FireLink/FireBlast
PCI-to-USB Bus Bridges

1.0   Features

Features of FireLink

- Pin compatibility with the CMD® USB0670 PCI-USB Controller

- Adds optional I²C interface if full pin compatibility is not required

- Implements CLKRUN# pin to support low power portable applications

- Supports OPTi IRQ Driveback Cycle to improve pin utilization and increase interrupt selection flexibility

- Core operates at either 5.0V or 3.3V, strap-selectable

- Two package types available:
  - 100-pin LQFP (Low-profile Quad Flat Pack)
  - 100-pin QFP (Quad Flat Pack)

Additional Features of FireBlast

- Pin-compatible upgrade to FireLink

- Integrates digital audio controller

- Connects to either OPTi compact 28-pin codec or AC97-standard 44-pin codec

- Supports both one-wire and two-wire serial IRQ option

- Offers push-button volume control

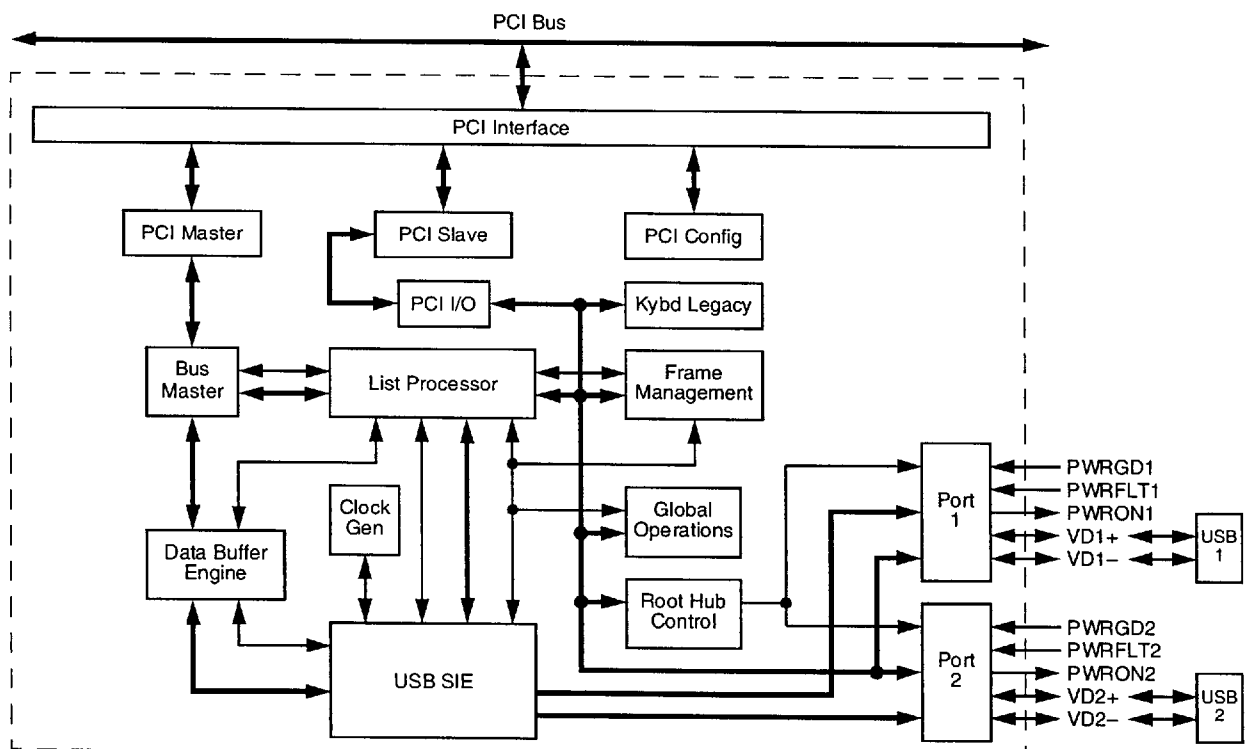- Provides MIDI interface

2.0   Overview

This document describes OPTi's FireLink (82C861) and FireBlast (82C871) PCI-to-USB Bus Bridges. It details:

1. How FireLink can be used as a direct replacement for the CMD USB0670.

2. The advantages of FireLink over the USB0670 and how it can be used to allow for future upgrading to FireBlast.

3. The additional benefits that FireBlast can bring to a system design.

Figure 2-1 shows a block diagram when FireLink is used in a in a CMD-based system.
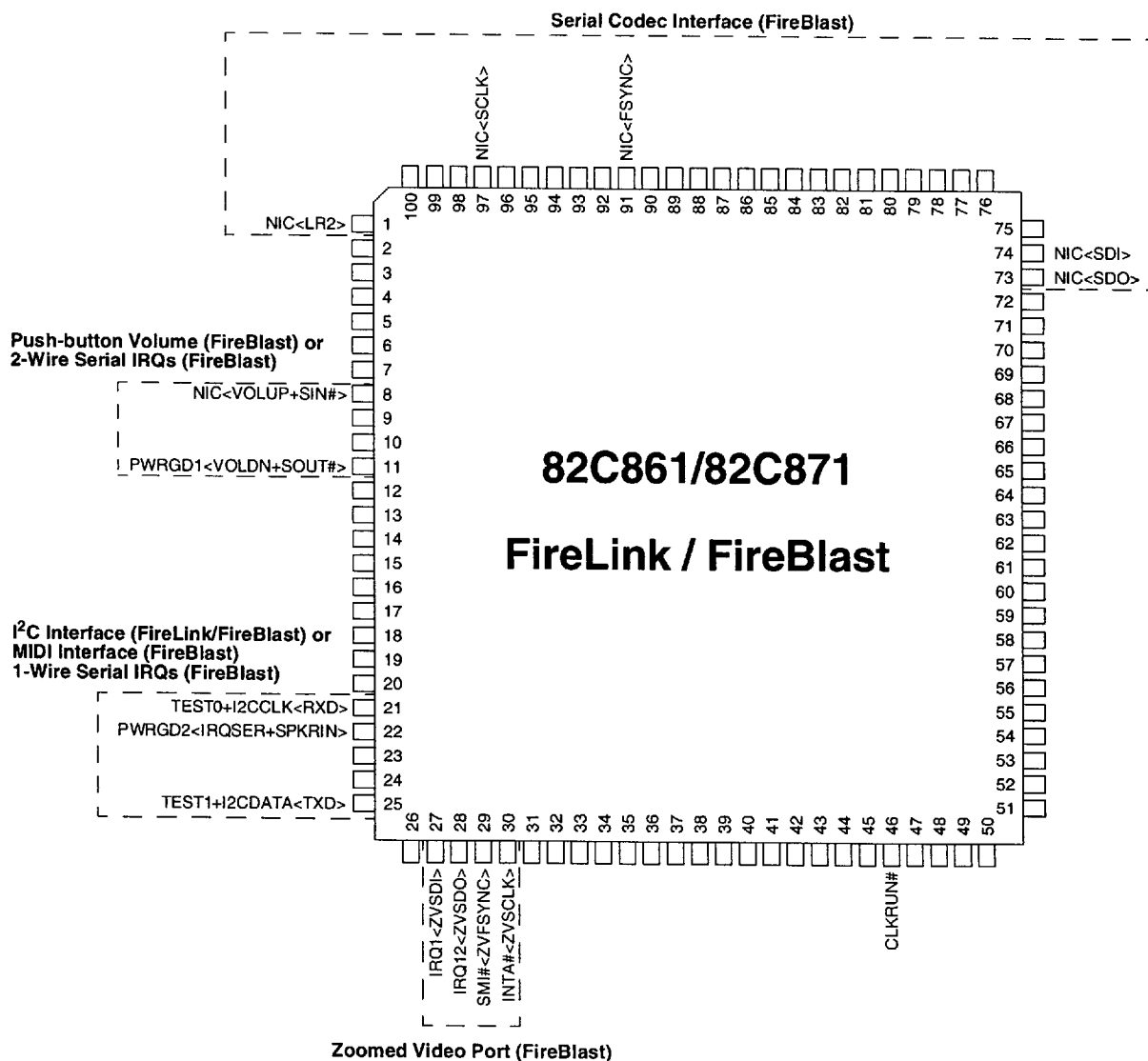
To help show the advantages of FireLink over the CMD part and the ease of upgrading to FireBlast, Figure 2-2 shows how the pins have been functionally grouped.

Figure 2-1   FireLink "CMD-based" Type Block Diagram

Figure 2-2   Functional Grouping

Serial Codec Interface (FireBlast)

NIC<SCLK> (pin 97)
NIC<FSYNC> (pin 91)

NIC<LR2> — pin 1

Pins down left side: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25

Top pins: 100, 99, 98, 97, 96, 95, 94, 93, 92, 91, 90, 89, 88, 87, 86, 85, 84, 83, 82, 81, 80, 79, 78, 77, 76

Right pins: 75, 74, 73, 72, 71, 70, 69, 68, 67, 66, 65, 64, 63, 62, 61, 60, 59, 58, 57, 56, 55, 54, 53, 52, 51

Bottom pins: 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50

74 NIC<SDI>
73 NIC<SDO>

**Push-button Volume (FireBlast) or
2-Wire Serial IRQs (FireBlast)**

NIC<VOLUP+SIN#> — pin 8
PWRGD1<VOLDN+SOUT#> — pin 11

82C861/82C871

FireLink / FireBlast

**I²C Interface (FireLink/FireBlast) or
MIDI Interface (FireBlast)
1-Wire Serial IRQs (FireBlast)**

TEST0+I2CCLK<RXD> — pin 21
PWRGD2<IRQSER+SPKRIN> — pin 22
TEST1+I2CDATA<TXD> — pin 25

IRQ1<ZVSDI> (pin 27)
IRQ12<ZVSDO> (pin 28)
SMI#<ZVFSYNC> (pin 29)
INTA#<ZVSCLK> (pin 30)

CLKRUN# (pin 46)

Zoomed Video Port (FireBlast)

Key: The <signal names> denote the additional functions of the pin if FireBlast is used in a system.

FireLink is a pin-compatible replacement for the CMD USB device, even though some of FireLink's pins are called out as NIC (No Internal Connection).

Pin 46 (CLKRUN#) can be a connected to VCC if FireLink in a CMD-based system.

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2.1 FireLink

FireLink (82C861) is a direct pin-compatible upgrade for the CMD USB0670 USB Controller. Like the CMD part, FireLink implements two independent USB ports. FireLink additionally offers the following possibilities for feature enhancement by minor changes to the USB0670 pinout.

• Two-wire I^2C interface, ideal for communication with SO-DIMM DRAM to determine the DRAM type and capacity.

• CLKRUN# pin, which allows the host chipset to keep the part in a very low power state most of the time. Start-up latency from this state is negligible.

• The pinout of FireLink is predisposed for later substitution by the FireBlast chip, which incorporates Sound Blaster-compatible audio.

• By utilizing the built-in IRQ driveback logic with OPTi host chips, pins can be freed up so that provisions can be made to connect to the PC card zoomed video port.

Figure 2-3 shows a block diagram which incorporates the feature enhancements that FireLink has over the CMD part.
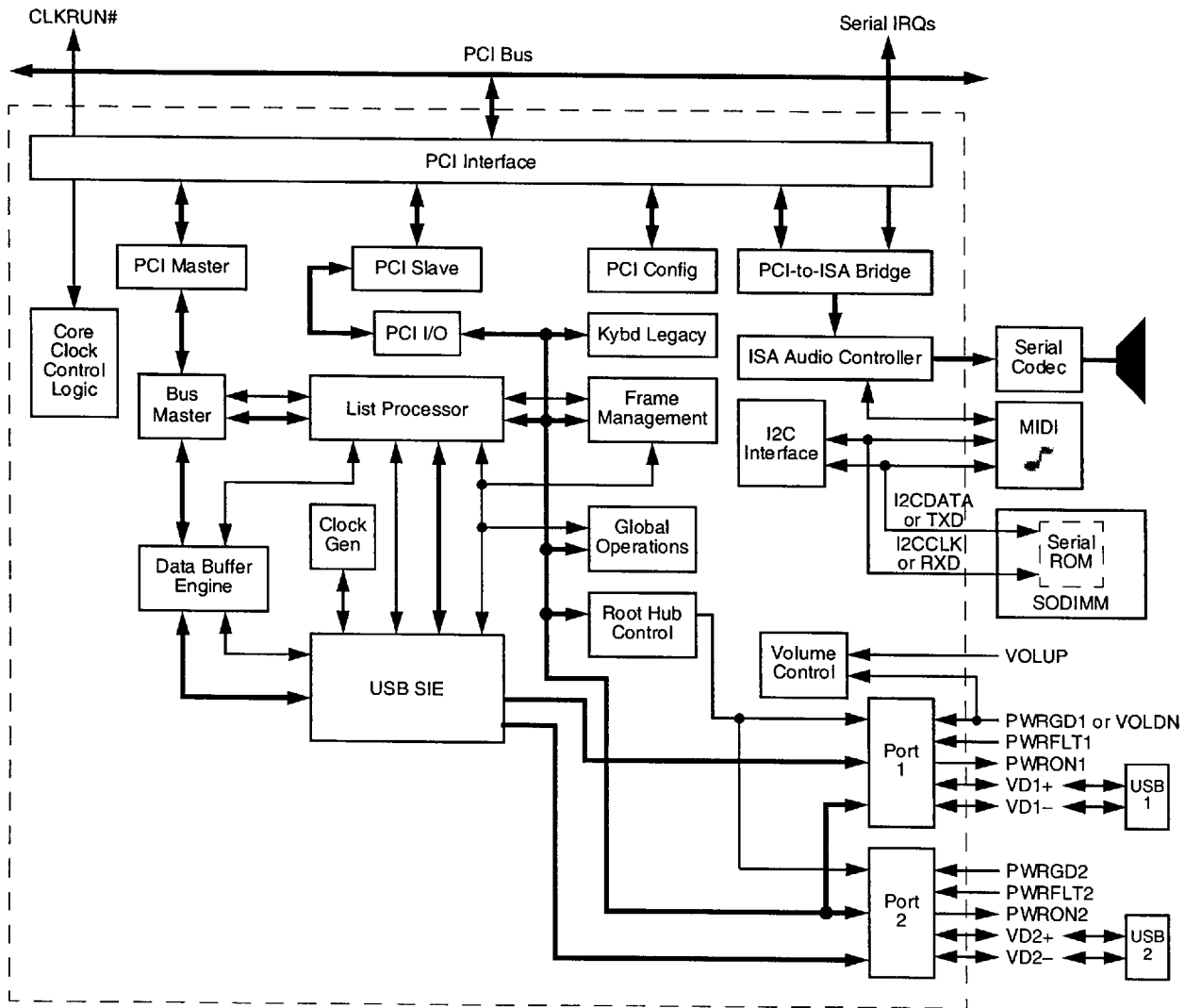
Figure 2-3   FireLink Block Diagram

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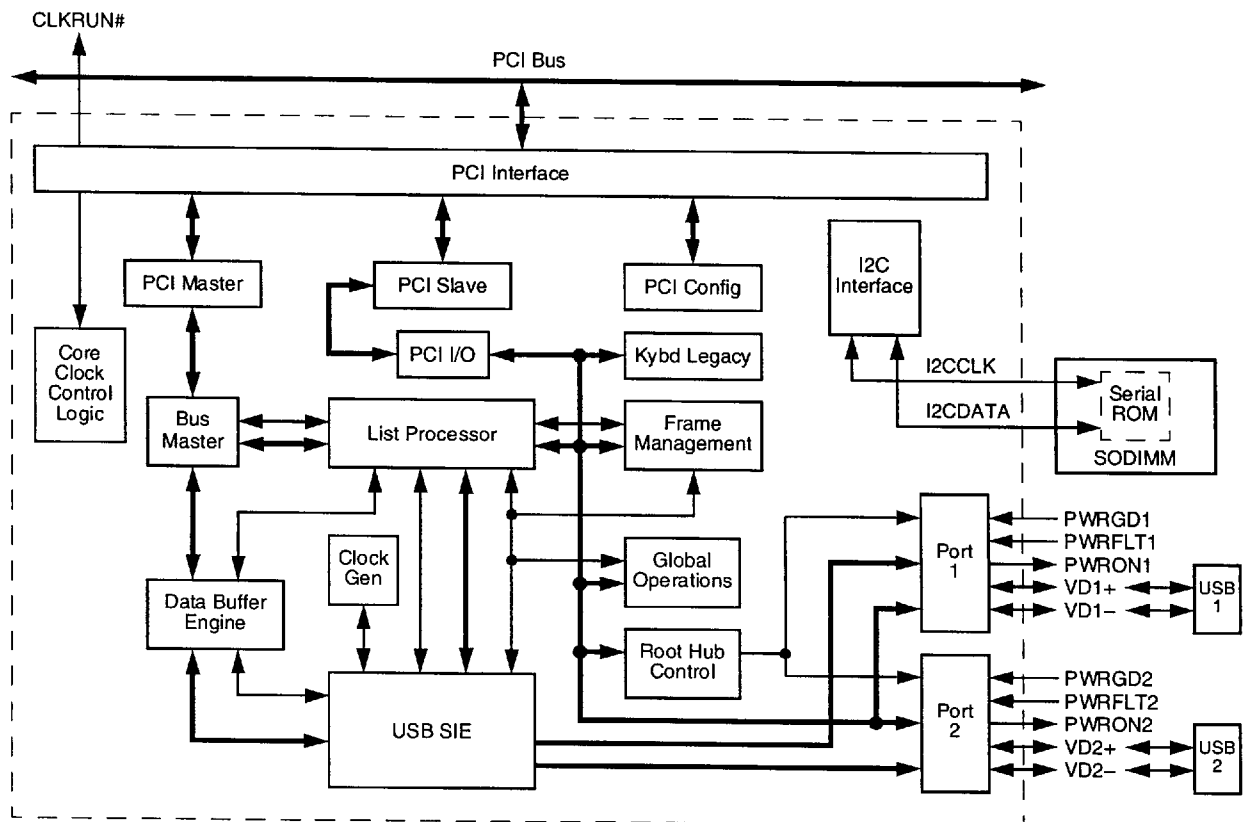
2.2 FireBlast

FireBlast (82C871) can be substituted for the FireLink part to allow an efficient upgrade path to PCI-based audio. It is also possible to use FireBlast in a stand-alone application. Figure 2-4 shows a block diagram for FireBlast.

Figure 2-4   FireBlast Block Diagram

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3.0   Signal Definitions

3.1   Terminology/Nomenclature Conventions

The "#" symbol at the end of a signal name indicates that the active, or asserted state occurs when the signal is at a low voltage level. When "#" is not present after the signal name, the signal is asserted when at the high voltage level.

The terms "assertion" and "negation" are used extensively. This is done to avoid confusion when working with a mixture of "active low" and "active high" signals. The term "assert", or "assertion" indicates that a signal is active, independent of whether that level is represented by a high or low voltage. The term "negate", or "negation" indicates that a signal is inactive.
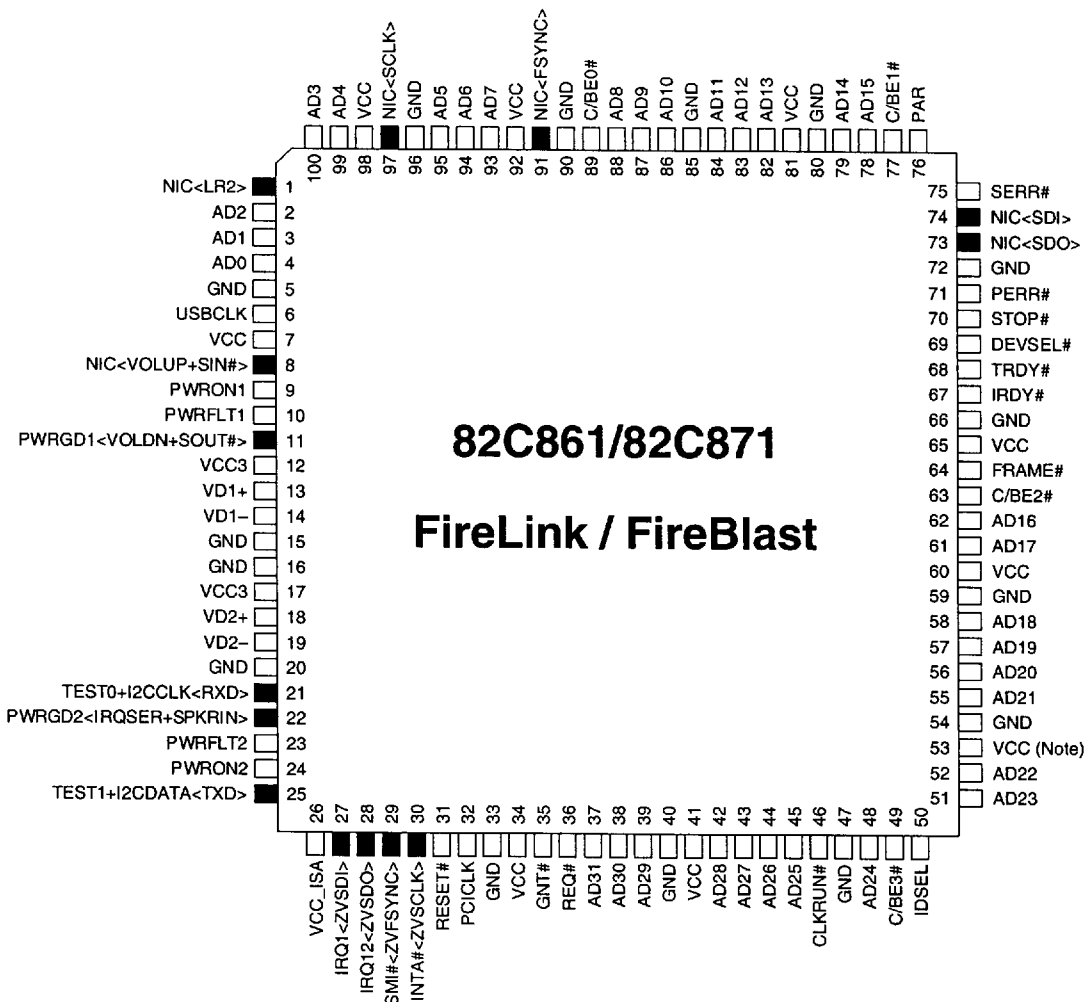
The tables in this section use several common abbreviations. Table 3-1 lists the mnemonics and their meanings. Note that TTL/CMOS/Schmitt-trigger levels pertain to inputs only. Outputs are driven at CMOS levels.

Table 3-1   Signal Definitions Legend

Mnemonic	Description
Analog	Analog-level compatible
CMOS	CMOS-level compatible
Dcdr	Decoder
Ext	External
G	Ground
I	Input
Int	Internal
I/O	Input/Output
Mux	Multiplexer
NIC	No Internal Connection
O	Output
OD	Open drain
P	Power
PD	Pull-down resistor
PU	Pull-up resistor
S	Schmitt-trigger
S/T/S	Sustain Tristate
TTL	TTL-level compatible

Figure 3-1   LQFP Pin Diagram (Note)

Top pins (left to right, 100 to 76): AD3, AD4, VCC, NIC<SCLK>, GND, AD5, AD6, AD7, VCC, NIC<FSYNC>, GND, C/BE0#, AD8, AD9, AD10, GND, AD11, AD12, AD13, VCC, GND, AD14, AD15, C/BE1#, PAR

Left pins (top to bottom, 1 to 25):

Pin	Signal
1	NIC<LR2>
2	AD2
3	AD1
4	AD0
5	GND
6	USBCLK
7	VCC
8	NIC<VOLUP+SIN#>
9	PWRON1
10	PWRFLT1
11	PWRGD1<VOLDN+SOUT#>
12	VCC3
13	VD1+
14	VD1–
15	GND
16	GND
17	VCC3
18	VD2+
19	VD2–
20	GND
21	TEST0+I2CCLK<RXD>
22	PWRGD2<IRQSER+SPKRIN>
23	PWRFLT2
24	PWRON2
25	TEST1+I2CDATA<TXD>

Center label: **82C861/82C871 FireLink / FireBlast**

Right pins (top to bottom, 75 to 51):

Pin	Signal
75	SERR#
74	NIC<SDI>
73	NIC<SDO>
72	GND
71	PERR#
70	STOP#
69	DEVSEL#
68	TRDY#
67	IRDY#
66	GND
65	VCC
64	FRAME#
63	C/BE2#
62	AD16
61	AD17
60	VCC
59	GND
58	AD18
57	AD19
56	AD20
55	AD21
54	GND
53	VCC (Note)
52	AD22
51	AD23

Bottom pins (left to right, 26 to 50): VCC_ISA, IRQ1<ZVSDI>, IRQ12<ZVSDO>, SMI#<ZVFSYNC>, INTA#<ZVSCLK>, RESET#, PCICLK, GND, VCC, GNT#, REQ#, AD31, AD30, AD29, GND, VCC, AD28, AD27, AD26, AD25, CLKRUN#, GND, AD24, C/BE3#, IDSEL

Key: Pins that are shaded black highlight the pin differences between FireLink and FireBlast. The <signal names> denote the additional functions of the pin if FireBlast is used in a system.

FireLink is a pin-compatible replacement for the CMD USB device, even though some of FireLink's pins are called out as NIC (No Internal Connection).

Pin 46 (CLKRUN#) can be a connected to VCC if FireLink is used in a CMD-based system.

Note: Figure 3-1 shows a pin diagram of the 82C861/82C871 packaged in an LQFP (Low-profile Quad Flat Pack, square). The devices are also available in a QFP (Quad Flat Pack, rectangular). The pin assignment remains the same each in package except for pin 53. If the QFP is chosen, the assignment for pin 53 is NIC.

Refer to Section 7.0, "Mechanical Package Outlines" for details regarding packaging.

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Table 3-2   Numerical Pin Cross-Reference List

Pin No.	Signal Name FireLink	Signal Name FireBlast
1	NIC	LR2
2	AD2	
3	AD1	
4	AD0	
5	GND	
6	USBCLK	
7	VCC	
8	NIC	VOLUP
		SIN#
9	PWRON1	
10	PWRFLT1	
11	PWRGD1	PWRGD1
		VOLDN
		SOUT#
12	VCC3	
13	VD1+	
14	VD1−	
15	GND	
16	GND	
17	VCC3	
18	VD2+	
19	VD2−	
20	GND	
21	TEST0	TEST0
	I2CCLK	I2CCLK
		RXD
22	PWRGD2	PWRGD2
		IRQSER
		SPKRIN
23	PWRFLT2	
24	PWRON2	
25	TEST1	TEST1
	I2CDATA	I2CDATA
		TXD
26	VCC_ISA	
27	IRQ1	IRQ1
		ZVSDI
28	IRQ12	IRQ12
		ZVSDO

Pin No.	Signal Name FireLink	Signal Name FireBlast
29	SMI#	SMI#
		ZVFSYNC
30	INTA#	INTA#
		ZVSCLK
31	RESET#	
32	PCICLK	
33	GND	
34	VCC	
35	GNT#	
36	REQ#	
37	AD31	
38	AD30	
39	AD29	
40	GND	
41	VCC	
42	AD28	
43	AD27	
44	AD26	
45	AD25	
46	CLKRUN#	
47	GND	
48	AD24	
49	C/BE3#	
50	IDSEL	
51	AD23	
52	AD22	
53	LQFP = VCC	
	QFP = NIC	
54	GND	
55	AD21	
56	AD20	
57	AD19	
58	AD18	
59	GND	
60	VCC	
61	AD17	
62	AD16	
63	C/BE2#	
64	FRAME#	

Pin No.	Signal Name FireLink	Signal Name FireBlast
65	VCC	
66	GND	
67	IRDY#	
68	TRDY#	
69	DEVSEL#	
70	STOP#	
71	PERR#	
72	GND	
73	NIC	SDO
74	NIC	SDI
75	SERR#	
76	PAR	
77	C/BE1#	
78	AD15	
79	AD14	
80	GND	
81	VCC	
82	AD13	
83	AD12	
84	AD11	
85	GND	
86	AD10	
87	AD9	
88	AD8	
89	C/BE0#	
90	GND	
91	NIC	FSYNC
92	VCC	
93	AD7	
94	AD6	
95	AD5	
96	GND	
97	NIC	SCLK
98	VCC	
99	AD4	
100	AD3	

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3.2 Signal Descriptions

In the tables that follow, <signal name> applies only to FireBlast.

3.2.1 Clock and Reset Interface Signals

Signal Name	Pin No.	Pin Type	Signal Description
PCICLK	32	I	**PCI Clock:** This input provides timing for all cycles on the host PCI bus; normally 33MHz. All other PCI signals are sampled on the rising edge of PCLK (timing parameters refer to this edge).
USBCLK	6	I	**USB Clock:** This input provides timing for USB data signals; normally 48MHz
RESET#	31	O	**Reset:** If RESET# is asserted for a minimum of 1µs, it causes the 82C861/82C871 to enter its default state (all registers are set to their default values). AD[31:0], C/BE[3:0]#, and PAR are always driven low by the 82C861/82C871 synchronously from the leading edge of RESET# and are always tristated from the trailing edge of RESET#. FRAME#, IRDY#, TRDY#, STOP#, and DEVSEL# are tristated from the leading edge of RESET# and remain so until driven as either a master or slave by the 82C861/82C871. RESET# may be asynchronous to PCLK when asserted or negated, however, negation must occur with a clean, bounce-free edge.

3.2.2 PCI Bus Interface Signals

Signal Name	Pin No.	Pin Type	Signal Description
AD[31:0]	37:39, 42:45, 48, 51, 52, 55:58, 61, 62, 78, 79, 82:84, 86:88, 93:95, 99, 100, 2:4	I/O	**Address and Data Lines 31 through 0:** This bus carries the address and/or data during a PCI bus cycle. A PCI bus cycle has two phases - an address phase which is followed by one or more data phases. During the initial clock of the bus cycle, the AD bus contains a 32-bit physical byte address. AD[7:0] is the least significant byte (LSB) and AD[31:24] is the most significant byte (MBS). After the first clock of the cycle, the AD bus contains data. When the 82C861/82C871 is the target, AD[31:0] are inputs during the address phase. For the data phase(s) that follow, the 82C861/82C871 may supply data on AD[31:0] in the case of a read or accept data in the case of a write. When the 82C861/82C871 is the master, it drives a valid address on AD[31:2] during the address phase, and drives write or accepts read data on AD[31:0] during the data phase. As a master, the 82C861/82C871 always drives AD[1:0] low.
C/BE[3:0]#	49, 63, 77, 89	I/O	**Bus Command and Byte Enables 3 through 0:** These signals provide the command type information during the address phase and carry the byte enable information during the data phase. C/BE0# corresponds to byte 0, C/BE1# to byte 1, C/BE2# to byte 2, and C/BE3# to byte 3. If the 82C861/82C871 is the initiator of a PCI bus cycle, it drives C/BE[3:0]#. When it is the target, it samples C/BE[3:0]#.

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Signal Name	Pin No.	Pin Type	Signal Description
PAR	76	O	**"Even" Parity:** The 82C861/82C871 calculates PAR for both the address and data phases of PCI cycles. PAR is valid one PCI clock after the associated address or data phase, but may or may not be valid for subsequent clocks. It is calculated based on 36 bits - AD[31:0] plus C/BE[3:0]#. "Even" parity means that the sum of the 36 bit values plus PAR is always an even number, even if one or more bits of C/BE[3:0]# indicate invalid data.
FRAME#	64	I/O (s/t/s)	**Cycle Frame:** This signal is driven by the current PCI bus master to indicate the beginning and duration of an access. The master asserts FRAME# at the beginning of a bus cycle, sustains the assertion during data transfers, and then negates FRAME# in the final data phase. FRAME# is an input when the 82C861/82C871 is the target and an output when it is the initiator. FRAME# is tristated from the leading edge of RESET# and remains tristated until driven as either a master or slave by the 82C861/82C871.
IRDY#	67	I/O (s/t/s)	**Initiator Ready:** IRDY#, along with TRDY#, indicates whether the 82C861/82C871 is able to complete the current data phase of the cycle. IRDY# and TRDY# are both asserted when a data phase is completed. During a write, the 82C861/82C871 asserts IRDY# to indicate that it has valid data on AD[31:0]. During a read, the 82C861/82C871 asserts IRDY# to indicate that it is prepared to accept data. IRDY# is an input when the 82C861/82C871 is a target and an output when it is the initiator. IRDY# is tristated from the leading edge of RESET# and remains tristated until driven as either a master or a slave by the 82C861/82C871.
TRDY#	68	I/O (s/t/s)	**Target Ready:** TRDY#, along with IRDY#, indicates whether the 82C861/82C871 is able to complete the current data phase of the cycle. TRDY# and IRDY# are both asserted when a data phase is completed. When the 82C861/82C871 is acting as the target during read and write cycles, it performs in the following manner: 1. During a read, the 82C861/82C871 asserts TRDY# to indicate that it has placed valid data on AD[31:0]. 2. During a write, the 82C861/82C871 asserts TRDY# to indicate that is prepared to accept data. TRDY# is an input when the 82C861/82C871 is the initiator and an output when it is the target. TRDY# is tristated from the leading edge of RESET# and remains so until driven as either a master or a slave by the 82C861/82C871.
STOP#	70	I/O (s/t/s)	**Stop:** STOP# is an output when the 82C861/82C871 is the target and an input when it is the initiator. As the target, the 82C861/82C871 asserts STOP# to request that the master stop the current cycle. As the master, the assertion of STOP# by a target forces the 82C861/82C871 to stop the current cycle. STOP# is tristated from the leading edge of RESET# and remains so until driven by the 82C861/82C871 acting as a slave.

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Signal Name	Pin No.	Pin Type	Signal Description
DEVSEL#	69	I/O (s/t/s)	**Device Select:** The 82C861/82C871 claims a PCI cycle via positive decoding by asserting DEVSEL#. As an output, the 82C861/82C871 drives DEVSEL# for two different reasons: 1. If the 82C861/82C871 samples IDSEL active in configuration cycles, DEVSEL# is asserted. 2. When the 82C861/82C871 decodes an internal address or when it subtractively decodes a cycle, DEVSEL# is asserted When DEVSEL# is an input, it indicates the target's response to an 82C861/82C871 master-initiated cycle. DEVSEL# is tristated from the leading edge of RESET# and remains so until driven by the 82C861/82C871 acting as a slave.
IDSEL	50	I	**Initialization Device Select:** This signal is the "chip select" during configuration read and write cycles. IDSEL is sampled by the 82C861/82C871 during the address phase of a cycle. If IDSEL is found to be active and the bus command is a configuration read or write, the 82C861/82C871 claims the cycle with DEVSEL#.
PERR#	71	I/O	**Parity Error:** The 82C861/82C871 uses this line to report data parity errors during any PCI cycle except a Special Cycle.
SERR#	75	I	**System Error:** The 82C861/82C871 uses this line to report address parity errors and data parity errors on the Special Cycle command, or any other system error where the result will be catastrophic.
REQ#	36	O	**Bus Request:** REQ# is asserted by the 82C861/82C871 to request ownership of the PCI bus.
GNT#	35	I	**Bus Grant:** GNT# is sampled by the 82C861/82C871 for an active low assertion, which indicates that it has been granted use of the PCI bus.
CLKRUN#	46	I/O	**Clock Run:** The CLKRUN# function is available on this pin and can be used to reduce chip power consumption during idle periods. It is an I/O sustained tristate signal and follows the PCI 2.1 defined protocol.
VCC		P	**Power:** If FireLink is being used in a CMD-based system, this pin can be connected to VCC.

3.2.3   USB Interface Signals

Signal Name	Pin No.	Pin Type	Signal Description
VD1+	13	I/O	**Port 1 Positive Data Line**
VD1−	14	I/O	**Port 1 Negative Data Line**
VD2+	18	I/O	**Port 2 Positive Data Line**
VD2−	19	I/O	**Port 2 Negative Data Line**
PWRON1, PWRON2	9, 24	O	**Power On Lines 1 and 2:** These outputs are used to turn on the respective USB port's VCC power.
PWRFLT1, PWRFLT2	10, 23	I	**Power Fault Lines 1 and 2:** These inputs indicate that an over-current fault on each of the USB ports has occurred. Their polarity can be software controlled: strap low for active high, strap high for active low.

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3.2.4 Interrupt and Zoomed Video Port Interface Signals

Signal Name	Pin No.	Pin Type	Signal Description
SMI#/NC	29	O	**System Management Interrupt:** This signal is used to request a System Management Mode (SMM) interrupt. It can be connected to a spare EPMI pin on the host chipset. If FireLink is used with an OPTi IRQ driveback-capable chipset, this connection is not needed.
<ZVFSYNC>		O	**Zoomed Video Frame Synchronization:** Connection to PC Card ZV Port.
INTA#/NC	30	O	**PCI Interrupt A:** This signal can be connected to a PCI interrupt line. If FireLink is used with an OPTi IRQ driveback-capable chipset, this connection is not needed.
<ZVSCLK>		I	**Zoomed Video Sample Clock for DAC2:** Connection to PC Card ZV Port.
IRQ1/NC	27	O	**Interrupt Request 1:** This pin should be tied to the keyboard interrupt from the keyboard controller. If FireLink is used with an OPTi IRQ driveback-capable chipset, this connection is not needed.
<ZVSDI>		I	**Zoomed Video Serial Data Input:** Connection to PC Card ZV Port.
IRQ12/NC	28	O	**Interrupt Request 12:** This pin should be tied to the mouse interrupt from the keyboard controller. If FireLink is used with an OPTi IRQ driveback-capable chipset, this connection is not needed.
<ZVSDO>		O	**Zoomed Video Serial Data Output:** Connection to PC Card ZV Port.

3.2.5 USB Power and Misc. Signals

Signal Name	Pin No.	Pin Type	Signal Description
PWRGD1	11	I, Analog (S)	**Power Good Line 1:** This schmitt-trigger analog input is used to sense the supply VCC power on USB port 1. (For VCC power greater than 4.0V, this line can be a logic input, on/off, or a resistor divider.) This pin is also used as a strap option for chip/board level test configuration. Refer to Table 3-3.
<VOLDN>		O	**Volume Down:** Interface for push-button volume control. Used to decrease volume.
<SOUT#>		O	**Serial Output:** Serial interrupt output line for Intel style of serial IRQs.
PWRGD2	22	I, Analog (S)	**Power Good Line 2:** This schmitt-trigger analog input is used to sense the supply VCC power on USB port 2. (For VCC power greater than 4.0V, this line can be a logic input, on/off, or a resistor divider.)
<IRQSER>		I/O	**Serial Interrupt Request:** Bidirectional interrupt line for Compaq style of serial IRQs.
<SPKRIN>		I	**Speaker Input:** Chipset digital speaker input signal.

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Signal Name	Pin No.	Pin Type	Signal Description
GND/NIC	8		**Ground:** In a CMD-based system, this pin can remain connected to GND. **No Internal Connection:** FireLink makes this pin a "No Internal Connection" to allow future upgrade to FireBlast.
<VOLUP>		O	**Volume Up:** Interface for push-button volume control. Used to increase volume.
<SIN#>		I	**Serial Input:** Serial interrupt return line for Intel style of serial IRQs.
TEST0	21	I	**Test Line 0:** Strap option used for chip/board level test configuration. Refer to Table 3-3.
I2CCLK		I/O	**I²C Bus Clock Signal:** FireLink and FireBlast use this pin for optional connection as the clock line for the I²C interface.
<RXD>		I	**Receive Data:** FireBlast provides the option of a MIDI interface on this pin.
TEST1	25	I	**Test Line 1:** Strap option used for chip/board level test configuration. Refer to Table 3-3.
I2CDATA		I/O	**I²C Bus Data Signal:** FireLink and FireBlast use this pin for optional connection as the data line for the I²C interface
<TXD>		O	**Transmit Data:** FireBlast provides the option of a MIDI interface on this pin.

3.2.6 Audio CODEC Interface Signals

Signal Name	Pin No.	Pin Type	Signal Description
VCC/NIC	1		**Power:** In a CMD-based system, this pin can remain connected to VCC. **No Internal Connection:** FireLink makes this pin a "No Internal Connection" to allow future upgrade to FireBlast.
<LR2>		O	**Serial Clock:** Clock connection to serial CODEC for second DAC on FireBlast.
GND/NIC	73		**Ground:** In a CMD-based system, this pin can remain connected to GND. **No Internal Connection:** FireLink makes this pin a "No Internal Connection" to allow future upgrade to FireBlast.
<SDO>		O	**Serial Data Output:** Connection to serial CODEC on FireBlast.
VCC/NIC	74		**Power:** In a CMD-based system, this pin can remain connected to VCC. **No Internal Connection:** FireLink makes this pin a "No Internal Connection" to allow future upgrade to FireBlast.
<SDI>		I	**Serial Data Input:** Connection to serial CODEC on FireBlast.
VCC/NIC	91		**Power:** In a CMD-based system, this pin can remain connected to VCC. **No Internal Connection:** FireLink makes this pin a "No Internal Connection" to allow future upgrade to FireBlast.
<FSYNC>		O	**Frame Synchronization:** Connection to serial CODEC on FireBlast.
GND/NIC	97		**Ground:** In a CMD-based system, this pin can remain connected to GND. **No Internal Connection:** FireLink makes this pin a "No Internal Connection" to allow future upgrade to FireBlast.
<SCLK>		O	**Serial Clock:** Free running clock for external codec on FireBlast.

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3.2.7 Power and Ground Pins

Signal Name	Pin No.	Pin Type	Signal Description
VCC	7, 34, 41, 53, 60, 65, 81, 92, 98	P	**5.0V or 3.3V Power Connection:** Core voltage is linked to the PCI interface voltage; either 3.3V or 5.0V is acceptable, however, 3.3V is recommended for lowest power consumption. Core voltage is indicated to the chip through a strap option, refer to Table 3-3. **Note:** If QFP packaging is selected, pin 53 becomes NIC (No Internal Connection).
VCC_ISA	26	P	**ISA Reference Voltage:** Supplies the reference voltage for pins 27 (IRQ1) and 28 (IRQ12). If IRQ1 and IRQ12 are not used, connect VCC_ISA to the VCC power plane.
VCC3	12, 17	P	**3.3V Power Connection**
GND	5, 15, 16, 20, 33, 40, 47, 54, 59, 66, 72, 80, 85, 90, 96	G	**Ground Connection**

OPTi

9004196 0001793 626

Table 3-3   82C861/82C871 Strap Options

PWRGD1 (Pin 11)	TEST1 (Pin 25)	TEST0 (Pin 21)	Mode
0	0	0	NAND tree test
0	0	1	Tristate test
0	1	0	Drive even pins high and odd pins low
0	1	1	Drive odd pins high and even pins low
1	0	0	PCI 5.0V (default)
1	0	1	PCI 3.3V
1	1	0	Test mode to bring out internal TXDSE0 signal on TEST1 pin (pin 25) and internal TXD signal on TEST0 pin (pin 21), PCI 5.0V.
1	1	1	Test mode to bring out internal TXDSE0 signal on TEST1 pin (pin 25) and internal TXD signal on TEST0 pin (pin 21), PCI 3.3V.

OPTi

9004196 0001794 562

4.0   Functional Description

4.1   Universal Serial Bus (USB)

The 82C861/82C871 supports a PCI-based implementation of Universal Serial Bus utilizing the OpenHCI standard developed by Compaq, Microsoft, and National Semiconductor.

The USB core contains an integrated root hub that can support up to two downstream USB hubs or devices. The USB implementation consists of the root hub, PCI interface controller, and USB host controller. Keyboard and mouse legacy support are also included for DOS compatibility with USB devices.

This document must be used along with the following public domain reference documents to get the complete functional description of the USB core implementation.

*   USB Specification, Revision 1.0
*   OpenHCI Specification, Revision 1.0a
*   PCI Specification, Version 2.1

A functional block diagram of the USB core implementation is given in Figure 4-1.

Figure 4-1   USB Functional Block Diagram

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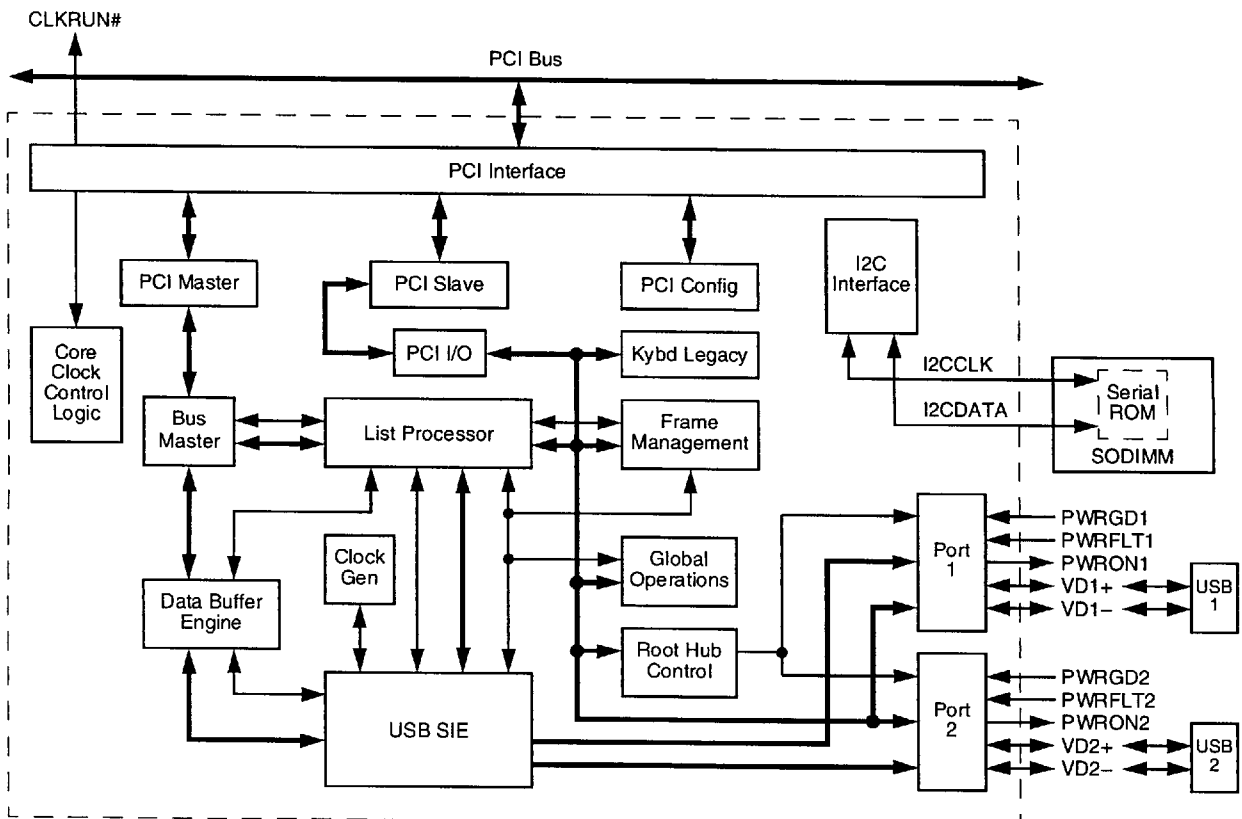
4.1.1   PCI Controller

The PCI controller interfaces the host controller to the PCI bus. As a master, the PCI controller is responsible for running cycles on the PCI bus on behalf of the host controller. As a target, the PCI controller monitors the cycles on the PCI bus and determines when to respond to these cycles. The USB core is a PCI target when it decodes cycles to its internal PCI configuration registers or to its internal PCI memory mapped I/O registers. The PCI USB controller asserts DEVSEL# in medium decode timing to claim a PCI transaction.

The configuration space of the PCI controller is accessed through Mechanism #1 as Bus #0, Device #X (Device # depends on which AD line is connected to the IDSEL input), Function #0, hereafter referred to as PCICFG.

Table 4-1 gives a register map for the PCICFG register space. Refer to Section 5.1, "PCICFG Register Space" for detailed bit information.

Table 4-1   PCI Controller Register Map

PCICFG	R/W	Register Name
00h-01h	RO	Vendor ID
02h-03h	RO	Device ID
04h-05h	R/W	Command
06h-07h	R/W	Status
08h	RO	Revision ID
09h-0Bh	RO	Class Code
0Ch	R/W	Cache Line Size
0Dh	R/W	Master Latency Timer
0Eh	RO	Header Type
0Fh	--	Reserved
10h-13h	R/W	Base Address Register 0
14h-2Bh	--	Reserved
2Ch-2Dh	RO	Subsystem Vendor
2Eh-2Fh	RO	Subsystem ID
30h-3Bh	--	Reserved

PCICFG	R/W	Register Name
3Ch	R/W	Interrupt Line
3Dh	R/W	Interrupt Pin
3Eh	R/W	Minimum Grant
3Fh	R/W	Maximum Latency
40h-43h	--	Reserved
44h-4Dh	--	Reserved
4Eh	R/W	I²C Control
4Fh	--	Reserved
50h	R/W	PCI Host Feature Control
51h	R/W	Interrupt Assignment
52h-53h	--	Reserved
54h-57h	R/W	IRQ Driveback Address
58h-6Bh	--	Reserved
6Ch-6Fh	R/W	Test Mode Enable

OPTi

■ 9004196 0001796 335 ■

4.1.2 Host Controller

This block is the operational control block in the USB core. It is responsible for the host controller operational states (Suspend, Disabled, Enabled), special USB signaling (Reset, Resume), status, interrupt control, and host controller configuration information.

The host controller (HC) interface registers are PCI memory mapped I/O, hereafter referred to as MEMOFST. Table 4-2 gives a register map for the MEMOFST register space. Refer to Section 5.2, "Host Controller Register Space" for detailed bit information.

Table 4-2   Host Controller Register Map

MEMOFST	R/W	Register Name
00h-03h	RO	HcRevision
04h-07h	R/W	HcControl
08h-0Bh	R/W	HcCommandStatus
0Ch-0Fh	R/W	HcInterruptStatus
10h-13h	R/W	HcInterrupt Enable
14h-17h	R/W	HcInterrupt Disable
18h-1Bh	R/W	HcHCCA
1Ch-1Fh	R/W	HcPeriodCurrentED
20h-23h	R/W	HcControlHeadED
24h-27h	R/W	HcControlCurrentED
28h-2Bh	R/W	HcBulkHeadED
2Ch-2Fh	R/W	HcBulkCurrentED

MEMOFST	R/W	Register Name
30h-33h	R/W	HcDoneHead
34h-37h	R/W	HcFmInterval
38h-3Bh	R/W	HcFrameRemaining
3Ch-3Fh	R/W	HcFmNumber
40h-43h	R/W	HcPeriodicStart
44h-47h	R/W	HcLSThreshold
48h-4Bh	R/W	HcRhDescriptorA
4Ch-4Fh	R/W	HcRhDescriptorB
50h-53h	R/W	HcRhStatus
54h-57h	R/W	HcRhPort1Status
58h-5Bh	R/W	HcRhPort2Status

4.1.2.1 Legacy Support

Four registers are provided for legacy support:

- HceControl
  - Used to enable and control the emulation hardware and report various status information.

- HceInput
  - Emulation side of the legacy Input Buffer register.

- HceOutput
  - Emulation side of the legacy Output Buffer register where keyboard and mouse data is to be written by software.

- HceStatus
  - Emulation side of the legacy Status register.

These registers are located in the Host Controller Register Space; from MEMOFST 100h through 10Fh. Table 4-3 shows a register map of these registers. Refer to Section 5.2.1, "Legacy Support Registers" for detailed bit information.

Table 4-3   Legacy Support Register Map

MEMOFST	R/W	Register Name
100h-103h	R/W	HceControl
104h-107h	R/W	HceInput
108h-10Bh	R/W	HceOutput
10Ch-10Fh	R/W	HceStatus

Intercept Port 60h and 64h Accesses

The HceStatus, HceInput, and HceOutput registers are accessible at I/O Ports 60h and 64h when emulation is enabled. Reads and writes to these registers using the I/O Ports does have some side effects as shown in Table 4-4. However, accessing these registers directly through their memory address produces no side effects.

When emulation is enabled, I/O accesses of Ports 60h and 64h must be handled by the Host Controller (HC). The HC must be positioned in the system so that it can do a positive decode of accesses to Ports 60h and 64h on the PCI bus. If a keyboard controller is present in the system, it must either use subtractive decode or have provisions to disable its decode of Ports 60h and 64h. If the legacy keyboard controller uses positive decode and is turned off during emulation, it must be possible for the emulation code to quickly re-enable and disable the legacy keyboard controller's Port 60h and 64h decode. This is necessary to support a mixed operating environment.

Table 4-4   Emulated Registers and Side Effects

Register Contents Accessed/Modified	Side Effect
HceOutput	• A read from Port 60h will set the Output Full bit (MEMOFST 10Ch[0]) to 0.
HceInput	• A write to Port 60h will set the Input Full bit (MEMOFST 10Ch[1]) to 1 and the Cmd Data bit (MEMOFST 10Ch[3]) to 0. • A write to Port 64h will set the: Input Full bit (MEMOFST 10Ch[1]) to 0 and the Cmd Data bit (MEMOFST 10Ch[3]) to 1.
HceStatus	• A read from Port 64h returns the current value of the HceStatus register.

5.0 Register Descriptions

The 82C861/82C871 has three types of register spaces:
1. PCI Configuration Register Space
2. Host Controller Register Space
3. I/O Register Space

The subsections that follow detail the locations and access mechanisms for the registers located within these register spaces.

Notes: 1. All bits/registers are read/write and their default value is 0 unless otherwise specified.

2. All reserved bits/registers MUST be written to 0 unless otherwise specified.

5.1 PCICFG Register Space

The configuration space of the PCI USB controller is accessed through Mechanism #1 as Bus #0, Device #X (Device # depends on which AD line is connected to the IDSEL input), Function #0, hereafter referred to as PCICFG. The bit formats for these registers are described in Table 5-1.

Table 5-1   PCICFG 00h-FFh

7	6	5	4	3	2	1	0
PCICFG 00h **PCICFG 01h**			Vendor Identification Register (RO)				**Default = 45h** **Default = 10h**
PCICFG 02h **PCICFG 03h**			Device Identification Register (RO)				**Default = 61h** **Default = C8h**
PCICFG 04h			Command Register - Byte 0				**Default = 00h**
Wait cycle control: USB core does not need to insert a wait state between address and data on the AD lines. This bit is always 0.	PERR# (response) detection enable bit: 0 = PERR# not asserted 1 = USB core asserts PERR# when it is the receiving data agent and it detects a data parity error.	VGA palette snooping: This bit is always 0.	Postable memory write command: Not used when USB core is a master. This bit is always 0.	Special Cycles: USB core does not run Special Cycles on PCI. This bit is always 0.	USB core can run PCI master cycles: 0 = Disable 1 = Enable	USB core responds as a target to memory cycles. 0 = Disable 1 = Enable	USB core responds as a target to I/O cycles: 0 = Disable 1 = Enable
PCICFG 05h			Command Register - Byte 1				**Default = 00h**
Reserved: These bits are always 0.						Back-to-back enable: USB core only acts as a master to a single device, so this functionality is not needed. This bit is always 0.	SERR# (response) detection enable bit: 0 = SERR# not asserted 1 = USB core asserts SERR#

Table 5-1 PCICFG 00h-FFh (cont.)

7	6	5	4	3	2	1	0
PCICFG 06h	**Status Register - Byte 0**						**Default = 80h**
Fast back-to-back capability: USB core supports fast back-to-back transactions when transactions are not to same agent. This bit is always 1.	Reserved: These bits are always 0.						
PCICFG 07h	**Status Register - Byte 1**						**Default = 02h**
Detected parity error: This bit is set to 1 whenever the USB core detects a parity error, even if PCICFG 04h[6] is disabled. Write 1 to clear.	SERR# status: This bit is set to 1 whenever the USB core detects a PCI address parity error. Write 1 to clear.	Received master abort status: Set to 1 when the USB core, acting as a PCI master, aborts a PCI bus memory cycle. Write 1 to clear.	Received target abort status: This bit is set to 1 when a USB core generated PCI cycle (USB core is the PCI master) is aborted by a PCI target. Write 1 to clear.	Signaled target abort status: This bit is set to 1 when the USB core signals target abort. Write 1 to clear.	DEVSEL timing (RO): Indicates DEVSEL# timing when performing a positive decode. Since DEVSEL# is asserted to meet the medium timing, these bits are encoded as 01.		Data parity reported: Set to 1 if PCICFG 04h[6] is set and the USB core detects PERR# asserted while acting as PCI master (whether PERR# was driven by USB core or not.)
PCICFG 08h	**Revision Identification Register (RO)**						**Default = 01h**
PCICFG 09h **PCICFG 0Ah** **PCICFG 0Bh**	**Class Code Register (RO)**						**Default = 10** **Default = 03h** **Default = 0Ch**
PCICFG 0Ch	**Cache Line Size Register**						**Default = 00**
PCICFG 0Dh	**Master Latency Timer Register**						**Default = 00h**
PCICFG 0Eh	**Header Type Register (RO)**						**Default = 00h**
PCICFG 0Fh	**Reserved**						**Default = 00h**
PCICFG 10h-13h	**Base Address Register 0**						**Default = 00h**
This register identifies the base address of a contiguous memory space in main memory. POST will write all 1s to this register, then read back the value to determine how big of a memory space is requested. After allocating the requested memory, POST will write the upper bytes with the base address. Bits [31:0] correspond to: 10h = [7:0], 11h = [15:8], 12h = [23:16], 13h = [31:24]. - Bit [0] - Indicates that the operational registers are mapped into memory space. Always = 0. - Bits [2:1] - Indicates that the base register is 32 bits wide and can be placed anywhere in 32-bit memory space. Always = 0. - Bit [3] - Indicates no support for prefetchable memory. Always = 0. - Bits [11:4] - Indicates a 4K byte address range is requested, Always = 0. - Bits [31:12] - Base Address: Post writes the value of the memory base address to this register.							

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9004196 0001800 696

Table 5-1   PCICFG 00h-FFh (cont.)

7	6	5	4	3	2	1	0
PCICFG 14h-2Bh			Reserved				Default = 00h
PCICFG 2Ch-2Dh			Subsystem Vendor Register (RO)				Default = 00h
Subsystem Vendor - Bits [15:0] correspond to: 2Ch = [7:0], 2Dh = [15:8]. - The chipset normally responds to reads of this read-only register with 00h.							
PCICFG 2Eh-2Fh			Subsystem ID Register (RO)				Default = 00h
Subsystem ID - Bits [15:0] correspond to: 2Eh = [7:0], 2Fh = [15:8]. - The chipset normally responds to reads of this read-only register with 00h.							
PCICFG 30h-3Bh			Reserved				Default = 00h
PCICFG 3Ch			Interrupt Line Register				Default = 00h
This register identifies which of the system interrupt controllers the device's interrupt pin is connected to. The value of this register is used by device drivers and has no direct meaning to the USB core.							
PCICFG 3Dh			Interrupt Pin Register				Default = 01h
This register identifies which interrupt pin a device uses. Since the USB core uses INTA#, this value is set to 01h.							
PCICFG 3Eh			Minimum Grant Register (RO)				Default = 00h
			Reserved				
PCICFG 3Fh			Maximum Latency Register (RO)				Default = 00h
			Reserved				
PCICFG 40h-43h			Reserved				Default = 00h
These registers are for internal testing purposes. Do not write to these registers.							
PCICFG 44h-4Dh			Reserved				Default = 00h
PCICFG 4Eh			I²C Control Register				Default = 00h
Reserved			Reads back I²C data output bit (bit 2) (RO)	Reads back I²C clock output bit (bit 1) (RO)	I²C data output: 0 = Output 0 1 = Output 1	I²C clock output: 0 = Output 0 1 = Output 1	I²C control: 0 = Disable 1 = Enable
PCICFG 4Fh			Reserved				Default = 00h
PCICFG 50h			PCI Host Feature Control Register				Default = 00h
Reserved				Subsystem Vendor ID Register (PCICFG 2Ch) control: 0 = Writable 1 = Read-Only	CLKRUN# on host interface): 0 = Disabled, CLKRUN# tristated 1 = Enabled per PCI	Port 2 output: 0 = Enable 1 = Disable (Controls USB I/O cells to save power)	Port 1 output: 0 = Enable 1 = Disable (Controls USB I/O cells to save power)

OPTi

9004196 0001801 522

Table 5-1   PCICFG 00h-FFh (cont.)

7	6	5	4	3	2	1	0
PCICFG 51h			**Interrupt Assignment Register**				**Default = 01h**
Host controller type: 0 = Viper-N+ (send single data phase on IRQ driveback) 1 = FireStar (burst two data phases)	IRQ Driveback: 0 = Disable 1 = Enable	Reserved	Interrupt Assignment (PCIRQ0# Default) - Interrupts from the USB are mapped to this interrupt. Note that if an IRQ (an edge-mode interrupt) is selected, this IRQ must be programmed to Level mode on the host chipset. **Level Mode:** 00000 = Disabled 00110 = ACPI1 01011 = ACPI6 00001 = PCIRQ0# (Default) 00111 = ACPI2 01100 = ACPI7 00010 = PCIRQ1# 01000 = ACPI3 01101 = ACPI8 00011 = PCIRQ2# 01001 = ACPI4 01110 = ACPI9 00100 = PCIRQ3# 01010 = ACPI5 01111 = ACPI10 00101 = ACPI0 **Edge Mode:** 10000 = IRQ0 10110 = IRQ6 11011 = IRQ11 10001 = IRQ1 10111 = IRQ7 11100 = IRQ12 10010 = IRQ2 11000 = IRQ8 11101 = IRQ13 10011 = IRQ3 11001 = IRQ9 11110 = IRQ14 10100 = IRQ4 11010 = IRQ10 11111 = IRQ15 10101 = IRQ5			
PCICFG 52h-53h			**Reserved**				**Default = 00h**
PCICFG 54h-57h			**IRQ Driveback Address Register - Byte 0: Address Bits [7:0]**				**Default = 33333330h**
IRQ Driveback Protocol Address Bits: Bits [31:0] correspond to: 54h = [7:0], 55h = [15:8], 56h = [23:16], 57h = [31:24]. - When the FireLink/FireBlast logic must generate an interrupt from any source, it follows the IRQ Driveback Protocol and toggles the REQ# line to the host. Once it has the bus, it writes the changed IRQ information to the 32-bit I/O address specified in this register. The host interrupt controller claims this cycle and latches the new IRQ values. - Bits 1:0 are reserved to be 00 and are read-only.							
PCICFG 58h-6Bh			**Reserved**				**Default = 00h**
PCICFG 6Ch-6Fh			**Test Mode Enable Register** Reserved				**Default = 00h**

9004196 0001802 469

5.2 Host Controller Register Space

This register space is the operational control block in the USB core. It is responsible for the host controller operational states (Suspend, Disabled, Enabled), special USB signaling (Reset, Resume), status, interrupt control, and host controller configuration information.

The host controller (HC) interface registers are PCI memory mapped I/O, hereafter referred to as MEMOFST. The bit formats for these registers are described in Table 5-2.

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 00h **MEMOFST 01h-03h**		HcRevision Register (RO)					Default = 10h Default = 000001h
Bits [31:0] correspond to: 00h = [7:0], 01h = [15:8], 02h = [23:16], 03h = [31:24] - Bits [7:0] Revision - Indicates the Open HCI Specification revision number implemented by hardware (X.Y = XYh). FireLink and FireBlast support Specification 1.0. - Bits [31:8] Reserved							
MEMOFST 04h		HcControl Register - Byte 0					Default = 00h
HC Functional State: 00 = USB Reset 01 = USB Resume 10 = USB Operational 11 = USB Suspend The HC may force a state change from USB Suspend to USB Resume after detecting resume signaling from a downstream port.	Processing of Bulk List: 0 = Disable 1 = Enable	Processing of Control List: 0 = Disable 1 = Enable	Disable Isoch-ronous List when Periodic List is enabled:[1] 0 = Yes 1 = No	Processing of Periodic (inter-rupt and isoch-ronous) List: 0 = Disable 1 = Enable The HC checks this bit prior to attempting any periodic trans-fers in a frame.		Control Bulk Service Ratio: Specifies the number of control endpoints serviced for every bulk endpoint. Encoding is N−1 where N is the number of control end-points (i.e., 00 = 1 control end-point; 11 = 4 control endpoints).	
(1) Disabling the Isochronous List when the Periodic List is enabled allows interrupt endpoint descriptors to be serviced. While processing the Period List, the HC will check bit 3 when it finds an isochronous endpoint descriptor.							
MEMOFST 05h		HcControl Register - Byte 1					Default = 00h
Reserved					Remote Wakeup Con-nected Enable: If a remote wakeup signal is supported, this bit is used to enable that operation. Since there is no remote wakeup signal supported, this bit is ignored.	Remote Wakeup Con-nected (RO): Indicates whether the HC supports a remote wakeup signal. This implementation does not sup-port any such signal. The bit is hardcoded to 0.	Interrupt Routing: 0 = Interrupts routed to normal interrupt mechanism (INTA#) 1 = Interrupts routed to SMI Also see PCICFG 51h
MEMOFST 06h-07h		HcControl Register - Bytes 2 & 3					Default = 00h
Reserved							

OPTi

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Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 08h			HcCommandStatus Register - Byte 0				**Default = 00h**
Reserved				Ownership Change Request: When set by software, this bit sets the Ownership Change bit (MEMOFST 0Fh[6]). Cleared by software.	Bulk List has an active endpoint descriptor?[1] 0 = No 1 = Yes	Control List has an active endpoint descriptor?(1) 0 = No 1 = Yes	HC Reset: Writing a 1 initiates a software reset. This bit is cleared by the HC upon completion of reset operation.
(1) The bit may be set by either software or the HC. It is cleared by the HC each time it begins processing the head of the list(Bulk List for bit 2, Control List for bit 1)							
MEMOFST 09h			HcCommandStatus Register - Byte 1				**Default = 00h**
Reserved							
MEMOFST 0Ah			HcCommandStatus Register - Byte 2				**Default = 00h**
Reserved						Schedule Overrun Count: This field increments every time the Scheduling Overrun bit (MEMOFST 0Ch[0] is set. The count wraps from 11 to 00.	
MEMOFST 0Bh			HcCommandStatus Register - Byte 3				**Default = 00h**
Reserved							
MEMOFST 0Ch			HcInterrupt Status Register - Byte 0*				**Default = 00h**
Reserved	Root Hub Status Change: This bit is set when the content of HcRh Status (50h-53h) or the content of any HcRhPort Status Register (54h-5Bh) has changed.	Frame Number Overflow: This bit is set when MEMOFST 3Ch[15] (Frame Number Register) changes from 0-to-1 or from 1-to-0.	Unrecoverable Error: This event is not implemented and is hardcoded to 0. All writes are ignored.	Resume Detected: This bit is set when the HC detects resume signaling on a downstream port.	Start of Frame: This bit is set when the Frame Management block signals a "Start of Frame" event.	Writeback Done Head: This bit is set after the Host Controller has written HcDone-Head to Hcca-DoneHead.	Scheduling Overrun occurred? 0 = No 1 = Yes
MEMOFST 0Dh-0Eh			HcInterruptStatus Register - Bytes 1 & 2				**Default = 00h**
Reserved							
MEMOFST 0Fh			HcInterruptStatus Register - Byte 3*				**Default = 00h**
Reserved	Ownership Change: This bit is set when the Ownership Change Request bit (MEMOFST 08h[3]) is set.	Reserved					
* Writing a 1 to a bit in this register clears the corresponding bit, while writing a 0 leaves the bit unchanged.							

OPTi

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Table 5-2 MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 10h			HcInterruptEnable Register - Byte 0*				**Default = 00h**
Reserved	Allow interrupt generation due to Root Hub Status Change: 0 = Ignore 1 = Enable	Allow interrupt generation due to Frame Number Overflow: 0 = Ignore 1 = Enable	Reserved All writes to this bit are ignored.	Allow interrupt generation due to Resume Detected: 0 = Ignore 1 = Enable	Allow interrupt generation due to Start of Frame: 0 = Ignore 1 = Enable	Allow interrupt generation due to Writeback Done Head: 0 = Ignore 1 = Enable	Allow interrupt generation due to Scheduling Overrun: 0 = Ignore 1 = Enable
MEMOFST 11h-12h			HcInterruptEnable Register - Bytes 1 & 2				**Default = 00h**
			Reserved				
MEMOFST 13h			HcInterruptEnable Register - Byte 3*				**Default = 00h**
Master interrupt generation: 0 = Ignore 1 = Allows all interrupts to be enabled in 10h-13h.	Allow interrupt generation due to Ownership Change: 0 = Ignore 1 = Enable			Reserved			
* Writing a 1 to a bit in this register sets the corresponding bit, while writing a 0 leaves the bit unchanged.							
MEMOFST 14h			HcInterruptDisable Register - Byte 0*				**Default = 00h**
Reserved	Allow interrupt generation due to Root Hub Status Change: 0 = Ignore 1 = Disable	Allow interrupt generation due to Frame Number Overflow: 0 = Ignore 1 = Disable	Reserved All writes to this bit are ignored.	Allow interrupt generation due to Resume Detected: 0 = Ignore 1 = Disable	Allow interrupt generation due to Start of Frame: 0 = Ignore 1 = Disable	Allow interrupt generation due to Writeback Done Head: 0 = Ignore 1 = Disable	Allow interrupt generation due to Scheduling Overrun: 0 = Ignore 1 = Disable
MEMOFST 15h-16h			HcInterruptDisable Register - Bytes 1 & 2				**Default = 00h**
			Reserved				
MEMOFST 17h			HcInterruptDisable Register - Byte 3*				**Default = 00h**
Master interrupt generation: 0 = Ignore 1 = Allows all interrupts to be disabled in 10h-13h.	Allow interrupt generation due to Ownership Change: 0 = Ignore 1 = Disable			Reserved			
* Writing a 1 to a bit in this register clears the corresponding bit, while writing a 0 leaves the bit unchanged.							
MEMOFST 18h-1Bh			HcHCCA Register				**Default = 00h**
Bits [31:0] correspond to: 18h = [7:0], 19h = [15:8], 1Ah = [23:16], 1Bh = [31:24]. - Bits [7:0] Reserved - Bits [31:8] Pointer to HCCA base address							

OPTi

■ 9004196 0001805 178 ■

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 1Ch-1Fh			HcPeriodCurrentED Register				Default = 00h
Bits [31:0] correspond to: 1Ch = [7:0], 1Dh = [15:8], 1Eh = [23:16], 1Fh = [31:24]. - Bits [3:0] Reserved - Bits [31:4] Pointer to current Periodic List End Descriptor							
MEMOFST 20h-23h			HcControlHeadED Register				Default = 00h
Bits [31:0] correspond to: 20h = [7:0], 21h = [15:8], 22h = [23:16], 23h = [31:24]. - Bits [3:0] Reserved - Bits [31:4] Pointer to current Control List Head End Descriptor							
MEMOFST 24h-27h			HcBulkHeadED Register				Default = 00h
Bits [31:0] correspond to: 24h = [7:0], 25h = [15:8], 26h = [23:16], 27h = [31:24]. - Bits [3:0] Reserved - Bits [31:4] Pointer to current Bulk List Head End Descriptor							
MEMOFST 2Ch-2Fh			HcBulkCurrentED Register				Default = 00h
Bits [31:0] correspond to: 2Ch = [7:0], 2Dh = [15:8], 2Eh = [23:16], 2Fh = [31:24]. - Bits [3:0] Reserved - Bits [31:4] Pointer to current Bulk List End Descriptor							
MEMOFST 30h-33h			HcDoneHead Register				Default = 00h
Bits [31:0] correspond to: 30h = [7:0], 31h = [15:8], 32h = [23:16], 33h = [31:24]. - Bits [3:0] Reserved - Bits [31:4] Pointer to current Done List Head End Descriptor							
MEMOFST 34h-37h			HcFmInterval Register				Default =
Bits [31:0] correspond to: 34h = [7:0], 35h = [15:8], 36h = [23:16], 37h = [31:24]. - Bits [13:0] Frame Interval - These bits specify the length of a frame as (bit times − 1). For 12,000 bit times in a frame, a value of 11,999 is stored here. (Default = 2EDFh) - Bits [15:14] Reserved - Bits [30:16] FS Largest Data Packet: These bits specify a value which is loaded into the Largest Data Packet Counter at the beginning of each frame. - Bit 31 Frame Interval Toggle - This bit is toggled by HCD whenever it loads a new value into the Frame Interval bits (bits [13:0]).							
MEMOFST 38h-3Bh			HcFrameRemaining Register				Default = 00h
Bits [31:0] correspond to: 38h = [7:0], 39h = [15:8], 3Ah = [23:16], 3Bh = [31:24]. - Bits [13:0] Frame Remaining (RO) - This 14-bit decrementing counter is used to time a frame. When the HC is in the USB Operational state, the counter decrements each 12MHz clock period. When the count reaches 0, the end of a frame has been reached. The counter reloads with Frame Interval (MEMOFST 34h[13:0]) at that time. In addition, the counter loads when the HC transitions into the USB Operational state. - Bits [30:14] Reserved - Bit 31 Frame Remaining Toggle (RO) - This bit is loaded with Frame Interval Toggle (MEMOFST 34h[31]) when Frame Remaining (bits [13:0]) is loaded.							

OPTi

9004196 0001806 004

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0

MEMOFST 3Ch-3Fh   HcFmNumber Register   Default = 00h

Bits [31:0] correspond to: 3Ch = [7:0], 3Dh = [15:8], 3Eh = [23:16], 3Fh = [31:24].
- Bits [15:0]   Frame Number (RO) - This 16-bit incrementing counter is incremented coincident with the load of Frame Remaining (MEMOFST 38h[13:0]). The count will roll over from FFFh to 0h.
- Bits [31:16] Reserved

MEMOFST 40h-43h   HcPeriodicStart Register   Default = 00h

Bits [31:0] correspond to: 40h = [7:0], 41h = [15:8], 42h = [23:16], 43h = [31:24].
- Bits [13:0]   Periodic Start - These bits are used by the List Processor to determine where in a frame the Periodic List processing must begin.
- Bits [31:14] Reserved

MEMOFST 44h-47h   HcLSThreshold Register   Default = 00h

Bits [31:0] correspond to: 44h = [7:0], 45h = [15:8], 46h = [23:16], 47h = [31:24].
- Bits [11:0]   LS Threshold - These bits contain a value used by the Frame Management Block to determine whether or not a low speed transaction can be started in the current frame.
- Bits [31:12] Reserved

MEMOFST 48h   HcRhDescriptorA Register - Byte 0 (RO)   Default = 02h

Number Downstream Ports - The USB core supports two downstream ports.

MEMOFST 49h   HcRhDescriptorA Register - Byte 1   Default = 00h

| Reserved | | | No Over-current Protection:[1] 0 = Over-current status is reported 1 = Over-current status is not reported | Over-current Protection Mode: 0 = Global over-current 1 = Individual Over-Current This bit is only valid when bit 4 is cleared. This bit should be written to 0. | Device Type (RO): The USB core is not a compound device. | No Power Switching:[1] 0 = Ports are powered switched 1 = Ports are always powered on | Power Switching Mode: 0 = Global switching 1 = Individual switching This bit is only valid when bit 1 is cleared. This bit should be written to 0. |

(1) Bits 4 and 1 should be written to support the external system port over-current and switching implementations.

MEMOFST 4Ah   HcRhDescriptorA Register - Byte 2   Default = 00h

Reserved

MEMOFST 4Bh   HcRhDescriptorA Register - Byte 3   Default = 01h

Power-On to Power-Good Time
- The USB core power switching is effective within 2ms. The field value is represented as the number of 2ms intervals. This field should be written to support the system implementation. This field should always be written to a non-zero value.

OPTi

9004196 0001807 T40

Table 5-2 MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 4Ch-4Dh			**HcRhDescriptorB Register - Bytes 0 & 1**				**Default = 00h**

Bits [15:0] correspond to: 4Ch = [7:0], 4Dh = [15:8].
- Bit 0   Reserved
- Bits [15:1]   Device Removable - USB core ports default to removable devices:
    0 = Device not removable
    1 = Device removable
 	
    Bit 15 corresponds to Port 15, Bit 14 corresponds to Port 14, the remaining bits follow suit. Unimplemented ports are reserved.							

MEMOFST 4Eh-4Fh			**HcRhDescriptorB Register- Bytes 2 & 3**				**Default = 00h**

Bits [15:0] correspond to: 4Eh = [7:0], 4Fh = [15:8].
- Bit 0   Reserved
- Bits [15:1]   Port Power Control Mask: Bit 15 corresponds to Port 15, Bit 14 corresponds to Port 14, the remaining bits follow suit. Unimplemented ports are reserved.
    0 = Device not removable
    1 = Global power mask
 	
    This field is only valid if No Power Switching bit (MEMOFST 49h[1]) is cleared and Power Switching Mode Bit (MEMOFST 49h[0]) is set (individual port switching). When set, the port only responds to individual port power switching commands (Set/ClearPortPower, MEMOFST 54h[1:0] and 58h[1:0]). When cleared, the port only responds to global power switching commands (Set/ClearGlobalPower, MEMOFST 52h[0] and 50h[0]).							

MEMOFST 50h			**HcRhStatus Register - Byte 0**				**Default = 00h**
Reserved						Over-current Indicator (RO):[1] Reflects state of OVCR pin. 0 = No over-current condition 1 = Over-current condition	Read: Local Power Status Not supported. Always read 0. Write: Clear Global Power 0 = No effect 1 = Issue Clear Global Power command to ports
(1) Bit 1 is only valid if the No Over-current Protection (MEMOFST 49h[4]) and Over-current Protection Mode (MEMOFST 49h[3]) bits are cleared.							
MEMOFST 51h			**HcRhStatus Register - Byte 1**				**Default = 00h**
Read: Device Remote Wake-up Enable[1] 0 = Disabled 1 = Enabled Write: Set Remote Wake-up Enable 0 = No effect 1 = Sets Device Remote Wakeup Enable	Reserved						
(1) Allows ports' Connect Status Change Bit (MEMOFST 56h[0] for Port 1 and MEMOFST 59h[0] for Port 2) as a remote wakeup event.							

■ 9004196 0001808 987 ■

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 52h			HcRhStatus Register - Byte 2				**Default = 00h**
Reserved						Over-current Indicator Change This bit is set when the Over-current Indicator bit (MEMOFST 50h[1]) changes. Write 1 to clear	Read: Local Power Status Change Not supported. Always read 0 Write: Set Global Power 0 = No effect 1 = Issue Set Global Power command to ports
MEMOFST 53h			HcRhStatus Register - Byte 3				**Default = 00h**
Clear Remote Wakeup Enable (WO) 0 = No effect 1 = Clear Device Remote Wakeup Enable bit (MEMOFST 51h[7])	Reserved						
MEMOFST 54h			HcRhPort1Status Register - Byte 0				**Default = 00h**
Reserved			Read: Port Reset Status 0 = Port reset status signal not active 1 = Port reset signal active Write: Set Port Reset 0 = No effect 1 = Sets Port Reset Status	Read: Port Over-current Indicator[1] 0 = No over-current condition 1 = Over-current condition Write: Clear Port Suspend 0 = No effect 1 = Initiates selective resume sequence for the port	Read: Port Suspend Status 0 = Port is not suspended 1 = Port is selectively suspended Write: Set Port Suspend 0 = No effect 1 = Sets Port Suspend Status	Read: Port Enable Status 0 = Port disabled 1 = Port enabled Write: Set Port Enable 0 = No effect 1 = Sets Port Enable Status	Read: Current Connect Status 0 = No device connected 1 = Device connected.[2] Write: Clear Port Enable 0 = No effect 1 = Clears Port Enable Status bit (bit 1)

(1) The USB core supports global over-current reporting. This bit reflects the state of the OVRCUR pin dedicated to this port. This bit is only valid if the No Over-current Protection (MEMOFST 49h[4]) bit is cleared and Over-current Protection Mode (MEMOFST 49h[3]) bit is set.

(2) If the Device Removable bits (MEMOFST 4Ch[15:0]) are set (not removable), bit 0 is always 1.

9004196 0001809 813

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 55h			HcRhPort1Status Register - Byte 1				**Default = 00h**
Reserved						Read: Low Speed Device Attached[1] 0 = Full speed device 1 = Low speed device Write: Clear Port Power 0 = No effect 1 = Clears Port Power Status (bit 0)	Read: Port Power Status[2] 0 = Port power is off 1 = Port power is on Write: Set Port Power 0 = No effect 1 = Sets Port Power Status

(1) Bit 1 defines the speed (and bus idle) of the attached device. It is only valid when Current Connect Status (MEMOFST 54h[0])bit is set.

(2) Bit 0 reflects the power state of the port regardless of the power switching mode. If the No Power Switching (MEMOFST 49h[1] bit is set, bit 0 is always read as 1.

7	6	5	4	3	2	1	0
MEMOFST 56h			HcRhPort1Status Register - Byte 2				**Default = 00h**
Reserved			Port Reset Status Change 0 = Port reset is not complete 1 = Port reset is complete	Port Overcurrent Indicator Change This bit is set when the Overcurrent Indicator (MEMOFST 50h[1]) bit changes. Write 1 to clear	Port Suspend Status Change Indicates the completion of the selective resume sequence for the port. 0 = Port is not resumed 1 = Port resume is complete	Port Enable Status Change Indicates that the port has been disabled due to a hardware event (cleared Port Enable Status, MEMOFST 54h[1]). 0 = Port has not been disabled 1 = Port Enable Status has been cleared	Connect Status Change Indicates a connect or disconnect event has been detected. 0 = No connect/disconnect event 1 = Hardware detection of connect/disconnect event[1] Write 1 to clear

(1) If the Device Removable Bits (MEMOFST 4Ch[15:1]) are set, bit 0 resets to 1.

7	6	5	4	3	2	1	0
MEMOFST 57h			HcRhPort1Status Register - Byte 3				**Default = 00h**
Reserved							

9004196 0001810 535

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 58h			HcRhPort2Status Register - Byte 0				Default = 00h
Reserved			Read: Port Reset Status 0 = Port reset status signal not active 1 = Port reset signal active Write: Set Port Reset 0 = No effect 1 = Sets Port Reset Status	Read: Port Over-current Indicator[1] 0 = No over-current condition 1 = Over-current condition Write: Clear Port Suspend 0 = No effect 1 = Initiates selective resume sequence for the port	Read: Port Suspend Status 0 = Port is not suspended 1 = Port is selectively suspended Write: Set Port Suspend 0 = No effect 1 = Sets Port Suspend Status	Read: Port Enable Status 0 = Port disabled 1 = Port enabled Write: Set Port Enable 0 = No effect 1 = Sets Port Enable Status	Read: Current Connect Status 0 = No device connected 1 = Device connected.[2] Write: Clear Port Enable 0 = No effect 1 = Clears Port Enable Status bit (bit 1)

(1) The USB core supports global over-current reporting. This bit reflects the state of the OVRCUR pin dedicated to this port. This bit is only valid if the No Over-current Protection (MEMOFST 49h[4]) bit is cleared and Over-current Protection Mode (MEMOFST 49h[3]) bit is set.

(2) If the Device Removable bits (MEMOFST 4Ch[15:0]) are set (not removable), bit 0 is always 1.

7	6	5	4	3	2	1	0
MEMOFST 59h			HcRhPort2Status Register - Byte 1				Default = 00h
Reserved						Read: Low Speed Device Attached[1] 0 = Full speed device 1 = Low speed device Write: Clear Port Power 0 = No effect 1 = Clears Port Power Status (bit 0)	Read: Port Power Status[2] 0 = Port power is off 1 = Port power is on Write: Set Port Power 0 = No effect 1 = Sets Port Power Status

(1) Bit 1 defines the speed (and bus idle) of the attached device. It is only valid when Current Connect Status (MEMOFST 54h[0])bit is set.

(2) Bit 0 reflects the power state of the port regardless of the power switching mode. If the No Power Switching (MEMOFST 49h[1] bit is set, bit 0 is always read as 1.

OPTi

■ 9004196 0001811 471 ■

Table 5-2   MEMOFST 00h-5Ch

7	6	5	4	3	2	1	0
MEMOFST 5Ah			HcRhPort2Status Register - Byte 2				**Default = 00h**
Reserved			Port Reset Status Change 0 = Port reset is not complete 1 = Port reset is complete	Port Over-current Indicator Change This bit is set when the Over-current Indicator (MEMOFST 50h[1]) bit changes. Write 1 to clear	Port Suspend Status Change Indicates the completion of the selective resume sequence for the port. 0 = Port is not resumed 1 = Port resume is complete	Port Enable Status Change Indicates that the port has been disabled due to a hardware event (cleared Port Enable Status, MEMOFST 54h[1]). 0 = Port has not been disabled 1 = Port Enable Status has been cleared	Connect Status Change Indicates a connect or disconnect event has been detected. 0 = No connect/ disconnect event 1 = Hardware detection of connect/dis-connect event[1] Write 1 to clear
(1) If the Device Removable Bits (MEMOFST 4Ch[15:1]) are set, bit 0 resets to 1.							
MEMOFST 5Bh			HcRhPort2 Status Register - Byte 3				**Default = 00h**
Reserved							

■ 9004196 0001812 308 ■

5.2.1 Legacy Support Registers

Four registers are provided for legacy support:

- HceControl
  - Used to enable and control the emulation hardware and report various status information.

- HceInput
  - Emulation side of the legacy Input Buffer register.

- HceOutput
  - Emulation side of the legacy Output Buffer register where keyboard and mouse data is to be written by software.

- HceStatus
  - Emulation side of the legacy Status register.

These registers are located in the Host Controller Register Space; from MEMOFST 100h through 10Fh. The bit formats for these registers are described in Table 5-3.

Refer to Section 4.1.2.1, "Legacy Support" for information when accessing these registers when emulation is enabled.

Table 5-3   MEMOFST 100h-1Fh (Legacy Support Registers)

7	6	5	4	3	2	1	0
MEMOFST 100h			**HceControl Register - Byte 0**				**Default = 00h**
IRQ12 Active Indicates that a positive transition of IRQ12 from kybrd controller has occurred. Writing a 1 clears this bit, while writing a 0 leaves it unchanged.	IRQ1 Active Indicates that a positive transition of IRQ1 from kybrd controller has occurred. Writing a 1 clears this bit, while writing a 0 leaves it unchanged.	GateA20 Sequence Set by HC when a data value of D1h is written to Port 64h. Cleared by HC on write to Port 64h of any value other than D1h.	External IRQEn IRQ1 and IRQ12 from kybrd controller causes emulation interrupt: 0 = Disable 1 = Enable This bit is independent of the Emulation Enable bit (bit 0) setting.	IRQEn If the Output Full bit (MEMOFST 10Ch[0]) = 1, HC generates IRQ1 or IRQ12. If the Aux Output Full bit (MEMOFST 10Ch[5]) = 0, HC generates IRQ1; if = 1, HC generates IRQ12. 0 = Disable 1 = Enable	Character Pending HC generates emulation interrupt when the Output Full bit (MEMOFST 10Ch[0]) = 0. 0 = Disable 1 = Enable	Emulation Interrupt (RO) A static decode of the emulation interrupt condition.	Emulation Enable HC is enabled for legacy emulation? 0 = No 1 = Yes[1]
(1) The HC decodes accesses to Ports 60h/64h and generates IRQ1 and/or IRQ12 when appropriate. Additionally, the HC generates an emulation interrupt at appropriate times to invoke the emulation software.							
MEMOFST 101h			**HceControl Register - Byte 1**				**Default = 00h**
Reserved							A20 State: Indicates current state of Gate A20 on kybrd controller. Used to compare against value written to Port 60h when GateA20 Sequence is active.
MEMOFST 102h-103h			**HceControl Register - Bytes 2 & 3**				**Default = 00h**
Reserved							

OPTi

9004196 0001813 244

Table 5-3   MEMOFST 100h-1Fh (Legacy Support Registers)

7	6	5	4	3	2	1	0
MEMOFST 104h			HceInput Register - Bytes 0				Default = 00h
Input Data: - I/O data that is written to Ports 60h and 64h is captured in this register. **Note:** Refer to Table 4-4, "Emulated Registers and Side Effects," on page 18 if emulation is enabled.							
MEMOFST 105h-107h			HceInput Register - Bytes 1-3				Default = 00h
			Reserved				
MEMOFST 108h			HceOutput Register - Bytes 0				Default = 00h
Output Data: - This register hosts data that is returned when an I/O read of Port 60h is performed by application software. **Note:** Refer to Table 4-4, "Emulated Registers and Side Effects," on page 18 if emulation is enabled.)							
MEMOFST 109h-10Bh			HceOutput Register - Bytes 1-3				Default = 00h
			Reserved				
MEMOFST 10Ch			HceStatus Register - Byte 0				Default = 00h
Parity	Time-out	Aux Output Full	Inhibit Switch	Cmd Data	Flag	Input Full	Output Full
Indicates parity error on keyboard/mouse data.	Used to indicate a time-out	Assert IRQ12 if Output Full bit (MEMOFST 10Ch[0]) = 1 and IRQEn bit (MEMOFST 100h[3]) = 1? 0 = No 1 = Yes	Reflects state of the keyboard inhibit switch: 0 = Inhibited 1 = Not inhibited	HC sets this bit on I/O writes to Ports 60h and 64h: 0 = Port 60h 1 = Port 64h	Nominally used as a system flag by software to indicate a warm or cold boot.	HC sets this bit to 1 on an I/O write to Port 60h or 64h except for the case of a GateA20 Sequence. While set to 1 and emulation is enabled (MEMOFST 100h[0] = 1), an emulation interrupt condition exists.	HC sets this bit to 0 on a read of Port 60h. While this bit is 0 and the Character Pending bit (MEMOFST 100h[2]) = 1, an emulation interrupt condition exists. Setting this bit to 1 will generate either IRQ1 or IRQ12 under certain conditions[1].
(1) If the IRQEn bit (MEMOFST 100h[3]) = 1 and Aux Output Full bit (MEMOFST 10Ch[5]) = 0: IRQ1 is generated. If the IRQEn bit (MEMOFST 100h[3]) = 1 and Aux Output Full bit (MEMOFST 10Ch[5]) = 1: IRQ12 is generated. **Note:** Refer to Table 4-4, "Emulated Registers and Side Effects," on page 18 if emulation is enabled.							
MEMOFST 10Dh-10Fh			HceStatus Register - Bytes 1-3				Default = 00h
			Reserved				

■ 9004196 0001814 180 ■

6.0 Electrical Ratings

Stresses above those listed in the following tables may cause permanent damage to the device. These are stress ratings only and functional operation of the device at these or any other conditions above those indicated in the operational sections of this specification are not implied.

6.1 Absolute Maximum Ratings

Symbol	Parameter	5.0 Volt		3.3 Volt		Unit
		Min	Max	Min	Max	
VCC	Supply Voltage		+6.5		+4.0	V
VI	Input Voltage	−0.5	VCC + 0.5	−0.5	VCC + 0.5	V
VO	Output Voltage	−0.5	VCC + 0.5	−0.5	VCC + 0.5	V
TOP	Operating Temperature	0	+70	0	+70	°C
TSTG	Storage Temperature	−40	+125	−40	+125	°C

6.2 DC Characteristics: VCC = 3.3V or 5.0V ±5%, TA = 0°C to +70°C

Symbol	Parameter	Min	Max	Unit	Condition
VIL	Input low Voltage	−0.5	+0.8	V	
VIH	Input high Voltage	+2.0	VCC + 0.5	V	
VOL	Output low Voltage		+0.4	V	IOL = 4.0mA
VOH	Output high Voltage	+2.4		V	IOH = -1.6mA
IIL	Input Leakage Current		+10.0	µA	VIN = VCC
IOZ	Tristate Leakage Current		+10.0	µA	
CIN	Input Capacitance		+10.0	pF	
COUT	Output Capacitance		+10.0	pF	
ICC	Power Supply Current: 3.3V Core	45mA typical during Normal operation, below 1mA at Standby			

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9004196 0001815 017

6.3   AC Characteristics (Preliminary)

6.3.1   PCI Bus AC Timings

Sym	Parameter	Min	Max	Unit	Figure
t100	C/BE[3:0]#, AD[31:0], FRAME#, IRDY#, TRDY#, STOP#, DEVSEL#, LOCK#, PAR, SERR#, PERR# setup time to PCICLK rising	7		ns	6-1
t101	C/BE[3:0]#, AD[31:0], FRAME#, IRDY#, TRDY#, STOP#, DEVSEL#, LOCK#, PAR, SERR#, PERR# hold time from PCICLK rising	0		ns	6-2
t102	C/BE[3:0]#, AD[31:0], FRAME#, IRDY#, TRDY#, STOP#, DEVSEL#, LOCK#, PAR, SERR#, PERR# valid delay from PCICLK rising	2	11	ns	6-3
t103	REQ# setup time to PCICLK rising	12		ns	6-1
t104	REQ# hold time from PCICLK rising	0		ns	6-2
t105	GNT# valid delay from PCICLK rising	2	12	ns	6-3

Figure 6-1   Setup Timing Waveform
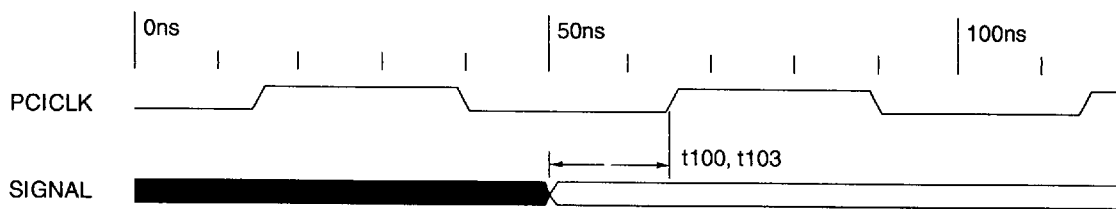
Figure 6-2   Hold Timing Waveform
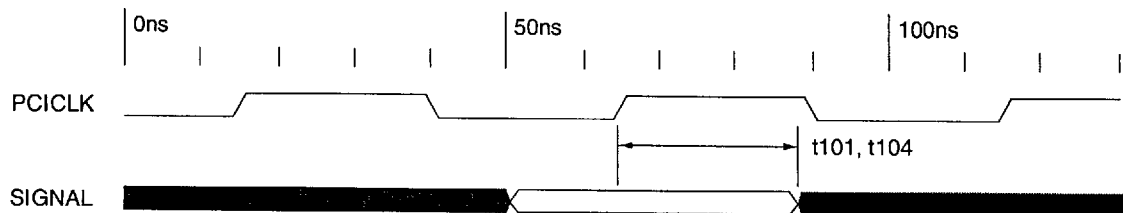
Figure 6-3   Output Delay Timing Waveform

■ 9004196 0001816 T53 ■
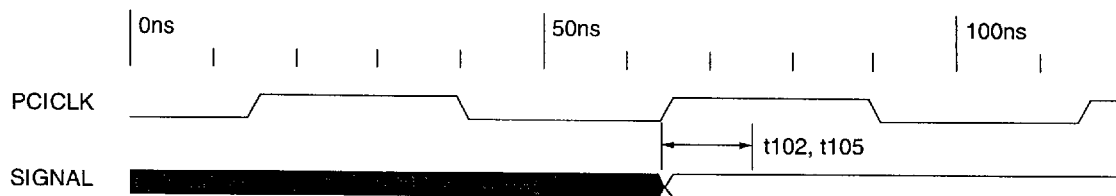
6.3.2 USB AC Timings: Full Speed Source

Sym	Parameter	Min	Max	Unit	Figure	Condition (Notes 1, 2, and 3)
Driver Characteristics						
tR tF	Transition Time: Rise Time Fall Time	 4 4	 20 20	 ns ns		CL = 50pF, Notes 5 and 6
tRFM	Rise/Fall Time Matching	90	110	%		(tR/tF)
vCRS	Output Signal Crossover Voltage	1.3	2.0	V		
zDRV	Driver Output Resistance	28	43	ohm		Steady state drive
Data Source Timings						
tDRATE	Full Speed Data Rate	11.97	12.03	Mb/s		Average bit rate = 12Mb/s ±0.25%
tFRAME	Frame Interval	0.9995	1.0005	ms		1.0ms ±0.05%
tDJ1 tDJ2	Source Differential Driver Jitter: To Next Transition For Paired Transitions	 −3.5 −4.0	 3.5 4.0	 ns ns		Notes 7 and 8
tEOPT	Source EOP Width	160	175	ns		Note 8
tDEOP	Differential to EOP Transition Skew	−2	5	ns		Note 8
tJR1 tJR2	Receiver Data Jitter Tolerance: To Next Transition For Paired Transitions	 −18.5 −9	 18.5 9	 ns ns		Note 8
tEOPR1 tEOPR2	EOP Width at Receiver: Must Reject at EOP Must Accept as EOP	 40 82		 ns ns		Note 8

OPTi

9004196 0001817 99T

6.3.3 USB AC Timings: Low Speed Source

Sym	Parameter	Min	Max	Unit	Figure	Condition (Notes 1, 2, and 4)
Driver Characteristics						

tR
tF
	Transition Time:
	    Rise Time
	    Fall Time
		
		75
		75
			
			300
			300
				
				ns
				ns
						Notes 5 and 6
						Min# measured with: CL = 50pF
						Max# measured with: CL = 350pF

tRFM	Rise/Fall Time Matching	80	120	%		(tR/tF)
vCRS	Output Signal Crossover Voltage	1.3	2.0	V		
Data Source Timings						
tDRATE	Low Speed Data Rate	1.4775	1.5225	Mb/s		Average bit rate = 1.5Mb/s ±1.5%

tDDJ1
tDDJ2
	Source Differential Driver Jitter,
	At Host (Downstream):
	    To Next Transition
	    For Paired Transitions
		
		−75
		−45
			
			75
			45
				
				ns
				ns
						Notes 7 and 8

tUDJ1
tUDJ2
	Source Differential Driver Jitter,
	At Function (Upstream):
	    To Next Transition
	    For Paired Transitions
		
		−95
		−150
			
			95
			150
				
				ns
				ns
						Notes 7 and 8

tEOPT	Source EOP Width	1.25	150	μs	6-5	Note 8
tDEOP	Differential to EOP Transition Skew	−40	100	ns	6-5	Note 8

tUJR1
tUJR2
	Receiver Data Jitter Tolerance,
	At Host (Upstream):
	    To Next Transition
	    For Paired Transitions
		
		−152
		−200
			
			152
			200
				
				ns
				ns
					6-6	

tDJR1
tDJR2
	Receiver Data Jitter Tolerance,
	At Function (Downstream):
	    To Next Transition
	    For Paired Transitions
		
		−75
		−45
			
			75
			45
				
				ns
				ns
					6-6	

tEOPR1
tEOPR2
	EOP Width at Receiver:
	    Must Reject at EOP
	    Must Accept as EOP
		
		330
		675
				
				ns
				ns
					6-6	Note 8

Notes:
1. All voltages measured from the local ground potential, unless otherwise specified.
2. All timings use a capacitive load (CL) to ground of 50pF, unless otherwise specified.
3. Full speed timings have a 1.5 kohm pull-up to 2.8V on the D+ data line.
4. Low speed timings have a 1.5 kohm pull-up to 2.8V on the D− line.
5. Measured from 10% to 90% of the data signal.
6. The rising and falling edges should be smoothly transitioning (monotonic).
7. Timing difference between the differential data signals.
8. Measured at crossover point of differential data signals.
9. The maximum load specification is the maximum effective capacitive load allowed that meets the target hub Vbus droop of 330mV.

OPTi

■ 9004196 0001818 826 ■

Figure 6-4   Differential Data Jitter

tPERIOD

Differential
Data Lines

Crossover Points

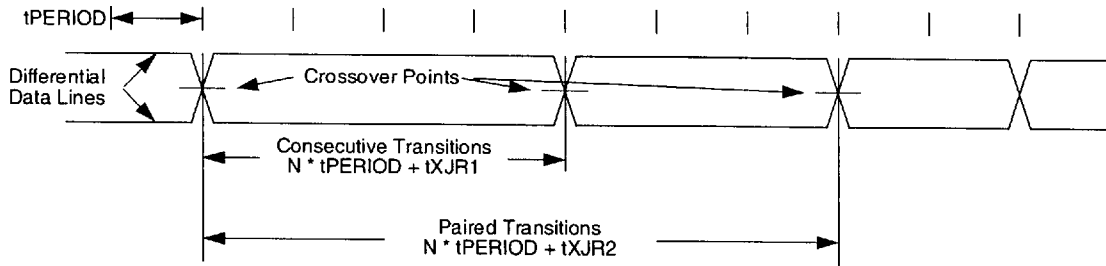Consecutive Transitions
N * tPERIOD + tXJR1

Paired Transitions
N * tPERIOD + tXJR2

Figure 6-5   Differential to EOP Transition Skew and EOP Width

tPERIOD

Differential
Data Lines

Crossover Point

Crossover
Point Extended

Differential Data to SE0 Skew
N * tPERIOD + tDEOP

Source EOP Width: tEOPT

Source EOP Width: tEOP1, tEOP2
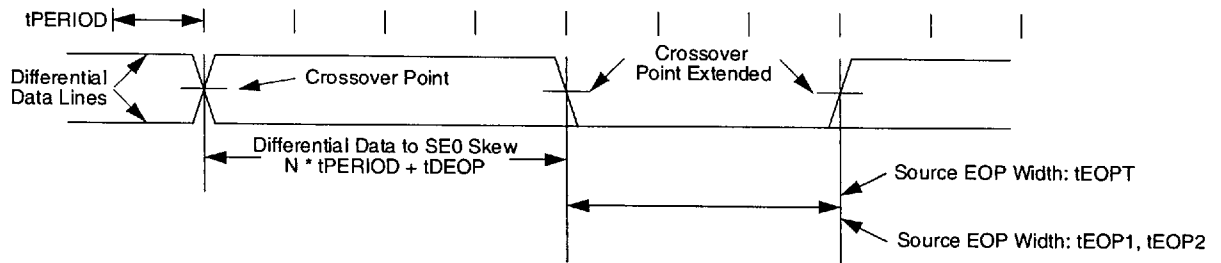
Figure 6-6   Receiver Jitter Tolerance

tPERIOD

Differential
Data Lines

tJR

tJR1

tJR2

Consecutive Transitions
N * tPERIOD + tJR1

Paired Transitions
N * tPERIOD + tJR2

9004196 0001819 762
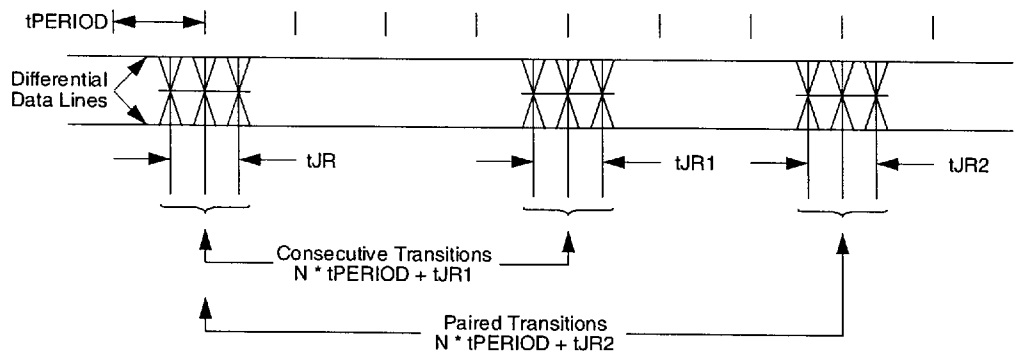
7.0   Mechanical Package Outlines

Figure 7-1   100-Pin Low-Profile Quad Flat Pack (LQFP)
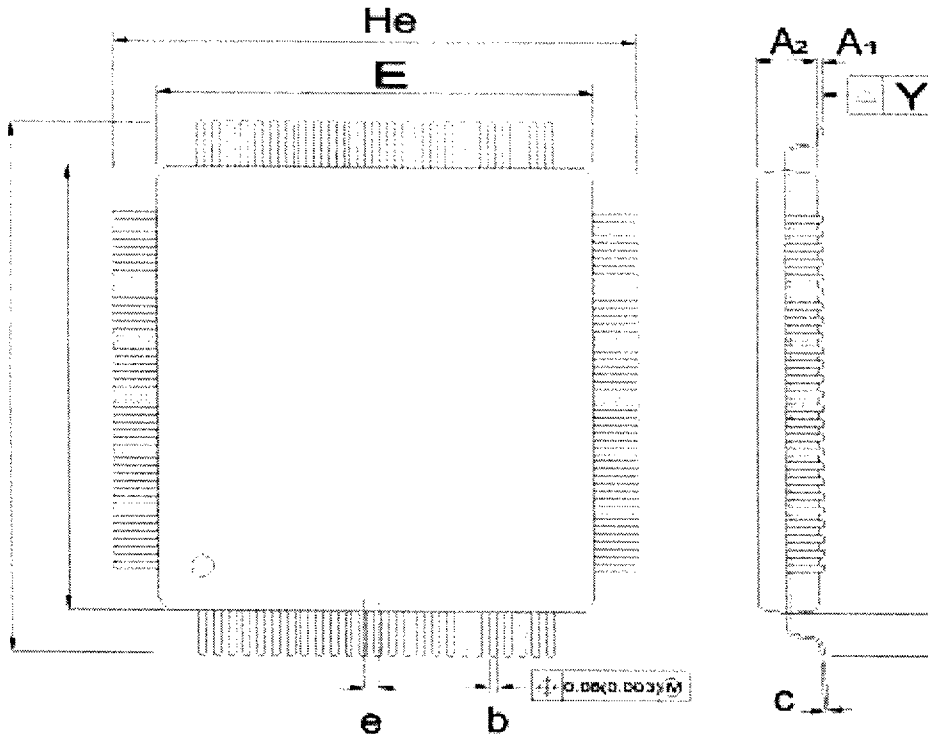
SYMBOL	MILLIMETER			INCH		
	MIN.	NOM.	MAX.	MIN.	NOM.	MAX.
A₁	0.05	0.10	0.15	0.002	0.004	0.006
A₂	1.35	1.40	1.45	0.053	0.055	0.057
b	0.17	0.22	0.27	0.007	0.009	0.011
c	0.090		0.200	0.004		0.008
D	13.90	14.00	14.10	0.547	0.551	0.555
E	13.90	14.00	14.10	0.547	0.551	0.555
e		0.50			0.020	
Hd	15.90	16.00	16.10	0.626	0.630	0.634
He	15.90	16.00	16.10	0.626	0.630	0.634
L	0.45	0.60	0.75	0.018	0.024	0.030
L₁		1.00			0.039	
Y			0.08			0.003
θ	0		7	0		7

Dwg. No.:	AS100TQFP-001	
Dwg. Rev.: A0	Unit: MM / INCH	

OPTi

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Figure 7-2   100-Pin Quad Flat Pack (QFP)
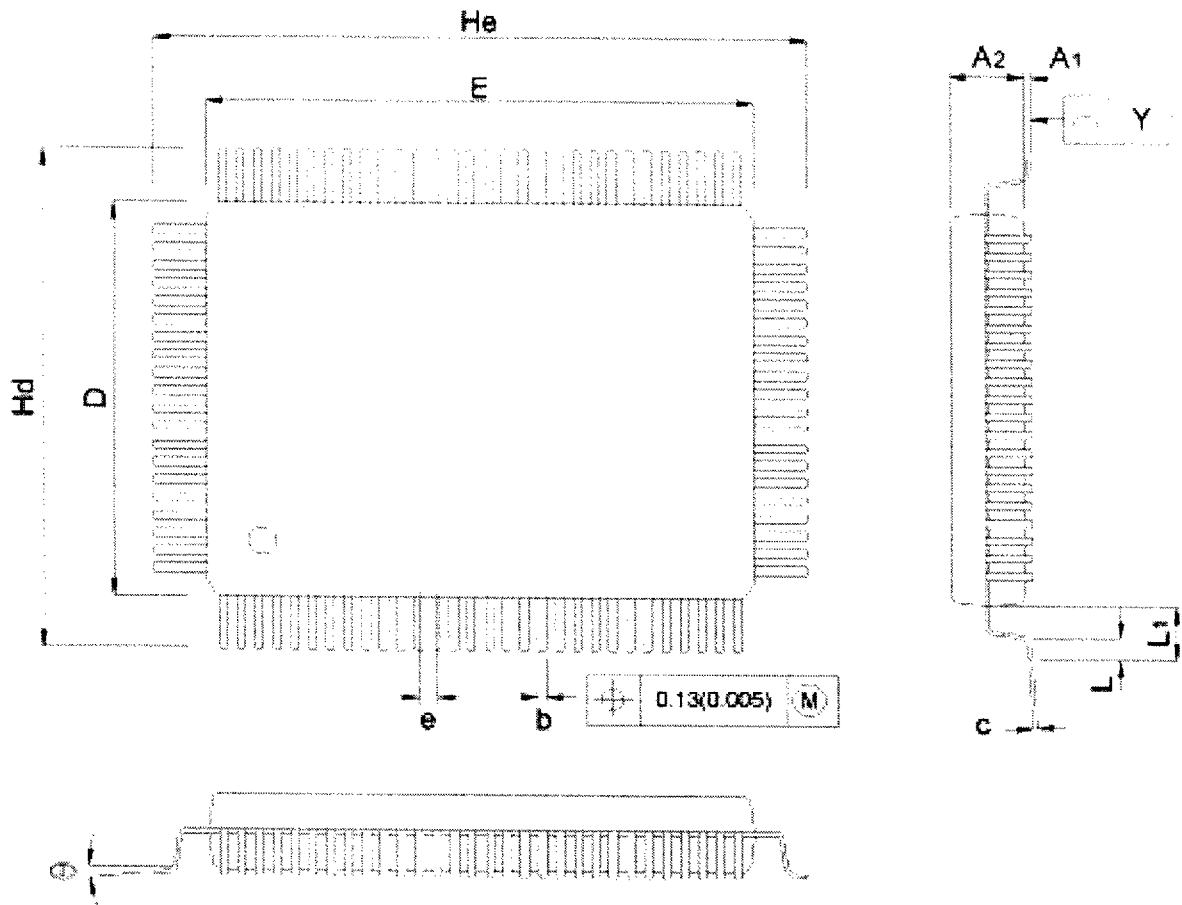
SYMBOL	MILLIMETER			INCH		
	MIN.	NOM.	MAX.	MIN.	NOM.	MAX.
A1	0.25	0.35	0.45	0.010	0.014	0.018
A2	2.57	2.72	2.87	0.101	0.107	0.113
b	0.20	0.30	0.40	0.008	0.012	0.016
c	0.10	0.15	0.20	0.004	0.006	0.008
D	13.90	14.00	14.10	0.547	0.551	0.555
E	19.90	20.00	20.10	0.783	0.787	0.791
e		0.65			0.026	
Hd	17.00	17.20	17.40	0.669	0.677	0.685
He	23.00	23.20	23.40	0.905	0.913	0.921
L	0.65	0.80	0.95	0.025	0.031	0.037
L1		1.60			0.063	
Y			0.08			0.003
θ	0		7	0		7

Dwg. No.: AS100PQFP-001
Dwg. Rev.: A0   Unit: MM / INCH

OPTi

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