHz at 1.2V but this will be reduced if the GPIO pins are heavily loaded or have a capacitive load.

Clock Manager General Purpose Clocks Control (CM_GP0CTL, GP1CTL & GP2CTL)

Address 0x 7e10 1070 CM_GP0CTL
0x 7e10 1078 CM_GP1CTL
0x 7e10 1080 CM_GP2CTL

Bit Number	Field Name	Description	Read/ Write	Reset
31-24	PASSWD	Clock Manager password “5a”	W	0
23-11	-	Unused	R	0
10-9	MASH	MASH control 0 = integer division 1 = 1-stage MASH (equivalent to non-MASH dividers) 2 = 2-stage MASH 3 = 3-stage MASH To avoid lock-ups and glitches do not change this control while BUSY=1 and do not change this control at the same time as asserting ENAB.	R/W	0
8	FLIP	Invert the clock generator output This is intended for use in test/debug only. Switching this control will generate an edge on the clock generator output. To avoid output glitches do not switch this control while BUSY=1.	R/W	0
7	BUSY	Clock generator is running Indicates the clock generator is running. To avoid glitches and lock-ups, clock sources and setups must not be changed while this flag is set.	R	0
6	-	Unused	R	0
5	KILL	Kill the clock generator 0 = no action 1 = stop and reset the clock generator This is intended for test/debug only. Using this control may cause a glitch on the clock generator output.	R/W	0
4	ENAB	Enable the clock generator This requests the clock to start or stop without glitches. The output clock will not stop immediately because the cycle must be allowed to complete to avoid glitches. The BUSY flag will go low when the final cycle is completed.	R/W	0
3-0	SRC	Clock source 0 = GND 1 = oscillator 2 = testdebug0 3 = testdebug1 4 = PLLA per 5 = PLLC per 6 = PLLD per 7 = HDMI auxiliary 8-15 = GND To avoid lock-ups and glitches do not change this control while BUSY=1 and do not change this control at the same time as asserting ENAB.	R/W	0

Table 6-34 General Purpose Clocks Control

Clock Manager General Purpose Clock Divisors (CM_GP0DIV, CM_GP1DIV & CM_GP2DIV)

Address 0x 7e10 1074 CM_GP0DIV
0x 7e10 107c CM_GP1DIV
0x 7e10 1084 CM_GP2DIV

Bit Number	Field Name	Description	Read/ Write	Reset
31-24	PASSWD	Clock Manager password “5a”	W	0
23-12	DIVI	Integer part of divisor This value has a minimum limit determined by the MASH setting. See text for details. To avoid lock-ups and glitches do not change this control while BUSY=1.	R/W	0
11-0	DIVF	Fractional part of divisor To avoid lock-ups and glitches do not change this control while BUSY=1.	R/W	0

Table 6-35 General Purpose Clock Divisors

7 Interrupts

7.1 Introduction

to enable timer interrupts, we want to enable / check "basic interrupts" / "basic pending". the rest, specifically UART and GPIO, you will worry about later.

The ARM has two types of interrupt sources:

1. Interrupts coming from the GPU peripherals.
2. Interrupts coming from local ARM control peripherals.

The ARM processor gets three types of interrupts:

1. Interrupts from ARM specific peripherals.
2. Interrupts from GPU peripherals.
3. Special events interrupts.

The ARM specific interrupts are:

- One timer.
- One Mailbox.
- Two Doorbells.
- Two GPU halted interrupts.
- Two Address/access error interrupt

The Mailbox and Doorbell registers are not for general usage.

For each interrupt source (ARM or GPU) there is an interrupt enable bit (read/write) and an interrupt pending bit (Read Only). All interrupts generated by the arm control block are level sensitive interrupts. Thus all interrupts remain asserted until disabled or the interrupt source is cleared.

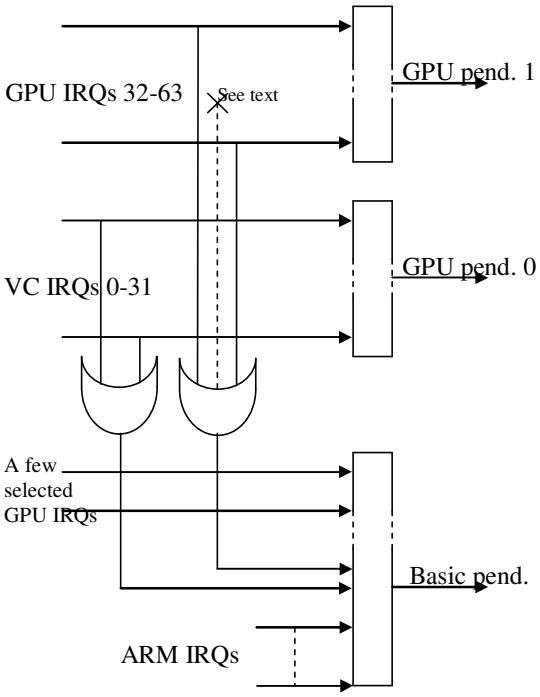
Default the interrupts from doorbell 0,1 and mailbox 0 go to the ARM this means that these resources should be written by the GPU and read by the ARM. The opposite holds for doorbells 2, 3 and mailbox 1.

so, to enable timer interrupts: have to figure out how to enable them, clear them, and --- since there are many possible interrupts --- how to check that they occured when in the interrupt handler.

in general, when we enable CPU state for the first time we have to clear it (since it will typically allowed to be in an indeterminate state). so we also have to figure out how to disable all interrupts before doing anything, and then only enable those we care about.

7.2 Interrupt pending.

An interrupt vector module has NOT been implemented. To still have adequate interrupt processing the interrupt pending bits are organized as follows:



confusingly, when you get an interrupt on the R/pi it could have been from a GPU source, even though you didn't enable these --- these interrupts are not for you, and should be ignored.

There are three interrupt pending registers.

One basic pending register and two GPU pending registers.

Basic pending register.

The basic pending register has interrupt pending bits for the ARM specific interrupts .

To speed up the interrupt processing it also has a number of selected GPU interrupts which are deemed most likely to be required in ARM drivers.

Further there are two special GPU pending bits which tell if any of the two other pending registers has bits set, one bit if a GPU interrupt 0-31 is pending, a second bit if a GPU interrupt 32-63 is pending. The 'selected GPU interrupts' on the basic pending registers are NOT taken into account for these two status bits. So the two pending 0,1 status bits tell you that 'there are more interrupt which you have not seen yet'.

GPU pending registers.

There are two GPU pending registers with one bit per GPU interrupt source.

7.3 Fast Interrupt (FIQ).

The ARM also supports a Fast Interrupt (FIQ). One interrupt sources can be selected to be connected to the ARM FIQ input. There is also one FIQ enable. An interrupt which is selected as FIQ should have its normal interrupt enable bit cleared. Otherwise an normal and a FIQ interrupt will be fired at the same time. Not a good idea!

7.4 Interrupt priority.

There is no priority for any interrupt. If one interrupt is much more important then all others it can be routed to the FIQ. Any remaining interrupts have to be processed by polling the pending

registers. It is up to the ARM software to device a strategy. e.g. First start looking for specific pending bits or process them all shifting one bit at a time.

As interrupt may arrive whilst this process is ongoing the usual care for any 'race-condition critical' code must be taken. The following ARM assembly code has been proven to work:

```
  .macro get_irqnr_preamble, base, tmp
  ldr  \base, =IO_ADDRESS(ARMCTRL_IC_BASE)
  .endm

  .macro get_irqnr_and_base, irqnr, irqstat, base, tmp
  ldr  \irqstat, [\base, #(ARM_IRQ_PEND0 - ARMCTRL_IC_BASE)] @ get masked status
  mov  \irqnr, #(ARM_IRQ0_BASE + 31)
  and  \tmp, \irqstat, #0x300           @ save bits 8 and 9
  bics \irqstat, \irqstat, #0x300       @ clear bits 8 and 9, and test
  bne  1010f

  tst  \tmp, #0x100
  ldrne \irqstat, [\base, #(ARM_IRQ_PEND1 - ARMCTRL_IC_BASE)]
  movne \irqnr, #(ARM_IRQ1_BASE + 31)
  @ Mask out the interrupts also present in PEND0 - see SW-5809
  bicne \irqstat, #((1<<7) | (1<<9) | (1<<10))
  bicne \irqstat, #((1<<18) | (1<<19))
  bne  1010f

  tst  \tmp, #0x200                                                  ignore
  ldrne \irqstat, [\base, #(ARM_IRQ_PEND2 - ARMCTRL_IC_BASE)]
  movne \irqnr, #(ARM_IRQ2_BASE + 31)
  @ Mask out the interrupts also present in PEND0 - see SW-5809
  bicne \irqstat, #((1<<21) | (1<<22) | (1<<23) | (1<<24) | (1<<25))
  bicne \irqstat, #((1<<30))
  beq 1020f

1010:
  @ For non-zero x, LSB(x) = 31 - CLZ(x^(x-1))
  @ N.B. CLZ is an ARM5 instruction.
  sub  \tmp, \irqstat, #1
  eor  \irqstat, \irqstat, \tmp
  clz  \tmp, \irqstat
  sub  \irqnr, \tmp

1020: @ EQ will be set if no irqs pending
```

7.5 Registers

these are what we care about for timer interrupts

The base address for the ARM interrupt register is 0x7E00B000.

base is 0x2000B000, so registers start at 0x2000B200

Registers overview:

Address offset[7]	Name	Notes
0x200	IRQ basic pending	
0x204	IRQ pending 1	
0x208	IRQ pending 2	
0x20C	FIQ control	
0x210	Enable IRQs 1	
0x214	Enable IRQs 2	
0x218	Enable Basic IRQs	
0x21C	Disable IRQs 1	
0x220	Disable IRQs 2	
0x224	Disable Basic IRQs	

these are what we need to disable at the start to put the r/pi in a known, clean state.

The following is a table which lists all interrupts which can come from the peripherals which can be handled by the ARM.

[7] This is the offset which needs to be added to the base address to get the full hardware address.

to catch these, you need to enable "basic interrupt 2" (p117) since they are > 32. having multiple means you can bind different events to different interrupt lines.

ARM peripherals interrupts table.

#	IRQ 0-15	#	IRQ 16-31	#	IRQ 32-47	#	IRQ 48-63
0		16		32		48	smi
1		17		33		49	gpio_int[0]
2		18		34		50	gpio_int[1]
3		19		35		51	gpio_int[2]
4		20		36		52	gpio_int[3]
5		21		37		53	i2c_int
6		22		38		54	spi_int
7		23		39		55	pcm_int
8		24		40		56	
9		25		41		57	uart_int
10		26		42		58	
11		27		43	i2c_spi_slv_int	59	
12		28		44		60	
13		29	Aux int	45	pwa0	61	
14		30		46	pwa1	62	
15		31		47		63	

later!

The table above has many empty entries. These should not be enabled as they will interfere with the GPU operation.

confusing table, since not attached to anything ("did i miss something?") is a reverse sort of the "IRQ pend base" register on the next page.

ARM peripherals interrupts table.

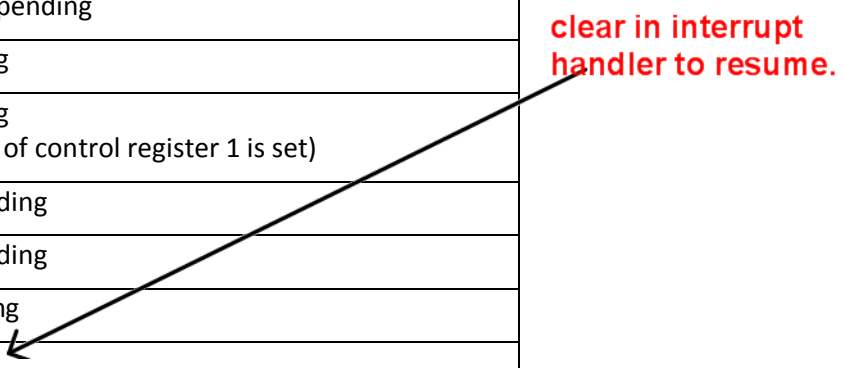
0	ARM Timer
1	ARM Mailbox
2	ARM Doorbell 0
3	ARM Doorbell 1
4	GPU0 halted (Or GPU1 halted if bit 10 of control register 1 is set)
5	GPU1 halted
6	Illegal access type 1
7	Illegal access type 0

Basic pending register.

The basic pending register shows which interrupt are pending. To speed up interrupts processing, a number of 'normal' interrupt status bits have been added to this register. This makes the *'IRQ pending base'* register different from the other *'base'* interrupt registers

Name: IRQ pend base		Address: 0x200	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:21	-	<unused>	
20	R	GPU IRQ 62	

Name: IRQ pend base		Address: 0x200	Reset: 0x000
19	R	GPU IRQ 57	
18	R	GPU IRQ 56	
17	R	GPU IRQ 55	
16	R	GPU IRQ 54	
15	R	GPU IRQ 53	
14	R	GPU IRQ 19	
13	R	GPU IRQ 18	
12	R	GPU IRQ 10	
11	R	GPU IRQ 9	
10	R	GPU IRQ 7	
9	R	One or more bits set in pending register 2	
8	R	One or more bits set in pending register 1	
7	R	Illegal access type 0 IRQ pending	
6	R	Illegal access type 1 IRQ pending	
5	R	GPU1 halted IRQ pending	
4	R	GPU0 halted IRQ pending (Or GPU1 halted if bit 10 of control register 1 is set)	
3	R	ARM Doorbell 1 IRQ pending	
2	R	ARM Doorbell 0 IRQ pending	
1	R	ARM Mailbox IRQ pending	
0	R	ARM Timer IRQ pending	



GPU IRQ x (10,11..20)

These bits are direct interrupts from the GPU. They have been selected as interrupts which are most likely to be useful to the ARM. The GPU interrupt selected are 7, 9, 10, 18, 19, 53,54,55,56,57,62. For details see the *GPU interrupts table*.

Bits set in pending registers (8,9)

These bits indicates if there are bits set in the pending 1/2 registers. The pending 1/2 registers hold ALL interrupts 0..63 from the GPU side. Some of these 64 interrupts are also connected to the basic pending register. Any bit set in pending register 1/2 which is NOT connected to the basic pending register causes bit 8 or 9 to set. Status bits 8 and 9 should be seen as "There are some interrupts pending which you don't know about. They are in pending register 1 /2."

Illegal access type-0 IRQ (7)

This bit indicate that the address/access error line from the ARM processor has generated an interrupt. That signal is asserted when either an address bit 31 or 30 was high or when an access was

seen on the ARM Peripheral bus. The status of that signal can be read from Error/HALT status register bit 2.

Illegal access type-1 IRQ (6)

This bit indicates that an address/access error is seen in the ARM control has generated an interrupt. That can either be an address bit 29..26 was high or when a burst access was seen on the GPU Peripheral bus. The status of that signal can be read from Error/HALT status register bits 0 and 1.

GPU-1 halted IRQ (5)

This bit indicate that the GPU-1 halted status bit has generated an interrupt. The status of that signal can be read from Error/HALT status register bits 4.

GPU-0 (or any GPU) halted IRQ (4)

This bit indicate that the GPU-0 halted status bit has generated an interrupt. The status of that signal can be read from Error/HALT status register bits 3.

In order to allow a fast interrupt (FIQ) routine to cope with GPU 0 OR GPU-1 there is a bit in control register 1 which, if set will also route a GPU-1 halted status on this bit.

Standard peripheral IRQs (0,1,2,3)

These bits indicate if an interrupt is pending for one of the ARM control peripherals.

can check these to see how often random GPU stuff gets triggered.

GPU pending 1 register.

Name: IRQ pend base		Address: 0x204	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R	IRQ pending source 31:0 (See IRQ table above)	

This register holds ALL interrupts 0..31 from the GPU side. Some of these interrupts are also connected to the basic pending register. Any interrupt status bit in here which is NOT connected to the basic pending will also cause bit 8 of the basic pending register to be set. That is all bits except 7, 9, 10, 18, 19.

GPU pending 2 register.

Name: IRQ pend base		Address: 0x208	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R	IRQ pending source 63:32 (See IRQ table above)	

This register holds ALL interrupts 32..63 from the GPU side. Some of these interrupts are also connected to the basic pending register. Any interrupt status bit in here which is NOT connected to the basic pending will also cause bit 9 of the basic pending register to be set. That is all bits except . register bits 21..25, 30 (Interrupts 53..57,62).

FIQ register.

The FIQ register control which interrupt source can generate a FIQ to the ARM. Only a single interrupt can be selected.

Name: FIQ		Address: 0x20C	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:8	R	<unused>	
7	R	FIQ enable. Set this bit to 1 to enable FIQ generation. If set to 0 bits 6:0 are don't care.	
6:0	R/W	Select FIQ Source	

FIQ Source.

The FIQ source values 0-63 correspond to the GPU interrupt table. (See above)

The following values can be used to route ARM specific interrupts to the FIQ vector/routine:

FIQ index	Source
0-63	GPU Interrupts (See GPU IRQ table)
64	ARM Timer interrupt
65	ARM Mailbox interrupt
66	ARM Doorbell 0 interrupt
67	ARM Doorbell 1 interrupt
68	GPU0 Halted interrupt (Or GPU1)
69	GPU1 Halted interrupt
70	Illegal access type-1 interrupt
71	Illegal access type-0 interrupt
72-127	Do Not Use

Interrupt enable register 1.

Name: IRQ enable 1		Address: 0x210	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R/Wbs	Set to enable IRQ source 31:0 (See IRQ table above)	

Writing a 1 to a bit will set the corresponding IRQ enable bit. All other IRQ enable bits are unaffected. Only bits which are enabled can be seen in the interrupt pending registers. There is no provision here to see if there are interrupts which are pending but not enabled.

Interrupt enable register 2.

Name: IRQ enable 2		Address: 0x214	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R/Wbs	Set to enable IRQ source 63:32 (See IRQ table above)	

Writing a 1 to a bit will set the corresponding IRQ enable bit. All other IRQ enable bits are unaffected. Only bits which are enabled can be seen in the interrupt pending registers. There is no provision here to see if there are interrupts which are pending but not enabled.

Base Interrupt enable register.

Name: IRQ enable 3		Address: 0x218	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:8	R/Wbs	<Unused>	
7	R/Wbs	Set to enable Access error type -0 IRQ	
6	R/Wbs	Set to enable Access error type -1 IRQ	
5	R/Wbs	Set to enable GPU 1 Halted IRQ	
4	R/Wbs	Set to enable GPU 0 Halted IRQ	
3	R/Wbs	Set to enable ARM Doorbell 1 IRQ	
2	R/Wbs	Set to enable ARM Doorbell 0 IRQ	
1	R/Wbs	Set to enable ARM Mailbox IRQ	
0	R/Wbs	Set to enable ARM Timer IRQ	

Writing a 1 to a bit will set the corresponding IRQ enable bit. All other IRQ enable bits are unaffected. Again only bits which are enabled can be seen in the basic pending register. There is no provision here to see if there are interrupts which are pending but not enabled.

Interrupt disable register 1.

Name: IRQ disable 1		Address: 0x21C	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R/Wbc	Set to disable IRQ source 31:0 (See IRQ table above)	

Writing a 1 to a bit will clear the corresponding IRQ enable bit. All other IRQ enable bits are unaffected.

Interrupt disable register 2.

Name: IRQ disable 2		Address: 0x220	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R/Wbc	Set to disable IRQ source 63:32 (See IRQ table above)	

Writing a 1 to a bit will clear the corresponding IRQ enable bit. All other IRQ enable bits are unaffected.

Base disable register.

Name: IRQ disable 3		Address: 0x224	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:8	-	<Unused>	
7	R/Wbc	Set to disable Access error type -0 IRQ	
6	R/Wbc	Set to disable Access error type -1 IRQ	
5	R/Wbc	Set to disable GPU 1 Halted IRQ	
4	R/Wbc	Set to disable GPU 0 Halted IRQ	
3	R/Wbc	Set to disable ARM Doorbell 1 IRQ	
2	R/Wbc	Set to disable ARM Doorbell 0 IRQ	
1	R/Wbc	Set to disable ARM Mailbox IRQ	
0	R/Wbc	Set to disable ARM Timer IRQ	

Writing a 1 to a bit will clear the corresponding IRQ enable bit. All other IRQ enable bits are unaffected.

make sure you write a 1, NOT 0.

8 PCM / I2S Audio

The PCM audio interface is an APB peripheral providing input and output of telephony or high quality serial audio streams. It supports many classic PCM formats including I2S.

The PCM audio interface has 4 interface signals;

PCM_CLK - bit clock.

PCM_FS - frame sync signal.

PCM_DIN - serial data input.

PCM_DOUT - serial data output.

PCM is a serial format with a single bit data_in and single bit data_out. Data is always serialised MS-bit first.

The frame sync signal (PCM_FS) is used to delimit the serial data into individual frames. The length of the frame and the size and position of the frame sync are fully programmable.

Frames can contain 1 or 2 audio/data channels in each direction. Each channel can be between 8 and 32 bits wide and can be positioned anywhere within the frame as long as the two channels don't overlap. The channel format is separately programmable for transmit and receive directions.

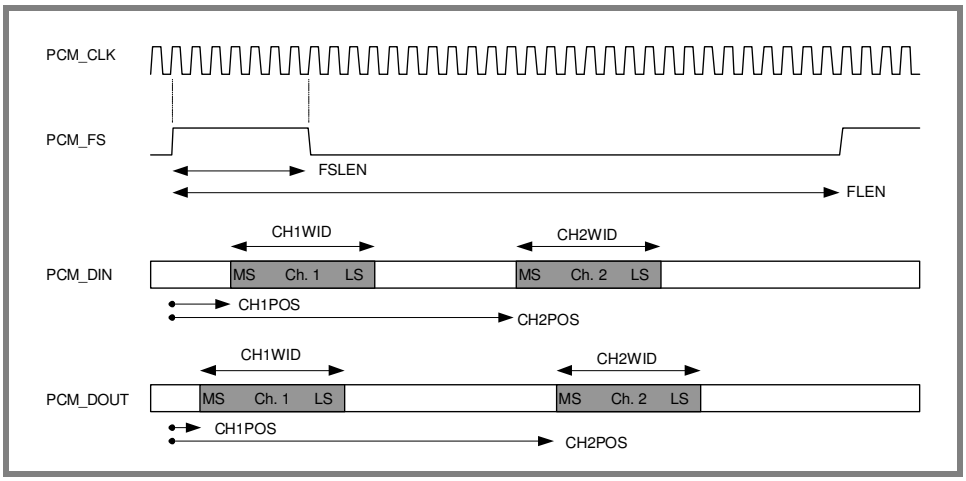


Figure 8-1 PCM Audio Interface Typical Timing

The PCM_CLK can be asynchronous to the bus APB clock and can be logically inverted if required.

The direction of the PCM_CLK and PCM_FS signals can be individually selected, allowing the interface to act as a master or slave device.

The input interface is also capable of supporting up to 2 PDM microphones, as an alternative to the classic PCM input format, in conjunction with a PCM output.

8.1 Block Diagram

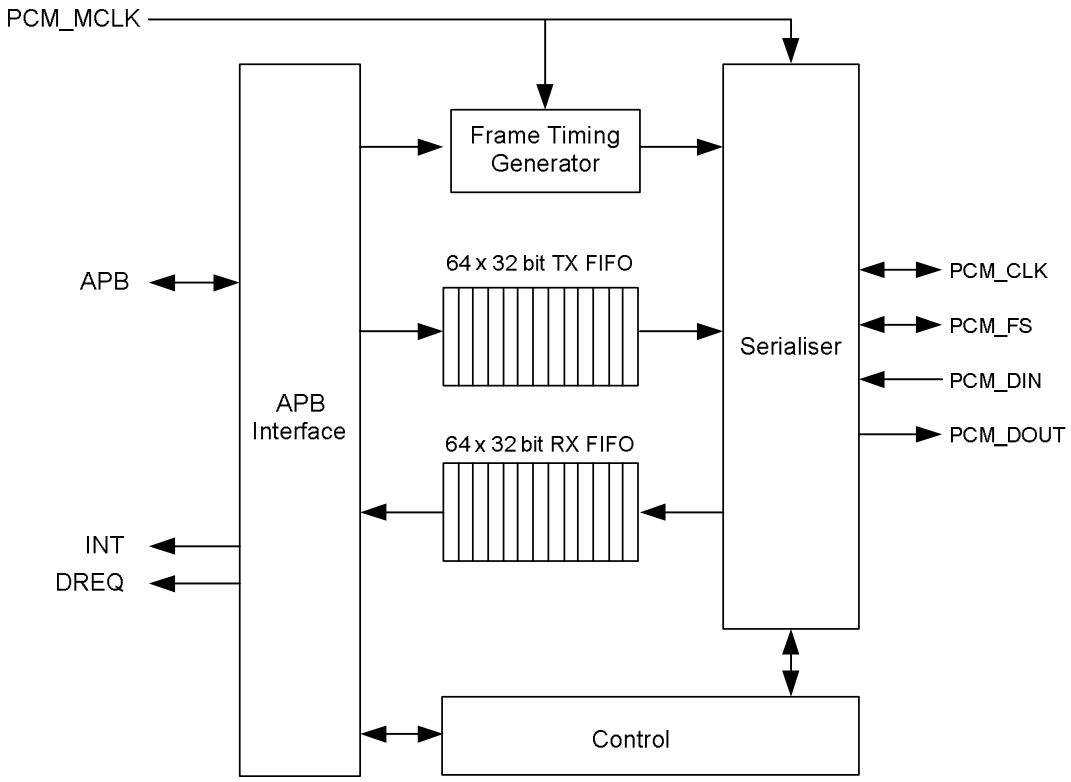


Figure 8-2 PCM Audio Interface Block Diagram

The PCM audio interface contains separate transmit and receive FIFOs. Note that if the frame contains two data channels, they must share the same FIFO and so the channel data will be interleaved. The block can be driven using simple polling, an interrupt based method or direct DMA control.

8.2 Typical Timing

Figure 8-1 shows typical interface timing and indicates the flexibility that the peripheral offers.

Normally PCM output signals change on the rising edge of PCM_CLK and input signals are sampled on its falling edge. The frame sync is considered as a data signal and sampled in the same way.

The front end of the PCM audio interface is run off the PCM_CLK and the PCM signals are timed against this clock. However, the polarity of the PCM_CLK can be physically inverted, in which case the edges are reversed.

In clock master mode (CLKM=0), the PCM_CLK is an output and is driven from the PCM_MCLK clock input.

In clock slave mode (CLKM=1), the PCM_CLK is an input, supplied by some external clock source.

In frame sync master mode (FSM=0), the PCM_FS is internally generated and is treated as a data output that changes on the positive edge of the clock. The length and polarity of the frame sync is fully programmable and it can be used as a standard frame sync signal, or as an L-R signal for I2S.

In frame sync slave mode (FSM=1), the PCM_FS is treated as a data input and is sampled on the negative edge of PCM_CLK. The first clock of a frame is taken as the first clock period where PCM_FS is sampled as a 1 following a period or periods where it was previously a 0. The PCM audio interface locks onto the incoming frame sync and uses this to indicate where the data channels are positioned. The precise timing at the start of frame is shown in Figure 8-3.

Note that in frame sync slave mode there are two synchronising methods. The legacy method is used when the frame length = 0. In this case the internal frame logic has to detect the incoming PCM_FS signal and reset the internal frame counter at the start of every frame. The logic relies on the PCM_FS to indicate the length of the frame and so can cope with adjacent frames of different lengths. However, this creates a short timing path that will corrupt the PCM_DOUT for one specific frame/channel setting.

The preferred method is to set the frame length to the expected length. Here the incoming PCM_FS is used to resynchronise the internal frame counter and this eliminates the short timing path.

8.3 Operation

The PCM interface runs asynchronously at the PCM_CLK rate and automatically transfers transmit and receive data across to the internal APB clock domain. The control registers are NOT synchronised and should be programmed before the device is enabled and should NOT be changed whilst the interface is running.

Only the EN, RXON and TXON bits of the PCMCS register are synchronised across the PCM - APB clock domain and are allowed to be changed whilst the interface is running.

The EN bit is a global power-saving enable. The TXON and RXON bits enable transmit and receive, and the interface is running whenever either TXON or RXON is enabled.

In operation, the PCM format is programmed by setting the appropriate frame length, frame sync, channel position values, and signal polarity controls. The transmit FIFO should be preloaded with data and the interface can then be enabled and started, and will run continuously until stopped. If the transmit FIFO becomes empty or the receive FIFO becomes full, the RXERR or TXERR error flags will be set, but the interface will just continue. If the RX FIFO overflows, new samples are discarded and if the TX FIFO underflows, zeros are transmitted.

Normally channel data is read or written into the appropriate FIFO as a single word. If the channel is less than 32 bits, the data is right justified and should be padded with zeros. If the RXSEX bit is set then the received data is sign extended up to the full 32 bits. When a frame is programmed to have two data channels, then each channel is written/read as a separate word in the FIFO, producing an interleaved data stream. When initialising the interface, the first word read out of the TX FIFO will be used for the first channel, and the data from the first channel on the first frame to be received will be the first word written into the RX FIFO.

If a FIFO error occurs in a two channel frame, then channel synchronisation may be lost which may result in a left right audio channel swap. RXSYNC and TXSYNC status bits are

provided to help determine if channel slip has occurred. They indicate if the number of words in the FIFO is a multiple of a full frame (taking into account where we are in the current frame being transferred). This assumes that an integer number of frames data has been sent/read from the FIFOs.

If a frame is programmed to have two data channels and the packed mode bits are set (FRXP FTXP) then the FIFOs are configured so that each word contains the data for both channels (2x 16 bit samples). In this mode each word written to the TX FIFO contains 2 16 bit samples, and the Least Significant sample is transmitted first. Each word read from the RX FIFO will contain the data received from 2 channels, the first channel received will be in the Least Significant half of the word. If the channels size is less than 16 bits, the TX data will be truncated and RX data will be padded to 16 bits with zeros.

Note that data is always serialised MS-bit first. This is well-established behaviour in both PCM and I2S.

If the PDM input mode is enabled then channel 1 is sampled on the negative edge of PCM_CLK whilst channel 2 is sampled on the positive edge of PCM_CLK.

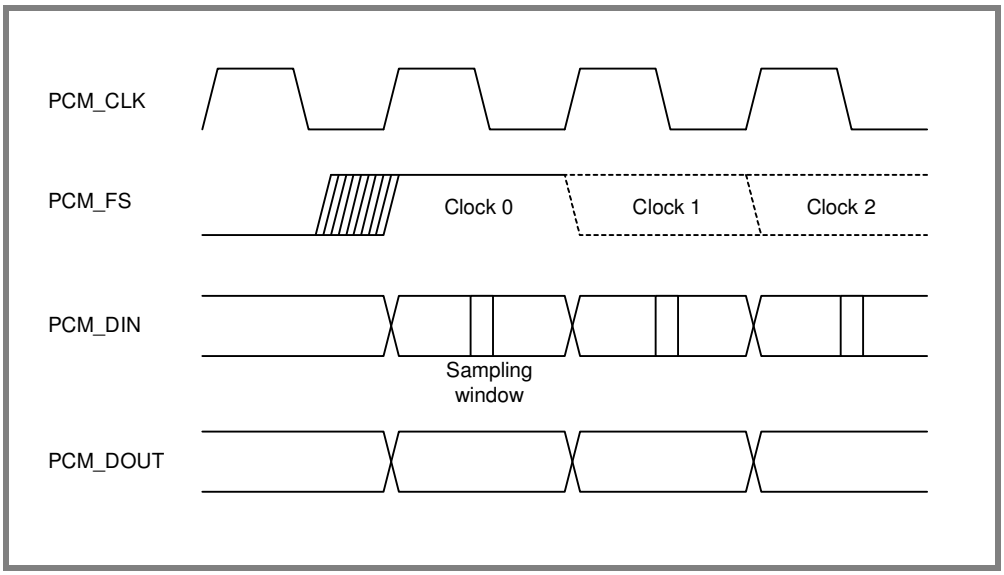


Figure 8-3 Timing at Start of Frame

Note that the precise timing of FS (when it is an input) is not clearly defined and it may change state before or after the positive edge of the clock. Here the first clock of the frame is defined as the clock period where the PCM_FS is sampled (negative edge) as a 1 where it was previously sampled as a 0.

8.4 Software Operation

8.4.1 Operating in Polled mode

Set the EN bit to enable the PCM block. Set all operational values to define the frame and channel settings. Assert RXCLR and/or TXCLR wait for 2 PCM clocks to ensure the FIFOs are reset. The SYNC bit can be used to determine when 2 clocks have passed. Set RXTHR/TXTHR to determine the FIFO thresholds.

If transmitting, ensure that sufficient sample words have been written to PCMFIFO before transmission is started. Set TXON and/or RXON to begin operation. Poll TXW writing sample words to PCMFIFO and RXR reading sample words from PCMFIFO until all data is transferred.

8.4.2 Operating in Interrupt mode

a) Set the EN bit to enable the PCM block. Set all operational values to define the frame and channel settings. Assert RXCLR and/or TXCLR wait for 2 PCM clocks to ensure the FIFOs are reset. The SYNC bit can be used to determine when 2 clocks have passed. Set RXTHR/TXTHR to determine the FIFO thresholds.

b) Set INTR and/or INTT to enable interrupts.

c) If transmitting, ensure that sufficient sample words have been written to PCMFIFO before transmission is started. Set TXON and/or RXON to begin operation.

d) When an interrupt occurs, check RXR. If this is set then one or more sample words are available in PCMFIFO. If TXW is set then one or more sample words can be sent to PCMFIFO.

8.4.3 DMA

a) Set the EN bit to enable the PCM block. Set all operational values to define the frame and channel settings. Assert RXCLR and/or TXCLR wait for 2 PCM clocks to ensure the FIFOs are reset. The SYNC bit can be used to determine when 2 clocks have passed.

b) Set DMAEN to enable DMA DREQ generation and set RXREQ/TXREQ to determine the FIFO thresholds for the DREQs. If required, set TXPANIC and RXPANIC to determine the level at which the DMA should increase its AXI priority,

c) In the DMA controllers set the correct DREQ channels, one for RX and one for TX. Start the DMA which should fill the TX FIFO.

d) Set TXON and/or RXON to begin operation.

8.5 Error Handling.

In all software operational modes, the possibility of FIFO over or under run exists. Should this happen when using 2 channels per frame, there is a risk of losing sync with the channel data stored in the FIFO. If this happens and is not detected and corrected, then the data channels may become swapped.

The FIFO's will automatically detect an error condition caused by a FIFO over or under-run and this will set the appropriate latching error bit in the control/status register. Writing a '1' back to this error bit will clear the latched flag.

In a system using a polled operation, the error bits can be checked manually. For an interrupt or DMA based system, setting the INTE bit will cause the PCM interface to generate an interrupt when an error is detected.

If a FIFO error occurs during operation in which 2 data channels are being used then the synchronisation of the data may be lost. This can be recovered by either of these two methods:

a) Disable transmit and receive (TXON and RXON =0). Clear the FIFO's (RXCLR and TXCLR =1). Note that it may take up to 2 PCM clocks for the FIFOs to be physically cleared after initiating a clear. Then preload the transmit FIFO and restart transmission. This of course loses the data in the FIFO and further interrupts the data flow to the external device.

b) Examine the TXSYNC and RXSYNC flags. These flags indicate if the amount of data in the FIFO is a whole number of frames, automatically taking into account where we are in the current frame being transmitted or received. Thus, providing an even number of samples was read or written to the FIFOs, then if the flags are set then this indicates that a single word needs to be written or read to adjust the data. Normal exchange of data can then proceed (where the first word in a data pair is for channel 1). This method should cause less disruption to the data stream.

8.6 PDM Input Mode Operation

The PDM input mode is capable of interfacing with two digital half-cycle PDM microphones and implements a 4th order CIC decimation filter with a selectable decimation factor. The clock input of the microphones is shared with the PCM output codec and it should be configured to provide the correct clock rate for the microphones. As a result it may be necessary to add a number of padding bits into the PCM output and configure the output codec to allow for this.

When using the PDM input mode the bit width and the rate of the data received will depend on the decimation factor used. Once the data has been read from the peripheral a further decimation and filtering stage will be required and can be implemented in software. The software filter should also correct the droop introduced by the CIC filter stage. Similarly a DC correction stage should also be employed.

PDMN	PCM_CLK (MHz)	Peripheral Output Format	OSR	Fs
0 (N=16)	3.072	16 bits unsigned	4	48kHz
1 (N=32)	3.072	20 bits unsigned	2	48kHz

Table 8-1 PDM Input Mode Configuration

8.7 GRAY Code Input Mode Operation

GRAY mode is used for an incoming data stream only. GRAY mode is selected by setting the enable bit (EN) in the PCM_GRAY register.

In this mode data is received on the PCM_DIN (data) and the PCM_FS (strobe) pins. The data is expected to be in data/strobe format. In this mode data is detected when either the data or the strobe change state. As each bit is received it is written into the RX buffer and when 32 bits are received they are written out to the RXFIFO as a 32 bit word. In order for this mode to work the user must program a PCM clock rate which is 4 times faster then the gray data rate. Also the gray coded data input signals should be clean.

The normal RXREQ and RXTHR FIFO levels will apply as for normal PCM received data.

If a message is received that is not a multiple of 32 bits, any data in the RX Buffer can be flushed out by setting the flush bit (FLUSH). Once set, this bit will read back as zero until the flush operation has completed. This may take several cycles as the APB clock may be many times faster than the PCM clock. Once the flush has occurred, the bits are packed up to 32 bits with zeros and written out to the RXFIFO. The flushed field (FLUSHED) will indicate how many of bits of this word are valid.

Note that to get an accurate indication of the number of bits currently in the rx shift register (RXLEVEL) the APB clock must be at least 2x the PCM_CLK.

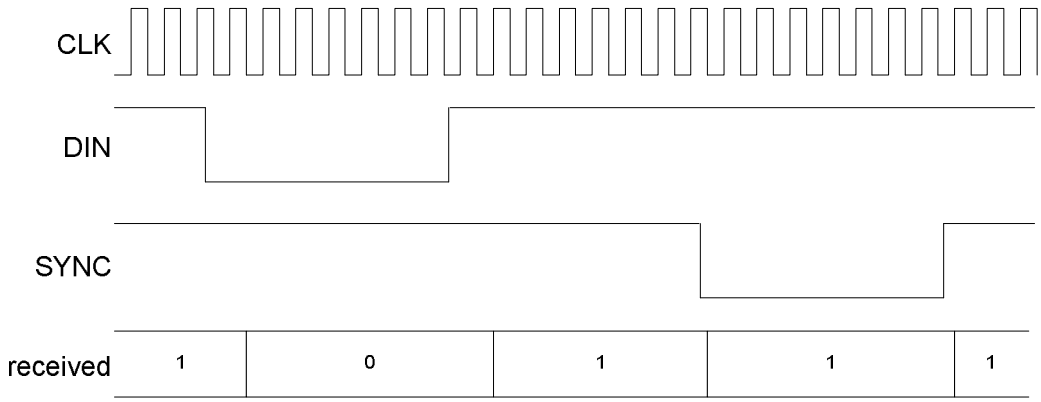


Figure 8-4 Gray mode input format

8.8 PCM Register Map

There is only PCM module in the BCM2835. The PCM base address for the registers is 0x7E203000.

PCM Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	CS_A	PCM Control and Status	32
0x4	FIFO_A	PCM FIFO Data	32
0x8	MODE_A	PCM Mode	32
0xc	RXC_A	PCM Receive Configuration	32
0x10	TXC_A	PCM Transmit Configuration	32
0x14	DREQ_A	PCM DMA Request Level	32

0x18	INTEN_A	PCM Interrupt Enables	32
0x1c	INTSTC_A	PCM Interrupt Status & Clear	32
0x20	GRAY	PCM Gray Mode Control	32

CS_A Register

Synopsis This register contains the main control and status bits for the PCM. The bottom 3 bits of this register can be written to whilst the PCM is running. The remaining bits cannot.

Bit(s)	Field Name	Description	Type	Reset
31:26		***Reserved*** *- Write as 0, read as don't care*		
25	STBY	RAM Standby This bit is used to control the PCM Rams standby mode. By default this bit is 0 causing RAMs to start initially in standby mode. Rams should be released from standby prior to any transmit/receive operation. Allow for at least 4 PCM clock cycles to take effect. This may or may not be implemented, depending upon the RAM libraries being used.	RW	0x0
24	SYNC	PCM Clock sync helper. This bit provides a software synchronisation mechanism to allow the software to detect when 2 PCM clocks have occurred. It takes 2 PCM clocks before the value written to this bit will be echoed back in the read value.	RW	0x0
23	RXSEX	RX Sign Extend 0 = No sign extension. 1 = Sign extend the RX data. When set, the MSB of the received data channel (as set by the CHxWID parameter) is repeated in all the higher data bits up to the full 32 bit data width.	RW	0x0
22	RXF	RX FIFO is Full 0 = RX FIFO can accept more data. 1 = RX FIFO is full and will overflow if more data is received.	RO	0x0

21	TXE	TX FIFO is Empty 0 = TX FIFO is not empty. 1 = TX FIFO is empty and underflow will take place if no more data is written.	RO	0x1
20	RXD	Indicates that the RX FIFO contains data 0 = RX FIFO is empty. 1 = RX FIFO contains at least 1 sample.	RO	0x0
19	TXD	Indicates that the TX FIFO can accept data 0 = TX FIFO is full and so cannot accept more data. 1 = TX FIFO has space for at least 1 sample.	RO	0x1
18	RXR	Indicates that the RX FIFO needs reading 0 = RX FIFO is less than RXTHR full. 1 = RX FIFO is RXTHR or more full. This is cleared by reading sufficient data from the RX FIFO.	RO	0x0
17	TXW	Indicates that the TX FIFO needs Writing 0 = TX FIFO is at least TXTHR full. 1 = TX FIFO is less then TXTHR full. This is cleared by writing sufficient data to the TX FIFO.	RO	0x1
16	RXERR	RX FIFO Error 0 = FIFO has had no errors. 1 = FIFO has had an under or overflow error. This flag is cleared by writing a 1.	RW	0x0
15	TXERR	TX FIFO Error 0 = FIFO has had no errors. 1 = FIFO has had an under or overflow error. This flag is cleared by writing a 1.	RW	0x0
14	RXSYNC	RX FIFO Sync 0 = FIFO is out of sync. The amount of data left in the FIFO is not a multiple of that required for a frame. This takes into account if we are halfway through the frame. 1 = FIFO is in sync.	RO	0x0
13	TXSYNC	TX FIFO Sync 0 = FIFO is out of sync. The amount of data left in the FIFO is not a multiple of that required for a frame. This takes into account if we are halfway through the frame. 1 = FIFO is in sync.	RO	0x0
12:10		***Reserved*** *- Write as 0, read as don't care*		

9	DMAEN	DMA DREQ Enable 0 = Don t generate DMA DREQ requests. 1 = Generates a TX DMA DREQ requests whenever the TX FIFO level is lower than TXREQ or generates a RX DMA DREQ when the RX FIFO level is higher than RXREQ.	RW	0x0
8:7	RXTHR	Sets the RX FIFO threshold at which point the RXR flag is set 00 = set when we have a single sample in the RX FIFO 01 = set when the RX FIFO is at least full 10 = set when the RX FIFO is at least 11 = set when the RX FIFO is full	RW	0x0
6:5	TXTHR	Sets the TX FIFO threshold at which point the TXW flag is set 00 = set when the TX FIFO is empty 01 = set when the TX FIFO is less than full 10 = set when the TX FIFO is less than full 11 = set when the TX FIFO is full but for one sample	RW	0x0
4	RXCLR	Clear the RX FIFO . Assert to clear RX FIFO. This bit is self clearing and is always read as clear Note that it will take 2 PCM clocks for the FIFO to be physically cleared.	WO	0x0
3	TXCLR	Clear the TX FIFO Assert to clear TX FIFO. This bit is self clearing and is always read as clear. Note that it will take 2 PCM clocks for the FIFO to be physically cleared.	WO	0x0
2	TXON	Enable transmission 0 = Stop transmission. This will stop immediately if possible or else at the end of the next frame. The TX FIFO can still be written to to preload data. 1 = Start transmission. This will start transmitting at the start of the next frame. Once enabled, the first data read from the TX FIFO will be placed in the first channel of the frame, thus ensuring proper channel synchronisation. The frame counter will be started whenever TXON or RXON are set. This bit can be written whilst the interface is running.	RW	0x0

1	RXON	Enable reception. 0 = Disable reception. This will stop on the next available frame end. RX FIFO data can still be read. 1 = Enable reception. This will be start receiving at the start of the next frame. The first channel to be received will be the first word written to the RX FIFO. This bit can be written whilst the interface is running.	RW	0x0
0	EN	Enable the PCM Audio Interface 0 = The PCM interface is disabled and most logic is gated off to save power. 1 = The PCM Interface is enabled. This bit can be written whilst the interface is running.	RW	0x0

FIFO_A Register

Synopsis This is the FIFO port of the PCM. Data written here is transmitted, and received data is read from here.

Bit(s)	Field Name	Description	Type	Reset
31:0		***Reserved*** *- Write as 0, read as don't care*		

MODE_A Register

Synopsis This register defines the basic PCM Operating Mode. It is used to configure the frame size and format and whether the PCM is in master or slave modes for its frame sync or clock. This register cannot be changed whilst the PCM is running.

Bit(s)	Field Name	Description	Type	Reset
31:29		***Reserved*** *- Write as 0, read as don't care*		

28	CLK_DIS	PCM Clock Disable 1 = Disable the PCM Clock. This cleanly disables the PCM clock. This enables glitch free clock switching between an internal and an uncontrollable external clock. The PCM clock can be disabled, and then the clock source switched, and then the clock re-enabled. 0 = Enable the PCM clock.	RW	0x0
27	PDMN	PDM Decimation Factor (N) 0 = Decimation factor 16. 1 = Decimation factor 32. Sets the decimation factor of the CIC decimation filter.	RW	0x0
26	PDME	PDM Input Mode Enable 0 = Disable PDM (classic PCM input). 1 = Enable PDM input filter. Enable CIC filter on input pin for PDM inputs. In order to receive data RXON must also be set.	RW	0x0
25	FRXP	Receive Frame Packed Mode 0 = The data from each channel is written into the RX FIFO. 1 = The data from both RX channels is merged (1st channel is in the LS half) and then written to the RX FIFO as a single 2x16 bit packed mode word. First received channel in the frame goes into the LS half word. If the received data is larger than 16 bits, the upper bits are truncated. The maximum channel size is 16 bits.	RW	0x0
24	FTXP	Transmit Frame Packed Mode 0 = Each TX FIFO word is written into a single channel. 1 = Each TX FIFO word is split into 2 16 bit words and used to fill both data channels in the same frame. The maximum channel size is 16 bits. The LS half of the word is used in the first channel of the frame.	RW	0x0
23	CLKM	PCM Clock Mode 0 = Master mode. The PCM CLK is an output and drives at the MCLK rate. 1 = Slave mode. The PCM CLK is an input.	RW	0x0

22	CLKI	Clock Invert this logically inverts the PCM_CLK signal. 0 = Outputs change on rising edge of clock, inputs are sampled on falling edge. 1 = Outputs change on falling edge of clock, inputs are sampled on rising edge.	RW	0x0
21	FSM	Frame Sync Mode 0 = Master mode. The PCM_FS is an output and we generate the frame sync. 1 = Slave mode. The PCM_FS is an input and we lock onto the incoming frame sync signal.	RW	0x0
20	FSI	Frame Sync Invert This logically inverts the frame sync signal. 0 = In master mode, FS is normally low and goes high to indicate frame sync. In slave mode, the frame starts with the clock where FS is a 1 after being a 0. 1 = In master mode, FS is normally high and goes low to indicate frame sync. In slave mode, the frame starts with the clock where FS is a 0 after being a 1.	RW	0x0
19:10	FLEN	Frame Length Sets the frame length to (FLEN+1) clocks. Used only when FSM == 0. 1 = frame length of 2 clocks. 2 = frame length of 3 clocks. etc	RW	0x0
9:0	FSLEN	Frame Sync Length Sets the frame sync length to (FSLEN) clocks. This is only used when FSM == 0. PCM_FS will remain permanently active if FSLEN >= FLEN. 0 = frame sync pulse is off. 1 = frame sync pulse is 1 clock wide. etc	RW	0x0

RXC_A Register

Synopsis Sets the Channel configurations for Receiving. This sets the position and width of the 2 receive channels within the frame. The two channels cannot overlap, however they channel 1 can come after channel zero, although the first data will always be from the first channel in the frame. Channels can also straddle the frame begin end boundary as that is set by the frame sync position. This register cannot be changed whilst the PCM is running.

Bit(s)	Field Name	Description	Type	Reset

31	CH1WEX	Channel 1 Width Extension Bit This is the MSB of the channel 1 width (CH1WID). It allows widths greater than 24 bits to be programmed and is added here to keep backwards compatibility with older versions of the PCM	RW	0x0
30	CH1EN	Channel 1 Enable 0 = Channel 1 disabled and no data is received from channel 1 and written to the RX FIFO. 1 = Channel 1 enabled.	RW	0x0
29:20	CH1POS	Channel 1 Position This sets the bit clock at which the first bit (MS bit) of channel 1 data occurs in the frame. 0 indicates the first clock of frame.	RW	0x0
19:16	CH1WID	Channel 1 Width This sets the width of channel 1 in bit clocks. This field has been extended with the CH1WEX bit giving a total width of (CH1WEX* 16) + CH1WID + 8. The Maximum supported width is 32 bits. 0 = 8 bits wide 1 = 9 bits wide	RW	0x0
15	CH2WEX	Channel 2 Width Extension Bit This is the MSB of the channel 2 width (CH2WID). It allows widths greater than 24 bits to be programmed and is added here to keep backwards compatibility with older versions of the PCM	RW	0x0
14	CH2EN	Channel 2 Enable 0 = Channel 2 disabled and no data is received from channel 2 and written to the RX FIFO. 1 = Channel 2 enabled.	RW	0x0
13:4	CH2POS	Channel 2 Position This sets the bit clock at which the first bit (MS bit) of channel 2 data occurs in the frame. 0 indicates the first clock of frame.	RW	0x0
3:0	CH2WID	Channel 2 Width This sets the width of channel 2 in bit clocks. This field has been extended with the CH2WEX bit giving a total width of (CH2WEX* 16) + CH2WID + 8. The Maximum supported width is 32 bits. 0 = 8 bits wide 1 = 9 bits wide	RW	0x0

TXC_A Register

Synopsis Sets the Channel configurations for Transmitting. This sets the position and width of the 2 transmit channels within the frame. The two channels cannot overlap, however they channel 1 can come after channel zero, although the first data will always be used in the first channel in the frame. Channels can also straddle the frame begin end boundary as that is set by the frame sync position. This register cannot be changed whilst the PCM is running.

Bit(s)	Field Name	Description	Type	Reset
31	CH1WEX	Channel 1 Width Extension Bit This is the MSB of the channel 1 width (CH1WID). It allows widths greater than 24 bits to be programmed and is added here to keep backwards compatibility with older versions of the PCM	RW	0x0
30	CH1EN	Channel 1 Enable 0 = Channel 1 disabled and no data is taken from the TX FIFO and transmitted on channel 1. 1 = Channel 1 enabled.	RW	0x0
29:20	CH1POS	Channel 1 Position This sets the bit clock at which the first bit (MS bit) of channel 1 data occurs in the frame. 0 indicates the first clock of frame.	RW	0x0
19:16	CH1WID	Channel 1 Width This sets the width of channel 1 in bit clocks. This field has been extended with the CH1WEX bit giving a total width of (CH1WEX* 16) + CH1WID + 8. The Maximum supported width is 32 bits. 0 = 8 bits wide 1 = 9 bits wide	RW	0x0
15	CH2WEX	Channel 2 Width Extension Bit This is the MSB of the channel 2 width (CH2WID). It allows widths greater than 24 bits to be programmed and is added here to keep backwards compatibility with older versions of the PCM	RW	0x0
14	CH2EN	Channel 2 Enable 0 = Channel 2 disabled and no data is taken from the TX FIFO and transmitted on channel 2. 1 = Channel 2 enabled.	RW	0x0

13:4	CH2POS	Channel 2 Position This sets the bit clock at which the first bit (MS bit) of channel 2 data occurs in the frame. 0 indicates the first clock of frame.	RW	0x0
3:0	CH2WID	Channel 2 Width This sets the width of channel 2 in bit clocks. This field has been extended with the CH2WEX bit giving a total width of (CH2WEX* 16) + CH2WID + 8. The Maximum supported width is 32 bits. 0 = 8 bits wide 1 = 9 bits wide	RW	0x0

DREQ_A Register

Synopsis Set the DMA DREQ and Panic thresholds. The PCM drives 2 DMA controls back to the DMA, one for the TX channel and one for the RX channel. DMA DREQ is used to request the DMA to perform another transfer, and DMA Panic is used to tell the DMA to use its panic level of priority when requesting thins on the AXI bus. This register cannot be changed whilst the PCM is running.

Bit(s)	Field Name	Description	Type	Reset
31		***Reserved*** *- Write as 0, read as don't care*		
30:24	TX_PANIC	TX Panic Level This sets the TX FIFO Panic level. When the level is below this the PCM will assert its TX DMA Panic signal.	RW	0x10
23		***Reserved*** *- Write as 0, read as don't care*		
22:16	RX_PANIC	RX Panic Level This sets the RX FIFO Panic level. When the level is above this the PCM will assert its RX DMA Panic signal.	RW	0x30
15		***Reserved*** *- Write as 0, read as don't care*		
14:8	TX	TX Request Level This sets the TX FIFO DREQ level. When the level is below this the PCM will assert its DMA DREQ signal to request more data is written to the TX FIFO.	RW	0x30
7		***Reserved*** *- Write as 0, read as don't care*		

6:0	RX	RX Request Level This sets the RX FIFO DREQ level. When the level is above this the PCM will assert its DMA DREQ signal to request that some more data is read out of the RX FIFO.	RW	0x20

INTEN_A Register

Synopsis Set the reasons for generating an Interrupt. This register cannot be changed whilst the PCM is running.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	RXERR	RX Error Interrupt Setting this bit enables interrupts from PCM block when RX FIFO error occurs.	RW	0x0
2	TXERR	TX Error Interrupt Setting this bit enables interrupts from PCM block when TX FIFO error occurs.	RW	0x0
1	RXR	RX Read Interrupt Enable Setting this bit enables interrupts from PCM block when RX FIFO level is greater than or equal to the specified RXTHR level.	RW	0x0
0	TXW	TX Write Interrupt Enable Setting this bit enables interrupts from PCM block when TX FIFO level is less than the specified TXTHR level.	RW	0x0

INTSTC_A Register

Synopsis This register is used to read and clear the PCM interrupt status. Writing a 1 to the asserted bit clears the bit. Writing a 0 has no effect.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		

3	RXERR	RX Error Interrupt Status / Clear This bit indicates an interrupt occurred on RX FIFO Error. Writing 1 to this bit clears it. Writing 0 has no effect.	RW	0x0
2	TXERR	TX Error Interrupt Status / Clear This bit indicates an interrupt occurred on TX FIFO Error. Writing 1 to this bit clears it. Writing 0 has no effect.	RW	0x0
1	RXR	RX Read Interrupt Status / Clear This bit indicates an interrupt occurred on RX Read. Writing 1 to this bit clears it. Writing 0 has no effect.	RW	0x0
0	TXW	TX Write Interrupt Status / Clear This bit indicates an interrupt occurred on TX Write. Writing 1 to this bit clears it. Writing 0 has no effect.	RW	0x0

GRAY Register

Synopsis This register is used to control the gray mode generation. This is used to put the PCM into a special data/strobe mode. This mode is under 'best effort ' contract.

Bit(s)	Field Name	Description	Type	Reset
31:22		***Reserved*** *- Write as 0, read as don't care*		
21:16	RXFIFOLEVEL	The Current level of the RXFIFO This indicates how many words are currently in the RXFIFO.	RO	0x0
15:10	FLUSHED	The Number of bits that were flushed into the RXFIFO This indicates how many bits were valid when the flush operation was performed. The valid bits are from bit 0 upwards. Non-valid bits are set to zero.	RO	0x0
9:4	RXLEVEL	The Current fill level of the RX Buffer This indicates how many GRAY coded bits have been received. When 32 bits are received, they are written out into the RXFIFO.	RO	0x0

3		***Reserved*** *- Write as 0, read as don't care*		
2	FLUSH	Flush the RX Buffer into the RX FIFO This forces the RX Buffer to do an early write. This is necessary if we have reached the end of the message and we have bits left in the RX Buffer. Flushing will write these bits as a single 32 bit word, starting at bit zero. Empty bits will be packed with zeros. The number of bits written will be recorded in the FLUSHED Field. This bit is written as a 1 to initiate a flush. It will read back as a zero until the flush operation has completed (as the PCM Clock may be very slow).	RW	0x0
1	CLR	Clear the GRAY Mode Logic This Bit will reset all the GRAY mode logic, and flush the RX buffer. It is not self clearing.	RW	0x0
0	EN	Enable GRAY Mode Setting this bit will put the PCM into GRAY mode. In gray mode the data is received on the data in and the frame sync pins. The data is expected to be in data/strobe format.	RW	0x0

9 Pulse Width Modulator

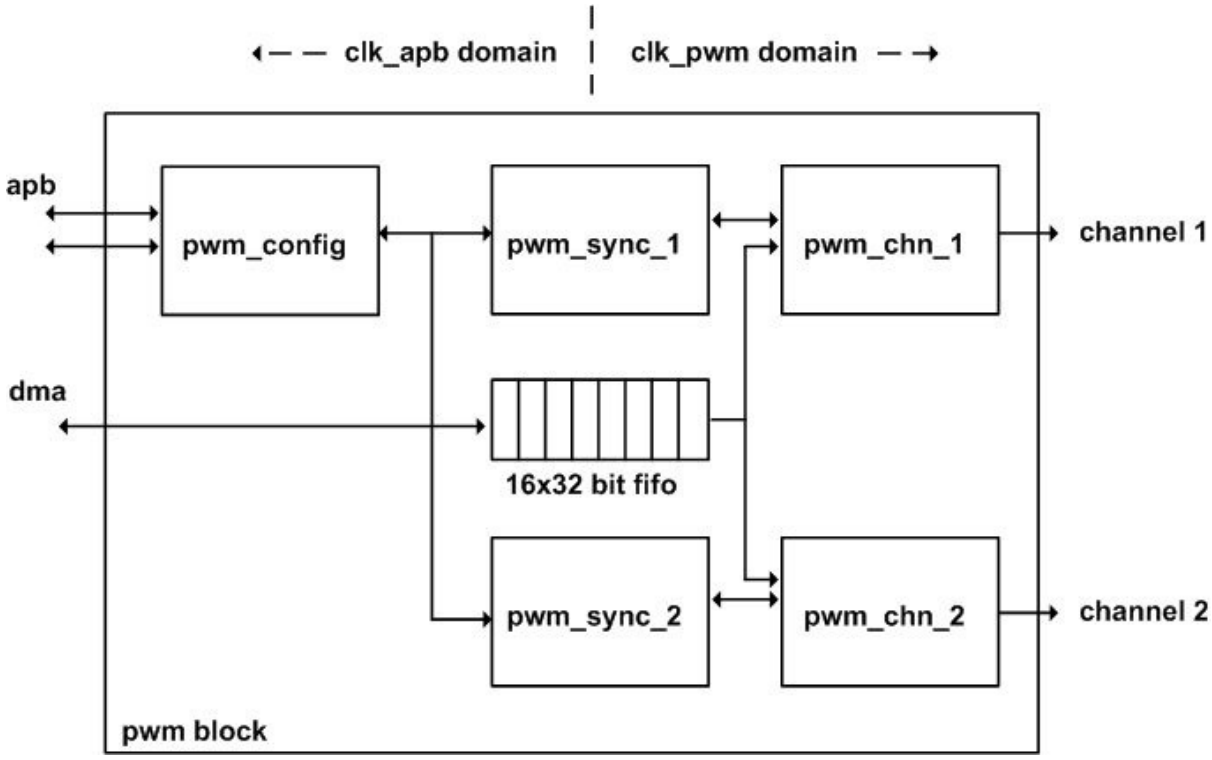
9.1 Overview

This section specifies in detail the functionality provided by the device Pulse Width Modulator (PWM) peripheral.

The PWM controller incorporates the following features:

- Two independent output bit-streams, clocked at a fixed frequency.
- Bit-streams configured individually to output either PWM or a serialised version of a 32-bit word.
- PWM outputs have variable input and output resolutions.
- Serialise mode configured to load data to and/or read data from a FIFO storage block, which can store up to eight 32-bit words.
- Both modes clocked by clk_pwm which is nominally 100MHz, but can be varied by the clock manager.

9.2 Block Diagram



9.3 PWM Implementation

A value represented as a ratio of N/M can be transmitted along a serial channel with pulse width modulation in which the value is represented by the duty cycle of the output signal. To send value N/M within a periodic sequence of M cycles, output should be 1 for N cycles and 0 for (M-N) cycles. The desired sequence should have 1's and 0's spread out as even as possible so that during any arbitrary period of time duty cycle achieves closest approximation of the value. This can be shown in the following table where 4/8 is modulated (N= 4, M= 8).

Bad	0	0	0	0	1	1	1	1	0	0	0	0
Fair	0	0	1	1	0	0	1	1	0	0	1	1
Good	0	1	0	1	0	1	0	1	0	1	0	1

Sequence which gives the 'good' approximation from the table above can be achieved by the following algorithm:

```
1. Set context = 0
2. context = context + N
3.  if (context >= M)
        context = context – M
        send 1
    else
```

where context is a register which stores the result of the addition/subtractions.

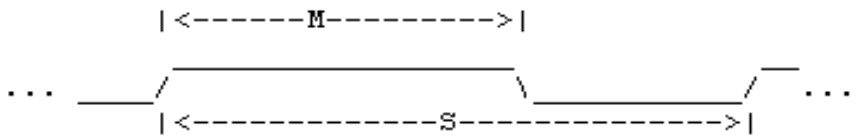
9.4 Modes of Operation

PWM controller consists of two independent channels (pwm_chn in block diagram) which implement the pwm algorithm explained in section 1.3. Each channel can operate in either pwm mode or serialiser mode.

PWM mode: There are two sub-modes in PWM mode: MSEN=0 and MSEN=1.

When MSEN=0, which is the default mode, data to be sent is interpreted as the value N of the algorithm explained above. Number of clock cycles (range) used to send data is the value M of the algorithm. Pulses are sent within this range so that the resulting duty cycle is N/M. Channel sends its output continuously as long as data register is used, or buffer is used and it is not empty.

When MSEN=1, PWM block does not use the algorithm explained above, instead it sends serial data with the M/S ratio as in the picture below. M is the data to be sent, and S is the range. This mode may be preferred if high frequency modulation is not required or has negative effects. Channel sends its output continuously as long as data register is used, or buffer is used and it is not empty.



Serial bit transmission when M/S Mode enabled

Serialiser mode: Each channel is also capable of working as a serialiser. In this mode data written in buffer or the data register is sent serially.

9.5 Quick Reference

- PWM DMA is mapped to DMA channel 5.
- GPIOs are assigned to PWM channels as below. Please refer to GPIO section for further details:

	PWM0	PWM1
GPIO 12	Alt Fun 0	-
GPIO 13	-	Alt Fun 0
GPIO 18	Alt Fun 5	-
GPIO 19	-	Alt Fun 5
GPIO 40	Alt Fun 0	-
GPIO 41	-	Alt Fun 0
GPIO 45	-	Alt Fun 0
GPIO 52	Alt Fun 1	-
GPIO 53	-	Alt Fun 1

- PWM clock source and frequency is controlled in CPRMAN.

9.6 Control and Status Registers

PWM Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	CTL	PWM Control	32
0x4	STA	PWM Status	32
0x8	DMAC	PWM DMA Configuration	32
0x10	RNG1	PWM Channel 1 Range	32
0x14	DAT1	PWM Channel 1 Data	32
0x18	FIF1	PWM FIFO Input	32
0x20	RNG2	PWM Channel 2 Range	32
0x24	DAT2	PWM Channel 2 Data	32

CTL Register

Synopsis PWENi is used to enable/disable the corresponding channel. Setting this bit to 1 enables the channel and transmitter state machine. All registers and FIFO is writable without setting this bit.
MODEi bit is used to determine mode of operation. Setting this bit to 0 enables PWM mode. In this mode data stored in either PWM_DATi or FIFO is transmitted by pulse width modulation within the range defined by PWM_RNGi. When this mode is used MSENi defines whether to use PWM algorithm. Setting MODEi to 1 enables serial mode, in which data stored in either PWM_DATi or FIFO is transmitted serially within the range defined by PWM_RNGi. Data is transmitted MSB first and truncated or zero-padded depending on PWM_RNGi. Default mode is PWM.
RPTLi is used to enable/disable repeating of the last data available in the FIFO just before it empties. When this bit is 1 and FIFO is used, the last available data in the FIFO is repeatedly sent. This may be useful in PWM mode to avoid duty cycle gaps. If the FIFO is not used this bit does not have any effect. Default operation is do-not-repeat.
SBITi defines the state of the output when no transmission takes place. It also defines the zero polarity for the zero padding in serialiser mode. This bit is padded between two consecutive transfers as well as tail of the data when PWM_RNGi is larger than bit depth of data being transferred. this bit is zero by default.
POLAi is used to configure the polarity of the output bit. When set to high the final output is inverted. Default operation is no inversion.
USEFi bit is used to enable/disable FIFO transfer. When this bit is high data stored in the FIFO is used for transmission. When it is low, data written to PWM_DATi is transferred. This bit is 0 as default.
CLRF is used to clear the FIFO. Writing a 1 to this bit clears the FIFO. Writing 0 has no effect. This is a single shot operation and reading the bit always returns 0.
MSENi is used to determine whether to use PWM algorithm or simple M/S ratio transmission. When this bit is high M/S transmission is used. This bit is zero as default. When MODEi is 1, this configuration bit has no effect.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15	MSEN2	Channel 2 M/S Enable 0: PWM algorithm is used 1: M/S transmission is used.	RW	0x0
14		***Reserved*** *- Write as 0, read as don't care*		
13	USEF2	Channel 1 Use Fifo 0: Data register is transmitted 1: Fifo is used for transmission	RW	0x0
12	POLA2	Channel 1 Polarity 0 : 0=low 1=high 1: 1=low 0=high	RW	0x0
11	SBIT2	Channel 1 Silence Bit Defines the state of the output when no transmission takes place	RW	0x0

10	RPTL2	Channel 1 Repeat Last Data 0: Transmission interrupts when FIFO is empty 1: Last data in FIFO is transmitted repetedly until FIFO is not empty	RW	0x0
9	MODE2	Channel 1 Mode 0: PWM mode 1: Serialiser mode	RW	0x0
8	PWEN2	Channel 1 Enable 0: Channel is disabled 1: Channel is enabled	RW	0x0
7	MSEN1	Channel 1 M/S Enable 0: PWM algorithm is used 1: M/S transmission is used.	RW	0x0
6	CLRF1	Clear Fifo 1: Clears FIFO 0: Has no effect This is a single shot operation. This bit always reads 0	RO	0x0
5	USEF1	Channel 1 Use Fifo 0: Data register is transmitted 1: Fifo is used for transmission	RW	0x0
4	POLA1	Channel 1 Polarity 0 : 0=low 1=high 1: 1=low 0=high	RW	0x0
3	SBIT1	Channel 1 Silence Bit Defines the state of the output when no transmission takes place	RW	0x0
2	RPTL1	Channel 1 Repeat Last Data 0: Transmission interrupts when FIFO is empty 1: Last data in FIFO is transmitted repetedly until FIFO is not empty	RW	0x0
1	MODE1	Channel 1 Mode 0: PWM mode 1: Serialiser mode	RW	0x0
0	PWEN1	Channel 1 Enable 0: Channel is disabled 1: Channel is enabled	RW	0x0

STA Register

Synopsis FULL1 bit indicates the full status of the FIFO. If this bit is high FIFO is full.
EMPT1 bit indicates the empty status of the FIFO. If this bit is high FIFO is empty.
WERR1 bit sets to high when a write when full error occurs. Software must clear this bit by writing 1. Writing 0 to this bit has no effect.
RERR1 bit sets to high when a read when empty error occurs. Software must clear this bit by writing 1. Writing 0 to this bit has no effect.
GAPOi. bit indicates that there has been a gap between transmission of two consecutive data from FIFO. This may happen when FIFO gets empty after state machine has sent a word and waits for the next. If control bit RPTLi is set to high this event will not occur. Software must clear this bit by writing 1. Writing 0 to this bit has no effect.
BERR sets to high when an error has occurred while writing to registers via APB. This may happen if the bus tries to write successively to same set of registers faster than the synchroniser block can cope with. Multiple switching may occur and contaminate the data during synchronisation. Software should clear this bit by writing 1. Writing 0 to this bit has no effect.
STAi bit indicates the current state of the channel which is useful for debugging purposes. 0 means the channel is not currently transmitting. 1 means channel is transmitting data.

Bit(s)	Field Name	Description	Type	Reset
31:13		***Reserved*** *- Write as 0, read as don't care*		
12	STA4	Channel 4 State	RW	0x0
11	STA3	Channel 3 State	RW	0x0
10	STA2	Channel 2 State	RW	0x0
9	STA1	Channel 1 State	RW	0x0
8	BERR	Bus Error Flag	RW	0x0
7	GAPO4	Channel 4 Gap Occurred Flag	RW	0x0
6	GAPO3	Channel 3 Gap Occurred Flag	RW	0x0
5	GAPO2	Channel 2 Gap Occurred Flag	RW	0x0
4	GAPO1	Channel 1 Gap Occurred Flag	RW	0x0
3	RERR1	Fifo Read Error Flag	RW	0x0
2	WERR1	Fifo Write Error Flag	RW	0x0

1	EMPT1	Fifo Empty Flag	RW	0x1
0	FULL1	Fifo Full Flag	RW	0x0

DMAC Register

Synopsis ENAB bit is used to start DMA.
PANIC bits are used to determine the threshold level for PANIC signal going active. Default value is 7.
DREQ bits are used to determine the threshold level for DREQ signal going active. Default value is 7.

Bit(s)	Field Name	Description	Type	Reset
31	ENAB	DMA Enable 0: DMA disabled 1: DMA enabled	RW	0x0
30:16		***Reserved*** *- Write as 0, read as don't care*		
15:8	PANIC	DMA Threshold for PANIC signal	RW	0x7
7:0	DREQ	DMA Threshold for DREQ signal	RW	0x7

RNG1 Register

Synopsis This register is used to define the range for the corresponding channel. In PWM mode evenly distributed pulses are sent within a period of length defined by this register. In serial mode serialised data is transmitted within the same period. If the value in PWM_RNGi is less than 32, only the first PWM_RNGi bits are sent resulting in a truncation. If it is larger than 32 excess zero bits are padded at the end of data. Default value for this register is 32.
Note: Channels 3 and 4 are not available in B0 and corresponding Channel Range Registers are ignored.

Bit(s)	Field Name	Description	Type	Reset
31:0	PWM_RNGi	Channel i Range	RW	0x20

DAT1 Register

Synopsis This register stores the 32 bit data to be sent by the PWM Controller when USEFi is 0. In PWM mode data is sent by pulse width modulation: the value of this register defines the number of pulses which is sent within the period defined by PWM_RNGi. In serialiser mode data stored in this register is serialised and transmitted.
Note: Channels 3 and 4 are not available in B0 and corresponding Channel Data Registers are ignored.

Bit(s)	Field Name	Description	Type	Reset
31:0	PWM_DATi	Channel i Data	RW	0x0

FIF1 Register

Synopsis This register is the FIFO input for the all channels. Data written to this address is stored in channel FIFO and if USEFi is enabled for the channel i it is used as data to be sent. This register is write only, and reading this register will always return bus default return value, pwm0 .
When more than one channel is enabled for FIFO usage, the data written into the FIFO is shared between these channels in turn. For example if the word series A B C D E F G H I .. is written to FIFO and two channels are active and configured to use FIFO then channel 1 will transmit words A C E G I .. and channel 2 will transmit words B D F H .. .
Note that requesting data from the FIFO is in locked-step manner and therefore requires tight coupling of state machines of the channels. If any of the channel range (period) value is different than the others this will cause the channels with small range values to wait between words hence resulting in gaps between words. To avoid that, each channel sharing the FIFO should be configured to use the same range value.
Also note that RPTLi are not meaningful when the FIFO is shared between channels as there is no defined channel to own the last data in the FIFO. Therefore sharing channels must have their RPTLi set to zero.
If the set of channels to share the FIFO has been modified after a configuration change, FIFO should be cleared before writing new data.

Bit(s)	Field Name	Description	Type	Reset
31:0	PWM_FIFO	Channel FIFO Input	RW	0x0

RNG2 Register

Synopsis This register is used to define the range for the corresponding channel. In PWM mode evenly distributed pulses are sent within a period of length defined by this register. In serial mode serialised data is transmitted within the same period. If the value in PWM_RNGi is less than 32, only the first PWM_RNGi bits are sent resulting in a truncation. If it is larger than 32 excess zero bits are padded at the end of data. Default value for this register is 32.
Note: Channels 3 and 4 are not available in B0 and corresponding Channel Range Registers are ignored.

Bit(s)	Field Name	Description	Type	Reset
31:0	PWM_RNGi	Channel i Range	RW	0x20

DAT2 Register

Synopsis This register stores the 32 bit data to be sent by the PWM Controller when USEFi is 1. In PWM mode data is sent by pulse width modulation: the value of this register defines the number of pulses which is sent within the period defined by PWM_RNGi. In serialiser mode data stored in this register is serialised and transmitted.
Note: Channels 3 and 4 are not available in B0 and corresponding Channel Data Registers are ignored.

Bit(s)	Field Name	Description	Type	Reset
31:0	PWM_DATi	Channel i Data	RW	0x0

10 SPI

10.1 Introduction

This Serial interface peripheral supports the following features:

- Implements a 3 wire serial protocol, variously called Serial Peripheral Interface (SPI) or Synchronous Serial Protocol (SSP).
- Implements a 2 wire version of SPI that uses a single wire as a bidirectional data wire instead of one for each direction as in standard SPI.
- Implements a LoSSI Master (Low Speed Serial Interface)
- Provides support for polled, interrupt or DMA operation.

10.2 SPI Master Mode

10.2.1 Standard mode

In Standard SPI master mode the peripheral implements the standard 3 wire serial protocol described below.

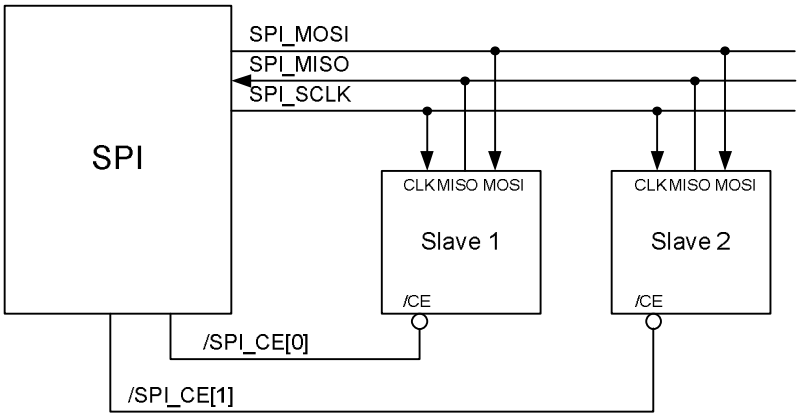
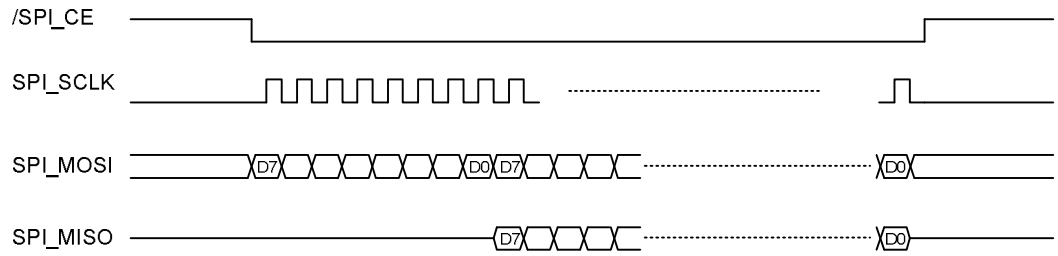


Figure 10-1 SPI Master Typical Usage



Notes
1. Slave enables itself onto SPI_MISO only when it is outputting data. At other times, output is tristate.
2. Different SCLK polarity and phase values are possible. Case illustrated is CPOL = 0, CPHA = 0.
3. Data is transmitted MSB first.
4. Transactions can be from a single byte to hundreds of bytes.

Figure 10-2 SPI Cycle

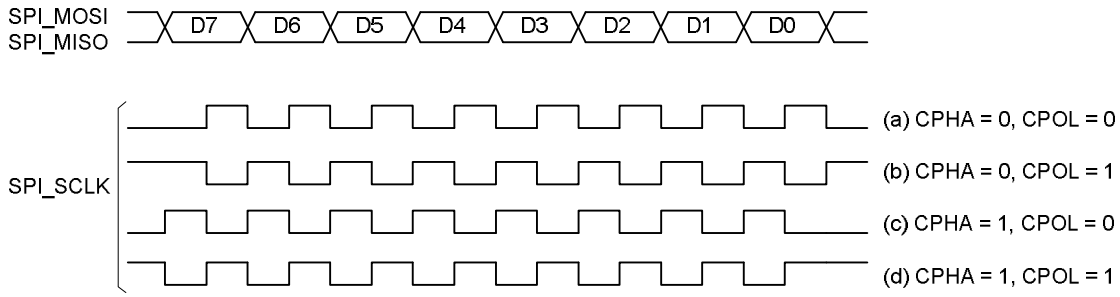


Figure 10-3 Different Clock Polarity/Phase

10.2.2 Bidirectional mode

In bidirectional SPI master mode the same SPI standard is implemented except that a single wire is used for the data (MIMO) instead of the two as in standard mode (MISO and MOSI). Bidirectional mode is used in a similar way to standard mode, the only difference is that before attempting to read data from the slave, you must set the read enable (SPI_REN) bit in the SPI control and status register (SPI_CS). This will turn the bus around, and when you write to the SPI_FIFO register (with junk) a read transaction will take place on the bus, and the read data will appear in the FIFO.

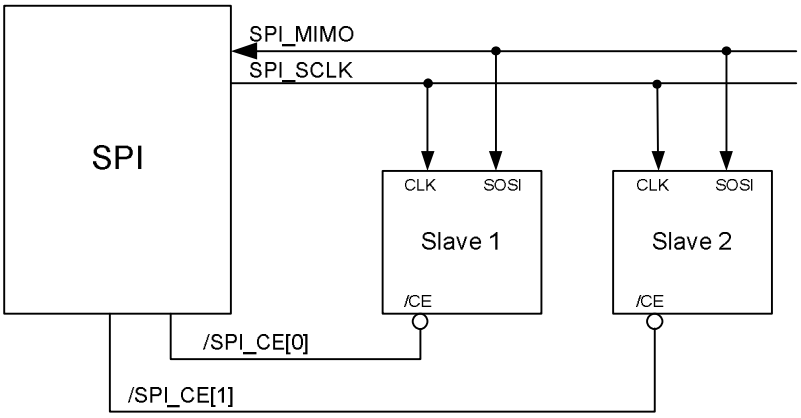


Figure 10-4 Bidirectional SPI Master Typical Usage

10.3 LoSSI mode

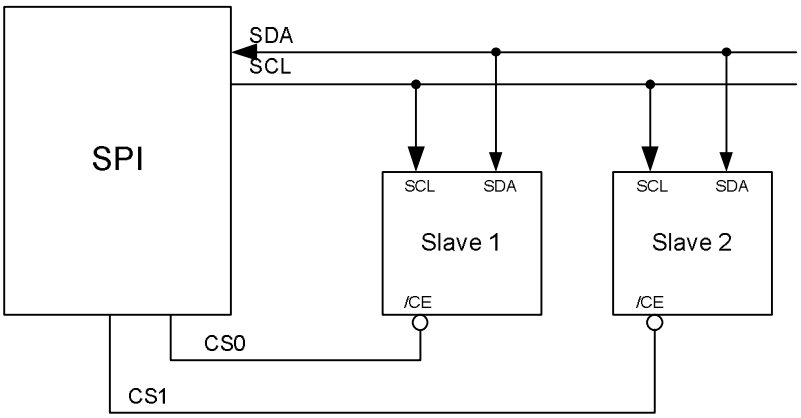
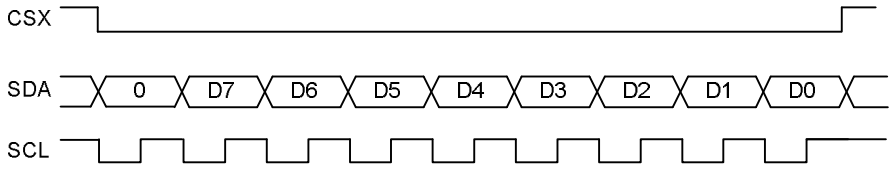


Figure 10-5 LoSSI mode Typical usage

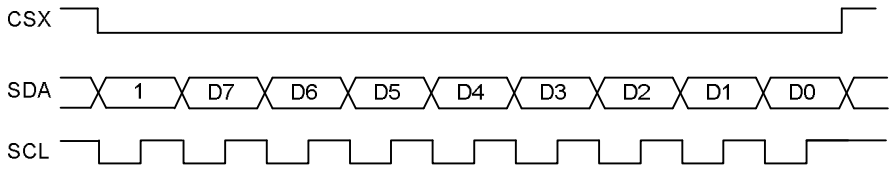
The LoSSI standard allows us to issue commands to peripherals and to transfer data to and from them. LoSSI commands and parameters are 8 bits long, but an extra bit is used to indicate whether the byte is a command or data. This extra bit is set high for a parameter and low for a command. The resulting 9-bit value is serialized to the output. When reading from a LoSSI peripheral the standard allows us to read bytes of data, as well as 24 and 32 bit words.

Commands and parameters are issued to a LoSSI peripheral by writing the 9-bit value of the command or data into the SPI_FIFO register as you would for SPI mode. Reads are automated in that if the serial interface peripheral detects a read command being issued, it will issue the command and complete the read transaction, putting the received data into the FIFO.

10.3.1 Command write

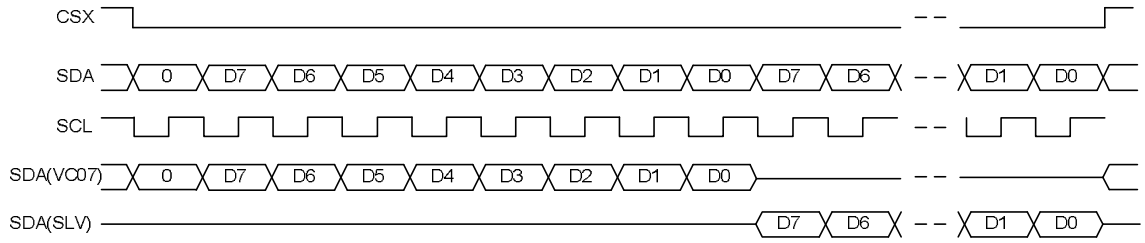


10.3.2 Parameter write



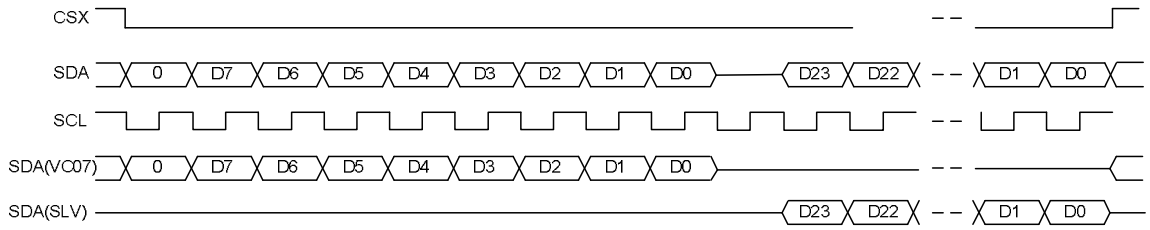
10.3.3 Byte read commands

Byte read commands are 0x0a, 0x0b, 0x0c, 0x0d, 0x0e, 0x0f, 0xda, 0xdb, 0xdc.



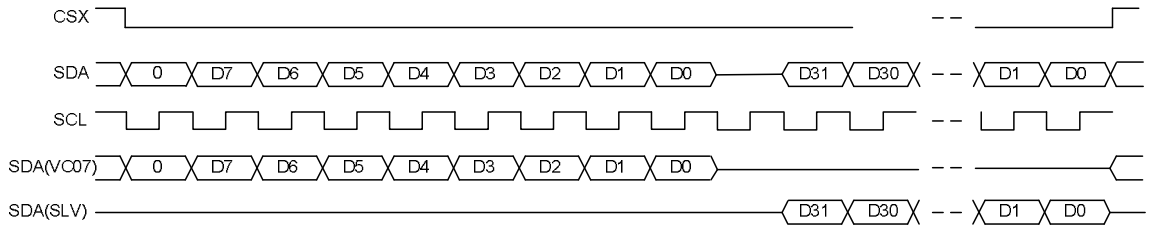
10.3.4 24bit read command

A 24 bit read can be achieved by using the command 0x04.



10.3.5 32bit read command

A 32bit read can be achieved by using the command 0x09.



10.4 Block Diagram

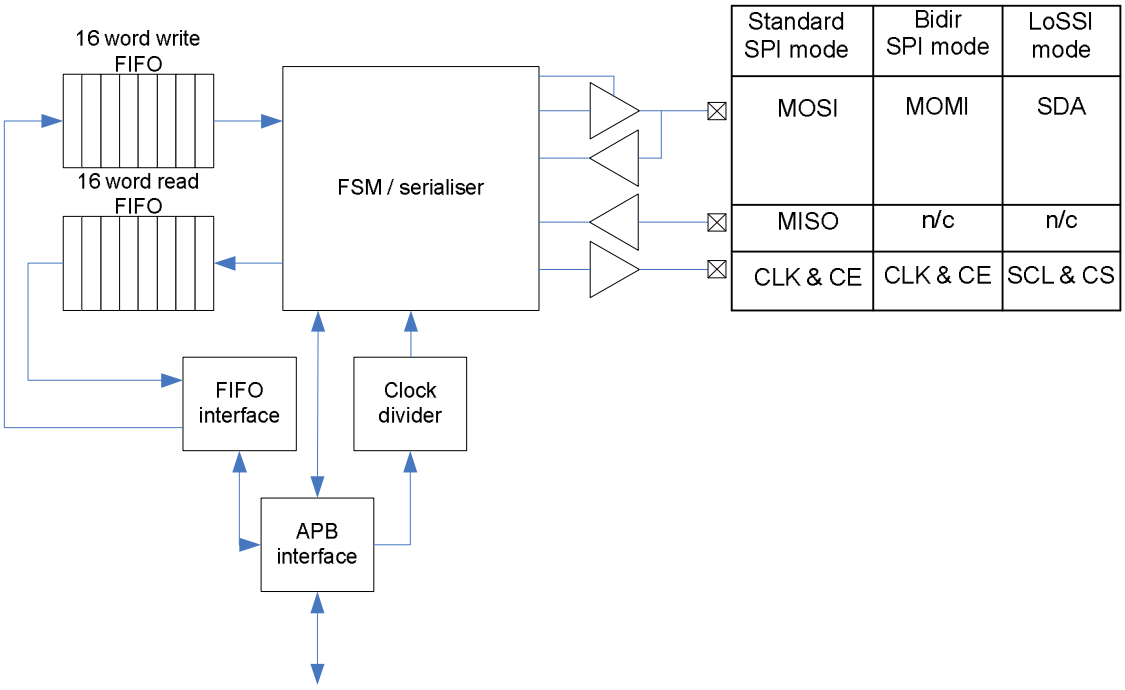


Figure 10-6 Serial interface Block Diagram

10.5 SPI Register Map

The BCM2835 devices has only one SPI interface of this type. It is referred to in all the documentation as SPI0. It has two additional mini SPI interfaces (SPI1 and SPI2). The specifiation of those can be found under *2.3 Universal SPI Master (2x)*.

The base address of this SPI0 interface is 0x7E204000.

SPI Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	CS	SPI Master Control and Status	32
0x4	FIFO	SPI Master TX and RX FIFOs	32
0x8	CLK	SPI Master Clock Divider	32

0xc	DLEN	SPI Master Data Length	32
0x10	LTOH	SPI LOSSI mode TOH	32
0x14	DC	SPI DMA DREQ Controls	32

CS Register

Synopsis This register contains the main control and status bits for the SPI.

Bit(s)	Field Name	Description	Type	Reset
31:26		***Reserved*** *- Write as 0, read as don't care*		
25	LEN_LONG	Enable Long data word in Lossi mode if DMA_LEN is set 0= writing to the FIFO will write a single byte 1= wrirng to the FIFO will write a 32 bit word	RW	0x0
24	DMA_LEN	Enable DMA mode in Lossi mode	RW	0x0
23	CSPOL2	Chip Select 2 Polarity 0= Chip select is active low. 1= Chip select is active high.	RW	0x0
22	CSPOL1	Chip Select 1 Polarity 0= Chip select is active low. 1= Chip select is active high.	RW	0x0
21	CSPOL0	Chip Select 0 Polarity 0= Chip select is active low. 1= Chip select is active high.	RW	0x0
20	RXF	RXF - RX FIFO Full 0 = RXFIFO is not full. 1 = RX FIFO is full. No further serial data will be sent/ received until data is read from FIFO.	RO	0x0
19	RXR	RXR RX FIFO needs Reading (full) 0 = RX FIFO is less than full (or not active TA = 0). 1 = RX FIFO is or more full. Cleared by reading sufficient data from the RX FIFO or setting TA to 0.	RO	0x0

18	TXD	TXD TX FIFO can accept Data 0 = TX FIFO is full and so cannot accept more data. 1 = TX FIFO has space for at least 1 byte.	RO	0x1
17	RXD	RXD RX FIFO contains Data 0 = RX FIFO is empty. 1 = RX FIFO contains at least 1 byte.	RO	0x0
16	DONE	Done transfer Done 0 = Transfer is in progress (or not active TA = 0). 1 = Transfer is complete. Cleared by writing more data to the TX FIFO or setting TA to 0.	RO	0x0
15	TE_EN	Unused	RW	0x0
14	LMONO	Unused	RW	0x0
13	LEN	LEN LoSSI enable The serial interface is configured as a LoSSI master. 0 = The serial interface will behave as an SPI master. 1 = The serial interface will behave as a LoSSI master.	RW	0x0
12	REN	REN Read Enable read enable if you are using bidirectional mode. If this bit is set, the SPI peripheral will be able to send data to this device. 0 = We intend to write to the SPI peripheral. 1 = We intend to read from the SPI peripheral.	RW	0x1
11	ADCS	ADCS Automatically Deassert Chip Select 0 = Don t automatically deassert chip select at the end of a DMA transfer chip select is manually controlled by software. 1 = Automatically deassert chip select at the end of a DMA transfer (as determined by SPIDLEN)	RW	0x0
10	INTR	INTR Interrupt on RXR 0 = Don t generate interrupts on RX FIFO condition. 1 = Generate interrupt while RXR = 1.	RW	0x0
9	INTD	INTD Interrupt on Done 0 = Don t generate interrupt on transfer complete. 1 = Generate interrupt when DONE = 1.	RW	0x0

8	DMAEN	DMAEN DMA Enable 0 = No DMA requests will be issued. 1 = Enable DMA operation. Peripheral generates data requests. These will be taken in four-byte words until the SPIDLEN has been reached.	RW	0x0
7	TA	Transfer Active 0 = Transfer not active./CS lines are all high (assuming CSPOL = 0). RXR and DONE are 0. Writes to SPIFIFO write data into bits -0 of SPICS allowing DMA data blocks to set mode before sending data. 1 = Transfer active. /CS lines are set according to CS bits and CSPOL. Writes to SPIFIFO write data to TX FIFO.TA is cleared by a dma_frame_end pulse from the DMA controller.	RW	0x0
6	CSPOL	Chip Select Polarity 0 = Chip select lines are active low 1 = Chip select lines are active high	RW	0x0
5:4	CLEAR	CLEAR FIFO Clear 00 = No action. x1 = Clear TX FIFO. One shot operation. 1x = Clear RX FIFO. One shot operation. If CLEAR and TA are both set in the same operation, the FIFOs are cleared before the new frame is started. Read back as 0.	RW	0x0
3	CPOL	Clock Polarity 0 = Rest state of clock = low. 1 = Rest state of clock = high.	RW	0x0
2	CPHA	Clock Phase 0 = First SCLK transition at middle of data bit. 1 = First SCLK transition at beginning of data bit.	RW	0x0
1:0	CS	Chip Select 00 = Chip select 0 01 = Chip select 1 10 = Chip select 2 11 = Reserved	RW	0x0

FIFO Register

Synopsis This register allows TX data to be written to the TX FIFO and RX data to be read from the RX FIFO.

Bit(s)	Field Name	Description	Type	Reset
31:0	DATA	DMA Mode (DMAEN set) If TA is clear, the first 32-bit write to this register will control SPIDLEN and SPICS. Subsequent reads and writes will be taken as four-byte data words to be read/written to the FIFOs Poll/Interrupt Mode (DMAEN clear, TA set) Writes to the register write bytes to TX FIFO. Reads from register read bytes from the RX FIFO	RW	0x0

CLK Register

Synopsis This register allows the SPI clock rate to be set.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15:0	CDIV	Clock Divider SCLK = Core Clock / CDIV If CDIV is set to 0, the divisor is 65536. The divisor must be a power of 2. Odd numbers rounded down. The maximum SPI clock rate is of the APB clock.	RW	0x0

DLEN Register

Synopsis This register allows the SPI data length rate to be set.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15:0	LEN	Data Length The number of bytes to transfer. This field is only valid for DMA mode (DMAEN set) and controls how many bytes to transmit (and therefore receive).	RW	0x0

LTOH Register

Synopsis This register allows the LoSSI output hold delay to be set.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3:0	TOH	This sets the Output Hold delay in APB clocks. A value of 0 causes a 1 clock delay.	RW	0x1

DC Register

Synopsis This register controls the generation of the DREQ and Panic signals to an external DMA engine The DREQ signals are generated when the FIFOs reach their defined levels and need servicing. The Panic signals instruct the external DMA engine to raise the priority of its AXI requests.

Bit(s)	Field Name	Description	Type	Reset
31:24	RPANIC	DMA Read Panic Threshold. Generate the Panic signal to the RX DMA engine whenever the RX FIFO level is greater than this amount.	RW	0x30
23:16	RDREQ	DMA Read Request Threshold. Generate A DREQ to the RX DMA engine whenever the RX FIFO level is greater than this amount, (RX DREQ is also generated if the transfer has finished but the RXFIFO isn t empty).	RW	0x20
15:8	TPANIC	DMA Write Panic Threshold. Generate the Panic signal to the TX DMA engine whenever the TX FIFO level is less than or equal to this amount.	RW	0x10
7:0	TDREQ	DMA Write Request Threshold. Generate a DREQ signal to the TX DMA engine whenever the TX FIFO level is less than or equal to this amount.	RW	0x20

10.6 Software Operation

10.6.1 Polled

a) Set CS, CPOL, CPHA as required and set TA = 1.

b) Poll TXD writing bytes to SPI_FIFO, RXD reading bytes from SPI_FIFO until all data written.

c) Poll DONE until it goes to 1.

d) Set TA = 0.

10.6.2 Interrupt

e) Set INTR and INTD. These can be left set over multiple operations.

f) Set CS, CPOL, CPHA as required and set TA = 1. This will immediately trigger a first interrupt with DONE == 1.

g) On interrupt:

h) If DONE is set and data to write (this means it is the first interrupt), write up to 16 bytes to SPI_FIFO. If DONE is set and no more data, set TA = 0. Read trailing data from SPI_FIFO until RXD is 0.

i) If RXR is set read 12 bytes data from SPI_FIFO and if more data to write, write up to 12 bytes to SPIFIFO.

10.6.3 DMA

Note: In order to function correctly, each DMA channel must be set to perform 32-bit transfers when communicating with the SPI. Either the Source or the Destination Transfer Width field in the DMA TI register must be set to 0 (i.e. 32-bit words) depending upon whether the channel is reading or writing to the SPI.

Two DMA channels are required, one to read from and one to write to the SPI.

j) Enable DMA DREQ's by setting the DMAEN bit and ADCS if required.

k) Program two DMA control blocks, one for each DMA controller.

l) DMA channel 1 control block should have its PER_MAP set to x and should be set to write 'transfer length' + 1 words to SPI_FIFO. The data should comprise:

   i) A word with the transfer length in bytes in the top sixteen bits, and the control register settings [7:0] in the bottom eight bits (i.e. TA = 1, CS, CPOL, CPHA as required.)

   ii) 'Transfer length' number in words of data to send.

m) DMA channel 2 control block should have its PER_MAP set to y and should be set to read 'transfer length' words from SPI_FIFO.

n) Point each DMA channel at its CB and set its ACTIVE bit to 1.

o) On receipt of an interrupt from DMA channel 2, the transfer is complete.

10.6.4 Notes

1. The SPI Master knows nothing of the peripherals it is connected to. It always both sends and receives bytes for every byte of the transaction.
2. SCLK is only generated during byte serial transfer. It pauses in the rest state if the next byte to send is not ready or RXF is set.
3. Setup and Hold times related to the automatic assertion and de-assertion of the CS lines when operating in DMA mode (DMAEN and ADCS set) are as follows:

   The CS line will be asserted at least 3 core clock cycles before the msb of the first byte of the transfer.

   The CS line will be de-asserted no earlier than 1 core clock cycle after the trailing edge of the final clock pulse.

   If these parameters are insufficient, software control should alleviate the problem. ADCS should be 0 allowing software to manually control the assertion and de-assertion of the CS lines.

11 SPI/BSC SLAVE

11.1 Introduction

The BSC interface can be used as either a Broadcom Serial Controller (BSC) or a Serial Peripheral Interface (SPI) controller. The BSC bus is a proprietary bus compliant with the Philips® I2C bus/interface version 2.1 January 2000. Both BSC and SPI controllers work in the slave mode. The BSC slave controller has specially built in the Host Control and Software Registers for a Chip booting. The BCS controller supports fast-mode (400Kb/s) and it is compliant to the I^2C bus specification version 2.1 January 2000 with the restrictions:

- I^2C slave only operation
- clock stretching is not supported
- 7-bit addressing only
-

There is only one BSC/SPI slave. The registers base addresses is 0x7E21_4000.

11.2 Registers

The SPI controller implements 3 wire serial protocol variously called Serial Peripheral Interface (SPI) or Synchronous Serial Protocol (SSP). BSC and SPI controllers do not have DMA connected, hence DMA is not supported.

I2C_SPI_SLV Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	DR	Data Register	32
0x4	RSR	The operation status register and error clear register	32
0x8	SLV	The I2C SPI Address Register holds the I2C slave address value	32
0xc	CR	The Control register is used to configure the I2C or SPI operation	32
0x10	FR	Flag register	32
0x14	IFLS	Interrupt fifo level select register	32
0x18	IMSC	Interupt Mask Set Clear Register	32

0x1c	RIS	Raw Interupt Status Register	32
0x20	MIS	Masked Interupt Status Register	32
0x24	ICR	Interupt Clear Register	32
0x28	DMACR	DMA Control Register	32
0x2c	TDR	FIFO Test Data	32
0x30	GPUSTAT	GPU Status Register	32
0x34	HCTRL	Host Control Register	32
0x38	DEBUG1	I2C Debug Register	32
0x3c	DEBUG2	SPI Debug Register	32

DR Register

Synopsis The I2C SPI Data Register is used to transfer/receive data characters and provide a Status and Flag information. Status and Flag information is also available via individual registers.

Bit(s)	Field Name	Description	Type	Reset
31:27	RXFLEVEL	RXFLEVEL RX FIFO Level Returns the current level of the RX FIFO use	RO	0x0
26:22	TXFLEVEL	TXFLEVEL TX FIFO Level Returns the current level of the TX FIFO use	RO	0x0
21	RXBUSY	RXBUSY Receive Busy 0 Receive operation inactive 1 Receive operation in operation	RO	0x0
20	TXFE	TXFE TX FIFO Empty 0 TX FIFO is not empty 1 When TX FIFO is empty	RO	0x1
19	RXFF	RXFE RX FIFO Full 0 FX FIFO is not full 1 When FX FIFO is full	RO	0x0

18	TXFF	TXFF TX FIFO Full 0 TX FIFO is not full 1 When TX FIFO is full	RO	0x0
17	RXFE	RXFE RX FIFO Empty 0 FX FIFO is not empty 1 When FX FIFO is empty	RO	0x1
16	TXBUSY	TXBUSY Transmit Busy 0 Transmit operation inactive 1 Transmit operation in operation	RO	0x0
15:10		***Reserved*** *- Write as 0, read as don't care*		
9	UE	TXUE TX Underrun Error 0 - No error case detected 1 Set when TX FIFO is empty and I2C master attempt to read a data character from I2C slave. Cleared by writing 0 to I2C SPI Status register .	RO	0x0
8	OE	RXOE RX Overrun Error 0 No error case detected 1 Set when RX FIFO is full and a new data character is received. Cleared by writing 0 to I2C SPI Status register .	RO	0x0
7:0	DATA	DATA Received/Transferred data characters Data written to this location is pushed into the TX FIFO. Data read from this location is fetched from the RX FIFO.	RW	0x0

RSR Register

Synopsis The operation status register and error clear register.

Bit(s)	Field Name	Description	Type	Reset
31:6		***Reserved*** *- Write as 0, read as don't care*		
5	RXDMABREQ	Unsupported, write zero, read as don't care	RO	0x0
4	RXDMAPREQ	Unsupported, write zero, read as don't care	RO	0x0
3	TXDMABREQ	Unsupported, write zero, read as don't care	RO	0x0

2	TXDMAPREQ	Unsupported, write zero, read as don't care	RO	0x0
1	UE	TXUE TX Underrun Error 0 - No error case detected 1 Set when TX FIFO is empty and I2C master attempt to read a data character from I2C slave. Cleared by writing 0 to it.	RW	0x0
0	OE	RXOE RX Overrun Error 0 No error case detected 1 Set when RX FIFO is full and a new data character is received. Cleared by writing 0 to it.	RW	0x0

SLV Register

Synopsis The I2C SPI Address Register holds the I2C slave address value. NOTE: It is of no use in SPI mode.

Bit(s)	Field Name	Description	Type	Reset
31:7		***Reserved*** *- Write as 0, read as don't care*		
6:0	ADDR	SLVADDR I2C Slave Address Programmable I2C slave address Note: In case HOSTCTRLEN bit is set from the I2C SPI Control Register bit SLVADDR[0] chooses the following: 0 - selects normal operation, i.e. accessing RX and TX FIFOs. 1 - selects access to I2C SPI SW Status Register or I2C SPI Host Control Register	RW	0x0

CR Register

Synopsis The Control register is used to configure the I2C or SPI operation.

Bit(s)	Field Name	Description	Type	Reset
31:14		***Reserved*** *- Write as 0, read as don't care*		

13	INV_TXF	INV-RX Inverse TX status flags 0 = default status flags When this bit is 0, bit 6 (TXFE - TX FIFO Empty) will reset to a 1 1 = inverted status flags When this bit is set, bit 6 (TXFE - TX FIFO Full) will reset to a 0 * Note: INV_TX bit changes the default values of 6 bit as it is specified for I2C SPI GPU Host Status Register .	RW	0x0
12	HOSTCTRLEN	HOSTCTRLEN Enable Control for Host 0 = Host Control disabled 1 = Host Control enabled Note: HOSTCTRLEN allows Host to request GPUSTAT or HCTRL register. The same behaviour is achieved from the GPU side using ENSTAT and ENCTRL.	RW	0x0
11	TESTFIFO	TESTFIFO TEST FIFO 0 = TESTT FIFO disabled 1 = TESTT FIFO enabled	RW	0x0
10	INV_RXF	INV-RX Inverse RX status flags 0 = default status flags When this bit is 0, bit 6 (RXFF - RX FIFO Full) will reset to a 0 1 = inverted status flags When this bit is 0, bit 6 (RXFF - RX FIFO Empty) will reset to a 1 * NOTE: INV_RX bit changes the default values of 7 bit as it is specified for I2C SPI GPU Host Status Register .	RW	0x0
9	RXE	RXE Receive Enable 0 = Receive mode disabled 1 = Receive mode enabled	RW	0x0
8	TXE	TXE Transmit Enable 0 = Transmit mode disabled 1 = Transmit mode enabled	RW	0x0
7	BRK	BRK Break current operation 0 = No effect. 1 = Stop operation and clear the FIFOs.	RW	0x0

6	ENCTRL	ENCTRL ENABLE CONTROL 8bit register 0 = Control register disabled. Implies ordinary I2C protocol. 1 = Control register enabled. When enabled the control register is received as a first data character on the I2C bus. NOTE: The same behaviour is achieved from the Host side by using bit SLVADDR[6] of the slave address.	RO	0x0
5	ENSTAT	ENSTAT ENABLE STATUS 8bit register 0 = Status register disabled. Implies ordinary I2C protocol. 1 = Status register enabled. When enabled the status register is transferred as a first data character on the I2C bus. Status register is transferred to the host. NOTE: The same behaviour is achieved from the Host side by using bit SLVADDR[6] of the slave address.	RW	0x0
4	CPOL	CPOL Clock Polarity 0 = 1 = SPI Related	RW	0x0
3	CPHA	CPHA Clock Phase 0 = 1 = SPI Related	RW	0x0
2	I2C	SPI Mode 0 = Disabled I2C mode 1 = Enabled I2C mode	RW	0x0
1	SPI	SPI Mode 0 = Disabled SPI mode 1 = Enabled SPI mode	RW	0x0
0	EN	EN Enable Device 1 = Enable I2C SPI Slave. 0 = Disable I2C SPI Slave.	RW	0x0

FR Register

Synopsis The flag register indicates the current status of the operation.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		

15:11	RXFLEVEL	RXFLEVEL RX FIFO Level Returns the current level of the RX FIFO use	RW	0x0
10:6	TXFLEVEL	TXFLEVEL TX FIFO Level Returns the current level of the TX FIFO use	RW	0x0
5	RXBUSY	RXBUSY Receive Busy 0 Receive operation inactive 1 Receive operation in operation	RW	0x0
4	TXFE	TXFE TX FIFO Empty 0 TX FIFO is not empty 1 When TX FIFO is empty	RW	0x1
3	RXFF	RXFE RX FIFO Full 0 FX FIFO is not full 1 When FX FIFO is full	RW	0x0
2	TXFF	TXFF TX FIFO Full 0 TX FIFO is not full 1 When TX FIFO is full	RW	0x0
1	RXFE	RXFE RX FIFO Empty 0 FX FIFO is not empty 1 When FX FIFO is empty	RW	0x1
0	TXBUSY	TXBUSY Transmit Busy 0 Transmit operation inactive 1 Transmit operation in operation	RW	0x0

IFLS Register

Synopsis The flag register indicates the current status of the operation.

Bit(s)	Field Name	Description	Type	Reset
31:12		***Reserved*** *- Write as 0, read as don't care*		
11:9	RXIFPSEL	Unsupported, write zero, read as don't care	RO	0x0
8:6	TXIFPSEL	Unsupported, write zero, read as don't care	RO	0x0

5:3	RXIFLSEL	RXIFLSEL RX Interrupt FIFO Level Select Interrupt is triggered when : 000 RX FIFO gets 1/8 full 001 RX FIFO gets 1/4 full 010 RX FIFO gets 1/2 full 011 RX FIFO gets 3/4 full 100 RX FIFO gets 7/8 full 101 111 not used	RW	0x0
2:0	TXIFLSEL	TXIFLSEL TX Interrupt FIFO Level Select Interrupt is triggered when : 000 TX FIFO gets 1/8 full 001 TX FIFO gets 1/4 full 010 TX FIFO gets 1/2 full 011 TX FIFO gets 3/4 full 100 TX FIFO gets 7/8 full 101 111 not used	RW	0x0

IMSC Register

Synopsis Interrupt Mask Set/Clear Register. On a read this register returns the current value of the mask on the relevant interrupt. On a write of 1 to the particular bit, it sets the corresponding mask of that interrupt. A write of 0 clears the corresponding mask.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	OEIM	Overrun error interrupt mask. A read returns the current mask for the interrupt. On a write of 1, the mask of the OEINTR interrupt is set. A write of 0 clears the mask.	RW	0x0
2	BEIM	Break error interrupt mask. A read returns the current mask for the BEINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
1	TXIM	Transmit interrupt mask. A read returns the current mask for the TXINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
0	RXIM	Receive interrupt mask. A read returns the current mask for the RXINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0

RIS Register

Synopsis The Raw Interrupt Status Register returns the current raw status value, prior to masking, of the corresponding interrupt.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	OERIS	Overrun error interrupt status. Returns the raw interrupt state of the OEINTR interrupt.	RW	0x0
2	BERIS	Break error interrupt status. Returns the raw interrupt state of the BEINTR interrupt.	RW	0x0
1	TXRIS	Transmit interrupt status. Returns the raw interrupt state of the TXINTR interrupt.	RW	0x0
0	RXRIS	Receive interrupt status. Returns the raw interrupt state of the RXINTR interrupt.	RW	0x0

MIS Register

Synopsis The Masked Interrupt Status Register returns the current masked status value of the corresponding interrupt.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	OEMIS	Overrun error masked interrupt status. Returns the masked interrupt state of the OEINTR interrupt.	RW	0x0
2	BEMIS	Break error masked interrupt status. Returns the masked interrupt state of the BEINTR interrupt.	RW	0x0
1	TXMIS	Transmit masked interrupt status. Returns the masked interrupt state of the TXINTR interrupt.	RW	0x0
0	RXMIS	Receive masked interrupt status. Returns the masked interrupt state of the RXINTR interrupt.	RW	0x0

ICR Register

Synopsis The Interrupt Clear Register.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	OEIC	Overrun error interrupt clear. Clears the OEINTR interrupt.	RW	0x0
2	BEIC	Break error interrupt clear. Clears the BEINTR interrupt.	RW	0x0
1	TXIC	Transmit interrupt clear. Clears the TXINTR interrupt.	RW	0x0
0	RXIC	Receive masked interrupt status. Returns the masked interrupt state of the RXINTR interrupt.	RW	0x0

DMACR Register

Synopsis The DMA Control register is not supported in this version.

Bit(s)	Field Name	Description	Type	Reset
31:3		***Reserved*** *- Write as 0, read as don't care*		
2	DMAONERR	Unsupported, write zero, read as don't care	RW	0x0
1	TXDMAE	Unsupported, write zero, read as don't care	RW	0x0
0	RXDMAE	Unsupported, write zero, read as don't care	RW	0x0

TDR Register

Synopsis The Test Data Register enables data to be written into the receive FIFO and read out from the transmit FIFO for test purposes.

Bit(s)	Field Name	Description	Type	Reset
31:8		***Reserved*** *- Write as 0, read as don't care*		
7:0	DATA	Test data is written into the receive FIFO and read out of the transmit FIFO.	RW	0x0

GPUSTAT Register

Synopsis The GPU SW Status Register to be passed via I2C bus to a Host.
NOTE: GPU SW Status Register is combined with the status bit coming from within I2C SPI Slave device. Hence, the I2C SPI GPU Host Status Register as it is seen by a Host is depicted on Table 1 14.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3:0	DATA	GPUSTAT GPU to Host Status Register SW controllable	RW	0x0

HCTRL Register

Synopsis The Host Control register is received from the host side via I2C bus. When ENCTRL - enable control register bit is set, the host control register is received as the first data character after the I2C address.

Bit(s)	Field Name	Description	Type	Reset
31:8		***Reserved*** *- Write as 0, read as don't care*		
7:0	DATA	HCTRL Host Control Register SW processing received via I2C bus	RW	0x0

DEBUG1 Register

Synopsis I2C Debug Register

Bit(s)	Field Name	Description	Type	Reset
31:26		***Reserved*** *- Write as 0, read as don't care*		
25:0	DATA		RW	0xe

DEBUG2 Register

Synopsis SPI Debug Register

Bit(s)	Field Name	Description	Type	Reset
31:24		***Reserved*** *- Write as 0, read as don't care*		
23:0	DATA		RW	0x400000

12 System Timer

The System Timer peripheral provides four 32-bit timer channels and a single 64-bit free running counter. Each channel has an output compare register, which is compared against the 32 least significant bits of the free running counter values. When the two values match, the system timer peripheral generates a signal to indicate a match for the appropriate channel. The match signal is then fed into the interrupt controller. The interrupt service routine then reads the output compare register and adds the appropriate offset for the next timer tick. The free running counter is driven by the timer clock and stopped whenever the processor is stopped in debug mode.

The Physical (hardware) base address for the system timers is 0x7E003000.

12.1 System Timer Registers

ST Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	CS	System Timer Control/Status	32
0x4	CLO	System Timer Counter Lower 32 bits	32
0x8	CHI	System Timer Counter Higher 32 bits	32
0xc	C0	System Timer Compare 0	32
0x10	C1	System Timer Compare 1	32
0x14	C2	System Timer Compare 2	32
0x18	C3	System Timer Compare 3	32

CS Register	
Synopsis	System Timer Control / Status. This register is used to record and clear timer channel comparator matches. The system timer match bits are routed to the interrupt controller where they can generate an interrupt. The M0-3 fields contain the free-running counter match status. Write a one to the relevant bit to clear the match detect status bit and the corresponding interrupt request line.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	M3	System Timer Match 3 0 = No Timer 3 match since last cleared. 1 = Timer 3 match detected.	RW	0x0
2	M2	System Timer Match 2 0 = No Timer 2 match since last cleared. 1 = Timer 2 match detected.	RW	0x0
1	M1	System Timer Match 1 0 = No Timer 1 match since last cleared. 1 = Timer 1 match detected.	RW	0x0
0	M0	System Timer Match 0 0 = No Timer 0 match since last cleared. 1 = Timer 0 match detected.	RW	0x0

CLO Register

Synopsis System Timer Counter Lower bits.
The system timer free-running counter lower register is a read-only register that returns the current value of the lower 32-bits of the free running counter.

Bit(s)	Field Name	Description	Type	Reset
31:0	CNT	Lower 32-bits of the free running counter value.	RW	0x0

CHI Register

Synopsis System Timer Counter Higher bits.
The system timer free-running counter higher register is a read-only register that returns the current value of the higher 32-bits of the free running counter.

Bit(s)	Field Name	Description	Type	Reset
31:0	CNT	Higher 32-bits of the free running counter value.	RW	0x0

C0 C1 C2 C3 Register

Synopsis System Timer Compare.
The system timer compare registers hold the compare value for each of the four timer channels. Whenever the lower 32-bits of the free-running counter matches one of the compare values the corresponding bit in the system timer control/status register is set.
Each timer peripheral (minirun and run) has a set of four compare registers.

Bit(s)	Field Name	Description	Type	Reset
31:0	CMP	Compare value for match channel n.	RW	0x0

13 UART

The BCM2835 device has two UARTS. On mini UART and and PL011 UART. This section describes the PL011 UART. For details of the mini UART see *2.2 Mini UART*.

The PL011 UART is a Universal Asynchronous Receiver/Transmitter. This is the ARM UART (PL011) implementation. The UART performs serial-to-parallel conversion on data characters received from an external peripheral device or modem, and parallel-to-serial conversion on data characters received from the Advanced Peripheral Bus (APB).

The ARM PL011 UART has some optional functionality which can be included or left out.

The following functionality is ***not supported*** :

- Infrared Data Association (IrDA)
- Serial InfraRed (SIR) protocol Encoder/Decoder (ENDEC)
- Direct Memory Access (DMA).

The UART provides:

- Separate 16x8 transmit and 16x12 receive FIFO memory.
- Programmable baud rate generator.
- Standard asynchronous communication bits (start, stop and parity). These are added prior to transmission and removed on reception.
- False start bit detection.
- Line break generation and detection.
- Support of the modem control functions CTS and RTS. However DCD, DSR, DTR, and RI are not supported.
- Programmable hardware flow control.
- Fully-programmable serial interface characteristics:

  data can be 5, 6, 7, or 8 bits

  even, odd, stick, or no-parity bit generation and detection

  1 or 2 stop bit generation

  baud rate generation, dc up to UARTCLK/16

The UART clock source and associated dividers are controlled by the Clock Manager.

For the in-depth UART overview, please, refer to the ARM PrimeCell UART (PL011) Revision: r1p5 Technical Reference Manual.

13.1 Variations from the 16C650 UART

The UART varies from the industry-standard 16C650 UART device as follows:

- Receive FIFO trigger levels are 1/8, 1/4, 1/2, 3/4, and 7/8
- Transmit FIFO trigger levels are 1/8, 1/4, 1/2, 3/4, and 7/8
- The internal register map address space, and the bit function of each register differ

- The deltas of the modem status signals are not available.

The following 16C650 UART features are not supported:

- 1.5 stop bits (1 or 2 stop bits only are supported)
- Independent receive clock.

13.2 Primary UART Inputs and Outputs

The UART has two primary inputs RXD, nCTS and two primary outputs TXD, nRTS. The remaining signals like SRIN, SROUT, OUT1, OUT2, DSR, DTR, and RI are not supported in this implementation. The following table shows the UART signals map on the General Purpose I/O (GPIO). For the insight on how to program alternate function refer to the GPIO paragraph.

	Pull	ALT0	ALT1	ALT2	ALT3	ALT4	ALT5
GPIO14	Low	TXD0					
GPIO15	Low	RXD0					
GPIO16	Low				CTS0		
GPIO17	Low				RTS0		
GPIO30	Low				CTS0		
GPIO31	Low				RTS0		
GPIO32	Low				TXD0		
GPIO33	Low				RXD0		
GPIO36	High			TXD0			
GPIO37	Low			RXD0			
GPIO38	Low			RTS0			
GPIO39	Low			CTS0			

Table 13-1 UART Assignment on the GPIO Pin map

13.3 UART Interrupts

The UART has one intra-chip interrupt UARTINTR generated as the OR-ed function of the five individual interrupts.

• UARTINTR, this is an OR function of the five individual masked outputs:

- UARTRXINTR
- UARTTXINTR
- UARTRTINTR
- UARTMSINTR, that can be caused by:
  - — UARTCTSINTR, because of a change in the nUARTCTS modem status
  - — UARTDSRINTR, because of a change in the nUARTDSR modem status.
- UARTEINTR, that can be caused by an error in the reception:

— UARTOEINTR, because of an overrun error

— UARTBEINTR, because of a break in the reception

— UARTPEINTR, because of a parity error in the received character

— UARTFEINTR, because of a framing error in the received character.

One can enable or disable the individual interrupts by changing the mask bits in the Interrupt Mask Set/Clear Register, UART_IMSC. Setting the appropriate mask bit HIGH enables the interrupt.

UARTRXINTR:

The transmit interrupt changes state when one of the following events occurs:

- If the FIFOs are enabled and the transmit FIFO is equal to or lower than the programmed trigger level then the transmit interrupt is asserted HIGH. The transmit interrupt is cleared by writing data to the transmit FIFO until it becomes greater than the trigger level, or by clearing the interrupt.
- If the FIFOs are disabled (have a depth of one location) and there is no data present in the transmitters single location, the transmit interrupt is asserted HIGH. It is cleared by performing a single write to the transmit FIFO, or by clearing the interrupt.

UARTRTINTR:

The receive interrupt changes state when one of the following events occurs:

- If the FIFOs are enabled and the receive FIFO reaches the programmed trigger level. When this happens, the receive interrupt is asserted HIGH. The receive interrupt is cleared by reading data from the receive FIFO until it becomes less than the trigger level, or by clearing the interrupt.
- If the FIFOs are disabled (have a depth of one location) and data is received thereby filling the location, the receive interrupt is asserted HIGH. The receive interrupt is cleared by performing a single read of the receive FIFO, or by clearing the interrupt.

13.4 Register View

The PL011 USRT is mapped on base adderss 0x7E20100. It has the following memory-mapped registers.

UART Address Map			
Address Offset	**Register Name**	**Description**	**Size**
0x0	DR	Data Register	32
0x4	RSRECR		32
0x18	FR	Flag register	32

0x20	ILPR	not in use	32
0x24	IBRD	Integer Baud rate divisor	32
0x28	FBRD	Fractional Baud rate divisor	32
0x2c	LCRH	Line Control register	32
0x30	CR	Control register	32
0x34	IFLS	Interupt FIFO Level Select Register	32
0x38	IMSC	Interupt Mask Set Clear Register	32
0x3c	RIS	Raw Interupt Status Register	32
0x40	MIS	Masked Interupt Status Register	32
0x44	ICR	Interupt Clear Register	32
0x48	DMACR	DMA Control Register	32
0x80	ITCR	Test Control register	32
0x84	ITIP	Integration test input reg	32
0x88	ITOP	Integration test output reg	32
0x8c	TDR	Test Data reg	32

DR Register

Synopsis The UART_DR Register is the data register. For words to be transmitted:
if the FIFOs are enabled, data written to this location is pushed onto the transmit FIFO.
if the FIFOs are not enabled, data is stored in the transmitter holding register (the bottom word of the transmit FIFO).
The write operation initiates transmission from the UART. The data is prefixed with a start bit, appended with the appropriate parity bit (if parity is enabled), and a stop bit. The resultant word is then transmitted.
For received words:
if the FIFOs are enabled, the data byte and the 4-bit status (break, frame, parity, and overrun) is pushed onto the 12-bit wide receive FIFO
if the FIFOs are not enabled, the data byte and status are stored in the receiving holding register (the bottom word of the receive FIFO).

Bit(s)	Field Name	Description	Type	Reset
31:12		***Reserved*** *- Write as 0, read as don't care*		
11	OE	Overrun error. This bit is set to 1 if data is received and the receive FIFO is already full. This is cleared to 0 once there is an empty space in the FIFO and a new character can be written to it.	RW	0x0
10	BE	Break error. This bit is set to 1 if a break condition was detected, indicating that the received data input was held LOW for longer than a full-word transmission time (defined as start, data, parity and stop bits). In FIFO mode, this error is associated with the character at the top of the FIFO. When a break occurs, only one 0 character is loaded into the FIFO. The next character is only enabled after the receive data input goes to a 1 (marking state), and the next valid start bit is received.	RW	0x0
9	PE	Parity error. When set to 1, it indicates that the parity of the received data character does not match the parity that the EPS and SPS bits in the Line Control Register, UART_LCRH select. In FIFO mode, this error is associated with the character at the top of the FIFO.	RW	0x0

8	FE	Framing error. When set to 1, it indicates that the received character did not have a valid stop bit (a valid stop bit is 1). In FIFO mode, this error is associated with the character at the top of the FIFO.	RW	0x0
7:0	DATA	Receive (read) data character. Transmit (write) data character.	RW	0x0

RSRECR Register

Synopsis The UART_RSRECR Register is the receive status register/error clear register. If the status is read from this register, then the status information for break, framing and parity corresponds to the data character read from the Data Register, UART_DR. The status information for overrun is set immediately when an overrun condition occurs. NOTE: The received data character must be read first from the Data Register, UART_DR on before reading the error status associated with that data character from this register.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	OE	Overrun error. This bit is set to 1 if data is received and the receive FIFO is already full. This is cleared to 0 once there is an empty space in the FIFO and a new character can be written to it.	RW	0x0

2	BE	Break error. This bit is set to 1 if a break condition was detected, indicating that the received data input was held LOW for longer than a full-word transmission time (defined as start, data, parity and stop bits). In FIFO mode, this error is associated with the character at the top of the FIFO. When a break occurs, only one 0 character is loaded into the FIFO. The next character is only enabled after the receive data input goes to a 1 (marking state), and the next valid start bit is received.	RW	0x0
1	PE	Parity error. When set to 1, it indicates that the parity of the received data character does not match the parity that the EPS and SPS bits in the Line Control Register, UART_LCRH select. In FIFO mode, this error is associated with the character at the top of the FIFO.	RW	0x0
0	FE	Framing error. When set to 1, it indicates that the received character did not have a valid stop bit (a valid stop bit is 1). In FIFO mode, this error is associated with the character at the top of the FIFO.	RW	0x0

FR Register

Synopsis The UART_FR Register is the flag register.

Bit(s)	Field Name	Description	Type	Reset
31:9		***Reserved*** *- Write as 0, read as don't care*		
8	RI	Unsupported, write zero, read as don't care	RW	0x0

7	TXFE	Transmit FIFO empty. The meaning of this bit depends on the state of the FEN bit in the Line Control Register, UARTLCR_ LCRH. If the FIFO is disabled, this bit is set when the transmit holding register is empty. If the FIFO is enabled, the TXFE bit is set when the transmit FIFO is empty. This bit does not indicate if there is data in the transmit shift register.	RW	0x1
6	RXFF	Receive FIFO full. The meaning of this bit depends on the state of the FEN bit in the UARTLCR_ LCRH Register. If the FIFO is disabled, this bit is set when the receive holding register is full. If the FIFO is enabled, the RXFF bit is set when the receive FIFO is full.	RW	0x0
5	TXFF	Transmit FIFO full. The meaning of this bit depends on the state of the FEN bit in the UARTLCR_ LCRH Register. If the FIFO is disabled, this bit is set when the transmit holding register is full. If the FIFO is enabled, the TXFF bit is set when the transmit FIFO is full.	RW	0x0
4	RXFE	Receive FIFO empty. The meaning of this bit depends on the state of the FEN bit in the UARTLCR_H Register. If the FIFO is disabled, this bit is set when the receive holding register is empty. If the FIFO is enabled, the RXFE bit is set when the receive FIFO is empty.	RW	0x0
3	BUSY	UART busy. If this bit is set to 1, the UART is busy transmitting data. This bit remains set until the complete byte, including all the stop bits, has been sent from the shift register. This bit is set as soon as the transmit FIFO becomes non-empty, regardless of whether the UART is enabled or not.	RW	0x0
2	DCD	Unsupported, write zero, read as don't care	RW	0x0
1	DSR	Unsupported, write zero, read as don't care	RW	0x0

0	CTS	Clear to send. This bit is the complement of the UART clear to send, nUARTCTS, modem status input. That is, the bit is 1 when nUARTCTS is LOW.	RW	0x0

ILPR Register

Synopsis This is the disabled IrDA register, writing to it has not effect and reading returns 0.

Bit(s)	Field Name	Description	Type	Reset
31:0	ILPR	Reserved - write zero, read as don't care.	RW	0x0

IBRD Register

Synopsis The UART_IBRD Register is the integer part of the baud rate divisor value.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15:0	IBRD	The integer baud rate divisor.	RW	0x0

FBRD Register

Synopsis The UART_FBRD Register is the fractional part of the baud rate divisor value. The baud rate divisor is calculated as follows:
Baud rate divisor BAUDDIV = (FUARTCLK/(16 Baud rate))
where FUARTCLK is the UART reference clock frequency. The BAUDDIV is comprised of the integer value IBRD and the fractional value FBRD. NOTE: The contents of the IBRD and FBRD registers are not updated until transmission or reception of the current character is complete.

Bit(s)	Field Name	Description	Type	Reset
31:6		***Reserved*** *- Write as 0, read as don't care*		
5:0	FBRD	The fractional baud rate divisor.	RW	0x0

LCRH Register

Synopsis The UARTLCR_ LCRH Register is the line control register.
NOTE: The UART_LCRH, UART_IBRD, and UART_FBRD registers must not be changed:
when the UART is enabled
when completing a transmission or a reception when it has been programmed to become disabled.

Bit(s)	Field Name	Description	Type	Reset
31:8		***Reserved*** *- Write as 0, read as don't care*		
7	SPS	Stick parity select. 0 = stick parity is disabled 1 = either: if the EPS bit is 0 then the parity bit is transmitted and checked as a 1 if the EPS bit is 1 then the parity bit is transmitted and checked as a 0. See Table 25 9.	RO	0x0
6:5	WLEN	Word length. These bits indicate the number of data bits transmitted or received in a frame as follows: b11 = 8 bits b10 = 7 bits b01 = 6 bits b00 = 5 bits.	RW	0x0
4	FEN	Enable FIFOs: 0 = FIFOs are disabled (character mode) that is, the FIFOs become 1-byte-deep holding registers 1 = transmit and receive FIFO buffers are enabled (FIFO mode).	RW	0x0

3	STP2	Two stop bits select. If this bit is set to 1, two stop bits are transmitted at the end of the frame. The receive logic does not check for two stop bits being received.	RW	0x0
2	EPS	Even parity select. Controls the type of parity the UART uses during transmission and reception: 0 = odd parity. The UART generates or checks for an odd number of 1s in the data and parity bits. 1 = even parity. The UART generates or checks for an even number of 1s in the data and parity bits. This bit has no effect when the PEN bit disables parity checking and generation. See Table 25 9.	RW	0x0
1	PEN	Parity enable: 0 = parity is disabled and no parity bit added to the data frame 1 = parity checking and generation is enabled. See Table 25 9.	RW	0x0
0	BRK	Send break. If this bit is set to 1, a low-level is continually output on the TXD output, after completing transmission of the current character.	RW	0x0

CR Register

Synopsis The UART_CR Register is the control register.
NOTE:
To enable transmission, the TXE bit and UARTEN bit must be set to 1. Similarly, to enable reception, the RXE bit and UARTEN bit, must be set to 1.
NOTE:
Program the control registers as follows:
1. Disable the UART.
2. Wait for the end of transmission or reception of the current character.
3. Flush the transmit FIFO by setting the FEN bit to 0 in the Line Control Register, UART_LCRH.
4. Reprogram the Control Register, UART_CR.
5. Enable the UART.

Bit(s)	Field Name	Description	Type	Reset
31:16		***Reserved*** *- Write as 0, read as don't care*		
15	CTSEN	CTS hardware flow control enable. If this bit is set to 1, CTS hardware flow control is enabled. Data is only transmitted when the nUARTCTS signal is asserted.	RW	0x0
14	RTSEN	RTS hardware flow control enable. If this bit is set to 1, RTS hardware flow control is enabled. Data is only requested when there is space in the receive FIFO for it to be received.	RW	0x0
13	OUT2	Unsupported, write zero, read as don't care	RO	0x0
12	OUT1	Unsupported, write zero, read as don't care	RO	0x0
11	RTS	Request to send. This bit is the complement of the UART request to send, nUARTRTS, modem status output. That is, when the bit is programmed to a 1 then nUARTRTS is LOW.	RW	0x0
10	DTR	Unsupported, write zero, read as don't care	RO	0x0
9	RXE	Receive enable. If this bit is set to 1, the receive section of the UART is enabled. Data reception occurs for UART signals. When the UART is disabled in the middle of reception, it completes the current character before stopping.	RW	0x1
8	TXE	Transmit enable. If this bit is set to 1, the transmit section of the UART is enabled. Data transmission occurs for UART signals. When the UART is disabled in the middle of transmission, it completes the current character before stopping.	RW	0x1
7	LBE	Loopback enable. If this bit is set to 1, the UARTTXD path is fed through to the UARTRXD path. In UART mode, when this bit is set, the modem outputs are also fed through to the modem inputs. This bit is cleared to 0 on reset, to disable loopback.	RW	0x0

6:3		***Reserved*** *- Write as 0, read as don't care*		
2	SIRLP	Unsupported, write zero, read as don't care	RO	0x0
1	SIREN	Unsupported, write zero, read as don't care	RO	0x0
0	UARTEN	UART enable: 0 = UART is disabled. If the UART is disabled in the middle of transmission or reception, it completes the current character before stopping. 1 = the UART is enabled.	RW	0x0

IFLS Register

Synopsis The UART_IFLS Register is the interrupt FIFO level select register. You can use this register to define the FIFO level that triggers the assertion of the combined interrupt signal.
The interrupts are generated based on a transition through a level rather than being based on the level. That is, the interrupts are generated when the fill level progresses through the trigger level.
The bits are reset so that the trigger level is when the FIFOs are at the half-way mark.

Bit(s)	Field Name	Description	Type	Reset
31:12		***Reserved*** *- Write as 0, read as don't care*		
11:9	RXIFPSEL	Unsupported, write zero, read as don't care	RO	0x0
8:6	TXIFPSEL	Unsupported, write zero, read as don't care	RO	0x0
5:3	RXIFLSEL	Receive interrupt FIFO level select. The trigger points for the receive interrupt are as follows: b000 = Receive FIFO becomes 1/8 full b001 = Receive FIFO becomes 1/4 full b010 = Receive FIFO becomes 1/2 full b011 = Receive FIFO becomes 3/4 full b100 = Receive FIFO becomes 7/8 full b101-b111 = reserved.	RW	0x0

2:0	TXIFLSEL	Transmit interrupt FIFO level select. The trigger points for the transmit interrupt are as follows: b000 = Transmit FIFO becomes 1/8 full b001 = Transmit FIFO becomes 1/4 full b010 = Transmit FIFO becomes 1/2 full b011 = Transmit FIFO becomes 3/4 full b100 = Transmit FIFO becomes 7/8 full b101-b111 = reserved.	RW	0x0

IMSC Register

Synopsis The UART_IMSC Register is the interrupt mask set/clear register. It is a read/write register. On a read this register returns the current value of the mask on the relevant interrupt. On a write of 1 to the particular bit, it sets the corresponding mask of that interrupt. A write of 0 clears the corresponding mask.

Bit(s)	Field Name	Description	Type	Reset
31:11		***Reserved*** *- Write as 0, read as don't care*		
10	OEIM	Overrun error interrupt mask. A read returns the current mask for the interrupt. On a write of 1, the mask of the UARTOEINTR interrupt is set. A write of 0 clears the mask.	RW	0x0
9	BEIM	Break error interrupt mask. A read returns the current mask for the UARTBEINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
8	PEIM	Parity error interrupt mask. A read returns the current mask for the UARTPEINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
7	FEIM	Framing error interrupt mask. A read returns the current mask for the UARTFEINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0

6	RTIM	Receive timeout interrupt mask. A read returns the current mask for the UARTRTINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
5	TXIM	Transmit interrupt mask. A read returns the current mask for the UARTTXINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
4	RXIM	Receive interrupt mask. A read returns the current mask for the UARTRXINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
3	DSRMIM	Unsupported, write zero, read as don't care	RO	0x0
2	DCDMIM	Unsupported, write zero, read as don't care	RO	0x0
1	CTSMIM	nUARTCTS modem interrupt mask. A read returns the current mask for the UARTCTSINTR interrupt. On a write of 1, the mask of the interrupt is set. A write of 0 clears the mask.	RW	0x0
0	RIMIM	Unsupported, write zero, read as don't care	RO	0x0

RIS Register

Synopsis The UART_RIS Register is the raw interrupt status register. It is a read-only register. This register returns the current raw status value, prior to masking, of the corresponding interrupt.
NOTE: All the bits, except for the modem status interrupt bits (bits 3 to 0), are cleared to 0 when reset. The modem status interrupt bits are undefined after reset.

Bit(s)	Field Name	Description	Type	Reset
31:11		***Reserved*** *- Write as 0, read as don't care*		

10	OERIS	Overrun error interrupt status. Returns the raw interrupt state of the UARTOEINTR interrupt.	RW	0x0
9	BERIS	Break error interrupt status. Returns the raw interrupt state of the UARTBEINTR interrupt.	RW	0x0
8	PERIS	Parity error interrupt status. Returns the raw interrupt state of the UARTPEINTR interrupt.	RW	0x0
7	FERIS	Framing error interrupt status. Returns the raw interrupt state of the UARTFEINTR interrupt.	RW	0x0
6	RTRIS	Receive timeout interrupt status. Returns the raw interrupt state of the UARTRTINTR interrupt.	RW	0x0
5	TXRIS	Transmit interrupt status. Returns the raw interrupt state of the UARTTXINTR interrupt.	RW	0x0
4	RXRIS	Receive interrupt status. Returns the raw interrupt state of the UARTRXINTR interrupt.	RW	0x0
3	DSRRMIS	Unsupported, write zero, read as don't care	RW	0x0
2	DCDRMIS	Unsupported, write zero, read as don't care	RW	0x0
1	CTSRMIS	nUARTCTS modem interrupt status. Returns the raw interrupt state of the UARTCTSINTR interrupt.	RW	0x0
0	RIRMIS	Unsupported, write zero, read as don't care	RW	0x0

MIS Register

Synopsis The UART_MIS Register is the masked interrupt status register. This register returns the current masked status value of the corresponding interrupt. NOTE: All the bits, except for the modem status interrupt bits (bits 3 to 0), are cleared to 0 when reset. The modem status interrupt bits are undefined after reset.

Bit(s)	Field Name	Description	Type	Reset
31:11		***Reserved*** *- Write as 0, read as don't care*		
10	OEMIS	Overrun error masked interrupt status. Returns the masked interrupt state of the UARTOEINTR interrupt.	RW	0x0
9	BEMIS	Break error masked interrupt status. Returns the masked interrupt state of the UARTBEINTR interrupt.	RW	0x0
8	PEMIS	Parity error masked interrupt status. Returns the masked interrupt state of the UARTPEINTR interrupt.	RW	0x0
7	FEMIS	Framing error masked interrupt status. Returns the masked interrupt state of the UARTFEINTR interrupt.	RW	0x0
6	RTMIS	Receive timeout masked interrupt status. Returns the masked interrupt state of the UARTRTINTR interrupt.	RW	0x0
5	TXMIS	Transmit masked interrupt status. Returns the masked interrupt state of the UARTTXINTR interrupt.	RW	0x0
4	RXMIS	Receive masked interrupt status. Returns the masked interrupt state of the UARTRXINTR interrupt.	RW	0x0
3	DSRMMIS	Unsupported, write zero, read as don't care	RW	0x0
2	DCDMMIS	Unsupported, write zero, read as don't care	RW	0x0
1	CTSMMIS	nUARTCTS modem masked interrupt status. Returns the masked interrupt state of the UARTCTSINTR interrupt.	RW	0x0
0	RIMMIS	Unsupported, write zero, read as don't care	RW	0x0

ICR Register

Synopsis The UART_ICR Register is the interrupt clear register.

Bit(s)	Field Name	Description	Type	Reset
31:11		***Reserved*** *- Write as 0, read as don't care*		
10	OEIC	Overrun error interrupt clear. Clears the UARTOEINTR interrupt.	RW	0x0
9	BEIC	Break error interrupt clear. Clears the UARTBEINTR interrupt.	RW	0x0
8	PEIC	Parity error interrupt clear. Clears the UARTPEINTR interrupt.	RW	0x0
7	FEIC	Framing error interrupt clear. Clears the UARTFEINTR interrupt..	RW	0x0
6	RTIC	Receive timeout interrupt clear. Clears the UARTRTINTR interrupt.	RW	0x0
5	TXIC	Transmit interrupt clear. Clears the UARTTXINTR interrupt.	RW	0x0
4	RXIC	Receive masked interrupt status. Returns the masked interrupt state of the UARTRXINTR interrupt.	RW	0x0
3	DSRMIC	Unsupported, write zero, read as don't care	RW	0x0
2	DCDMIC	Unsupported, write zero, read as don't care	RW	0x0
1	CTSMIC	nUARTCTS modem masked interrupt status. Returns the masked interrupt state of the UARTCTSINTR interrupt.	RW	0x0
0	RIMIC	Unsupported, write zero, read as don't care	RW	0x0

DMACR Register

Synopsis This is the disabled DMA Control Register, writing to it has not effect and reading returns 0.

Bit(s)	Field Name	Description	Type	Reset
31:3		***Reserved*** *- Write as 0, read as don't care*		
2	DMAONERR	Unsupported, write zero, read as don't care	RW	0x0
1	TXDMAE	Unsupported, write zero, read as don't care	RW	0x0
0	RXDMAE	Unsupported, write zero, read as don't care	RW	0x0

ITCR Register

Synopsis This is the Test Control Register UART_ITCR.

Bit(s)	Field Name	Description	Type	Reset
31:2		***Reserved*** *- Write as 0, read as don't care*		
1	ITCR1	Test FIFO enable. When this bit it 1, a write to the Test Data Register, UART_DR writes data into the receive FIFO, and reads from the UART_DR register reads data out of the transmit FIFO. When this bit is 0, data cannot be read directly from the transmit FIFO or written directly to the receive FIFO (normal operation).	RW	0x0
0	ITCR0	Integration test enable. When this bit is 1, the UART is placed in integration test mode, otherwise it is in normal operation.	RW	0x0

ITIP Register

Synopsis This is the Test Control Register UART_ITIP.

Bit(s)	Field Name	Description	Type	Reset
31:4		***Reserved*** *- Write as 0, read as don't care*		
3	ITIP3	Reads return the value of the nUARTCTS primary input.	RW	0x0
2:1		***Reserved*** *- Write as 0, read as don't care*		
0	ITIP0	Reads return the value of the UARTRXD primary input.	RW	0x0

ITOP Register

Synopsis This is the Test Control Register UART_ITOP.

Bit(s)	Field Name	Description	Type	Reset
31:12		***Reserved*** *- Write as 0, read as don't care*		
11	ITOP11	Intra-chip output. Writes specify the value to be driven on UARTMSINTR. Reads return the value of UARTMSINTR at the output of the test multiplexor.	RW	0x0
10	ITOP10	Intra-chip output. Writes specify the value to be driven on UARTRXINTR. Reads return the value of UARTRXINTR at the output of the test multiplexor.	RW	0x0
9	ITOP9	Intra-chip output. Writes specify the value to be driven on UARTTXINTR. Reads return the value of UARTTXINTR at the output of the test multiplexor.	RW	0x0

8	ITOP8	Intra-chip output. Writes specify the value to be driven on UARTRTINTR. Reads return the value of UARTRTINTR at the output of the test multiplexor.	RW	0x0
7	ITOP7	Intra-chip output. Writes specify the value to be driven on UARTEINTR. Reads return the value of UARTEINTR at the output of the test multiplexor.	RW	0x0
6	ITIP6	Intra-chip output. Writes specify the value to be driven on UARTINTR. Reads return the value of UARTINTR at the output of the test multiplexor.	RW	0x0
5:4		***Reserved*** *- Write as 0, read as don't care*		
3	ITIP3	Primary output. Writes specify the value to be driven on nUARTRTS.	RW	0x0
2:1		***Reserved*** *- Write as 0, read as don't care*		
0	ITIP0	Primary output. Writes specify the value to be driven on UARTTXD.	RW	0x0

TDR Register

Synopsis UART_TDR is the test data register. It enables data to be written into the receive FIFO and read out from the transmit FIFO for test purposes. This test function is enabled by the ITCR1bit in the Test Control Register, UART_ITCR.

Bit(s)	Field Name	Description	Type	Reset
31:11		***Reserved*** *- Write as 0, read as don't care*		
10:0	TDR10_0	When the ITCR1 bit is set to 1, data is written into the receive FIFO and read out of the transmit FIFO.	RW	0x0

14 Timer (ARM side)

14.1 Introduction

The ARM Timer is *based* on a ARM AP804, but it has a number of differences with the standard SP804:

- There is only one timer.
- It only runs in continuous mode.
- It has a extra clock pre-divider register.
- It has a extra stop-in-debug-mode control bit.
- It also has a 32-bit free running counter.

The clock from the ARM timer is derived from the system clock. This clock can change dynamically e.g. if the system goes into reduced power or in low power mode. Thus the clock speed adapts to the overal system performance capabilities. For accurate timing it is recommended to use the system timers.

14.2 Timer Registers:

on r/pi:
0x2000B000
so timer reg base becomes
0x2000B400

The base address for the ARM timer register is 0x7E00B000.

Address offset[8]	Description	
0x400	Load	
0x404	Value	(Read Only)
0x408	Control	
0x40C	IRQ Clear/Ack	(Write only)
0x410	RAW IRQ	(Read Only)
0x414	Masked IRQ	(Read Only)
0x418	Reload	
0x41C	*Pre-divider (Not in real 804!)*	
0x420	*Free running counter (Not in real 804!)*	

this is the timer register struct laid out in timer-interrupt.h

Timer Load register

The timer load register sets the time for the timer to count down. This value is loaded into the timer value register after the load register has been written or if the timer-value register has counted down to 0.

[8] This is the offset which needs to be added to the base address to get the full hardware address.

Timer Value register:

This register holds the current timer value and is counted down when the counter is running. It is counted down each timer clock until the value 0 is reached. Then the value register is re-loaded from the timer load register and the interrupt pending bit is set. The timer count down speed is set by the timer pre-divide register.

Timer control register:

The standard SP804 timer control register consist of 8 bits but in the BCM implementation there are more control bits for the extra features. Control bits 0-7 are identical to the SP804 bits, albeit some functionality of the SP804 is not implemented. All new control bits start from bit 8 upwards. Differences between a real 804 and the BCM implementation are shown in italics.

what we set.

Name: Timer control		**Address: base + 0x40C**	**Reset: 0x3E0020**
Bit(s)	**R/W**	**Function**	
31:10	-	<Unused>	
23:16	*R/W*	*Free running counter pre-scaler. Freq is sys_clk/(prescale+1)* ***These bits do not exists in a standard 804! Reset value is 0x3E***	
15:10	-	<Unused>	
9	*R/W*	*0 : Free running counter Disabled* *1 : Free running counter Enabled* ***This bit does not exists in a standard 804 timer!***	
8	*R/W*	*0 : Timers keeps running if ARM is in debug halted mode* *1 : Timers halted if ARM is in debug halted mode* ***This bit does not exists in a standard 804 timer!***	
7	R/W	0 : Timer disabled 1 : Timer enabled	
6	*R/W*	***Not used**, The timer is always in free running mode.* *If this bit is set it enables periodic mode in a standard 804. That mode is not supported in the BC2835M.*	
5	R/W	0 : Timer interrupt disabled 1 : Timer interrupt enabled	
4	R/W	<Not used>	
3:2	R/W	Pre-scale bits: 00 : pre-scale is clock / 1 (No pre-scale) 01 : pre-scale is clock / 16 10 : pre-scale is clock / 256 11 : pre-scale is clock / 1 *(Undefined in 804)*	
1	R/W	0 : 16-bit counters 1 : 23-bit counter	
0	*R/W*	***Not used**, The timer is always in wrapping mode.* *If this bit is set it enables one-shot mode in real 804. That mode is not supported in the BCM2835.*	

Timer IRQ clear register:

clear after taking interrupt.

The timer IRQ clear register is write only. When writing this register the interrupt-pending bit is cleared.

When reading this register it returns 0x544D5241 which is the ASCII reversed value for "ARMT".

Timer Raw IRQ register

The raw IRQ register is a read-only register. It shows the status of the interrupt pending bit.

Name: Raw IRQ		Address: base + 0x40C	Reset: 0x3E0020
Bit(s)	**R/W**	**Function**	
31:0	R	0	
0	R	0 : The interrupt pending bits is clear 1 : The interrupt pending bit is set.	

The interrupt pending bits is set each time the value register is counted down to zero. The interrupt pending bit can not by itself generates interrupts. Interrupts can only be generated if the interrupt enable bit is set.

Timer Masked IRQ register:

The masked IRQ register is a read-only register. It shows the status of the interrupt signal. It is simply a logical AND of the interrupt pending bit and the interrupt enable bit.

Name: Masked IRQ		Address: base + 0x40C	Reset: 0x3E0020
Bit(s)	**R/W**	**Function**	
31:0	R	0	
0	R	0 : Interrupt line not asserted. 1 :Interrupt line is asserted, (the interrupt pending and the interrupt enable bit are set.)	

Timer Reload register:

This register is a copy of the timer load register. The difference is that a write to this register does not trigger an immediate reload of the timer value register. Instead the timer load register value is only accessed if the value register has finished counting down to zero.

The timer pre-divider register:

Name: pre-divide		Address: base + 0x41C	Reset: 0x07D
Bit(s)	**R/W**	**Function**	
31:10	-	<Unused>	
9:0	R/W	Pre-divider value.	

The Pre-divider register is not present in the SP804.

The pre-divider register is 10 bits wide and can be written or read from. This register has been added as the SP804 expects a 1MHz clock which we do not have. Instead the pre-divider takes the APB clock and divides it down according to:

timer_clock = apb_clock/(pre_divider+1) 0x7d = 125. +1 = 126

The reset value of this register is 0x7D so gives a divide by 126.

Free running counter

Name: Free running		Address: base + 0x420	Reset: 0x000
Bit(s)	**R/W**	**Function**	
31:0	R	Counter value	

The free running counter is not present in the SP804.

The free running counter is a 32 bits wide read only register. The register is enabled by setting bit 9 of the Timer control register. The free running counter is incremented immediately after it is enabled. The timer can not be reset but when enabled, will always increment and roll-over. The free running counter is also running from the APB clock and has its own clock pre-divider controlled by bits 16-23 of the timer control register.

This register will be halted too if bit 8 of the control register is set and the ARM is in Debug Halt mode.

15 USB

The USB core used in the Videocore is build from Synopsys IP. Details about the block can be found in DWC_otg_databook.pdf (Which can also be downloaded from https://www.synopsys.com/dw/ipdir.php?ds=dwc_usb_2_0_hs_otg) .

15.1 Configuration

A number of features of the block are specified before the block is build and thus can not be changed using software. The above mentioned document has a list of these under the chapter "Configuration Parameters". The following table list all configuration parameters mentioned in that chapter and the values which have been chosen.

Feature/Parameter	Selected value
Mode of Operation	0: HNP- and SRP-Capable OTG (Device and Host)
LPM Mode of Operation	0: Non-LPM-capable core
HSIC Mode of Operation	0: Non-HSIC-capable core
Architecture	2: Internal DMA
Point-to-Point Application Only	0: No
High-Speed PHY Interfaces	1: UTMI+
USB 1.1 Full-Speed Serial Transceiver Interface	1: Dedicated FS
USB IC_USB Transceiver Interface	0: Non-IC_USB-capable
Default (Power on) Interface selection: FS_USB/IC_USB	0 : FS_USB interface
Data Width of the UTMI+ Interface	0: 8 bits
Enable I2C Interface	0: None
Enable ULPI Carkit	0: No
Enable PHY Vendor Control Interface	0: No

Feature/Parameter	Selected value
Number of Device Mode Endpoints in Addition to Control Endpoint 0	7
Enable Dedicated Transmit FIFOs for Device IN Endpoints	1: Yes
Enable descriptor based scatter/gather DMA	0: No
Enable Option for Endpoint- Specific Interrupt	0: No
Number of Device Mode Periodic IN Endpoints	0
Number of Device Mode IN Endpoints including Control Endpo 0	8
Number of Device Mode Control Endpoints in Addition to Endpoint 0	0
Number of Host Mode Channels	8
Is Periodic OUT Channel Support Needed in Host Mode	1: Yes
Total Data FIFO RAM Depth	4096
Enable Dynamic FIFO Sizing	1: Yes
Largest Rx Data FIFO Depth	4096
Largest Non-Periodic Host Tx Data FIFO Depth	1024
Largest Non-periodic Tx Data FIFO Depth	4096
Largest Host Mode Tx Periodic Data FIFO Dept	4096
Non-periodic Request Queue Depth	8
Host Mode Periodic Request Queue Depth	8
Device Mode IN Token Sequence Learning Queue Depth	8
Width of Transfer Size Counters	19

Feature/Parameter	Selected value
Width of Packet Counters	10
Remove Optional Features	0: No
Power-on Value of User ID Register	0x2708A000
Enable Power Optimization	0: No
Is Minimum AHB Operating Frequency Less than 60 MHz	1: Yes
Reset Style of Clocked always Blocks in RTL	0: Asynchronous
Instantiate Double- Synchronization Flops	1: Yes
Enable Filter on “iddig” Signal from PHY	1: Yes
Enable Filter on “vbus_valid” Signal from PHY	1: Yes
Enable Filter on “a_valid” Signal from PHY	1: Yes
Enable Filter on “b_valid” Signal from PHY	1: Yes
Enable Filter on “session_end” Signal from PHY	1: Yes
Direction of Endpoints	Mode is {IN and OUT} for all endpoints
Largest Device Mode Periodic Tx Data FIFO n Depth	768 for all endpoints (Except 0)
Largest Device Mode IN Endpoint Tx FIFOn Depth (n = 0 to 15) when using dynamic FIFO sizing	0=32 1..5=512 6,7=768

15.2 Extra / Adapted registers.

Besides the registers as specified in the documentation of Synopsys a number of extra registers have been added. These control the Analogue USB Phy and the connections of the USB block into the Video core bus structure. Also the USB_GAHBCFG register has an alternative function for the bits [4:1].

Base Address of the USB block – 0x7E98_0000

Offset Address	Description		Size	Read/ Write
0x080	USB_MDIO_CNTL	MDIO interface control		R/W
0x084	USB_MDIO_GEN	Data for MDIO interface	32	R/W
0x088	USB_VBUS_DRV	Vbus and other Miscellaneous controls		R/W

USB MDIO Control (USB_MDIO_CNTL)

Address 0x 7E98 0080

Bit Number	Field Name	Description	Read/ Write	Reset
31	mdio_busy	1= MDIO read or write in progress 0= MDIO Idle	R	0
30-24	-	Unused	-	0
23	bb_mdo	Direct write (bitbash) MDO output	R/W	0
22	bb_mdc	Direct write (bitbash) MDC output	R/W	0
21	bb_enbl	1= MDIO bitbash enable 0= MDIO under control of the phy	R/W	0
20	freerun	1= MDC is continous active 0 = MDC only active during data transfer	R/W	0
19:16	mdc_ratio	MDC clock freq is sysclk/mdc_ratio	R/W	0
15:0	mdi	16-bit read of MDIO input shift register. Updates on falling edge of MDC	RO	0

Table 15-1 MDIO Control

USB MDIO Data (USB_MDIO_DATA)

Address 0x 7E98 0084

Bit Number	Field Name	Description	Read/ Write	Reset
31-0	mdio_data	32-bit sequence to send over MDIO bus	W	0
31-0	mdio_data	32-bit sequence received from MDIO bus	R	0

Table 15-2 USB MDIO data

A Preamble is not auto-generated so any MDIO access must be preceded by a write to this register of 0xFFFFFFFF. Furthermore, a bug in the USB PHY requires an extra clock edge so a write of 0x00000000 must follow the actual access.

USB VBUS (USB_VBUS)

Address 0x 7E98 0088

Bit Number	Field Name	Description	Read/ Write	Reset
31-20	-	Unused	-	0
19-16	axi_priority	Sets the USB AXI priority level	R/W	0
15:10	-	Unused	-	0
9	vbus_irq	1=one or more bits of [6:4] have changed since last read. This bit is cleared when the register is read.	RC	0
8	vbus_irq_en	1=Enable IRQ on VBUS status change	R/W	0
7	afe_non_driving	1=USB PHY AFE pull ups/pull downs are off 0=Normal USB AFE operation (Has no effect if MDIO mode is enabled in the phy)	R/W	0
6	utmisrp_dischrgvbus	Drive VBUS	R	0
5	utmisrp_chrgvbus	Charge VBUS	R	0
4	utmiotg_drvvbus	Discharge VBUS	R	0
3	utmiotg_avalid	A session Valid	R/W	0
2	utmiotg_bvalid	B session Valid	R/W	0
1	utmiotg_vbusvalid	VBUS valid	R/W	0
0	utmisrp_sessend	Session end	R/W	0

Table 15-3 USB MDIO data

The RW bits in this register are fed into the USB2.0 controller and the RO bits are coming out of it. In the real device, it will be up to the software to communicate this information between the USB2.0 controller and external VBUS device (some of these have I2C control, others will have to interface via GPIO).

USB AHB configuration (USB_GAHBCFG)

Address 0x 7E98 0008

The USB_GAHBCFG register has been adapted. Bits [4:1] which are marked in the Synopsys documentation as "Burst Length/Type (HBstLen)" have been used differently.

[4] 1 = Wait for all outstanding AXI writes to complete before signalling (internally) that DMA is done.
0 = don't wait.

[3] Not used

[2:1] Sets the maximum AXI burst length, but the bits are inverted,
00 = maximum AXI burst length of 4,
01 = maximum AXI burst length of 3,
10 = maximum AXI burst length of 2
11 = maximum AXI burst length of 1

Personal Notes: