

Port A Wait Support for the DP8420A/21A/22A, DP8420V/21V/22V, DP84T22V, DP8430V/31V/32V, DP8520A/21A/22A and NS32CG821A DRAM Controllers

AN-773

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National Semiconductor
Application Note 773
April 1991



INTRODUCTION

This application brief looks into the wait support offered by the above DRAM controllers. All of these controllers behave in the same way with respect to the insertion of wait states; therefore, this application brief is valid to any and all of them.

Wait states are necessary for interfacing fast microprocessors with slower memory or I/O devices. CPU manufacturers name differently their Wait or Ready input line, however, any CPU's Wait or Ready input is compatible to either the WAIT or DTACK output from these DRAM controllers. These outputs basically extend the normal CPU cycle to ensure: 1) that valid data is on the data bus before the CPU latches this information into its registers, (in the read cycle) and 2) that data is long enough on the data bus for the data to be copied into memory before the CPU take this data of the bus, (in the write cycle).

Both WAIT and DTACK signals are active low but with different meaning. WAIT asserted means that while this output is low wait states will be inserted in the memory cycle. DTACK asserted means that when this output is low the transfer has taken place and the memory cycle may be finished by the CPU.

The user must first decide which kind of output is required by the CPU in his or her application, and program the DRAM controller accordingly (programming bit R7).

For example, the 68000/08/10/20/30/40 and i286/i386/i486 uses a READY input active low, (named differently by each CPU). This input asserted indicates to the microprocessor that data has been written into memory or that valid data is on the bus for the CPU to latch into its registers. In the case of a memory cycle, the DRAM controller must keep this signal high and assert it low when it is ready to indicate that the access may finish. As long as the CPU samples this signal high, wait states will be inserted into the access cycle. These microprocessors can use the DTACK type output from the DRC.

On the other hand, Intel's 8086/8088/186 and NSC's NS32008/016/132, to name a few, use the READY input active high. When this signal is sampled high by the microprocessor, it indicates that the transfer can be finished. In the case of a memory cycle, the DRAM controller must keep

the signal low and assert it high when it is ready to indicate that the access may finish. While this signal is sampled low by the CPU, wait states will be inserted in the access cycle. These microprocessors can use the WAIT type output from these DRAM controllers.

A microprocessor may request a memory access while the DRAM controller is in the middle of a refresh cycle, in the middle of precharge for the previous access, while a Port B access is in progress, or when the DRAM controller is idle or free. In any case, the DRAM controller arbitrates between accesses, refreshes and precharge, and two situations may arise: 1) A Delayed Access meaning that a refresh cycle, precharge time or other access was in progress when the access was requested. And 2) A Non-Delayed Access which means that no refresh cycle, precharge time or other access were in progress when the access was requested.

NON-DELAYED ACCESS

If WAIT is selected, the DRAM controller will assert this output, normally high, if and only if wait states are programmed. The CPU will prolong the access cycle for as long as WAIT is asserted low. The DRAM controller will bring WAIT high after the programmed wait states allowing the CPU to finish the memory access. If no wait states were programmed, the DRAM controller will keep WAIT high and the CPU will read or write data at the usual CPU cycle.

If DTACK is selected and because this output is normally high, the DRAM controller will always assert this output to indicate the end of the access. If wait states are programmed, the DRAM controller will assert DTACK after the programmed wait states. If no wait states are programmed the DRAM controller will assert DTACK at the beginning of the access from CS and ADS (ALE) asserted.

DELAYED ACCESS

If WAIT is selected, the DRAM controller will assert this output immediately from the access request by CS and ADS (ALE). This will insert wait states allowing precharge or the refresh cycle to finish. After precharge or the refresh cycle is over, the previously requested access will start by asserting RAS, at that time the WAIT output will follow the programming selection on bits R2, R3.

If DTACK is selected, the DRAM controller will keep this output negated high allowing precharge or the refresh cycle to finish. After precharge or the refresh cycle is over, the previously requested access will start by asserting RAS, at that time the DTACK output will follow the programming selection on bits R2, R3.

The user may choose to read only the section regarding his particular design, WAIT Type Output or DTACK Type Output. In each section 4 possible programming selections are shown. Every programming selection explains the behavior of Mode 0 and Mode 1. In each mode the access can be Non Delayed or Delayed. See table below.

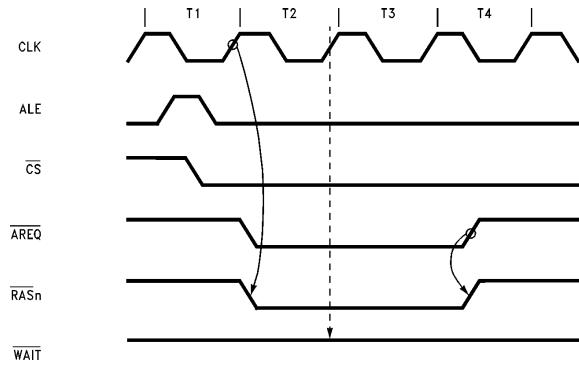
		WAIT Output Selected				DTACK Output Selected			
R3	R2	Mode 0		Mode 1		Mode 0		Mode 1	
		Non-Delayed	Delayed	Non-Delayed	Delayed	Non-Delayed	Delayed	Non-Delayed	Delayed
0	0	0T	0T	0T	0T	0T	0T	0T	0T
0	1	0T	$\frac{1}{2}T$	0T	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$
1	0	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$	1T	1T	1T	1T
1	1	1T	1T	1T	1T	$1\frac{1}{2}T$	$1\frac{1}{2}T$	$1\frac{1}{2}T$	$1\frac{1}{2}T$

WAIT AND DTACK SUPPORT

Wait During Single Accesses

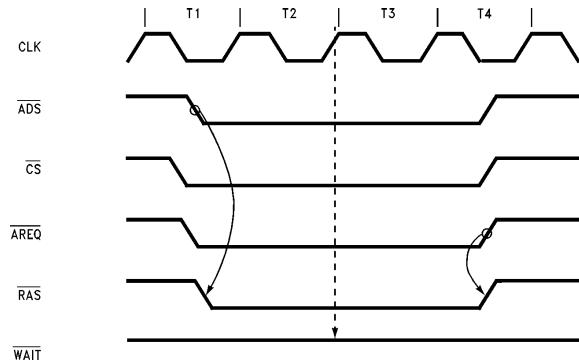
WAIT can be programmed to delay a number of positive edges and/or negative levels of CLK. These options are

R3	R2	Mode 0		Mode 1	
		Non-Delayed	Delayed	Non-Delayed	Delayed
0	0	0T	0T	0T	0T



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FIGURE 1a. Mode 0 Non-Delayed Access with WAIT 0T (WAIT is Sampled at the End of the "T2" Clock State)



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FIGURE 1b. Mode 1 Non-Delayed Access with WAIT 0T (WAIT is Sampled at the End of the "T2" Clock State)

During an access that is delayed, **WAIT** will assert at the start of the access (**CS** and **ALE** or **ADS**) and it will negate

from the positive edge of **CLK** that starts **RAS** for that access as shown in *Figures 1c and 1d*.

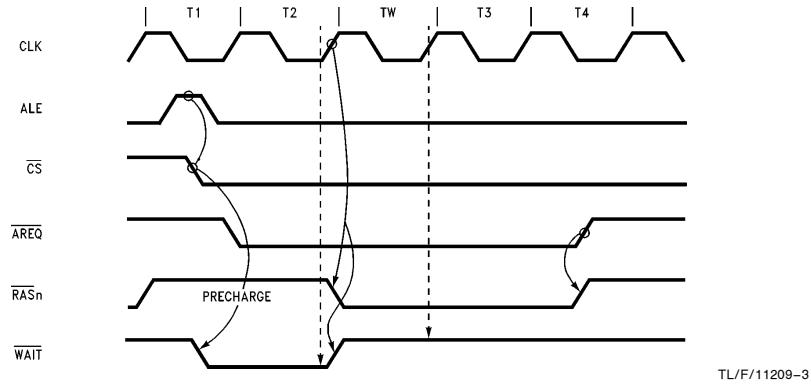


FIGURE 1c. Mode 0 Delayed Access with **WAIT 0T
("2T" **RAS** Precharge, **WAIT** is Sampled at the End of the "T2" Clock State)**

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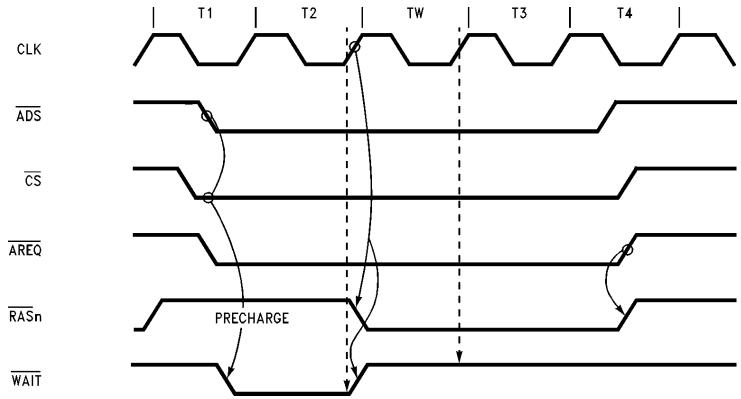


FIGURE 1d. Mode 1 Delayed Access with **WAIT 0T (**WAIT** is Sampled at the End of the "T2" Clock State)**

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R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
0 1	0T	$\frac{1}{2}T$	0T	$\frac{1}{2}T$

OT during non-delayed accesses and $\frac{1}{2}T$ during delayed accesses. During a non-delayed access, $\overline{\text{WAIT}}$ will stay negated as shown in Figures 2a and 2b.

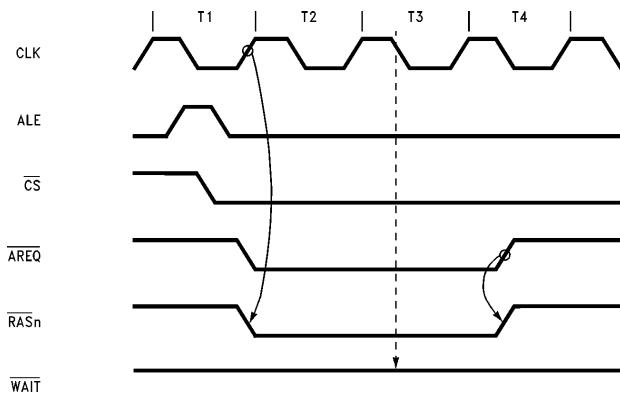


FIGURE 2a. Mode 0 Non-Delayed Access with $\overline{\text{WAIT}}$ 0T ($\overline{\text{WAIT}}$ is Sampled at the “T3” Falling Clock Edge)

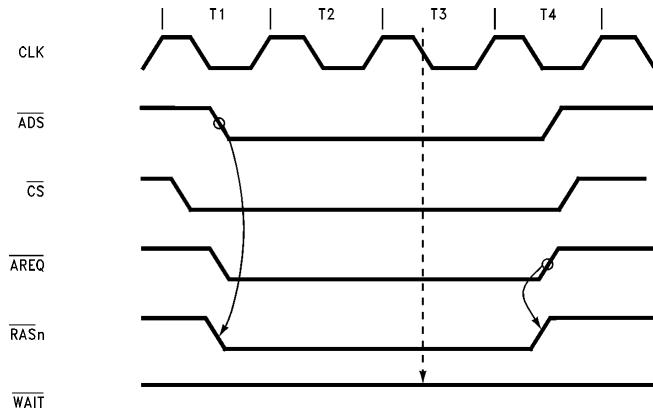


FIGURE 2b. Mode 1 Non-Delayed Access with $\overline{\text{WAIT}}$ 0T ($\overline{\text{WAIT}}$ is Sampled at the “T3” Falling Clock Edge)

During an access that is delayed, **WAIT** will assert at the start of the access (**CS** and **ALE** or **ADS**) and **WAIT** will negate on the negative level of CLK after the positive edge of CLK that asserted **RAS** for that access, as shown in *Figures 2c and 2d*.

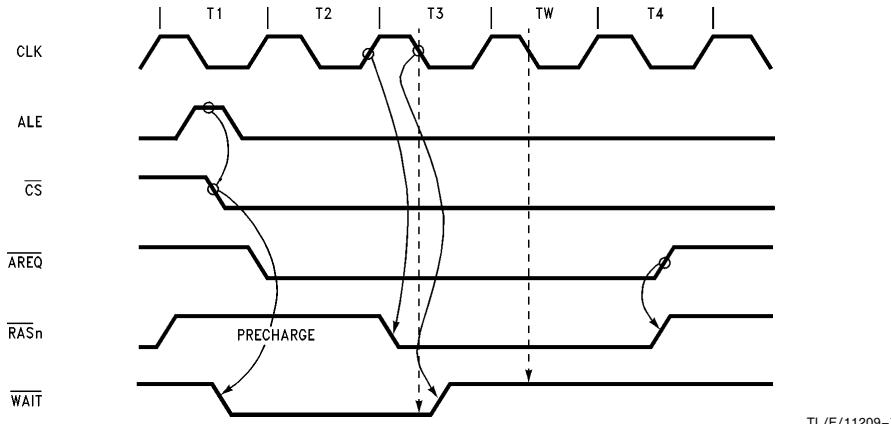


FIGURE 2c. Mode 0 Delayed Access with **WAIT $\frac{1}{2}T$ (**WAIT** is Sampled at the “T3” Falling Clock Edge)**

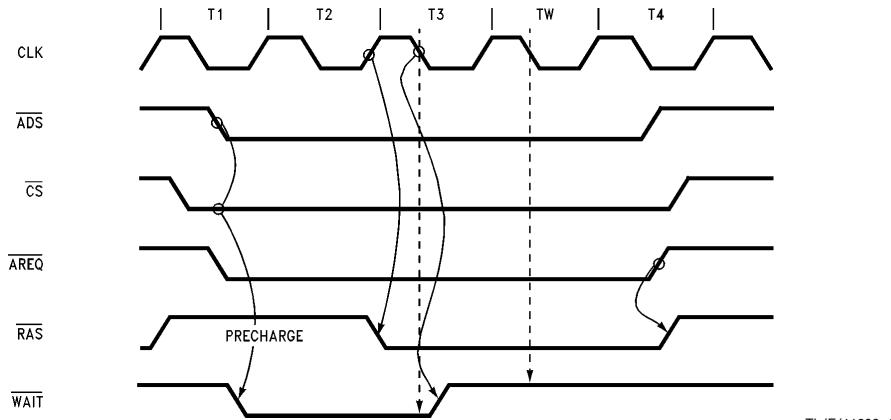
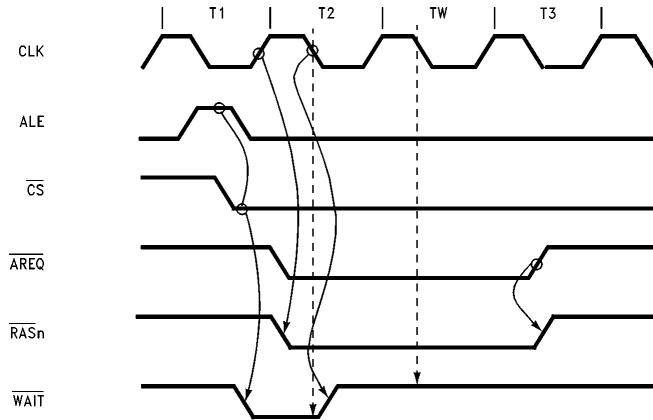


FIGURE 2d. Mode 1 Delayed Access with **WAIT $\frac{1}{2}T$ (**WAIT** is Sampled at the “T3” Falling Clock Edge)**

R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
1 0	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$

$\frac{1}{2}T$ during non-delayed and delayed accesses. If mode 0 is used, $\overline{\text{WAIT}}$ will assert when ALE is asserted and $\overline{\text{CS}}$ is asserted. $\overline{\text{WAIT}}$ will then negate on the negative level of CLK after the positive edge of CLK that asserts $\overline{\text{RAS}}$ for the access as shown in Figure 3a.

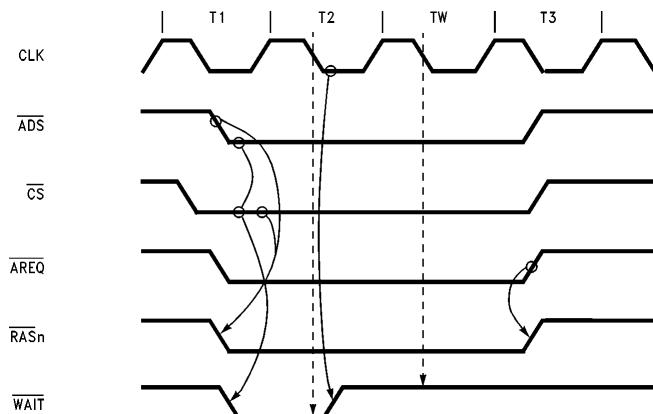


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FIGURE 3a. Mode 0 Non-Delayed Access with $\overline{\text{WAIT}} \frac{1}{2}T$
($\overline{\text{WAIT}}$ is Sampled at the "T2" Falling Clock Edge)

If Mode 1 is used, $\overline{\text{WAIT}}$ will assert from $\overline{\text{CS}}$ asserted and $\overline{\text{ADS}}$ asserted. $\overline{\text{WAIT}}$ will then negate on the negative level

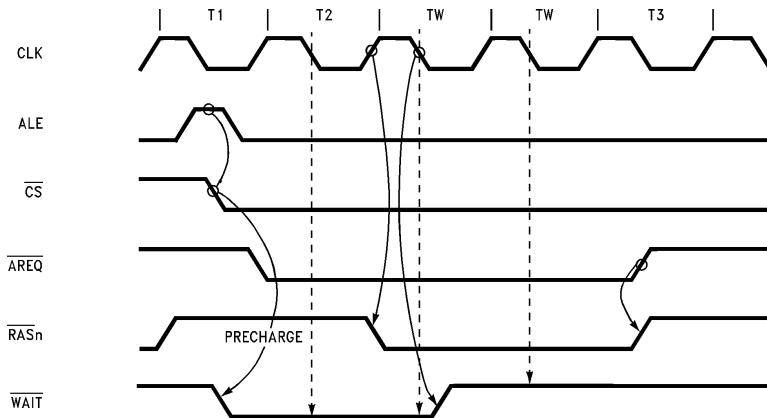
of CLK after $\overline{\text{RAS}}$ has been asserted for the access as shown in Figure 3b.



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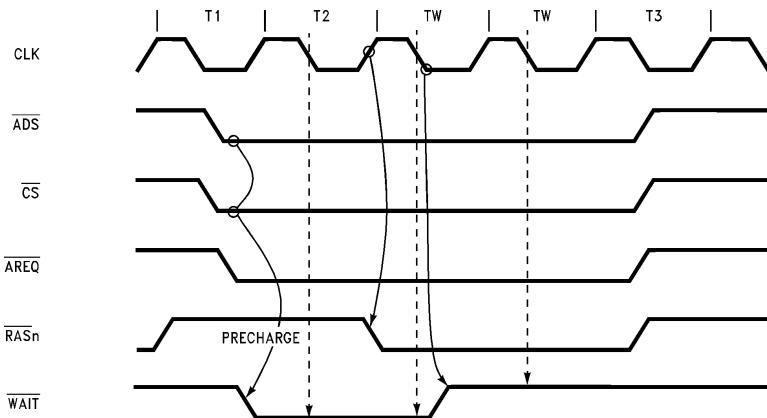
FIGURE 3b. MODE 1 Non-Delayed Access with $\overline{\text{WAIT}} \frac{1}{2}T$
($\overline{\text{WAIT}}$ is Sampled at the "T2" Falling Clock Edge)

During delayed accesses, in both modes, **\overline{WAIT}** will assert at the start of the access and negate on the negative level of CLK after the positive edge of CLK that started **\overline{RAS}** for that access as shown in Figures 3c and 3d.



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FIGURE 3c. Mode 0 Delayed Access with $\overline{WAIT} \frac{1}{2}T$
(\overline{WAIT} is Sampled at the "T2" Falling Clock Edge)

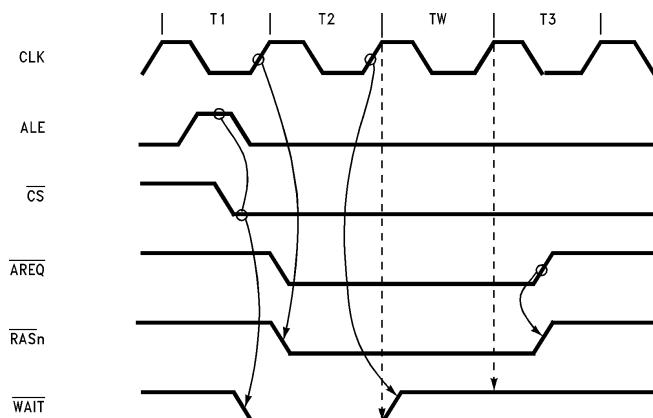


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FIGURE 3d. Mode 1 Delayed Access with $\overline{WAIT} \frac{1}{2}T$
(\overline{WAIT} is Sampled at the "T2" Falling Clock Edge)

R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
1 1	1T	1T	1T	1T

1T during non-delayed and delayed accesses. In Mode 0, WAIT will assert from ALE asserted and CS asserted. WAIT will negate from the next positive edge of CLK that asserts RAS for that access as shown in *Figure 4a*.

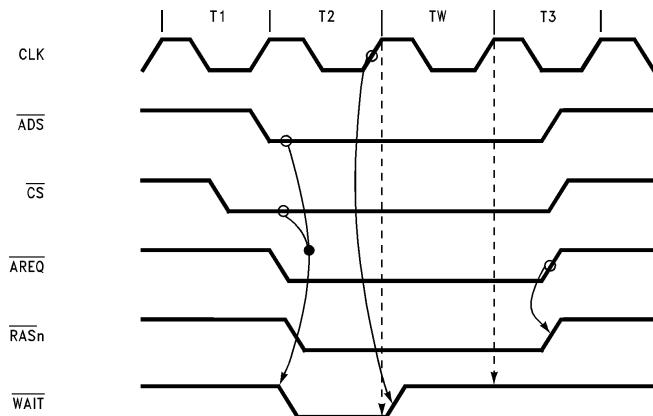


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FIGURE 4a. Mode 0 Non-Delayed Access with WAIT 1T (WAIT is Sampled at the End of the “T2” Clock State)

In Mode 1, WAIT will assert from ADS asserted and CS asserted. WAIT will negate from the first positive edge of

CLK after ADS and CS have been asserted as shown in *Figure 4b*.



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**FIGURE 4b. Mode 1 Non-Delayed Access with WAIT 1T
(WAIT is Sampled at the End of the “T2” Clock State)**

During delayed accesses in both modes, **WAIT** will assert at the beginning of the access and will negate on the next positive edge of CLK after the positive edge of CLK that starts **RAS** for that access as shown in Figures 4c and 4d.

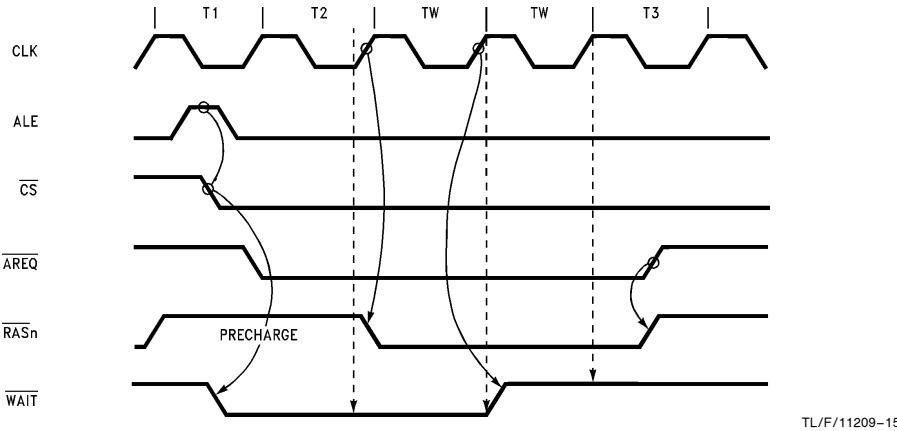


FIGURE 4c. Mode 0 Delayed Access with **WAIT 1T (**WAIT** is Sampled at the End of the “T2” Clock State)**

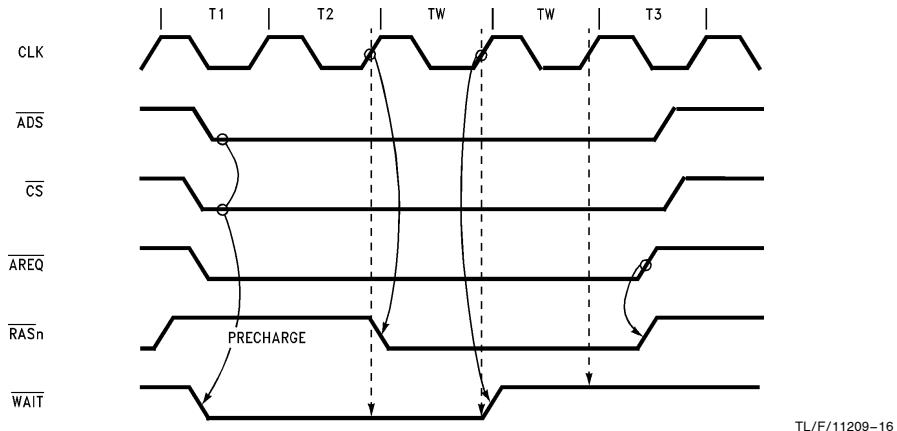


FIGURE 4d. Mode 1 Delayed Access with **WAIT 1T (**WAIT** is Sampled at the End of the “T2” Clock State)**

When ending **WAIT** from a negative level of CLK, if **RAS** is asserted while CLK is high then **WAIT** will negate from the negative edge of CLK. If **RAS** is asserted while CLK is low then **WAIT** will negate from **RAS** asserting.

When ending **WAIT** from a positive edge of clock in Mode 0, the user can think of the positive edge of CLK that starts **RAS** as 0T and the next positive edge of CLK as 1T.

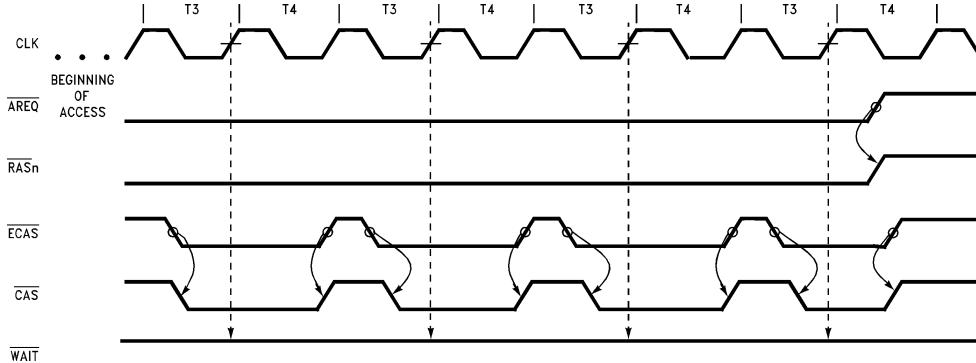
When ending **WAIT** from a positive edge of clock in Mode 1, the positive edge of CLK that **ADS** is setup to, can be thought of as 1T in a non-delayed access. In a delayed access, the positive edge of CLK that starts **RAS** can be thought of as 0T and the next positive edge as 1T.

Wait During Page Burst Accesses

$\overline{\text{WAIT}}$ can be programmed to function differently during page/burst type accesses. During a page/burst access, the $\overline{\text{ECAS}}$ inputs will be asserted then negated while $\overline{\text{AREQ}}$ is asserted. Through address bits R4 and R5, $\overline{\text{WAIT}}$ can be programmed to assert and negate during these type of ac-

cesses. The user is given four programming options described below.

No Wait States (R5 = 0, R4 = 0): In this case, $\overline{\text{WAIT}}$ will remain negated even if the $\overline{\text{ECAS}}$ inputs are toggled as shown in Figure 5.

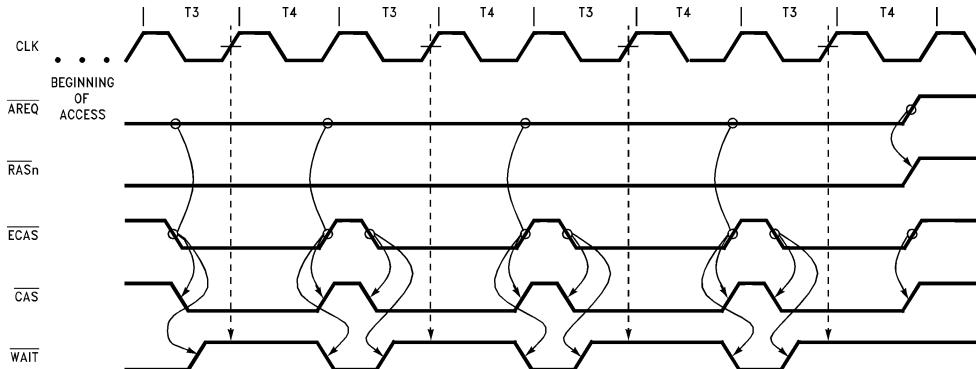


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FIGURE 5. No Wait States during Burst ($\overline{\text{WAIT}}$ is Sampled at the End of the "T3" Clock State)

OT (R5 = 0, R4 = 1): $\overline{\text{WAIT}}$ will be asserted when the $\overline{\text{ECAS}}$ inputs are negated with $\overline{\text{AREQ}}$ remaining asserted.

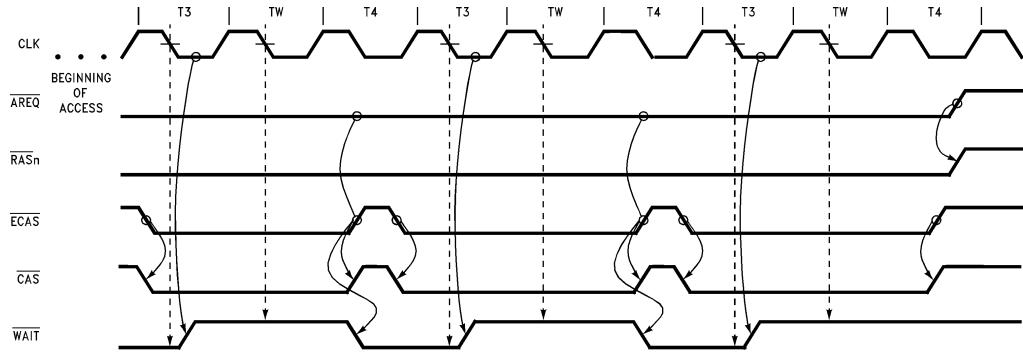
When a single or group of $\overline{\text{ECAS}}$ inputs are asserted, $\overline{\text{WAIT}}$ will be negated as shown in Figure 6.



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FIGURE 6. OT during Burst ($\overline{\text{WAIT}}$ is Sampled at the End of the "T3" Clock State)

$\frac{1}{2}T$ ($R5 = 1$, $R4 = 0$): \overline{WAIT} will be asserted when the ECAS inputs are negated with \overline{AREQ} remaining asserted. When a single or group of ECAS inputs are asserted again,



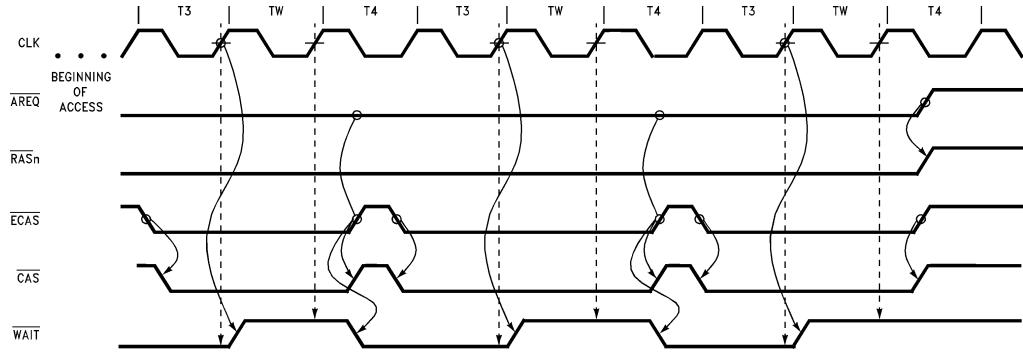
\overline{WAIT} will be negated from the first negative level of CLK after a single ECAS or group of ECASs are asserted as shown in Figure 7.

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FIGURE 7. $\frac{1}{2}T$ during Burst Access (\overline{WAIT} is Sampled at the "T3" Falling Clock Edge)

1T ($R5 = 1$, $R4 = 1$): \overline{WAIT} will be asserted when the ECAS inputs are negated with \overline{AREQ} remaining asserted. When a single or group of ECAS are asserted again,

\overline{WAIT} will be negated from the first positive edge of CLK after a single ECAS or group of ECASs are asserted as shown in Figure 8.



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FIGURE 8. 1T during Burst Access (\overline{WAIT} is Sampled at the End of the "T3" Clock State)

When ending \overline{WAIT} from a negative level of CLK: If the ECAS are asserted while CLK is high, then \overline{WAIT} will negate from the negative edge of CLK. If the ECAS are asserted while CLK is low, then \overline{WAIT} will negate from the ECASs asserting.

When ending \overline{WAIT} from a positive edge of CLK, the positive edge of CLK that ECAS is set up to, can be thought of as 1T.

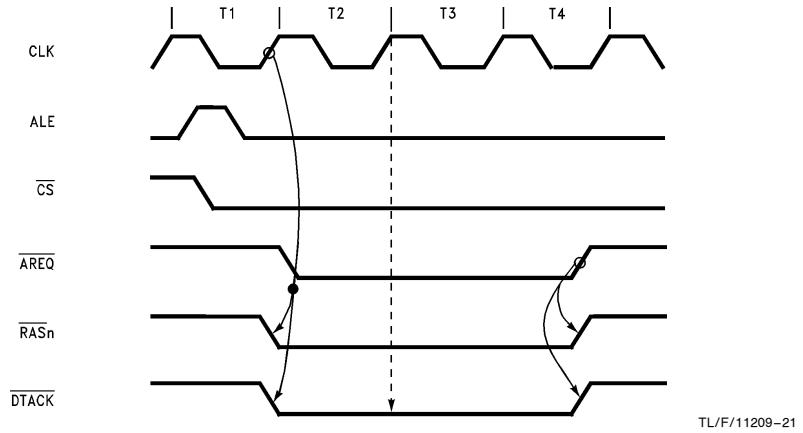
DTACK During Single Accesses

DTACK can be programmed to delay a number of positive edges and/or negative levels of CLK. These options are

R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
0 0	OT	OT	OT	OT

programmed through address bits R2 and R3 at programming time. The user is given four options described by the following.

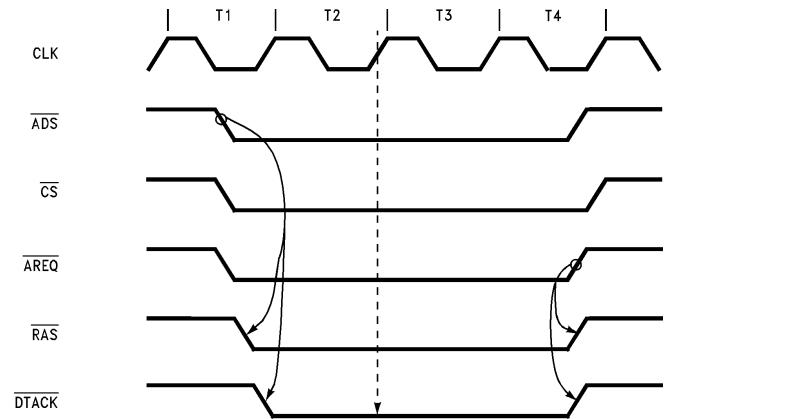
OT During Non-Delayed and Delayed Accesses. In Mode 0, DTACK will assert from the positive edge of CLK that starts RAS as shown in *Figure 9a*.



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FIGURE 9a. Mode 0 Non-Delayed Access with \overline{DTACK} OT (\overline{DTACK} is Sampled at the End of the "T2" Clock State)

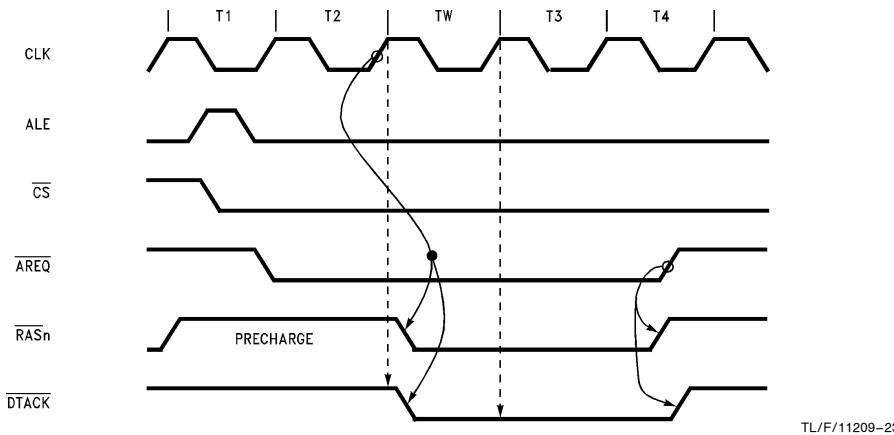
In Mode 1, \overline{DTACK} will assert from \overline{ADS} and \overline{CS} as shown in *Figure 9b*.



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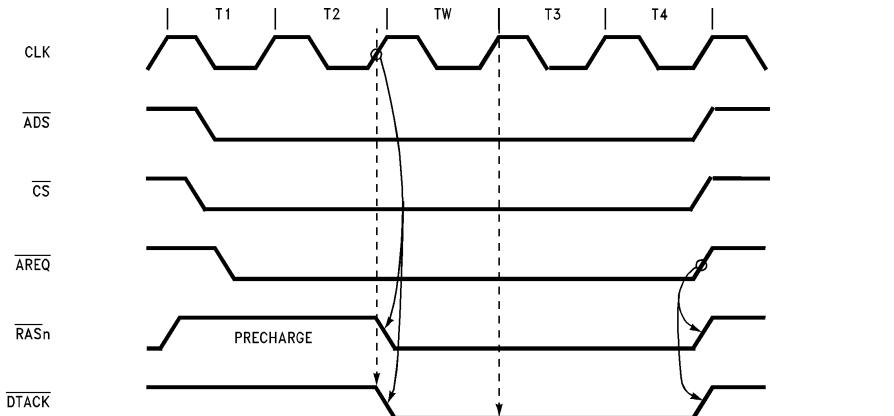
FIGURE 9b. Mode 1 Non-Delayed Access with \overline{DTACK} OT (\overline{DTACK} is Sampled at the End of the "T2" Clock State)

During delayed accesses in both modes, **DTACK** will assert from the positive edge of CLK which starts **RAS** for that access as shown in *Figures 9c and 9d*.



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FIGURE 9c. Mode 0 Delayed Access with **DTACK 0T (2T Clock Periods are Programmed for RAS Precharge, **DTACK** is Sampled at the End of the "T2" Clock State)**

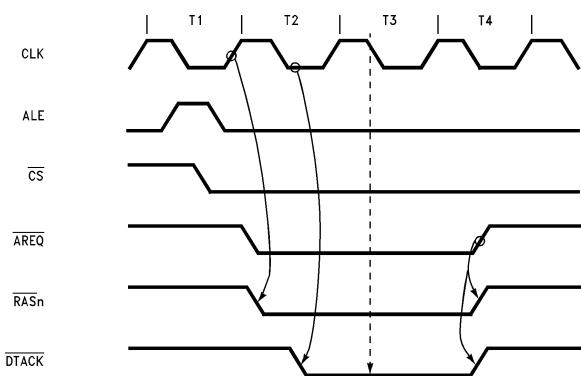


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FIGURE 9d. Mode 1 Delayed Access with **DTACK 0T (**DTACK** is Sampled at the End of the "T2" Clock State)**

R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
0 1	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$	$\frac{1}{2}T$

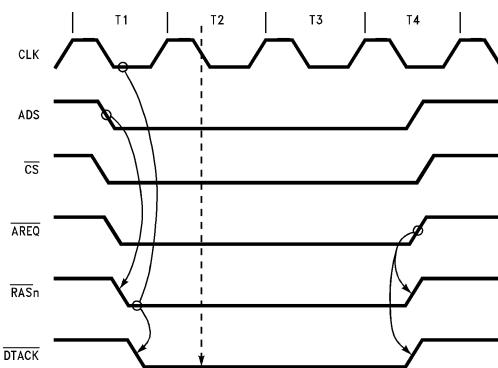
$\frac{1}{2}T$ During Non-Delayed and Delayed Accesses. In Mode 0, DTACK will assert on the negative level of CLK after the positive edge of CLK that starts $\overline{\text{RAS}}$ as shown in Figure 10a.



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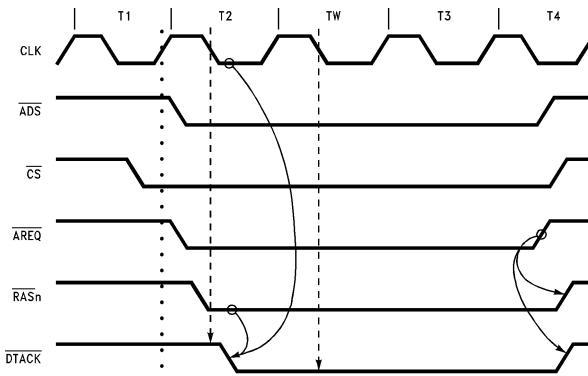
FIGURE 10a. Mode 0 Non-Delayed Access with DTACK of $\frac{1}{2}T$ (DTACK is Sampled at the “T3” Falling Clock Edge)

In Mode 1, DTACK will assert from the negative level of clock after ADS has been asserted, given that RAS is asserted as shown in Figures 10b and 10c.



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FIGURE 10b. Mode 1 Non-Delayed Access with DTACK of $\frac{1}{2}T$ (DTACK is Sampled at the “T2” Falling Clock Edge)



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FIGURE 10c. Mode 1 Non-Delayed Access with DTACK of $\frac{1}{2}T$ (DTACK is Sampled at the “T2” Falling Clock Edge)

During delayed accesses in both modes, DTACK will assert from the negative level of CLK after the positive edge of CLK that started RAS for that access as shown in Figures 10d and 10e.

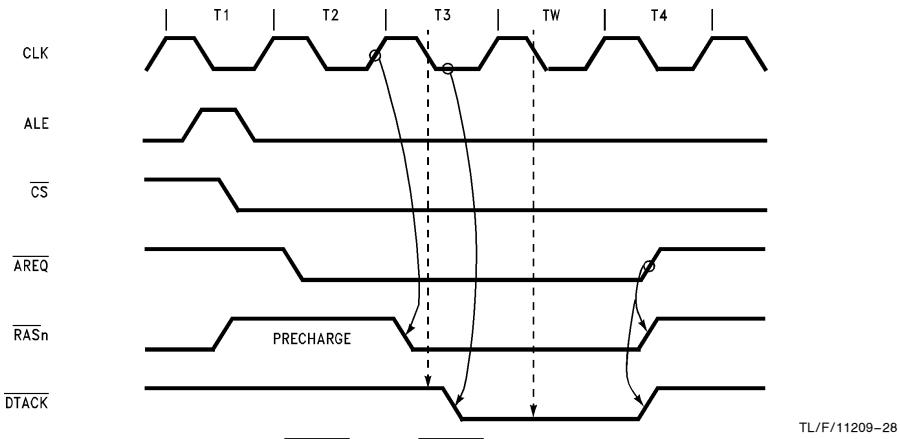


FIGURE 10d. Mode 0 Delayed Access with DTACK of $\frac{1}{2}T$ (DTACK is Sampled at the "T3" Falling Clock Edge)

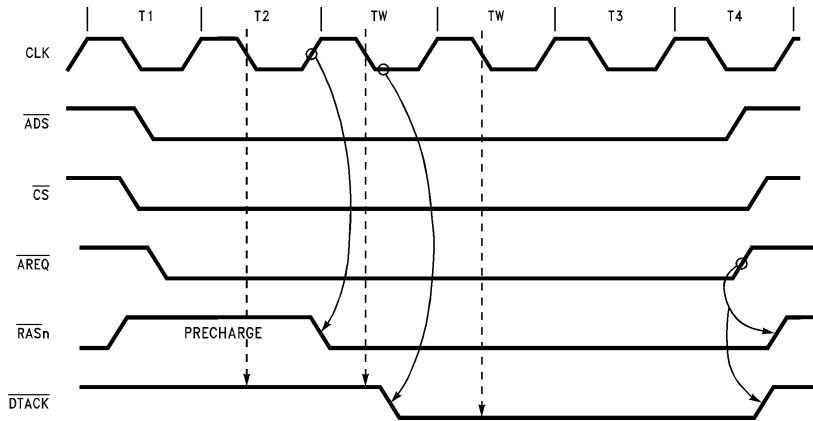


FIGURE 10e. Mode 1 Delayed Access with DTACK of $\frac{1}{2}T$ (DTACK is Sampled at the "T2" Falling Clock Edge)

R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
1 0	1T	1T	1T	1T

1T During Delayed and Non-Delayed Accesses. In Mode 0, DTACK will assert from the first positive edge of CLK after the positive edge of CLK which starts \overline{RASn} for that access as shown in Figure 11a.

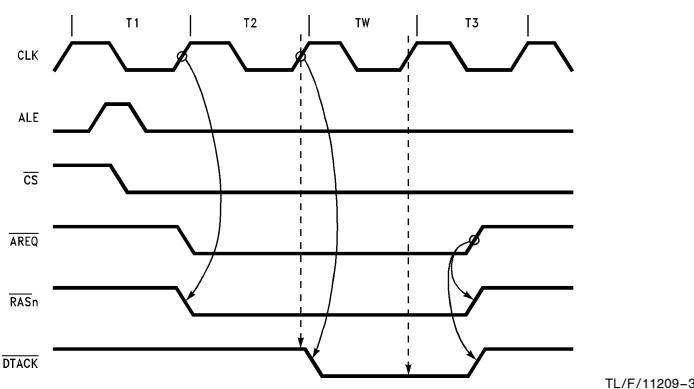


FIGURE 11a. Mode 0 Non-Delayed Access with \overline{DTACK} of 1T (\overline{DTACK} is Sampled at the End of the "T2" Clock State)

In Mode 1, \overline{DTACK} will assert from the positive edge of CLK after ADS and CS are asserted as shown in Figures 11b and 11c.

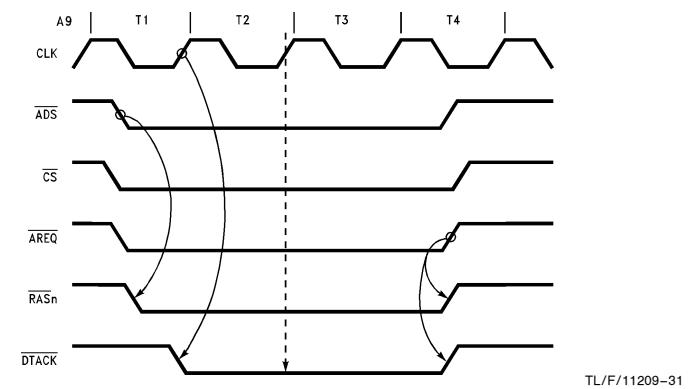


FIGURE 11b. Mode 1 Non-Delayed Access with \overline{DTACK} of 1T (\overline{DTACK} is Sampled at the End of the "T2" Clock State)

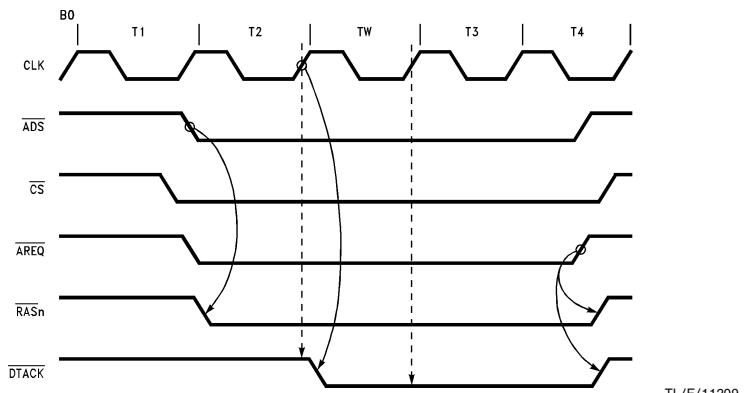


FIGURE 11c. Mode 1 Late Non-Delayed Access with \overline{DTACK} of 1T
(\overline{DTACK} is Sampled at the End of the "T2" Clock State)

During delayed accesses in both modes, **DTACK** will assert from the first positive edge of CLK after the positive edge of CLK that started **RAS** for that access as shown in Figures 11d and 11e.

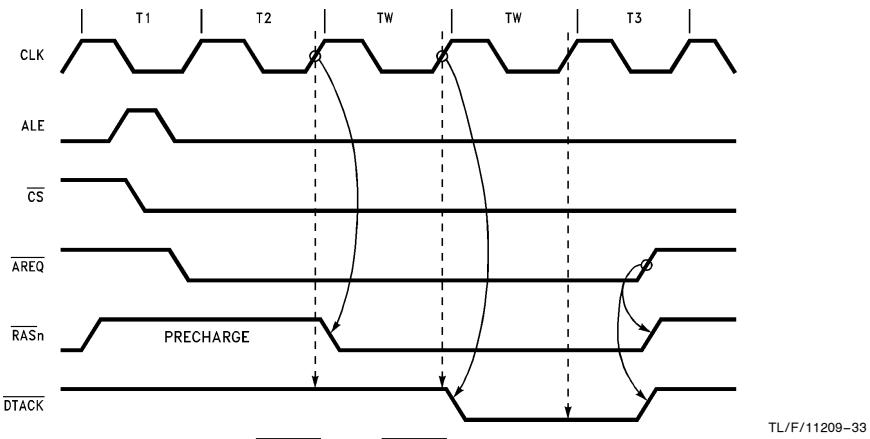


FIGURE 11d. Mode 0 Delayed Access with DTACK of 1T (DTACK is Sampled at the End of the “T2” Clock State)

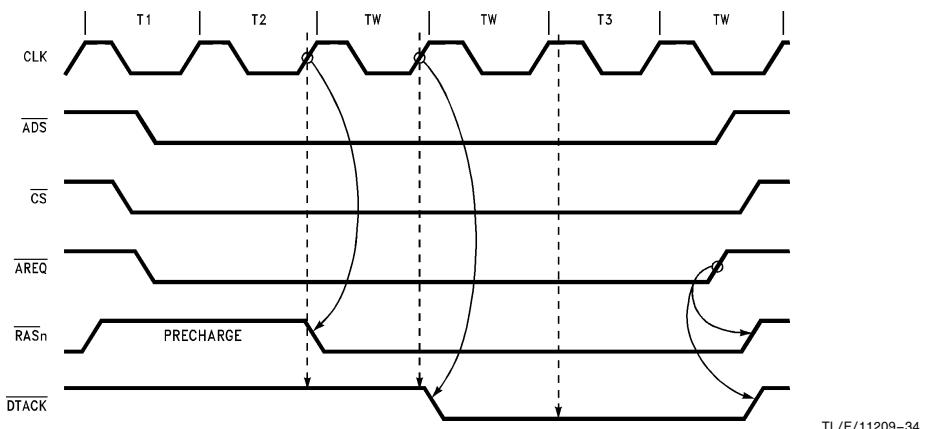
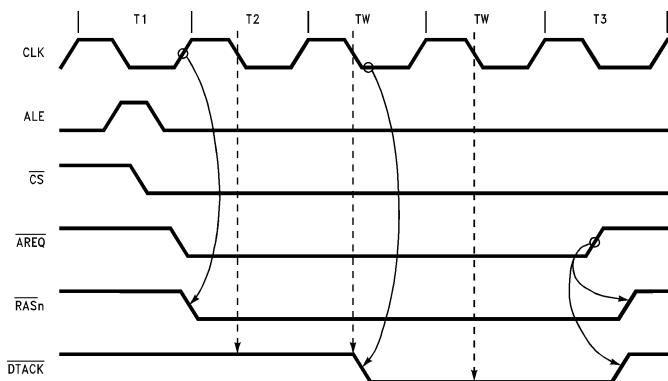


FIGURE 11e. Mode 1 Delayed Access with DTACK of 1T (DTACK is Sampled at the End of the “T2” Clock State)

R3 R2	Mode 0		Mode 1	
	Non-Delayed	Delayed	Non-Delayed	Delayed
1 1	1½T	1½T	1½T	1½T

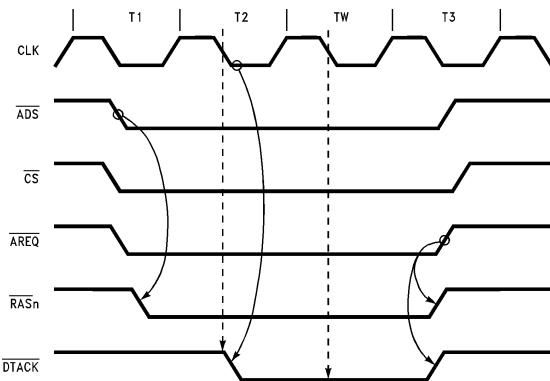
1½T During Delayed and Non-Delayed Accesses. In Mode 0, DTACK will assert from the negative level after the first positive edge of CLK after the positive edge of CLK that started RAS for that access as shown in *Figure 12a*.



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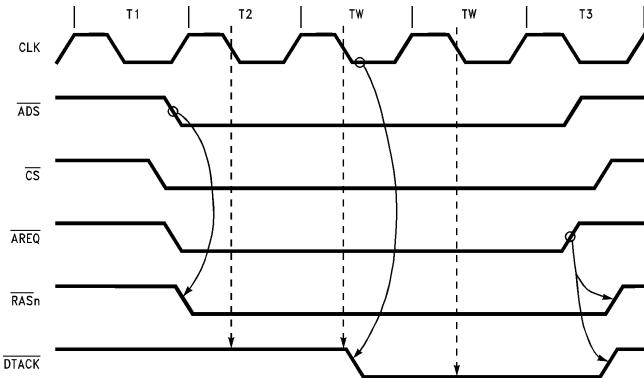
FIGURE 12a. Mode 0 Non-Delayed Access with DTACK of 1½T (DTACK is Sampled at the “T2” Falling Clock Edge)

In Mode 1, DTACK will assert from the negative level after the first positive edge of CLK after \overline{ADS} and CS are asserted as shown in *Figures 12b* and *12c*.



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FIGURE 12b. Mode 1 Non-Delayed Access with DTACK of 1½T (DTACK is Sampled at the “T2” Falling Clock Edge)



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FIGURE 12c. Mode 1 Non-Delayed Access with DTACK of 1½T (DTACK is Sampled at the “T2” Falling Clock Edge)

During delayed accesses in both modes, **DTACK** will assert from the negative level after the first positive edge of CLK after the positive edge of CLK that starts **RAS** for that access as shown in Figures 12d and 12e.

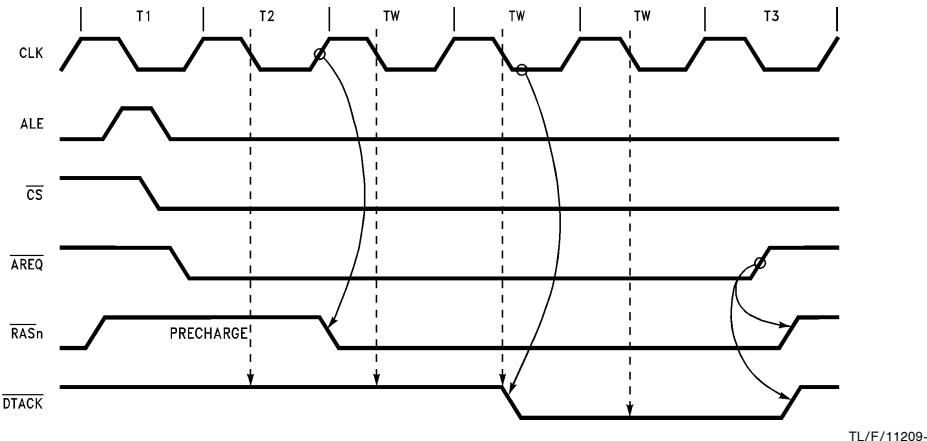


FIGURE 12d. Mode 0 Delayed Access with **DTACK of 1½T (**DTACK** is Sampled at the “T2” Falling Clock Edge)**

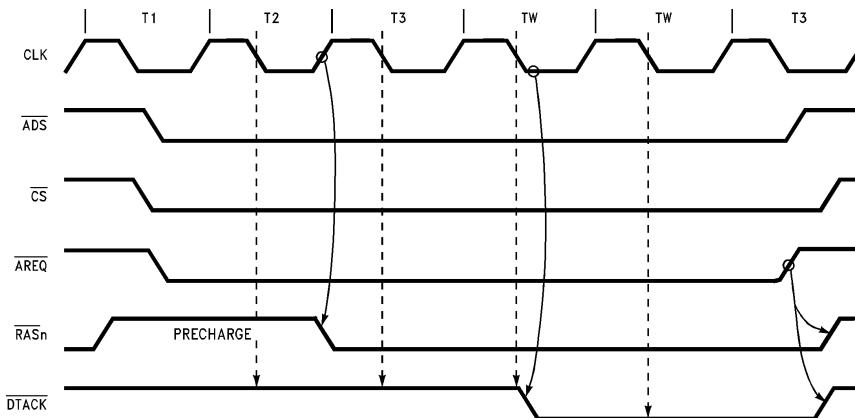


FIGURE 12e. Mode 1 Delayed Access with **DTACK of 1½T (**DTACK** is Sampled at the “T2” Falling Clock Edge)**

When starting **DTACK** from a negative level of CLK: If **RAS** is asserted while CLK is high, then **DTACK** will assert from the negative edge of CLK. If **RAS** is asserted while CLK is low, then **DTACK** will assert from **RAS** asserting. When starting **DTACK** from a positive edge of CLK: In Mode 0, the positive edge of CLK that starts **RAS** can be thought of as 0T.

In Mode 1, during non-delayed accesses, the positive edge of CLK that **ADS** is set up to, can be thought of as 1T. During delayed accesses, the positive edge of CLK that starts **RAS** can be thought of as 0T and the next positive edge of CLK as 1T.

DTACK During Page/Burst Accesses

DTACK can be programmed to function directly page/burst types of accesses. During a page/burst access, the $\overline{\text{ECAS}}$ inputs will be asserted then negated while $\overline{\text{AREQ}}$ remains asserted. Through address bits R4 and R5, DTACK can be programmed to negate and assert during this type of access.

The user is given four programming options described below.

No Wait States ($R5 = 0$, $R4 = 0$): In this case, $\overline{\text{DTACK}}$ will remain asserted even if the $\overline{\text{ECAS}}$ inputs are negated with $\overline{\text{AREQ}}$ asserted as shown in *Figure 13*.

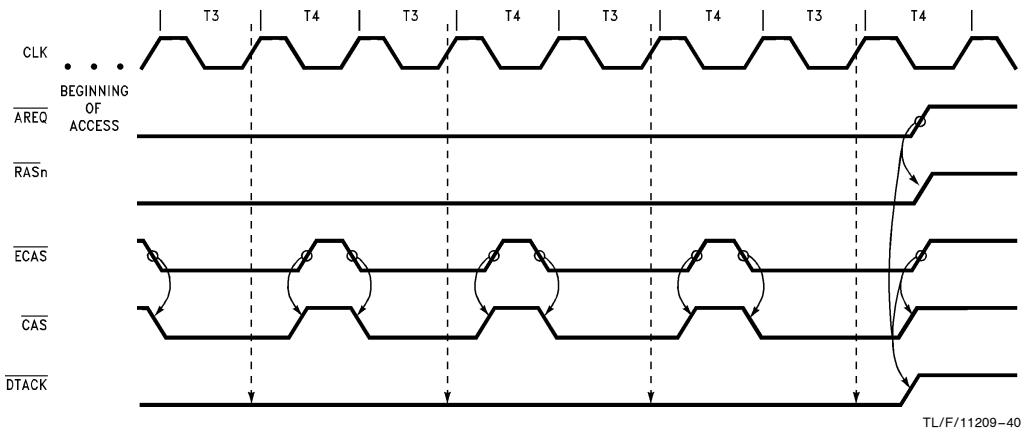


FIGURE 13. No Wait States during Burst Access ($\overline{\text{DTACK}}$ is Sampled at the End of the “T3” Clock State)

OT ($R5 = 0$, $R4 = 1$): $\overline{\text{DTACK}}$ will be negated when the $\overline{\text{ECAS}}$ inputs are negated with $\overline{\text{AREQ}}$ asserted. When a single or group of $\overline{\text{ECAS}}$ inputs are asserted again, $\overline{\text{DTACK}}$ will be asserted as shown in *Figure 14*.

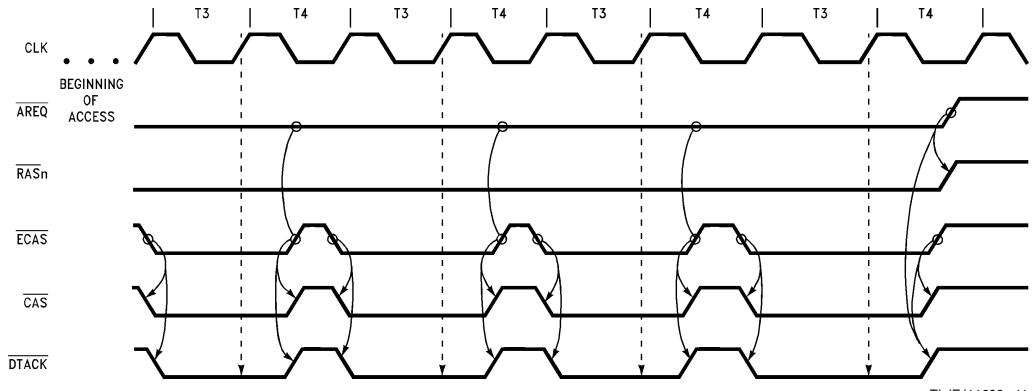


FIGURE 14. OT During Burst Access ($\overline{\text{DTACK}}$ is Sampled at the End of the “T3” Clock State)

$\frac{1}{2}T$ ($R5 = 1$, $R4 = 0$): \overline{DTACK} will be negated when the ECAS inputs are negated with \overline{AREQ} asserted. When a single or group of ECAS inputs are asserted again, \overline{DTACK} will

be asserted from the first negative level of CLK after the single or group of ECAS are asserted as shown in Figure 15.

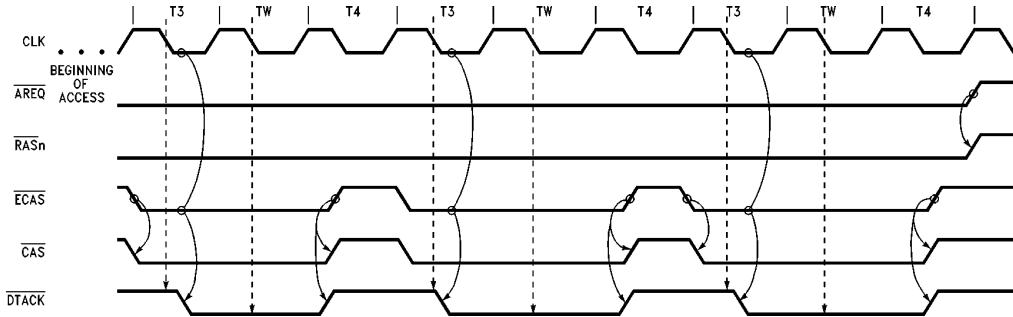


FIGURE 15. $\frac{1}{2}T$ during Burst Access (\overline{DTACK} is Sampled at the "T3" Falling Clock Edge)

$1T$ ($R5 = 1$, $R4 = 1$): \overline{DTACK} will be negated when the ECAS inputs are negated with \overline{AREQ} asserted. When a single or group of ECAS are asserted again, \overline{DTACK} will be

asserted from the first positive edge of CLK after the single or group of ECAS are asserted as shown in Figure 16.

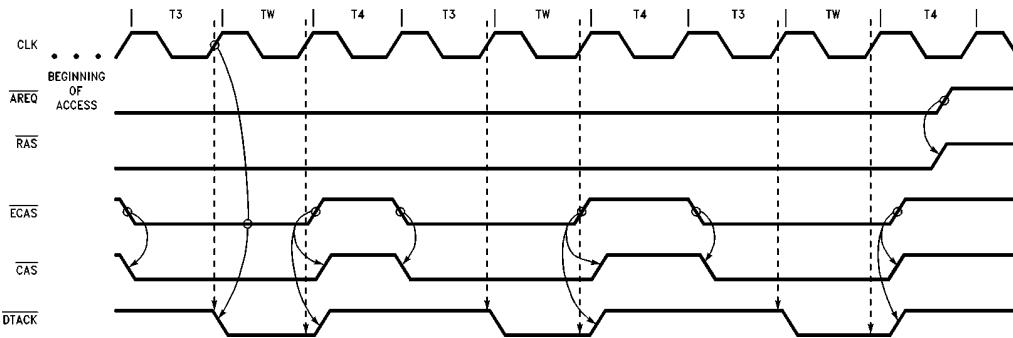


FIGURE 16. 1T During Burst Access (\overline{DTACK} is Sampled at the "T3" Falling Clock Edge)

When starting \overline{DTACK} from a negative level of CLK: If the ECAS are asserted while CLK is high, then \overline{DTACK} will assert from the negative edge of CLK. If the ECAS are asserted while CLK is low, then \overline{DTACK} will assert from the ECAS asserting.

When starting \overline{DTACK} from a positive edge of CLK, the positive edge of CLK that ECAS is set up to, can be thought of as 1T.

CONCLUSION

By inserting wait states the normal CPU access cycle is increased and all signals associated with the access are extended. A CPU access cycle can be increased by one or by multiple CPU clock periods so that the memory cycle can be successfully terminated. Extending the access cycle allows slower memories to have the necessary extra time to respond in a reliable way to the CPU. The insertion of wait states will ensure that data from the DRAM will be present when the CPU reads or that data has been written into the DRAM before the CPU terminates cycle.

Port A Wait Support for the DP8420A/21A/22A, DP8420V/21V/22V, DP84T22V, DP8430V/31V/32V, DP8520A/21A/22A and NS32CG821A DRAM Controllers

AN-773

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