

ADSP-2136x SHARC® Processor

Hardware Reference

*Includes ADSP-21362, ADSP-21363,
ADSP-21364, ADSP-21365, ADSP-21366*

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PREFACE

Thank you for purchasing and developing systems using ADSP-2136x SHARC® processors from Analog Devices.

Purpose of This Manual

The *ADSP-2136x SHARC Processor Hardware Reference for the ADSP-21362/3/4/5/6 Processors* contains information about the DSP architecture and DSP assembly language for these processors. These are 32-bit, fixed- and floating-point digital signal processors from Analog Devices for use in computing, communications, and consumer applications.

The manual provides information on how assembly instructions execute on the ADSP-2136x SHARC processor's architecture along with reference information about DSP operations.

Intended Audience

The primary audience for this manual is a programmer who is familiar with Analog Devices processors. This manual assumes that the audience has a working knowledge of the appropriate processor architecture and instruction set. Programmers who are unfamiliar with Analog Devices processors can use this manual, but should supplement it with other texts (such as the appropriate hardware reference manuals and data sheets) that describe your target architecture.

Manual Contents

This manual provides detailed information about the ADSP-2136x SHARC processors in the following chapters:

- Chapter 1, [“Introduction”](#)
Provides an architectural overview of the ADSP-2136x SHARC processor.
- Chapter 2, [“I/O Processor”](#)
Describes ADSP-2136x input/output processor architecture, and provides direct memory access (DMA) procedures for the processor peripherals.
- Chapter 3, [“Parallel Port”](#)
Describes how the ADSP-2136x processor’s on-chip DMA controller acts as a machine for transferring data without core interruption.
- Chapter 4, [“Serial Ports”](#)
Describes the six dual data line serial ports. Each SPORT contains a clock, a frame sync, and two data lines that can be configured as either a receiver or transmitter pair.
- Chapter 5, [“Serial Peripheral Interface Ports”](#)
Describes the operation of the serial peripheral interface (SPI) port. SPI devices communicate using a master-slave relationship and can achieve high data transfer rate because they can operate in full-duplex mode.
- Chapter 6, [“Input Data Port”](#)
Discusses the function of the input data port (IDP) which provides a low overhead method of routing signal routing unit (SRU) signals back to the core’s memory.

- Chapter 7, “[Digital Audio Interface](#)”
Provides information about the digital applications interface (DAI) which allows you to attach an arbitrary number and variety of peripherals to the ADSP-2136x SHARC processor while retaining high levels of compatibility.
- Chapter 8, “[Pulse Width Modulation](#)”
Describes the implementation and use of the pulse width modulation module which provides a technique for controlling analog circuits with the microprocessor’s digital outputs.
- Chapter 9, “[Sony/Phillips Digital Interface](#)”
Provides information on the use of the Sony/Philips Digital Interface which is a standard audio file transfer format that allows the transfer of digital audio signals from one device to another without having to be converted to an analog signal.
- Chapter 10, “[Asynchronous Sample Rate Converter](#)”
Provides information on the sample rate converter (SRC) module. This module performs synchronous or asynchronous sample rate conversion across independent stereo channels, without using any internal processor resources.
- Chapter 11, “[Precision Clock Generator](#)”
Details the precision clock generators (PCG), each of which generates a pair of signals derived from a clock input signal.
- Chapter 12, “[System Design](#)”
Describes system design features of the ADSP-2136x SHARC processor. These include power, reset, clock, JTAG, and booting, as well as pin descriptions and other system-level information.
- Appendix A, “[Registers Reference](#)”
Provides a graphical presentation of all registers and describes the bit usage in each register.

What's New in This Manual

- Appendix B “[Interrupts](#)”,
Provides a complete listing of the registers that are used to configure and control interrupts.



This hardware reference is a companion document to the *ADSP-2136x SHARC Processor Programming Reference*.

What's New in This Manual

This is the first edition (Revision 1.0) of the *ADSP-2136x SHARC Processor Hardware Reference*. In future revisions this section will document additions and corrections from previous editions of the book.

Technical or Customer Support

You can reach Analog Devices, Inc. Customer Support in the following ways:

- Visit the Embedded Processing and DSP products Web site at <http://www.analog.com/processors/technicalSupport>
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processor.europe@analog.com (Europe support)
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- Phone questions to 1-800-ANALOGD
- Contact your Analog Devices, Inc. local sales office or authorized distributor

- Send questions by mail to:

Analog Devices, Inc.
One Technology Way
P.O. Box 9106
Norwood, MA 02062-9106
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Supported Processors

The following is the list of Analog Devices, Inc. processors supported in VisualDSP++®.

TigerSHARC® (ADSP-TSxxx) Processors

The name *TigerSHARC* refers to a family of floating-point and fixed-point [8-bit, 16-bit, and 32-bit] processors. VisualDSP++ currently supports the following TigerSHARC families: ADSP-TS101 and ADSP-TS20x.

SHARC (ADSP-21xxx) Processors

The name *SHARC* refers to a family of high-performance, 32-bit, floating-point processors that can be used in speech, sound, graphics, and imaging applications. VisualDSP++ currently supports the following SHARC families: ADSP-2106x, ADSP-2116x, ADSP-2126x, and ADSP-2136x.

Blackfin® (ADSP-BFxxx) Processors

The name *Blackfin* refers to a family of 16-bit, embedded processors. VisualDSP++ currently supports the following Blackfin families: ADSP-BF53x and ADSP-BF56x.

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Related Documents

The following publications that describe the ADSP-2136x SHARC processors (and related processors) can be ordered from any Analog Devices sales office:

- *ADSP-21362 SHARC Processor Data Sheet*
- *ADSP-21363 SHARC Processor Data Sheet*
- *ADSP-21364 SHARC Processor Data Sheet*
- *ADSP-21365/ADSP-21366 SHARC Processor Data Sheet*
- *ADSP-21367 SHARC Processor Data Sheet*
- *ADSP-21368 SHARC Processor Data Sheet*
- *ADSP-21369 SHARC Processor Data Sheet*
- *ADSP-2136x SHARC Processor Programming Reference*

Product Information

For information on product related development software and Analog Devices processors, see these publications:

- *VisualDSP++ User's Guide*
- *VisualDSP++ C/C++ Compiler and Library Manual*
- *VisualDSP++ Assembler and Preprocessor Manual*
- *VisualDSP++ Linker and Utilities Manual*
- *VisualDSP++ Kernel (VDK) User's Guide*

Visit the Technical Library Web site to access all processor and tools manuals and data sheets:

http://www.analog.com/processors/technical_library

Online Technical Documentation

Online documentation comprises the VisualDSP++ Help system, software tools manuals, hardware tools manuals, processor manuals, the Dinkum Abridged C++ library, and Flexible License Manager (FlexLM) network license manager software documentation. You can easily search across the entire VisualDSP++ documentation set for any topic of interest. For easy printing, supplementary .PDF files of most manuals are also provided.

Each documentation file type is described as follows.

File	Description
.CHM	Help system files and manuals in Help format
.HTM or .HTML	Dinkum Abridged C++ library and FlexLM network license manager software documentation. Viewing and printing the .HTML files requires a browser, such as Internet Explorer 4.0 (or higher).
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Accessing Documentation From VisualDSP++

From the VisualDSP++ environment:

- Access VisualDSP++ online Help from the Help menu's **C**ontents, **S**earch, and **I**ndex commands.
- Open online Help from context-sensitive user interface items (toolbar buttons, menu commands, and windows).

Accessing Documentation From Windows

In addition to any shortcuts you may have constructed, there are many ways to open VisualDSP++ online Help or the supplementary documentation from Windows.

Help system files (.CHM) are located in the `Help` folder, and PDF files are located in the `Docs` folder of your VisualDSP++ installation CD-ROM. The `Docs` folder also contains the Dinkum Abridged C++ library and the FlexLM network license manager software documentation.

Using Windows Explorer

- Double-click the `vdsp-help.chm` file, which is the master Help system, to access all the other .CHM files.
- Double-click any file that is part of the VisualDSP++ documentation set.

Product Information

Using the Windows Start Button

- Access VisualDSP++ online Help by clicking the **Start** button and choosing **Programs, Analog Devices, VisualDSP++**, and **VisualDSP++ Documentation**.
- Access the .PDF files by clicking the **Start** button and choosing **Programs, Analog Devices, VisualDSP++**, **Documentation for Printing**, and the name of the book.

Accessing Documentation From the Web

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Select a processor family and book title. Download archive (.ZIP) files, one for each manual. Use any archive management software, such as WinZip, to decompress downloaded files.

Printed Manuals

For general questions regarding literature ordering, call the Literature Center at 1-800-ANALOGD (1-800-262-5643) and follow the prompts.

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To have a data sheet faxed to you, call the Analog Devices Faxback System at **1-800-446-6212**. Follow the prompts and a list of data sheet code numbers will be faxed to you. If the data sheet you want is not listed, check for it on the Web site.

Conventions

Text conventions used in this manual are identified and described as follows.

Example	Description
Close command (File menu)	Titles in reference sections indicate the location of an item within the VisualDSP++ environment's menu system (for example, the Close command appears on the File menu).
{this that}	Alternative items in syntax descriptions appear within curly brackets and separated by vertical bars; read the example as <i>this</i> or <i>that</i> . One or the other is required.
[this that]	Optional items in syntax descriptions appear within brackets and separated by vertical bars; read the example as an optional <i>this</i> or <i>that</i> .
[this,...]	Optional item lists in syntax descriptions appear within brackets delimited by commas and terminated with an ellipse; read the example as an optional comma-separated list of <i>this</i> .
.SECTION	Commands, directives, keywords, and feature names are in text with letter gothic font.
<i>filename</i>	Non-keyword placeholders appear in text with italic style format.
	Note: For correct operation, ... A Note: provides supplementary information on a related topic. In the online version of this book, the word Note appears instead of this symbol.
	Caution: Incorrect device operation may result if ... Caution: Device damage may result if ... A Caution: identifies conditions or inappropriate usage of the product that could lead to undesirable results or product damage. In the online version of this book, the word Caution appears instead of this symbol.
	Warning: Injury to device users may result if ... A Warning: identifies conditions or inappropriate usage of the product that could lead to conditions that are potentially hazardous for devices users. In the online version of this book, the word Warning appears instead of this symbol.



Additional conventions, which apply only to specific chapters, may appear throughout this document.

Conventions

1 INTRODUCTION

The ADSP-2136x SHARC processors are high performance 32-bit processors used for high quality audio, medical imaging, communications, military, test equipment, 3D graphics, speech recognition, motor control, imaging, and other applications. By adding on-chip SRAM, integrated I/O peripherals, and an additional processing element for single-instruction, multiple-data (SIMD) support, this processor builds on the ADSP-21000 family DSP core to form a complete system-on-a-chip.

ADSP-2136x SHARC Design Advantages

A digital signal processor's data format determines its ability to handle signals of differing precision, dynamic range, and signal-to-noise ratios. Because floating-point DSP math reduces the need for scaling and the probability of overflow, using a floating-point processor can simplify algorithm and software development. The extent to which this is true depends on the floating-point processor's architecture. Consistency with IEEE workstation simulations and the elimination of scaling are clearly two ease-of-use advantages. High level language programmability, large address spaces, and wide dynamic range allow system development time to be spent on algorithms and signal processing concerns, rather than assembly language coding, code paging, and error handling. The ADSP-2136x processor is a highly integrated, 32-bit floating-point processor which provides all of these design advantages.

ADSP-2136x SHARC Design Advantages

The SHARC processor architecture balances a high performance processor core with high performance program memory (PM), data memory (DM) and input/output (I/O) buses. In the core, every instruction can execute in a single cycle. The buses and instruction cache provide rapid, unimpeded data flow to the core, thereby maintaining the execution rate.

[Figure 1-1](#) shows a detailed block diagram of the processor core and [Figure 1-2](#) shows a diagram of the I/O processor (IOP). Together these figures illustrate the following architectural features:

- Two processing elements (PE_x and PE_y), each containing 32-bit IEEE floating-point computation units—multiplier, arithmetic logic unit (ALU), shifter, and data register file
- Program sequencer with related instruction cache, interval timer, and data address generators (DAG1 and DAG2)
- 3M bits of SRAM
- Parallel port for interfacing to off-chip memory and peripherals
- IOP with integrated direct memory access (DMA) controller, serial peripheral interface (SPI) compatible port, and serial ports (SPORTs) for point-to-point multiprocessor communications
- A variety of audio-centric peripheral modules including a Sony/Philips Digital Interface (S/PDIF), sample rate converter (SRC) and pulse width modulation (PWM). The Digital Transmission Content Protection protocol (DTCP) is available on the ADSP-21365 and ADSP-21362 processors. [Table 1-1 on page 1-8](#) provides details on these as well as other features for the current members of the ADSP-2136x processor family.
- JTAG test access port (TAP) for emulation

Figure 1-1 also shows the three on-chip buses of the ADSP-2136x processor: PM bus, DM bus, and I/O bus. The PM bus provides access to either instructions or data. During a single cycle, these buses let the processor access two data operands from memory, access an instruction (from the cache), and perform a DMA transfer.

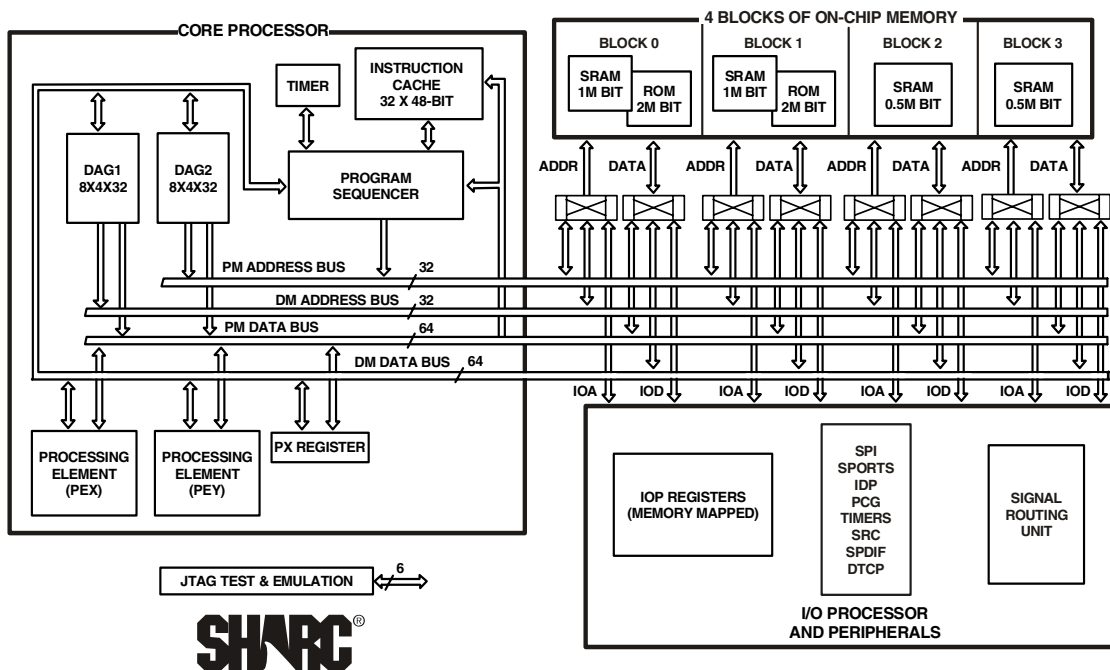


Figure 1-1. ADSP-2136x SHARC Processor Core Block Diagram

ADSP-2136x SHARC Design Advantages

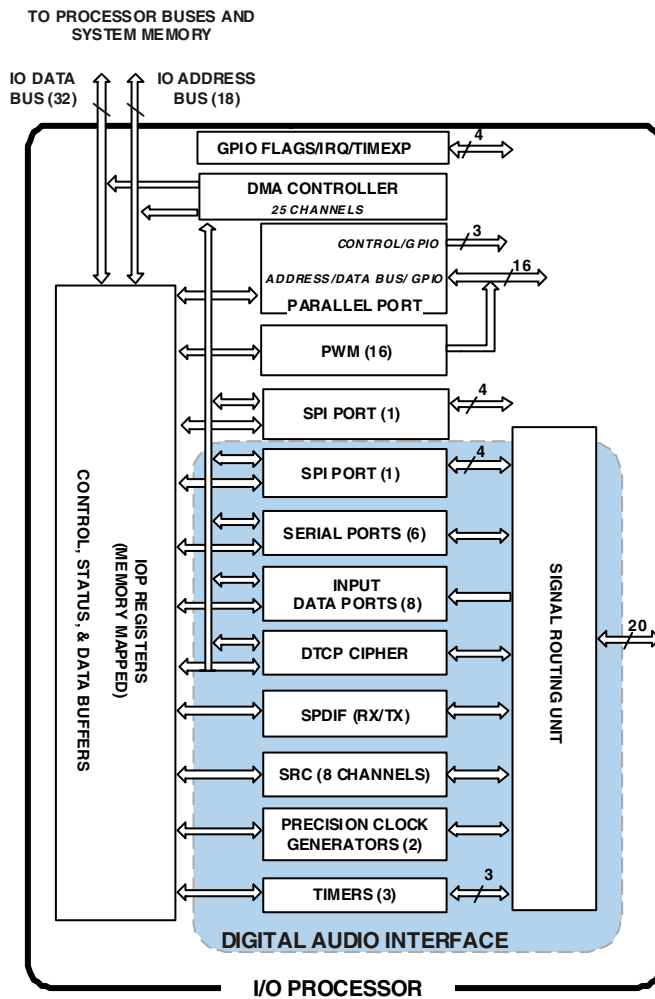


Figure 1-2. I/O Processor Block Diagram

Figure 1-3 illustrates a typical single processor system.

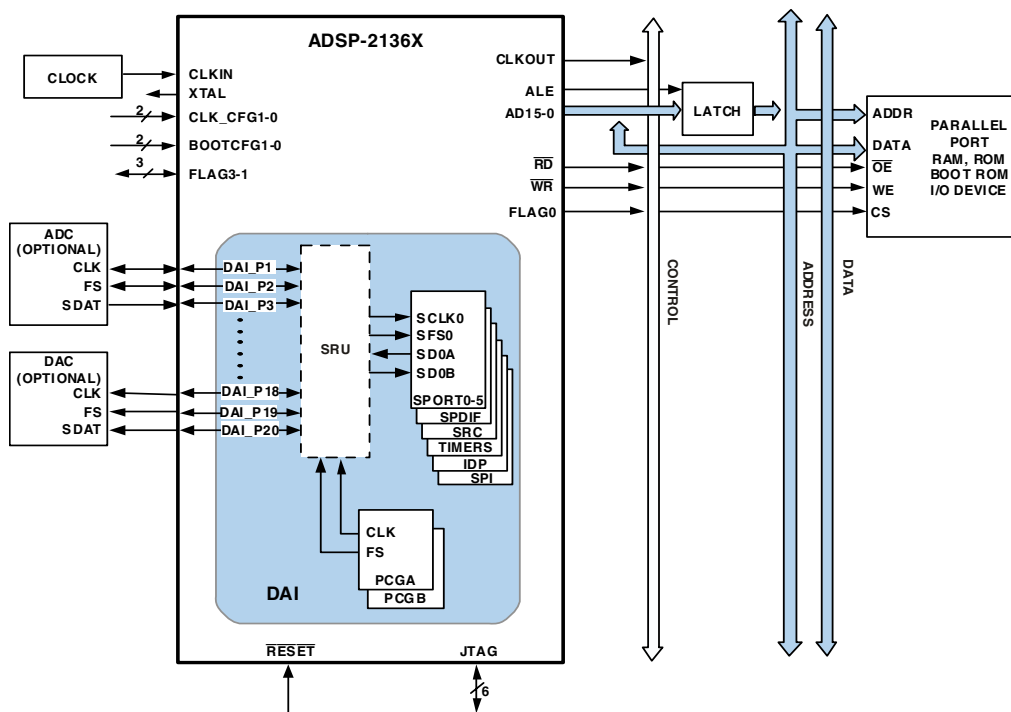


Figure 1-3. ADSP-2136x Processor Typical Single Processor System

The ADSP-2136x processors address the five central requirements for signal processing:

1. **Fast, Flexible Arithmetic.** The ADSP-21000 family processors execute all instructions in a single cycle. They provide fast cycle times and a complete set of arithmetic operations. The processor is IEEE floating-point compatible and allows either interrupt on arithmetic exception or latched status exception handling.

ADSP-2136x SHARC Design Advantages

2. **Unconstrained Data Flow.** The ADSP-2136x processor has a Super Harvard Architecture combined with a ten-port data register file. In every cycle, the processor can write or read two operands to or from the register file, supply two operands to the ALU, supply two operands to the multiplier, and receive three results from the ALU and multiplier. The processor's 48-bit orthogonal instruction word supports parallel data transfers and arithmetic operations in the same instruction.
3. **40-Bit Extended Precision.** The processor handles 32-bit IEEE floating-point format, 32-bit integer and fractional formats (twos-complement and unsigned), and extended-precision 40-bit floating-point format. The processors carry extended precision throughout their computation units, limiting intermediate data truncation errors (up to 80 bits of precision are maintained during multiply-accumulate operations).
4. **Dual Address Generators.** The processor has two data address generators (DAGs) that provide immediate or indirect (pre- and post-modify) addressing. Modulus, bit-reverse, and broadcast operations are supported with no constraints on data buffer placement.
5. **Efficient Program Sequencing.** In addition to zero-overhead loops, the processor supports single-cycle setup and exit for loops. Loops are both nestable (six levels in hardware) and interruptable. The processors support both delayed and non-delayed branches.

The ADSP-2136x processors also provide the following features, increasing the variety of applications that these processors can be used for.

- **High bandwidth I/O.** The processors contain a dedicated, 4M bits on-chip ROM, a parallel port, an SPI port, serial ports, digital audio interface (DAI), and JTAG. The DAI incorporates a precision clock generator, input data port, and a signal routing unit.

- **Serial ports.** Provides an inexpensive interface to a wide variety of digital and mixed-signal peripheral devices. The serial ports can operate at up to one-eighth (0.125) the processor core clock (CCLK) rate.
- **Digital audio interface (DAI).** The DAI includes a precision clock generator, an input data port, and a signal routing unit.
- **Input data port (IDP).** The IDP provides an additional input path to the processor core, configurable as eight channels of serial data or seven channels of serial data and a single channel of up to 20-bit wide parallel data.
- **Signal routing unit (SRU).** The SRU provides configuration flexibility by allowing software-programmable connections to be made between the DAI components, serial ports, three pulse width modulation (PWM) timers, and 20 DAI pins.
- **Two serial peripheral interfaces (SPI).** The primary SPI has dedicated pins and the secondary is controlled through the DAI. The SPI provides master or slave serial boot through the SPI, full-duplex operation, master-slave mode, multi-master support, open drain outputs, programmable baud rates, clock polarities, and phases.
- **I/O processor (IOP).** The IOP manages the SHARC processor's off-chip data I/O to alleviate the core of this burden. This unit manages the other processor peripherals such as the SPI, DAI, and IDP as well as direct memory accesses (DMA).

Processor Architectural Overview

Table 1-1. ADSP-2136x SHARC Processor Family Features

Feature	ADSP-21362	ADSP-21363	ADSP-21364	ADSP-21365 ¹	ADSP-21366
RAM	3M bit	3M bit	3M bit	3M bit	3M bit
ROM	4M bit	4M bit	4M bit	4M bit	4M bit
Audio Decoders in ROM ²	No	No	No	Yes	Yes
Pulse Width Modulation	Yes	Yes	Yes	Yes	Yes
S/PDIF	Yes	No	Yes	Yes	Yes
SRC Performance	128db	No SRC	140dB	128dB	128dB
Package Option ³	136 Ball BGA 144 Lead LQFP	136 Ball BGA 144 Lead LQFP	136 Ball BGA 144 Lead LQFP	136 Ball BGA 144 Lead LQFP	136 Ball BGA 144 Lead LQFP
Processor Speed	333 MHz	333 MHz	333 MHz	333 MHz	333 MHz

1 The ADSP-21362 and ADSP-21365 processors provide the Digital Transmission Content Protection protocol, a proprietary security protocol. Contact your Analog Devices sales office for more information.

2 Audio decoding algorithms include PCM, Dolby Digital EX, Dolby Prologic IIx, DTS 96/24, Neo:6, DTS ES, MPEG2 AAC, MP3, and functions like Bass management, Delay, Speaker equalization, Graphic equalization, and more. Decoder/post-processor algorithm combination support varies depending upon the chip version and the system configurations. Please visit www.analog.com/SHARC for complete information.

3 Analog Devices offers these packages in lead (Pb) free versions.

Processor Architectural Overview

The ADSP-2136x processor forms a complete system-on-a-chip, integrating a large, high speed SRAM and I/O peripherals supported by a dedicated I/O bus. The following sections summarize the features of each functional block in the ADSP-2136x processor architecture, which appears in [Figure 1-2](#).

Processor Core

The processor core of the ADSP-2136x processor consists of two processing elements (each with three computation units and data register file), a program sequencer, two data address generators, a timer, and an instruction cache. All digital signal processing occurs in the processor core. For complete information, see the *ADSP-2136x SHARC Processor Programming Reference*.

Processor Peripherals

The term processor peripherals refers to the multiple on-chip functional blocks used to communicate with off-chip devices. The ADSP-2136x peripherals include the JTAG, parallel, serial, SPI ports, DAI components (PCG, timers, and IDP), and any external devices that connect to the processor.

I/O Processor

The ADSP-2136x processor input/output processor (IOP) manages the processor's off-chip data I/O to alleviate the core of this burden. Up to 25 simultaneous DMA transfers (25 DMA channels) are supported for transfers between ADSP-2136x processor internal memory and serial ports (12), the input data port (IDP) (8), SPI port (2), and the parallel port. The I/O processor can perform DMA transfers between the peripherals and internal memory at the full core clock speed. The architecture of the internal memory allows the IOP and the core to access internal memory simultaneously (assuming no block conflicts) with no reduction in throughput.

Serial ports. The ADSP-2136x processor features six synchronous serial ports that provide an inexpensive interface to a wide variety of digital and mixed-signal peripheral devices. The serial ports can operate at up to one-eighth (0.125) of the processor core clock rate with maximum of 41.625M bits per second. Each serial port features two data pins that

Processor Architectural Overview

function as a pair based on the same serial clock and frame sync. Accordingly, each serial port has two DMA channels and serial data buffers associated with it to service the dual serial data pins. Programmable data direction provides greater flexibility for serial communications. Serial port data can automatically transfer to and from on-chip memory using DMA. Each of the serial ports offers a TDM multichannel mode (up to 128 channels) and supports μ -law or A-law companding. I²S support is also provided with the ADSP-2136x processor.

The serial ports can operate with least significant bit first (LSBF) or most significant bit first (MSBF) transmission order, with word lengths from three to 32 bits. The serial ports offer selectable synchronization and transmit modes. Serial port clocks and frame syncs can be internally or externally generated.

Parallel port. The parallel port provides the processor interface to asynchronous 8-bit memory. The parallel port supports a 56M bytes per second transfer rate ($CCLK/6$) and 256 word page boundaries. The on-chip DMA controller automatically packs external data into the appropriate word width during transfers.

The parallel port supports packing of 32-bit words into 8-bit or 16-bit external memory and programmable external data access duration from 3 to 32 clock cycles.

Serial peripheral (compatible) interface (SPI). The SPI is an industry-standard synchronous serial link that enables the SPI-compatible port to communicate with other SPI-compatible devices. SPI is an interface consisting of two data pins, one device select pin, and one clock pin. It is a full-duplex synchronous serial interface, supporting both master and slave modes. It can operate in a multi-master environment by interfacing with up to four other SPI-compatible devices, either acting as a master or slave device.

The SPI-compatible peripheral implementation also supports programmable baud rate and clock phase/polarities, as well as the use of open drain drivers to support the multi-master scenario to avoid data contention.

ROM-based security. For those processors with application code in the on-chip ROM, an optional ROM security feature is included. This feature provides hardware support for securing user software code by preventing unauthorized reading from the enabled code. The processor does not boot-load any external code, executing exclusively from internal ROM. The processor also is not freely accessible via the JTAG port. Instead, a 64-bit key is assigned to the user. This key must be scanned in through the JTAG or test access port (TAP). The device ignores a wrong key. Emulation features and external boot modes are only available after the correct key is scanned.

Digital Audio Interface (DAI)

The digital audio interface (DAI) unit is a new addition to the SHARC processor peripherals. This set of audio peripherals consists of an interrupt controller, an interface data port, a signal routing unit, two precision clock generators (PCGs), and three timers. Some family members have an S/PDIF receiver/transmitter, eight channels of asynchronous sample rate converters (SRC), and DTCP encryption.

Interrupt controller. The DAI contains its own interrupt controller that indicates to the core when DAI audio events have occurred. This interrupt controller offer 32 independently configurable channels.

Input data port (IDP). The input data port provides the DAI with a way to transmit data from within the DAI to the core. The IDP provides a means for up to eight additional DMA paths from the DAI into on-chip memory. All eight channels support 24-bit wide data and share a 16-deep FIFO.

Development Tools

Signal routing unit (SRU). Conceptually similar to a “patch-bay” or multiplexer, the SRU provides a group of registers that define the interconnection of the serial ports, the input data port, the DAI pins, and the precision clock generators.

Development Tools

The ADSP-2136x processor is supported by VisualDSP++, an easy to use Integrated Development and Debugging Environment (IDDE). VisualDSP++ allows you to manage projects from start to finish from within a single, integrated interface. Because the project development and debug environments are integrated, you can move easily between editing, building, and debugging activities.

Architecture Enhancements

This section identifies differences between the ADSP-2136x processors and previous SHARC processors: ADSP-21161, ADSP-21160, ADSP-21060, ADSP-21061, ADSP-21062, and ADSP-21065L. Like the ADSP-2116x family, the ADSP-2136x processor family is based on the original ADSP-2106x SHARC family. The ADSP-2136x processor preserves much of the ADSP-2106x architecture and is code compatible to the ADSP-21160, while extending performance and functionality. For background information on SHARC processors and the ADSP-2106x family processors, see the *ADSP-2106x SHARC User's Manual* or the *ADSP-21065L SHARC DSP Technical Reference*.

Parallel Port Enhancements

The parallel port includes a new packing mode which allows DMA for instructions and data to and from 8-bit external memory. The parallel port supports SRAM, EPROM, and flash memory. There are two modes

supported for transfers. In one mode, 8-bit data and an 8-bit address can be transferred. In another mode, data and address lines are multiplexed to transfer 16 bits of address/data.

I/O Architecture Enhancements

The I/O processor provides much greater throughput than the ADSP-2106x processors.

The DMA controller supports 25 channels compared to 14 channels on the ADSP-21161 processor.

Instruction Set Enhancements

The ADSP-2136x processor provides source code compatibility with the previous SHARC processor family members, to the assembly source code level. All instructions, control registers, and system resources available in the ADSP-2106x core programming model are also available with the ADSP-2136x processor. Instructions, control registers, or other facilities required to support the new peripherals of the ADSP-2136x core include:

- Code compatibility to the ADSP-21160 SIMD core
- Supersets of the ADSP-2106x programming model
- Reserved facilities in the ADSP-2106x programming model
- Symbol name changes from the ADSP-2106x and ADSP-2136x processor programming models

These name changes can be managed through reassembly by using the ADSP-2136x processor development tools to apply the ADSP-2136x processor symbol definitions header file and linker description file. While these changes have no direct impact on existing core applications, system and I/O processor initialization code and control code do require modifications.

Architecture Enhancements

Although the porting of source code written for the ADSP-2106x family to the ADSP-2136x processor has been simplified, code changes are required to take full advantage of the new ADSP-2136x processor features. For more information, see the *ADSP-2136x SHARC Processor Programming Reference*.

2 I/O PROCESSOR

In applications that use extensive off-chip data I/O, programs may find it beneficial to use a processor resource other than the processor core to perform data transfers. The ADSP-2136x processor contains an I/O processor (IOP) that supports a variety of DMA (direct memory access) operations. Each DMA operation transfers an entire block of data. These operations include the transfer types listed below and shown in [Figure 2-3 on page 2-27](#):

- Internal memory ↔ external memory devices
- Internal memory ↔ serial port I/O
- Internal memory ↔ SPI I/O
- Internal memory ← Digital Applications Interface (DAI)
- Internal memory ↔ Internal memory

By managing DMA, the I/O processor frees the processor core, allowing it to perform other operations while off-chip data I/O occurs as a background task. The multi-bank architecture of the ADSP-2136x internal memory allows the core and IOP to simultaneously access the internal memory if the accesses are to different memory banks. This means that DMA transfers to internal memory do not impact core performance. The processor core continues to perform computations without penalty.



Accesses to IOP spaces should not use Type 1 (dual access) or LW instructions.

General Procedure for Configuring DMA

To further increase off-chip I/O, multiple DMAs can occur at the same time. The IOP accomplishes this by managing DMAs of processor memory through the parallel, SPI, input data port (IDP) and serial ports.

Each DMA is referred to as a *channel*, and each channel is configured independently.

There are 25 channels of DMA available on the ADSP-2136x processor—one channel for each SPI interface, one channel for the parallel port interface, 12 channels via the serial ports, eight channels for the input data port (IDP) and two channels for internal memory-to-memory data transfers. Another DMA feature is interrupt generation upon completion of a DMA transfer or upon completion of a chain of DMAs.

General Procedure for Configuring DMA

To configure the ADSP-2136x processor to use DMA, use the following general procedure.

1. Determine which DMA options you want to use:
 - IOP/Core interaction method – interrupt driven or status driven (polling)
 - DMA transfer method – chained or non chained
 - Channel priority scheme – fixed or rotating
2. Determine how you want the DMA to operate:
 - Determine and set up the data's source and/or destination addresses (INDEX)
 - Set up the word COUNT (data buffer size)
 - Configure the MODIFY values (step size)

3. Configure the peripheral(s):

- Serial ports (SPORTs)
- Parallel port (PP)
- Serial peripheral interface ports (SPI)
- Input data port (IDP)

4. Enable DMA

- Set the applicable bits in the appropriate registers. For example, the `PPDEN` bit in `PPCTL` register for the parallel port or the `SDEN_x` bit in `SPCTLx` register for the serial port.

Core Access to IOP Registers

In certain cases, extra core cycles are needed to process register accesses. The access cycles are shown in [Table 2-1](#) and the registers are shown in [Table 2-2](#).

Table 2-1. I/O Processor Stall Conditions

Type Of Access	Number of Core Cycles
Core write ¹	1
Core read ¹	2
Unconditional, isolated I/O processor register write ²	1
Unconditional I/O processor register write after a write ²	2 (back-to-back)
Unconditional I/O processor register read ²	7/8
Aborted Conditional I/O processor register read/write ²	3
Conditional I/O processor register read/write ²	9/10

¹ Applies to memory-mapped registers from [Table 2-2](#).

² Applies to all other memory-mapped registers not in [Table 2-2](#).

Core Access to IOP Registers

Table 2-2. Memory-Mapped Emulation/Breakpoint Registers

Register	Description	Address
EEMUIN	Number of breakpoints before EMU interrupt	0x30020
EEMUSTAT	Enhanced Emulation Status	0x30021
EEMUOUT	Emulator Output FIFO	0x30022
OSPID	Operating System Process ID	0x30023
SYSCTL	System Control	0x30024
BRKCTL	Breakpoint Control	0x30025
REVPID	Emulation/Revision ID	0x30026
PSA1S/E	Instruction Breakpoint Address Number 1 Start/End	0x300A0/ 0x300A1
PSA2S/E	Instruction Breakpoint Address Number 2 Start/End	0x300A2/ 0x300A3
PSA3S/E	Instruction Breakpoint Address Number 3 Start/End	0x300A4/ 0x300A5
PSA4S/E	Instruction Breakpoint Address Number 4 Start/End	0x300A6/ 0x300A7
EMUN	Number of Breakpoints Before EMU Interrupt	0x300AE
IOAS/E	I/O Address Breakpoint Start/End	0x300B0/ 0x300B1
DMA1S/E	Data Memory Breakpoint Address Number 1 Start/End	0x300B2/ 0x300B3
DMA2S/E	Data Memory Breakpoint Address Number 2 Start/End	0x300B3/ 0x300B4
PMDAS/E	Program Memory Breakpoint Address Start/End	0x300B8/ 0x300B9

In addition to the above, the following cases incur additional stall cycles.

1. An aborted conditional I/O processor register read can cause one or two extra core-clock stall cycles if it immediately follows a write. Such a read is expected to take three core cycles, but it will take four or five.
2. In case of a full write FIFO, the held-off I/O processor register read or write access incurs one extra core-clock cycle.
3. Interrupted reads and writes, if preceded by another write, creates an additional one core cycle stall.

Inside of an interrupt service routine (ISR), a write into an IOP register that clears the interrupt has some latency. During this delay, the interrupt may be generated a second time if the program executes a return to interrupt (RTI) instruction.

For example, in the following code the interrupt isn't cleared instantly. During the delay, if the program comes out of the ISR, the interrupt is generated again.

```
/*.... code .....*/
dm(TXSPI) = R0; /* Write to TXSPI FIFO; disable spi;
                clears the interrupt */
rti;
```

In order to resolve this issue, use one of the following two methods.

1. Read an IOP register from the same peripheral block before executing the RTI. This read forces the write to occur first.

```
dm(TXSPI) = R0; /* Write to TXSPI FIFO
R0 = dm(SPICTL); /* Dummy read. This read happens only
                  after write */
rti;
```

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2. Add sufficient NOP instructions after a write. In all cases, ten NOP instructions after a write is sufficient to properly update the status.

```
R0 = 0x0;  
dm(SPICTL) = R0; /* Disable SPI */  
nop; nop; nop; nop; nop;  
nop; nop; nop; nop; nop;  
rti;
```

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There are two methods the processor uses to monitor the progress of DMA operations—interrupts, which are the primary method, and status polling. The same program can use either method for each DMA channel. The following sections describe both methods in detail.

Interrupt-Driven I/O

Interrupts on the ADSP-2136x processor are generated at the end of a DMA transfer. This happens when the count register for a particular channel decrements to zero. The default interrupt vector locations for each of the channels are listed in [Table 2-3 on page 2-8](#). (The ADSP-2136x processor also has programmable interrupts. [For more information, see “Peripheral Interrupt Priority Control Registers \(PICRx\)” on page A-141](#)). The interrupt register diagrams and bit descriptions are located in [“Interrupt Registers” on page B-6](#) and [“DAI Interrupt Controller Registers” on page A-115](#).

Programs can check the appropriate status register (for example PPCTL for the parallel port) to determine which channels are performing a DMA or chained DMA.

All DMA channels can be active or inactive. If a channel is active, a DMA is in progress on that channel. The I/O processor indicates the active status by setting the channel's bit in the status register. The only exception to this is the `IDP_DMAx_STAT` bits of the `DAI_STAT` register can become active even if DMA, through some IDP channel, is not intended.

The following are some other I/O processor interrupt attributes.

- When an unchained (single block) DMA process reaches completion (as the count decrements to zero) on any DMA channel, the I/O processor latches that DMA channel's interrupt. It does this by setting the DMA channel's interrupt latch bit in the `IRPTL`, `LIRPTL`, `DAI_IRPTL_H`, or `DAI_IRPTL_L` registers.
- For chained DMA, the I/O processor generates interrupts in one of two ways: If `PCI = 1`, (bit 19 of the chain pointer register is the Program Controlled Interrupts (`PCI`) bit) an interrupt occurs for each DMA in the chain; if `PCI = 0`, an interrupt occurs at the end of a complete chain. (For more information on DMA chaining, see [“DMA Controller Operation” on page 2-11](#)).
- When a DMA channel's buffer is not being used for a DMA process, the I/O processor can generate an interrupt on single word writes or reads of the buffer. This interrupt service differs slightly for each port. For more information on single word, interrupt-driven transfers, see [“Parallel Port Control Register \(PPCTL\)” on page A-12](#), and `SPCTL` register in [Table 4-6 on page 4-52](#).

During interrupt-driven DMA, programs use the interrupt mask bits in the `IMASK`, `LIRPTL`, `DAI_IRPTL_PRI`, `DAI_IRPTL_RE`, and `DAI_IRPTL_FE` registers to selectively mask DMA channel interrupts that the I/O processor latches into the `IRPTL`, `LIRPTL`, `DAI_IRPTL_H`, and `DAI_IRPTL_L` registers.



The I/O processor only generates a DMA complete interrupt when the channel's count register decrements to zero as a result of actual DMA transfers. Writing zero to a count register does not generate

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the interrupt. To stop a DMA preemptively, write a one to the count register. This causes one additional word to be transferred or received, and an interrupt is then generated.

A channel interrupt mask in the `IMASK`, `LIRPTL`, `DAI_IRPTL_PRI`, `DAI_IRPTL_RE`, and `DAI_IRPTL_FE` registers determines whether a latched interrupt is serviced or not. When an interrupt is masked, it is latched but not serviced.

 By clearing a channel's `PCI` bit during chained DMA, programs mask the DMA complete interrupt for a DMA process within a chained DMA sequence.

The I/O processor can also generate interrupts for I/O port operations that do not use DMA. In this case, the I/O processor generates an interrupt when data becomes available at the receive buffer or when the transmit buffer is not full (when there is room for the core to write to the buffer). Generating interrupts in this manner lets programs implement interrupt-driven I/O under control of the processor core. Care is needed because multiple interrupts can occur if several I/O ports transmit or receive data in the same cycle.

Table 2-3. Default DMA Interrupt Vector Locations

Associated Register(s)	Bits	Vector Address	Interrupt Name	DMA Channel	Data Buffer
IRPTL/IMASK	14	0x38	SP1I	0	RXSP1A, TXSP1A
LIRPTL	0	0x44	SP0I	2	RXSP0A, TXSP0A
IRPTL/IMASK	15	0x3C	SP3I	4	RXSP3A, TXSP3A
LIRPTL	1	0x48	SP2I	6	RXSP2A, TXSP2A
IRPTL/IMASK	16	0x40	SP5I	8	RXSP5A, TXSP5A
LIRPTL	2	0x4C	SP4I	10	RXSP4A, TXSP4A
IRPTL/IMASK	14	0x38	SP1I	1	RXSP1B, TXSP1B
LIRPTL	0	0x44	SP0I	3	RXSP0B, TXSP0B

Table 2-3. Default DMA Interrupt Vector Locations (Cont'd)

Associated Register(s)	Bits	Vector Address	Interrupt Name	DMA Channel	Data Buffer
IRPTL/IMASK	15	0x3C	SP3I	5	RXSP3B, TXSP3B
LIRPTL	1	0x48	SP2I	7	RXSP2B, TXSP2B
IRPTL/IMASK	16	0x40	SP5I	9	RXSP5B, TXSP5B
LIRPTL	2	0x4C	SP4I	11	RXSP4B, TXSP4B
IRPTL/IMASK (high priority option)	12	0x30	SPIHI	20	RXSPI, TXSPI
LIRPTL (low priority option)	9	0x74	SPILI	20	RXSPIB, TXSPIB
LIRPTL	3	0x50	PPI	21	RXPP, TXPP
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	12	IDP_FIF0
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	13	IDP_FIF0
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	14	IDP_FIF0
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	15	IDP_FIF0
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	16	IDP_FIF0
LIRPTL (low priority option)	6	0x5C	DAILI		

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Table 2-3. Default DMA Interrupt Vector Locations (Cont'd)

Associated Register(s)	Bits	Vector Address	Interrupt Name	DMA Channel	Data Buffer
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	17	IDP_FIFO
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	18	IDP_FIFO
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK (high priority option)	11	0x2C	DAIHI	19	IDP_FIFO
LIRPTL (low priority option)	6	0x5C	DAILI		
IRPTL/IMASK	18	0x68	MTMI	22 and 23	N/A

The DAI has two interrupts—the lower priority option (DAILI) and higher priority option (DAIHI). This allows two interrupts to have priorities that are higher and lower than serial ports.

For more information, see the “Interrupts and Sequencing” section in the “Program Sequencer” chapter of the *ADSP-2136x SHARC Processor Programming Reference* and [Appendix B, “Interrupts”](#).

Polling/Status-Driven I/O

The second method of controlling I/O is through status polling. The I/O processor monitors the status of data transfers on DMA channels and indicates interrupt status in the IRPTL, LIRPTL, DAI_IRPTL_H, and DAI_IRPTL_L registers. Note that because polling uses processor resources it is not as efficient as an interrupt-driven system. Also note that polling the DMA status registers reduces I/O bandwidth. The following provides more information on the registers that control and monitor I/O processes.

- All the bits in `LIRPTL` and `IRPTL` registers are shown in the “[Interrupt Register \(LIRPTL\)](#)” on page B-6 and “[Interrupt Latch Register \(IRPTL\)](#)” on page B-13.
- [Figure A-58 on page A-117](#) lists all the bits in `DAI_IRPTL_H`.
- [Figure A-58 on page A-117](#) lists all the bits in `DAI_IRPTL_L`.

The DMA controller in the ADSP-2136x processor maintains the status information of the channels in each of the peripherals registers, `SPMCTLxy`, `PPCTL`, `DAI_STAT`, and `SPIDMAC`. More information on these registers can be found at the following locations.

- Bit definitions for the `SPIDMAC` register are illustrated in “[SPI Port Status \(SPISTAT, SPISTATB\) Registers](#)” on page A-42.
- Bit definitions for the `SPMCTLxy` register are illustrated in “[SPORT Multichannel Control Registers \(SPMCTLxy\)](#)” on page A-30.
- Bit definitions for the `PPCTL` register are illustrated in “[Parallel Port Control Register \(PPCTL\)](#)” on page A-12.
- Bit definitions for the `DAI_STAT` register are illustrated in [Figure A-55 on page A-111](#).

Note that there is a one cycle latency between a change in DMA channel status and the status update in the corresponding register.

DMA Controller Operation

There are two methods used to start DMA sequences: non-chaining and chaining.

Non-chained DMA. To start a new DMA sequence after the current one is finished, a program must first clear the DMA enable bit, write new parameters to the index, modify, and count registers and then set the DMA enable bit to re-enable DMA.

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Chained DMA. Chained DMA sequences are a set of multiple DMA operations, each autoinitializing the next in line. To start a new DMA sequence after the current one is finished, the IOP automatically loads new index, modify, and count values from an internal memory location pointed to by that channel's chain pointer register. Using chaining, programs can set up consecutive DMA operations and each operation can have different attributes.

 Chaining is only supported on the SPI, parallel port, and SPORT DMA channels. The IDP port does not support chaining.

In general, a DMA sequence starts when one of the following occurs:

- Chaining is disabled, and the DMA enable bit transitions from low to high.
- Chaining is enabled, DMA is enabled, and the chain pointer register address field is written with a nonzero value. In this case, transfer control block (TCB) chain loading of the channel parameter registers occurs first.
- Chaining is enabled, the chain pointer register address field is nonzero, and the current DMA sequence finishes. Again, TCB chain loading occurs.

A DMA sequence ends when one of the following occurs:

- The count register decrements to zero, and the chain pointer register is zero.
- Chaining is disabled and the channel's DMA enable bit transitions from high to low. If the DMA enable bit goes low (=0) and chaining is enabled, the channel enters chain insertion mode and the DMA sequence continues. [For more information, see “Inserting a TCB in an Active Chain” on page 2-20.](#)

Once a program starts a DMA process, the process is influenced by two external controls—DMA channel priority and DMA chaining. For more information, see [“Managing DMA Channel Priority” on page 2-22](#) or the next section, [“Chaining DMA Processes”](#).

Chaining DMA Processes

The location of the DMA parameters for the next sequence comes from the chain pointer register. In chained DMA operations, the ADSP-2136x processor automatically initializes and then begins another DMA transfer when the current DMA transfer is complete. In addition to the standard DMA parameter registers, each DMA channel (SPORT, parallel port, and SPI) also has a chain pointer register that points to the next set of DMA parameters stored in the processor’s internal memory. These are the `CPSPxy` for the SPORTs, `CPPP` for the parallel port, and the `CPSPI` for the SPI. Each new set of parameters is stored in a four-word, user-initialized buffer in internal memory known as a *transfer control block* (TCB). For the parallel port, the TCB consists of a seven-word buffer. In TCB chain loading, the ADSP-2136x processor’s IOP automatically reads the TCB from internal memory and then loads the values into the channel parameter registers to set up the next DMA sequence.

The structure of a TCB is conceptually the same as that of a traditional linked list. Each TCB has several data values and a pointer to the next TCB. Further, the chain pointer of a TCB may point to itself to constantly reiterate the same DMA.

A DMA sequence is defined as the sum of the DMA transfers for a single channel, from when the parameter registers initialize to when the count register decrements to zero. Each DMA channel has a chaining enable bit (`CHEN`) in the corresponding control register. This bit must be set to one to enable chaining. When chaining is enabled, DMA transfers are initiated by writing a memory address to the chain pointer register. This is also an easy way to start a single DMA sequence, with no subsequent chained DMAs.

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The chain pointer register can be loaded at any time during the DMA sequence. This allows a DMA channel to have chaining disabled (chain pointer register address field = 0x0000) until some event occurs that loads the chain pointer register with a nonzero value. Writing all zeros to the address field of the chain pointer register also disables chaining.

If chaining is enabled on a DMA channel, programs should not use polling to determine channel status as it can provide inaccurate information. In this case, the DMA appears inactive if it is sampled while the next TCB is loading.



Chained DMA operations may only occur within the same channel. The processor does not support cross-channel chaining.

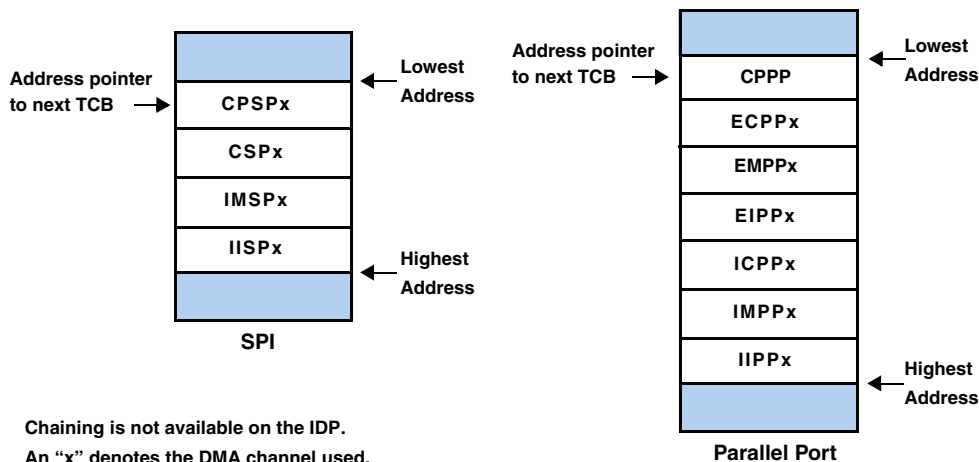


Figure 2-1. TCB Chaining in the SPI and Parallel Ports

The chain pointer register is 20 bits wide. The lower 19 bits are the memory address field. Like other I/O processor address registers, the chain pointer register's value is offset to match the starting address of the processor's internal memory before it is used by the I/O processor. On the ADSP-2136x processor, this offset value is 0x0008 0000.

Bit 19 of the chain pointer register is the program controlled interrupts (PCI) bit. This bit controls whether an interrupt is latched after each DMA completes or whether the interrupt is latched after the entire DMA sequence completes. If set, the PCI bit enables a DMA channel interrupt to occur after every DMA in the chain. If cleared, an interrupt occurs at the completion of the entire DMA sequence.

 The PCI bit only effects DMA channels that have chaining enabled. Also, interrupt requests enabled by the PCI bit are maskable with the IMASK register.

Because the PCI bit is not part of the memory address in the chain pointer register, programs must use care when writing and reading addresses to and from the register. To prevent errors, programs should mask out the PCI bit (bit 19) when copying the address in a chain pointer to another address register.

The DMA registers are shown in [Figure 2-2](#).

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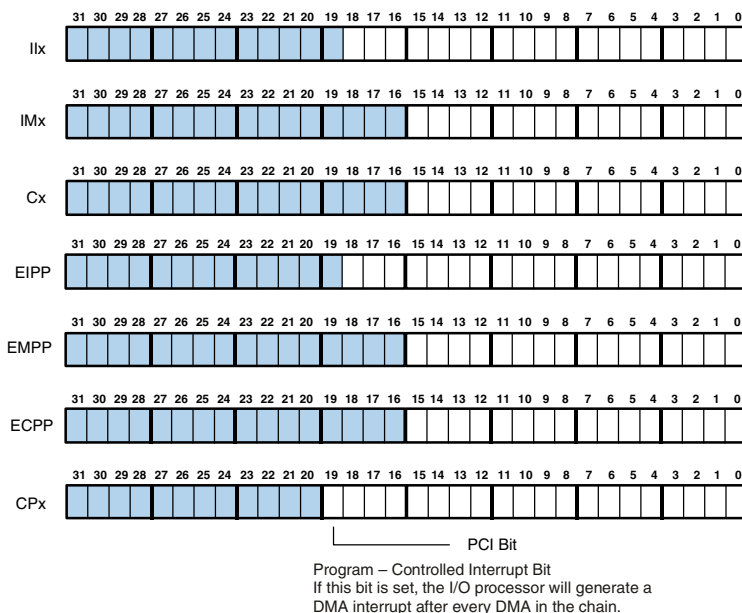


Figure 2-2. DMA Parameter Registers

Transfer Control Block (TCB) Chain Loading

During TCB chain loading, the I/O processor loads the DMA channel parameter registers with values retrieved from internal memory. The address in the chain pointer register points to the highest address of the TCB (containing the index parameter). This means that if a program declares an array to hold the TCB, the chain pointer register does not point to the first location of the array. Instead the chain pointer register points to `array[3]` or `array[7]` for parallel port chaining.

[Table 2-4](#) shows the TCB-to-register loading sequence for the serial port, parallel port, and SPI port DMA channels. The I/O processor reads each word of the TCB and loads it into the corresponding register. Programs must set up the TCB in memory in the order shown in [Table 2-4](#), placing the index parameter at the address pointed to by the chain pointer register

of the previous DMA operation of the chain. The end of the chain (no further TCBs are loaded) is indicated by a TCB with a chain pointer value of zero.

Table 2-4. TCB Chain Loading Sequence¹

Address ²	Parallel Port	Serial Ports	SPI Port
CPSP _x + 0x0008 0000	IIPP	IISP _x	IISPI
CPSP _x – 1 + 0x0008 0000	IMPP	IMSP _x	IMSPI
CPSP _x – 2 + 0x0008 0000	ICPP	CSP _x	CSPI
CPSP _x – 3 + 0x0008 0000	CPPP	CPSP _x	CPSPI
CPSP _x – 4 + 0x0008 0000	EIPP		
CPSP _x – 5 + 0x0008 0000	EMPP		
CPSP _x – 6 + 0x0008 0000	ECPP		

1 Chaining is not available using the IDP port.

2 An “x” denotes the DMA channel used. While the TCB is eight locations in length, SPI and serial ports only use the first four locations.

A TCB chain load request is prioritized like all other DMA operations. The I/O processor latches a TCB loading request and holds it until the load request has the highest priority. If multiple chaining requests are present, the I/O processor services the TCB registers for the highest priority DMA channel first. A channel that is in the process of chain loading cannot be interrupted by a higher priority channel. For a list of DMA channels in priority order, see [Table 2-8 on page 2-34](#).

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Setting Up and Starting Chained DMA on Serial/Parallel Ports

To set up and initiate a chain of DMA operations, use these steps:

1. Set up all TCBs in internal memory.
2. Write to the appropriate DMA control register, setting the DMA enable bit to one and the chaining enable bit to one.
3. Write the address containing the index register value of the first TCB to the chain pointer register, which starts the chain.

The I/O processor responds by autoinitializing the first DMA parameter registers with the values from the first TCB, and then starts the first data transfer.

Setting Up and Starting Chained DMA over the SPI

Configuring and starting chained DMA transfers over the SPI port is the same as for the serial port, with one exception. Contrary to SPORT DMA chaining, (where the first DMA in the chain is configured by the first TCB), for SPI DMA chaining, the first DMA is not initialized by a TCB. Instead, the first DMA in the chain must be loaded into the SPI parameter registers (IISPI, IMSPI, CSPI), and the chain pointer register (CPSPI) points to a TCB that describes the second DMA in the sequence.

[Table 2-5](#) shows the order of register loading.

Table 2-5. DMA Chaining Sequence

Address	Register	Description
CPSPI	DMA Start Address	Address in memory
CPSPI – 1	DMA Address Modifier	Address increment
CPSPI – 2	DMA Word Count	Number of words to transfer
CPSPI – 3	DMA Next TCB	Pointer to address of next TCB

 Writing an address to the CPSPi register does not begin a chained DMA sequence unless IISPI, IMSPI, and CSPI are initialized, SPI DMA is enabled, the SPI port is enabled, and SPI DMA chaining is enabled.

The sequence for setting up and starting a chained DMA is outlined in the following steps and can also be seen in [Listing 5-3 on page 5-42](#).

1. Configure the TCB associated with each DMA in the chain except for the first DMA in the chain.
2. Write the first three parameters for the initial DMA to the IISPI, IMSPI, and CSPI registers directly.
3. Select a baud rate using the SPIBAUD register.
4. Select which flag to use as the SPI slave select signal in the SPIFLG register.
5. Configure and enable the SPI port with the SPICTL register.
6. Configure the DMA settings for the entire sequence, enabling DMA and DMA chaining in the SPIDMAC register.
7. Begin the DMA by writing the address of a TCB (describing the second DMA in the chain) to the CPSPi register.

The address field of the chain pointer registers is only 19 bits wide. If a program writes a symbolic address to bit 19 of the chain pointer, there may be a conflict with the PCI bit. Programs should clear the upper bits of the address, then AND the PCI bit separately, if needed. For example:

```
R0 = next_TCB+3; /* addr of next chain */
R1 = 0x7FFFF;    /* mask 19 bits */
R0 = R0 or R1;
CPSPi = R0;
```

Inserting a TCB in an Active Chain

 Inserting a TCB in an active chain is supported by the serial ports only. The SPI interface and the parallel port do not support inserting a TCB in an active chain.

It is possible to insert a single DMA operation or another DMA chain within an active DMA chain. Programs may need to perform insertion when a high priority DMA requires service and cannot wait for the current chain to finish.

When DMA on a channel is disabled, and chaining on the channel is enabled, the DMA channel is in chain insertion mode. This lets a program insert a new DMA or DMA chain within the current chain without effecting the current DMA transfer. Use the following sequence to insert a DMA subchain for serial port 0A channel while another chain is active:

1. Enter chain insertion mode by setting `SCHEN_A = 1` and `SDEN_A = 0` in the channel's DMA control register, `SPCTL0`. The DMA interrupt indicates when the current DMA sequence has completed.
2. Copy the address currently held in the chain pointer register to the chain pointer position of the last TCB in the chain that is being inserted.
3. Write the start address of the first TCB of the new chain into the chain pointer register.
4. Resume chained DMA mode by setting `SCHEN_A = 1` and `SDEN_A = 1`.

Chain insertion mode operates like non-chained DMA mode. When the current DMA transfer ends, an interrupt request occurs and no TCBs are loaded. This interrupt request is independent of the `PCI` bit state.

Chain insertion should not be set up as an initial mode of operation. This mode should only be used to insert one or more TCBs into an active DMA chaining sequence.

Memory-to-Memory DMA

Memory-to-memory (MTM) DMA allows programs to transfer blocks of 64-bit data from one internal memory location to another. This transfer method uses two DMA channels, one for reading data and one for writing data. This data transfer can be set up using the following procedure.

1. Program the DMA registers for both channels.
2. Set (=1) the `MTMFLUSH` bit (bit 1) in the `MTMCTL` register to flush the FIFO and reset the read/write pointers.
3. Set (=1) the `MTMEN` bit in the `MTMCTL` register.

A two-deep, 32-bit FIFO regulates the data transfer through the DMA channels.



Data must be aligned in blocks of 64 bits.

If the `MTMI` bit in the `IMASK` register is enabled, an interrupt occurs at the end of each DMA (read/write). [For more information, see Appendix B, “Interrupts”.](#)

Setting Up DMA Channel Allocation and Priorities

The ADSP-2136x processor has 25 DMA channels. There are 12 channels accessible via the serial ports, two SPI channels, one parallel port channel, eight input data port channels and two memory-to-memory channels. Each channel has a set of parameter registers which are used to set up DMA transfers. [Table 2-6 on page 2-24](#) shows the DMA channel allocation and parameter register assignments for the ADSP-2136x processor. Note that DMA channel 0 has the highest priority and DMA channel 24 has the lowest priority.

Managing DMA Channel Priority

[Table 2-8 on page 2-34](#) lists the DMA channels in priority order. When a channel becomes the highest priority requester, the I/O processor services the channel's request. In the next clock cycle, the I/O processor starts the DMA transfer.

The I/O data (IOD) bus is 32 bits wide and is the only path that the IOP uses to transfer data between internal memory and the peripherals. When there are two or more peripherals with active DMAs in progress, they may all require data to be moved to or from memory in the same cycle. For example, the parallel port may fill its `RXPP` buffer just as a SPORT shifts a word into its `RXn` buffer. To determine which word is transferred first, the DMA channels for each of the processor's I/O ports negotiate channel priority with the I/O processor using an internal DMA request/grant handshake.

Each I/O port has one or more DMA channels, and each channel has a single request and a single grant. When a particular channel needs to read or write data to internal memory, the channel asserts an internal DMA request. The I/O processor prioritizes the request with all other valid DMA requests. When a channel becomes the highest priority requester, the I/O processor asserts the channel's internal DMA grant. In the next clock cycle, the DMA transfer starts. [Figure 2-4 on page 2-32](#) shows the paths for internal DMA requests within the I/O processor.

 If a DMA channel is disabled (`PPDEN`, `SPIDEN`, `SDEN`, or `IDP_DMA_EN` bits = 0), the I/O processor does not issue internal DMA grants to that channel, (whether or not the channel has data to transfer).

The default DMA channel priority is *fixed prioritization* by the DMA channel group (serial ports, parallel port, IDP, or SPI port). [Table 2-8 on page 2-34](#) lists the DMA channels in descending order of priority.

For information on programming serial port priority modes, see [Table 4-7 on page 4-66](#).

The I/O processor determines which DMA channel has the highest priority internal DMA request during every cycle between each data transfer.

Processor core accesses of I/O processor registers and TCB chain loading (both of which occur after the IOD transfer) are subject to the same prioritization scheme as the DMA channels. Applying this scheme uniformly prevents I/O bus contention, because these accesses are also performed over the internal I/O bus. For more information, see [“Chaining DMA Processes” on page 2-13](#).

DMA Bus Arbitration

DMA channel arbitration is the method that the IOP uses to determine how groups rotate priority with other channels. This feature is enabled by setting the `DCPR` bit in the IOP's `SYSCTL` register.

DMA-capable peripherals execute DMA data transfers to and from internal memory over the IOD bus. When more than one of these peripherals requests access to the IOD bus in a clock cycle, the bus arbiter, which is attached to the IOD bus, determines which master should have access to the bus and grants the bus to that master.

IOP channel arbitration can be set to use either a *fixed* or *rotating* algorithm by setting or resetting bit 7 (`DCPR`) in the `SYSCTL` register:

- fixed `SYSCTL[7]` cleared (0)
- rotating `SYSCTL[7]` set (1)

In the fixed priority scheme, the lower indexed peripheral has the highest priority.

In the rotating priority scheme, the default priorities at reset are the same as that of the fixed priority. However, the peripheral priority is determined by group, not individually. Peripheral groups are shown in [Table 2-6](#).

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Initially, Group A has the highest priority and Group F the lowest. As one group completes its DMA operation, it is assigned the lowest priority (moves to the back of the line) and the next group is given the highest priority.

When none of the peripherals request bus access, the highest priority peripheral, for example, peripheral#0, is granted the bus. However, this does not change the priorities currently assigned to various peripherals.

Within a peripheral group the priority is highest for the higher indexed peripheral (see [Table 2-6](#)). For example, in SP01 (which is group A) SP1 has the highest priority.

Table 2-6. DMA Channel Allocation and Parameter Register Assignments

DMA Channel Number	Data Buffer	Group	IOP Address of Data Buffers	Description
0 (highest priority)	RXSP1A, TXSP1A	A	0xC65, 0xC64	Serial Port 1A Data
1	RXSP1B, TXSP1B	A	0xC67, 0xC66	Serial Port 1B Data
2	RXSP0A, TXSP0A	A	0xC61, 0xC60	Serial Port 0A Data
3	RXSP0B, TXSP0B	A	0xC63, 0xC62	Serial Port 0B Data
4	RXSP3A, TXSP3A	B	0x465, 0x464	Serial Port 3A Data
5	RXSP3B, TXSP3B	B	0x467, 0x466	Serial Port 3B Data
6	RXSP2A, TXSP2A	B	0x461, 0x460	Serial Port 2A Data
7	RXSP2B, TXSP2B	B	0x463, 0x462	Serial Port 2B Data
8	RXSP5A, TXSP5A	C	0x865 or 0x864	Serial Port 5A Data
9	RXSP5B, TXSP5B	C	0x867 or 0x866	Serial Port 5B Data
10	RXSP4A, TXSP4A	C	0x861 or 0x860	Serial Port 4A Data
11	RXSP4B, TXSP4B	C	0x863 or 0x862	Serial Port 4B Data

Table 2-6. DMA Channel Allocation and Parameter Register Assignments (Cont'd)

DMA Channel Number	Data Buffer	Group	IOP Address of Data Buffers	Description
12	IDP_FIF0	D	0x24D0	DAI IDP Channel 0
13	IDP_FIF0	D	0x24D0	DAI IDP Channel 1
14	IDP_FIF0	D	0x24D0	DAI IDP Channel 2
15	IDP_FIF0	D	0x24D0	DAI IDP Channel 3
16	IDP_FIF0	D	0x24D0	DAI IDP Channel 4
17	IDP_FIF0	D	0x24D0	DAI IDP Channel 5
18	IDP_FIF0	D	0x24D0	DAI IDP Channel 6
19	IDP_FIF0	D	0x24D0	DAI IDP Channel 7
20	RXSPI, TXSPI	E	0x1004, 0x1003	SPI Data
21	RXPP, TXPP	F	0x1809, 0x1808	Parallel Port Data
22	RXSPIB, TXSPIB	G	0x2804, 0x2802	SPI Data
23	MTM Read FIFO	TBD	Not accessible	Memory-to Memory Read Data
24 (lowest priority)	MTM Write FIFO	TBD	Not accessible	Memory-to Memory Write Data

Setting Up DMA Parameter Registers

Once the DMA options are determined and configured, programs can set up the DMA parameter registers. The parameter registers control the source and destination of the data, the size of the data buffer, and the step size used. These topics are described in detail in the following sections.

DMA Transfer Direction

DMA transfers between internal memory and external memory devices use the processor's parallel port. For these types of transfers, a program provides the DMA controller with the internal memory buffer size, address, and address modifier, as well as the external memory buffer size, address, address modifier, and the direction of transfer. After setup, the DMA transfers begin when the program enables the channel and continues until the I/O processor transfers the entire buffer to processor memory.

[Table 2-7 on page 2-31](#) shows the parameter registers for each DMA channel.

Similarly, DMA transfers between internal memory and serial, IDP, or SPI ports have DMA parameters. When the I/O processor performs DMA between internal memory and one of these ports, the program sets up the parameters, and the I/O uses the port instead of the external bus.

Additionally, the ADSP-2136x processor can use DMA to transfer 64-bit blocks of data between internal memory locations.

The direction (receive or transmit) of the peripheral determines the direction of data transfer. When the port receives data, the I/O processor automatically transfers the data to internal memory. When the port needs to transmit a word, the I/O processor automatically fetches the data from internal memory. [Figure 2-3](#) shows the processor's I/O processor, related ports, and buses. [Figure 2-4 on page 2-32](#) shows more detail on DMA channel data paths.

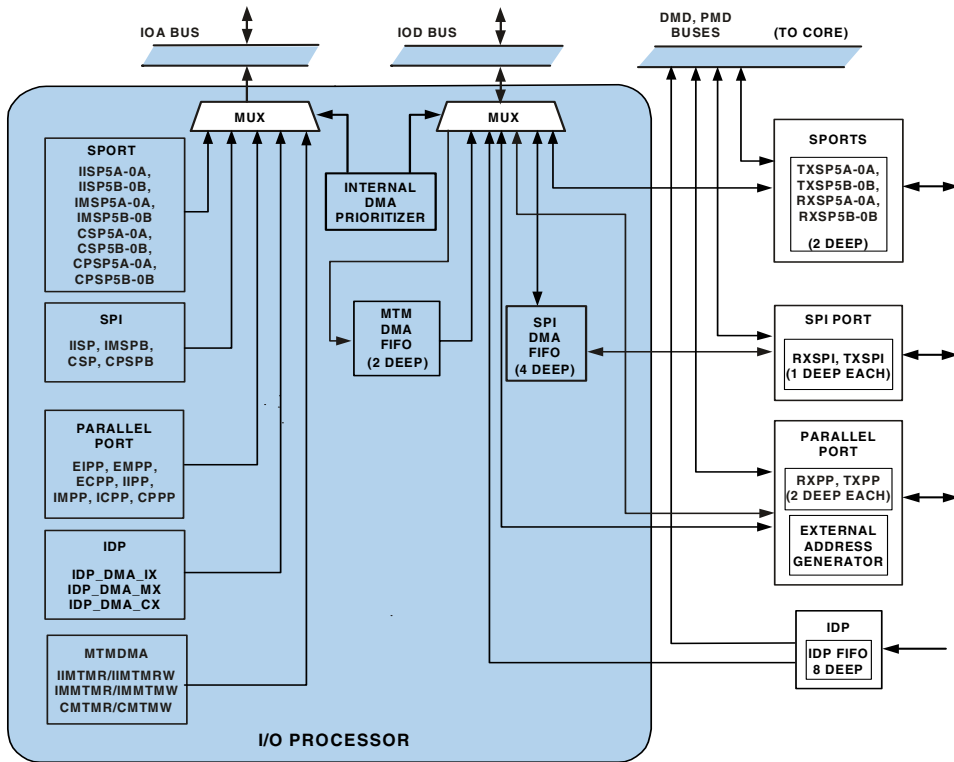


Figure 2-3. I/O Processor Block Diagram

Data Buffer Registers

Figure 2-3 shows the data buffer registers for each port. These registers include:

- **Serial Port Receive Buffer** (RXSPx). These receive buffers for the serial ports have two position FIFOs for receiving data when connected to another serial device.
- **Serial Port Transmit Buffer** (TXSPx). These transmit buffers for the serial ports have two position FIFOs for transmitting data when connected to another serial device.
- **SPI Receive Buffer** (RXSPI, RXSPIB). These receive buffers for the SPI ports have a single position buffer for receiving data when connected to another serial device.
- **SPI Transmit Buffer** (TXSPI, TXSPIB). These transmit buffers for the SPI ports have a single position buffer for transmitting data when connected to another serial device.
- **Parallel Port Transmit Buffer** (TXPP). This transmit buffer for the parallel port has two position FIFOs for transmitting data when connected to another parallel device.
- **Parallel Port Receive Buffer** (RXPP). This receive buffer for the parallel port has two position FIFOs for receiving data when connected to another parallel device.
- **Input Data Port Buffers** (IDP_FIFO). This receive buffer for the input data port has eight position buffers for receiving data when connected to another device.

Port, Buffer, and DMA Control Registers

Figure 2-3 shows the control registers for the ports and DMA channels. These registers include:

- **Parallel port control register** (PPCTL). This register enables the parallel port system, DMA, and external data width. It also configures wait states, bus hold cycles and identifies the status of the parallel port FIFO, internal, and external interfaces.
- **Input data port control register** (IDP_CTL). This is the control register for input data ports.
- **Serial port control registers** (SPCTLx, SPMCTLxy). These control registers select the receive or transmit format, monitor FIFO status, enable chaining, and start DMA for each serial port.
- **SPI port control register** (SPICTL, SPICTLB). This control register configures and enables the SPI interface, selects the device as master or slave, and determines the data transfer and word size. The SPIDMAC register also controls SPI DMA and FIFO status.
- **Memory-to-memory DMA control register** (MTMCTL). This control register contains the MTM DMA read and write channel enable and status bits.

Table 2-7 shows the parameter registers for each DMA channel. These registers function similarly to data address generator registers and include:

- **Internal index registers** (IISPx, IISPI, IISPIB, IIPP, IDP_DMA_Ix). Provide an internal memory address, acting as a pointer to the next internal memory DMA read or write location.
- **Internal modify registers** (IMSPx, IMPP, IMSPI, IMSPIB, IDP_DMA_Mx). Provide the signed increment by which the DMA controller post-modifies the corresponding internal memory index register after the DMA read or write.

Setting Up DMA Parameter Registers

- **Count registers** (CSPx, ICPP, CSPI, CSPIB, IDP_DMA_Cx). Indicate the number of words remaining to be transferred to or from internal memory on the corresponding DMA channel.
- **Chain pointer registers** (CPSPx, CPSPI, CPSPIB, CPPP). Hold the starting address of the TCB (parameter register values) for the next DMA operation on the corresponding channel. These registers also control whether the I/O processor generates an interrupt when the current DMA process ends.
- **External index registers** (EIPP). Provide an external memory address, acting as a pointer to the next external memory DMA read or write location.
- **External modify registers** (EMPP). Provide the increment by which the DMA controller post-modifies the corresponding external memory index register after the DMA read or write.
- **External count registers** (ECPP). Indicate the number of words remaining to be transferred to or from external memory on the corresponding DMA channel.
- **Memory-to-memory write index register** (IIMTMW). Provides the base address in memory where DMA writes start.
- **Memory-to-memory write modify register** (IMMTMW). Modifies the write index register after each 32-bit write.
- **Memory-to-memory write counter register** (CMTMW). Indicates the quantity of 32-bit data to be transferred to memory. The counter is decremented by one after each data write.
- **Memory-to-memory read index register** (IIMTMR). Provides the base address in memory where DMA reads start.
- **Memory-to-memory read modify register** (IMMTMR). Modifies the write index register after each 32-bit read.

- **Memory-to-memory read counter register** (CMTMR). Indicates the quantity of 32-bit data to be read from memory. The counter is decremented by one after each data write.

Table 2-7. ADSP-2136x Processor DMA Parameter Registers

Register	Function	Width	Description
Ily	Internal Index Register	19 bits	Address of buffer in internal memory
IMxy	Internal Modify Register	16 bits ¹	Stride for internal buffer
Cxy	Internal Count Register	16 bits	Length of internal buffer
CPxy	Chain Pointer Register	20 bits	Chain pointer for DMA chaining
EIPP	External Index Register	19 bits	Address of buffer in external memory
EMPP	External Modify Register	16 bits	Stride for external buffer
ECPP	External Count Register	16 bits	Length of external buffer

¹ IDP_DMA_Mx are 6 bits wide only.

Addressing

Figure 2-4 shows a block diagram of the I/O processor's address generator (DMA controller). Table 2-7 lists the parameter registers for each DMA channel. The parameter registers are uninitialized following a processor reset.

The I/O processor generates addresses for DMA channels much the same way that the Data Address Generators (DAGs) generate addresses for data memory accesses. Each channel has a set of ADSP-2136x processor parameter registers including an index register and modify register that the I/O processor uses to address a data buffer in internal memory. The index register must be initialized with a starting address for the data buffer. As part of the DMA operation, the I/O processor outputs the address in the index

Setting Up DMA Parameter Registers

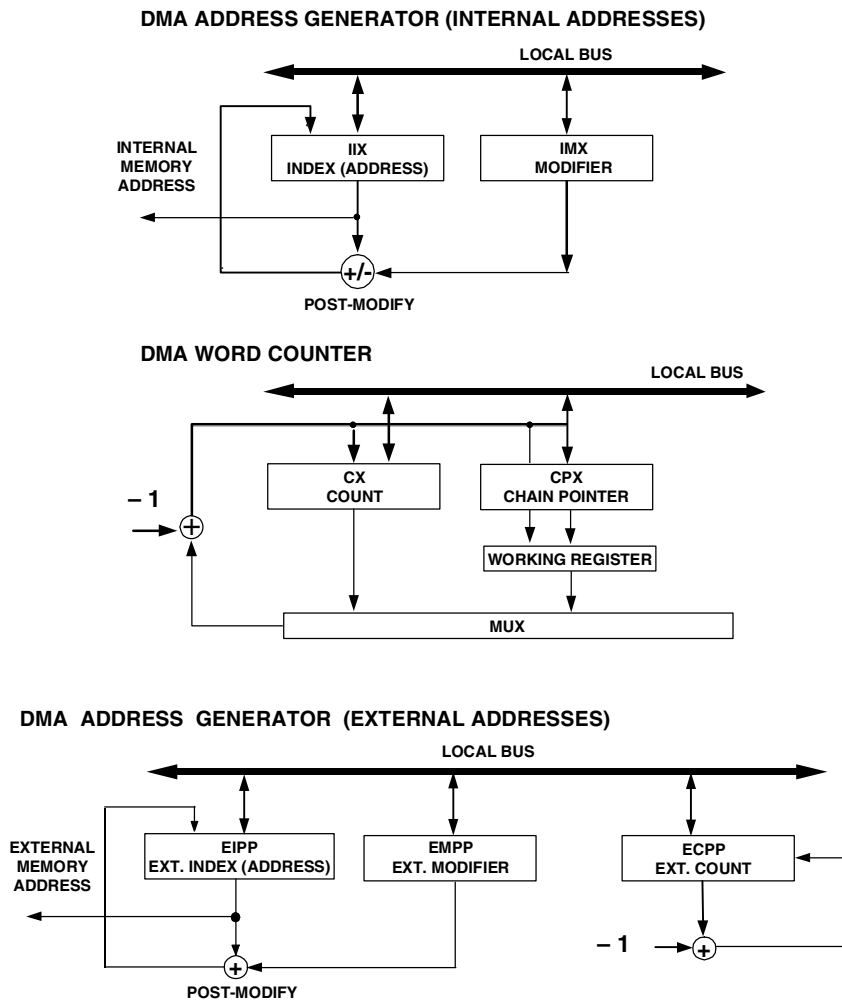


Figure 2-4. DMA Address Generator

register onto the processor's I/O address bus and applies the address to internal memory during each DMA cycle—a clock cycle in which a DMA transfer is taking place.

All addresses in the index registers are offset by a value matching the processor's first internal normal word addressed RAM location, before the I/O processor uses the addresses. For the ADSP-2136x processor, this offset value is 0x0008 0000.

DMA addresses must always be normal word (32-bit) memory, and internal memory data transfer sizes are 32 bits. External data transfer sizes may be 16 or 8 bits. The I/O processor can transfer short word data (16-bit) using the packing capability of the serial port and SPI port DMA channels.

After transferring each data word to or from internal memory, the I/O processor adds the modify value to the index register to generate the address for the next DMA transfer and writes the modified index value to the index register. The modify value in the modify register is a signed integer, which allows both increment and decrement modifies. The modify value can have any positive or negative integer value. Note that:

- If the I/O processor modifies the index register past the maximum 18-bit value to indicate an address out of internal memory, the index wraps around to zero. With the offset for the ADSP-2136x processor, the wraparound address is 0x0008 0000.
 - If a DMA channel is disabled, the I/O processor does not service requests for that channel, whether or not the channel has data to transfer.
-  If a program loads the count register with zero, the I/O processor does not disable DMA transfers on that channel. The I/O processor interprets the zero as a request for 2^{16} transfers. This count occurs because the I/O processor starts the first transfer before testing the count value. The only way to disable a DMA channel is to clear its DMA enable bit.

The processor's 25 DMA channels are numbered as shown in [Table 2-8](#). This table also shows the control, parameter, and data buffer registers that correspond to each channel.

Setting Up DMA Parameter Registers

Note: In SP01, SP1 has a higher priority. For multichannel pairs, the odd numbered channels have a higher priority (for example SP3, SP5).

Table 2-8. DMA Channel Registers: Controls, Parameters, and Buffers

DMA Channel Number	Control Registers	Parameter Registers	Buffer Registers	Description
0	SPCTL1	IISP1A, IMSP1A, CSP1A, CPSP1A	RXSP1A, TXSP1A	Serial Port 1A Data
1	SPCTL1	IISP1B, IMSP1B, CSP1B, CPSP1B	RXSP1B, TXSP1B	Serial Port 1B Data
2	SPCTL0	IISP0A, IMSP0A, CSP0A, CPSP0A	RXSP0A, TXSP0A	Serial Port 0A Data
3	SPCTL0	IISP0B, IMSP0B, CSP0B, CPSP0B	RXSP0B, TXSP0B	Serial Port 0B Data
4	SPCTL3	IISP3A, IMSP3A, CSP3A, CPSP3A	RXSP3A, TXSP3A	Serial Port 3A Data
5	SPCTL3	IISP3B, IMSP3B, CSP3B, CPSP3B	RXSP3B, TXSP3B	Serial Port 3B Data
6	SPCTL2	IISP2A, IMSP2A, CSP2A, CPSP2A	RXSP2A, TXSP2A	Serial Port 2A Data
7	SPCTL2	IISP2B, IMSP2B, CSP2B, CPSP2B	RXSP2B, TXSP2B	Serial Port 2B Data
8	SPCTL5	IISP5A, IMSP5A, CSP5A, CPSP5A	RXSP5A, TXSP5A	Serial Port 5A Data
9	SPCTL5	IISP5B, IMSP5B, CSP5B, CPSP5B	RXSP5B, TXSP5B	Serial Port 5B Data
10	SPCTL4	IISP4A, IMSP4A, CSP4A, CPSP4A	RXSP4A, TXSP4A	Serial Port 4A Data
11	SPCTL4	IISP4B, IMSP4B, CSP4B, CPSP4B	RXSP4B, TXSP4B	Serial Port 4B Data

Table 2-8. DMA Channel Registers: Controls, Parameters, and Buffers (Cont'd)

DMA Channel Number	Control Registers	Parameter Registers	Buffer Registers	Description
12	IDP_CTL	IDP_DMA_I0, IDP_DMA_M0, IDP_DMA_C0	IDP_FIFO	DAI IDP Channel 0
13	IDP_CTL	IDP_DMA_I1, IDP_DMA_M1, IDP_DMA_C1	IDP_FIFO	DAI IDP Channel 1
14	IDP_CTL	IDP_DMA_I2, IDP_DMA_M2, IDP_DMA_C2	IDP_FIFO	DAI IDP Channel 2
15	IDP_CTL	IDP_DMA_I3, IDP_DMA_M3, IDP_DMA_C3	IDP_FIFO	DAI IDP Channel 3
16	IDP_CTL	IDP_DMA_I4, IDP_DMA_M4, IDP_DMA_C4	IDP_FIFO	DAI IDP Channel 4
17	IDP_CTL	IDP_DMA_I5, IDP_DMA_M5, IDP_DMA_C5	IDP_FIFO	DAI IDP Channel 5
18	IDP_CTL	IDP_DMA_I6, IDP_DMA_M6, IDP_DMA_C6	IDP_FIFO	DAI IDP Channel 6
19	IDP_CTL	IDP_DMA_I7, IDP_DMA_M7, IDP_DMA_C7	IDP_FIFO	DAI IDP Channel 7
20	SPICTL	IISPI, IMSPI, CSPI, CPSPI	RXSPI, TXSPI	SPI Data
21	PPCTL	EIPP, EMPP, ECPP, IIPP, IMPP, ICPP	RXPP, TXPP	Parallel Port Data
22	SPICTLB	IISPIB, IMSPIB, CSPIB, CPSPIB	RXSPIB, TXSPIB	SPI B Data

Setting Up DMA

Table 2-8. DMA Channel Registers: Controls, Parameters, and Buffers (Cont'd)

DMA Channel Number	Control Registers	Parameter Registers	Buffer Registers	Description
23	MTMCTL	IIMTMW IMMTMW, CMTMW	N/A	MTM Write Channel
24	MTMCTL	IIMTMR, IMMTMR, CMTMR	N/A	MTM Read Channel

All of the I/O processor's registers are memory-mapped, ranging from address 0x0000 0000 to 0x0003 FFFF. For more information on these registers, see [“I/O Processor Registers” on page A-2](#).

Setting Up DMA

Because the I/O processor registers are memory-mapped, the ADSP-2136x processor has access to program DMA operations. A program sets up a DMA channel by writing the transfer's parameters to the DMA parameter registers. After the index, modify, and count registers (among others) are loaded with a starting source or destination address, an address modifier, and a word count, the processor is ready to start the DMA.

The SPI port, parallel port, serial ports, input data ports, and the MTM DMA engine each have DMA enable bits (`SPIDEN`, `PPDEN`, `SDEN`, `IDP_DMA_EN`, or `MTM_DEN`) in their channel control register. Setting this bit for a DMA channel with configured DMA parameters starts the DMA on that channel. If the parameters configure the channel to receive, the I/O processor transfers data words received at the buffer to the destination in internal memory. If the parameters configure the channel to transmit, the I/O processor transfers a word automatically from the source memory to

the channel's buffer register. These transfers continue until the I/O processor transfers the selected number of words as determined by the count parameter. DMA through the IDP ports occurs in internal memory only.

Programming Example

The following example demonstrates how to set up a memory-to-memory direct memory access (DMA).

```
/* Register Definitions */

#define MTMCTL 0x2c01
#define IIMTMW 0x2c10
#define IIMTMR 0x2c11
#define IMMTMW 0x2c0e
#define IMMTMR 0x2c0f
#define CMTMW 0x2c16
#define CMTMR 0x2c17

/* Bit Definitions */

#define MTMI    0x00040000
#define IRPTEN 0x00001000
#define MTMEN 0x1
#define MTMFLUSH 0x2

/* Buffer Declarations */

.section/dm seg_dmda;
.align 2;
.var dest[100];
.align 2;
.var source[100];

/* Main code section */
```

Programming Example

```
.global _main;
.section/pm seg_pmco;
_main:

r0=0x11111111;

i0=source;

/* Fill the source buffer */

lcntr=LENGTH(source), do fill until lcntr;
    dm(i0,1)=r0;
fill: r0=rot r0 by 1;

/* Set the interrupt mask for MTMDMA */

bit set imask MTMI;
bit set model IRPTEN;

/* Flush the MTMDMA FIFO */

r0=MTMFLUSH;
dm(MTMCTL)=r0;

/* Set up the source address to read */

r0=source;
dm(IIMTMR)=r0;

/* Set up the destination address to write */

r0=dest;
dm(IIMTMW)=r0;

/* Read and write sequentially with a step of 1 */

r0=1;
dm(IMMTMW)=r0;
dm(IMMTMR)=r0;
```



```
/* Read the number of words in source */  
  
r0=@source;  
dm(CMTMR)=r0;  
  
/* Write the number of words in destination */  
  
r0=@dest;  
dm(CMTMW)=r0;  
  
/* Enable MTMDMA */  
  
r0=MTMEN;  
dm(MTMCTL)=r0;  
  
_main.end: jump(pc,0);
```

Programming Example

3 PARALLEL PORT

The ADSP-2136x processor has a parallel port that allows bidirectional transfers between it and external parallel devices. Using the parallel port bus and control lines, the processor can interface to 8-bit or 16-bit wide external memory devices. The parallel port provides a DMA interface between internal and external memory and has the ability to support core driven data transfer modes. Regardless of whether 8-bit or 16-bit external memory devices are used, the internal data word size is always 32 bits (normal word addressing), and the parallel port employs packing to place the data appropriately.

The processor provides two data packing modes, 8/32 and 16/32. For reads, data packing involves shifting multiple successive 8- or 16-bit elements from the parallel port to the ADSP-2136x processor's receive register to form each 32-bit word, transferring multiple successive 8-bit or 16-bit elements. For writes, packing involves shifting each 32-bit word out into 8- or 16-bit elements that are placed into the memory device.

The parallel port on the ADSP-2136x processor may only move 32-bit data to and from internal memory (normal word addressing).

This chapter describes the parallel port operation, registers, interrupt function, and transfer protocol. [Figure 3-1](#) shows a block diagram of the parallel port.

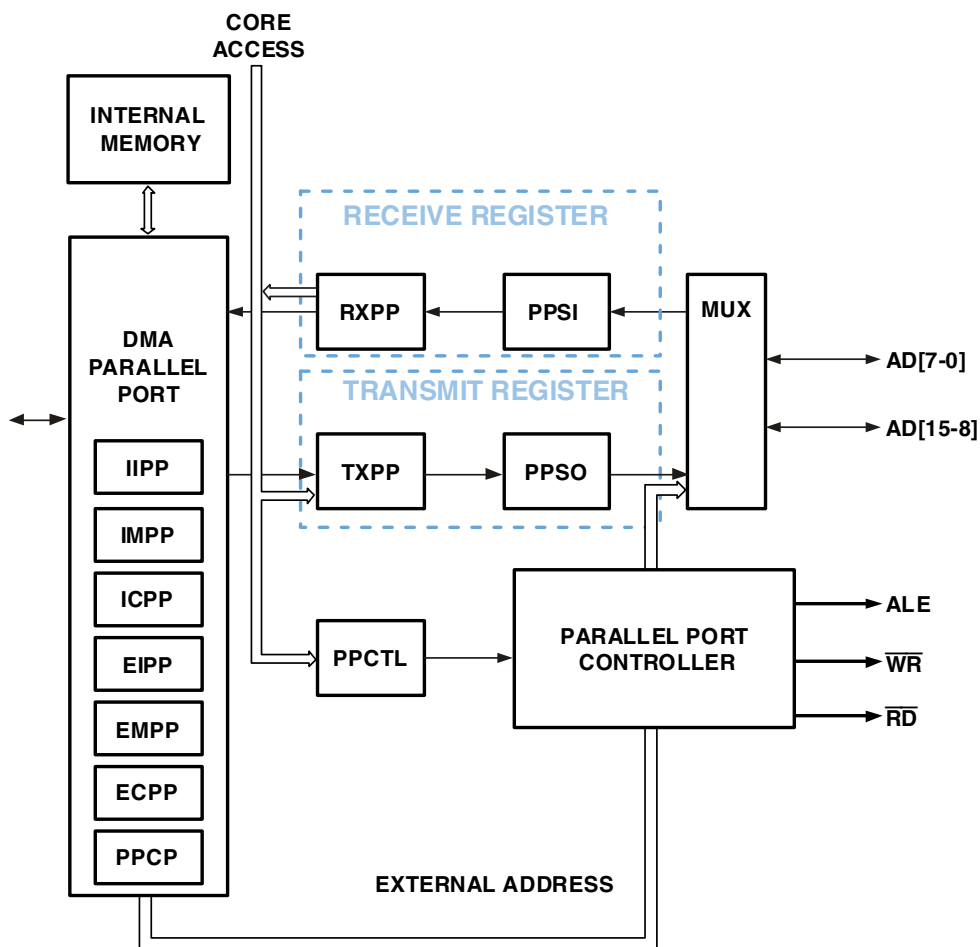


Figure 3-1. Parallel Port Block Diagram

Parallel Port Pins

This section describes the pins that the parallel port uses for its operation.

For a complete list of pin descriptions and package pinouts, see the product specific data sheet for your device.

- **Address/Data (AD15–0) pins.** The ADSP-2136x processor provides time multiplexed address/data pins that are used for providing both address and data information. The state of the address/data pins is determined by the 8- or 16-bit operating mode and the state of the $\overline{\text{ALE}}$, $\overline{\text{RD}}$, and $\overline{\text{WR}}$ pins.
- **Read strobe ($\overline{\text{RD}}$) pin.** This output pin is asserted low to indicate a read operation. Data is latched into the processor using the rising edge of this signal.
- **Write strobe ($\overline{\text{WR}}$) pin.** This output pin is asserted low to indicate a write operation. The rising edge of this signal can be used by memory devices to latch the data from the processor.
- **Address Latch Enable (ALE) pin.** The address latch enable pin is used to strobe an external latch connected to the address/data pins (AD15–0). The external latch holds the most significant bits (MSBs) of the external memory address. An ALE cycle is inserted for the first access after the parallel port is enabled and anytime the upper 16 bits of the address change from a previous cycle.

In 8-bit mode, a maximum of 24 bits of external address are facilitated through latching the upper 16 bits, A23–8, from AD15–0 into the external latch during the ALE phase of the cycle. The remaining 8 bits of address A7–0 are provided through AD15–8 during the second half of the cycle when the $\overline{\text{RD}}$ or $\overline{\text{WR}}$ signal is asserted. The AD7–0 bits provides the data during the same cycle when $\overline{\text{RD}}$ or $\overline{\text{WR}}$ is asserted.

Parallel Port Pins

In 16-bit mode, 16 bits (maximum) of external address are facilitated through latching the 16 bits of A15-0 from AD15-0 into the external latch during the ALE phase of the cycle. The AD15-0 bits represent the external 16 bits of data during the second half of the cycle when the $\overline{RD}$ or $\overline{WR}$ signal is asserted.

The ALE pin is active high by default, but can be set active low via the PPALPL bit (bit 13) in the parallel port control (PPCTL) register.

 Since ALE polarity is active high by default, systems using parallel port boot mode must use address latching hardware that can process this active high signal. For complete information on using the parallel port for booting, see [“Parallel Port Booting” on page 12-35](#).

Alternate Pin Functions

The following sections describe how to make the parallel port pins function as flag pins and how to make the parallel data acquisition port pins function as address pins. For complete information on the pin muxing scheme used with these processors, see [“Pin Multiplexing” on page 12-2](#).

Parallel Port Pins as FLAG Pins

Setting (= 1) bit 20 in the SYSTL register (PPFLGS) causes the 16 address pins to function as FLAG0-FLAG15. To use the parallel port for data access, this bit should be cleared (= 0).

The ADSP-2136x processor supports up to 16 general-purpose FLAG pins. These FLAG signals are multiplexed with other signals, and may be used in several different ways. For example, if the parallel port is disabled, and FLAGOEN (bit 22 in the SYSTL register) is low (=0), then the parallel port pins (3-0) act as PWM3-0 pins. In another example, setting FLG3EN = 0 and PWM3EN = 1 causes the parallel port pins to act as FLAG15-12 and PWM15-12.

It is important to note that the multiplexing scheme allows programs to move FLAG pins onto parallel port pins in groups of four, providing greater flexibility.

If the parallel port is in use, then these same 16 FLAG signals can be routed through the SRU to 16 DAI pins. Finally, FLAG0-FLAG3 are available on four separate pins. These pins are shared with $\overline{\text{TRQ0-2}}$ and TIMEXP. For more information see [“Pin Multiplexing” on page 12-2](#).



Configuring the parallel port pins to function as FLAG0-15 also causes these four dedicated pins to change to their alternate role, $\overline{\text{TRQ0-2}}$ and TMREXPEN.

Parallel Data Acquisition Port as AD Pins

When bit 26 of the IDP_PP_CTL register is set, the parallel data acquisition port (PDAP) reads from the parallel port's AD0-15 pins. When this bit is cleared, the PDAP reads data using DAI pins DAIP20-5. To use the parallel port, this bit must be cleared (= 0). [For more information, see “Parallel Data Acquisition Port \(PDAP\)” on page 6-8](#).

Parallel Port Operation

This section describes how the parallel port transfers data. The SYSTL and PPCTL registers control the parallel port operating mode. The bits in the SYSTL register are listed in [Table A-2 on page A-8](#). [Table A-4 on page A-14](#) lists all the bits in the PPCTL register.

Basic Parallel Port External Transaction

A parallel port external transaction consists of a combination of an ALE cycle and a data cycle, which is either a read or write cycle. The following section describes parallel port operation as it relates to processor timing. Refer to the processor specific data sheet for detailed timing specifications.

Parallel Port Operation

An ALE cycle is an address latch cycle. It is activated one cycle prior to the address. In this cycle the $\overline{RD}$ and $\overline{WR}$ signals are inactive and ALE is strobed. The upper 16 bits of the address are driven onto the AD15-0 lines for two PCLK cycles, and shortly thereafter the ALE pin is strobed, with AD15-0 remaining valid slightly after deassertion to ensure a sufficient hold time for the external latch. The ALE pin always remains high for $2 \times \text{PCLK}$, (peripheral clock cycles) irrespective of the data cycle duration values that are set in the PPCTL register. The parallel port runs at $1/3$ the PCLK rate, and so the ALE cycle is $3 \times \text{PCLK}$. An ALE cycle is inserted whenever the upper 16 bits of address differs from a previous access, as well as after the parallel port is enabled.

Data Cycles

In a read cycle, the $\overline{WR}$ and ALE signals are inactive and the $\overline{RD}$ signal is strobed. If the upper 16 bits of the external address have changed, this cycle is always preceded by an ALE cycle. In 8-bit mode, the lower 8 bits of the address, A7-0, are driven on the AD15-8 pins, and data is latched from the AD7-0 pins with the rising edge of $\overline{RD}$. In 16-bit mode, address bits are not driven in the read cycle, the external address is provided entirely by the external latch, and data is latched from the AD15-0 pins with the rising edge of $\overline{RD}$. Read cycles can be lengthened by configuring the parallel port data cycle duration bits in the PPCTL register.

In a write cycle, the $\overline{RD}$ and ALE signals are inactive and the $\overline{WR}$ signal is strobed. If the upper 16 bits of the external address have changed, this cycle is always preceded by an ALE cycle. In 8-bit mode, the lower 8 bits of the address are driven on the AD15-8 pins and data is driven on the AD7-0 pins. In 16-bit mode, address bits are not driven in the write cycle. The external address is provided entirely by the external latch, 16-bit data is driven onto the AD15-0 pins, and data is written to the external device with the rising edge of the $\overline{WR}$ signal. Address and data are driven before the falling edge of $\overline{WR}$ and deasserted after the rising edge to ensure enough

setup and hold time with respect to the $\overline{WR}$ signal. Write cycles can be lengthened by configuring the parallel port data cycle duration bits in the PPCTL register.

Reading From an External Device or Memory

The parallel port has a two stage data FIFO for receiving data (RXPP). In the first stage, a 32-bit register (PPSI) provides an interface to the external data pins and packs the 8- or 16-bit input data into 32 bits. Once the 32-bit data is received in PPSI, the data is transferred into the second 32-bit register (RXPP). Once the receive FIFO is full, the chip cannot initiate any more external data transfers. The RXPP register acts as the interface to the core or I/O processor (for DMA).

Note that the PPTRAN bit must be zero in order to perform an external read.

The order of 8- to 32-bit data packing is shown in [Table 3-1](#). The first byte received is 7–0, the second 15–8, and so on. The 16- to 32-bit packing scheme is shown in the third column of the table.

[Table 3-1](#) does not show ALE cycles; it shows only the order of the data reads and writes.

Table 3-1. Packing Sequence for 32-bit Data

Transfer	AD7–0, 8-bit to 32-bit (8-bit bus, LSW first)	AD15–0, 16-bit to 32-bit (16-bit bus, LSW first)
First	Word 1; bits 7–0	Word 1; bits 15–0
Second	Word 1; bits 15–8	Word 1; bits 31–16
Third	Word 1; bits 23–16	
Fourth	Word 1; bits 31–24	

Writing to an External Device or Memory

The parallel port has a two stage data FIFO for transmitting data (TXPP). The first stage (TXPP) is a 32-bit register that receives data from the internal memory via the DMA controller or a core write. The data in TXPP is moved to the second 32-bit register, PPS0. The PPS0 register provides an interface to the external pins. Once a full word is transferred out of PPS0, TXPP data is moved to PPS0, if TXPP is not empty.

Note that the PPTRAN bit in the PPCTL register must be set to one in order to enable external writes.

The order of 32- to 8-bit data unpacking is shown in [Table 3-2](#). The first byte transferred from PPS0 is 7–0, the second 15–8, and so on. The 32-bit to 16-bit unpacking scheme is shown in column three of the table.

[Table 3-2](#) does not show ALE cycles; it shows only the order of the data reads and writes.

Table 3-2. Unpacking Sequence for 32-bit Data

Transfer	AD7–0, 32-bit to 8-bit (8-bit bus, LSW first)	AD15–0, 32-bit to 16-bit (16-bit bus, LSW first)
First	Word 1; bits 7–0	Word 1; bits 15–0
Second	Word 1; bits 15–8	Word 1; bits 31–16
Third	Word 1; bits 23–16	
Fourth	Word 1; bits 31–24	



Parallel port DMAs may only be performed to 32-bit (normal word) internal memory.

Transfer Protocol

The external interface follows the standard asynchronous SRAM access protocol. The programmable data cycle duration bit (PPDUR) and optional bus hold cycle bit (BHC) are provided to interface with memories having different access time requirements. The data cycle duration is programmed via the PPDUR bit in the PPCTL register. The hold cycle at the end of the data cycle is programmed via the PPBHC bit in the PPCTL register.

 Disabling the parallel port (PPEN bit is cleared) flushes both parallel port FIFOs, RXPP, and TXPP.

For standard asynchronous SRAM there are two transfer modes—8-bit and 16-bit mode. In 8-bit mode, the address range is 0x0 to 0xFFFFFFF which is 16M bytes (4M 32-bit words). In 16-bit mode, the address range is 0x0 to 0xFFFF which is a 128K bytes (32K 32-bit words). Although programs can initiate reads or writes on one and two byte boundaries, the parallel port always transfers 4 bytes (two 16-bit or four 8-bit words).

8-Bit Mode

An ALE cycle always precedes the first transfer of data after the parallel port is enabled. During ALE cycles for 8-bit mode, the upper 16 bits of the external address (A23-8) are driven on the 16-bit parallel port bus (pins AD15-0). In data cycles (reads and writes), the processor drives the lower 8 bits of address A7-0 on the AD15-8 pins. The 8 bits of external data, D7-0, that are provided by AD7-0 are sampled/driven on the rising edge of the $\overline{RD}/\overline{WR}$ signal. The processor continues to receive and or send data with the same ALE cycle until the upper 16 bits of external address differ from the previous access. For consecutive accesses (EMPP = 1), this address change occurs once every 256 cycles. [Figure 3-2](#) shows the connection diagram for the 8-bit mode.

 Eight-bit mode enables a larger external address range.

Parallel Port Operation

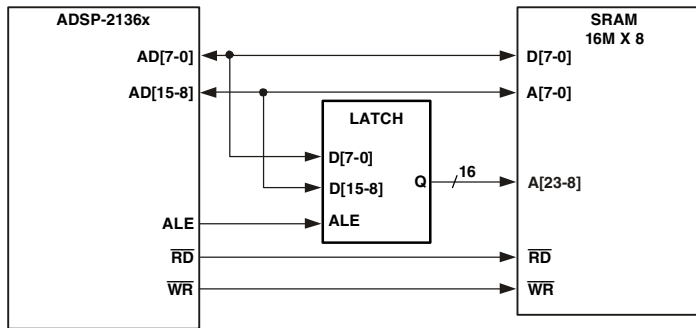


Figure 3-2. External Transfer—8-bit Mode

16-Bit Mode

In 16-bit mode, the external address range is A_{15-0} (64K addressable 16-bit words). For a nonzero stride value ($EMPP \neq 0$), the transfer of data occurs in two cycles. In cycle one, the processor performs an ALE cycle, driving the 16 bits of external address, A_{15-0} , onto the 16-bit parallel port bus (pins AD_{15-0}), allowing the external latch to hold this address. In the second cycle, the processor either drives or receives (on a read/write cycle) the 16 bits of external data (D_{15-0}) through the 16-bit parallel port bus (pins AD_{15-0}). This pattern repeats until the transfer completes.

However, a special case occurs when the external address modifier is zero, ($EMPP = 0$). In this case, the external address is latched only once, using the ALE cycle before the first data transfer. After the address has been latched externally, the processor continues receiving and sending 16-bit data on AD_{15-0} until the transfer completes. This mode can be used with external FIFOs and high speed A/D and D/A converters and offers the maximum throughput available on the parallel port (111M byte/sec).



The ALE signal is deasserted one peripheral clock cycle (PCLK) after the address is driven and one peripheral clock cycle before the address is received. This provides enough setup and hold time for the 16-bit address with respect to ALE.

Figure 3-3 shows the connection diagram in 16-bit mode.

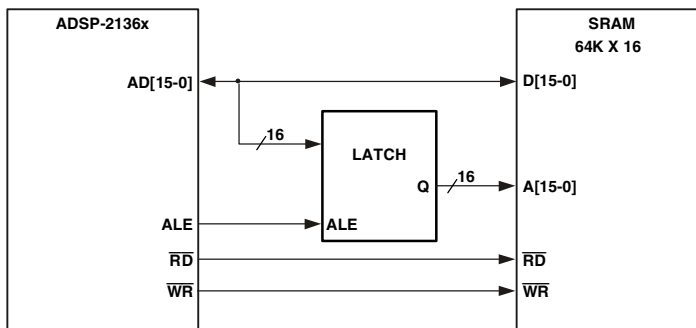


Figure 3-3. External Transfer—16-bit Mode

Comparison of 8- and 16-Bit SRAM Modes

When considering whether to employ the 16- or 8-bit mode in a particular design, a few key points should be considered.

- The 8-bit mode provides a 24-bit address, and therefore can access 16M bytes of external memory. By contrast, the 16-bit mode can only address 64K x 16 bit words, which is equivalent to 128K bytes. Therefore, the 8-bit mode provides 128 times more storage capacity than the 16-bit mode.
- For sequential accesses, the 8-bit mode requires only one ALE cycle per 256 bytes. With minimum wait states selected, this represents a worst case overhead of:

$$(1 \text{ ALE cycle}) / (256 \text{ accesses} + 1 \text{ ALE}) \times 100\% = 0.39\% \text{ overhead for ALE cycles.}$$
In contrast, the 16-bit mode requires one ALE cycle per external sequential access. Regardless of length (N), this represents a worst case overhead of:

$$(N \text{ ALE cycles}) / (N \text{ accesses} + N \text{ ALE cycles}) \times 100\% = 50\% \text{ overhead}$$

Parallel Port Interrupts

for ALE cycles. However, the 16-bit mode delivers two bytes per cycle. Therefore, the total data transfer speed for sequential accesses is nearly identical for both 8-bit and 16-bit modes.

The question that arises at this point is: If the total transfer rates are the same for both 8-bit and 16-bit modes, and the 8-bit mode can also address 128 times as much external memory, why would a system use the 16-bit mode?

- Some external devices are only capable of interfacing to a 16-bit bus.
- When the DMA external modifier is set to zero, ($EMPP = 0$), the address does not change after the first cycle, therefore an ALE cycle is only inserted on the first cycle. In this case, the 16-bit port can run twice as fast as the 8-bit port, as the overhead for ALE cycles is zero. This is convenient when interfacing to high speed 16-bit FIFO-based devices, including A/D and D/A converters.
- In situations where a majority of address accesses are non-sequential and cross 256 byte boundaries, the overhead of the ALE cycles in the 8-bit mode approaches 20%¹. In this particular situation, the 16-bit memory can provide a 40% speed advantage over the 8-bit mode.

Parallel Port Interrupts

The parallel port has one interrupt signal, PPI, (bit 3 in the LIRPTL register). When DMA is enabled, the maskable interrupt PPI occurs when the DMA block transfer has completed (when the DMA internal word count

¹ This can be realized by recalling that four bytes must be packed/unpacked into a single 32-bit word. For example when a 32-bit word is written/read, there is a single ALE cycle inserted per four consecutive addresses. This results in: $(N/4 \text{ ALE cycles}) / (N \text{ accesses} + N/4 \text{ ALE cycles}) \times 100\% = 20\%$.

register `ICPP` decrements to zero). When DMA is disabled, the maskable interrupt is latched in every cycle the receive buffer is not empty or the transmit buffer is not full.

The parallel port receive (`RXPP`) and transmit (`TXPP`) buffers are memory-mapped IOP registers. The `PPI` bit is located at vector address `0x50`. The latch (`PPI`), mask (`PPIMSK`) and mask pointer (`PPIMSKP`) bits associated with the parallel port interrupt are all located in the `LIRPTL` register ([Table B-3 on page B-9](#)).

When DMA chaining is enabled and the `PCI` bit is set in the `CPPP` register, interrupts are generated whenever the current DMA ends. If this bit is not set, then the interrupt is generated only at the end of the DMA chain. The DMA chain ends when `CPPP18-0` are all zeros.

Parallel Port Throughput

As described in [“Parallel Port Operation”](#), each 32-bit word transferred through the parallel port takes a specific period of time to complete. This throughput depends on a number of factors, namely parallel port speed, memory width (8 bits or 16 bits), and memory access constraints (occurrence of `ALE` cycles at page boundaries, duration of data cycles, and/or addition of hold time cycles).

The maximum parallel port speed is one-third ($1/3$) of the peripheral clock, which is in turn one-half ($1/2$) of the core clock. The relationship between core clock and parallel port speed is static. For a 333 MHz core clock, the peripheral clock is 166.5 MHz, and the parallel port runs at 55 MHz. Since there is no parallel port clock signal, it is easiest to think of parallel port throughput in terms of core clock or peripheral clock cycles:

$$((\text{CCLK}/2)/3) = (333 \text{ MHz}/2) / 3 = 55.5 \text{ MBytes/s.}$$

Parallel Port Throughput

As described in “[Parallel Port Operation](#)”, parallel port accesses require both ALE cycles to latch the external address and additional data cycles to transmit or receive data. Therefore, the throughput on the parallel port is determined by the duration and number of these cycles per word. The duration of each type of cycle is shown below and the frequency is determined by the external memory width.



There is one case where the frequency is also determined by the external address modifier register (EMPP).

- All ALE cycles are fixed at three peripheral clock cycles (PCLK) and are not affected by the PPDUR or BHC bit settings. In this case, the ALE signal is high for two peripheral clock cycles. The address for the ALE is set up one-half (1/2) peripheral clock cycle before ALE goes HIGH (active) and remains on the bus one-half (1/2) cycle after ALE goes LOW (inactive). Therefore, the total ALE cycles on the bus are $1/2 + 2 + 1/2 = 3$ PCLK cycles. Please refer to the data sheet for more precise timing characteristics.
- Data cycle duration is programmable with a range of 3 to 31 PCLK cycles. They may range from 4 to 32 cycles if the BHC bit is set (=1)

The following sections show examples of transfers that demonstrate the expected throughput for a given set of parameters. Each word transfer sequence is made up of a number of data cycles and potentially one additional ALE cycle.

8-Bit Access

In 8-bit mode, the first data-access (whether a read or a write) always consists of one ALE cycle followed by four data cycles. As long as the upper 16 bits of address do not change, each subsequent transfer consists of four data cycles. The ALE cycle is inserted only when the parallel port address crosses an 8-bit boundary page, in other words, after every 256 bytes that are transferred.

For example, assume $PPDUR3$, $BHC = 0$, and the parallel port is in 8-bit mode. The first byte on a new page takes six peripheral clock cycles (three for the ALE cycle and three for the data cycle), and the next sequential 255 bytes consume three peripheral clock cycles each. Therefore, the average data rate for a 256 byte page is:

$$(3PCLK \times 255 + 6PCLK \times 1)/256 = 18.1 \text{ ns/byte} = 6.02 \text{ CCLK per byte.}$$

For a 333 MHz core, this results in:

$$(333M \text{ CCLK/sec}) \times (1 \text{ byte}/6.02 \text{ CCLK}) = 55.3M \text{ Bytes/sec}$$

There should be a correlation between the $ECPP$ and $ICPP$ register values. In 8-bit mode, the $ECPP$ value should be four times that of $ICPP$.

16-Bit Access

In 16-bit mode, every word transfer consists of two ALE cycles and two data cycles. Therefore, for every 32-bit word transferred, at least six PCLK cycles are needed to transfer the data plus an additional six PCLK cycles for the two ALE cycles, for a total of 12 PCLK cycles per 32-bit transfer (four bytes). For a 333 MHz core clock, this results in a maximum sustained data rate device of:

$$333 \text{ MHz}/6 = 13.8 \text{ Million 32-bit words/sec.} = 55.5M \text{ Bytes/sec}$$

There is a specific case which allows this maximum rate to be exceeded. If the external address modifier ($EMPP$) is set to a stride of zero, then only one ALE cycle is needed at the very start of the transfer. Subsequent words, essentially written to the same address, do not require any ALE cycles, and every parallel port cycle may be a 16-bit data cycle. In this case, the throughput is nearly doubled (except for the very first ALE cycle) to over 111M bytes per second. This mode is particularly useful for interfacing to FPGA's or other memory-mapped peripherals such as DAC/ADC converters.

Parallel Port Registers

There should be a correlation between the `ECPP` and `ICPP` register values. In 16-bit mode, the `ECPP` value should be double that of `ICPP`.

Conclusion

For sequential accesses, the average data rates are nearly identical in 8- and 16-bit modes. For help deciding between the two modes, please refer to [“Comparison of 8- and 16-Bit SRAM Modes” on page 3-11](#).

Parallel Port Registers

The ADSP-2136x processor’s parallel port contains several user-accessible registers. The parallel port control register, `PPCTL`, contains control and status bits and is described below. Two additional registers, `RXPP` and `TXPP`, are used for buffering receive and transmit data during DMA operations and can be accessed by the core. Finally, the following registers are used for every parallel port access (both core-driven and DMA-driven).

- [“Parallel Port DMA External Index Address Register \(EIPP\)” on page A-18](#)
- [“Parallel Port DMA External Modifier Address Register \(EMPP\)” on page A-18](#)

For DMA transfers only, the following registers must also be initialized:

- [“Parallel Port DMA Internal Word Count Register \(ICPP\)” on page A-17](#)
- [“Parallel Port DMA Start Internal Index Address Register \(IIPP\)” on page A-17](#)
- [“Parallel Port DMA Internal Modifier Address Register \(IMPP\)” on page A-17](#)

- “Parallel Port DMA External Word Count Register (ECPP)” on page A-18
- “Parallel Port DMA Chain Pointer Register (CPPP)” on page A-18

Parallel Port Control Register (PPCTL)

The parallel port control (PPCTL) register is a memory-mapped register located at address 0x1800 and is used to configure and enable the parallel port system. This register also contains status information for the Tx/Rx FIFO, the state of DMA, and for external bus availability. This read/write register is also used to program the data cycle duration and to determine the data transfer format.

Table A-4 on page A-14 provides the bit descriptions for the PPCTL register.

Parallel Port DMA Registers

The following registers require initialization only when performing DMA-driven accesses.

- DMA start internal index address register (IIPP)

This 19-bit register contains the offset from the DMA starting address of 32-bit internal memory.

- DMA internal modifier address register (IMPP)

This 16-bit register contains the internal memory DMA address modifier.

- DMA internal word count register (ICPP)

This 16-bit register contains the number of words in internal memory to be transferred via DMA. There should be a correlation between the ECPP and ICPP values. In 16-bit mode, the ECPP value

Parallel Port Registers

should be double that of $ICPP$ and for 8-bit mode the $ECPP$ value should be four times that of $ICPP$. Also, a DMA chain pointer descriptor where $ICPP = 0$ and/or $ECPP = 0$ is not allowed. Both of these cases cause the DMA engine to hang.

- Parallel port DMA external word count register ($ECPP$)

This 24-bit register contains the number of words in external memory to be transferred via DMA. There should be a correlation between the $ECPP$ and $ICPP$ values. In 16-bit mode the $ECPP$ value should be double that of $ICPP$ and for 8-bit mode the $ECPP$ value should be four times that of $ICPP$. Also, a DMA chain pointer descriptor where $ICPP = 0$ and/or $ECPP = 0$ is not allowed. Both of these cases cause the DMA engine to hang.



Before initializing a chain pointer DMA, it is important that $ECPP$ and $ICPP$ are set to zero.

- Parallel port DMA chain pointer register ($PPCP$)

This 20-bit register contains the internal memory index for the next transfer control block containing the set of DMA parameters (bits 18–0) and the PCI bit (bit 19). When PCI bit is set, interrupts are generated whenever the current DMA ends. When this bit is not set, an interrupt is generated only at the end of a DMA chain. The DMA chain ends when $PPCP18-0$ are all zeros.

Table 3-3. Transfer Control Block Chain Loading Sequence

Address	Register Value
$PPCP18-0$	IIPP
$PPCP18-0 - 0 \times 1$	IMPP
$PPCP18-0 - 0 \times 2$	ICPP
$PPCP18-0 - 0 \times 3$	CPPP
$PPCP18-0 - 0 \times 4$	EIPP

Table 3-3. Transfer Control Block Chain Loading Sequence (Cont'd)

Address	Register Value
PPCP18-0 – 0x5	EMPP
PPCP18-0 – 0x6	ECPP

Parallel Port External Setup Registers

The following registers must be initialized for both core-driven and DMA-driven transfers.

- Parallel port DMA external index address register (EIPP)

This 24-bit register contains the external memory byte address used for core-driven and DMA-driven transfers.

- Parallel port external address modifier register (EMPP)

This 2-bit register contains the external memory DMA address modifier. It supports only +1, 0, –1. After each data cycle, the EIPP register is modified by this value.

Using the Parallel Port

There are a number of considerations to make when interfacing to parallel external devices. This section describes the different ways that the parallel port can be used to access external devices. Considerations for choosing between an 8-bit or a 16-bit wide interface are discussed in [“Comparison of 8- and 16-Bit SRAM Modes” on page 3-11](#).

External parallel devices can be accessed in two ways, either using DMA-driven transfers or core-driven transfers. DMA transfers are performed in the background by the I/O processor and are generally used to move blocks of data. To perform DMA transfers, the address, word-count, and address modifier are specified for both the source and destination

Using the Parallel Port

buffers (one internal, one external). Once initiated, (by setting `PPEN=1` and `PPDEN=1`), the IOP performs the specified transfer in the background without further core interaction. This is the main advantage of DMA transfers over core-driven transfers is they allow the core to continue executing code while sequential data is imported/exported in the background.

Unlike the external port on previous SHARC processors, the ADSP-2136x core cannot directly access the external parallel bus. Instead, the core initializes two registers to indicate the external address and address modifier and then accesses data through intermediate registers. Then, when the core accesses either the `PPTX` or `PPRX` registers, the parallel port writes/fetches data to/from the specified external address. The details of this functionality and the four main techniques to manage each transfer are detailed in the following sections. In general, core-driven transfers are most advantageous when performing single-word accesses and/or accesses to non-sequential addresses.

DMA Transfers

To use the parallel port for DMA programs, start by setting up values in the DMA parameter registers. The program then writes to the `PPCTL` register to enable `PPDEN` with all of the necessary settings like cycle duration value, transfer direction, and so on. While a parallel port DMA is active, the DMA parameter registers are not writeable. Furthermore, only the `PPEN` and `DMAEN` bits (in the `PPCTL` register) can be changed. If any other bit is changed, the parallel port malfunctions. It is recommended that both the `PPDEN` and `PPEN` bits be set and reset together to ensure proper DMA operation.

DMA chaining is enabled by setting the `PPCHEN` (bit 30 in `PPCTL` register). When chaining is enabled, the next set of DMA parameters are loaded from internal memory after the current DMA cycle and new DMA starts. The index of the start of the memory block is stored in the `CPPP` register.

DMA parameter values reside in consecutive memory locations as explained in [Table 3-3 on page 3-18](#). Chaining ends when the CPPP register contains address 0x00000 for the next parameter block.

Configuring the Parallel Port for DMA

Use the following steps to configure the parallel port for a standard DMA transfer.

1. Set (or reset) the PPTRAN bit in the PPCTL register. Depending on whether the operation is write or read, ensure that FIFO is empty and the external interface is idle by reading the status of the PPS and PPBS bits respectively.
2. Initialize the IIPP, IMPP, ICPP, EIPP, EMPP and ECPP registers with the appropriate values, keeping PPDEN and PPEN disabled.
3. With all other controls set in the PPCTL register, enable the PPEN and PPDEN bits.

Configuring a Chained DMA

Use the following steps to configure the parallel port for a chained DMA transfer.

1. Set (or reset) the PPTRAN bit. Depending on whether the operation is write or read, ensure that FIFO is empty and the external interface is idle by reading the status of the PPS and PPBS bits respectively.
2. Initialize the CPPP register with the address of the next transfer control block. Set the PCI bit if the interrupt is needed at the end of each DMA block transfer.

Using the Parallel Port

3. Set the PPCTL register with all the required controls and enable PPEN, PPDEN and PPCHEN. Once DMA chaining is enabled, the DMA engine fetches the IIPP, IMPP, ICPP, EIPP, EMPP and ECPP register values from the memory address specified in the CPPP register. Once the DMA descriptors are fetched, normal DMA execution starts and continues until the CPPP register contains all zeros.

The following are restrictions that should be followed when using the parallel port to perform DMA transfers. Note that in all cases, failure to adhere to these restrictions causes the DMA engine to hang, a loss of data, or other unpredictable behavior.

- A DMA transfer can be interrupted by resetting the PPDEN bit, but none of the other control settings (except for the PPEN bit) should be changed. If the parallel port remains enabled, then interrupted DMA can be resumed by setting the PPDEN bit again.
- Resetting the parallel port during a DMA operation is prohibited. If the parallel port is disabled by resetting the PPEN bit, data in FIFO is flushed.
- Before initializing DMA chaining, it is important that the ECPP and ICPP registers are zero.
- There should be a correlation between the values in the ECPP and ICPP registers. For example, in 16-bit mode, the value in the ECPP register should be double that of the value in the ICPP register. In 8-bit mode, the value in the ECPP register should be four times that of the value in the ICPP register.
- A DMA descriptor where ICPP = 0 and/or ECPP = 0 is not allowed and causes the DMA engine to hang.
- Do not disable chaining when a chained DMA transfer is in progress (the PPCHEN bit in the PPCTL register = 0). If attempted, then programmers should be aware of the consequences and should not expect a DMA completion interrupt in case of PCI = 0.

Core-Driven Transfers

Core-driven transfers can be managed using four techniques. The transfers can 1) use interrupts, 2) poll status bits in the PPCTL register, 3) predict when each access will complete by calculating the data and ALE cycle durations, or 4) by relying on the fact that the core stalls on certain accesses to PPRX and PPTX. For all four of these methods, the core uses the same basic steps to initiate the transfer. However, each method uses a different technique to complete it. The following steps provide the basic procedure for setting up and initiating a data transfer using the core.

1. Write the external byte address to the EIPP register and the external address modifier to the EMPP register.

Before initializing or modifying any of the parallel port parameter registers such as EIPP and EMPP, the parallel port must first be disabled (bit 0, PPEN, of the PPCTL register must be cleared). Only when PPEN=0, may those registers be modified and the port then re-enabled. This sequence is most often used to perform non-sequential, external transfers, such as when accessing taps in a delay line.

For core-driven transfers, the ECPP, IIPP, IMPP, and ICPP registers are not used. Although these registers are automatically updated by the parallel port (the ECPP register decrements for example), they may be left uninitialized without consequence.

2. Initialize the PPCTL register with the appropriate settings.

These include the parallel port data cycle duration (PPDUR) and whether the transfer is a receive or transmit operation (PPTRAN). For core-driven transfers, be sure to clear the DMA enable bit, PPDEN. In this same write to PPCTL, the port may also be enabled by setting bit 0, PPEN, to 1.

Using the Parallel Port

When enabling the parallel port (setting $PPEN=1$), the external bus activity varies, depending on the direction of data transfer (receive or transmit). For transmit operations ($PPTRAN=1$), the parallel port does not perform any external accesses until valid data is written to the $TXPP$ register by the core.

For read operations ($PPTRAN=0$), two core clock cycles after $PPEN$ is set ($=1$), the parallel port fetches two 32-bit data words from the external byte address indicated by $EIPP$. Subsequently, additional data is fetched only when the core reads (empties) $RXPP$.

The following are guidelines that programs must follow when the processor core accesses parallel port registers.

- While a DMA transfer is active, the core may only write the $PPEN$ and $PPDEN$ bits of $PPCTL$. Accessing any of the DMA parameter registers or other bits in $PPCTL$ during an active transfer will cause the parallel port to malfunction.
- Core reads of the FIFO register during a DMA operation are allowed but do not affect the status of the FIFO.

If $PPEN$ is cleared while a transfer is underway (whether core or DMA driven), the current external bus cycle (ALE cycle or data cycle) completes but no further external bus cycles occur. Disabling the parallel port clears the data in the $RXPP$ and $TXPP$ registers.

- Core reads and writes to the $TXPP$ and $RXPP$ registers update the status of the FIFO when DMA is not active. This happens even when the parallel port is disabled.
- The $PPCTL$ register has a two-cycle effect latency. This means that if programs write to this register in cycle N , the new settings are not in effect until cycle $N + 2$. Avoid sampling $PPBS$ until at least two cycles after the $PPEN$ bit in $PPCTL$ is set.

- For core-driven transfers over the parallel port, the IIPP, IMPP, ICPP, and ECPP registers are not used. Only the EIPP and EMPP registers need to be initialized before accessing the TXPP or RXPP buffers.
- All core writes (including to the PPCTL register) wait during chain pointer loading. However, any register can be read during chain pointer loading.

Known-Duration Accesses

Of the four core-driven data transfer methods, known duration accesses are the most efficient because they allow the core to execute code while the transfer to/from the RXPP or TXPP occurs on the external bus. For example, after the core reads the PPTX register, it takes some number N core cycles for the parallel port to shift out that data to the memory. During that time, the core can go on doing other tasks. After N core cycles have passed, the parallel port may be disabled and the external address register updated for another access.

To determine the duration for each access, the designer simply adds the number of data cycles and the duration of each (measured in CCLK cycles) along with the number of ALE cycles (which are fixed at 3 PCLK cycles). This duration is deterministic and based on two settings in the PPCTL register—parallel port data cycle duration (PPDUR) and bus hold cycle enable (PPBHC).

Please refer to [“Parallel Port Operation” on page 3-5](#) for further explanation of the parallel port bus cycles, but in summary, programs can use the following values.

- Each PCLK is two CCLK cycles.
- Each ALE cycle is fixed at three PCLK cycles, regardless of the PPDUR or PPBHC settings.
- Each data cycle is the setting in the PPDUR register (+1 if PPBHC =1)

Using the Parallel Port

For example, in 8-bit mode, a single word transfer is comprised of one ALE cycle and four data cycles. If PPDUR3 is used (the fastest case) and PPBHC=0, this transfer completes in $(1 \text{ ALE-cycle} \times 3\text{PCLK}) + (4 \text{ data-cycles} \times 3\text{PCLK}) = 15$ peripheral clock cycles = 30 core clock cycles per 32-bit word. This means that 30 instructions after data is written to TXPP or read from RXPP, the parallel port has finished writing/fetching that data externally, and the parallel port may be disabled. This case is shown in [Listing 3-1 on page 3-27](#).

Status-Driven Transfers (Polling)

The second method that the core may use to manage parallel port transfers involves the status bits in PPCTL register, specifically the parallel port bus status (PPBS) bit. This bit reflects the status of the external address pins AD0-AD15 and is used to determine when it is safe to disable and modify the parallel port. The PPBS bit is set to 1 at the start of each transfer and is cleared once the entire 32-bit word has been transmitted/received.

Core-Stall Driven Transfers

The final method of managing parallel port transfers simply relies on the fact that the core stalls execution when reading from an empty Rx buffer and when writing to a full Tx buffer. This technique can only be used for accesses to sequential addresses in external memory. For sequential external addresses, the parallel port does not need to be disabled after each word in order to manually update the EIPP register. Instead, the external address that is automatically incremented by the modifier (EMPP) register on each access is used.

Interrupt Driven Accesses

With interrupt-driven accesses, parallel port interrupts are generated on a word-by-word basis, rather than on a block transfer basis, as is the case with DMA. In this non-DMA mode, the interrupt indicates to the core that it is now safe to read a word from the `RXPP` buffer or to write a word to the `TXPP` buffer (depending on the value of the `PPTRAN` bit).

To facilitate this, the `PPI` (latch) bit of the `LIRPTL` register is set to one in every core cycle where the `TXPP` buffer is not full or, in receive mode, in every core cycle in which the `RXPP` buffer has valid data. When fast 16-bit wide parallel devices are accessed, there may be as few as ten core cycles between each transfer. Because of this, interrupt-driven transfers are usually the least efficient method to use for core-driven accesses.

Interrupt-driven transfers are most valuable when parallel port data cycle durations are very long (allowing the core to do some work between accesses). Generally, interrupts are the best choice for DMA-driven parallel port transfers rather than core-driven transfers.

Programming Examples

The program shown in [Listing 3-1](#) performs a chained DMA.

Listing 3-1. Parallel Port Chained DMA

```
#include <def21364.h>

#define    N    5

.section/pm seg_rth;
    nop; nop; nop; nop;
    nop; jump start; rti; rti;
```

Programming Examples

```
/* PP interrupt service routine at location 0x00090050 */

.section/pm seg_pp;
    jump isr; rti; rti; rti;
/* Enable PP interrupt - By default PPI interrupt is mapped to
   P9 interrupt */
    bit clr lirptl P9I;
    bit set model IRPTEN;
    bit set lirptl P9IMSK;
/* Register used for comparison with the flag value in the ISR*/

    r15 = 0x1;
    r0 = 0x0;
    dm(PPCTL) = r0;
    r0 = 0x0;
dm(ECPP) = r0;
dm(ICPP) = r0;
r0 = tx_tcb + 6;
dm(CPPP) = r0;
r0 = PPEN | PPDUR20 | PPDEN | PPTRAN | PPCHEN | PPBHC;
dm(PPCTL) = r0;
nop;
nop;
jump (pc,0);

/* PP interrupt service routine */
isr:
    r0 = dm(flag);
    comp (r0,r15);
    if eq jump mem_check;
    dm(flag) = r15;
    ustat4=dm(PPCTL);
```

```

/* poll to ensure parallel port has completed the transfer */

    bit tst ustat4 PPBS | PPDS | PPCHS;
    if tf jump (pc,-2);

/* Program PP for receive */

    r0 = 0x0;
    dm(PPCTL) = r0;
    r0 = 0x0;
    dm(ECPP) = r0;
    dm(ICPP) = r0;
    r0 = rx_tcb + 6;
    dm(CPPP) = r0;
r0 = PPEN | PPDUR20 | PPDEN | PPCHEN | PPBHC;
dm(PPCTL) = r0;
rti;

    bit tst ustat4 PPBS | PPDS | PPCHS;
    if tf jump (pc,-2);

        i0 = source;
        i1 = dest;
        lcntr = N, do compare until lce;
        r0 = dm(i0,m0);
        r1 = dm(i1,m0);
        comp(r0,r1);
        if ne jump error(la);
    nop;
    nop;
    compare: nop;

```

Programming Examples

```
rti; /* Program execution jumps to this location in
      case of any data mismatch. */
error:

    nop;
    nop;
    jump (pc,0);
```


4 SERIAL PORTS

The ADSP-2136x processor has six independent, synchronous serial ports (SPORTs) that provide an I/O interface to a wide variety of peripheral devices. These serial ports are named SPORT0, SPORT1, SPORT2, SPORT3, SPORT4 and SPORT5. A simplified block diagram appears in [Figure 4-1](#). Each serial port has its own set of control registers and data buffers. With a range of clock and frame synchronization options, the SPORTs allow a variety of serial communication protocols and provide a glueless hardware interface to many industry-standard data converters and codecs.

Serial ports can operate at one-eighth (0.125) the full clock rate of the processor, a maximum rate of 41.7M bit/s, for $(CCLK) = 3$ ns. If channels A and B are active, each SPORT has 83.3M bit/s maximum total throughput. Bidirectional (transmit or receive) functions provide greater flexibility for serial communications. Serial port data can be automatically transferred to and from on-chip memory using DMA block transfers. In addition to standard synchronous serial mode, each serial port offers a time division multiplexed (TDM) multichannel mode, left-justified sample pair mode, and I²S mode.

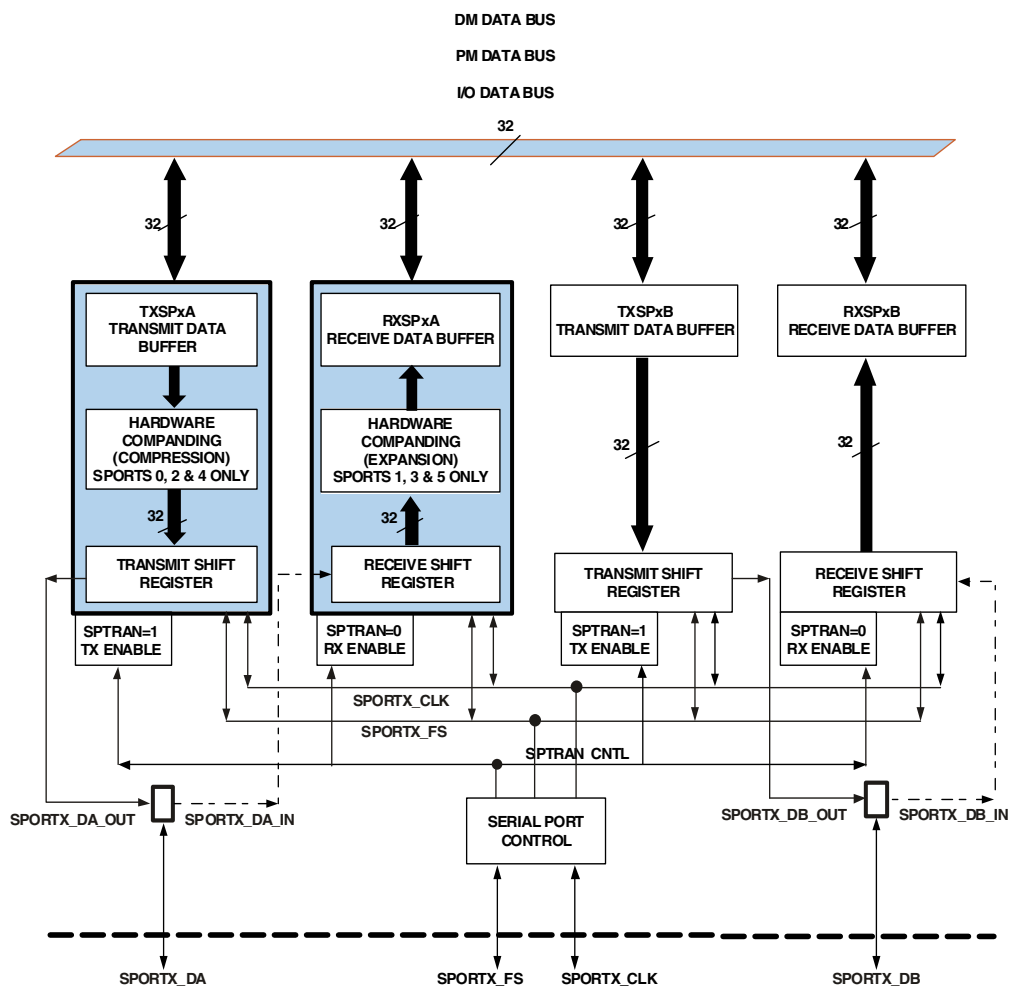


Figure 4-1. Serial Port Block Diagram

Serial ports offer the following features and capabilities:

- Two bidirectional channels (A and B) per serial port, configurable as either transmitters or receivers. Each serial port can also be configured as two receivers or two transmitters, permitting two unidirectional streams into or out of the same serial port. This bidirectional functionality provides greater flexibility for serial communications. Further, two SPORTs can be combined to enable full-duplex, dual-stream communications.
- All serial data signals have programmable receive and transmit functions and thus have one transmit and one receive data buffer register (double-buffer) and a bidirectional shift register associated with each serial data signal. Double-buffering provides additional time to service the SPORT.
- μ -law and A-law compression/decompression hardware companding on transmitted and received words when the SPORT operates in TDM mode.
- An internally-generated serial clock and frame sync provide signals in a wide range of frequencies. Alternately, the SPORT can accept clock and frame sync input from an external source, as described in [Figure 4-8 on page 4-64](#).
- Interrupt-driven, single word transfers to and from on-chip memory controlled by the processor core, described in [“Single Word Transfers” on page 4-74](#).
- DMA transfers to and from on-chip memory. Each SPORT can automatically receive or transmit an entire block of data.
- Chained DMA operations for multiple data blocks, see [“Chaining DMA Processes” on page 2-13](#).

- Four operation modes: standard DSP Serial, left-justified sample pair, I²S, and multichannel. In standard DSP serial, left-justified sample pair, and I²S modes, (when both A and B channels are used), they transmit or receive data simultaneously. They send or receive bit 0 on the same edge of the serial clock, bit 1 on the next edge of the serial clock, and so on. In multichannel mode, SPORT1, 3 or 5 can receive A and B channel data, and SPORT0, 2 or 4 transmits A and B channel data selectively from up to 128 channels of a TDM serial bitstream. This mode is useful for H.100/H.110 and other telephony interfaces. In multichannel mode, SPORT0 and SPORT1 work as a pair, SPORT2 and SPORT3 work as a pair, and SPORT4 and SPORT5 work as a pair. See [“SPORT Operation Modes” on page 4-10](#).

When programming the serial port channel (A or B) as a transmitter, only the corresponding transmit buffers `TXSPxA` and `TXSPxB` become active, while the receive buffers (`RXSPxA` and `RXSPxB`) remain inactive. Similarly, when SPORT channels A and B are programmed to receive, only the corresponding `RXSPxA` and `RXSPxB` buffers are activated.

-  SPORTs are forced into pairs when in multichannel mode. [For more information, see “Multichannel Operation” on page 4-24.](#)
 - The serial ports are configurable for transferring data words between 3 and 32 bits in length, either most significant bit (MSB) first or least significant bit (LSB) first. Words must be between 8 and 32 bits in length for I²S and left-justified sample pair mode. Refer to [“Data Word Formats” on page 4-40](#) and the individual SPORTs operation mode sections for additional information.
 - 128-channel TDM is supported in multichannel mode operation, described in [“Multichannel Operation” on page 4-24](#).
-  Receive comparison and 2-dimensional DMA are not supported in the ADSP-2136x processor.

The `SPTRAN` bit in the `SPCTLx` register affects the operation of the transmit or the receive data paths. The data path includes the data buffers and the shift registers. When `SPTRAN = 0`, the primary and secondary `RXSPxy` data buffers and receive shift registers are activated, and the transmit path is disabled. When `SPTRAN = 1`, the primary and secondary `TXSPxy` data buffers and transmit shift registers are activated, and the receive path is disabled.

Serial Port Signals

Figure 4-2 shows the serial port signals. Any 20 of these 24 signals can be mapped to digital applications interface (`DAI_Px`) pins through the signal routing unit (SRU). For more information, see Chapter 7, “Digital Audio Interface”, Table A-25 on page A-84, and Table A-26 on page A-88.

 Pairings of SPORTs (0 and 1, 2 and 3, and 4 and 5) are only used in multichannel mode and loopback mode for testing.

A serial port receives serial data on one of its bidirectional serial data signals configured as inputs, or transmits serial data on the bidirectional serial data signals configured as outputs. It can receive or transmit on both channels simultaneously and unidirectionally, where the pair of data signals can both be configured as either transmitters or receivers.

The `SPORTx_DA` and `SPORTx_DB` channel data signals on each SPORT cannot transmit and receive data simultaneously for full-duplex operation. Two SPORTs must be combined to achieve full-duplex operation. The `SPTRAN` bit in the `SPCTLx` register controls the direction for both the A and B channel signals. Therefore, the direction of channel A and channel B on a particular SPORT must be the same.

Serial communications are synchronized to a clock signal. Every data bit must be accompanied by a clock pulse. Each serial port can generate or receive its own clock signal (`SPORTx_CLK`). Internally-generated serial clock

Serial Port Signals

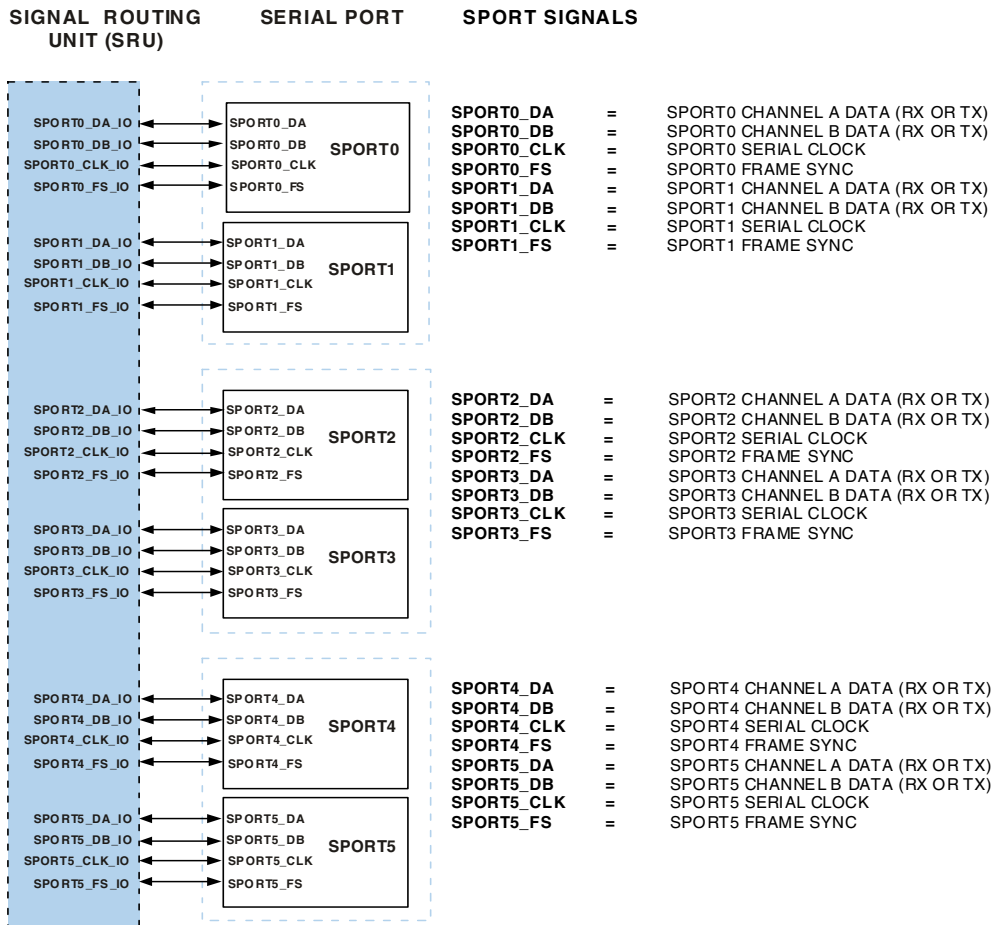


Figure 4-2. DSP Standard Serial Mode – Serial Port Signals

frequencies are configured in the `DIVx` registers. The A and B channel data signals shift data based on the rate of `SPORTx_CLK`. See [Figure 4-8 on page 4-64](#) for more details.

In addition to the serial clock signal, data may be signaled by a frame synchronization signal. The framing signal can occur at the beginning of an individual word or at the beginning of a block of words. The configuration of frame sync signals depends upon the type of serial device connected to the processor. Each serial port can generate or receive its own frame sync signal ($SPORTx\_FS$) for transmitting or receiving data. Internally-generated frame sync frequencies are configured in the $DIVx$ registers. Both the A and B channel data signals shift data based on their corresponding $SPORTx\_FS$ signal. See [Figure 4-8 on page 4-64](#) for more details.

[Figure 4-1 on page 4-2](#) shows a block diagram of a serial port. Setting the $SPTRAN$ bit enables the data buffer path, which, once activated, responds by shifting data in response to a frame sync at the rate of $SPORTx\_CLK$. An application program must use the correct serial port data buffers, according to the value of $SPTRAN$ bit. The $SPTRAN$ bit enables either the transmit data buffers for the transmission of A and B channel data, or it enables the receive data buffers for the reception of A and B channel data. Inactive data buffers are not used.

If the serial port is configured as a serial transmitter, the data transmitted is written to the $TXSPxA/TXSPxB$ buffer. The data is (optionally) compounded in hardware on the primary A channel ($SPORT$ 0, 2, and 4 only), then automatically transferred to the transmit shift register, because companding is not supported on the secondary B channels. The data in the shift register is then shifted out via the $SPORT$'s $SPORTx\_DA$ or $SPORTx\_DB$ signal, synchronous to the $SPORTx\_CLK$ clock. If framing signals are used, the $SPORTx\_FS$ signal indicates the start of the serial word transmission. The $SPORTx\_DA$ or $SPORTx\_DB$ signal is always driven if the serial port is enabled ($SPEN\_A$ or $SPEN\_B = 1$ in the $SPCTLx$ control register), unless it is in multichannel mode and an inactive time slot occurs.

When the $SPORT$ is configured as a transmitter ($SPTRAN = 1$), the $TXSPxA$ and $TXSPxB$ buffers, and the channel transmit shift registers respond to $SPORTx\_CLK$ and $SPORTx\_FS$ to transmit data. The receive $RXSPxA$ and

Serial Port Signals

RXSPxB buffers, and the receive shift registers are inactive and do not respond to SPORTx_CLK and SPORTx_FS signals. Since these registers are inactive, reading from an empty buffer causes the core to hang indefinitely.

If the SPORTs are configured as transmitters (SPTRAN bit = 1 in SPCTL), programs should not read from the inactive RXSPxA and RXSPxB buffers. This causes the core to hang indefinitely since the receive buffer status is always empty.

If the serial data signal is configured as a serial receiver (SPTRAN = 0), the receive portion of the SPORT shifts in data from the SPORTx_DA or SPORTx_DB signal, synchronous to the SPORTx_CLK receive clock. If framing signals are used, the SPORTx_FS signal indicates the beginning of the serial word being received. When an entire word is shifted in on the primary A channel, the data is (optionally) expanded (SPORT1, 3, and 5 only), then automatically transferred to the RXSPxA buffer. When an entire word is shifted in on the secondary channel, it is automatically transferred to the RXSPxB buffer.

When the SPORT is configured as a receiver (SPTRAN = 0), the RXSPxA and RXSPxB buffers are activated along with the corresponding A and B channel receive shift registers, responding to SPORTx_CLK and SPORTx_FS for reception of data. The transmit TXSPxA and TXSPxB buffer registers and transmit A and B shift registers are inactive and do not respond to the SPORTx_CLK and SPORTx_FS. Since the TXSPxA and TXSPxB buffers are inactive, writing to a transmit data buffer causes the core to hang indefinitely.



If the SPORTs are configured as receivers (SPTRAN bit = 0 in SPCTLx), programs should not write to the inactive TXSPxA and TXSPxB buffers. If the core keeps writing to the inactive buffer, the transmit buffer status becomes full. This causes the core to hang indefinitely since data is never transmitted out of the deactivated transmit data buffers.

The processor's SPORTs are not UARTs and cannot communicate with an RS-232 device or any other asynchronous communications protocol. One way to implement RS-232 compatible communication with the processor is to use two of the `FLAG` pins as asynchronous data receive and transmit signals. For an example, see Chapter 11 “Software UART” in *Digital Signal Processing Applications Using The ADSP-2100 Family*, Volume 2.

Serial Port Signal Sensitivity

There is some sensitivity to noise on the `SPORTx_CLK` and `SPORTx_FS` signals. In certain cases, by correctly programming the signal routing unit (SRU) clock and frame sync registers, the reflection sensitivity in these signals can be avoided.

Consider this SPORT clock example. In its default routing, SRU1 maps the signal from the DAI pin (`DAI_PBxx_0`) back to the sport clock input (`SPORTx_CLK_I`), as well as routing the SPORT clock output (`SPORTx_CLK_0`) to the pin buffer input (`PBxx_I`). The connection of `PBxx_0` to `SPORTx_CLK_I` opens a vulnerability to a glitch coming in even though the SPORT is driving the clock as an output. By programming SRU1 to remove this input path, programs can avoid this vulnerability.

This is done by leaving the routing of `SPORTx_CLK_0` to `PBxx_I` as before, providing the SPORT clock off-chip, but also routing it directly back to `SPORTx_CLK_I` to give the state machine a signal. This effectively closes off the external access to `SPORTx_CLK_I`. [For more information, see Chapter 7, “Digital Audio Interface”](#).

SPORT Operation Modes

SPORTs operate in four modes:

- Standard DSP serial mode, described in [“Standard DSP Serial Mode” on page 4-12](#)
- Left-justified sample pair mode, described in [“Left-Justified Sample Pair Mode” on page 4-15](#)
- I²S mode, described in [“I²S Mode” on page 4-19](#)
- Multichannel mode, described in [“Multichannel Mode Control Bits” on page 4-28](#)

 Bit names and their functionality change based on the SPORT operating mode. See the mode specific section for the bit names and their functions.

The serial port operating mode can be selected via the SPCTLx register. See [Table 4-1](#) for a summary of the control bits as they relate to the four operating modes.

The operating mode bit (OPMODE) of the SPCTLx register selects between I²S mode/left-justified sample pair mode, and non-I²S mode (DSP serial port/multichannel mode). In non-I²S multichannel mode, the MCEA bit in the SPMCTLxy register enables the A channels and the MCEB bit in the SPMCTLxy register enables the B channels. In addition to these bits, the data direction bit (SPTRAN) selects whether the port is a transmitter or receiver in non-multichannel mode.

If the SPTRAN bit is set (= 1), the SPORT becomes a transmitter and all the other control bits are defined accordingly. Similarly, when SPTRAN = 0, the SPORT becomes a receiver.

 Companding is **not** supported in I²S and left-justified sample pair modes.

The SPCTLx register is unique in that the name and functionality of its bits changes depending on the operation mode selected. In each section that follows, the bit names associated with the operating modes are described. Table 4-1 provides values for each of the bits in the SPORT serial control (SPCTLx) registers that must be set in order to configure each specific SPORT operation mode. An X in a field indicates that the bit is not supported for the specified operating mode.

Table 4-1. SPORT Operation Modes

OPERATING MODES	Bits					
	OPMODE	LAFS	FRFS	MCEA	MCEB	SLENx
Standard DSP Serial Mode	0	0, 1	X	0	0	3-32 ¹
I ² S (Tx/Rx on Left Channel First)	1	0	1	0	0	8-32
I ² S (Tx/Rx on Right Channel First)	1	0	0	0	0	8-32
Left-justified Sample Pair Mode (Tx/Rx on FS Rising Edge)	1	1	0	0	0	8-32
Left-justified Sample Pair (Tx/Rx on FS Falling Edge)	1	1	1	0	0	8-32
Multichannel A Channels	0	0	X	1	0	3-32 ¹
Multichannel B Channels	0	0	X	0	1	3-32 ¹
Multichannel A and B Channels	0	0	X	1	1	3-32 ¹

- ¹ Although serial ports process word lengths of 3 to 32 bits, transmitting or receiving words smaller than 7 bits at core clock frequency/4 of the processor may cause incorrect operation when DMA chaining is enabled. Chaining disables the processor's internal I/O bus for several cycles while the new transfer control block (TCB) parameters are being loaded. Receive data may be lost (for example, overwritten) during this period.

Standard DSP Serial Mode

The standard DSP serial mode lets programs configure serial ports for use by a variety of serial devices such as serial data converters and audio codecs. In order to connect to these devices, a variety of clocking, framing, and data formatting options are available.

Standard DSP Serial Mode Control Bits

Several bits in the `SPCTLx` control register enable and configure standard DSP serial mode operation:

- Operation mode, master mode enable (`OPMODE`)
- Word length (`SLEN`)
- SPORT enable (`SPEN_A` and `SPEN_B`)

Clocking Options

In standard DSP serial mode, the serial ports can either accept an external serial clock or generate it internally. The `ICLK` bit in the `SPCTL` register determines the selection of these options. See [“Clock Signal Options” on page 4-34](#) for more details. For internally-generated serial clocks, the `CLKDIV` bits in the `DIVx` register configure the serial clock rate (see [Figure 4-8 on page 4-64](#) for more details).

Finally, programs can select whether the serial clock edge is used for sampling or driving serial data and/or frame syncs. This selection is performed using the `CKRE` bit in the `SPCTL` register. See [Table A-6 on page A-27](#) for more details.

Frame Sync Options

A variety of framing options are available for the serial ports. For detailed descriptions of framing options. See [“Frame Sync Options” on page 4-34](#). In this mode, the options are independent of clocking, data formatting, or other configurations. The frame sync signal (SPORTx_FS) is used as a framing signal for serial word transfers.

Framing is optional for serial communications. The FSR bit in the SPCTL register controls whether the frame sync signal is required for every serial word transfer or if it is used simply to start a block of serial word transfers. See [“Framed Versus Unframed Frame Syncs” on page 4-35](#) for more details on this option. Similar to the serial clock, the frame sync can be an external signal or generated internally. The IFS bit in the SPCTL register allows the selection between these options. See the internal frame sync select bit description in [Figure 4-8 on page 4-64](#) for more details. For internally-generated frame syncs, the FSDIV bits in the DIVx register configure the frame sync rate. For internally-generated frame syncs, it is also possible to configure whether the frame sync signal is activated based on the FSDIV setting and the transmit or receive buffer status, or by the FSDIV setting only.

All settings are configured through the DIFS bit of the SPCTL register. See [“Data-Independent Frame Sync” on page 4-38](#) for more details. The frame sync can be configured to be active high or active low through the LFS bit in the SPCTL register. See [“Active Low Versus Active High Frame Syncs” on page 4-36](#) for more details). The timing between the frame sync signal and the first bit of data either transmitted or received is also selectable through the LAFS bit in the SPCTL register. (See [“Early Versus Late Frame Syncs” on page 4-37](#) for more details.)

Data Formatting

Several data formatting options are available for the serial ports in the DSP standard serial mode. Each serial port has an A channel and B channel available. Both can be configured for transmitting or receiving. The

SPORT Operation Modes

SPTRAN bit controls the configuration of transmit versus receive operations. Serial ports can transmit or receive a selectable word length, which is programmed by the SLEN bits in the SPCTL register. See [“Setting Word Length \(SLEN\)” on page 4-17](#) for more details. Serial ports also include companding hardware built in to the A channels that allows sign extension or zero-filling of upper bits of the serial data word. These configurations are selected by the DTYPE bits in the SPCTL register. See [“Data Type” on page 4-42](#) and [“Companding” on page 4-43](#) for more information. The endian format (LSB versus MSB first) is selectable by the LSBF bit of the SPCTL register. See [“Endian Format” on page 4-41](#) for more details. Data packing of two serial words into a 32-bit word is also selectable. The PACK bit in the SPCTL register controls this option. See [“Data Packing and Unpacking” on page 4-41](#) for more details.

Data Transfers

Serial port data can be transferred for use by the processor in two different methods:

- DMA transfers
- Core-driven single word transfers

DMA transfers can be set up to transfer a configurable number of serial words between the serial port buffers (TXSPxA, TXSPxB, RXSPxA, and RXSPxB) and internal memory automatically. For more information on Sport DMA operations see DMA Block transfers section on [“DMA Block Transfers” on page 4-67](#). Core-driven transfers use SPORT interrupts to signal the processor core to perform single word transfers to/from the serial port buffers (TXSPxA, TXSPxB, RXSPxA, and RXSPxB). See [“SPORT Interrupts” on page 4-66](#) for more details.

Status Information

Serial ports provide status information about data buffers via the `DXS_A` and `DXS_B` status bits and error status via `ROVF` or `TUVF` bits in the `SPCTL` register. See [“Serial Port Control Registers \(SPCTLx\)” on page 4-51](#) for more details.

Depending on the `SPTRAN` setting, these bits reflect the status of either the `TXSPxy` or `RXSPxy` data buffers.

Left-Justified Sample Pair Mode

Left-justified sample pair mode is a mode where in each frame sync cycle two samples of data are transmitted/received—one sample on the high segment of the frame sync, the other on the low segment of the frame sync. Prior to development of the I²S standard, many manufacturers used a variety of non-standard stereo modes. Some companies continue to use this mode, which is supported by many of today’s audio front-end devices.

Programs have control over various attributes of this mode. One attribute is the number of bits (8- to 32-bit word lengths). However, each sample of the pair that occurs on each frame sync must be the same length. Set the late frame sync bit (`LAFS` bit) = 1 for left-justified sample pair mode. (See [Table 4-1 on page 4-11](#).) Then, choose the frame sync edge associated with the first word in the frame sync cycle, using the `FRFS` bit (1 = Frame on falling edge of frame sync, 0 = Frame on rising edge of frame sync).

Refer to [Table 4-1 on page 4-11](#) for additional information about specifying left-justified sample pair mode.

In left-justified mode, if both channels on a SPORT are enabled, then the SPORT transmits on channels (`TXSPxA` and `TXSPxB`) simultaneously; each transmits a sample pair. If both channels on a SPORT are enabled, the SPORT receives channels (`RXSPxA` and `RXSPxB`) simultaneously. Data is transmitted in MSB-first format.

SPORT Operation Modes



Multichannel operation and companding are not supported in left-justified sample pair mode.

Each SPORT transmit or receive channel has a buffer enable, DMA enable, and chaining enable bits in its SPCTLx control register. The SPORTx_FS signal is used as the transmit and/or receive word select signal. DMA-driven or interrupt-driven data transfers can also be selected using bits in the SPCTLx register.

Setting the Internal Serial Clock and Frame Sync Rates

The serial clock rate (CLKDIV value) for internal clocks can be set using a bit field in the CLKDIV register. For details, see [Figure 4-8 on page 4-64](#).

Left-Justified Sample Pair Mode Control Bits

Several bits in the SPCTLx control register enable and configure left-justified sample pair mode operation:

- Operation mode (OPMODE)
- Channel enable (SPEN_A and SPEN_B)
- Word length (SLEN)
- Left-channel first (FRFS)
- Master mode enable (MSTR)
- Late frame sync (LAFS)

For complete descriptions of these bits, see “[SPORT Serial Control Registers \(SPCTLx\)](#)” on page A-19.

Setting Word Length (SLEN)

SPORTs handle data words containing 8 to 32 bits in left-justified mode. Programs need to set the bit length for transmitting and receiving data words. For details, see [“Word Length” on page 4-40](#).

The transmitter sends the MSB of the next word in the same clock cycle as the word select (SPORTx_FS) signal changes.

To transmit or receive words continuously in left-justified sample pair mode, load the FSDIV register with the same value as SLEN . For example, for 8-bit data words ($\text{SLEN} = 7$), set $\text{FSDIV} = 7$.

Enabling SPORT Master Mode (MSTR)

The SPORTs transmit and receive channels can be configured for master or slave mode. In master mode ($\text{MSTR} = 1$), the processor generates the word select and serial clock signals for the transmitter or receiver. In slave mode ($\text{MSTR} = 0$), an external source generates the word select and serial clock signals for the transmitter or receiver. [For more information, see “Setting the Internal Serial Clock and Frame Sync Rates” on page 4-16.](#)

Selecting Transmit and Receive Channel Order (FRFS)

Using the FRFS bit, it is possible to select on which frame sync edge (rising or falling) that the SPORTs transmit or receive the first sample. See [Table 4-1 on page 4-11](#) for more details.

Selecting Frame Sync Options (DIFS)

When using both SPORT channels (SPORTx_DA and SPORTx_DB) as transmitters and $\text{MSTR} = 1$, $\text{SPTRAN} = 1$, and $\text{DIFS} = 0$, the processor generates a frame sync signal only when both transmit buffers contain data because both transmitters share the same CLKDIV and SPORTx_FS . For continuous transmission, both transmit buffers must contain new data.

SPORT Operation Modes

When using both SPORT channels as transmitters and $MSTR = 1$, $SPTRAN = 1$ and $DIFS = 1$, the processor generates a frame sync signal at the frequency set by $FSDIVx$ whether or not the transmit buffers contain new data. The DMA controller or the application is responsible for filling the transmit buffers with data.

Enabling SPORT DMA (SDEN)

DMA can be enabled or disabled independently on any of the SPORT's transmit and receive channels. [For more information, see “Moving Data Between SPORTS and Internal Memory” on page 4-67.](#) Set $SDEN\_A$ or $SDEN\_B$ ($=1$) to enable DMA and set the channel in DMA-driven data transfer mode. Clear $SDEN\_A$ or $SDEN\_B$ ($=0$) to disable DMA and set the channel in an interrupt-driven data transfer mode.

Interrupt-Driven Data Transfer Mode

Both the A and B channels share a common interrupt vector, regardless of whether they are configured as transmitters or receivers.

The SPORT generates an interrupt in every peripheral clock cycle when the transmit buffer has a vacancy or the receive buffer has data. To determine the source of an interrupt, applications must check the transmit or receive data buffer status bits. For details, see [“Single Word Transfers” on page 4-74.](#)

DMA-Driven Data Transfer Mode

Each transmitter and receiver has its own DMA registers. For details, see [“Selecting Transmit and Receive Channel Order \(FRFS\)” on page 4-17](#) and [“Moving Data Between SPORTS and Internal Memory” on page 4-67.](#) The same DMA channel drives both samples in the pair for the transmitter or receiver. The software application must stop multiplexing the left and right channel data received by the receive buffer, as the left and right data are interleaved in the DMA buffers.

Channel A and B on each SPORT share a common interrupt vector. The DMA controller generates an interrupt at the end of DMA transfer only.

Figure 4-3 shows the relationship between frame sync (word select), serial clock, and left-justified mode data. Timing for word select is the same as for frame sync.

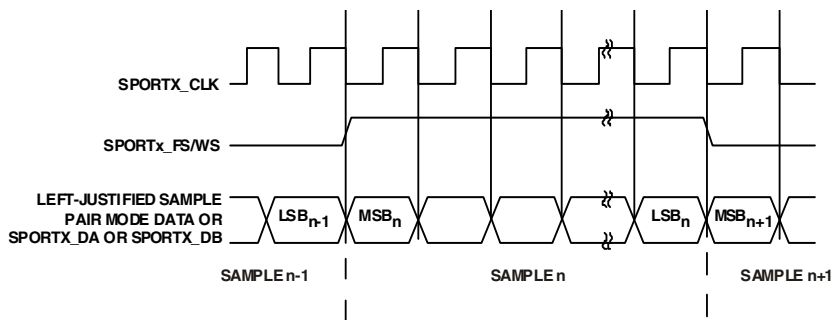


Figure 4-3. Word Select Timing in Left-justified Sample Pair Mode¹

- 1 This figure illustrates only one possible combination of settings attainable in the left-justified sample pair mode. In this example case, OPMODE = 1, LAFS = 1, and FRFS = 1. For additional combinations, refer to [Table 4-1 on page 4-11](#).

I²S Mode

I²S mode is a three-wire serial bus standard protocol for transmission of two-channel (stereo) pulse code modulation (PCM) digital audio data, in which each sample is transmitted in MSB-first format. Many of today's analog and digital audio front-end devices support the I²S protocol including:

- Audio D/A and A/D converters
- PC multimedia audio controllers

SPORT Operation Modes

- Digital audio transmitters and receivers that support serial digital audio transmission standards, such as AES/EBU, S/PDIF, IEC958, CP-340, and CP-1201
- Digital audio signal processors
- Dedicated digital filter chips
- Sample rate converters

The I²S bus transmits audio data and control signals over separate lines. The data line carries two multiplexed data channels—the left channel and the right channel. In I²S mode, if both channels on a SPORT are set up to transmit, then SPORT transmit channels (TXSPxA and TXSPxB) transmit simultaneously, each transmitting left and right I²S channels. If both channels on a SPORT are set up to receive, the SPORT receive channels (RXSPxA and RXSPxB) receive simultaneously, each receiving left and right I²S channels. Data is transmitted in MSB-first format. Multichannel operation and companding are not supported in I²S mode. See [“Multichannel Operation” on page 4-24](#)



If the MCEA or MCEB bits are set (= 1) in the SPMCTLxy register, the SPEN_A and SPEN_B bits in the SPCTL register must be cleared (= 0).

Each SPORT transmit or receive channel has a channel enable, a DMA enable, and chaining enable bits in its SPCTLx control register. The SPORTx_FS signal is used as the transmit and/or receive word select signal. DMA-driven or interrupt-driven data transfers can also be selected using bits in the SPCTLx register.

I²S Mode Control Bits

Several bits in the SPCTLx register enable and configure I²S mode operation:

- Operation mode, master mode enable (OPMODE)
- Word length (SLEN)
- SPORT enable (SPEN_A and SPEN_B)

Setting the Internal Serial Clock and Frame Sync Rates

The serial clock rate (CLKDIV value) for internal clocks can be set using a bit field in the CLKDIV register. For details, see [Figure 4-8 on page 4-64](#).

I²S Control Bits

[Table 4-8 on page 4-64](#) shows that I²S mode is simply a subset of the left-justified sample pair mode which can be invoked by setting OPMODE = 1, LAFS = 0, and FRFS = 1.

 If FRFS = 0, the Tx/Rx is on the right channel first. For normal I²S operation (FRFS = 1), the Tx/Rx starts on the left channel first.

Several bits in the SPCTLx register enable and configure I²S operation:

- Channel enable (SPEN_A or SPEN_B)
- Word length (SLEN)
- I²S channel transfer order (FRFS)
- Master mode enable (MSTR)
- DMA enable (SDEN_A and SDEN_B)
- DMA chaining enable (SCHEN_A and SCHEN_B)

SPORT Operation Modes

Setting Word Length (SLEN)

SPORTs handle data words containing 8 to 32 bits in I²S Mode. Programs need to set the bit length for transmitting and receiving data words. For details, see [“Word Length” on page 4-40](#).

The transmitter sends the MSB of the next word one clock cycle after the word select (TFS) signal changes.

In I²S mode, load the FSDIV register with the same value as SLEN to transmit or receive words continuously. For example, for 8-bit data words (SLEN = 7), set FSDIV = 7.

Enabling SPORT Master Mode (MSTR)

The SPORTs transmit and receive channels can be configured for master or slave mode. In master mode, the processor generates the word select and serial clock signals for the transmitter or receiver. In slave mode, an external source generates the word select and serial clock signals for the transmitter or receiver. When MSTR is cleared (=0), the processor uses an external word select and clock source. The SPORT transmitter or receiver is a slave. When MSTR is set (=1), the processor uses the processor's internal clock for word select and clock source. The SPORT transmitter or receiver is the master. For more information, see [“Setting the Internal Serial Clock and Frame Sync Rates” on page 4-16](#).

Selecting Transmit and Receive Channel Order (FRFS)

In master and slave modes, it is possible to configure the I²S channel to which each SPORT channel transmits or receives first. By default, the SPORT channels transmit and receive on the right I²S channel first. The left and right I²S channels are time-duplexed data channels.

To select the channel order, set the FRFS bit (= 1) to transmit or receive on the left channel first, or clear the FRFS bit (= 0) to transmit or receive on the right channel first.

Selecting Frame Sync Options (DIFS)

When using both SPORT channels (SPORTx_DA and SPORTx_DB) as transmitters and MSTR = 1, SPTRAN = 1, and DIFS = 0, the processor generates a frame sync signal only when both transmit buffers contain data because both transmitters share the same SPORTx_CLK and SPORTx_FS. For continuous transmission, both transmit buffers must contain new data.

When using both SPORT channels (SPORTx_DA and SPORTx_DB) as receivers and MSTR = 1, SPTRAN = 1, and DIFS = 0, the processor generates a frame sync signal only when both receive buffers are not full because they share the same SPORTx_CLK and SPORTx_FS.

When using both SPORT channels as transmitters and MSTR = 1, SPTRAN = 1, and DIFS = 1, the processor generates a frame sync signal at the frequency set by FSDIVx whether or not the transmit buffers contain new data. The DMA controller or the application is responsible for filling the transmit buffers with data.

When using both SPORT channels as receivers and MSTR = 1, SPTRAN = 1 and DIFS = 1, the processor generates a frame sync signal at the frequency set by FSDIV, irrespective of the receive buffer status. Bits 31–16 of the DIV register comprise the FSDIV bit field. [For more information, see “SPORT Divisor Registers \(DIVx\)” on page A-36.](#)

Enabling SPORT DMA (SDEN)

DMA can be enabled or disabled independently on any of the SPORT's transmit and receive channels. [For more information, see “Moving Data Between SPORTS and Internal Memory” on page 4-67.](#) Set SDEN_A or SDEN_B (=1) to enable DMA and set the channel in DMA-driven data transfer mode. Clear SDEN_A or SDEN_B (=0) to disable DMA and set the channel in an interrupt-driven data transfer mode.

SPORT Operation Modes

Interrupt-Driven Data Transfer Mode

Both the A and B channels share a common interrupt vector in the interrupt-driven data transfer mode, regardless of whether they are configured as a transmitter or receiver.

The SPORT generates an interrupt when the transmit buffer has a vacancy or the receive buffer has data. To determine the source of an interrupt, applications must check the transmit or receive data buffer status bits. [For more information, see “Single Word Transfers” on page 4-74.](#)

DMA-Driven Data Transfer Mode

Each transmitter and receiver has its own DMA registers. For details, see [“Selecting Transmit and Receive Channel Order \(FRFS\)” on page 4-17](#) and [“Moving Data Between SPORTS and Internal Memory” on page 4-67](#). The same DMA channel drives the left and right I²S channels for the transmitter or the receiver. The software application must stop multiplexing the left and right channel data received by the receive buffer, because the left and right data are interleaved in the DMA buffers.

Channel A and B on each SPORT share a common interrupt vector. The DMA controller generates an interrupt at the end of DMA transfer only.

[Figure 4-4](#) shows the relationship between frame sync (word select), serial clock, and I²S data. Timing for word select is the same as for frame sync.

Multichannel Operation

The processor's serial ports offer a multichannel mode of operation, which allows the SPORT to communicate in a time division multiplexed (TDM) serial system. In multichannel communications, each data word of the serial bit stream occupies a separate channel. Each word belongs to the next consecutive channel. For example, a 24-word block of data contains one word for each of the 24 channels.

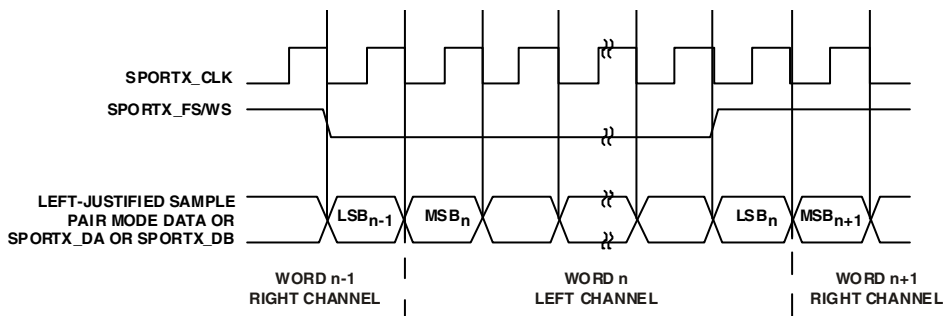


Figure 4-4. Word Select Timing in I²S Mode

The serial port can automatically select some words for particular channels while ignoring others. Up to 128 channels are available for transmitting or receiving or both. Each SPORT can receive or transmit data selectively from any of the 128 channels.

Data companding and DMA transfers can also be used in multichannel mode on channel A. Channel B can also be used in multichannel mode, but companding is not available on this channel.

Although the six SPORTs are programmable for data direction in the standard mode of operation, their programmability is restricted for multichannel operations. The following points summarize these limitations:

1. The primary A channels of SPORT1, 3, and 5 are capable of expansion only, and the primary A channels of SPORT0, 2, and 4 are capable of compression only.
2. In multichannel mode, SPORT0 and SPORT1 work in pairs; SPORT0 is the transmit channel, and SPORT1 is the receive channel. The same is true for SPORT2 and 3, and SPORT4 and 5.

SPORTs are forced into pairs when in multichannel mode.

SPORT Operation Modes

3. Receive comparison is not supported.

In multichannel mode, SPORT0_CLK, SPORT2_CLK, and SPORT4_CLK are input signals that are internally connected to their corresponding SPORT1_CLK, SPORT3_CLK, and SPORT5_CLK signals.

Figure 4-5 shows an example of timing for a multichannel transfer with SPORT pairing. The transfer has the following characteristics:

- The transfer uses the TDM method where serial data is sent or received on different channels while sharing the same serial bus.
- The SPORT1_FS signals the start of a frame for each multichannel SPORT pairing.
- The SPORT0_FS is used as transmit data valid for external logic. This signal is active only during transmit channels.
- The transfer is received on channel 0 (word 0), and transmits on channels 1 and 2 (word 1 and 2).

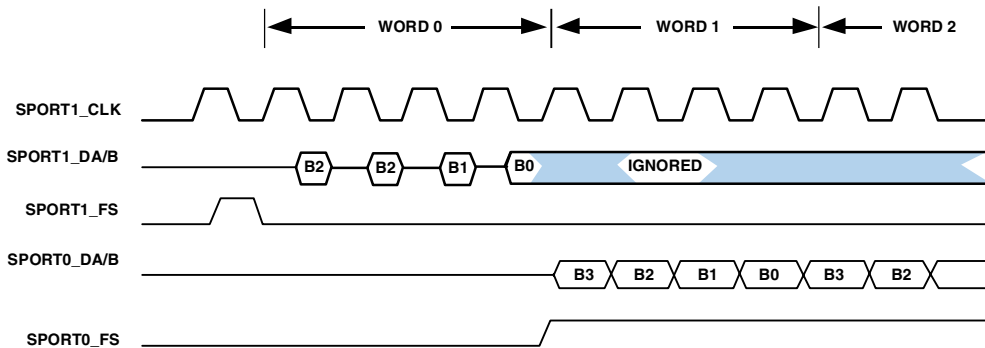


Figure 4-5. Multichannel Operation

Frame Syncs in Multichannel Mode

All receiving and transmitting devices in a multichannel system must have the same timing reference. The SPORT1_FS signal is used for this reference, indicating the start of a block (or frame) of multichannel data words. Pairs of SPORTs share the same frame sync signal for multichannel mode—SPORT1_FS for SPORT0/1, SPORT3_FS for SPORT2/3, and SPORT5_FS for SPORT4/5.

When multichannel mode is enabled on a SPORT0/1, SPORT2/3, or SPORT4/5 pair, both the transmitter and receiver use the SPORT1_FS, SPORT3_FS, or the SPORT5_FS signals respectively as a frame sync. This is true whether SPORT1_FS, SPORT3_FS, or the SPORT5_FS is generated internally or externally. This signal synchronizes the channels and restarts each multichannel sequence. The SPORT1_FS, SPORT3_FS, or SPORT5_FS signal initiates the beginning of the channel 0 data word.

 SPORTs are paired when multichannel mode is selected. In this mode, transmit/receive directions are fixed where SPORTs 0, 2, and 4 act as transmitters, and SPORTs 1, 3, and 5 act as receivers.

The SPORT0_FS, SPORT2_FS or SPORT4_FS are used as a transmit data valid signals, which are active during transmission of an enabled word. Because the serial port's SPORT0_DA/B, SPORT2_DA/B and SPORT4_DA/B signals are three-stated when the time slot is not active, the SPORT0_FS, SPORT2_FS, SPORT4_FS signal specifies if SPORT0_DA/B, SPORT2_DA/B, SPORT4_DA/B is being driven by the processor.

In multichannel mode, the SPORT0_FS signal is renamed TDV01, the SPORT2_FS signal is renamed TDV23 and the SPORT4_FS signal is renamed TDV45. These signals become outputs. Do not connect SPORT0_FS (TDV01) to SPORT1_FS, and SPORT4_FS (TDV45) to SPORT5_FS in multichannel mode because bus contention between the transmit data valid and multichannel frame sync signals results.

SPORT Operation Modes

After the TXSPxA transmit buffer is loaded, transmission begins and the SPORT0_FS, SPORT2_FS/SPORT4_FS signals are generated. When serial port DMA is used, this may occur several cycles after the multichannel transmission is enabled. If a deterministic start time is required, pre-load the transmit buffer.

Active State Multichannel Receive Frame Sync Select

The LFS bit in the SPCTL1, SPCTL3, and SPCTL5 registers selects the logic level of the multichannel frame sync signals as active low (inverted) if set (=1) or active high if cleared (=0). Active high (=0) is the default.

Multichannel Mode Control Bits

Several bits in the SPCTLx control register enable and configure multichannel mode operation:

- Operation mode (OPMODE)
- Word length (SLEN)
- SPORT transmit/receive enable (SDEN_A and SDEN_B)
- Master mode enable (MSTR)



If the MCEA or MCEB bits are set (=1) in the SPMCTLxy register, the SPEN_A and SPEN_B bits in the SPCTL register must be cleared (=0).

The SPCTLx control registers contain several bits that enable and configure multichannel operations. Refer to [Table 4-6 on page 4-52](#).

Multichannel mode is enabled by setting the MCEA or MCEB bit in the SPMCTL01, SPMCTL23 or SPMCTL45 control register:

- When the MCEA or MCEB bits are set (=1), multichannel operation is enabled.

- When the `MCEA` or `MCEB` bits are cleared (=0), all multichannel operations are disabled.

Multichannel operation is activated three serial clock cycles after the `MCEA` or `MCEB` bits are set. Internally-generated frame sync signals activate four serial clock cycles after the `MCEA` or `MCEB` bits are set.

Setting the `MCEA` or `MCEB` bits enables multichannel operation for both receive and transmit sides of the `SPORT0/1`, `SPORT2/3` or `SPORT4/5` pair. A transmitting `SPORT0`, `2`, or `4` must be in multichannel mode if the receiving `SPORT1`, `3`, or `5` is in multichannel mode.

Select the number of channels used in multichannel operation by using the 7-bit `NCH` field in the multichannel control register. Set `NCH` to the actual number of channels minus one:

$$NCH = \text{Number of channels} - 1$$

The 7-bit `CHNL` field in the multichannel control registers indicates the channel that is currently selected during multichannel operation. This field is a read-only status indicator. The `CHNL(6:0)` bits increment modulo `NCH(6:0)` as each channel is serviced.

The 4-bit `MFD` field (bits 4-1) in the multichannel control registers (`SPMCTL01`, `SPMCTL23`, and `SPMCTL45`) specifies a delay between the frame sync pulse and the first data bit in multichannel mode. The value of `MFD` is the number of serial clock cycles of the delay. Multichannel frame delay allows the processor to work with different types of telephony interface devices.

A value of zero for `MFD` causes the frame sync to be concurrent with the first data bit. The maximum value allowed for `MFD` is 15. A new frame sync may occur before data from the last frame has been received, because blocks of data occur back to back.

SPORT Operation Modes

Receive Multichannel Frame Sync Source

Bit 14 (IMFS) in the SPCTL1, SPCTL3 and SPCTL5 registers selects whether the serial port uses an internally-generated frame sync (if set, =1) or frame sync from an external (if cleared, =0) source.

Active State Transmit Data Valid

Bit 16 (LTDV) in the SPCTL0, SPCTL2 and SPCTL4 registers selects the logic level of the transmit data valid signals (TDV01, TDV23, TDV45) as active low (inverted) if set (=1), or active high if cleared (=0). These signals are actually SPORT0_FS, SPORT2_FS and SPORT4_FS reconfigured as outputs during multichannel operation. They indicate which timeslots have valid data to transmit. Active high (0) is the default.

Multichannel Status Bits

Bit 29 (ROVF) in the SPCTL1, SPCTL3, SPCTL5 registers provides status information. This bit indicates if the channel has received new data if set (=1) or not if cleared (=0) while the RXSPxA buffer is full. New data overwrites existing data.

Bits 31–30 (RXS_A) in the SPCTL1, SPCTL3, SPCTL5 registers indicate the status of the channel's receive buffer contents as follows: 00 = buffer empty, 01 = reserved, 10 = buffer partially full, 11 = buffer full.

The SPCTL0, SPCTL2, SPCTL4 Bit 29 (TUVF_A). The transmit underflow status (sticky, read-only) bit indicates (if set, =1) if the multichannel SPORTx_FS signal (from internal or external source) occurred while the TXS buffer was empty. The SPORTs transmit data whenever they detect a SPORTx_FS signal. If cleared (=0), no SPORTx_FS signal occurred.



This bit applies to multichannel mode only when the SPORTs are configured as transmitters.

Bits 31-30 (TXS_A) in the SPCTL0, SPCTL2, SPCTL4 registers indicate the status of the serial port channel's transmit buffer as follows: 11 = buffer full, 00 = buffer empty, 10 = buffer partially full.



This bit applies to multichannel mode only.

Channel Selection Registers

Specific channels can be individually enabled or disabled to select the words that are received and transmitted during multichannel communications. Data words from the enabled channels are received or transmitted, while disabled channel words are ignored. Up to 128 channels are available for transmitting and receiving.

The multichannel selection registers enable and disable individual channels. The registers for each serial port are shown in [Table 4-2](#).

Table 4-2. Multichannel Selection Registers

Register Names	Function
MR1CS(0-3) MR3CS(0-3) MR5CS(0-3)	Multichannel Receive Select specifies the active receive channels (4x32-bit registers for 128 channels).
MT0CS(0-3) MT2CS(0-3) MT4CS(0-3)	Multichannel Transmit Select specifies the active transmit channels (4x32-bit registers for 128 channels).
MR1CCS(0-3) MR3CCS(0-3) MR5CCS(0-3)	Multichannel Receive Compand Select specifies which active receive channels (out of 128 channels) are companded.
MT0CCS(0-3) MT2CCS(0-3) MT4CCS(0-3)	Multichannel Transmit Compand Select specifies which active transmit channels (out of 128 channels) are companded.

Each of the four multichannel enable and compand select registers are 32 bits in length. These registers provide channel selection for 128 (32 bits x 4 channels = 128) channels. Setting a bit enables that channel so that the

SPORT Operation Modes

serial port selects its word from the multiple-word block of data (for either receive or transmit). For example, setting bit 0 in `MT0CS0` or `MT2CS0` selects word 0, setting bit 12 selects word 12, and so on. Setting bit 0 in `MT0CS1` or `MT2CS1` selects word 32, setting bit 12 selects word 44, and so on.

Setting a particular bit to 1 in the `MT0CS0-3`, `MT2CS0-3` or `MT4CS0-3` registers causes `SPORT0`, 2, or 4 to transmit the word in that channel's position of the data stream. Clearing the bit in the register causes the `SPORT0` `SPORT0_DA/B`, `SPORT2` `SPORT2_DA/B` or `SPORT4`'s `SPORT4_DA` data transmit signal to three-state during the time slot of that channel.

Setting a particular bit to 1 in the `MR1CS0-3`, `MR3CS0-3` or `MR5CS0-3` register causes the serial port to receive the word in that channel's position of the data stream. The received word is loaded into the receive buffer. Clearing the bit in the register causes the serial port to ignore the data.

Companding may be selected on a per-channel basis. Setting a bit to 1 in any of the multichannel registers specifies that the data be companded for that channel. A-law or μ -law companding can be selected using the `DTYPE` bit in the `SPCTLx` control registers. `SPORT1`, 3, and 5 expand selected incoming time slot data, while `SPORT0`, 2, and 4 compress selected outgoing time slot data.

SPORT Loopback

When the `SPORT` loopback bit, (`SPL` bit 12), is set in the `SPMCTL01`, `SPMCTL23`, or `SPMCTL45` control registers, the serial port is configured in an internal loopback connection as follows: `SPORT0` and `SPORT1` work as a pair for internal loopback, `SPORT2` and `SPORT3` work as pairs, and `SPORT4` and `SPORT5` work as pairs. The loopback mode enables programs to test the serial ports internally and to debug applications.



The `SPL` bit applies to DSP standard serial and I^2S modes only.

When loopback is configured, the

- `SPORTx_DA`, `SPORTx_DB`, `SPORTx_CLK`, and `SPORTx_FS` signals of `SPORT0` and `SPORT1` are internally connected (where $x = 0$ or 1).
- The `SPORTy_DA`, `SPORTy_DB`, `SPORTy_CLK`, and `SPORTy_FS` signals of `SPORT2` and `SPORT3` are internally connected (where $y = 2$ or 3).
- The `SPORTz_DA`, `SPORTz_DB`, `SPORTz_CLK` and `SPORTz_FS` signals of `SPORT4` and `SPORT5` are internally connected (where $z = 4$ or 5).

In loopback mode, either of the two paired SPORTS can be transmitters or receivers. One SPORT in the loopback pair must be configured as a transmitter; the other must be configured as a receiver. For example, `SPORT0` can be a transmitter and `SPORT1` can be a receiver for internal loopback. Or, `SPORT0` can be a receiver and `SPORT1` can be the transmitter when setting up internal loopback. The processor ignores external activity on the `SPORTx_CLK`, `SPORTx_FS` A and B channel data signals when the SPORT is configured in Loopback mode. This prevents contention with the internal loopback data transfer.

 Only transmit clock and transmit frame sync options may be used in loopback mode—programs must ensure that the serial port is set up correctly in the `SPCTLx` control registers. Multichannel mode is not allowed. Only standard DSP serial, left-justified sample pair, and I^2S modes support internal loopback. In loopback, each SPORT can be configured as transmitter or receiver, and each one is capable of generating internal frame sync and clock.

Any of the three paired SPORTs can be set up to transmit or receive, depending on their `SPTRAN` bit configurations.

Clock Signal Options

Each serial port has a clock signal (`SPORTx_CLK`) for transmitting and receiving data on the two associated data signals. The clock signals are configured by the `ICLK` and `CKRE` bits of the `SPCTLx` control registers. A single clock signal clocks both A and B data signals (either configured as inputs or outputs) to receive or transmit data at the same rate.

The serial clock can be independently generated internally or input from an external source. The `ICLK` bit of the `SPCTLx` control registers determines the clock source.

When `ICLK` is set (=1), the clock signal is generated internally by the processor and the `SPORTx_CLK` signals are outputs. The clock frequency is determined by the value of the serial clock divisor (`CLKDIV`) in the `DIVx` registers.

When `ICLK` is cleared (=0), the clock signal is accepted as an input on the `SPORTx_CLK` signals, and the serial clock divisors in the `DIVx` registers are ignored. The externally-generated serial clock does not need to be synchronous with the processor's system clock. Refer to [Table 4-8 on page 4-64](#).

Frame Sync Options

Framing signals indicate the beginning of each serial word transfer. A variety of framing options are available on the SPORTs. The `SPORTx_FS` signals are independent and are separately configured in the control register.

Framed Versus Unframed Frame Syncs

The use of frame sync signals is optional in serial port communications. The `FSR` (transmit frame sync required) bit determines whether frame sync signals are required. Active low or active high frame syncs are selected using the `LFS` bit. This bit is located in the `SPCTLx` control registers.

When `FSR` is set (`=1`), a frame sync signal is required for every data word. To allow continuous transmission from the processor, each new data word must be loaded into the transmit buffer before the previous word is shifted out and transmitted.

When `FSR` is cleared (`=0`), the corresponding frame sync signal is not required. A single frame sync is required to initiate communications but it is ignored after the first bit is transferred. Data words are then transferred continuously in what is referred to as an unframed mode.

i When DMA is enabled in a mode where frame syncs are not required, DMA requests may be held off by chaining or may not be serviced frequently enough to guarantee continuous unframed data flow.

Figure 4-6 illustrates framed serial transfers.

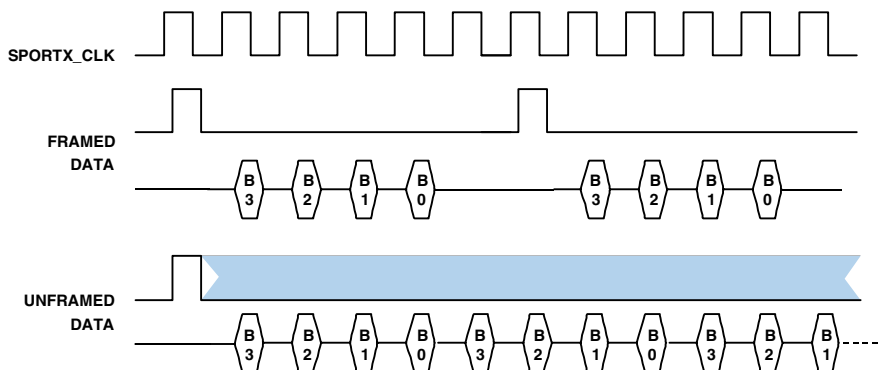


Figure 4-6. Framed Versus Unframed Data

Internal Versus External Frame Syncs

Both transmit and receive frame syncs can be generated internally or input from an external source. The `IFS` bit of the `SPCTLx` control register determines the frame sync source.

When `IFS` is set (`=1`), the corresponding frame sync signal is generated internally by the processor, and the `SPORTx_FS` signal is an output. The frequency of the frame sync signal is determined by the value of the frame sync divisor (`FSDIV`) in the `DIVx` register. Refer to [Figure 4-8 on page 4-64](#).

When `IFS` is cleared (`=0`), the corresponding frame sync signal is accepted as an input on the `SPORTx_FS` signals, and the frame sync divisors in the `DIVx` registers are ignored.

All frame sync options are available whether the signal is generated internally or externally.

Active Low Versus Active High Frame Syncs

Frame sync signals may be active high or active low (for example, inverted). The `LFS` bit (bit 16) of the `SPCTLx` control register determines the frame sync's logic level:

- When `LFS` is cleared (`=0`), the corresponding frame sync signal is active high.
- When `LFS` is set (`=1`), the corresponding frame sync signal is active low.

Active high frame syncs are the default. The `LFS` bit is initialized to zero after a processor reset.

Sampling Edge for Data and Frame Syncs

Data and frame syncs can be sampled on the rising or falling edges of the serial port clock signals. The `CKRE` bit of the `SPCTLx` control registers selects the sampling edge.

For sampling receive data and frame syncs, setting `CKRE` to 1 in the `SPCTLx` register selects the rising edge of `SPORTx_CLK`. When `CKRE` is cleared (`=0`), the processor selects the falling edge of `SPORTx_CLK` for sampling receive data and frame syncs. Note that transmit data and frame sync signals change their state on the clock edge that is not selected.

For example, the transmit and receive functions of any two serial ports connected together should always select the same value for `CKRE` so internally-generated signals are driven on one edge and received signals are sampled on the opposite edge.

Early Versus Late Frame Syncs

Frame sync signals can be early or late. Frame sync signals can occur during the first bit of each data word or during the serial clock cycle immediately preceding the first bit. The `LAFS` bit of the `SPCTLx` control register configures this option.

When `LAFS` is cleared (`=0`), early frame syncs are configured. This is the normal mode of operation. In this mode, the first bit of the transmit data word is available (and the first bit of the receive data word is latched) in the serial clock cycle after the frame sync is asserted. The frame sync is not checked again until the entire word has been transmitted (or received). In multichannel operation, this is the case when the frame delay is one.

If data transmission is continuous in early framing mode (for example, the last bit of each word is immediately followed by the first bit of the next word), the frame sync signal occurs during the last bit of each word. Internally-generated frame syncs are asserted for one clock cycle in early framing mode.

Frame Sync Options

When `LAFS` is set (`=1`), late frame syncs are configured. In this mode, the first bit of the transmit data word is available (and the first bit of the receive data word is latched) in the same serial clock cycle that the frame sync is asserted. In multichannel operation, this is the case when frame delay is zero. Receive data bits are latched by serial clock edges, but the frame sync signal is checked only during the first bit of each word. Internally-generated frame syncs remain asserted for the entire length of the data word in late framing mode. Externally-generated frame syncs are only checked during the first bit. They do not need to be asserted after that time period.

Figure 4-7 illustrates the two modes of frame signal timing.

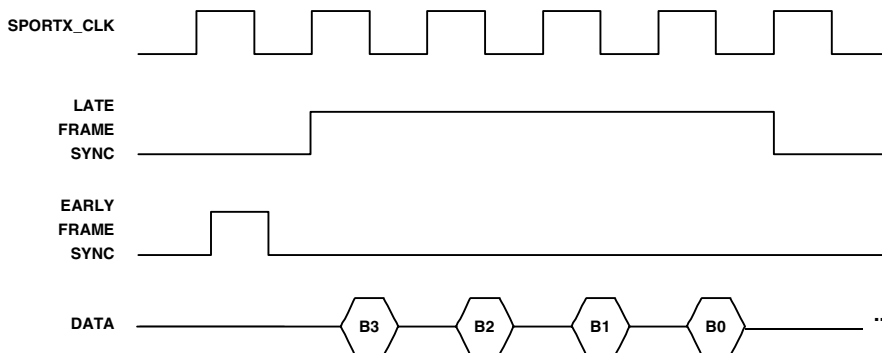


Figure 4-7. Normal Versus Alternate Framing

Data-Independent Frame Sync

When transmitting data out of the SPORT (`SPTRAN = 1`), the internally-generated frame sync signal normally is output-only when the transmit buffer has data ready to transmit. The data-independent frame sync (`DIFS`) mode allows the continuous generation of the `SPORTx_FS` signal, with or without new data in the register. The `DIFS` bit of the `SPCTLX` control register configures this option.

When $SPTRAN = 1$, the $DIFS$ bit selects whether the serial port uses a data-independent transmit frame sync (sync at selected interval, if set to 1) or a data-dependent transmit frame sync. When $SPTRAN = 0$, this bit selects whether the serial port uses a data-independent receive frame sync or a data-dependent receive frame sync.

When $DIFS = 0$ and $SPTRAN = 1$, the internally-generated transmit frame sync is only output when a new data word has been loaded into the SPORT channel's transmit buffer. Once data is loaded into the transmit buffer, it is not transmitted until the next frame sync is generated. This mode of operation allows data to be transmitted only at specific times. When $DIFS = 0$ and $SPTRAN = 0$, a receive $SPORTx\_FS$ signal is generated only when receive data buffer status is not full.

When $DIFS = 1$ and $SPTRAN = 1$, the internally-generated transmit frame sync is output at its programmed interval regardless of whether new data is available in the transmit buffer. The processor generates the transmit $SPORTx\_FS$ signal at the frequency specified by the value loaded in the DIV register. If a frame sync occurs when the transmitter FIFO is empty, the MSB or LSB (depending on how the $LSBF$ bit in $SPCTL$ is set) of the previous word is transmitted. When $DIFS = 1$ and $SPTRAN = 0$, a receive $SPORTx\_FS$ signal is generated regardless of the receive data buffer status.

Depending on the SPORT operating mode, the transmitter underflow ($TUVF\_A$ or $TUVF\_B$) bit is set if the transmit buffer does not have new data when a frame sync occurs; or a receive overflow bit ($ROVF\_A$ or $ROVF\_B$) is set if the receive buffers are full and a new data word is received.

If the internally-generated frame sync is used and $DIFS = 0$, a single write to the transmit data register is required to start the transfer.

Data Word Formats

The format of the data words transmitted over the serial ports is configured by the `DTYPE`, `LSBF`, `SLEN`, and `PACK` bits of the `SPCTLx` control registers.

Word Length

Serial ports can process word lengths of 3 to 32 bits for serial and multi-channel modes and 8 to 32 bits for I^2S and left-justified modes. Word length is configured using the 5-bit `SLEN` field in the `SPCTLx` registers. Refer to [Table 4-1 on page 4-11](#) for further information.

The value of `SLEN` is:

$$SLEN = \text{serial word length} - 1$$

Do not set the `SLEN` value to 0 or 1. Words smaller than 32 bits are right-justified in the receive and transmit buffers, residing in the least significant (LSB) bit positions.

Although the word lengths can be 3 to 32 bits, transmitting or receiving words smaller than 7 bits at one-quarter (0.25) the full clock rate of the serial port may cause incorrect operation when DMA chaining is enabled. Chaining disables the processor's internal I/O bus for several cycles while the new transfer control block (TCB) parameters are being loaded. Receive data may be lost (for example, overwritten) during this period.

Transmitting or receiving words smaller than five bits may cause incorrect operation when all the DMA channels are enabled with no DMA chaining.

Endian Format

Endian format determines whether serial words transmit MSB first or LSB first. Endian format is selected by the `LSBF` bit in the `SPCTLx` registers.

When `LSBF = 0`, serial words transmit (or receive) MSB first. When `LSBF = 1`, serial words transmit (or receive) LSB first.

Data Packing and Unpacking

Received data words of 16 bits or less may be packed into 32-bit words, and 32-bit words being transmitted may be unpacked into 16-bit words. Word packing and unpacking is selected by the `PACK` bit in the `SPCTLx` control registers.

When `PACK = 1` in the control register, two successive words received are packed into a single 32-bit word, and each 32-bit word is unpacked and transmitted as two 16-bit words.

The first 16-bit (or smaller) word is right-justified in bits 15–0 of the packed word, and the second 16-bit (or smaller) word is right-justified in bits 31–16. This applies to both receive (packing) and transmit (unpacking) operations. Companding can be used with word packing or unpacking.

When serial port data packing is enabled, the transmit and receive interrupts are generated for the 32-bit packed words, not for each 16-bit word.



When 16-bit received data is packed into 32-bit words and stored in normal word space in processor internal memory, the 16-bit words can be read or written with short word space addresses.

Data Type

The `DTYPE` field of the `SPCTLx` registers specifies one of four data formats (for non-multichannel operation) shown in [Table 4-3](#). This bit field is reserved in I²S and left-justified mode. In DSP serial mode, if companding is selected for primary A channel, the secondary B channel performs a zero-fill.



In multichannel mode, channel B looks at `XDTYPE[0]` only ([Table 4-4](#)).

If `DTYPE[0] = 1` sign-extend

If `DTYPE[0] = 0` zero-fill

Table 4-3. `DTYPE` and Data Formatting (DSP Serial Mode)

DTYPE	Data Formatting
00	Right-justify, zero-fill unused MSBs
01	Right-justify, sign-extend into unused MSBs
10	Compand using μ -law (primary A channels only)
11	Compand using A-law (primary A channels only)

These formats are applied to serial data words loaded into the receive and transmit buffers. Transmit data words are not zero-filled or sign-extended, because only the significant bits are transmitted.

Table 4-4. `DTYPE` and Data Formatting (Multichannel)

DTYPE	Data Formatting
x0	Right-justify, zero-fill unused MSBs
x1	Right-justify, sign-extend into unused MSBs
0x	Compand using μ -law (primary A channels only)
1x	Compand using A-law (primary A channels only)

Linear transfers occur in the primary channel, if the channel is active and companding is not selected for that channel. Companded transfers occur if the channel is active and companding is selected for that channel. The multichannel compand select registers, $MTxCCSy$ and $MRxCCSy$, specify the transmit and receive channels that are companded when multichannel mode is enabled.

Transmit or receive sign extension is selected by bit 0 of $DTYPE$ in the $SPCTLx$ register and is common to all transmit or receive channels. If bit 0 of $DTYPE$ is set, sign extension occurs on selected channels that do not have companding selected. If this bit is not set, the word contains zeros in the MSB positions. Companding is not supported for B channel. For B channels, transmit or receive sign extension is selected by bit 0 of $DTYPE$ in the $SPCTLx$ register.

Companding

Companding (compressing/expanding) is the process of logarithmically encoding and decoding data to minimize the number of bits that must be sent. The processor's serial ports support the two most widely used companding algorithms, A-law and μ -law, performed according to the CCITT G.711 specification. The type of companding can be selected independently for each SPORT. Companding is selected by the $DTYPE$ field of the $SPCTLx$ control register.



Companding is supported on the A channel only. The primary channels of SPORTs 0, 2, and 4 are capable of compression, while the primary channels of SPORTs 1, 3, and 5 are capable of expansion.

In multichannel mode, when companding is enabled, the number of channels must be programmed via the NCH bit in the $SPMCTLx$ register before writing to the transmit FIFO. The $MTxCSn$ and $MTxCCSn$ registers should also be written before writing to the transmit FIFO.

Data Word Formats

When companding is enabled, the data in the `RXSPxA` buffers is the right-justified, sign-extended expanded value of the eight received LSBs. A write to `TXSPxA` compresses the 32-bit value to eight LSBs (zero-filled to the width of the transmit word) before it is transmitted. If the 32-bit value is greater than the 13-bit A-law or 14-bit μ -law maximum, it is automatically compressed to the maximum value.

Since the values in the transmit and receive buffers are actually companded in place, the companding hardware can be used without transmitting (or receiving) any data, for example during testing or debugging. This operation requires one peripheral clock cycle of overhead, as described below. For companding to execute properly, program the SPORT registers prior to loading data values into the SPORT buffers.

To compand data in place without transmitting:

1. Set the `SPTRAN` bit to 1 in the `SPCTLx` register. The `SPEN_A` and `SPEN_B` bits should be = 0.
2. Enable companding in the `DTYPE` field of the `SPCTLx` transmit control register.
3. Write a 32-bit data word to the transmit buffer. Companding is calculated in this cycle.
4. Wait two cycles. Any instruction not accessing the transmit buffer can be used to cause this delay. This allows the serial port companding hardware to reload the transmit buffer with the companded value.
5. Read the 8-bit companded value from the transmit buffer.

To expand data in place, use the same sequence of operations with the receive buffer instead of the transmit buffer. When expanding data in this way, set the appropriate serial word length (`SLEN`) in the `SPCTLx` register.

With companding enabled, interfacing the serial port to a codec requires little additional programming effort. If companding is not selected, two formats are available for received data words of fewer than 32 bits—one that fills unused MSBs with zeros, and another that sign-extends the MSB into the unused bits.

SPORT Control Registers and Data Buffers

The ADSP-2136x processor has six serial ports. Each SPORT has two data paths corresponding to channel A and channel B. These data buffers are `TXSPxA` and `RXSPxA` (primary) and `TXSPxB` and `RXSPxB` (secondary). Channel A and B in all six SPORTS operate synchronously to their respective `SPORTx_CLK` and `FSx` signals. Companding is supported only on primary A channels.

The registers used to control and configure the serial ports are part of the IOP register set. Each SPORT has its own set of 32-bit control registers and data buffers. The SPORT registers are described in [Table 4-5](#).

The SPORT control registers are programmed by writing to the appropriate address in memory. The symbolic names of the registers and individual control bits can be used in programs. The definitions for these symbols are contained in the file `def2136x.h` located in the `INCLUDE` directory of the ADSP-21xxx DSP development software. All control and status bits in the SPORT registers are active high unless otherwise noted.

Since the SPORT registers are memory-mapped, they cannot be written with data directly. Instead, they must be written from (or read into) processor core registers, usually one of the general-purpose universal registers (`R0-R15`) of the register file or one of the general-purpose universal status registers (`USTAT1-USTAT4`). The SPORT control registers can also be written or read by external devices (for example, another DSP or a host processor) to set up a serial port DMA operation.

SPORT Control Registers and Data Buffers

Table 4-5 provides a complete list of the SPORT registers in IOP address order, showing the memory-mapped IOP address and a brief description of each register.

Table 4-5. SPORT Registers

IOP Address	Register	Reset	Description
0x400	SPCTL2	0x0000 0000	SPORT2 Serial Control Register
0x401	SPCTL3	0x0000 0000	SPORT3 Serial Control Register
0x402	DIV2	None	SPORT2 Divisor for Transmit/Receive SPORT2_CLK and SPORT2_FS
0x403	DIV3	None	SPORT3 Divisor for Transmit/Receive SPORT3_CLK and SPORT3_FS
0x404	SPMCTL23	None	SPORT 2/3 Multichannel Control Register
0x405	MT2CS0	None	SPORT2 Multichannel Transmit Select 0 (Channel 31-0)
0x406	MT2CS1	None	SPORT2 Multichannel Transmit Select 1 (Channel 63-32)
0x407	MT2CS2	None	SPORT2 Multichannel Transmit Select 2 (Channel 95-64)
0x408	MT2CS3	None	SPORT2 Multichannel Transmit Select 3 (Channel 127-96)
0x409	MR3CS0	None	SPORT3 Multichannel Receive Select 0 (Channel 31-0)
0x40A	MR3CS1	None	SPORT3 Multichannel Receive Select 1 (Channel 63-32)
0x40B	MR3CS2	None	SPORT3 Multichannel Receive Select 2 (Channel 95-64)
0x40C	MR3CS3	None	SPORT3 Multichannel Receive Select 3 (Channel 127-96)
0x40D	MT2CCS0	None	SPORT2 Multichannel Transmit Compand Select 0 (Channel 31-0)

Table 4-5. SPORT Registers (Cont'd)

IOP Address	Register	Reset	Description
0x40E	MT2CCS1	None	SPORT2 Multichannel Transmit Compand Select 1 (Channel 63–32)
0x40F	MT2CCS2	None	SPORT2 Multichannel Transmit Compand Select 2 (Channel 95–64)
0x410	MT2CCS3	None	SPORT2 Multichannel Transmit Compand Select 3 (Channel 127–96)
0x411	MR3CCS0	None	SPORT3 Multichannel Receive Compand Select 0 (Channel 31–0)
0x412	MR3CCS1	None	SPORT3 Multichannel Receive Compand Select 1 (Channel 63–32)
0x413	MR3CCS2	None	SPORT3 Multichannel Receive Compand Select 2 (Channel 95–64)
0x414	MR3CCS3	None	SPORT3 Multichannel Receive Compand Select 3 (Channel 127–96)
0x460	TXSP2A	None	SPORT2 Transmit Data Buffer; A channel data
0x461	RXSP2A	None	SPORT2 Receive Data Buffer; A channel data
0x462	TXSP2B	None	SPORT2 Transmit Data Buffer; B channel data
0x463	RXSP2B	None	SPORT2 Receive Data Buffer; B channel data
0x464	TXSP3A	None	SPORT3 Transmit Data Buffer; A channel data
0x465	RXSP3A	0x0000 0000	SPORT3 Receive Data Buffer; A channel data
0x466	TXSP3B	0x0000 0000	SPORT3 Transmit Data Buffer; B channel data
0x467	RXSP3B	0x0000 0000	SPORT3 Receive Data Buffer; B channel data
0x800	SPCTL4	0x0000 0000	SPORT4 Serial Control Register
0x801	SPCTL5	0x0000 0000	SPORT5 Serial Control Register
0x802	DIV4	0x0000 0000	SPORT4 Divisor for Transmit/Receive SPORT4_CLK and SPORT4_FS

SPORT Control Registers and Data Buffers

Table 4-5. SPORT Registers (Cont'd)

IOP Address	Register	Reset	Description
0x803	DIV5	0x0000 0000	SPORT5 Divisor for Transmit/Receive SPORT4_CLK and SPORT5_FS
0x804	SPMCTL45	0x0000 0000	SPORT 4/5 Multichannel Control Register
0x805	MT4CS0	0x0000 0000	SPORT4 Multichannel Transmit Select 0 (Channel 31–0)
0x806	MT4CS1	0x0000 0000	SPORT4 Multichannel Transmit Select 1 (Channel 63–32)
0x807	MT4CS2	0x0000 0000	SPORT4 multichannel transmit select 2 (Channel 95–64)
0x808	MT4CS3	0x0000 0000	SPORT4 multichannel transmit select 3 (Channel 127–96)
0x809	MR5CS0	0x0000 0000	SPORT5 Multichannel Receive Select 0 (Channel 31–0)
0x80A	MR5CS1	0x0000 0000	SPORT5 Multichannel Receive Select 1 (Channel 63–32)
0x80B	MR5CS2	0x0000 0000	SPORT5 Multichannel Receive Select 2 (Channel 95–64)
0x80C	MR5CS3	0x0000 0000	SPORT5 Multichannel Receive Select 3 (Channel 127–96)
0x80D	MT4CCS0	0x0000 0000	SPORT4 Multichannel Transmit Compand Select 0 (Channel 31–0)
0x80E	MT4CCS1	0x0000 0000	SPORT4 Multichannel Transmit Compand Select 1 (Channel 63–32)
0x80F	MT4CCS2	0x0000 0000	SPORT4 Multichannel Transmit Compand Select 2 (Channel 95–64)
0x810	MT4CCS3	0x0000 0000	SPORT4 Multichannel Transmit Compand Select 3 (Channel 127–96)
0x811	MR5CCS0	0x0000 0000	SPORT5 Multichannel Receive Compand Select 0 (Channel 31–0)

Table 4-5. SPORT Registers (Cont'd)

IOP Address	Register	Reset	Description
0x812	MR5CCS1	0x0000 0000	SPORT5 Multichannel Receive Compand Select 1 (Channel 63–32)
0x813	MR5CCS2	0x0000 0000	SPORT5 Multichannel Receive Compand Select 2 (Channel 95–64)
0x814	MR5CCS3	0x0000 0000	SPORT5 Multichannel Receive Compand Select 3 (Channel 127–96)
0x860	TXSP4A	0x0000 0000	SPORT4 Transmit Data Buffer; A channel data
0x861	RXSP4A	0x0000 0000	SPORT4 Receive Data Buffer; A channel data
0x862	TXSP4B	0x0000 0000	SPORT4 Transmit Data Buffer; B channel data
0x863	RXSP4B	0x0000 0000	SPORT4 Receive Data Buffer; B channel data
0x864	TXSP5A	0x0000 0000	SPORT5 Transmit Data Buffer; A channel data
0x865	RXSP5A	0x0000 0000	SPORT5 Receive Data Buffer; A channel data
0x866	TXSP5B	0x0000 0000	SPORT5 Transmit Data Buffer; B channel data
0x867	RXSP5B	0x0000 0000	SPORT5 Receive Data Buffer; B channel data
0xC00	SPCTL0	0x0000 0000	SPORT0 Serial Control Register
0xC01	SPCTL1	0x0000 0000	SPORT1 Serial Control Register
0xC02	DIV0	0x0000 0000	SPORT0 Divisor for Transmit/Receive SPORT0_CLK and SPORT0_FS
0xC03	DIV1	0x0000 0000	SPORT1 Divisor for Transmit/Receive SPORT1_CLK and SPORT1_FS
0xC04	SPMCTL01	0x0000 0000	SPORT 0/1 Multichannel Control Register
0xC05	MT0CS0	0x0000 0000	SPORT0 Multichannel Transmit Select 0 (Channels 31–0)
0xC06	MT0CS1	0x0000 0000	SPORT0 Multichannel Transmit Select 1 (Channels 63–32)
0xC07	MT0CS2	0x0000 0000	SPORT0 Multichannel Transmit Select 2 (Channels 95–64)

SPORT Control Registers and Data Buffers

Table 4-5. SPORT Registers (Cont'd)

IOP Address	Register	Reset	Description
0xC08	MT0CS3	0x0000 0000	SPORT0 Multichannel Transmit Select 3 (Channels 127–96)
0xC09	MR1CS0	0x0000 0000	SPORT1 Multichannel Receive Select 0 (Channels 31–0)
0xC0a	MT0CS1	0x0000 0000	SPORT0 Multichannel Receive Select 1 (Channels 63–32)
0xC0b	MT0CS2	0x0000 0000	SPORT0 Multichannel Receive Select 2 (Channels 95–64)
0xC0C	MR1CS3	0x0000 0000	SPORT0 Multichannel Receive Select 3 (Channels 127–96)
0xC0D	MT0CCS0	0x0000 0000	SPORT0 Multichannel Transmit Compand Select 0 (Channels 31–0)
0xC0E	MT0CCS1	0x0000 0000	SPORT0 Multichannel Transmit Compand Select 1 (Channels 63–32)
0xC0F	MT0CCS2	0x0000 0000	SPORT0 multichannel transmit compand select 2 (Channels 95–64)
0xC10	MT0CCS3	0x0000 0000	SPORT0 Multichannel Transmit Compand Select 3 (Channels 127–96)
0xC11	MR1CCS0	0x0000 0000	SPORT1 Multichannel Receive Compand Select 0 (Channels 31–0)
0xC12	MR1CCS1	0x0000 0000	SPORT1 Multichannel Receive Compand Select 1 (Channels 63–32)
0xC13	MR1CCS2	0x0000 0000	SPORT1 Multichannel Receive Compand Select 2 (Channels 95–64)
0xC14	MR1CCS3	0x0000 0000	SPORT1 Multichannel Receive Compand select 3 (Channels 127–96)
0xC60	TXSP0A	0x0000 0000	SPORT0 Transmit Data Buffer; A channel data
0xC61	RXSP0A	0x0000 0000	SPORT0 Receive Data Buffer; A channel data
0xC62	TXSP0B	0x0000 0000	SPORT0 Transmit Data Buffer; B channel data

Table 4-5. SPORT Registers (Cont'd)

IOP Address	Register	Reset	Description
0xC63	RXSP0B	0x0000 0000	SPORT0 Receive Data Buffer; B channel data
0xC64	TXSP1A	0x0000 0000	SPORT1 Transmit Data Buffer; A channel data
0xC65	RXSP1A	0x0000 0000	SPORT1 Receive Data Buffer; A channel data
0xCc66	TXSP1B	0x0000 0000	SPORT1 Transmit Data Buffer; B channel data
0xC67	RXSP1B	0x0000 0000	SPORT1 Receive Data Buffer; B channel data

Register Writes and Effect Latency

SPORT register writes are internally completed at the end of five (worst case) or four (best case) core clock cycles. The newly written value to the SPORT register can be read back on the next cycle. Reads of the SPORT registers take four core clock cycles.

After a write to a SPORT register, control and mode bit changes take effect in the second serial clock cycle. The serial ports are ready to start transmitting or receiving three serial clock cycles after they are enabled in the SPCTLx control register. No serial clocks are lost from this point on.

Serial Port Control Registers (SPCTLx)

The main control register for each serial port is the serial port control register, SPCTLx. These registers are described in [“SPORT Serial Control Registers \(SPCTLx\)” on page A-19](#). When changing operating modes, clear the serial port control register before the new mode is written to the register.

There is one global control and status register for each SPORT pair (SPORT0/1, SPORT 2/3 and SPORT 4/5) for multichannel operation. These are SPMCTL01, SPMCTL23, or SPMCTL45. These registers define the number of channels, provide the status of the current channel, enable

SPORT Control Registers and Data Buffers

multichannel operation, and set the multichannel frame delay. These registers are described in “[SPORT Multichannel Control Registers \(SPMCTLxy\)](#)” on page A-30.

The SPCTLx registers control the operating modes of the serial ports for the I/O processor. [Table 4-6](#) lists all the bits in the SPCTLx register.

Table 4-6. SPCTLx Control Bit Comparison in Four SPORT Operation Modes

Bit	Standard DSP Serial Mode	Left-justified and I ² S Sample Pair Mode	Multichannel Mode	
			Transmit Control Bits (SPORT0, 2, 4)	Receive Control Bits (SPORT1, 3, 5)
0	SPEN_A	SPEN_A	Reserved	Reserved
1	DTYPE	Reserved	DTYPE	DTYPE
2	DTYPE	Reserved	DTYPE	DTYPE
3	LSBF	Reserved	LSBF	LSBF
4	SLEN0	SLEN0	SLEN0	SLEN0
5	SLEN1	SLEN1	SLEN1	SLEN1
6	SLEN2	SLEN2	SLEN2	SLEN2
7	SLEN3	SLEN3	SLEN3	SLEN3
8	SLEN4	SLEN4	SLEN4	SLEN4
9	PACK	PACK	PACK	PACK
10	ICLK	MSTR	Reserved	ICLK
11	OPMODE	OPMODE	OPMODE	OPMODE
12	CKRE	Reserved	CKRE	CKRE
13	FSR	Reserved	Reserved	Reserved
14	IFS	Reserved	Reserved	IMFS
15	DIFS	DIFS	Reserved	Reserved
16	LFS	FRFS	LTDV	LMFS

Table 4-6. SPCTLx Control Bit Comparison in Four SPORT Operation Modes (Cont'd)

Bit	Standard DSP Serial Mode	Left-justified and I ² S Sample Pair Mode	Multichannel Mode	
			Transmit Control Bits (SPORT0, 2, 4)	Receive Control Bits (SPORT1, 3, 5)
17	LAFS	LAFS	Reserved	Reserved
18	SDEN_A	SDEN_A	SDEN_A	SDEN_A
19	SCHEN_A	SCHEN_A	SCHEN_A	SCHEN_A
20	SDEN_B	SDEN_B	SDEN_B	SDEN_B
21	SCHEN_B	SCHEN_B	SCHEN_B	SCHEN_B
22	FS_BOTH	No effect	Reserved	Reserved
23	BHD	BHD	BHD	BHD
24	SPEN_B	SPEN_B	Reserved	Reserved
25	SPTRAN	SPTRAN	Reserved	Reserved
26	ROVF_B, or TUVF_B	ROVF_B, or TUVF_B	TUVF_B	ROVF_B
27	DXS_B	DXS_B	TXS_B	RXS_B
28	DXS_B	DXS_B	TXS_B	RXS_B
29	ROVF_A, or TUVF_A	ROVF_A, or TUVF_A	TUVF_A	ROVF_A
30	DXS_A	DXS_A	TXS_A	RXS_A
31	DXS_A	DXS_A	TXS_A	RXS_A

The following bits, listed in bit number order, control serial port modes and are part of the SPCTLx (transmit and receive) control registers. Other bits in the SPCTLx registers set up DMA and I/O processor-related serial port features. For information about configuring a specific operation mode, refer to [Table 4-1 on page 4-11](#) and “Standard DSP Serial Mode” on page 4-12.

SPORT Control Registers and Data Buffers

Serial Port Enable. SPCTLx register, bits 0 and 24 (SPEN_A and SPEN_B). This bit enables (if set, = 1) or disables (if cleared, = 0) the corresponding serial port channel A or B. Clearing this bit aborts any ongoing operation and clears the status bits. The SPORTS are ready to transmit or receive two serial clock cycles after enabling.

This description applies to I²S and DSP standard serial modes only.

Data Type Select. SPCTLx register, bits 2–1 (DTYPE). These bits select the companding and MSB data type formatting of serial words loaded into the transmit and receive buffers. This bit applies to DSP standard serial and multichannel modes only. The transmit shift register does not zero-fill or sign-extend transmit data words; this only takes place for the receive shift register.

For Standard mode, selection of companding mode and MSB format are exclusive:

- 00 = Right-justify; fill unused MSBs with 0s
- 01 = Right-justify; sign-extend into unused MSBs
- 10 = Compand using μ _law, (primary channels only)
- 11 = Compand using A_law, (primary channels only)

For multichannel mode, selection of companding mode and MSB format are independent:

- x0 = Right-justify; fill unused MSBs with 0s
- x1 = Right-justify; sign-extend into unused MSBs
- 0x = Compand using μ _law
- 1x = Compand using A_law

This description applies only to DSP standard serial mode and multichannel modes only.

Serial Word Endian Select. SPCTLx register, bit 3 (LSBF). This bit selects little endian words (LSB first, if set, = 1) or big endian words (MSB first, if cleared, = 0). This description applies to DSP standard serial and multichannel modes only.

Serial Word Length Select. SPCTLx register, bit 8–4 (SLENx). These bits select the word length in bits. Word sizes can be from 3 bits (SLEN = 2) to 32 bits (SLEN = 31). This bit applies to all operation modes.

Use this formula to calculate the value for SLEN:

$SLEN = \text{actual serial word length} - 1$



The SLEN bit cannot equal 0 or 1.

I²S, left-justified sample pair word length is limited to 8-32 bits.

DSP Standard mode word length varies from 3-32 bits.

16-bit to 32-bit Word Packing Enable. SPCTLx register, bit 9 (PACK). This bit enables (if set, = 1) or disables (if cleared, = 0) 16- to 32-bit word packing. This bit applies to all operation modes.

Internal Clock Select. SPCTLx register, bit 10 (ICLK). This bit selects the internal (if set, =1) or external (if cleared, =0) transmit or receive clock. This bit applies to DSP standard serial mode and SPORTs 1, 3 and 5 for multichannel modes.

Sport Operation Mode. SPCTLx register, bit 11 (OPMODE). This bit enables I²S/left-justified sample pair modes if set (= 1), or disables if cleared (= 0). This bit applies to all operation modes. See [Table 4-1 on page 4-11](#) and [“Standard DSP Serial Mode” on page 4-12](#).

Clock Rising Edge Select. SPCTLx register, bit 12 (CKRE). This bit selects whether the serial port uses the rising edge (if set, = 1) or falling edge (if cleared, = 0) of the clock signal for sampling data and the frame sync. This bit applies to DSP standard serial and multichannel modes only.

SPORT Control Registers and Data Buffers

Frame Sync Required Select. SPCTLx register, bits 13 (FSR). This bit selects whether the serial port requires (if set, = 1) or does not require (if cleared, = 0) a transfer frame sync. See [“Frame Sync Options” on page 4-34](#) for more details. This bit applies to DSP standard serial mode only.

Internal Frame Sync Select. SPCTLx register, bit 14 (IFS). This bit selects whether the serial port uses an internally-generated frame sync (if set, = 1) or a frame sync from an external (if cleared, = 0) source. This bit is used for Standard DSP Serial mode only.

Low Active Frame Sync Select. SPCTLx register, bit 16 (LFS). This bit selects the logic level of the (transmit or receive) frame sync signals. This bit selects an active low frame sync (if set, = 1) or active high frame sync (if cleared, = 0). Active high (0) is the default. This bit is called FRFS in I²S and left-justified modes and LTDV/LMFS in multichannel mode.

Late Frame Sync Select. SPCTLx register, bit 17 (LAFS). This bit selects when to generate the frame sync signal. This bit selects a late frame sync if set (= 1) during the first bit of each data word. This bit selects an early frame sync if cleared (= 0) during the serial clock cycle immediately preceding the first data bit. See [“Frame Sync Options” on page 4-34](#) for more details.

This bit applies to DSP standard serial mode. This bit is also used to select between I²S and left-justified sample pair modes. See [Table 4-1 on page 4-11](#) and [“Standard DSP Serial Mode” on page 4-12](#) for more information.

Serial Port DMA Enable. SPCTLx register, bits 18 and 20 (SDEN_A and SDEN_B). This bit enables (if set, = 1) or disables (if cleared, = 0) the serial port's channel DMA. Bits 18 and 20 apply to all operating modes.

Serial Port DMA Chaining Enable. SPCTLx register, bits 19 and 21 (SCHEN_A and SCHEN_B). These bits enable (if set, = 1) or disable (if cleared, = 0) serial port's channels A and B DMA chaining. Bits 19 and 21 apply to all operating modes.

Frame Sync Both Enable. SPCTLx register, bit 22 (FS_BOTH). This bit applies when the SPORTS channels A and B are configured to transmit/receive data. If set (= 1), this bit issues frame sync only when data is present in both transmit buffers, TXA and TXB. If cleared (= 0), a frame sync is issued if data is present in either transmit buffers. This bit applies to DSP standard serial mode only.

When a SPORT is configured as a receiver, if FS_BOTH is set (= 1), frame sync is issued only when both the Rx FIFOs (RXSPA and RXSPB) are not full.

This bit is not used for I²S and left-justified sample pair modes. If only channel A or channel B is selected, the frame sync behaves as if FS_BOTH is cleared (= 0). If both A and B channels are selected, the word select acts as if FS_BOTH is set (= 1).

Buffer Hang Disable. SPCTLx register, bit 23 (BHD). When cleared (= 0), this bit causes the processor core to hang when it attempts to write to a full buffer or read from an empty buffer. When set (= 1), this bit disables the core-hang. In this case, a core read from an empty receive buffer returns previously-read (invalid) data and core writes to a full transmit buffer to overwrite (valid) data that has not yet been transmitted. This bit is used in all modes.

Data Direction Control. SPCTLx register, bit 25 (SPTRAN). This bit controls the data direction of the serial port channel A and B signals.

When cleared (= 0) the SPORT is configured to receive on both channels A and B. When configured to receive, the RXSPxA and RXSPxB buffers are activated, while the receive shift registers are controlled by SPORTx_CLK and SPORTx_FS. The TXSPxA and TXSPxB buffers are inactive.

When set (= 1) the SPORT is configured to transmit on both channels A and B. When configured to transmit, the TXSPxA and TXSPxB buffers are activated, while the transmit shift registers are controlled by SPORTx_CLK and SPORTx_FS. The RXSPxA and RXSPxB buffers are inactive.

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This bit applies to I²S, left-justified sample pair, and DSP standard serial modes.

 Reading from or writing to inactive buffers cause the core to hang indefinitely until the SPORT is cleared.

Data Buffer Error Status (sticky, read-only). SPCTLx register, bit 29 and 26 (ROVF, TUVF). These bits indicate whether the serial transmit operation has underflowed (if set, = 1 and SPTRAN = 1) or a receive operation has overflowed (if set, = 1 and SPTRAN = 0) in the TXSPxA/RXSPxA and TXSPxB/RXSPxB data buffers.

This description applies to I²S, left-justified sample pair, and DSP standard serial modes. In multichannel modes, corresponding bits (TUVF, ROVF) are used for this function.

When the SPORT is configured as a transmitter, this bit provides transmit underflow status. As a transmitter, if FSR = 1, this bit indicates whether the SPORTx_FS signal (from an internal or external source) occurred while the DXS buffer was empty. If FSR = 0, ROVF or TUVF is set whenever the SPORT is required to transmit and the transmit buffer is empty. The SPORTs transmit data whenever they detect a SPORTx_FS signal.

- 0 = No SPORTx_FS signal occurred while TXSPxA/B buffer is empty.
- 1 = SPORTx_FS signal occurred while TXSPxA/B buffer is empty.

When the SPORT is configured as a receiver, these bits provide receive overflow status. As a receiver, it indicates when the channel has received new data while the RXS_A buffer is full. New data overwrites existing data.

- 0 = No new data while RXSPxA/B buffer is full.
- 1 = New data while RXSPxA/B buffer is full.

Transmit Underflow Status (sticky, read-only). SPCTL0, SPCTL2, and SPCTL4 registers, bit 29 (TUVF_A). This bit indicates (if set, = 1) whether the multichannel SPORTx_FS signal (from an internal or external source)

occurred while the `TXS` buffer was empty. `SPORTs` transmit data whenever they detect a `SPORTx_FS` signal. If cleared (`= 0`), no `SPORTx_FS` signal occurs because the `TXS` buffer is empty.

The transmit underflow status bit (`TUVF_A/ROVF_A` or `TUVF_A` and `TUVF_B/ROVF_B` or `TUVF_B`) is set when the `SPORTx_FS` signal occurs from either an external or internal source while the `TXSPxA` or `TXSPxB` buffer is empty. The internally-generated `SPORTx_FS` signal may be suppressed whenever `TXSPxA` or `TXSPxB` is empty by clearing the `DIFS` control bit when `SPTRAN = 1`.

When the `DIFS` bit is cleared, (the default setting) the frame sync signal (`SPORTx_FS`) is dependent upon new data being present in the transmit buffer. The `SPORTx_FS` signal is only generated for new data. Setting `DIFS` to 1 selects data-independent frame syncs which causes the `SPORTx_FS` signal to be generated whether or not new data is present. With each `SPORTx_FS` signal, the `SPORT` transmits the contents of the transmit buffer. Serial port DMA typically keeps the transmit buffer full.



The `DIFS` bit applies to multichannel mode only when the `SPORTs` are configured as transmitters.

Receive Overflow Status (read-only, sticky). `SPCTL1`, `SPCTL3` and `SPCTL5` registers, bit 29 (`ROVF`). This bit indicates if the channel has received new data if set (`=1`) or not if cleared (`=0`) while the `RXS_A/B` buffer is full. New data overwrites existing data.



This bit applies to multichannel mode only.

Data Buffer Status Channel A (read-only). `SPCTL1`, `SPCTL3`, and `SPCTL5` registers, bits 31–30 (`RXS_A`). These bits indicate the status of the channel's receive buffer contents as follows: 00 = buffer empty, 01 = reserved, 10 = buffer partially full, 11 = buffer full.

SPORT Control Registers and Data Buffers

Data Buffer Status. SPCTLx register, bits 31–30 (DXS_A) and bits 28–27 (DXS_B). These read-only bits indicate the status of the serial port's data buffer as follows: 11 = buffer full, 00 = buffer empty, 10 = buffer partially full, 01 = reserved.

The DXS_A or DXS_B status bits indicate whether the TXSPxA/RXSPxA or TXSPxB/RXSPxB buffer is full (11), empty (00), or partially full (10). To test for space in TXSPxA/B or RXSPxA/B, test whether DXS_A (bit 30) is equal to zero for the A channel, or whether DXS_B (bit 27) is equal to zero for the B channel. To test for the presence of any data in TXSPxA/B or RXSPxA/B, test whether DXS_A (bit 31) is equal to one for the A channel, or whether DXS_B (bit 28) is equal to one for the B channel.

This description applies to I²S, left-justified sample pair, and DSP standard serial modes.



When the SPORT is configured as a transmitter, these bits reflect transmit buffer status for the TXSPxA and TXSPxB buffers. When the SPORT is configured as a receiver, these bits reflect receive buffer status for the RXSPxA and RXSPxB buffers.

Transmit Data Buffer Status (read-only). SPCTL0, SPCTL2, and SPCTL4 bits 30 and 31 (TXS_A). These bits indicate the status of the serial port channel's transmit buffer as follows: 11 = buffer full, 00 = buffer empty, 10 = buffer partially full.

Transmit and Receive Data Buffers (TXSPxA/B, RXSPxA/B)

The transmit buffers (TXSP0A, TXSP0B, TXSP1A, TXSP1B, TXSP2A, TXSP2B, TXSP3A, TXSP3B, TXSP4A, TXSP4B, TXSP5A, and TXSP5B) are the 32-bit transmit data buffers for SPORT0, SPORT1, SPORT2, SPORT3, SPORT4, and SPORT5 respectively. These buffers must be loaded with the data to

be transmitted if the SPORT is configured to transmit on the A and B channels. The data is loaded automatically by the DMA controller or loaded manually by the program running on the processor core.

The receive buffers (RXSP0A, RXSP0B, RXSP1A, RXSP1B, RXSP2A, RXSP2B, RXSP3A, RXSP3B, RXSP4A, RXSP4B, RXSP5A, and RXSP5B) are the 32-bit receive data buffers for SPORT0, SPORT1, SPORT2, SPORT3, SPORT4, and SPORT5 respectively. These 32-bit buffers become active when the SPORT is configured to receive data on the A and B channels. When a SPORT is configured as a receiver, the RXSPxA and RXSPxB registers are automatically loaded from the receive shifter when a complete word has been received. The data is then loaded to internal memory by the DMA controller or read directly by the program running on the processor core.



Word lengths of less than 32 bits are automatically right-justified in the receive and transmit buffers.

The transmit buffers act like a two-location FIFO because they have a data register plus an output shift register. Two 32-bit words may both be stored in the transmit queue at any one time. When the transmit register is loaded and any previous word has been transmitted, the register contents are automatically loaded into the output shifter. An interrupt occurs when the output transmit shifter has been loaded, signifying that the transmit buffer is ready to accept the next word (for example, the transmit buffer is not full). This interrupt does not occur when serial port DMA is enabled or when the corresponding mask bit in the LIRPTL/IRPTL register is set.

In non-multichannel modes (I²S, left-justified sample pair, and DSP standard serial modes), the ROVF_A or TUUF_A and ROVF_B, or TUUF_B overflow/underflow status bits are set when an overflow or underflow occurs. In multichannel mode, the ROVF_A or TUUF_A bits are redefined due to the fixed-directional functionality of the SPCTLx registers. When the SPCTL1, SPCTL3, and SPCTL5 registers are configured for multichannel mode, the receive overflow bit, ROVF_A, indicates when the A channel has received new data while the RXS_A buffer is full. Similarly, when the

SPORT Control Registers and Data Buffers

SPCTL0, SPCTL2, and SPCTL4 registers are configured for multichannel mode, the transmit overflow bit, (TUVF_A), indicates that a new frame sync signal, (SPORT0_FS/SPORT2_FS/SPORT4_FS), was generated while the TXSPxA buffer was empty.



The ROVF_A or TUVF_A (bit 29) overflow/underflow status bit in the SPCTLx register becomes fixed in multichannel mode only as either the ROVF overflow status bit (SPORTs 1, 3, and 5) or TUVF_A underflow status bit (SPORTs 0, 2, and 4).

When the SPORT is configured as a transmitter (SPTRAN = 1), and a transmit frame sync occurs and no new data has been loaded into the transmit buffer, a transmit underflow status bit is set in the serial port control register. The TUVF_A/ROVF_A or TUVF_A status bit is sticky and is only cleared by disabling the serial port.

When the SPORT is configured as a receiver (SPTRAN = 0), the receive buffers are activated. The receive buffers act like a three-location FIFO because they have two data registers plus an input shift register. Two complete 32-bit words can be stored in the receive buffer while a third word is being shifted in. The third word overwrites the second if the first word has not been read out (by the processor core or the DMA controller). When this happens, the receive overflow status bit is set in the serial port control register. Almost three complete words can be received without the receive buffer being read before an overflow occurs. The overflow status is generated on the last bit of the third word. The ROVF_A/ROVF_A or TUVF_A status bit is sticky and is cleared only by disabling the serial port.

An interrupt is generated when the receive buffer has been loaded with a received word (for example, the receive buffer is not empty). This interrupt is masked if serial port DMA is enabled or if the corresponding bit in the LIRPTL register is set.

If your program causes the core processor to attempt to read from an empty receive buffer or to write to a full transmit buffer, the access is delayed until the buffer is accessed by the external I/O device. This delay

is called a core processor hang. If you do not know if the core processor can access the receive or transmit buffer without a hang, the buffer's status should be read first (in `SPCTLx`) to determine if the access can be made.

To support debugging buffer transfers, the ADSP-2136x processor has a buffer hang disable (BHD) bit. When set (= 1), this bit prevents the processor core from detecting a buffer-related stall condition, permitting debugging of this type of stall condition. For more information, see the BHD bit description on [page 4-57](#).

The status bits in `SPCTLx` are updated during reads and writes from the core processor even when the serial port is disabled. Disable the serial port when writing to the receive buffer or reading from the transmit buffer.



When programming the serial port channel (A or B) as a transmitter, only the corresponding `TXSPxA` and `TXSPxB` buffers become active while the receive buffers `RXSPxA` and `RXSPxB` remain inactive. Similarly, when the SPORT channel A and B are programmed as receive-only the corresponding `RXSPxA` and `RXSPxB` are activated. Do not attempt to read or write to inactive data buffers. If the processor operates on the inactive transmit or receive buffers while the SPORT is enabled, unpredictable results may occur.

Clock and Frame Sync Frequency Registers (DIVx)

The `DIVx` registers contain divisor values that determine frequencies for internally-generated clocks and frame syncs. The `DIVx` registers are described in Appendix A in “[SPORT Divisor Registers \(DIVx\)](#)” on [page A-36](#) and are shown in [Figure 4-8](#).

The `CLKDIV` bit field specifies how many times the processor's internal clock (`CCLK`) is divided to generate the transmit and receive clocks. The frame sync (`SPORTx_FS`) is considered a receive frame sync if the data signals are configured as receivers. Likewise, the frame sync `SPORTx_FS` is considered a transmit frame sync if the data signals are configured as

SPORT Control Registers and Data Buffers

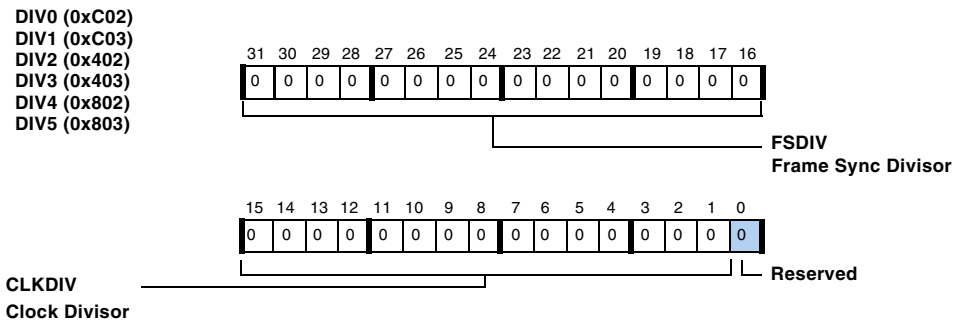


Figure 4-8. DIVx Register

transmitters. The divisor is a 15-bit value, allowing a wide range of serial clock rates. Use the following equation to calculate the serial clock frequency:

$$f_{SPORTx\_CLK} = \frac{f_{CCLK}}{8(CLKDIV+1)}$$

The maximum serial clock frequency is equal to one-eighth (0.125) the processor's internal clock (CCLK) frequency, which occurs when CLKDIV is set to zero. Use the following equation to determine the value of CLKDIV, given the CCLK frequency and desired serial clock frequency:

$$CLKDIV = \frac{f_{CCLK}}{8(f_{SPORTx\_CLK})} - 1$$

The bit field FSDIV specifies how many transmit or receive clock cycles are counted before a frame sync pulse is generated. In this way, a frame sync can initiate periodic transfers. The counting of serial clock cycles applies to internally- or externally-generated serial clocks. The formula for the number of cycles between frame sync pulses is:

$$\text{Number of serial clocks between frame syncs} = FSDIV + 1$$

Use the following equation to determine the value of $FSDIV$, given the serial clock frequency and desired frame sync frequency:

$$FSDIV = \frac{f_{SPORTx\_CLK}}{f_{SPORTx\_FS}} - 1$$

The frame sync is continuously active when $FSDIV = 0$. The value of $FSDIV$ should not be less than the serial word length minus one (the value of the $SLEN$ field in the serial port control register), as this may cause an external device to abort the current operation or cause other unpredictable results. If the serial port is not being used, the $FSDIV$ divisor can be used as a counter for dividing an external clock or for generating a periodic pulse or periodic interrupt. The serial port must be enabled for this mode of operation to work properly.

Exercise caution when operating with externally-generated transmit clocks near the frequency of one-eighth (0.125) of the processor's internal clock. There is a delay between when the clock arrives at the $SPORTx\_CLK$ node and when data is output. This delay may limit the receiver's speed of operation. Refer to the data sheet for exact timing specifications.

Externally-generated late transmit frame syncs also experience a delay from when they arrive to when data is output. This can also limit the maximum serial clock speed. Refer to the product specific ADSP-2136x data sheet for exact timing specifications.

SPORT Reset

There are two ways to reset the serial ports, via software or hardware. Each method has a different effect on the serial port.

A software reset of the $SPEN\_A$ or $SPEN\_B$ enable bit disables the serial port(s) and aborts any ongoing operations. Status bits are also cleared. The serial ports are ready to start transmitting or receiving data two serial clock

SPORT Control Registers and Data Buffers

cycles after they are enabled in the `SPCTLx` register. No serial clocks are lost from this point on.

A hardware reset ($\overline{\text{RESET}}$) disables the entire processor, including the serial ports, by clearing the `SPCTLx` control register. Any ongoing operations are aborted.

SPORT Interrupts

Each serial port has an interrupt associated with it. For each SPORT, both the A and B channel transmit and receive data buffers share the same interrupt vector. The interrupts can be used to indicate the completion of the transfer of a block of serial data when the serial ports are configured for DMA. They can also be used to perform single word transfers (refer to [“Single Word Transfers” on page 4-74](#)). The priority of the serial port interrupts is shown in [Table 4-7](#).

SPORT interrupts occur on the second system clock (`CLKIN`) after the last bit of the serial word is latched in or driven out.

Table 4-7. Priority of the Serial Port Interrupts

Interrupt Name ¹	Interrupt
SPR1I	SPORT1 DMA Channels (Highest Priority)
SPR3I	SPORT3 DMA Channels
SPR5I	SPORT5 DMA Channels
SPR0I	SPORT0 DMA Channels
SPR2I	SPORT2 DMA Channels
SPR4I	SPORT4 DMA Channels

¹ The interrupt names are defined in the `def2136x.h` file supplied with the ADSP-21xxx DSP Development Software.

Moving Data Between SPORTS and Internal Memory

Transmit and receive data can be transferred between the serial ports and on-chip memory with single word transfers or with DMA block transfers. Both methods are interrupt-driven, and use the same internally-generated interrupts.

SPORT DMA provides a mechanism for receiving or transmitting an entire block of serial data before the interrupt is generated. When serial port DMA is not enabled, the SPORT generates an interrupt every time it receives or starts to transmit a data word. The processor's on-chip DMA controller handles the DMA transfer, allowing the processor core to continue running until the entire block of data is transmitted or received. Service routines can then operate on the block of data rather than on single words, significantly reducing overhead.

DMA Block Transfers

The DSP's on-chip DMA controller allows automatic DMA transfers between internal memory and each of the two channels of each serial port. Each SPORT has two channels for transferring data, and each can be configured to receive or to transmit. There are twelve DMA channels for serial port operations. The serial port DMA channels are numbered as shown in [Table 4-8](#).

Moving Data Between SPORTS and Internal Memory

Table 4-8. Serial Port DMA Channels

Channel	Data Buffer	Description	Priority
0	RXSP1A/TXSP1A	SPORT1 A data	Highest
1	RXSP1B/TXSP1B	SPORT1 B data	
2	RXSP0A/TXSP0A	SPORT0 A data	
3	RXSP0B/TXSP0B	SPORT0 B data	
4	RXSP3A/TXSP3A	SPORT3 A data	
5	RXSP3B/TXSP3B	SPORT3 B data	
6	RXSP2A/TXSP2A	SPORT2 A data	
7	RXSP2B/TXSP2B	SPORT2 B data	
8	RXSP5A/TXSP5A	SPORT5 A data	
9	RXSP5B/TXSP5B	SPORT5 B data	
10	RXSP4A/TXSP4A	SPORT4 A data	
11	RXSP4B/TXSP4B	SPORT4 B data	Lowest

Data-direction programmability is supported in standard DSP standard serial, left-justified sample pair, and I²S modes. The value of the `SPTRAN` bit in `SPCTLx` (0 = RX, 1 = TX) determines whether the receive or transmit register for the SPORT becomes active.

The SPORT DMA channels are assigned higher priority than all other DMA channels (for example, the SPI port and the parallel port) because of their relatively low service rate and their inability to hold off incoming data. Having higher priority causes the SPORT DMA transfers to be performed first when multiple DMA requests occur in the same cycle.

Although the DMA transfers are performed with 32-bit words, serial ports can handle word sizes from 3 to 32 bits, with 8 to 32 bits for I²S mode. If serial words are 16 bits or smaller, they can be packed into 32-bit words for each DMA transfer. DMA transfers are configured using the `PACK` bit

in the `SPCTLx` registers. When serial port data packing is enabled (`PACK = 1`), the transmit and receive interrupts are generated for the 32-bit packed words, not for each 16-bit word.

The following sections present an overview of serial port DMA operations; additional details are covered in the Memory chapter in the *ADSP-2136x SHARC Processor Programming Reference*.

- For information on SPORT DMA Channel Setup, see [“Selecting Transmit and Receive Channel Order \(FRFS\)” on page 4-17](#).
- For information on SPORT DMA Parameter Registers, see [“Selecting Transmit and Receive Channel Order \(FRFS\)” on page 4-17](#).
- For information on SPORT DMA Chaining, see [“SPORT DMA Chaining” on page 4-74](#).

Setting Up DMA on SPORT Channels

Each SPORT DMA channel has an enable bit (`SDEN_A` and `SDEN_B`) in its `SPCTLx` register. When DMA is disabled for a particular channel, the SPORT generates an interrupt every time it receives a data word or whenever there is a vacancy in the transmit buffer. For more information, see [“Single Word Transfers” on page 4-74](#).

Each channel also has a DMA chaining enable bit (`SCHEN_A` and `SCHEN_B`) in its `SPCTLx` control register.

To set up a serial port DMA channel, write a set of memory buffer parameters to the SPORT DMA parameter registers as shown in [Table 4-9](#).

Load the `II`, `IM`, and `C` registers with a starting address for the buffer, an address modifier, and a word count, respectively. These registers can be written from the core processor or from an external processor.

Moving Data Between SPORTS and Internal Memory

Table 4-9. SPORT DMA Parameter Registers

Register (Y = A or B, and x = 0 – 5)	Width	Description
IISPx _y	19 bits	DMA channel; x index; start address for data buffer
IMSPx _y	16 bits	DMA channel; x modify; address increment
CSPx _y	16 bits	DMA channel; x count; number of words to transmit
CPSPx _y	20 bits	DMA channel; x chain pointer; address containing the next set of data buffer parameters

Once serial port DMA is enabled, the processor's DMA controller automatically transfers received data words in the receive buffer to the buffer in internal memory. Likewise, when the serial port is ready to transmit data, the DMA controller automatically transfers a word from internal memory to the transmit buffer. The controller continues these transfers until the entire data buffer is received or transmitted.

When the count register of an active DMA channel reaches zero (0), the SPORT generates the corresponding interrupt.

SPORT DMA Parameter Registers

A DMA channel consists of a set of parameter registers that implements a data buffer in internal memory and the hardware the serial port uses to request DMA service. The parameter registers for each SPORT DMA channel and their addresses are shown in [Table 4-10](#). These registers are part of the processor's memory-mapped IOP register set.

The DMA channels operate similarly to the processor's data address generators (DAGs). Each channel has an index register (IISPx_y) and a modify register (IMSPx_y) for setting up a data buffer in internal memory. It is necessary to initialize the index register with the starting address of the data buffer. After it transfers each serial I/O word to (or from) the SPORT, the

DMA controller adds the modify value to the index register to generate the address for the next DMA transfer. The modify value in the IM register is a signed integer, which provides capability for both incrementing and decrementing the buffer pointer.

Each DMA channel has a count register (CSP_{xA}/CSP_{xB}), which must be initialized with a word count that specifies the number of words to transfer. The count register decrements after each DMA transfer on the channel. When the word count reaches zero, the SPORT generates an interrupt, then automatically disables the DMA channel.

Each SPORT DMA channel also has a chain pointer register ($CPSP_{xy}$). The $CPSP_{xy}$ register functions are used in chained DMA operations. For more information on SPORT DMA chaining registers, see [Table 4-9](#).

Table 4-10. SPORT DMA Parameter Registers Addresses

Register	Address	DMA Channel	SPORT Buffer
IISP0A	0xc40	0	RXSP0A or TXSP0A
IMSP0A	0xc41	0	RXSP0A or TXSP0A
CSP0A	0xc42	0	RXSP0A or TXSP0A
CPSP0A	0xc43	0	RXSP0A or TXSP0A
IISP0B	0xc44	1	RXSP0B or TXSP0B
IMSP0B	0xc45	1	RXSP0B or TXSP0B
CSP0B	0xc46	1	RXSP0B or TXSP0B
CPSP0B	0xc47	1	RXSP0B or TXSP0B
IISP1A	0xc48	2	RXSP1A or TXSP1A
IMSP1A	0xc49	2	RXSP1A or TXSP1A
CSP1A	0xc4A	2	RXSP1A or TXSP1A
CPSP1A	0xc4B	2	RXSP1A or TXSP1A
IISP1B	0xc4C	3	RXSP1B or TXSP1B

Moving Data Between SPORTS and Internal Memory

Table 4-10. SPORT DMA Parameter Registers Addresses (Cont'd)

Register	Address	DMA Channel	SPORT Buffer
IMSP1B	0xc4D	3	RXSP1B or TXSP1B
CSP1B	0xc4E	3	RXSP1B or TXSP1B
CPSP1B	0xc4F	3	RXSP1B or TXSP1B
Reserved			
IISP2A	0x440	4	RXSP2A or TXSP2A
IMSP2A	0x441	4	RXSP2A or TXSP2A
CSP2A	0x442	4	RXSP2A or TXSP2A
CPSP2A	0x443	4	RXSP2A or TXSP2A
IISP2B	0x444	5	RXSP2B or TXSP2B
IMSP2B	0x445	5	RXSP2B or TXSP2B
CSP2B	0x446	5	RXSP2B or TXSP2B
CPSP2B	0x447	5	RXSP2B or TXSP2B
IISP3A	0x448	6	RXSP3A or TXSP3A
IMSP3A	0x449	6	RXSP3A or TXSP3A
CSP3A	0x44A	6	RXSP3A or TXSP3A
CPSP3A	0x44B	6	RXSP3A or TXSP3A
IISP3B	0x44C	7	RXSP3B or TXSP3B
IMSP3B	0x44D	7	RXSP3B or TXSP3B
CSP3B	0x44E	7	RXSP3B or TXSP3B
CPSP3B	0x44F	7	RXSP3B or TXSP3B
Reserved			
IISP4A	0x840	8	RXSP4A or TXSP4A
IMSP4A	0x841	8	RXSP4A or TXSP4A
CSP4A	0x842	8	RXSP4A or TXSP4A

Table 4-10. SPORT DMA Parameter Registers Addresses (Cont'd)

Register	Address	DMA Channel	SPORT Buffer
CPSP4A	0x843	8	RXSP4A or TXSP4A
IISP4B	0x844	9	RXSP4B or TXSP4B
IMSP4B	0x845	9	RXSP4B or TXSP4B
CSP4B	0x846	9	RXSP4B or TXSP4B
CPSP4B	0x847	9	RXSP4B or TXSP4B
IISP5A	0x848	10	RXSP5A or TXSP5A
IMSP5A	0x849	10	RXSP5A or TXSP5A
CSP5A	0x84A	10	RXSP5A or TXSP5A
CPSP5A	0x84B	10	RXSP5A or TXSP5A
IISP5B	0x84C	11	RXSP5B or TXSP5B
IMSP5B	0x84D	11	RXSP5B or TXSP5B
CSP5B	0x84E	11	RXSP5B or TXSP5B
CPSP5B	0x84F	11	RXSP5B or TXSP5B
Reserved (0x850 to 0x85F)			

When programming a serial port channel (either A or B) as a transmitter, only the corresponding TXSPxA and TXSPxB SPORT buffer becomes active, while the receive buffers (RXSPxA and RXSPxB) remain inactive. Similarly, when the SPORT channel A and B is programmed as a receiver, only the corresponding RXSP0A and RXSP0B SPORT buffer is activated.

When performing core-driven transfers, write to the buffer designated by the SPTRAN bit setting in the SPCTLx register. For DMA-driven transfers, the serial port logic performs the data transfer from internal memory to/from the appropriate buffer depending on the SPTRAN bit setting. If the inactive SPORT data buffers are read or written to by core while the port is being enabled, the core hangs. For example, if a SPORT is programmed to be a transmitter, while at the same time the core reads from the receive

Moving Data Between SPORTS and Internal Memory

buffer of the same SPORT, the core hangs just as it would if it were reading an empty buffer that is currently active. This locks up the core until the SPORT is reset.

Therefore, set the direction bit, the serial port enable bit, and DMA Enable bits before initiating any operations on the SPORT data buffers. If the processor operates on the inactive transmit or receive buffers while the SPORT is enabled, it can cause unpredictable results.

SPORT DMA Chaining

In chained DMA operations, the processor's DMA controller automatically sets up another DMA transfer when the contents of the current buffer have been transmitted (or received). The chain pointer register (CPSP_{xy}) functions as a pointer to the next set of buffer parameters stored in memory. The DMA controller automatically downloads these buffer parameters to set up the next DMA sequence. For more information on SPORT DMA chaining, see [“Setting Up DMA Parameter Registers” on page 2-26](#).

DMA chaining occurs independently for the transmit and receive channels of each serial port. Each SPORT DMA channel has a chaining enable bit (SCHEN_A or SCHEN_B) that when set (= 1), enables DMA chaining and when cleared (= 0), disables DMA chaining. Writing all zeros to the address field of the chain pointer register (CPSP_{xy}) also disables chaining.

Single Word Transfers

Individual data words may also be transmitted and received by the serial ports, with interrupts occurring as each 32-bit word is transmitted or received. When a serial port is enabled and DMA is disabled, the SPORT interrupts are generated whenever a complete 32-bit word has been received in the receive buffer, or whenever the transmit buffer is not full.

Note that both channel A and B buffers share the same interrupt vector. Single word interrupts can be used to implement interrupt-driven I/O on the serial ports.

To avoid hanging the processor core, check the buffer's full/empty status when the processor core's program reads a word from a serial port's receive buffer or writes a word to its transmit buffer. This condition can also happen to an external device, for example a host processor, when it is reading or writing a serial port buffer. The full/empty status can be read in the `DXS` bits of the `SPCTLx` register. Reading from an empty receive buffer or writing to a full transmit buffer causes the processor (or external device) to hang, while it waits for the status to change.

 To support debugging buffer transfers, the processor has a buffer hang disable (`BHD`) bit. When set (= 1), this bit prevents the processor core from detecting a buffer-related stall condition, permitting debugging of this type of stall condition. For more information, see the `BHD` bit discussion on [page 4-57](#).

Multiple interrupts can occur if both `SPORT`s transmit or receive data in the same cycle. Any interrupt can be masked in the `IMASK` register; if the interrupt is later enabled in the `LIRPTL` register, the corresponding interrupt latch bit in the `IRPTL` or `LIRPTL` registers must be cleared in case the interrupt has occurred in the same time period.

When serial port data packing is enabled (`PACK=1` in the `SPCTLx` registers), the transmit and receive interrupts are generated for 32-bit packed words, not for each 16-bit word.

SPORT Programming Examples

This section provides three programming examples written for the ADSP-2136x processor. The first listing, [Listing 4-1](#), transmits a buffer of data from SPORT5 to SPORT4 using DMA and the internal loopback feature of the serial port. In this example, SPORT5 drives the clock and frame sync, and the buffer is transferred only one time.

The second listing, [Listing 4-2](#), transmits a buffer of data from SPORT2 to SPORT3 using direct core reads and writes and the internal loopback feature of the serial port. In this example, SPORT2 drives the clock and frame sync, and the buffer is transferred only one time.

The third listing, [Listing 4-3](#), transmits a buffer of data from SPORT1 to SPORT0 using DMA chaining and the internal loopback feature of the serial port. In this example, SPORT5 drives the clock and frame sync, and the two TCBs for each SPORT are set up to ping-pong back and forth to continually send and receive data.

Listing 4-1. SPORT Transmit Using DMA

```
/* SPORT DMA Parameter Registers */
#define CPSP0A 0xC43
#define CPSP1A 0xC4B

/* SPORT Control Registers */
#define DIV0 0xC02
#define DIV1 0xC03
#define SPCTL0 0xC00
#define SPCTL1 0xC01
#define SPMCTL01 0xC04

/* SPMCTL Bits */
#define SPL 0x00001000
```

```

/* SPCTL Bits */
#define SPEN_A 0x00000001
#define SDEN_A 0x00040000
#define SCHEN_A 0x00080000
#define SLEN32 0x000001F0
#define SPTRAN 0x02000000
#define IFS 0x00004000
#define FSR 0x00002000
#define ICLK 0x00000400

/* Default Buffer Length */
#define BUFSIZE 10

.SECTION/DM seg_dmda;
/* TX Buffers */
.var tx_buf1a[BUFSIZE] = 0x11111111,
                        0x22222222,
                        0x33333333,
                        0x44444444,
                        0x55555555,
                        0x66666666,
                        0x77777777,
                        0x88888888,
                        0x99999999,
                        0xAAAAAAAA;

.var tx_buf1b[BUFSIZE] = 0x12345678,
                        0x23456789,
                        0x3456789A,
                        0x456789AB,
                        0x56789ABC,
                        0x6789ABCD,
                        0x789ABCDE,
                        0x89ABCDEF,

```

SPORT Programming Examples

```
                                0x9ABCDEF0,  
                                0xABCDEF01;  
  
/* RX Buffers */  
.var rx_buf0a[BUFSIZE];  
.var rx_buf0b[BUFSIZE];  
  
/* TX Transfer Control Blocks */  
.var tx_tcb1[4] = 0,BUFSIZE,1,tx_buf1a;  
.var tx_tcb2[4] = 0,BUFSIZE,1,tx_buf1b;  
  
/* RX Transfer Control Blocks */  
.var rx_tcb1[4] = 0,BUFSIZE,1,rx_buf0a;  
.var rx_tcb2[4] = 0,BUFSIZE,1,rx_buf0b;  
  
/* Main code section */  
.global _main;  
.SECTION/PM seg_pmco;  
_main:  
  
/*      SPORT Loopback: Use SPORT0 as RX & SPORT1 as TX      */  
  
/* initially clear SPORT control register */  
r0 = 0x00000000;  
dm(SPCTL0) = r0;  
dm(SPCTL1) = r0;  
dm(SPMCTL01) = r0;  
  
SPORT_DMA_setup:  
/* set internal loopback bit for SPORT0 & SPORT1 */  
bit set ustat3 SPL;  
dm(SPMCTL01) = ustat3;  
  
/* Configure SPORT1 as a transmitter */  
/* internally generating clock and frame sync */
```

```

/* CLKDIV = [fCCLK(333 MHz)/8xFCLK(8.325 MHz)]-1 = 0x0004 */
/* FSDIV = [FCLK(8.325 MHz)/TFS(.26 MHz)]-1 = 31 = 0x001F */
R0 = 0x001F0004;    dm(DIV1) = R0;
ustat4 = SPEN_A|    /* Enable Channel A */
                SLEN32| /* 32-bit word length */
                FSR|    /* Frame Sync Required */
                SPTRAN| /* Transmit on enabled channels */
                SDEN_A| /* Enable Channel A DMA */
                SCHEN_A| /* Enable Channel A DMA Chaining */
                IFS|    /* Internally-generated Frame Sync */
                ICLK;   /* Internally-generated Clock */
dm(SPCTL1) = ustat4;

/* Configure SPORT0 as a receiver */
/* externally generating clock and frame sync */
r0 = 0x0;    dm(DIV0) = R0;
ustat3 = SPEN_A|    /* Enable Channel A */
                SLEN32| /* 32-bit word length */
                FSR|    /* Frame Sync Required */
                SDEN_A| /* Enable Channel A DMA */
                SCHEN_A; /* Enable Channel A DMA Chaining */
dm(SPCTL0) = ustat3;

/* Next TCB location for tx_tcb2 is tx_tcb1 */
/* Mask the first 19 bits of the TCB location */
r0 = (tx_tcb1 + 3) & 0x7FFFF;
dm(tx_tcb2) = r0;

/* Next TCB location for rx_tcb2 is rx_tcb1 */
/* Mask the first 19 bits of the TCB location */
r0 = (rx_tcb1 + 3) & 0x7FFFF;
dm(rx_tcb2) = r0;

/* Next TCB location for rx_tcb1 is rx_tcb2 */

```

SPORT Programming Examples

```
/* Mask the first 19 bits of the TCB location */
r0 = (rx_tcb2 + 3) & 0x7FFFF;
dm(rx_tcb1) = r0;
/* Initialize SPORT DMA transfer by writing to the CP reg */
dm(CPSP0A) = r0;

/* Next TCB location for tx_tcb1 is tx_tcb2 */
/* Mask the first 19 bits of the TCB location */
r0 = (tx_tcb2 + 3) & 0x7FFFF;
dm(tx_tcb1) = r0;
/* Initialize SPORT DMA transfer by writing to the CP reg */
dm(CPSP1A) = r0;

_main.end:  jump (pc,0);
```

Listing 4-2. SPORT Transmit Using Direct Core Access

```
/* SPORT Control Registers */
#define TXSP2A  0x460
#define RXSP3A  0x465
#define DIV2    0x402
#define DIV3    0x403
#define SPCTL2  0x400
#define SPCTL3  0x401
#define SPMCTL23 0x404

/* SPMCTL Bits */
#define SPL      0x00001000

/* SPCTL Bits */
#define SPEN_A   0x00000001
#define SDEN_A   0x00040000
#define SLEN32   0x000001F0
#define SPTRAN   0x02000000
```



```

#define IFS      0x00004000
#define FSR      0x00002000
#define ICLK     0x00000400

/* Default Buffer Length */
#define BUFSIZE 10

.SECTION/DM seg_dmda;
/* Transmit Buffer */
.var tx_buf2a[BUFSIZE] = 0x11111111,
                        0x22222222,
                        0x33333333,
                        0x44444444,
                        0x55555555,
                        0x66666666,
                        0x77777777,
                        0x88888888,
                        0x99999999,
                        0xAAAAAAAA;

/* Receive Buffer */
.var rx_buf3a[BUFSIZE];

/* Main code section */
.global _main;
.SECTION/PM seg_pmco;
_main:
bit set model CBUFEN;
/* enable circular buffers */

/* SPORT Loopback: Use SPORT2 as RX & SPORT3 as TX */

/* Initially clear SPORT control registers */
r0 = 0x00000000;

```

SPORT Programming Examples

```
dm(SPCTL2) = r0;
dm(SPCTL3) = r0;
dm(SPMCTL23) = r0;

/* Set up DAG registers */
i4 = tx_buf2a;
m4 = 1;
i12 = rx_buf3a;
m12 = 1;

SPORT_DMA_setup:
/* set internal loopback bit for SPORT2 & SPORT3 */
bit set ustat3 SPL;
dm(SPMCTL23) = ustat3;

/* Configure SPORT2 as a transmitter */
/* internally generating clock and frame sync */
/* CLKDIV = [fCCLK(333MHz)/2 x FSCLK(8.325 MHz)] - 1 = 0x0004 */
/* FSDIV = [FSCLK(8.325 MHz)/TFS(.26 MHz)] - 1 = 31 = 0x001F */
R0 = 0x001F0004;    dm(DIV2) = R0;
ustat4 = SPEN_A|    /* Enable Channel A */
          SLEN32|    /* 32-bit word length */
          FSR|       /* Frame Sync Required */
          SPTRAN|    /* Transmit on enabled channels */
          IFS|       /* Internally Generated Frame Sync */
          ICLK;      /* Internally Generated Clock */
dm(SPCTL2) = ustat4;

/* Configure SPORT3 as a receiver */
/* externally generating clock and frame sync */
r0 = 0x0;    dm(DIV3) = R0;
ustat3 = SPEN_A|    /* Enable Channel A */
          SLEN32|    /* 32-bit word length */
          FSR;       /* Frame Sync Required */
```

```

dm(SPCTL3) = ustat3;
/* Set up loop to transmit and receive data */
lcntr = LENGTH(tx_buf2a), do (pc,4) until lce;
/* Retrieve data using DAG1 and send TX via SPORT2 */
r0 = dm(i4,m4);
dm(TXSP2A) = r0;
/* Receive data via SPORT3 and save via DAG2 */
r0 = dm(RXSP3A);
pm(i12,m12) = r0;

_main.end:  jump (pc,0);

```

Listing 4-3. SPORT Transmit Using DMA Chaining

```

/* SPORT DMA Parameter Registers */
#define IISP4A  0x840
#define IISP5A  0x848
#define IMSP4A  0x841
#define IMSP5A  0x849
#define CSP4A   0x842
#define CSP5A   0x84A

/* SPORT Control Registers */
#define DIV4     0x802
#define DIV5     0x803
#define SPCTL4   0x800
#define SPCTL5   0x801
#define SPMCTL45 0x804
/* SPMCTL Bits */
#define SPL      0x00001000

/* SPCTL Bits */
#define SPEN_A   0x00000001
#define SDEN_A   0x00040000

```

SPORT Programming Examples

```
#define SLEN32 0x000001F0
#define SPTRAN 0x02000000
#define IFS    0x00004000
#define FSR    0x00002000
#define ICLK   0x00000400

/* Default Buffer Length */
#define BUFSIZE 10

.SECTION/DM seg_dmda;
/*Transmit buffer*/
.var tx_buf5a[BUFSIZE] = 0x11111111,
                        0x22222222,
                        0x33333333,
                        0x44444444,
                        0x55555555,
                        0x66666666,
                        0x77777777,
                        0x88888888,
                        0x99999999,
                        0xAAAAAAAA;

/*Receive buffer*/
.var rx_buf4a[BUFSIZE];

/* Main code section */
.global _main;
.SECTION/PM seg_pmco;
_main:

/* SPORT Loopback: Use SPORT4 as RX & SPORT5 as TX */

/* initially clear SPORT control register */
r0 = 0x00000000;
```

```

dm(SPCTL4) = r0;
dm(SPCTL5) = r0;
dm(SPMCTL45) = r0;

SPORT_DMA_setup:
/* SPORT 5 Internal DMA memory address */
r0 = tx_buf5a;    dm(IISP5A) = r0;
/* SPORT 5 Internal DMA memory access modifier */
r0 = 1;           dm(IMSP5A) = r0;
/* SPORT 5 Number of DMA transfers to be done */
r0 = @tx_buf5a;   dm(CSP5A) = r0;

/* SPORT 4 Internal DMA memory address */
r0 = rx_buf4a;    dm(IISP4A) = r0;
/* SPORT 4 Internal DMA memory access modifier */
r0 = 1;           dm(IMSP4A) = r0;
/* SPORT 4 Number of DMA5 transfers to be done */
r0 = @rx_buf4a;   dm(CSP4A) = r0;

/* set internal loopback bit for SPORT4 & SPORT5 */
bit set ustat3 SPL;
dm(SPMCTL45) = ustat3;

/* Configure SPORT5 as a transmitter */
/* internally generating clock and frame sync */
/* CLKDIV = [fCCLK(333 MHz)/2 x FSCLK(8.325 MHz)] - 1 = 0x0004 */
/* FSDIV = [FSCLK(8.325 MHz)/TFS(.26 MHz)] - 1 = 31 = 0x001F */
R0 = 0x001F0004;   dm(DIV5) = R0;
ustat4 = SPEN_A|    /* Enable Channel A */
          SLEN32|    /* 32-bit word length */
          FSR|       /* Frame Sync Required */
          SPTRAN|    /* Transmit on enabled channels */
          SDEN_A|    /* Enable Channel A DMA */
          IFS|       /* Internally Generated Frame Sync */

```

SPORT Programming Examples

```
        ICLK;          /* Internally Generated Clock */
dm(SPCTL5) = ustat4;

/* Configure SPORT4 as a receiver */
/* externally generating clock and frame sync */
r0 = 0x0;      dm(DIV4) = R0;
ustat3 = SPEN_A|    /* Enable Channel A */
        SLEN32|    /* 32-bit word length */
        FSR|       /* Frame Sync Required */
        SDEN_A;    /* Enable Channel A DMA */
dm(SPCTL4) = ustat3;

_main.end:  jump (pc,0);
```

5 SERIAL PERIPHERAL INTERFACE PORTS

The ADSP-2136x processor is equipped with two synchronous serial peripheral interface ports that are compatible with the industry-standard serial peripheral interface (SPI). The primary interface is on dedicated pins, and the secondary is controlled through the signal routing unit (see [Chapter 7, “Digital Audio Interface”](#)). Each SPI port also has its own set of registers (the secondary register set contains a B as in `SPIBAUDB`). The SPI ports support communication with a variety of peripheral devices including codecs, data converters, sample rate converters, S/PDIF or AES/EBU digital audio transmitters and receivers, LCDs, shift registers, microcontrollers, and FPGA devices with SPI emulation capabilities.

The processor’s SPI ports provide the following features and capabilities:

- A simple 4-wire interface consisting of two data pins, a device select pin, and a clock pin
- Full-duplex operation that allows the ADSP-2136x processor to transmit and receive data simultaneously on the same port
- Special data formats to accommodate little and big endian data, different word lengths, and packing modes
- Master and slave modes as well as multimaster mode in which the ADSP-2136x processor can be connected to up to four other SPI devices
- Open drain outputs to avoid data contention and to support multi-master scenarios
- Programmable baud rates, clock polarities, and phases

Functional Description

- Master or slave booting from a master SPI device
- DMA capability to allow transfer of data without core overhead

Functional Description

Each SPI interface contains its own transmit shift (TXSR, TXSRB) and receive shift (RXSR, RXSRB) registers (not user accessible). The TXSRx registers serially transmit data and the RXSRx registers receive data synchronously with the SPI clock signal (SPICLK). [Figure 5-1](#) shows a block diagram of the ADSP-2136x processor SPI interface. The data is shifted into or out of the shift registers on two separate pins: the master in slave out (MISO) pin and the master out slave in (MOSI) pin.

During data transfers, one SPI device acts as the SPI master by controlling the data flow. It does this by generating the SPICLK and asserting the SPI device select signal ($\overline{\text{SPIDS}}$). The SPI master receives data using the MISO pin and transmits using the MOSI pin. The other SPI device acts as the SPI slave by receiving new data from the master into its receive shift register using the MOSI pin. It transmits requested data out of the transmit shift register using the MISO pin.

Each SPI port contains a dedicated transmit data buffer (TXSPI, TXSPIB) and a receive data buffer (RXSPI, RXSPIB). Transmitted data is written to TXSPIx and then automatically transferred into the transmit shift register. Once a full data word has been received in the receive shift register, the data is automatically transferred into RXSPIx, from which the data can be read. When the processor is in SPI master mode, programmable flag pins provide slave selection. These pins are connected to the $\overline{\text{SPIDS}}$ of the slave devices.

Different CPUs or processors can take turns being master, and one master may simultaneously shift data into multiple slaves (broadcast mode). However, only one slave may drive its output to write data back to the

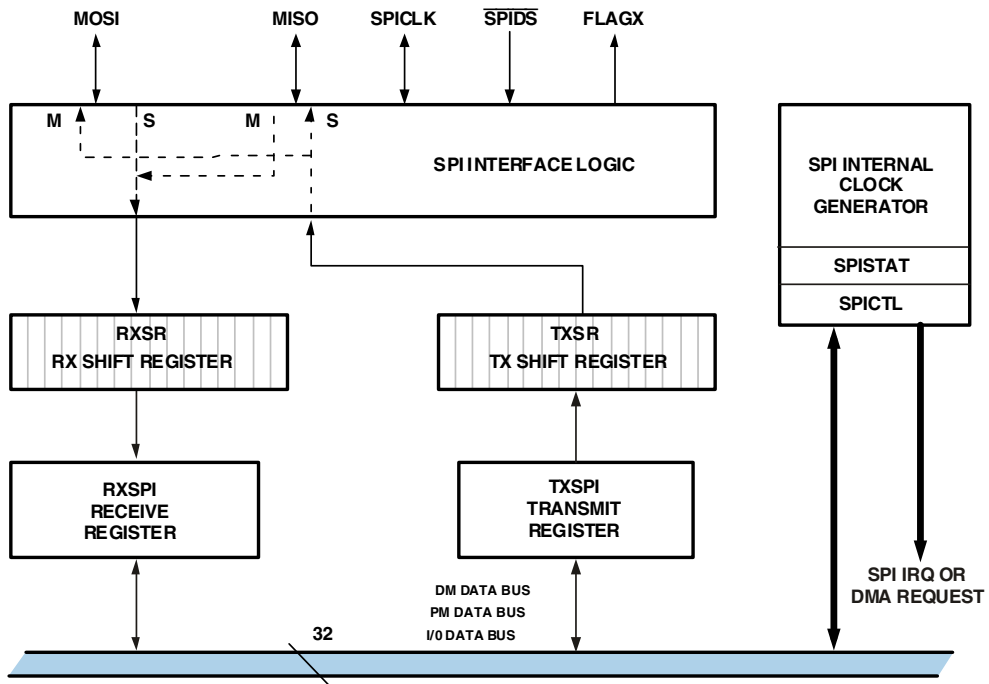


Figure 5-1. SPI Block Diagram

master at any given time. This must be enforced in the broadcast mode, where several slaves can be selected to receive data from the master, but only one slave can be enabled to send data back to the master.

In a multimaster or multidevice ADSP-2136x processor environment where multiple processors are connected via their SPI ports, all MOSI pins are connected together, all MISO pins are connected together, and the SPICLK pins are connected together as well. The FLAGX pins connect to each of the slave SPI devices in the system via their SPID $\overline{S}$ pins.

SPI Interface Signals

The SPI protocol uses a 4-wire protocol to enable full-duplex serial communication. This section describes the signals used to connect the ADSP-2136x processor SPI ports in a system that has multiple devices. [Figure 5-2](#) shows the master-slave connections between two devices.

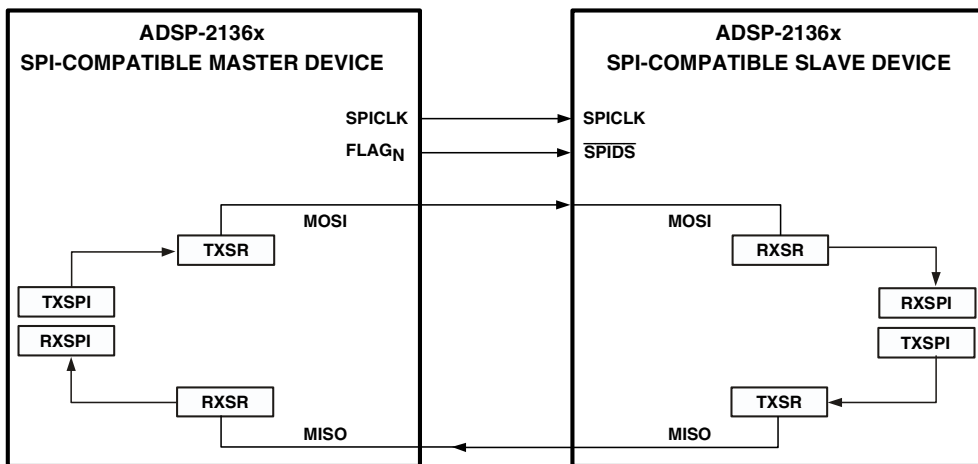


Figure 5-2. Master-Slave Interconnections

SPI Clock Signal (SPICLK)

The `SPICLK` signal is the serial peripheral interface clock signal. This control signal is driven by the master and regulates the flow of data bits. The master may transmit data at a variety of baud rates. The `SPICLK` cycles once for each bit transmitted.

The `SPICLK` signal is a gated clock that is active only during data transfers, and only for the duration of the transferred word. The number of active edges is equal to the number of bits driven on the data lines. The clock rate can be as high as one-fourth (0.25) the core clock rate. For master

devices, the clock rate is determined by the 15-bit value of the baud rate registers (SPIBAUD, SPIBAUDB). [For more information, see “SPI Baud Rate Registers \(SPIBAUD, SPIBAUDB\)” on page A-50.](#) For slave devices, the value in the SPIBAUDx register is ignored. When the SPI device is a master, SPICLK is an output signal. When the SPI is a slave, SPICLK is an input signal. Slave devices ignore the serial clock if the slave-select input is deasserted (HIGH).

The SPICLK signal is used to shift out the data driven on the MISO lines and shift in the data on the MOSI lines. The data is always shifted out on one edge of the clock (referred to as the active edge) and sampled on the opposite edge of the clock (referred to as the sampling edge). Clock polarity and clock phase relative to data are programmable via bit 11 (CLKPL) and bit 10 (CPHASE) in the SPICTLx control registers.

SPICLK Timing

When the processor is configured as an SPI slave, the SPI master must drive an SPICLK signal that conforms with [Figure 5-3](#). For exact timing parameters, please refer to the appropriate ADSP-2136x processor data sheet.

The $\overline{\text{SPIDS}}$ lead time (T1), the $\overline{\text{SPIDS}}$ lag time (T2), and the sequential transfer delay time (T3) must always be greater than or equal to one-half the SPICLK period. The minimum time between successive word transfers (T4) is two SPICLK periods. This time period is measured from the last active edge of SPICLK of one word to the first active edge of SPICLK of the next word. This calculation is independent from the configuration of the SPI (CPHASE, SPIMS, and so on).

SPI Interface Signals

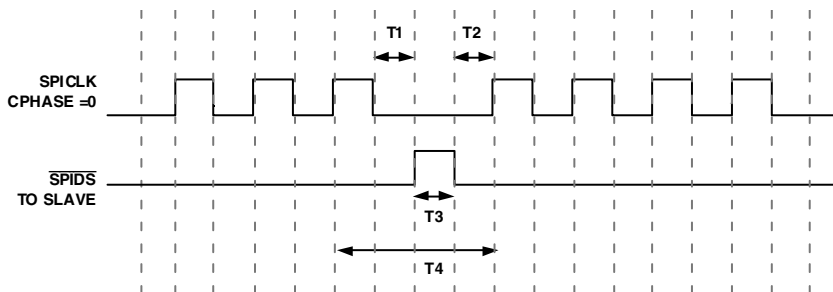


Figure 5-3. SPICLK Timing

SPI Slave Select Outputs (SPIDS0-3)

The `SPIDS` signal is the serial peripheral interface device select input signal. This active low signal is used to enable an ADSP-2136x processor that is configured as a slave device. As an input only pin, `SPIDS` behaves like a chip select, and is provided by the master device for the slave devices. When the processor is the SPI master in a multimaster environment, the `SPIDS` pin acts as an error signal. In multimaster mode, if the `SPIDS` input signal of a master is asserted (driven low), a multimaster error condition occurs, which means that another device is also trying to be the master device. For a single-master, multiple-slave configuration, the `SPIDS` signal of the master device must be tied high.

SPI Device Select Signal

When `CPHASE = 0`, the SPI port hardware controls the device-select signal automatically (determined by the `DSxEN` bits in the `SPIFLG` register). Setting `CPHASE = 1` requires that these signals be manually controlled by the software via the `SPIFLGx` bits in the `SPIFLG` and `SPIFLGB` registers. The `SPIFLGx` bits are ignored when `CPHASE = 0`.

Master Out Slave In (MOSI)

The `MOSI` pin is one of the bidirectional I/O data pins. If the ADSP-2136x processor is configured as a master, the `MOSI` pin becomes a data transmit (output) pin. If the processor is configured as a slave, the `MOSI` pin becomes a data receive (input) pin. In an ADSP-2136x processor SPI interconnection, the data is shifted out from the `MOSI` output pin of the master and shifted into the `MOSI` input of the slave.

Master In Slave Out (MISO)

The `MISO` pin is one of the bidirectional I/O data pins. If the ADSP-2136x processor is configured as a master, the `MISO` pin becomes a data receive (input) pin. If the ADSP-2136x processor is configured as a slave, the `MISO` pin becomes a data transmit (output) pin. In an ADSP-2136x processor SPI interconnection, the data is shifted out from the `MISO` output pin of the slave and shifted into the `MISO` input pin of the master.

When a system is comprised of multiple slaves, only one slave is allowed to transmit data back to the master at any given time. [Figure 5-4](#) illustrates how the ADSP-2136x processor can be used as the slave SPI device. The 8-bit host microcontroller is the SPI master. The processor can be booted via its SPI interface to allow application code and data to be downloaded prior to runtime.

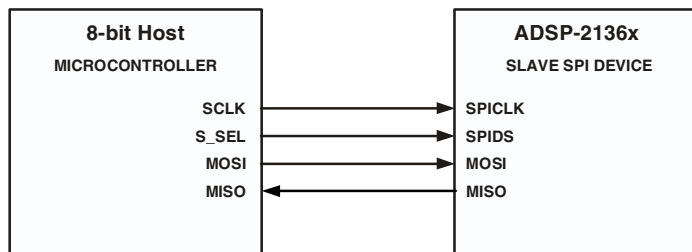


Figure 5-4. ADSP-2136x Processor as SPI Slave

SPI General Operations

Figure 5-5 shows an example SPI interface where an 8-bit microcontroller is the SPI master. When it uses the SPI interface, the processor can be directed to alter the conversion resources, mute the sound, modify the volume, and power down the AD1855 stereo DAC.

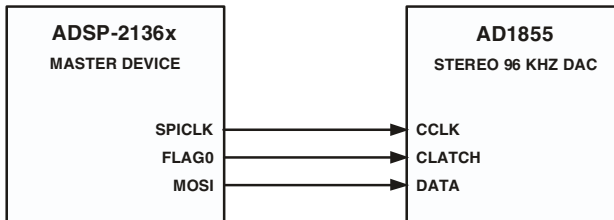


Figure 5-5. ADSP-2136x Processor as SPI Master

SPI General Operations

The SPI in the ADSP-2136x processor can be used in a single master as well as in a multimaster environment. In both of these configurations, every MOSI pin in the SPI system is connected. Likewise, every MISO pin in the system is on a single node, and every SPICLK pin should be connected. SPI transmission and reception are always enabled simultaneously, unless the broadcast mode has been selected. In broadcast mode, several slaves can be configured to receive from the master, but only one of the slaves can be in transmit mode. This is done by driving the MISO line, to communicate back with the master. If the transmit or receive is not needed, MISO can be ignored. This section describes the clock signals, SPI operation as a master and as a slave, and error generation conditions.

SPI Enable

When the SPI is disabled ($SPIEN = 0$), the flag pins used as slave device selects ($FLAG0-FLAG3$) are controlled by the general-purpose flag I/O module, and no data transfers occurs. For slaves, the slave-select input acts like a reset for the internal SPI logic.

For this reason, the $\overline{SPIDS}$ line must be error free. The $SPIEN$ signal can also be used as a software reset of the internal SPI logic. An exception to this is the W1C-type (write 1-to-clear) bits in the $SPISTATx$ registers. These bits will remain set if they are already set. For a list of write 1 to clear bits, see [Table A-8 on page A-43](#).



Always clear the W1C-type bits before re-enabling the SPI, as these bits do not get cleared even if SPI is disabled. This can be done by writing 0xFF to the $SPISTATx$ registers. In the case of an MME error, enable the SPI ports after $\overline{SPIDS}$ is deasserted.

Open Drain Mode (OPD)

In a multimaster or multislave SPI system, the data output pins ($MOSI$ and $MISO$) can be configured to behave as open drain drivers to prevent contention and possible damage to pin drivers. An external pull-up resistor is required on both the $MOSI$ and $MISO$ pins when this option is selected.

When the OPD bit is set and the SPI ports are configured as masters, the $MOSI$ pin is three-stated when the data driven out on $MOSI$ is logic-high. The $MOSI$ pin is not three-stated when the driven data is logic-low. A zero is driven on the $MOSI$ pin in this case. Similarly, when OPD is set and the SPI ports are configured as slaves, the $MISO$ pin is three-stated if the data driven out on $MISO$ is logic-high.

The secondary SPI signals are available through the SRU, and are routed as described in [“Signal Routing Unit” on page 7-6](#). Normally, it is acceptable to enable (SRU) output buffers to permanently ground the PIN_ENABLE signals. However, this does not work for the open drain mode,

SPI General Operations

because the SRU buffer always actively drives the output pin. Where open drain mode is used, the `PIN_ENABLE` signals must be connected to the pin enable associated with the SPI SRU buffers and connected with the `SPIB_MISO_0`, `SPIB_MOSI_0`, `SPIB_CLK_0`, and `SPIB_FLGn_0` pins.

Master Mode Operation

When the SPI is configured as a master, the SPI ports should be configured and transfers started using the following steps:

1. When `CPHASE` is set to 0, the slave-selects are automatically controlled by the SPI port. When [`CPHASE` = 1], the slave-selects are controlled by the core, and the user software has to control the pins through the `SPIFLGx` bits. Before enabling the SPI port, programs should specify which of the slave-select signals to use, setting one or more of the required SPI flag select bits (`DSxEN`) in the `SPIFLGx` registers.
2. Write to the `SPICTLx` and `SPIBAUDx` registers, enabling the device as a master and configuring the SPI system by specifying the appropriate word length, transfer format, baud rate, and other necessary information.
3. If `CPHASE` = 1 (user-controlled, slave-select signals), activate the desired slaves by clearing one or more of the SPI flag bits (`SPIFLGx`) in the `SPIFLGx` registers.
4. Initiate the SPI transfer. The trigger mechanism for starting the transfer is dependant upon the `TIMOD` bits in the `SPICTLx` registers. See [Table 5-1 on page 5-18](#) for details.
5. The SPI generates the programmed clock pulses on `SPICLK`. The data is shifted out of `MOSI` and shifted in from `MISO` simultaneously. Before starting to shift, the transmit shift register is loaded with the

contents of the $TXSPIx$ registers. At the end of the transfer, the contents of the receive shift register are loaded into the $RXSPIx$ registers.

6. With each new transfer initiate command, the SPI continues to send and receive words, according to the SPI transfer mode ($TIMOD$ bit in $SPICTLx$ registers). See [Table 5-1 on page 5-18](#) for more details.

If the transmit buffer remains empty, or the receive buffer remains full, the device operates according to the states of the $SENDZ$ and GM bits in the $SPICTLx$ registers.

- If $SENDZ = 1$ and the transmit buffer is empty, the device repeatedly transmits zeros on the $MOSI$ pin. One word is transmitted for each new transfer initiate command.
- If $SENDZ = 0$ and the transmit buffer is empty, the device repeatedly transmits the last word transmitted before the transmit buffer became empty.
- If $GM = 1$ and the receive buffer is full, the device continues to receive new data from the $MISO$ pin, overwriting the older data in the $RXSPI$ buffer.
- If $GM = 0$ and the receive buffer is full, the incoming data is discarded, and the $RXSPI$ register is not updated.

Slave Mode Operation

When a device is enabled as a slave (and DMA mode is not selected), the start of a transfer is triggered by a transition of the $\overline{SPIDS}$ select signal to the active state (LOW) or by the first active edge of the clock ($SPICLK$), depending on the state of C_{PHASE} .

SPI General Operations

The following steps illustrate SPI operation in slave mode

1. Write to the `SPICTLx` registers to make the mode of the serial link the same as the mode that is set up in the SPI master.
2. Write the data to be transmitted into the `TXSPIx` registers to prepare for the data transfer.
3. Once the $\overline{\text{SPIDS}}$ signal's falling edge is detected, the slave starts sending and receiving data on active `SPICLK` edges.
4. The reception or transmission continues until $\overline{\text{SPIDS}}$ is released or until the slave has received the proper number of clock cycles.
5. The slave device continues to receive or transmit with each new falling-edge transition on $\overline{\text{SPIDS}}$ or active `SPICLK` clock edge.

If the transmit buffer remains empty, or the receive buffer remains full, the devices operate according to the states of the `SENDZ` and `GM` bits in the `SPICTLx` registers.

- If `SENDZ` = 1 and the transmit buffer is empty, the device repeatedly transmits zero's on the `MISO` pin.
- If `SENDZ` = 0 and the transmit buffer is empty, it repeatedly transmits the last word transmitted before the transmit buffer became empty.
- If `GM` = 1 and the receive buffer is full, the device continues to receive new data from the `MOSI` pin, overwriting the older data in the `RXSPI` buffer.
- If `GM` = 0 and the receive buffer is full, the incoming data is discarded, and the `RXSPIx` registers are not updated.

Multimaster Conditions

A multimaster mode is implemented in the ADSP-2136x processor to allow an SPI system to transfer mastership from one SPI device to another. In a multidevice SPI configuration, several SPI ports are connected and any one (but only one) of them can become a master at any given time.

If a processor is a slave and wishes to become the SPI master, it asserts the $\overline{\text{SPIDS}}$ pin for the processor that is currently master and then drives the SPICLK signal. Once the master device receives the $\overline{\text{SPIDS}}$ signal, it is immediately reconfigured as a slave. In order to safely transition from one master to the other, the SPI port uses open drain outputs for the data pad drivers. This helps to avoid data contention.

More information on this topic is described in [“Mode Fault Error \(MME\)” on page 5-35](#).

SPI Data Transfer Operations

The following sections provide information on the two methods the ADSP-2136x processor uses to transfer data—through the core or through DMA.

Core Transmit/Receive Operations

For core-driven SPI transfers, the software has to read from or write to the RXSPIX and TXSPIX registers respectively to control the transfer. It is important to check the buffer status before reading from or writing to these registers because the core *does not* hang when it attempts to read from an empty buffer or write to a full buffer. When the core writes to a full buffer, the data that is in that buffer is overwritten and the SPI begins transmitting the new data. Invalid data is obtained when the core reads from an empty buffer.

SPI Data Transfer Operations

For a master, when the transmit buffer becomes empty, or the receive buffer becomes full, the SPI device stalls the SPI clock until it reads all the data from the receive buffer or it detects that the transmit buffer contains a piece of data.

- When a master is configured with `TIMOD = 01` and the transmit buffer becomes empty, the SPI device stalls the SPI clock until a piece of data is written to the transmit buffer.
- When a master is configured with `TIMOD = 00` and the receive buffer becomes full, the SPI device stalls the SPI clock until all of the data is read from the receive buffer.

SPI DMA

Each SPI has a single DMA channel associated with it that can be configured to support either an SPI transmit or a receive, but not both simultaneously. In addition to the `TXSPIx` and `RXSPIx` data buffers, there is a four-word deep DMA FIFO that the SPI ports use to improve the data throughput.

The SPI ports support both master and slave mode DMA. The following sections describe slave and master mode DMA operations, DMA chaining, switching between transmit and receive DMA operations, and processing DMA interrupt errors. Guidelines that programs should follow when performing DMA transfers over the SPI include:

- Do not write to the `TXSPIx` registers during an active SPI transmit DMA operation because DMA data will be overwritten.
- Similarly, do not read from the `RXSPIx` registers during active SPI DMA receive operations.
- Writes to the `TXSPIx` registers during an active SPI receive DMA operation are permitted. The `RXS` register is cleared when the `RXSPIx` registers are read.

- Reads from the `RXSPIx` registers are allowed at any time during transmit DMA.
- Interrupts are generated based on DMA events and are configured in the `SPIDMACx` registers.

In order for a transmit DMA operation to begin, the transmit buffer must initially be empty (`TXS = 0`). While this is normally the case, this means that the `TXSPIx` registers should not be used for any purpose other than SPI transfers. For example, the `TXSPIx` registers should not be used as a scratch register for temporary data storage. Writing to the `TXSPIx` registers via the software sets the `TXS` bit.

When the SPI DMA engine is configured for transmitting:

1. The receive interface cannot generate an interrupt, but the status can be polled.
2. The four-deep FIFO is not available in the receive path.

Similarly, when the SPI DMA engine is configured for receiving:

1. The transmit interface cannot generate an interrupt, but the status can be polled.
2. The four-deep FIFO is not available in the transmit path.

Master Mode DMA Operation

To configure the SPI port for master mode DMA transfers:

1. Specify which `FLAG` pins to use as the slave-select signals by setting one or more of the `DSxEN` bits (bits 3–0) in the SPI flag (`SPIFLGx`) registers.

SPI Data Transfer Operations

2. Enable the device as a master and configure the SPI system by selecting the appropriate word length, transfer format, baud rate, and so on in the `SPIBAUDx` and `SPICTLx` registers. The `TIMOD` field (bits 1–0) in the `SPICTLx` registers is configured to select transmit or receive with DMA mode (`TIMOD = 10`).
3. Activate the desired slaves by clearing one or more of the SPI flag bits (`SPIFLGx`) of the `SPIFLGx` registers, if `CPHASE = 1`.
4. For a single DMA, define the parameters of the DMA transfer by writing to the `IISPIx`, `IMSPIx`, and `CSPIx` registers. For DMA chaining, write the chain pointer address to the `CPSPIx` registers. The `CPSPIx` registers are 20-bit, read-write registers that can contain address information.

Write to the SPI DMA configuration registers, (`SPIDMACx`), to specify the DMA direction (`SPIRCV`, bit 1) and to enable the SPI DMA engine (`SPI-DEN`, bit 0). If DMA chaining is desired, set (`= 1`) the `SPICHEN` bit (bit 4) in the `SPIDMACx` registers.



To avoid data corruption, enable the SPI port before enabling DMA.

If flags are used as slave selects, programs should activate the flags by clearing the flag after `SPICTLx` and `SPIBAUDx` are configured, but before enabling the DMA. When `CPHASE = 0`, and a program is using DMA, the flags are automatically activated by the SPI ports.

When enabled as a master, the DMA engine transmits or receives data as follows:

1. If the SPI system is configured for transmitting, the DMA engine reads data from memory into the SPI DMA FIFO. Data from the DMA FIFO is loaded into the `TXSPIx` registers and then into the transmit shift register. This initiates the transfer on the SPI port.

2. If configured to receive, data from the `RXSPIx` registers is automatically loaded into the SPI DMA FIFO. Then the DMA engine reads data from the SPI DMA FIFO and writes to memory. Finally, the SPI initiates the receive transfer.
3. The SPI generates the programmed signal pulses on `SPICLK` and the data is shifted out of `MOSI` and in from `MISO` simultaneously.
4. The SPI continues sending or receiving words until the SPI DMA word count register transitions from 1 to 0.

If the DMA engine is unable to keep up with the transmit stream during a transmit operation because the IOP requires the IOD (I/O data) bus to service another DMA channel (or for another reason), the `SPICLK` stalls until data is written into the `TXSPI` register. All aspects of SPI receive operation should be ignored. The data in the `RXSPI` register is not intended to be used, and the `RXS` (bits 28–27 and 31–30 in the `SPCTLx` registers) and `SPISTAT` bits (bits 26 and 29) should be ignored. The `ROVF` overrun condition cannot generate an error interrupt in this mode.

If the DMA engine cannot keep up with the receive data stream during receive operations, then `SPICLK` stalls until data is read from `RXSPI`. While performing a receive DMA, the processor core assumes the transmit buffer is empty. If `SENDZ = 1`, the device repeatedly transmits 0s. If `SENDZ = 0`, it repeatedly transmits the contents of the `TXSPI` register. The `TUNF` underrun condition cannot generate an error interrupt in this mode.



For receive DMA in master mode the `SPICLK` stops only when the FIFO and `RXSPI` buffer is full (even if the DMA count is zero). Therefore, `SPICLK` runs for an additional five word transfers filling junk data in the FIFO and the `RXSPIx` buffers. This data must be cleared before a new DMA is initiated.

A master SPI DMA sequence may involve back-to-back transmission and/or reception of multiple chained DMA transfers. The SPI controller supports such a sequence with minimal processor core interaction.

Master Transfer Preparation

When the processor is enabled as a master, the initiation of a transfer is defined by the two bit fields (bits 1–0) of `TIMOD` in the `SPICTLx` registers. Based on these two bits and the status of the interface, a new transfer is started upon either a read of the `RXSPIx` registers or a write to the `TXSPIx` registers. This is summarized in [Table 5-1](#).

Table 5-1. Transfer Initiation

TIMOD	Function	Transfer Initiated Upon	Action, Interrupt
00	Transmit and Receive	Initiate new single word transfer upon read of <code>RXSPI</code> and previous transfer completed.	The SPI interrupt is latched in every core clock cycle in which the <code>RXSPI</code> buffer has a word in it. Emptying the <code>RXSPI</code> buffer or disabling the SPI port at the same time (<code>SPIEN</code> = 0) stops the interrupt latch.
01	Transmit and Receive	Initiate new single word transfer upon write to <code>TXSPI</code> and previous transfer completed.	The SPI interrupt is latched in every core clock cycle in which the <code>TXSPI</code> buffer is empty. Writing to the <code>TXSPI</code> buffer or disabling the SPI port at the same time (<code>SPIEN</code> = 0) stops the interrupt latch.
10	Transmit or Receive with DMA	Initiate new multiword transfer upon write to DMA enable bit. Individual word transfers begin with either a DMA write to <code>TXSPI</code> or a DMA read of <code>RXSPI</code> depending on the direction of the transfer as specified by the <code>SPIRCV</code> bit.	If chaining is disabled, the SPI interrupt is latched in the cycle when the DMA count decrements from 1 to 0. If chaining is enabled, interrupt function is based on the <code>CPI</code> bit in the <code>CP</code> register. If <code>CPI</code> = 0, the SPI interrupt is latched at the end of the DMA sequence. If <code>CPI</code> = 1, then the SPI interrupt is latched after each DMA in the sequence. For more information, see “DMA Transfer Direction” on page 2-26.
11	Reserved		

Slave Mode DMA Operation

A slave mode DMA transfer occurs when the SPI port is enabled and configured in slave mode, and DMA is enabled. When the `SPIDSS` signal transitions to the active-low state or when the first active edge of `SPICLK` is detected, it triggers the start of a transfer.

To configure for slave mode DMA:

1. Write to the `SPICTLx` register to make the mode of the serial link the same as the mode that is set up in the SPI master. Configure the `TIMOD` field to select transmit or receive DMA mode (`TIMOD = 10`).
2. Define DMA receive (or transmit) transfer parameters by writing to the `IISPIx`, `IMSPIx`, and `CSPIx` registers. For DMA chaining, write to the chain pointer address of the `CPSPIx` registers.
3. Write to the `SPIDMACx` registers to enable the SPI DMA engine and configure the following:
 - A receive access (`SPIRCV = 1`) or
 - A transmit access (`SPIRCV = 0`)

If DMA chaining is desired, set the `SPICHEN` bit in the `SPIDMACx` registers.



Enable the SPI port before enabling DMA to avoid data corruption.

Slave Transfer Preparation

When enabled as a slave, the device prepares for a new transfer according to the function and actions described in [Table 5-1](#).

SPI Data Transfer Operations

The following steps illustrate the SPI receive or transmit DMA sequence in an SPI slave in response to a master command:

1. Once the slave-select input is active, the processor starts receiving and transmitting data on active `SPICLK` edges. The data for one channel (TX or RX) is automatically transferred from/to memory by the IOP. The function of the other channel is dependant on the `GM` and `SENDZ` bits in the `SPICTL` register.
2. Reception or transmission continues until the SPI DMA word count register transitions from 1 to 0.
3. A number of conditions can occur while the processor is configured for the slave mode:
 - If the DMA engine cannot keep up with the receive data stream during receive operations, the receive buffer operates according to the state of the `GM` bit in the `SPICTLx` registers.
 - If `GM = 0` and the DMA buffer is full, the incoming data is discarded, and the `RXSPIx` register is not updated. While performing a receive DMA, the transmit buffer is assumed to be empty. If `SENDZ = 1`, the device repeatedly transmits zeros on the `MISO` pin. If `SENDZ = 0`, it repeatedly transmits the contents of the `TXSPIx` registers.
 - If `GM = 1` and the DMA buffer is full, the device continues to receive new data from the `MOSI` pin, overwriting the older data in the DMA buffer.
 - If the DMA engine cannot keep up with the transmit data stream during a transmit operation because another DMA engine has been granted the bus (or for another reason), the transmit port operates according to the state of the `SENDZ` bit in the `SPICTLx` registers.

If `SENDZ = 1` and the DMA buffer is empty, the device

repeatedly transmits zeros on the `MISO` pin. If `SENDZ = 0` and the DMA buffer is empty, it repeatedly transmits the last word transmitted before the DMA buffer became empty. All aspects of SPI receive operation should be ignored. The data in the `RXSPIx` registers is not intended to be used, and the `RXS` and `ROVF` bits should be ignored. The `ROVF` overrun condition cannot generate an error interrupt in this mode.



While a DMA transfer may be used on one channel (TX or RX), the core (based on the `RXS` and `TXS` status bits) can transfer data in the other direction.

Changing SPI Configuration

Programs should take the following precautions when changing SPI configurations.

- The SPI configuration must not be changed during a data transfer.
- Change the clock polarity only when no slaves are selected.
- Change the SPI configuration when `SPIEN = 0`. For example, if operating as a master in a multislave system, and there are slaves that require different data or clock formats, then the master SPI should be disabled, reconfigured, and then re-enabled.

However, when an SPI communication link consists of 1) a single master and a single slave, 2) `CPHASE = 1`, and 3) the slave's slave select input is tied low, then the program can change the SPI configuration. In this case, the slave is always selected. Data corruption can be avoided by enabling the slave only after configuring both the master and slave devices.

When performing transmit operations with the SPI port, disabling the SPI port prematurely can cause data corruption and/or not fully transmitted data. Before the program disables the SPI port in order to reconfigure it,

SPI Data Transfer Operations

the status bits should be polled to ensure that all valid data has been completely transferred. For core-driven transfers, data moves from the `TXSPI` buffer into a shift register. The following bits should be checked before disabling the SPI port:

1. Wait for the `TXSPIx` buffers to empty into the shift register. This is done when the `TXS` bit (bit 3) of the `SPISTATx` registers becomes zero.
2. Wait for the SPI shift registers to finish shifting out data. This is done when the `SPIF` bit (bit 0 of `SPISTATx` registers) becomes one.
3. Disable the SPI ports by setting the `SPIEN` bit (bit 0) in the `SPICTLx` registers to zero.

When performing transmit DMA transfers, data moves through a four deep SPI DMA FIFO, then into the `TXSPIx` buffers, and finally into the shift register. DMA interrupts are latched when the I/O processor moves the last word from memory to the peripheral. For the SPI, this means that the SPI “DMA complete” interrupt is latched when there are six words remaining to be transmitted (four in the FIFO, one in the `TXSPIx` buffers, and one being shifted out of the shift register). To disable the SPI port after a DMA transmit operation, use the following steps:

1. Wait for the DMA FIFO to empty. This is done when the `SPISx` bits (bits 13–12 in the `SPIDMACx` registers) become zero.
2. Wait for the `TXSPIx` registers to empty. This is done when the `TXS` bit, (bit 3) in the `SPISTATx` registers becomes zero.
3. Wait for the SPI Shift register to finish transferring the last word. This is done when the `SPIF` bit (bit 0) of the `SPISTATx` registers becomes one.
4. Disable the SPI ports by setting the `SPIEN` bit (bit 0) of the `SPICTLx` registers to zero.

Switching From Transmit To Receive DMA

The following sequence details the steps for switching from transmit to receive DMA.

With disabling the SPI:

1. Write 0x00 to the `SPICTLx` registers to disable SPI. Disabling the SPI also clears the `RXSPIx/TXSPIx` registers and the buffer status.
2. Disable DMA by writing 0x00 to the `SPIDMAC` register.
3. Clear all errors by writing to the W1C-type bits in the `SPISTATx` registers. This ensures that no interrupts occur due to errors from a previous DMA operation.
4. Reconfigure the `SPICTLx` registers and enable the SPI ports.
5. Configure DMA by writing to the DMA parameter registers and enable DMA.

Without disabling the SPI:

1. Clear the `RXSPIx/TXSPIx` registers and the buffer status without disabling the SPI. This can be done by ORing 0xC0000 with the present value in the `SPICTLx` registers. For example, programs can use the `RXFLSH` and `TXFLSH` bits to clear `TXSPIx/RXSPIx` and the buffer status.
2. Disable DMA by writing 0x00 to the `SPIDMAC` register.
3. Clear all errors by writing to the W1C-type bits in the `SPISTAT` register. This ensures that no interrupts occur due to errors from a previous DMA operation.
4. Reconfigure the `SPICTL` register to remove the clear condition on the `TXSPI/RXSPI` registers.

SPI Data Transfer Operations

5. Configure DMA by writing to the DMA parameter registers and enable DMA.

Switching From Receive to Transmit DMA

Use the following sequence to switch from receive to transmit DMA. Note that `TXSPIx` and `RXSPIx` are registers but they may not contain any bits, only address information.

With disabling the SPI:

1. Write `0x00` to the `SPICTLx` registers to disable SPI. Disabling SPI also clears the `RXSPIx/TXSPIx` register contents and the buffer status.
2. Disable DMA and clear the DMA FIFO by writing `0x80` to the `SPIDMACx` registers. This ensures that any data from a previous DMA operation is cleared because the `SPICLK` signal runs for five more word transfers even after the DMA count falls to zero in the receive DMA.
3. Clear all errors by writing to the `SPISTATx` registers. This ensures that no interrupts occur due to errors from a previous DMA operation.
4. Reconfigure the `SPICTLx` registers and enable SPI.
5. Configure DMA by writing to the DMA parameter registers and the `SPIDMACx` register.

Without disabling the SPI:

1. Clear the `RXSPIx/TXSPIx` registers and the buffer status without disabling the SPI by ORing `0xc0000` with the present value in the `SPICTLx` registers. Use the `RXFLSH` (bit 19) and `TXFLSH` (bit 18) bits in the `SPICTLx` registers to clear the `RXSPIx/TXSPIx` registers and the buffer status.
2. Disable DMA and clear the FIFO by writing `0x80` to the `SPIDMACx` registers. This ensures that any data from a previous DMA operation is cleared because `SPICLK` runs for five more word transfers even after the DMA count is zero in receive DMA.
3. Clear all errors by writing to the `W1C`-type bits in the `SPISTATx` registers. This ensures that no interrupts occur due to errors from a previous DMA operation.
4. Reconfigure the `SPICTLx` registers to remove the clear condition on the `TXSPIx/RXSPIx` registers.
5. Configure DMA by writing to the DMA parameter registers (described in [Table 2-7 on page 2-31](#)) and the `SPIDMACx` registers using the `SPIDEN` bit (bit 0).

DMA Error Interrupts

The `SPIUNF` and `SPIOVF` bits of the `SPIDMACx` registers indicate transmission errors during a DMA operation in slave mode. When one of the bits is set, an SPI interrupt occurs. The following sequence details the steps to respond to this interrupt.

SPI Data Transfer Operations

With disabling the SPI:

1. Disable the SPI port by writing 0x00 to the SPICTLx registers.
2. Disable DMA and clear the FIFO by writing 0x80 to the SPIDMACx registers. This ensures that any data from a previous DMA operation is cleared before configuring a new DMA operation.
3. Clear all errors by writing to the W1C-type bits (see [Table A-8 on page A-43](#)) in the SPISTATx registers. This ensures that the error bits SPIOVF and SPIUNF (in the SPIDMACx registers) are cleared when a new DMA is configured.
4. Reconfigure the SPICTLx registers and enable SPI using the SPIEN bit.
5. Configure DMA by writing to the DMA parameter registers and the SPIDMACx registers.

Without disabling the SPI:

1. Disable DMA and clear the FIFO by writing 0x80 to the SPIDMAC register. This ensures that any data from a previous DMA operation is cleared before configuring a new DMA operation.
2. Clear the RXSPIx/TXSPIx registers and the buffer status without disabling SPI. This can be done by ORing 0xc0000 with the present value in the SPICTLx registers. Use the RXFLSH and TXFLSH bits to clear the RXSPIx/TXSPIx registers and the buffer status.
3. Clear all errors by writing to the W1C-type bits in the SPISTAT register. This ensures that error bits SPIOVF and SPIUNF in the SPIDMACx registers are cleared when a new DMA is configured.
4. Reconfigure the SPICTL register to remove the clear condition on the RXSPI/TXSPI register bits.

5. Configure DMA by writing to the DMA parameter registers and the SPIDMACx register.

DMA Chaining

For information about chaining, refer to [“Setting Up and Starting Chained DMA over the SPI” on page 2-18](#).

SPI Transfer Formats

The ADSP-2136x processor SPI supports four different combinations of serial clock phases and polarity. The application code can select any of these combinations using the CLKPL and CPHASE bits in the SPICTL register.

[Figure 5-6 on page 5-28](#) shows the transfer format when CPHASE = 0 and [Figure 5-7 on page 5-29](#) shows the transfer format when CPHASE = 1. Each diagram shows two waveforms for SPICLK—one for CLKPL = 0 and the other for CLKPL = 1. The diagrams may be interpreted as master or slave timing diagrams since the SPICLK, MISO, and MOSI pins are directly connected between the master and the slave. The MISO signal is the output from the slave (slave transmission), and the MOSI signal is the output from the master (master transmission).

The SPICLK signal is generated by the master, and the $\overline{\text{SPIDS}}$ signal represents the slave device select input to the processor from the SPI master. The diagrams represent 8-bit transfers (WL = 0) with MSB first (MSBF = 1). Any combination of the WL and MSBF bits of the SPICTL register is allowed. For example, a 16-bit transfer with the LSB first is one possible configuration.

The clock polarity and the clock phase should be identical for the master device and slave devices involved in the communication link. The transfer format from the master may be changed between transfers to adjust to various requirements of a slave device.

SPI Transfer Formats

When $CPHASE = 0$, the slave-select line, $\overline{SPIDS}$, must be inactive (HIGH) between each word in the transfer. When $CPHASE = 1$, $\overline{SPIDS}$ may either remain active (LOW) between successive transfers or be inactive (HIGH).

Figure 5-6 shows the SPI transfer protocol for $CPHASE = 0$. Note that $SPICLK$ starts toggling in the middle of the data transfer where the bit settings are $WL = 0$, and $MSBF = 1$.

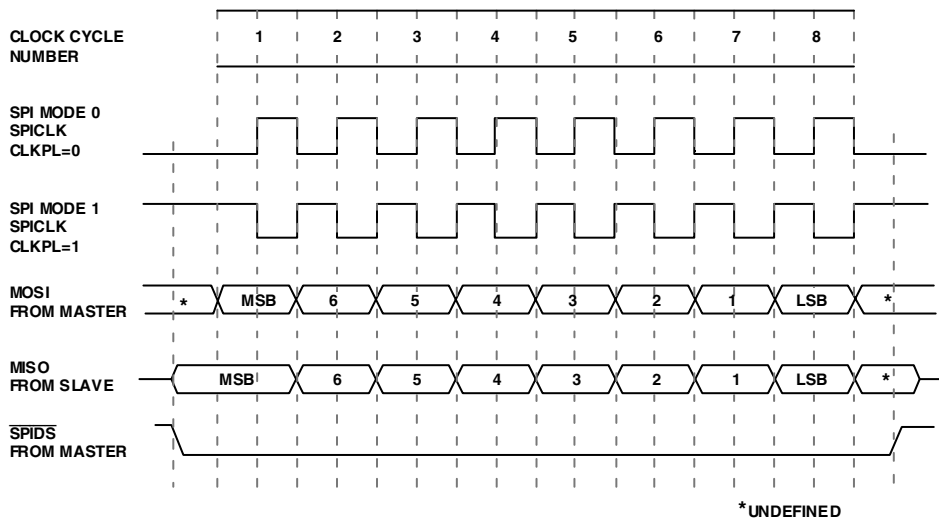


Figure 5-6. SPI Transfer Protocol for $CPHASE = 0$

Figure 5-7 shows the SPI transfer protocol for $CPHASE = 1$. Note that $SPICLK$ starts toggling at the beginning of the data transfer where the bit settings are $WL = 0$, and $MSBF = 1$.

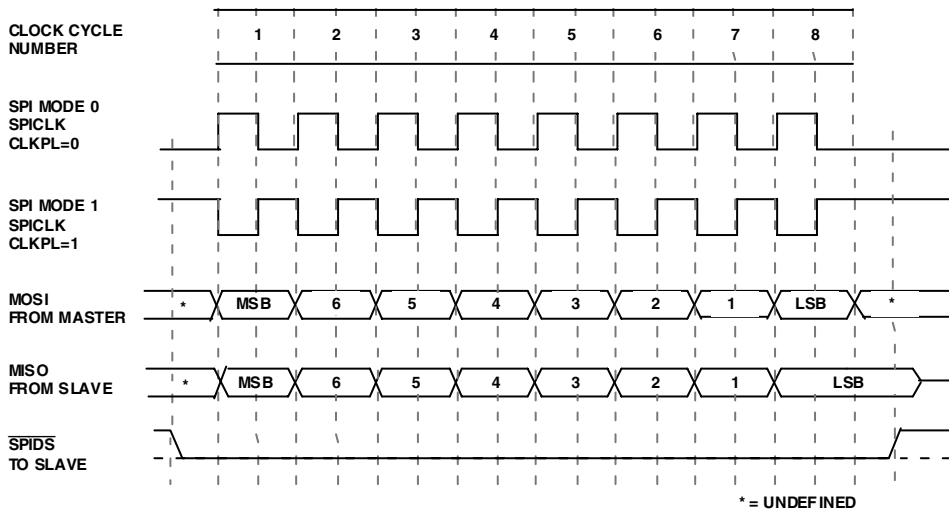


Figure 5-7. SPI Transfer Protocol for $CPHASE = 1$

Beginning and Ending an SPI Transfer

An SPI transfer's defined start and end depend on whether the device is configured as a master or a slave, whether $CPHASE$ mode is selected, and whether the transfer initiation mode is ($TIMOD$) selected. For a master SPI with $CPHASE = 0$, a transfer starts when either the $TXSPI$ register is written or the $RXSPI$ register is read, depending on the $TIMOD$ selection. At the start of the transfer, the enabled slave-select outputs are driven active (LOW). However, the $SPICLK$ starts toggling after a delay equal to one-half (0.5) the $SPICLK$ period. For a slave with $CPHASE = 0$, the transfer starts as soon as the $\overline{SPIDS}$ input transitions to low.

For $CPHASE = 1$, a transfer starts with the first active edge of $SPICLK$ for both slave and master devices. For a master device, a transfer is considered complete after it sends and simultaneously receives the last data bit. A transfer for a slave device is complete after the last sampling edge of $SPICLK$.

SPI Word Lengths

The `RXS` bit defines when the receive buffer can be read. The `TXS` bit defines when the transmit buffer can be filled. The end of a single word transfer occurs when the `RXS` bit is set. This indicates that a new word has been received and latched into the receive buffer, `RXSPI`. The `RXS` bit is set shortly after the last sampling edge of `SPICLK`. The latency is typically a few core clock cycles and is independent of `CPHASE`, `TIMOD`, and the baud rate. If configured to generate an interrupt when `RXSPI` is full (`TIMOD = 00`), the interrupt becomes active one core clock cycle after `RXS` is set. When not relying on this interrupt, the end of a transfer can be detected by polling the `RXS` bit.

To maintain software compatibility with other SPI devices, the SPI transfer finished bit (`SPIF`) is also available for polling. This bit may have slightly different behavior from that of other commercially available devices. For a slave device, `SPIF` is set at the same time as `RXS`. For a master device, `SPIF` is set one-half (0.5) of the `SPICLK` period after the last `SPICLK` edge, regardless of `CPHASE` or `CLKPL`.

The baud rate determines when the `SPIF` bit is set. In general, `SPIF` is set after `RXS`, but at the lowest baud rate settings (`SPIBAUD < 4`). The `SPIF` bit is set before the `RXS` bit, and consequently before new data has been latched into the `RXSPI` buffer. Therefore, for `SPIBAUD = 2` or `SPIBAUD = 3`, the processor must wait for the `RXS` bit to be set (after `SPIF` is set) before reading the `RXSPI` buffer. For larger `SPIBAUD` settings (`SPIBAUD > 4`), `RXS` is set before `SPIF`.

SPI Word Lengths

The processor's SPI port can transmit and receive the word widths described in the following sections.

8-Bit Word Lengths

Programs can use 8-bit word lengths when transmitting or receiving. When transmitting, the SPI port sends out only the lower eight bits of the word written to the SPI buffer.

For example, if the processor executes the following instructions:

```
r0 = 0x12345678  
dm(TXSPI) = r0;
```

the SPI port transmits 0x78.

When receiving, the SPI port packs the 8-bit word to the lower 32 bits of the RXSPI buffer while the upper bits in the registers are zeros.

For example, if an SPI host sends the processor the 32-bit word 0x12345678, the processor receives the following words:

```
0x00000078 //first word  
0x00000056 //second word  
0x00000034 //third word  
0x00000012 //fourth word
```

This code works only if the MSBF bit is zero in both the transmitter and receiver, and the SPICLK frequency is small. If MSBF = 1 in the transmitter and receiver, and SPICLK has a small frequency, the received words follow the order 0x12, 0x34, 0x56, 0x78.

16-Bit Word Lengths

Programs can use 16-bit word lengths when transmitting or receiving. When transmitting, the SPI port sends out only the lower 16 bits of the word written to the SPI buffer.

SPI Word Lengths

For example, if the processor executes the following instructions:

```
r0 = 0x12345678
dm(TXSPI) = r0;
```

the SPI port transmits 0x5678.

When receiving, the SPI port packs the 16-bit word to the lower 32 bits of the RXSPI buffer while the upper bits in the register are zeros.

For example, if an SPI host sends the processor the 32-bit word 0x12345678, the processor receives the following words:

```
0x00005678 //first word
0x00001234 //second word
```

32-Bit Word Lengths

Programs can use 32-bit word lengths when transmitting or receiving. No packing of the RXSPI or TXSPI registers is necessary as the entire 32-bit register is used for the data word.

Packing

In order to communicate with 8-bit SPI devices and store 8-bit words in internal memory, a packed transfer feature is built into the SPI port. Packing is enabled through the `PACKEN` bit in the `SPICTL` register. The SPI unpacks data when it transmits and packs data when it receives. When packing is enabled, two 8-bit words are packed into one 32-bit word. When the SPI port is transmitting, two 8-bit words are unpacked from one 32-bit word. When receiving, words are packed into one 32-bit word from two 8-bit words.

An example of unpacking data before transmitting:

The value `0xXXLMXXJK` (where `XX` is any random value and `JK` and `LM` are data words to be transmitted out of the SPI port) is written to the `TXSPI` register. The processor transmits `0xJK` first and then transmits `0xLM`.

An example of packing on the received data:

The receiver packs the two words received, `0xJK` and then `0xLM`, into a 32-bit word. They appear in the `RXSPI` register as:

`0x00LM00JK` => if `SGN` is configured to 0 or `L, J < 7`
`0xFFLMFFJK` => if `SGN` is configured to 1 and `L, J > 7`

SPI Interrupts

The SPI ports can generate interrupts in five different situations. During core-driven transfers, an SPI interrupt is triggered:

1. When the `TXSPI` buffer has the capacity to accept another word from the core
2. When the `RXSPI` buffer contains a valid word retrieved by the core

The `TIMOD` (transfer initiation and interrupt) register determines whether the interrupt is based on the `TXSPI` or `RXSPI` buffer status. For more information, refer to the `TIMOD` bit descriptions in the `SPICTL` register in [Table A-10 on page A-47](#).

During IOP-driven transfers (DMA), an SPI interrupt is triggered:

1. At the completion of a single DMA transfer
2. At the completion of a number of DMA sequences (if DMA chaining is enabled)
3. When a DMA error has occurred

Error Signals and Flags

Again, the `SPIDMAC` register must be initialized properly to enable DMA interrupts.

Each of these five interrupts are serviced using the interrupt associated with the module being used. The primary SPI uses the `SPIHI` interrupt and the secondary SPI uses the `SPILI` interrupt. Whenever an SPI interrupt occurs (regardless of the cause), the `SPILI` or `SPIHI` interrupts are latched. To service the primary SPI port, unmask (set = 1) the `SPIHI` bit (bit 12) in the `IMASK` register. To service the secondary SPI port, unmask (set = 1) the `SPI LIMSK` bit (bit 19) in the `LIRPTL` register. For a list of these bits, see [Table 2-3 on page 2-8](#) and [Appendix B, “Interrupts”](#)

To globally enable interrupts set the `IRPTEN` bit in the `MODE1` register. When using DMA transfers, programs must also specify whether to generate interrupts based on transfer or error status. For DMA transfer status based interrupts, set the `INTEN` bit in the `SPIDMAC` register; otherwise, set the `INTERR` bit to trigger the interrupt if one of the error conditions occurs during the transmission like multimaster error (MME), transmit buffer underflow (`TUNF` – only if `SPIRCV` = 0), or receive buffer overflow (`ROVF` – only if `SPIRCV` = 1). During core-driven transfers, the `TUNF` and `ROVF` error conditions do not generate interrupts. For `SPIDMAC` register bit descriptions, see [“SPI DMA Configuration Registers \(SPIDMAC, SPIDMACB\)” on page A-52](#).

When DMA is disabled, the processor core may read from the `RXSPI` register or write to the `TXSPI` data buffer. The `RXSPI` and `TXSPI` buffers are memory-mapped IOP registers. A maskable interrupt is generated when the receive buffer is not empty or the transmit buffer is not full. The `TUNF` and `ROVF` error conditions do not generate interrupts in these modes.

Error Signals and Flags

This section describes the error signals and flags that determine the cause of transmission errors for an SPI port. The bits `MME`, `TUNF` and `ROVF` are set in the `SPISTAT` register when a transmission error occurs. Corresponding

bits (SPIMME, SPIUNF and SPIOVF) in the SPIDMAC register are set when an error occurs during a DMA transfer. These sticky bits generate an SPI interrupt when any one of them are set.

- See “SPI Port Status (SPISTAT, SPISTATB) Registers” on [page A-42](#) for more information about the SPISTAT register bits.
- See “SPI DMA Configuration Registers (SPIDMAC, SPIDMACB)” on [page A-52](#) for more information about the SPIDMAC register bits.

Mode Fault Error (MME)

The MME bit is set in the SPISTAT register when the $\overline{\text{SPIDS}}$ input pin of a device that is enabled as a master is driven low by some other device in the system. This occurs in multimaster systems when another device is also trying to be the master.

To enable this feature, set the ISSEN bit in the SPICTL register. As soon as this error is detected, the following actions are taken:

1. The SPIMS Control bit in SPICTL is cleared, configuring the SPI interface as a slave.
2. The SPIEN Control bit in SPICTL is cleared, disabling the SPI system.
3. The MME Status bit in SPISTAT is set.
4. An SPI interrupt is generated.

These four conditions persist until the MME bit is cleared by a write 1-to-clear (W1C-type) software operation. Until the MME bit is cleared, the SPI cannot be re-enabled, even as a slave. Hardware prevents the program from setting either SPIEN or SPIMS while MME is set.

Error Signals and Flags

When MME is cleared, the interrupt is deactivated. Before attempting to re-enable the SPI as a master, the state of the $\overline{\text{SPID\!S}}$ input pin should be checked to ensure that it is high; otherwise, once SPIEN and SPIMS are set, another mode-fault error condition will immediately occur. The state of the input pin is reflected in the Input Slave Select Status bit (bit 7) in the SPIFLG register.

As a result of SPIEN and SPIMS being cleared, the SPI data and clock pin drivers (MOSI, MISO, and SPICLK) are disabled. However, the slave-select output pins revert to control by the processor flag I/O module registers. This may cause contention on the slave-select lines if these lines are still being driven by the ADSP-2136x processor. In order to ensure that the slave-select output drivers are disabled once a MME error occurs, the program must configure these pins as inputs by setting (= 1) the Flag Output Select bits, FLAG3-00, in the FLAGS register prior to configuring the SPI port. See the FLAGS value register description in the *ADSP-2136x SHARC Processor Programming Reference* “Registers” appendix.

Transmission Error Bit (TUNF)

The TUNF bit is set in the SPISTAT register when all of the conditions of transmission are met and there is no new data in TXSPI (TXSPI is empty). In this case, the transmission contents depend on the state of the SENDZ bit in the SPICTL register. The TUNF bit is cleared by a W1C-type software operation.

Reception Error Bit (ROVF)

The ROVF flag is set in the SPISTAT register when a new transfer has completed before the previous data is read from the RXSPI register. This bit indicates that a new word was received while the receive buffer was full. The ROVF flag is cleared by a W1C-type software operation. The state of

the GM bit in the SPICTL register determines whether the RXSPI register is updated with the newly received data or whether that new data is discarded.

Transmit Collision Error Bit (TXCOL)

The TXCOL flag is set in the SPISTAT register when a write to the TXSPI register coincides with the load of the shift register. The write to TXSPI can be via the software or the DMA. This bit indicates that corrupt data may have been loaded into the shift register and transmitted. In this case, the data in TXSPI may not match what was transmitted. This error can easily be avoided by proper software control. The TXCOL bit is cleared by a W1C-type software operation.



This bit is never set when the SPI is configured as a slave with CPHASE = 0. The collision may occur, but it cannot be detected.

SPI Programming Examples

The following three programming examples are for the ADSP-2136x processor. The example shown in [Listing 5-1](#) transmits a buffer of data from the SPI port in master mode using DMA. In this example, the I/O processor (IOP) automatically moves data from internal memory to the SPI's four-deep DMA FIFO.

The second example, shown in [Listing 5-2 on page 5-40](#), also transmits a buffer, but the transfer is core-driven using interrupts. In this example, only the SPI's one-deep transmit buffer (TXSPI) is serviced by the core and the four-deep DMA FIFO is not used. The core supplies the SPI port with data in a short loop which causes the core to hang at each write to the transmit buffer until the SPI is ready for new data.

SPI Programming Examples

The third example, shown in [Listing 5-3 on page 5-42](#), receives multiple buffers using DMA chaining. DMA chaining on the ADSP-2136x processor SPI is initialized differently than on other SHARC processors, as described in [Chapter 2, “I/O Processor”](#).

Listing 5-1. SPI Master Mode Transmit DMA

```
/* SPI Control Registers */
#define SPICTL (0x1000)
#define SPIFLG (0x1001)
#define SPIBAUD (0x1005)
#define TXSPI (0x1003)

/*SPICTL bits*/
#define TIMOD1 (0x0001) /* Use TX buffer for transfers */
#define DMISO (0x0020) /* Disable MISO pin */
#define WL32 (0x0100) /* SPI Word Length = 32 */
#define SPIMS (0x1000) /* SPI Master if 1, Slave if 0 */
#define SPIEN (0x4000) /* SPI port Enable */

/*SPIFLG bits */
#define DS0EN (0x0001) /* use FLG0 as SPI device-select*/

/* Default Buffer Length */
#define BUFSIZE 10

.SECTION/DM seg_dmda;
/* Transmit Buffer */
.var tx_buf[BUFSIZE] = 0x11111111,
                      0x22222222,
                      0x33333333,
                      0x44444444,
                      0x55555555,
                      0x66666666,
```

```
                                0x77777777,  
                                0x88888888,  
                                0x99999999,  
                                0xAAAAAAAA;  
  
/* Main code section */  
.global _main;  
.SECTION/PM seg_pmco;  
_main:  
/* Init SPI MASTER TX */  
r0=0;  
dm(SPICTL) = r0;  
dm(SPIFLG) = r0;  
  
/* Set up DAG registers */  
i4 = tx_buf;  
m4 = 1;  
  
ustat3 = DMISO| /* Disable MISO on transfers */  
           WL32| /* 32-bit words */  
           SPIMS| /* Master mode (internal SPICLK) */  
           SPIEN| /* Enable SPI port */  
           TIMOD1; /* Initialize SPI port to begin  
                   transmitting when DMA is enabled */  
dm(SPICTL) = ustat3;  
  
/* set the SPI baud rate to CCLK/8*64 (650.39KHz @ 333MHz)*/  
ustat3 = 0x64;  
dm(SPIBAUD) = ustat3;  
  
/* Set up loop to transmit data */  
lcntr = LENGTH(tx_buf), do (pc,4) until lce;  
/* Retrieve data using DAG1 and send TX via SPI */  
r0 = dm(i4,m4);
```

SPI Programming Examples

```
dm(TXSPI) = r0;
_main.end:  jump (pc,0);
```

Listing 5-2. Core-Driven Interrupt SPI Transfer

```
/* SPI Control registers */
#define SPICTL (0x1000) /* SPI Control register */
#define SPIFLG (0x1001) /* SPI Flag register */
#define SPIBAUD (0x1005) /* SPI baud setup register */

/* SPI DMA registers */
#define IISPI (0x1080) /* Internal DMA address */
#define IMSPI (0x1081) /* Internal DMA access modifier */
#define CSPI (0x1082) /* Number of words to transfers */
#define CPSPI (0x1083) /* Points to next DMA parameters */
#define SPIDMAC (0x1084) /* SPI DMA control register */

/*SPICTL bits */
#define TIMOD2 (0x0002) /* Use DMA for transfers */
#define DMISO (0x0020) /* Disable MISO pin */
#define WL32 (0x0100) /* SPI Word Length = 32 */
#define SPIMS (0x1000) /* SPI Master if 1, Slave if 0 */
#define SPIEN (0x4000) /* SPI port Enable */

/*SPIFLG bits */
#define DS0EN (0x0001) /* use FLG0 as SPI device-select */

/*SPIDMAC bits */
#define SPIDEN (0x0001) /* enable DMA on the SPI port */

/* Default buffer size */
#define BUFSIZE 0x100
/*=====*/
/* Source data to be transmitted via SPI DMA */
```

```
.section/dm seg_dmda;
.var src_buf[BUFSIZE] = "source.dat";

/* Application code */
.global _main;
.segment/pm seg_pmco;
_main:

/* Init SPI MASTER TX DMA */
r0 = 0;
dm(SPICTL) = r0;
dm(SPIFLG) = r0;
dm(SPIDMAC) = r0;

r0 = DS0EN;
dm(SPIFLG) = r0; /*use flag0 as spi device select */

ustat3 = src_buf; dm(IISPI) = ustat3; /* point to 'src_buf'*/
ustat3 = LENGTH(src_buf); dm(CSPI) = ustat3; /* count = 256 */
ustat3 = 1; dm(IMSPI) = ustat3; /* step size = 1 */

/* set the SPI baud rate to CCLK/8*64 (650.39KHz @ 333MHz)*/
ustat3 = 0x64;
dm(SPIBAUD) = ustat3;

ustat3 = DMISO| /* Disable MISO on transfers */
        WL32| /* 32-bit words */
        SPIMS| /* Master mode (internal SPICLK) */
        SPIEN| /* Enable SPI port */
        TIMOD2; /* Initialize SPI port to begin
                transmitting when DMA is enabled */
dm(SPICTL) = ustat3;
```

SPI Programming Examples

```
ustat3 = SPIDEN;  dm(SPIDMAC) = ustat3;  /* begin DMA          */
/*=====*/

_main.end: jump (pc,0);
```

Listing 5-3. SPI DMA Chaining Example

```
/* SPI Control registers          */
#define SPICTL  (0x1000) /* SPI Control register      */
#define SPIFLG  (0x1001) /* SPI Flag register         */
#define SPIBAUD (0x1005) /* SPI baud setup register   */

/* SPI DMA registers              */
#define IISPI   (0x1080) /* Internal DMA address      */
#define IMSPI   (0x1081) /* Internal DMA access modifier */
#define CSPI    (0x1082) /* Number of words to transfers */
#define CPSPi   (0x1083) /* Points to next DMA parameters */
#define SPIDMAC (0x1084) /* SPI DMA control register   */

/*SPIFLG bits                      */
#define DS0EN   (0x0001) /* enable SPI device select 0 */
#define SPIFLG0 (0x0100) /* manually set SPIFLG0 state */
#define SPIFLG1 (0x0200) /* manually set SPIFLG1 state */
#define SPIFLG2 (0x0400) /* manually set SPIFLG2 state */
#define SPIFLG3 (0x0800) /* manually set SPIFLG3 state */

/*SPIDMAC bits                      */
#define SPIDEN  (0x0001) /* enable DMA on the SPI port */
#define SPIRCV  (0x0002) /* set to have DMA receive    */
#define SPICHEN (0x0010) /* set to enable DMA chaining */

/*SPICTL bits                      */
#define TIMOD2  (0x0002) /* Use DMA for transfers      */
```



```
#define SENDZ      (0x0004) /* when TXSPI empty, MOSI sends 0 */
#define WL32      (0x0100) /* SPI Word Length = 32 */
#define SPIMS      (0x1000) /* SPI Master if 1, Slave if 0 */
#define SPIEN      (0x4000) /* SPI port Enable */
#define CLKPL      (0x0800) /* if 1, rising edge samples data */
#define CPHASE     (0x0400) /* if 1, data's sampled on second
                             /* (middle) edge of SPICLK cycle*/

/*=====*/
.section/dm seg_dmda;

/* Destinations for incoming data */
.var dest_bufC[8];
.var dest_bufB[8];
.var dest_bufA[8];

/* Transfer Control Blocks (TCB's) */
.var first_tcb[] =
    (0x7FFF&second_tcb + 3), /* for CPSPI (next tcb) */
    LENGTH(dest_bufB),      /* for CSPI (next count) */
    1,                      /* for IMSPI (next modify) */
    dest_bufB;              /* for IISPI (next index) */

.var second_tcb[] = 0,      /* null CPSPI ends chain */
    LENGTH(dest_bufC),      /* count for final DMA */
    1,                      /* IM for final DMA */
    dest_bufC;              /* II for final DMA */
/* NOTE: Chain Pointer registers must point to the LAST
    location in the TCB, "tcb + 3". */

/*Main code section */
.global _main;
.section/pm seg_pmco;
```

SPI Programming Examples

```
_main:
/* clear SPI settings */
r0 = 0;
dm(SPICTL) = r0;
dm(SPIFLG) = r0;
dm(SPIDMAC) = r0;
/* setup first DMA in chain */
ustat3 = 8;          dm(CSPI) = ustat3; /* count = 8 words */
ustat3 = 1;          dm(IMSPI) = ustat3; /* step size = 1 */
ustat3 = dest_bufA; dm(IISPI) = ustat3; /* point to dest_bufA */

/* set the SPI baud rate to CCLK/8*64 (650.39KHz @ 333MHz)*/
ustat3 = 0x64;
dm(SPIBAUD) = ustat3;

/* configure processor's SPI slave-select signals */
ustat3 = DS0EN|          /*enable SPI slave device select zero */
        SPIFLG3|SPIFLG2|SPIFLG1;    /* Set SPIFLG0 low to */
dm(SPIFLG) = ustat3;    /*select SPI slave on FLAG0 pin */

/* configure SPI port to power-on settings */
ustat3 = CPHASE|    /* sample MISO on second edge of SPICLK */
        CLKPL|    /* sampling edge of SPICLK is rising */
        WL32|    /* 32-bit words */
        SPIMS|    /* Master mode (internal SPICLK) */
        SPIEN|    /* Enable SPI port */
        SENDZ|    /* when TXSPI empty, MOSI sends zeros */
        TIMOD2;    /* Start SPICLK when DMA is enabled */
dm(SPICTL) = ustat3;

/*configure SPI for chained receive DMA operation */
ustat3 = SPIRCV|    /* DMA direction = receive */
        SPICHEN|    /* enable DMA chaining */
        SPIDEN;    /* enabling DMA initiates the transfer */
```

```
dm(SPIDMAC) = ustat3;

/* 1st DMA starts when a valid address is written to CPSPi*/
ustat3 = (0x7FFFF&(first_tcb+3));
dm(CPSPi) = ustat3; /* point to tcb_A */
_main.end: jump(pc,0);
```


6 INPUT DATA PORT

The signal routing unit (SRU) provides paths among both on-chip and off-chip peripherals. To make this feature effective in a real-world system, a low overhead method of making data from various serial and parallel formats and routing them back to the main core memory is needed. The input data port (IDP) provides this mechanism for a large number of asynchronous channels.

This chapter describes how data is routed into the core's memory space. [Figure 6-1](#) provides a graphical overview of the input data port architecture. Notice that each channel is independent and contains a separate clock and frame sync input.

Channels 0 through 7 can accept serial data in audio format. Channel 0 can also be configured to accept parallel data. The parallel input bypasses the serial-to-parallel converter and latches up to 20 bits per clock cycle.

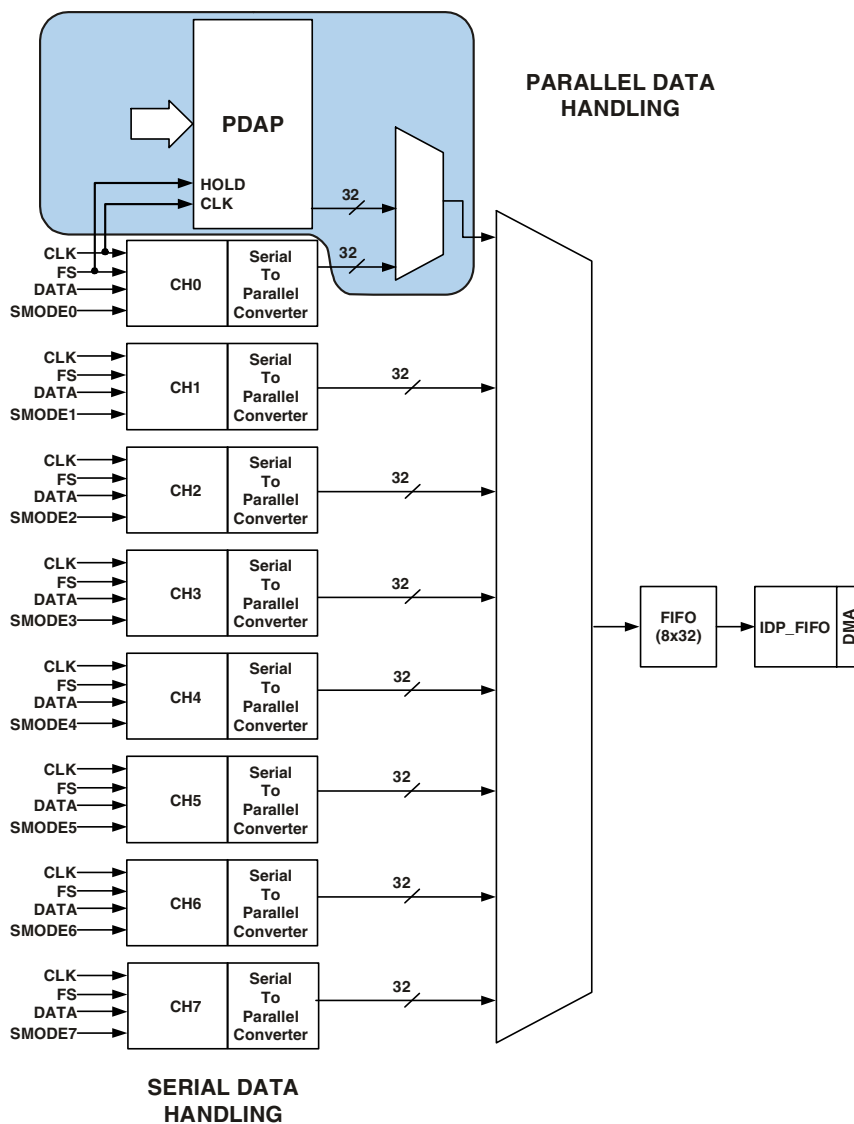


Figure 6-1. Input Data Port

The parallel data is acquired through the parallel data acquisition port (PDAP) which provides a means of moving high bandwidth data to the core's memory space. The data may be sent to memory as one 32-bit word per input clock cycle or packed together (for up to four clock cycles worth of data). [Figure 6-2](#) illustrates the data flow for IDP channel 0, where either the PDAP or serial input can be selected via `IDP_PDAP_EN` (bit 31 of the `IDP_PDAP_CTL` register). At the falling edge of `IDP_PDAP_EN`, the FIFO is cleared. Data transfer from the channels to the FIFO happens on a fixed priority with channel 0 having the highest priority and channel 7 the lowest.

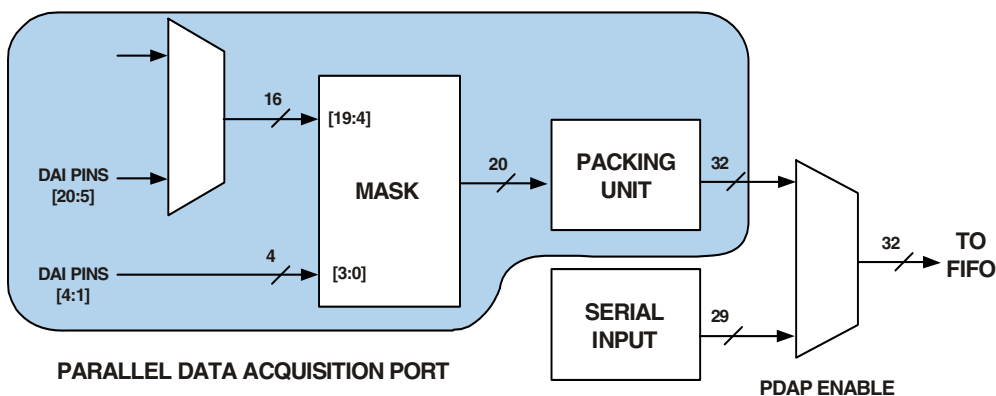


Figure 6-2. Detail of IDP Channel 0

The IDP's DMA engine implements DMA for all eight channels. Each of the eight channels has a set of DMA parameter registers for directing the data to memory location.

The following sections describe each of the input data port functions.

Serial Inputs

The IDP provides up to eight serial input channels—each with its own clock, frame sync, and data inputs. The eight channels are automatically multiplexed into a single 32-bit by eight-deep FIFO. Data is always formatted as a 64-bit frame and divided into two 32-bit words. The serial protocol is designed to receive audio channels in I²S, left-justified sample pair, or right-justified mode. One frame sync cycle indicates one 64-bit left-right pair, but data is sent to the FIFO as 32-bit words (that is, one-half of a frame at a time). The processor supports 24- and 32-bit I²S, 24- and 32-bit left-justified and right-justified 24-, 20-, 18- and 16-bit formats.

An audio signal that is normally 24 bits wide is contained within the 32-bit word. An additional four bits are available for status and formatting data (compliant with the IEC 90958, S/PDIF, and AES3 standards). An additional bit identifies the left-right one-half of the frame. If the data is not in IEC standard format, the serial data can be any data word up to 28 bits wide. Regardless of mode, bit 3 always specifies whether the data is received in the first half (left channel) or the second half (right channel) of the same frame, as shown in [Figure 6-3](#). The remaining three bits are used to encode one of the eight channels being passed through the FIFO to the core. The FIFO output may feed eight DMA channels, where the appropriate DMA channel (corresponding to the channel number) is selected automatically.

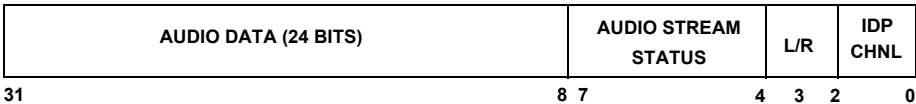


Figure 6-3. Word Format

Note that each input channel has its own clock and frame sync input, so unused IDP channels do not produce data and therefore have no impact on FIFO throughput. The clock and frame sync of any unused input should be assigned to LOW to avoid unintentional acquisition. The input data port supports a maximum clock speed of 50 MHz.

The framing format is selected by using the IDP_SMODEx bits (three bits per channel) in the IDP_CTL register. Bits 31–8 of the IDP_CTL register control the input format modes for each of the eight channels. The eight groups of three bits indicate the mode of the serial input for each of the eight IDP channels, as shown in [Table 6-1](#).

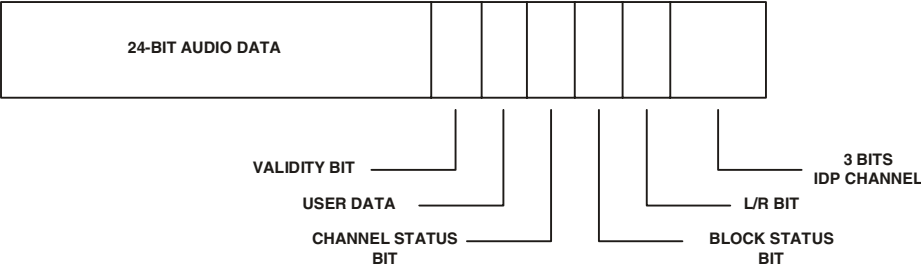
Table 6-1. Serial Modes

Bit Field Values IDP_SMODEx	Mode
000	Left-justified sample pair
001	I ² S
010	Left justified 32 bits. This is a single data and not a left/right channel pair. It can be read as 32-bit data.
011	I2S-32 bit. This is a single data and not a left/right channel pair. It can be read as 32-bit data
100	Right-justified sample pair 24 bits
101	Right-justified sample pair 20 bits
110	Right-justified sample pair 18 bits
111	Right-justified sample pair 16 bits

[Figure 6-4](#) shows the FIFO data packing for the different serial modes.

Serial Inputs

I²S AND LEFT-JUSTIFIED FORMAT



RIGHT-JUSTIFIED FORMAT, 24-BIT DATA WIDTH

24 BITS AUDIO DATA	4 BITS, SET TO ZERO	L/R BIT	3 BITS IDP CHANNEL

RIGHT-JUSTIFIED FORMAT, 20-BIT DATA WIDTH

20 BITS AUDIO DATA	8 BITS, SET TO ZERO	L/R BIT	3 BITS IDP CHANNEL

RIGHT-JUSTIFIED FORMAT, 18-BIT DATA WIDTH

18 BITS AUDIO DATA	10 BITS, SET TO ZERO	L/R BIT	3 BITS IDP CHANNEL

RIGHT-JUSTIFIED FORMAT, 16-BIT DATA WIDTH

16 BITS AUDIO DATA	12 BITS, SET TO ZERO	L/R BIT	3 BITS IDP CHANNEL

I²S AND LEFT-JUSTIFIED FORMAT, 32-BIT DATA WIDTH

32 BIT DATA

Figure 6-4. FIFO Data Packing

The polarity of left-right encoding is independent of the serial mode frame sync polarity selected in `IDP_SMODE` for that channel (Table 6-1). Note that I²S mode uses a LOW frame sync (left-right) signal to dictate the first (left) channel, and left-justified sample pair mode uses a HIGH frame sync (left-right) signal to dictate the first (left) channel of each frame. In either mode, the left channel has bit 3 set (= 1) and the right channel has bit 3 cleared (= 0).

Figure 6-5 shows the relationship between frame sync, serial clock, and left-justified sample pair data.

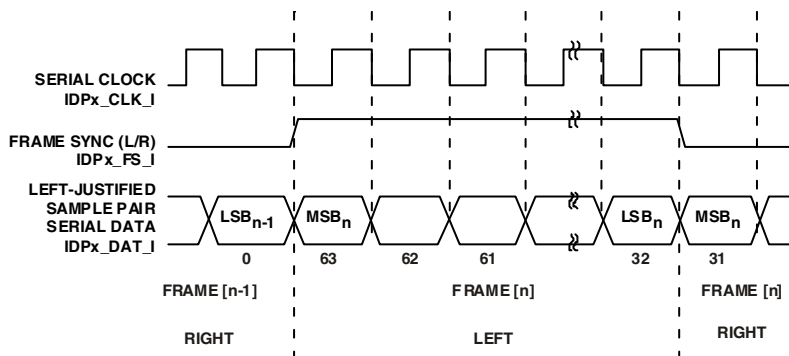


Figure 6-5. Timing in Left-justified Sample Pair Mode

Figure 6-6 shows the relationship between frame sync, serial clock, and I²S data.

Parallel Data Acquisition Port (PDAP)

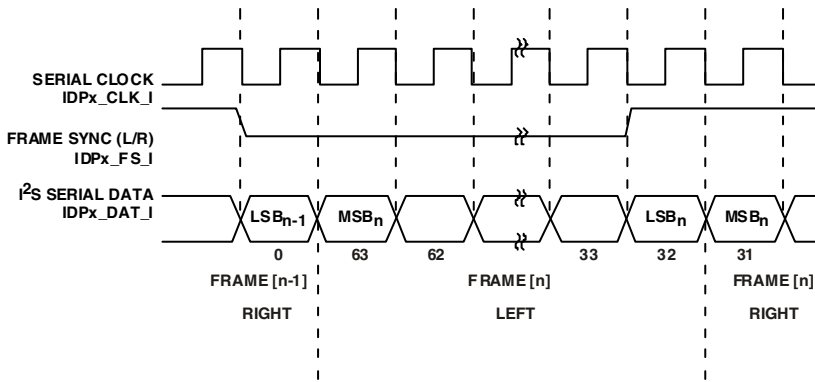


Figure 6-6. Timing in I²S Mode

Parallel Data Acquisition Port (PDAP)

The input to channel 0 of the IDP is multiplexed, and may be used either in the serial mode, described in [“Serial Inputs” on page 6-4](#), or in a direct parallel input mode. Serial or parallel input is selected by setting IDP_PDAP_EN bit 31 in the IDP_PDAP_CTL register. When used in parallel mode, the clock input for channel 0 is used to latch parallel subwords. Multiple latched parallel subword samples may be packed into 32-bit words for efficiency. The frame sync input is used to hold off latching of the next sample (that is, ignore the clock edges). The data then flows through the FIFO and is transferred by a dedicated DMA channel into the core’s memory as with any IDP channel. As shown in [Figure 6-7](#), the PDAP can accept input words up to 20 bits wide, or can accept input words that are packed as densely as four input words up to eight bits wide.

The IDP_PDAP_CTL register also provides a reset bit that zeros any data that is waiting in the packing unit to be latched into the FIFO. When asserted, the IDP_PDAP_RESET bit (bit 30 in the IDP_PDAP_CTL register) causes the reset circuit to strobe, then automatically clear itself. Therefore, this bit always returns a value of zero when read. The IDP_PORT_SELECT bit (bit 26

in the IDP_PDAP_CTL register) selects between the two sets of pins that may be used as the parallel input port. When IDP_PORT_SELECT is set (= 1), the upper 16 bits are read from the AD15-0. When IDP_PORT_SELECT is cleared (= 0), the upper 16 bits are read from DAI_P20-5. Note that the four least significant bits (LSBs) of the parallel port input are not multiplexed. These input bits are always read from digital applications interface (DAI) pins 4-1, as shown in Figure 6-7. The DAI_P4-1 pins are always connected as bits 3 through 0.

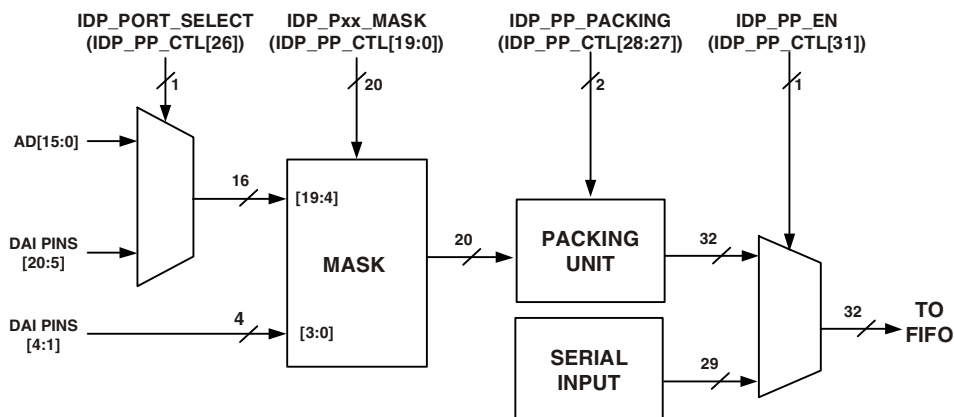


Figure 6-7. Parallel Data Acquisition Port (PDAP) Functions

Masking

The IDP_PDAP_CTL register provides 20 mask bits that allow the input from any of the 20 pins to be ignored. The mask is specified by setting the IDP_Pxx_PDAPMASK bits (bits 19-0 of the IDP_PDAP_CTL register) for the 20 parallel input signals. For each of the parallel inputs, a bit is set (= 1) to indicate the bit is unmasked and therefore its data can be passed on to be read, or masked (= 0) so its data is not read. After this masking process, data gets passed along to the packing unit.

Packing Unit

The parallel data acquisition port (PDAP) packing unit receives masked parallel subwords from the 20 parallel input signals and packs them into a 32-bit word. The `IDP_PDAP_PACKING` bit field (bits 28–27 of the `IDP_PDAP_CTL` register), indicates how data is packed. Data can be packed in any of four modes. Selection of packing mode is made based on the application.

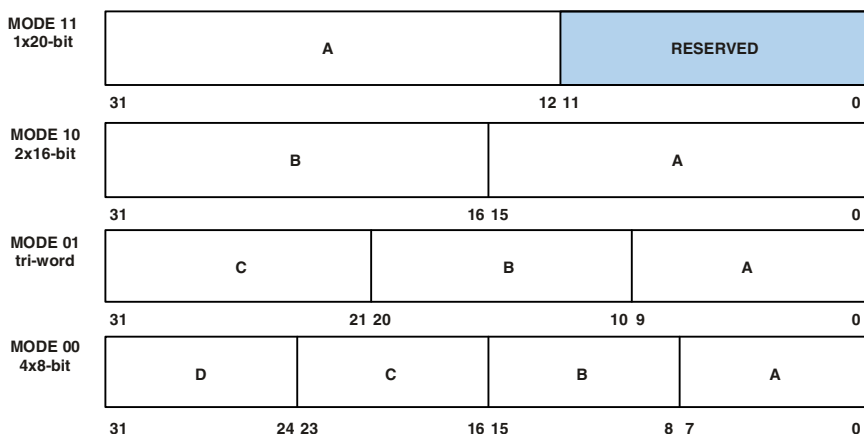


Figure 6-8. Packing Modes in IDP_PDAP_CTL

Packing Mode 11

Mode 11 provides for 20 bits coming into the packing unit and 32 bits going out to the FIFO in a single cycle. On every clock edge, 20 bits of data are moved and placed in a 32-bit register, left-aligned. That is, bit 19 maps to bit 31. The lower bits, 11–0, are always set to zero, as shown in [Figure 6-8](#).

This mode sends one 32-bit word to FIFO for each input clock cycle—the DMA transfer rate matches the PDAP input clock rate.

Packing Mode 10

On the first clock edge (cycle A), the packing unit latches parallel data up to 16 bits wide (bits 19–4 of the parallel input) and places it in bits 15–0 (the lower half of the word), then waits for the second clock edge (cycle B). On the second clock edge (cycle B), the packing unit takes the same set of inputs and places the word into bits 31–16 (the upper half of the word).

This mode sends one packed 32-bit word to FIFO for every two input clock cycles—the DMA transfer rate is one-half the PDAP input clock rate.

Packing Mode 01

Mode 01 packs three acquired samples together. Since the resulting 32-bit word is not divisible by three, up to ten bits are acquired on the first clock edge and up to eleven bits are acquired on each of the second and third clock edges:

- On clock edge 1, bits 19–10 are moved to bits 9–0 (10 bits)
- On clock edge 2, bits 19–9 are moved to bits 20–10 (11 bits)
- On clock edge 3, bits 19–9 are moved to bits 31–21 (11 bits)

This mode sends one packed 32-bit word to FIFO for every three input clock cycles—the DMA transfer rate is one-third the PDAP input clock rate.

Packing Mode 00

Mode 00 moves data in four cycles. Each input word can be up to eight bits wide.

- On clock edge 1, bits 19–12 are moved to bits 7–0
- On clock edge 2, bits 19–12 are moved to bits 15–8

Parallel Data Acquisition Port (PDAP)

- On clock edge 3, bits 19–12 are moved to bits 23–16
- On clock edge 4, bits 19–12 are moved to bits 31–24

This mode sends one packed 32-bit word to FIFO for every four input clock cycles—the DMA transfer rate is one-quarter the PDAP input clock rate.

Clocking Edge Selection

Notice that in all four packing modes described, data is read on a clock edge, but the specific edge used (rising or falling) is not indicated. Clock edge selection is configured using the `IDP_PDAP_CLKEDGE` bit (bit 29 of the `IDP_PDAP_CTL` register). Setting this bit (= 1) causes the data to latch on the falling edge. Clearing this bit (= 0) causes data to latch on the rising edge (default).

Hold Input

A synchronous clock enable can be passed from any DAI pin to the PDAP packing unit. This signal is called `PDAP_HOLD`.

 The `PDAP_HOLD` signal is actually the same physical internal signal as the frame sync for IDP channel 0. Its functionality is determined by the PDAP enable bit (`IDP_PDAP_EN`).

When the `PDAP_HOLD` signal is HIGH, all latching clock edges are ignored and no new data is read from the input pins. The packing unit operates as normal, but it pauses and waits for the `PDAP_HOLD` signal to be deasserted and waits for the correct number of distinct input samples before passing the packed data to the FIFO.

Figure 6-9 shows the affect of the hold input (B) for four 8-bit words in packing mode 00, and Figure 6-10 shows the affect of the hold input (B) for two 16-bit words in packing mode 10.

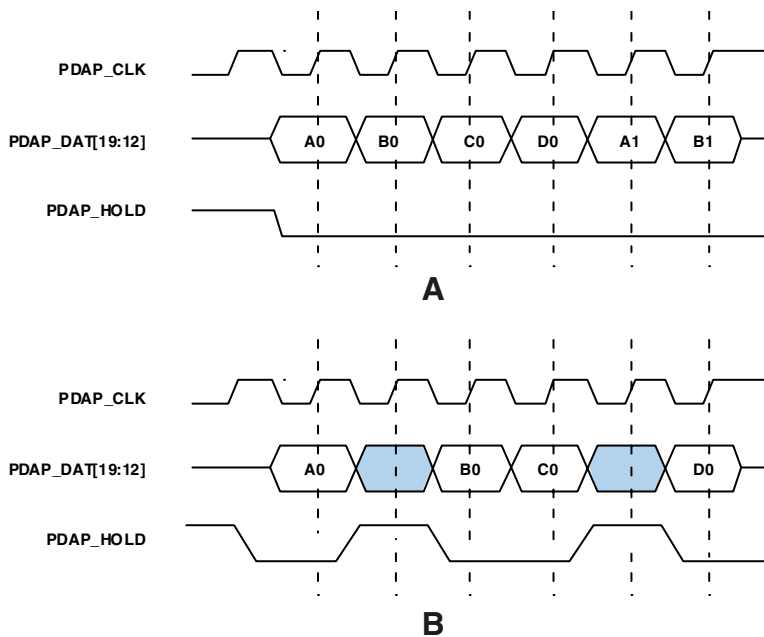


Figure 6-9. Hold Timing for Four 8-bit Words to 32 Bits (Mode 00)

Parallel Data Acquisition Port (PDAP)

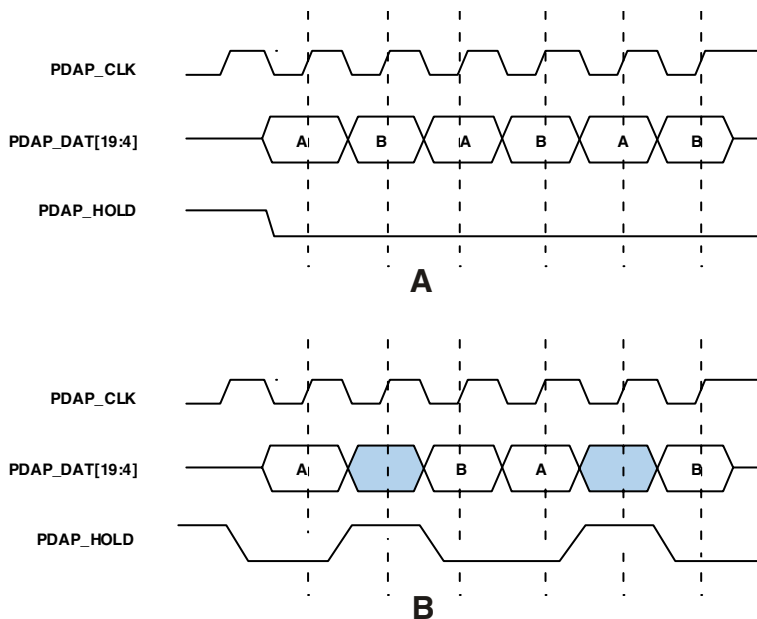


Figure 6-10. Hold Timing for Two 16-bit Words to 32 Bits (Mode 10)

As shown in [Figure 6-10](#), PDAP_DATA and PDAP_HOLD are driven by the inactive edges of the clock (falling edge in the above figures) and these signals are sampled by the active edge of the clock (rising edge in the above figures).

PDAP Strobe

Whenever the PDAP packing unit receives the number of subwords corresponding to its select mode, it asserts the PDAP output strobe signal. This signal can be routed through the SRU using the MISC unit to any of the DAI pins. See [“SRU Connection Groups” on page 7-16](#) for more information.

FIFO Control and Status

Several bits can be used to control and monitor FIFO operations:

- **IDP Enable.** The `IDP_ENABLE` bit (bit 7 of the `IDP_CTL` register) enables the IDP. This is a global control bit. For data from a channel to get into the FIFO, this bit and the corresponding IDP channel enable bit (`IDP_ENABLE_CHx`) in the `IDP_CTLN` register must be set.
- **IDP Buffer Hang Disable.** The `IDP_BHD` bit (bit 4 in the `IDP_CTL` register) determines whether or not the core hangs on reads when the FIFO is empty.
- **Number of Samples in FIFO.** The `IDP_FIFOSZ` bits (bits 31–28 in the `DAI_STAT` register) monitor the number of valid data words in the FIFO.
- **FIFO Overflow Status.** The `IDP_FIFO_OVER_x` bits in the `DAI_STAT` register monitor the overflow error conditions in the FIFO for each of the channels.
- **FIFO Overflow Clear.** The `IDP_CLR0VR` bit (bit 6 of the `IDP_CTL` register) clears an indicated FIFO overflow error.

To enable the IDP, two separate bits in two different registers must be set. The first is the `IDP_ENABLE` bit in the `IDP_CTL0` register and the second is the specific channel enable bit which is located in the `IDP_CTL1` register. When these bits are set (= 1), the IDP is enabled. When these bits are cleared (= 0), the IDP is disabled, and data cannot come to the `IDP_FIFO` register from the IDP channels. When the `IDP_ENABLE` bit transitions from 1 to 0, all data in the IDP FIFO is cleared. Writing a 1 to bit 31 of the `IDP_CTL1` register also clears the FIFO. This is a write-only bit and always returns a zero on reads.

FIFO to Memory Data Transfer

The `IDP_BHD` bit is used for buffer hang disable control. When there is no data in the FIFO, reading the `IDP_FIFO` register causes the core to hang. This condition continues until the FIFO contains valid data. Setting the `IDP_BHD` bit (= 1) prevents the core from hanging on reads from an empty `IDP_FIFO` register. Clearing this bit (= 0) causes the core to hang under the conditions described previously.

The `IDP_FIFOSZ` bits track the number of words in the FIFO. This 4-bit field identifies the number of valid data samples in the IDP FIFO.

The `IDP_FIFO_OVER_CHx` bits in the `DAI_STAT` register provides IDP FIFO overflow status information for each of the channels. These bits are set (= 1), whenever an overflow occurs. When these bits are cleared (= 0), it indicates there is no overflow condition. These read-only bits are *sticky* bits, which do not automatically reset to 0 when an overflow condition changes to a no-overflow condition. These bits must be reset manually, using the `IDP_CLROVR` bit in the `IDP_CTL` register. Writing one to this bit clears the overflow conditions for the channels in the `DAI_STAT` register. Since `IDP_CLROVR` is a write-only bit, it always returns LOW when read.

FIFO to Memory Data Transfer

The data from each of the eight IDP channels is inserted into an eight register deep FIFO, which can only be transferred to the core's memory space sequentially. Data is moved into the FIFO as soon as it is fully received. When more than one channel has data ready, the channels access the FIFO with fixed priority, from low to high channel number (that is, channel 0 is the highest priority and channel 7 is the lowest priority).

One of two methods can be used to move data from the IDP FIFO to internal memory:

- The core can remove data from the FIFO manually by reading the memory-mapped register, `IDP_FIFO`. The output of the FIFO is held in the (read-only) `IDP_FIFO` register. When this register is

read, the corresponding element is removed from the IDP FIFO, and the next element is moved into the `IDP_FIFO` register. A mechanism is provided to generate an interrupt when more than a specified number of words are in the FIFO. This interrupt signals the core to read the `IDP_FIFO` register.

This method of moving data from the IDP FIFO is described in the next section, [“Interrupt-Driven Transfers”](#).

- Eight dedicated DMA channels can sort and transfer the data into one buffer per source channel. When the memory buffer is full, the DMA channel raises an interrupt in the DAI interrupt controller.

This method of moving data from the IDP FIFO is described in [“DMA Transfers” on page 6-20](#).

Interrupt-Driven Transfers

The output of the FIFO can be directly fetched by reading from the `IDP_FIFO` register. The `IDP_FIFO` register is used only to read and remove the top sample from the FIFO, which is eight locations deep.

As data is read from the `IDP_FIFO` register, it is removed from the FIFO and new data is copied into the register. The contents of the `IDP_NSET` bits (bits 3–0 in the `IDP_CTL0` register) represent a threshold number of entries (N) in the FIFO. When the FIFO fills to a point where it has more than N words (data in FIFO exceeds the value set in the `IDP_NSET` bit field), a DAI interrupt is generated. This DAI interrupt corresponds to the `IDP_FIFO_GTN_INT` bit, the eighth interrupt in `DAI_IRPTL_L` or `DAI_IRPTL_H` registers. The core can use this interrupt to detect when data needs to be read.

Starting an Interrupt-Driven Transfer

To start an interrupt-driven transfer:

1. Clear the FIFO by setting (= 1) and clearing (= 0) the `IDP_ENABLE` bit (bit 7 in the `IDP_CTL0` register).
2. Set the required values for:
 - `IDP_SMODEx` bits in the `IDP_CTL0` register to specify the frame sync format for the serial inputs (I²S, left-justified sample pair, or right-justified sample pair mode).
 - `IDP_Pxx_PDAPMASK` bits in the `IDP_PDAP_CTL` register to specify the input mask, if the PDAP is used.
 - `IDP_PORT_SELECT` bits in the `IDP_PDAP_CTL` register to specify input from the DAI pins or the parallel port pins, if the PDAP is used.
 - `IDP_PDAP_CLKEDGE` bit (bit 29) in the `IDP_PDAP_CTL` register to specify if data is latched on the rising or falling clock edge, if the PDAP is used.
3. Keep the clock and frame sync inputs of all serial inputs and/or the PDAP connected to LOW. Use the `SRU_CLK1`, `SRU_CLK2`, `SRU_FS1`, and `SRU_FS2` registers to specify these inputs. See [“Clock Routing Control Registers \(SRU_CLKx, Group A\)”](#) on page A-81 and [“Frame Sync Routing Control Registers \(SRU_FSx, Group C\)”](#) on page A-90.
4. Connect all of the inputs to the IDP by writing to the `SRU_DAT4`, `SRU_DAT5`, `SRU_FS2`, `SRU_FS3`, `SRU_CLK2`, and `SRU_CLK3` registers. Connect the clock and frame sync of any unused ports to LOW.
5. Set the desired value for *N_SET* variable (the `IDP_NSET` bits, 3–0, in the `IDP_CTL0` register).

6. Set the `IDP_FIFO_GTN_INT` bit (bit 8 of the `DAI_IRPTL_RE` register) to HIGH and set the corresponding bit in the `DAI_IRPTL_FE` register to LOW to unmask the interrupt. Set bit 8 of the `DAI_IRPTL_PRI` register (`IDP_FIFO_GTN_INT`) as needed to generate a high priority or low priority core interrupt when the number of words in the FIFO is greater than the value of N set.
7. Enable the PDAP by setting `IDP_PDAP_EN` (bit 31 in the `IDP_PDAP_CTL` register), if required.
8. Enable the IDP by setting the `IDP_ENABLE` bit (bit 7 in the `IDP_CTL0` register) and the `IDP_ENx` bits in the `IDP_CTL1` register.



Do *not* set the `IDP_DMA_EN` bit (bit 5 of the `IDP_CTL0` register).

Interrupt-Driven Transfer Notes

The following items provide general information about interrupt-driven transfers.

- The three LSBs of FIFO data are the encoded channel number. These are transferred “as is” for this mode. These bits can be used by software to decode the source of data.
- The number of data samples in the FIFO at any time is reflected in the `IDP_FIFOSZ` bit field (bits 31–28 in the `DAI_STAT` register), which tracks the number of samples in FIFO.

When using the interrupt scheme, the `IDP_NSET` bits (bits 3–0 of the `IDP_CTL0` register) can be set to N , so $N + 1$ data can be read from the FIFO in the interrupt service routine (ISR).

- If the `IDP_BHD` bit (bit 4 in the `IDP_CTL0` register) is not set, attempts to read more data than is available in the FIFO results in a core hang.

FIFO to Memory Data Transfer

- When the data transfer to the core is 32 bits, as in the case of PDAP data or I²S and left-justified modes with 32 bits, there is no channel information in the data. Therefore, PDAP or I²S and left-justified 32-bit modes cannot be used with other channels in the core/interrupt driven mode.

DMA Transfers

The ADSP-2136x supports two types of DMA transfers, simple and ping-pong.

Simple DMA

This DMA access is enabled when the `IDP_DMA_EN` bit (bit 5 of the `IDP_CTL` register) is set (= 1) and the `IDP_DMA_ENx` bits in the `IDP_CTL1` register are set to select a particular channel.

The DMA is performed according to the parameters set in the various DMA registers and IDP control registers. The DMA transfer is completed when the count register (`IDP_DMA_Cx`) reaches zero. The `IDP_DMA_EN` bit and `IDP_DMA_ENx` bits must be reset before starting another DMA. An interrupt is generated at the end of DMA transfer.

Starting A Simple DMA Transfer

To start a DMA transfer from the FIFO to memory:

1. Clear the FIFO by setting (= 1) and then clearing (= 0) the `IDP_ENABLE` bit (bit 7 in the `IDP_CTL0` register).
2. While the `IDP_DMA_EN` and the `IDP_ENABLE` bits are LOW, set the values for the DMA parameter registers that correspond to channels 7–0. If some channels are not going to be used, then the corresponding parameter registers can be left in their default states:
 - Index registers (`IDP_DMA_Ix`)
 - Modifier registers (`IDP_DMA_Mx`)
 - Counter registers (`IDP_DMA_Cx`)

For each of these registers, x is 0 to 7. Refer to [“DMA Channel Parameter Registers” on page 6-27](#).

3. Keep the clock and the frame sync input of the serial inputs and/or the PDAP connected to LOW, by setting proper values in the `SRU_CLK2`, `SRU_CLK3`, `SRU_FS2`, and `SRU_FS3` registers.
4. Set required values for:
 - `IDP_SMODEx` bits in the `IDP_CTL` register to specify the frame sync format for the serial inputs (I^2S , left-justified sample pair, or right-justified sample pair modes).
 - `IDP_Pxx_PDAPMASK` bits in the `IDP_PDAP_CTL` register to specify the input mask, if the PDAP is used.
 - `IDP_PORT_SELECT` bits in the `IDP_PDAP_CTL` register to specify input from the DAI pins or the parallel port pins, if the PDAP is used.

FIFO to Memory Data Transfer

- IDP_PDAP_CLKEDGE bit (bit 29) in the IDP_PDAP_CTL register to specify if data is latched on the rising or falling clock edge, if the PDAP is used.
5. Connect all of the inputs to the IDP by writing to the SRU_DAT4, SRU_DAT5, SRU_FS2, SRU_FS3, SRU_CLK2, and SRU_CLK3 registers. Keep the clock and frame sync of the ports connected to LOW when data transfer is not intended.
 6. Enable DMA, IDP, and PDAP (if required) by setting each of the following bits to one:
 - The IDP_DMA_EN bit (bit 5 of the IDP_CTL register)
 - The IDP_DMA_ENx bit in IDP_CTL1 register to enable the DMA of the selected channel.
 - The IDP_PDAP_EN bit (bit 31 in IDP_PDAP_CTL register)
 - The IDP_ENx bits of the IDP_CTL1 register to enable the selected channel.
 - The IDP_ENABLE bit (bit 7 in the IDP_CTL register)A DAI interrupt is generated at the end of each DMA.
 7. After the DMA completes, connect the clock and frame sync signals to 0.

Ping-Pong DMA

This mode gets activated when the IDP_DMA_EN bit of the IDP_CTL0 register and the IDP_PINGx bit in the IDP_CTL1 register are set for a particular channel.

In ping-pong DMA, the parameters have two memory index values (index A and index B), one count value and one modifier value. The DMA starts the transfer with the memory indexed by A. When the transfer is com-

pleted as per the value in the count register, the DMA restarts with the memory location indexed by B. The DMA restarts with index A after the transfer to memory with index B is completed as per the count value. This repeats until the DMA is stopped by resetting the `IDP_DMA_EN` or `IDP_PINGx` bits.

Starting Ping-Pong DMA Transfers

To start a ping-pong DMA transfer from the FIFO to memory:

1. Clear and halt the FIFO by setting (= 1) and then clearing (= 0) the `IDP_ENABLE` bit (bit 7 in the `IDP_CTL0` register).
2. While the `IDP_DMA_EN` and `IDP_ENABLE` bits are LOW, set the values for the following DMA parameter registers that correspond to channels 7–0. If some channels are not going to be used, then the corresponding parameter registers can be left in their default states:
 - First index registers `IDP_DMA_AIx`
 - Second index registers `IDP_DMA_BIx`
 - Modifier register `IDP_DMA_Mx`
 - Counter register `IDP_DMA_PCx`. For each of these registers, x is 0 to 7 which corresponds to channels 0–7. See [“Input Data Port Ping-pong DMA Registers” on page A-62](#).
3. Keep the clock and the frame sync input of the serial inputs and/or the PDAP connected to LOW, by setting proper values in the `SRU_CLK2` and `SRU_CLK3` registers as well as the `SRU_FS2` and `SRU_FS3` registers. [For more information, see “Signal Routing Unit Registers” on page A-80.](#)

FIFO to Memory Data Transfer

4. Set the required values for:
 - IDP_SMODE_x bits in the IDP_CTL0 register to specify the frame sync format for the serial inputs (I²S, left-justified sample pair, or right-justified sample pair modes).
 - IDP_P_{xx}_PDAPMASK bits in the IDP_PDAP_CTL register to specify the input mask, if the PDAP is used. [For more information, see “Parallel Data Acquisition Port Control Register \(IDP_PDAP_CTL\)” on page A-64.](#)
 - IDP_PORT_SELECT bits in the IDP_PDAP_CTL register to specify input from the DAI pins or the parallel port pins, if the PDAP is used.
 - IDP_PDAP_CLKEDGE bit (bit 29) in the IDP_PDAP_CTL register to specify if data is latched on the rising or falling clock edge, if the PDAP is used.
5. Connect all of the inputs to the IDP by writing to the SRU_DAT3 and SRU_DAT4, SRU_FS2 and SRU_DAT3, SRU_CLK2 and SRU_DAT3 registers. Keep the clock and frame sync of the ports connected to LOW when data transfer is not intended.
6. Enable DMA, IDP, and PDAP (if required) by setting each of the following bits = 1.
 - The IDP_DMA_EN bit (bit 5 of the IDP_CTL0 register)
 - The IDP_PING_x bit in IDP_CTL1 register to enable the ping-pong DMA of the selected channel.
 - The IDP_PDAP_EN bit (bit 31 in IDP_PDAP_CTL register)
 - The IDP_EN_x bit of the IDP_CTL1 register to enable the selected channel.
 - The IDP_ENABLE bit (bit 7 in the IDP_CTL0 register)

7. After the DMA completes, connect the clock and frame sync signals to 0.



An interrupt is generated after every ping and pong DMA transfer (when the count = 0).

DMA Transfer Notes

The following items provide general information about DMA transfers.

- A DMA can be interrupted by changing the `IDP_DMA_EN` bit in the `IDP_CTL` register. None of the other control settings (except for the `IDP_ENABLE` bit) should be changed. Clearing the `IDP_DMA_EN` bit ($= 0$) does not affect the data in the FIFO, it only stops DMA transfers. If the IDP remains enabled, an interrupted DMA can be resumed by setting the `IDP_DMA_EN` bit again. But resetting the `IDP_ENABLE` bit flushes the data in the FIFO. If the bit is set again, the FIFO starts accepting new data.
- Using DMA transfer overrides the mechanism used for interrupt-driven manual reads from the FIFO. When the `IDP_DMA_EN` bit and at least one `IDP_DMA_ENx` of the `IDP_CTL1` register are set, the eighth interrupt in the `DAI_IRPTL_L` or `DAI_IRPTL_H` registers (`IDP_FIFO_GTN_INT`) is *not* generated. This interrupt detects the condition that the number of data available in the FIFO is more than the number set in the `IDP_NSET` bits (bits 3–0 of the `IDP_CTL` register).
- At the end of the DMA transfer for individual channels, interrupts are generated. These interrupts are generated after the last DMA data from a particular channel has been transferred to memory. These interrupts are mapped to the `IDP_DMA7_INT` (bit 17), and the `IDP_DMA0_INT` bits (bit 10) in the `DAI_IRPTL_L` or `DAI_IRPTL_H` registers and generate interrupts when they are set ($= 1$). These bits are ORed and reflected in high level interrupts sent to the core.

FIFO to Memory Data Transfer

- If the combined data rate from the channels is more than the DMA can service, a FIFO overflow occurs. This condition is reflected for each channel by the individual overflow bits (`IDP_FIFO_OVER_CHx`) in the `DAI_STAT` register. These are sticky bits that must be cleared by writing to the `IDP_CLR0VR` bit (bit 6 of the `IDP_CTL` register). When an overflow occurs, incoming data from IDP channels is not accepted into the FIFO, and data values are lost. New data is only accepted once space is again created in the FIFO.
- For serial input channels, data is received in an alternating fashion from left and right channels. Data is not pushed into the FIFO as a full left/right frame. Rather, data is transferred as alternating left/right words as it is received. For the PDAP and 32-bit (non-audio) serial input, data is transferred as packed 32-bit words.
- The state of all eight DMA channels is reflected in the `IDP_DMAx_STAT` bits (bits 24–17 of `DAI_STAT` register). These bits are set once the `IDP_DMA_EN` and `IDP_DMA_ENx` bits are set, and remain set until the last data from that channel is transferred. Even if `IDP_DMA_EN` and `IDP_DMA_ENx` bits remain set, the `IDP_DMAx_STAT` bits clear once the required number of data transfers takes place.
[For more information, see “DAI Pin Buffer Status Register \(`DAI\_PBIN\_STAT`\)” on page A-114.](#)



- Note that when a DMA channel is not used (that is, parameter registers are at their default values), the DMA channel's corresponding `IDP_DMAx_STAT` bit is set (= 1).
- The three LSBs of data from the serial inputs are channel encoding bits. Since the data is placed into a separate buffer for each channel, these bits are not required and are set to LOW when transferring data to internal memory through the DMA. Bit 3 still contains the left/right status information. In the case of PDAP data or 32-bit I²S and left-justified modes, these three bits are a part of the 32-bit data.

- An interrupt is generated at the end of a DMA, which is cleared by reading the `DAI_IRPTL_H` or `DAI_IRPTL_L` registers.
- A read of the `IRPTL_H_SH` register provides the same data as a read of the `DAI_IRPTL_H` register. Likewise, a read of the `DAI_IRPTL_L_SH` register provides the same data as a read of the `DAI_IRPTL_L` register. Reading these DAI shadow registers (`DAI_IRPTL_H_SH` and `DAI_IRPTL_L_SH`) does not destroy the contents of the `DAI_IRPTL_H` and `DAI_IRPTL_L` registers.
- The IDP can run both simple and ping-pong DMAs in different channels. When running simple DMA initialize the corresponding `IDP_DMA_Ix`, `IDP_DMA_Mx` and `IDP_DMA_PCx` registers. When running ping-pong DMA, initialize the corresponding `IDP_DMA_AIx`, `IDP_DMA_BIx`, `IDP_DMA_Mx` and `IDP_DMA_PCx` registers.
- A feature of dropping DMA requests from the FIFO has been provided. If one channel has finished its DMA, but the `IDP_DMA_EN` bit is still HIGH, any data corresponding to that channel is skipped by the DMA machine. This feature is provided to avoid stalling the DMA of other channels, which are still in an active DMA state. To avoid this data loss, programs can toggle `IDP_DMA_EN` LOW.
- Disabling IDP DMA by resetting `IDP_DMA_EN` requires 1 PCLK cycle. Disabling an individual channel DMA by resetting `IDP_DMA_ENx` requires 2 PCLK cycles.

DMA Channel Parameter Registers

The eight DMA channels each have two sets of registers for simple and ping-pong DMA. For simple DMA, an I-register (index pointer, 19 bits), an M-register (modifier/stride, 6 bits), and a C-register (count, 16 bits) are used. For ping-pong DMA, A and B index registers (AI/BI register-pointer, 19 bits) and a PC register (DMA count, 16 bits) are used, along with the M-register.

FIFO to Memory Data Transfer

The IDP DMA parameter registers have these functions:

- **Internal index registers** (IDP_DMA_Ix, IDP_DMA_AIx, IDP_DMA_BIx). Index registers provide an internal memory address, acting as a pointer to the next internal memory location where data is to be written.
- **Internal modify registers** (IDP_DMA_Mx). Modify registers provide the signed increment by which the DMA controller post-modifies the corresponding internal memory Index register after each DMA write.
- **Count registers** (IDP_DMA_Cx, IDP_DMA_PCx). Count registers indicate the number of words remaining to be transferred to internal memory on the corresponding DMA channel.

For a descriptions of these registers see [“Input Data Port DMA Control Registers” on page A-60](#) and [“Input Data Port Ping-pong DMA Registers” on page A-62](#).

IDP (DAI) Interrupt Service Routines for DMAs

The IDP can trigger either the high priority DAI core interrupt reflected in the DAI_IRPTL_H register or the low priority DAI core interrupt reflected in the DAI_IRPTL_L register. The ISR must read the corresponding DAI_IRPTL_H or DAI_IRPTL_L register to find all the interrupts currently latched. The DAI_IRPTL_H register reflects the high priority interrupts and the DAI_IRPTL_L register reflects the low priority interrupts. When these registers are read, it clears the latched interrupt bits. This is a destructive read.

The following steps describe how to handle an IDP ISR.

1. An interrupt is generated and program control jumps to the ISR when the DMA for a channel completes.
2. The program clears (= 0) the `IDP_DMA_EN` bit in the `IDP_CTL` register.
3. The program reads the `DAI_IRPTL_L` or `DAI_IRPTL_H` registers to determine which DMA channels have completed. Programs may read these register's shadow registers (`DAI_IRPTL_L_SH` and `DAI_IRPTL_H_SH`) without clearing the contents of the primary registers.

To ensure that the DMA of a particular IDP channel is complete, (all data is transferred into internal memory) wait until the `IDP_DMAx_STAT` bit of that channel becomes zero in the `DAI_STAT` register. This is required if a high priority DMA (for example a SPORT DMA) is occurring at the same time as the IDP DMA.

As each DMA channel completes, a corresponding bit in either the `DAI_IRPTL_L` or `DAI_IRPTL_H` register for each DMA channel is set (`IDP_DMAx_INT`). Refer to [“DAI Interrupt Controller Registers” on page A-115](#) for more information on the `DAI_IRPTL_L` or `DAI_IRPTL_H` registers.

4. Reprogram the DMA registers for finished DMA channels.

More than one DMA channel may have completed during this time period. For each, a bit is latched in the `DAI_IRPTL_L` or `DAI_IRPTL_H` registers. Ensure that the DMA registers are reprogrammed. If any of the channels are not used, then its clock and frame sync must be held LOW.

FIFO to Memory Data Transfer

5. Read the `DAI_IRPTL_L` or `DAI_IRPTL_H` registers to see if more interrupts have been generated.
 - If the value(s) are not zero, repeat step 4.
 - If the value(s) are zero, continue to step 6.
6. Re-enable the `IDP_DMA_EN` bit in the `IDP_CTL` register (set to 1).
7. Exit the ISR.

If a zero is read in step 5 (no more interrupts are latched), then all of the interrupts needed for that ISR have been serviced. If another DMA completes after step 5 (that is, during steps 6 or 7), as soon as the ISR completes, the ISR is called again because the OR of the latched bits will not be nonzero again. DMAs in process run to completion.

 If step 5 is not performed, and a DMA channel expires during step 4. Then, when IDP DMA is re-enabled, (step 6) the completed DMA is *not* reprogrammed and its buffer overruns.

FIFO Overflow

If the data out of the FIFO (either through DMA or core reads) is not sufficient to transfer at the combined data rate of all the channels, then a FIFO overflow can occur. When this happens, new data is not accepted. Additionally, data coming from the serial input channels (except for 32-bit I²S and left-justified modes) are not accepted in pairs, so that alternate data from a channel is always from left and right channels. If overflow occurs, then sticky bits in `DAI_STAT` register are set and an interrupt is generated. Data is accepted again when space has been created in the FIFO.

Input Data Port Programming Example

[Listing 6-1](#) shows a data transfer using an interrupt service routine (ISR). The transfer takes place through the digital applications interface (DAI). This code implements the algorithm outlined in [“FIFO to Memory Data Transfer” on page 6-16](#).

Listing 6-1. Interrupt-Driven Data Transfer

```
/* Using Interrupt-Driven Transfers from the IDP FIFO */

#define IDP_ENABLE    (7)          /* IDP_ENABLE = IDP_CTL[7] */
#define IDP_CTL       (0x24B0)    /* Memory-mapped register */
#define IDP_FIFO_GTN_INT (8)      /* Bit 8 in interrupt regs */
#define IDP_FIFO      (0x24D0)    /* IDP FIFO packing mode */
#define DAI_IRPTL_FE (0x2480)     /* Falling edge int latch */
#define DAI_IRPTL_RE (0x2481)     /* Rising edge int latch */
#define DAI_IRPTL_PRI (0x2484)    /* Interrupt priority */

.section/dm seg_dmda;
.var OutBuffer[6];

.section/pm seg_pmco;

initIDP:

    r0 = dm(IDP_CTL);          /* Reset the IDP */
    r0 = BSET r0 BY IDP_ENABLE;
    dm(IDP_CTL) = r0;
    r0 = BCLR r0 BY IDP_ENABLE;
    dm(IDP_CTL) = r0;

    r0 = BCLR r0 BY 10;         /* Set IDP serial input channel 0 */
    r0 = BCLR r0 BY 9;          /* to receive in I2S format */
```

Input Data Port Programming Example

```
r0 = BCLR r0 BY 8;
dm(IDP_CTL) = r0;
/*****/
/* Connect the clock, data and frame sync of IDP */
/*   channel 0 to DAI pin buffers 10, 11 and 12. */
/*****/

/*   Connect IDP0_CLK_I to DAI_PB10_0   */
/*           (SRU_CLK2[19:15] = 01001)   */

/*   Connect IDP0_DAT_I to DAI_PB11_0   */
/*           (SRU_DAT4[11:6] = 001010)   */

/*   Connect IDP0_FS_I to DAI_PB12_0     */
/*           (SRU_FS2[19:15] = 01011)     */

/*****/
/* Pin buffers 10, 11 and 12 are always being used as */
/*   inputs. Tie their enables to LOW (never driven). */
/*****/

/* Connect PBEN10_I to LOW   */
/* (SRU_PIN1[29:24] = 111110) */

/* Connect PBEN11_I to LOW   */
/*   (SRU_PIN2[5:0] = 111110) */

/* Connect PBEN12_I to LOW   */
/*   (SRU_PIN2 11-6 = 111110) */

/*****/
/* Assign a value to N_SET. An interrupt will be raised */
/*   when there are N_SET+1 words in the FIFO.           */
/*****/
```

```
r0 = dm(IDP_CTL);           /* N_SET = 6 */
r0 = BCLR r0 BY 0;
r0 = BSET r0 BY 1;
r0 = BSET r0 BY 2;
r0 = BCLR r0 BY 3;
dm(IDP_CTL) = r0;

r0 = dm(DAI_IRPTL_RE);      /* Unmask for rising edge */
r0 = BSET r0 BY IDP_FIFO_GTN_INT;
dm(DAI_IRPTL_RE) = r0;

r0 = dm(DAI_IRPTL_FE);      /* Mask for falling edge */
r0 = BCLR r0 BY IDP_FIFO_GTN_INT;
dm(DAI_IRPTL_FE) = r0;

r0 = dm(DAI_IRPTL_PRI);     /* Map to high priority in core */
r0 = BSET r0 BY IDP_FIFO_GTN_INT;
dm(DAI_IRPTL_PRI) = r0;

r0 = dm(IDP_CTL);          /* Start the IDP */
r0 = BSET r0 BY IDP_ENABLE;
dm(IDP_CTL) = r0;

initIDP.end:

IDP_ISR:
    i0 = OutBuffer;
    m0 = 1;
    LCNTR = 7, DO RemovedFromFIFO UNTIL LCE;
    r0 = dm(IDP_FIFO);
    dm(i0,m0) = r0;
RemovedFromFIFO:
    RTI;
IDP_ISR.end:
```

Input Data Port Programming Example

7 DIGITAL AUDIO INTERFACE

The digital audio interface (DAI) is comprised of a group of peripherals and the signal routing unit (SRU). The inputs and outputs of the peripherals are not directly connected to external pins. Rather, the SRU connects the peripherals to a set of pins and to each other, based on a set of configuration registers. This configuration allows the peripherals to be interconnected to suit a wide variety of systems. It also allows the ADSP-2136x processor to include an arbitrary number and variety of peripherals while retaining high levels of compatibility without increasing pin count.

Structure of the DAI

The DAI incorporates a set of peripherals and a very flexible routing (connection) system permitting a large combination of signal flows. A set of DAI-specific registers make such design, connectivity, and functionality variations possible. All routing related to peripheral states for the DAI interface is specified using DAI registers. For more information on pin states, refer to [Figure 7-5 on page 7-8](#).

The function of the DAI in the ADSP-2136x processor can be compared with the SPORTs' communication with the core. SPORTs communicate with the core directly. The DAI, however, makes use of the SRU to communicate with the core.

The DAI may be used to connect any combination of inputs to any combination of outputs. This function is performed by the SRU via memory-mapped registers.

This *virtual connectivity* design offers a number of distinct advantages:

- Flexibility
- Increased numbers and kinds of configurations
- Connections can be made via software—no hardwiring is required

 Inputs may only be connected to outputs.

DAI System Design

[Figure 7-1](#) and [Figure 7-2](#) show how the DAI pin buffers are connected via the SRU. The SRU allows for very flexible data routing. In its design, the DAI makes use of several types of data from a large variety of sources, including:

- Timers, which are shown in [Figure 7-1](#).
- Six serial ports (SPORTS). SPORTs offer left-justified sample pair, right-justified sample pair, and I²S mode support via 12 programmable and simultaneous receive or transmit pins. These pins support up to 24 transmit or 24 receive I²S channels of audio when all six SPORTs are enabled, or six full-duplex TDM streams of up to 128 channels per frame. [For more information, see “Serial Ports” on page 4-1.](#)
- Precision clock generators (PCG). The PCG consists of two units, each of which generates a pair of signals derived from a clock input signal. See [“Precision Clock Generator” on page 11-1](#) for more information.

- Input data port (IDP). The IDP provides an additional mechanism for peripherals to communicate with memory. Part of the IDP's function is to convert information from serial format to parallel format so that it can be moved into memory using a parallel FIFO. IDP is described in [“Input Data Port” on page 6-1](#).
- Three sample rate converters (SRC). The SRC is used to perform synchronous and asynchronous sample rate conversion across independent stereo channels, without using any internal processor resources. [For more information, see “Asynchronous Sample Rate Converter” on page 10-1](#).
- SPDIF transmitter (SPDIF_TX). The SPDIF_TX transmitter receives the serial audio data in left-justified, I²S, or right-justified format and converts that data into a biphas encoded signal that may contain any number of audio channels (compressed or linear PCM) or non-audio data. [For more information, see “S/PDIF Transmitter” on page 9-5](#).
- SPDIF receiver (SPDIF_RX). The SPDIF_RX receiver obtains a biphas encoded signal that may contain any number of audio channels (compressed or linear PCM) or non-audio data and decodes that data into a single biphas encoded signal, producing serial data, frame sync and high frequency serial clocks. [For more information, see “S/PDIF Receiver” on page 9-12](#).
- Serial peripheral interface (SPI). The SPI is an industry-standard synchronous serial link that allows the processor to communicate with multiple SPI compatible devices. [For more information, see “Serial Peripheral Interface Ports” on page 5-1](#).

DAI System Design

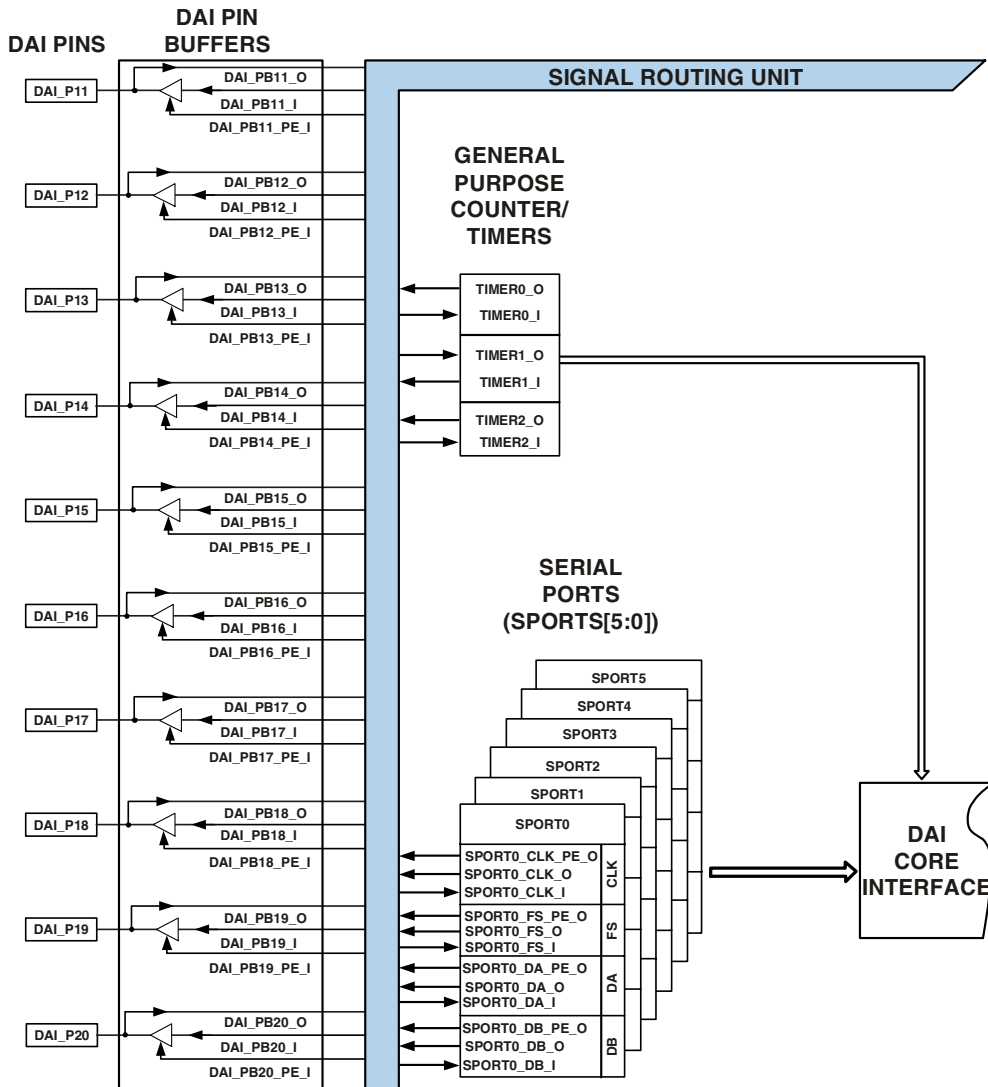


Figure 7-1. DAI System Design

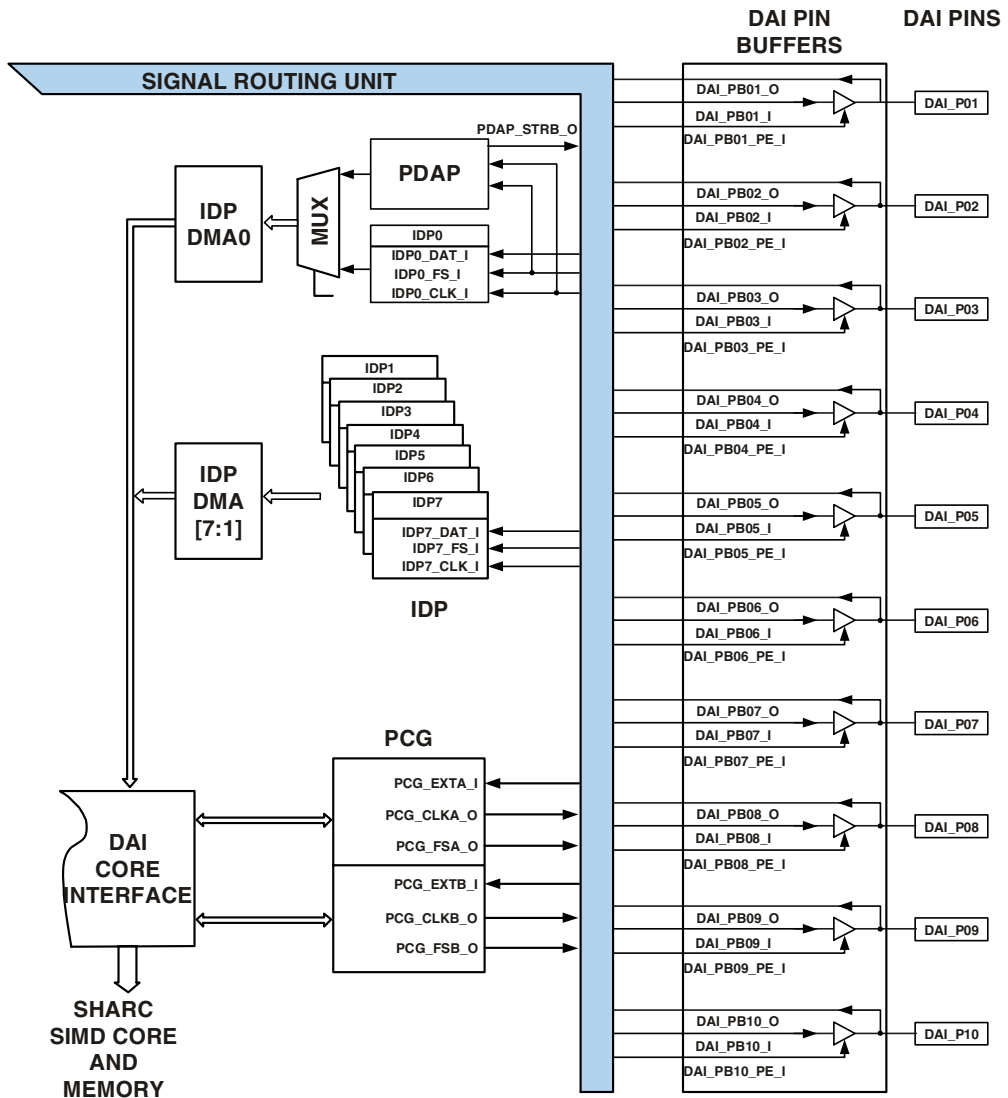


Figure 7-2. DAI System Design (continued)

Signal Routing Unit

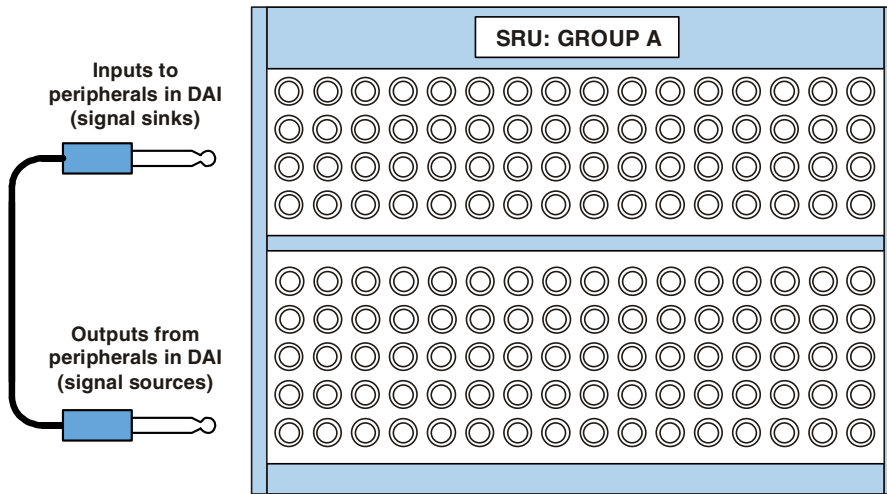


Figure 7-3. Group A as a Patch Bay

- Digital audio interface pins. These pins provide the physical interface to the SRU. The DAI pins are described in [“Pins Interface” on page 7-8](#).
- Signal routing unit. The SRU provides the connection between the serial ports, PCG, IDP, SRC, SPI, SPDIF transmitter, SPDIF receiver and DAI_P20-1 pins. The SRU is described in [“Signal Routing Unit” on page 7-6](#).

For a sample of a DAI system configuration, refer to [“Using the SRU\(\) Macro” on page 7-32](#).

Signal Routing Unit

This section describes how to use the signal routing unit (SRU) to connect inputs to outputs.

Connecting Peripherals

The SRU can be likened to a set of patch bays, which contains a bank of inputs and a bank of outputs. For each input, there is a set of permissible output options. Outputs can feed to any number of inputs in parallel, but every input must be patched to exactly one valid output source. Together, the set of inputs and outputs are called a group. The signal's inputs and outputs that comprise each group all serve similar purposes. They are compatible such that almost any output-to-input patch makes functional sense.

The SRU contains six groups that are named sequentially A through F. Each group routes a unique set of signals with a specific purpose. For example, group A routes clock signals, group B routes frame sync signals, and group C routes serial data signals. Together, the SRU's six groups include all of the inputs and outputs of the DAI peripherals, a number of additional signals from the core, and all of the connections to the DAI pins.

Every input and output in each group is given a unique mnemonic. In the few cases where a signal appears in more than one group, the mnemonic is slightly different to distinguish between the connections. The convention is to begin the name with an identifier for the peripheral that the signal is coming to/from followed by the signal's function. A number is included if the DAI contains more than one peripheral type (for example, serial ports), or if the peripheral has more than one signal that performs this function (for example, IDP channels). The mnemonic always ends with `_1` if the signal is an input, or with `_0` if the signal is an output.

Note that it is not possible to connect a signal in one group directly to a signal in a different group (analogous to wiring from one patch bay to another). However, group D is largely devoted to routing in this vein.

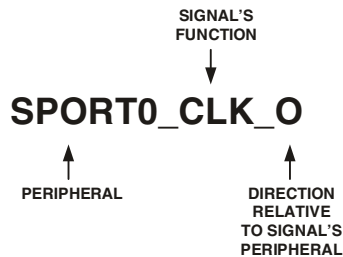


Figure 7-4. Example SRU Mnemonic

Pins Interface

Within the context of the SRU, physical connections to the DAI pins are replaced by a logical interface known as a *pin buffer*. This is a three terminal active device capable of sourcing/sinking output current when its driver is enabled, and passing external input signals when disabled. Each pin has a pin input, output, and enable as shown in [Figure 7-5](#). The inputs and the outputs are defined with respect to the pin, similar to a peripheral device. This is consistent with the SRU naming convention.

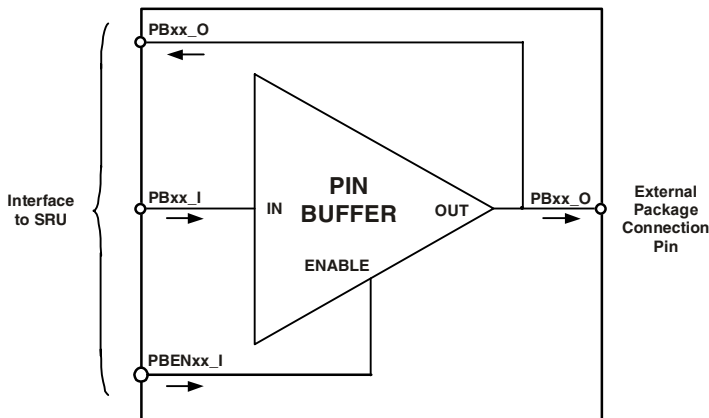


Figure 7-5. Pin Buffer Example

The notation for pin input and output connections can be quite confusing at first because, in a typical system, a pin is simply a wire that connects to a device. The manner in which the pins are connected within the SRU requires additional nomenclature. The pin interface's input may be thought of as the input to a buffer amplifier that can drive a load on the physical external lead. The pin interface enable is the input signal that enables the output of the buffer by turning it on when its value is logic high, and turning it off when its value is logic low.

When the pin enable is asserted, the pin output is logically equal to pin input, and the pin is driven. When the pin enable is deasserted, the output of the buffer amplifier becomes high impedance. In this situation, an external device may drive a level onto the line, and the pin is used as an input to the ADSP-2136x processor.

While the pin is high impedance and another device is driving a logic level onto the external pin, this value is sent to the SRU as the pin interface output. Even though the signal is an input to the DSP, it is an output from the pin interface (as a three terminal device) and may be patched to the signal inputs of peripherals within the SRU. Pin output is equal to pin input when the pin enable is asserted, but pin output is equal to the external (input) signal when the pin enable is deasserted.



If a DAI pin is not being used, the pin enable (DAI_PBxx_I) for its pin buffer should be connected to LOW and its associated bit in the DAI_PIN_PULLUP register should be set (= 1) to enable a 22.5 k Ω pull-up resistor for that pin.

Pin Buffers as Signal Output Pins

In a typical embedded system, most pins are designated as either inputs or outputs when the circuit is designed, even though they may have the ability to be used in either direction. Each of the DAI pins can be used as either an output or an input. Although the direction of a DAI pin is set simply by writing to a memory-mapped register, most often the pin's

Signal Routing Unit

direction is dictated by the designated use of that pin. For example, if the DAI pin were to be hardwired to only the input of another interconnected circuit, it would not make sense for the corresponding pin buffer to be configured as an input. Input pins are commonly tied to logic high or logic low to set the input to a fixed value. Similarly, setting the direction of a DAI pin at system startup by tying the pin buffer enable to a fixed value (either logic high or logic low) is often the simplest and cleanest way to configure the SRU.

When the DAI pin is to be used only as an output, connect the corresponding pin buffer enable to logic high as shown in Figure 7-6. This enables the buffer amplifier to operate as a current source and to drive the value present at the pin buffer input onto the DAI pin and off-chip. When the pin buffer enable ($PBEN_{xx\_I}$) is set ($= 1$), the pin buffer output (PB_{xx_O}) is the same signal as the pin buffer input (PB_{xx_I}), and this signal is driven as an output.

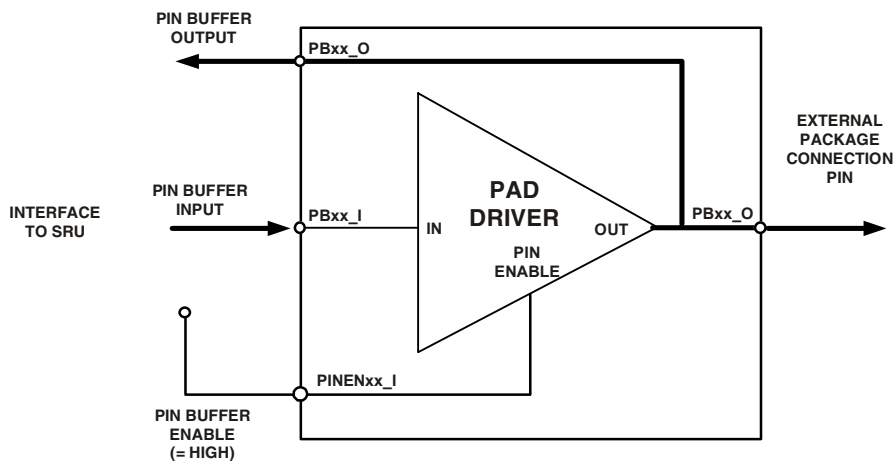


Figure 7-6. Pin Buffer as Output

Pin Buffers as Signal Input Pins

When the DAI pin is to be used only as an input, connect the corresponding pin buffer enable to logic low as shown in [Figure 7-7](#). This disables the buffer amplifier and allows an off-chip source to drive the value present on the DAI pin and at the pin buffer output. When the pin buffer enable (PBEN_{xx_I}) is cleared (= 0), the pin buffer output (PB_{xx_0}) is the signal driven onto the DAI pin by an external source, and the pin buffer input (PB_{xx_I}) is not used.

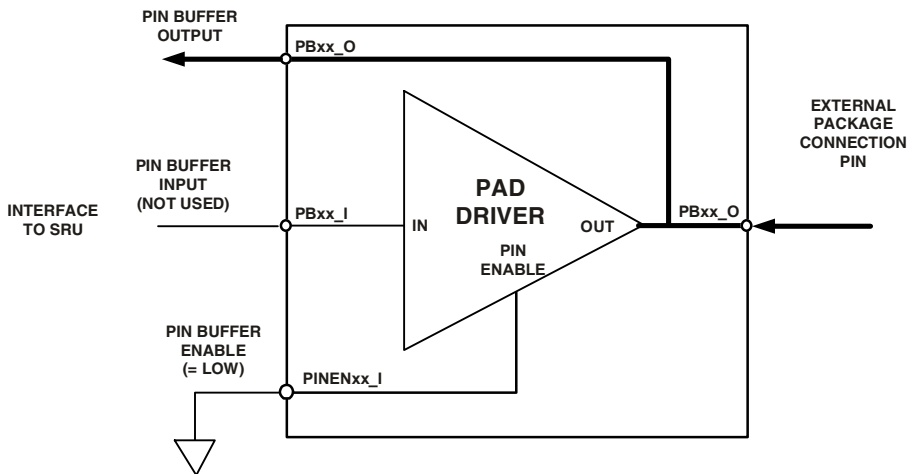


Figure 7-7. Pin Buffer as Input

Although not strictly necessary, it is recommended programming practice to tie the pin buffer input to logic low whenever the pin buffer enable is tied to logic low. By default, the pin buffer enables are connected to SPORT pin enable signals that may change value. Tying the pin buffer input low decouples the line from irrelevant signals and can make code simpler to debug. It also ensures that no voltage is driven by the pin if a bug in your code accidentally asserts the pin enable.

Bidirectional Pin Buffers

All peripherals within the DAI that have bidirectional pins generate a corresponding pin enable signal. Typically, the settings within a peripheral's control registers determine if a bidirectional pin is an input or an output, and is then driven accordingly. Both the peripheral control registers and the configuration of the SRU can effect the direction of signal flow in a pin buffer.

For example, from an external perspective, when a serial port (SPORT) is completely routed off-chip, it uses four pins—clock, frame sync, data channel A, and data channel B. Because all four of these pins comprise the interface that the serial port presents to the SRU, there are a total of 12 connections as shown in [Figure 7-8](#).

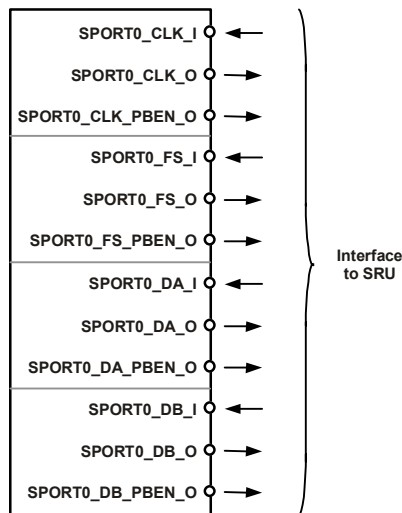


Figure 7-8. SRU Connections for SPORT_x

For each bidirectional line, the serial port provides three separate signals. For example, a SPORT clock has three separate SRU connections—an input clock to the SPORT (SPORT_x_CLK_I), an output clock from the

SPORT (SPORTx_CLK_0), and an output enable from the SPORT (SPORTx_CLK_0). Note that the input and output signal pair is never used simultaneously. The pin enable signal dictates which of the two SPORT lines appear at the DAI pin at any given time. By connecting all three signals through the SRU, the standard SPORT configuration registers behave as documented in [Chapter 4, “Serial Ports”](#). The SRU then becomes transparent to the peripheral. [Figure 7-9](#) demonstrates SPORT0 properly routed to DAI pins one through four; although it can be equally well routed to any of the 20 DAI pins.

Though SPORT signals are capable of operating in this bidirectional manner, it is not required that they be connected to the pin buffer this way. As mentioned above, if the system design only uses a SPORT signal in one direction, it is simpler and safer to connect the pin buffer enable pin directly high or low as appropriate. Furthermore, signals in the SRU other than the pin buffer enable signal (which is generated by the peripheral) may be routed to the pin buffer enable input. For example, an outside source may be used to ‘gate’ a pin buffer output by controlling the corresponding pin buffer enable.

Making Connections in the SRU

As described previously, the SRU is similar to a set of patch bays. Each bay routes a distinct set of outputs to compatible inputs. These connections are implemented as a set of memory-mapped registers with a bit field for each input. The outputs are implemented as a set of bit encodings. Conceptually, a patch cord is used to connect an output to an input. In the SRU, a bit pattern that is associated with a signal output (shown as item 1 in [Figure 7-10](#)) is written to a bit field corresponding to a signal input (shown as item 2 in [Figure 7-10](#)).

The memory-mapped SRU registers are arranged by groups, referred to as group A through group F and described in [“Signal Routing Unit Registers” on page A-80](#). Each group has a unique encoding for its associated

Making Connections in the SRU

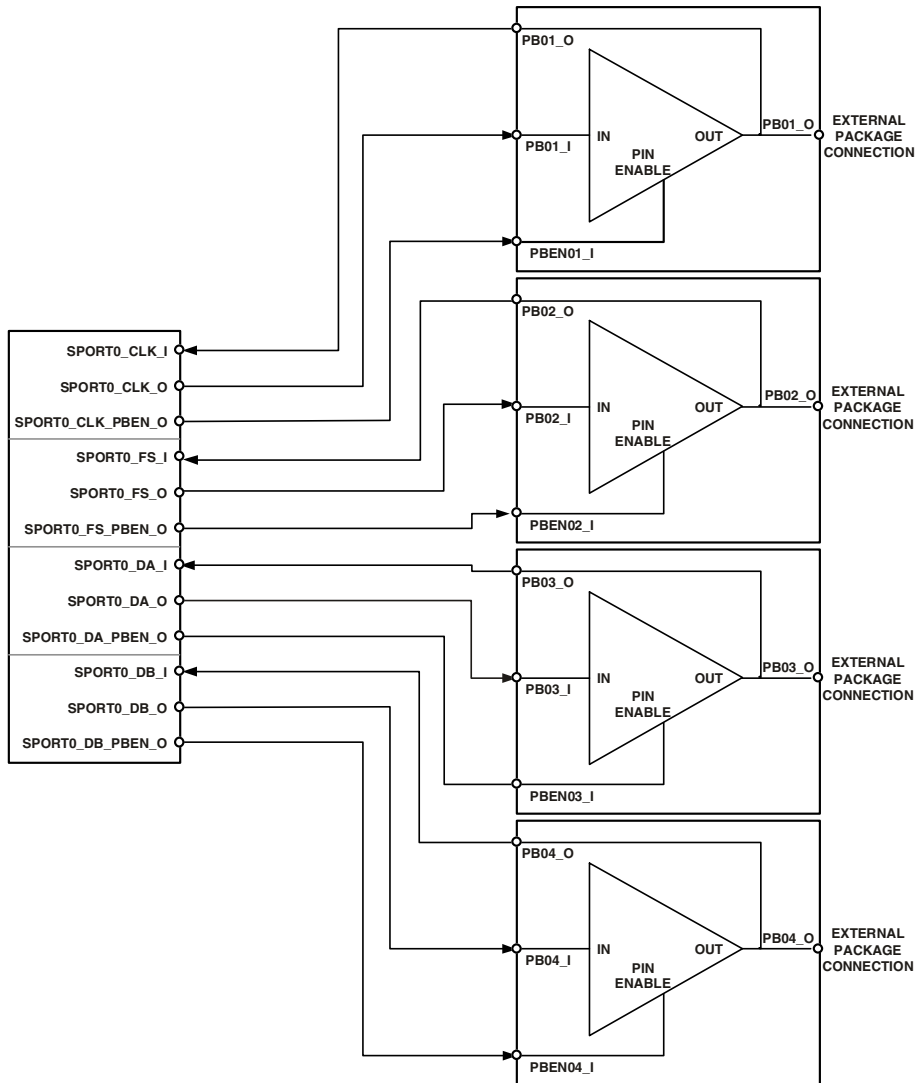


Figure 7-9. SRU Connection to Four Bidirectional SPORT Pins

output signals and a set of configuration registers. For example, group A is used to route clock signals. Five memory-mapped registers, `SRU_CLK4-0`, contain 5-bit wide fields corresponding to the clock inputs of various peripherals. The values written to these bit fields specify a signal source that is an output from another peripheral. All of the possible encodings represent sources that are clock signals (or at least could be clock signals in some systems). [Figure 7-10](#) diagrams the input signals that are controlled by the group A register, `SRU_CLK0`. All bit fields in the SRU configuration registers correspond to inputs. The value written to the bit field specifies the signal source. This value is also an output from some other component within the SRU.

Note that the lower portion of the patch bay in [Figure 7-10](#) is shown with a large number of ports to reinforce the point that one output can be connected to many inputs. The same encoding can be written to any number of bit fields in the same group. It is not possible to run out of patch points for an output signal.

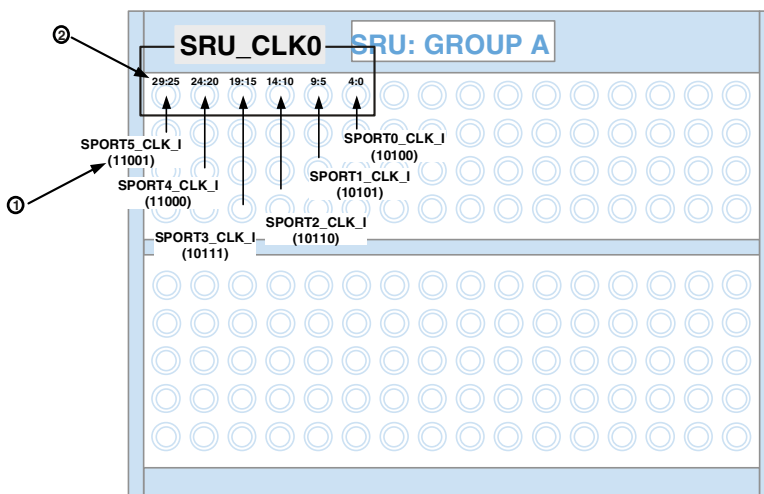


Figure 7-10. Patching to the Group A Register `SRU_CLK0`

Making Connections in the SRU

Just as group A routes clock signals, each of the other groups route a collection of compatible signals. Group B routes serial data streams while group C routes frame sync signals. Group D routes signals to pins so that they may be driven off-chip. Note that all of the groups have an encoding that allows a signal to flow from a pin output to the input being specified by the bit field, but group D is required to route a signal to the pin input. Group F routes signals to the pin enables, and the value of these signals determines if a DAI pin is used as an output or an input. These groups are described in more detail in the following sections.

SRU Connection Groups

There are five separate groups of connections that are used in the SRU. The following sections summarize each.

Group A Connections—Clock Signals

Group A is used to route signals to clock inputs. The SPORTs clock inputs (when the SPORTs are in clock slave mode), clock inputs to the eight IDP (input data port) channels, two precision clock generators (PCGs) external sources, SRC clock inputs, SPDIF transmitter clock inputs and SPIB clock are selected from the list of group A sources and set in the group A registers. When channel 0 of the IDP is configured for PDAP input, the clock source set here is used as the parallel word latch instead of the serial bit clock.

All clock inputs that are not used should be set to logic LOW. Any IDP channels that receive clock signals as set here will send data to the FIFO. When a SPORT is used as a clock master, setting the unused SPORT clock input to logic LOW improves signal integrity. The registers, input signals, and output signals for group A are summarized in [Table 7-1](#).

Table 7-1. DAI Connection Matrix Group A Sources—Serial Clock

Signal Inputs		Signal Sources
Clock Register	Bit field	
SRU_CLK0	SPORT0_CLK_I SPORT1_CLK_I SPORT2_CLK_I SPORT3_CLK_I SPORT4_CLK_I SPORT5_CLK_I	• 20 External Pins (DAI_PBxx_O) • 6 Serial Port x Clock Outputs (SPORTx_CLK_O) • 2 Precision Clock Generators (A/B) (PCG_CLKx_O) • 2 Logic Level (HIGH/LOW) Options • 2 S/PDIF Receiver Clock Outputs
SRU_CLK1	SRC0_CLK_IP_I SRC0_CLK_OP_I SRC1_CLK_IP_I SRC1_CLK_OP_I SRC2_CLK_IP_I SRC2_CLK_OP_I	
SRU_CLK2	SRC3_CLK_IP_I SRC3_CLK_OP_I DIT_CLK IDP0_CLK_I IDP1_CLK_I IDP2_CLK_I	
SRU_CLK3	IDP3_CLK_I IDP4_CLK_I IDP5_CLK_I IDP6_CLK_I IDP7_CLK_I DIT_HFCLK_I	
SRU_CLK4	PCG_EXT_A_I PCG_EXT_B_I SPDIF_PLLCLK_I SPIB_CLK_I PCG_SYNC_CLK_A PCG_SYNC_CLK_B	

Group B Connections—Data Signals

Group B connections, shown in [Table 7-2](#), are used to route signals to serial data inputs. The serial data inputs to both the A and B channels of the SPORTs and to each of the eight IDP channels, SRCs, and SPDIF transmitter are selected from the list of group B sources and set in the group B registers. When a SPORT is not configured to receive, the data source set here is ignored. Likewise, when channel 0 of the IDP is used for the PDAP, the serial data source set here is ignored.

Table 7-2. DAI Connection Matrix Group B Sources—Serial Data

Signal Inputs		Signal Sources
Serial Data Register	Bit field	
SRU_DAT0	SPORT0_DA_I SPORT0_DB_I SPORT1_DA_I SPORT1_DB_I SPORT2_DA_I	• 20 External Pins (DAI_PBxx_O) • 12 Serial Port Data Channel Output Options (two for each SPORT and one for each channel, A/B) (SPORTx_DA_O, SPORTx_DB_O) • 2 Logic Level (HIGH/LOW) Options • 8 SRC Data Outputs • 1 S/PDIF Receiver Data Output
SRU_DAT1	SPORT2_DB_I SPORT3_DA_I SPORT3_DB_I SPORT4_DA_I SPORT4_DB_I	
SRU_DAT2	SPORT5_DA_I SPORT5_DB_I SRC0_DAT_IP_I SRC1_DAT_IP_I SRC2_DAT_IP_I	
SRU_DAT3	SRC3_DAT_IP_I SRC0_TDM_OP_I SRC1_TDM_OP_I SRC2_TDM_OP_I SRC3_TDM_OP_I	
SRU_DAT4	DIT_DAT_I IDP0_DAT_I IDP1_DAT_I IDP2_DAT_I IDP3_DAT_I	
SRU_DAT5	IDP4_DAT_I IDP5_DAT_I IDP6_DAT_I IDP7_DAT_I	

Group C Connections—Frame Sync Signals

Group C connections are used to route signals to frame sync inputs. The SPORT frame sync inputs (when the SPORT is in slave mode) and the frame sync inputs to the eight IDP channels, SRCs, SPDIF transmitter and receiver are selected from the list of group C sources and set in the group C registers.

Each of the frame sync inputs specified is connected to a frame sync source based on the 5-bit values described in the group C frame sync sources, listed in [Table 7-3](#). Thirty-two possible frame sync sources can be connected using the registers `SRU_FS0-3`. See [“Frame Sync Routing Control Registers \(SRU_FSx, Group C\)”](#) on page A-90.

Table 7-3. DAI Connection Matrix Group C Sources—Frame Sync

Signal Inputs		Signal Sources
Frame Sync Register	Bit field	
SRU_FS0	SPORT0_FS_I SPORT1_FS_I SPORT2_FS_I SPORT3_FS_I SPORT4_FS_I SPORT5_FS_I	• 20 External Pins (DAI_PBxx_O) • 6 Serial Port FS Output Options (SPORTx_FS_O) • 2 Precision Frame Sync (A/B) Outputs (PCG_FSx_O) • 2 Frame Sync Logic Level (HIGH/LOW) Options • 2 S/PDIF FS Output Options
SRU_FS1	SRC0_FS_IP_I SRC0_FS_OP_I SRC1_FS_IP_I SRC1_FS_OP_I SRC2_FS_IP_I SRC2_FS_OP_I	
SRU_FS2	SRC3_FS_IP_I SRC3_FS_OP_I DIT_FS_I IDP0_FS_I IDP1_FS_I IDP2_FS_I	
SRU_FS3	IDP3_FS_I IDP4_FS_I IDP5_FS_I IDP6_FS_I IDP7_FS_I DIR_I	

Group D Connections—Pin Signal Assignments

Group D is used to specify any signals that are driven off-chip by the pin buffers. A pin buffer input (`DAI_PBXx_I`) is driven as an output from the processor when the pin buffer enable is set (= 1).

Each physical pin (connected to a bonded pad) may be routed via the SRU to any of the outputs of the DAI audio peripherals, based on the 7-bit values listed in [Table 7-4](#). The SRU also may be used to route signals that control the pins in other ways. These signals may be configured for use as flags, timers, precision clock generators, or miscellaneous control signals.

Group D registers are `SRU_PIN0-4`. [For more information, see “Pin Signal Assignment Registers \(`SRU\_PINx`, Group D\)” on page A-94.](#)

Table 7-4. DAI Connection Matrix Group D Sources—Pin Signal

Signal Inputs		Signal Sources
DAI Pin Register	Bit field	
SRU_PIN0	DAI_PB01_I DAI_PB02_I DAI_PB03_I DAI_PB04_I	• 20 External Pins (DAI_PBxx_O) • 12 Serial Port Data Channel Output Options (two for each SPORT, and one for each Channel A/B) (SPORTx_DA_O, SPORTx_DB_O) • 6 Serial Port Clock Output Options (one for each SPORT) (SPORTx_CLK_O) • 6 Serial Port FS Output Options (one for each SPORT) (SPORTx_FS_O) • 3 Timers (TIMERx_O) • 6 Flags (FLGxx_O) • 2 PCG Clock (A/B) Outputs • 2 PCG Frame Sync (A/B) Outputs • 2 Pin Logic Level (High/Low) Designations • 1 IDP Parallel Input Strobe Output (PDAP_STRB_O) • 4 SRC Data Outputs • 2 S/PDIF Data Output Options • 2 S/PDIF Receiver Clock Output Options • 3 S/PDIF Receiver FS Options • 7 SPIB Signals
SRU_PIN1	DAI_PB05_I DAI_PB06_I DAI_PB07_I DAI_PB08_I	
SRU_PIN2	DAI_PB09_I DAI_PB10_I DAI_PB11_I DAI_PB12_I	
SRU_PIN3	DAI_PB13_I DAI_PB14_I DAI_PB15_I DAI_PB16_I	
SRU_PIN4	DAI_PB17_I DAI_PB18_I DAI_PB19_I DAI_PB20_I	

Group E Connections—Miscellaneous Signals

Group E connections, shown in [Table 7-5](#), are slightly different from the others in that the inputs and outputs being routed vary considerably in function. This group routes control signals (flags, timers, and so on) and provides a means of connecting signals between groups. Signals with names such as `MISCxy` appear as inputs in group E, but do not directly feed any peripheral. Rather, they reappear as outputs in group D and group F.

Additional connections among groups D, E, and F provide a surprising amount of utility. Since group D routes signals off-chip and group F dictates pin direction, these few signal paths enable an enormous number of possible uses and connections for DAI pins. A few examples include:

- One pin's input can be patched to another pin's output, allowing board-level routing under software control.
- A pin input can be patched to another pin's enable, allowing an off-chip signal to gate an output from the processor.
- Any of the DAI pins can be used as interrupt sources or general-purpose I/O (GPIO) signals.
- Both input and output signals of the timers can be routed to DAI pins. These peripherals are capable of counting in up, down, or elapsed time modes.
- Many types of bidirectional signaling may be created by routing an output of the PCG to a pin enable.

The SRU enables many possible functional changes, both within the processor as well as externally. Used creatively, it allows system designers to radically change functionality at runtime, and to potentially reuse circuit boards across many products.

Table 7-5. DAI Connection Matrix Group E Sources—Miscellaneous

Signal Inputs		Signal Sources
DAI Pin Register	Bit field	
SRU_EXT_MISCA	MISCA0_I DAI_INT_28 FLG13_I MISCA1_I DAI_INT_29 FLAG14_I MISCA2_I DAI_INT_30 FLAG15_I MISCA3_I DAI_INT_31 SPIB_DS_I MISCA4_I SPIB_MISO_I MISCA5_I SPIB_MOSI_I	• 20 External Pins (DAI_PBxx_O) • 3 Timers (TIMERx_O) • 1 IDP Parallel Input Strobe Output (PDAP_STRB_O) • 2 Clock A/B Outputs (PCG_CLKx_O) • 2 PCG Frame Sync A/B Outputs (PCG_FSx_O) • 2 Logic Level (High/Low) Options
SRU_EXT_MISCB	MISCB0_I DAI_INT_22 TIMER0_I MISCB1_I DAI_INT_23 TIMER1_I MISCB2_I DAI_INT_24 TIMER2_I MISCB3_I DAI_INT_25 FLG10_I MISCB4_I DAI_INT26 FLG11_I MISCB5_I DAI_INT_27 FLG12_I	

Group F Connections—Pin Enable Signals

Group F signals, shown in [Table 7-6](#), are used to specify whether each DAI pin is used as an output or an input by setting the source for the pin buffer enables. When a pin buffer enable (DAI_PBEN $_{xx}$ _I) is set (= 1), the signal present at the corresponding pin buffer input (DAI_PB $_{xx}$ _I) is driven off-chip as an output. When a pin buffer enable is cleared (= 0), the signal present at the corresponding pin buffer input is ignored.

The pin enable control registers activate the drive buffer for each of the 20 DAI pins. When the pins are not enabled (driven), they can be used as inputs.

Table 7-6. Group F Sources—Pin Output Enable

Signal Inputs		Signal Sources
DAI Pin Register	Bit field	
SRU_PBEN0	DAI_PBEN01_I DAI_PBEN02_I DAI_PBEN03_I DAI_PBEN04_I DAI_PBEN05_I	2 Pin Enable Logic Level (High/Low) Options 6 Miscellaneous A Control Pins (MISCA$_{x}$_O) 24 Pin Enable Options for 6 Serial Ports (one each for FS, Data Channel A/B, and Clock) (SPORT$_{x}$_CLK_PBEN_O), (SPORT$_{x}$_FS_PBEN_O), (SPORT$_{x}$_DA_PBEN_O), (SPORT$_{x}$_DB_PBEN_O) 3 Timer Pin Enables (TIMER$_{x}$_PBEN_O) 6 Flags Pin Enables (FLG$_{xx}$_PBEN_O) 7 SPIB signals
SRU_PBEN1	DAI_PBEN06_I DAI_PBEN07_I DAI_PBEN08_I DAI_PBEN09_I DAI_PBEN10_I	
SRU_PBEN2	DAI_PBEN11_I DAI_PBEN12_I DAI_PBEN13_I DAI_PBEN14_I DAI_PBEN15_I	
SRU_PBEN3	DAI_PBEN16_I DAI_PBEN17_I DAI_PBEN18_I DAI_PBEN19_I DAI_PBEN20_I	

General-Purpose I/O (GPIO) and Flags

Any of the DAI pins may also be considered general-purpose input/output (GPIO) pins. Each of the DAI pins can also be set to drive a HIGH or LOW logic level to assert signals. They can also be connected to miscellaneous signals and used as interrupt sources or as control inputs to other blocks. Other than these, out of the 16 flags available, six (10–15) can use 20 DAI pins.

Miscellaneous Signals

In a standard SHARC processor, a clock out connects to a clock in. Likewise, a frame sync out is connected to a frame sync in, and a data out is connected to a data in, and so on. In the ADSP-2136x processor exceptions applications can also design signals to:

- Be configured as interrupt sources
- Be configured as invert signals (forcing a signal to active low)
- Connect one pin to another
- Be configured as pin enables

DAI Interrupt Controller

The DAI contains a dedicated interrupt controller that signals the core when DAI-peripheral events have occurred.

Relationship to the Core

Generally, interrupts are classified as catastrophic or normal. Catastrophic events include any hardware interrupts (for example, resets) and emulation interrupts (under the control of the PC), math exceptions, and

DAI Interrupt Controller

“reads” of memory that do not exist. Catastrophic events are treated as high priority events. In comparison, normal interrupts are “deterministic”—specific events emanating from a source (the causes), the result of which is the generation of an interrupt. The expiration of a timer can generate an interrupt, a signal that a serial port has received data that must be processed, a signal that an SPI has either transmitted or received data, and other software interrupts like the insertion of a trap that causes a break-point—all are conditions, which identify to the core that an event has occurred.

Since DAI-specific events generally occur infrequently, the DAI IC classifies such interrupts as either high or low priority interrupts. Within these broad categories, users can indicate which interrupts are high and which are classified as low.

Any interrupt causes a four-cycle stall, since it forces the core to stop processing an instruction in process, then vector to the interrupt service routine (ISR), (which is basically an interrupt vector table (IVT) lookup), then proceed to implement the instruction referenced in the IVT. For more information, see [Appendix B, Interrupts](#).

When an interrupt from the DAI must be serviced, one of the two core ISRs must query the DAI’s interrupt controller to determine the source(s). Sources can be any one or more of the interrupt controller’s 32 configurable channels (DAI_INT[31:0]). [For more information, see “DAI Interrupt Controller Registers” on page A-115.](#)

The DAI events trigger two interrupts in the primary IVT—one each for low or high priority. When any interrupt from the DAI needs to be serviced, one of the two core ISRs must interrogate the DAI’s Interrupt Controller to determine the source(s).



Reading the DAI’s interrupt latches clears them. Therefore, the ISR must service *all* the interrupt sources it discovers.

DAI Interrupts

There are several registers in the DAI interrupt controller that can be configured to control how the DAI interrupts are reported to and serviced by the core's interrupt controller. Among other options, each DAI interrupt can be mapped either as a high or low priority interrupt in the primary interrupt controller. Certain DAI interrupts can be triggered on either the rising or the falling edge of the signals, and each DAI interrupt can also be independently masked.

Just as the core has its own interrupt latch registers (`IRPTL` and `LIRPTL`), the DAI has its own latch registers (`DAI_IRPTL_L` and `DAI_IRPTL_H`). When a DAI interrupt is configured to be high priority, it is latched in the `DAI_IRPTL_H` register. When any bit in the `DAI_IRPTL_H` register is set (= 1), bit 11 in the `IRPTL` register is also set and the core services that interrupt with high priority. When a DAI interrupt is configured to be low priority, it is latched in the `DAI_IRPTL_L` register. Similarly, when any bit in the `DAI_IRPTL_L` register is set (= 1), bit 6 in the `LIRPTL` register is also set and the core services that interrupt with low priority. Regardless of the priority, when a DAI interrupt is latched and promoted to the core interrupt latch, the ISR must query the DAI's interrupt controller to determine the source(s). Sources can be any one or more of the interrupt controller's 32-configurable channels (`DAI_INT[31:0]`). [For more information, see “DAI Interrupt Controller Registers” on page A-115.](#)

Reading the DAI's interrupt latches clears them. Therefore, the ISR must service all the interrupt sources it discovers. That is, if multiple interrupts are latched in one of the `DAI_IRPTL_x` registers, all of them must be serviced before executing an `RTI` instruction.

The `IDP_FIFO_GTN_INT` interrupt is not cleared when the `DAI_IRPTL_H/L` registers are read. This interrupt is cleared automatically when the situation that caused the interrupt goes away.

High and Low Priority Latches

In the ADSP-2136x processor, a pair of registers (`DAI_IRPTL_H` and `DAI_IRPTL_L`) replace functions normally performed by the `IRPTL` register. A single register (`DAI_IRPTL_PRI`) specifies which latch these interrupts are mapped to.

Two registers (`DAI_IRPTL_RE` and `DAI_IRPTL_FE`) replace the DAI peripheral's version of the `IMASK` register. As with the `IMASK` register, these DAI registers provide a way to specify which interrupts to notice and handle, and which interrupts to ignore. These dual registers function like `IMASK` does, but with a higher degree of granularity.

Signals from the SRU can be used to generate interrupts. For example, when `SRU_EXTMISCA2_INT` (bit 30) of `DAI_IRPTL_H` is set to one, any signals from the external miscellaneous channel 2 generates an interrupt. If set to one, the DAI triggers an interrupt in the core and the interrupt latch is set. A read of this bit does not reset it to zero. The bit is only set to zero when the cause of the interrupt is cleared. A DAI interrupt indicates the source (in this case, external miscellaneous A, Channel 2), and checks the IVT for an instruction (next operation) to perform.

The 32 interrupt signals within the interrupt controller are mapped to two interrupt signals in the primary interrupt controller of the SHARC processor core. The `DAI_IRPT_PRI` register specifies if the interrupt controller interrupt is mapped to the high or low core interrupt (1 = high priority and 0 = low priority).

The `DAI_IRPTL_H` register is a read-only register with bits set for every DAI interrupt latched for the high priority core interrupts. The `DAI_IRPTL_L` register is a read-only register with bits set for every DAI interrupt latched for the low priority core interrupts. When a DAI interrupt occurs, the low or high priority core ISR interrogates its corresponding register to determine which of the 32 interrupt sources to service. When the `DAI_IRPTL_H`

register is read, the high priority latched interrupts are all cleared. When the `DAI_IRPTL_L` register is read, the low priority latched interrupts are all cleared.

Rising and Falling Edge Masks

For interrupt sources that correspond to waveforms (as opposed to DAI event signals such as DMA complete or buffer full), the edge of a waveform may be used as an interrupt source as well. Just as interrupts can be generated by a source, interrupts can also be generated and latched on the rising (or falling) edges of a signal. This concept does not exist in the main interrupt controller—only in the DAI interrupt controller.

When a signal comes in, the system needs to determine what kind of signal it is and what kind of protocol, as a result, to service. The preamble indicates the signal type. When the protocol changes, output (signal) type is noted.

For audio applications, the ADSP-2136x processor needs information about interrupt sources that correspond to waveforms (not event signals). As a result, the falling edge of the waveform may be used as an interrupt source as well. Programs may select any of these four conditions:

- Latch on the rising edge
- Latch on the falling edge
- Latch on *both* the rising and falling edge
- Latch on *neither* the rising *nor* falling edge

The DAI interrupt controller may be configured using three registers. Each of the 32 interrupt lines can be independently configured to trigger in response to the incoming signal's rising edge, its falling edge, both the rising edge and the falling edge, or neither the rising edge nor the falling edge. Setting a bit in either the `DAI_IRPTL_RE` or `DAI_IRPTL_FE` registers

Using the SRU() Macro

enables the interrupt level on the rising and falling edges, respectively. For more information on these registers, see [“DAI Interrupt Controller Registers” on page A-115](#).

Programs can manage responses to signals by configuring registers. In a sample audio application, for example, upon detection of a change of protocol, the output can be muted. This change of output and the resulting behavior (causing the sound to be muted) results in an alert signal (an interrupt) being introduced in response (if the detection of a protocol change is a high priority interrupt).

 The `DAI_IRPTL_FE` register can only be used for latching interrupts on the falling edge.

Use of the `DAI_IRPT_RE` or `DAI_IRPT_FE` registers allows programs to notice and respond to rising edges, falling edges, both rising and falling edges, or neither rising nor falling edges so they can be masked separately.

Enabling responses to changes in conditions of signals (including changes in DMA state, introduction of error conditions, and so on) can only be done using the `DAI_IRPT_RE` register.

Using the SRU() Macro

As discussed in the previous sections, the signal routing unit is controlled by writing values that correspond to signal sources into bit fields that further correspond to signal inputs. The SRU is arranged into functional groups such that the registers that are made up of these bit fields accept a common set of source signal values.

In order to ease the coding process, the header file `SRU.H` is included with the VisualDSP++ tools. This file implements a macro that abstracts away most of the work of signal assignments and functions. The macro has identical syntax in C/C++ and assembly, and makes a single connection from an output to an input:

```
SRU(Output Signal, Input Signal);
```

The names passed to the macro are the names given in [Table 7-1](#) through [Table 7-6](#) and in the DAI registers section in “[Signal Routing Unit Registers](#)” on [page A-80](#). To use this macro, add the following line to your source code:

```
#include <sru.h>;
```

The following lines illustrate how the macro is used:

```
/* Route SPORT 1 clock output to pin buffer 5 input */
SRU(SPORT1_CLK_0, DAI_PB05_I);

/* Route pin buffer 14 out to IDP3 frame sync input */
SRU(DAI_PB14_0, IDP3_FS_I);

/* Connect pin buffer enable 19 to logic low */
SRU(LOW, DAI_PBEN19_I);
```

Additional example code is available on the [Analog Devices Web site](#).



There is a macro that has been created to connect peripherals used in a DAI configuration. This code can be used in both assembly and C code. See the `INCLUDE` file `SRU.H`.

8 PULSE WIDTH MODULATION

Pulse width modulation (PWM) is a technique for controlling analog circuits with a microprocessor's digital outputs. PWM is employed in a wide variety of applications, ranging from measurement to communications to power control and conversion.

One of the advantages of PWM is that the signal remains digital all the way from the processor to the controlled system; no digital-to-analog conversion is necessary. By maintaining a digital signal throughout a system, noise effects are minimized.

PWM Implementation

The PWM module in the ADSP-2136x processor is a flexible, programmable, PWM waveform generator. It is capable of generating switching patterns for various purposes such as motor control, electronic valve control, or audio power control. The module can generate either center-aligned or edge-aligned PWM waveforms. In addition, it can generate complementary signals on two outputs in paired mode or independent signals in non-paired mode. A block diagram of the module appears in [Figure 8-1](#).

PWM Implementation

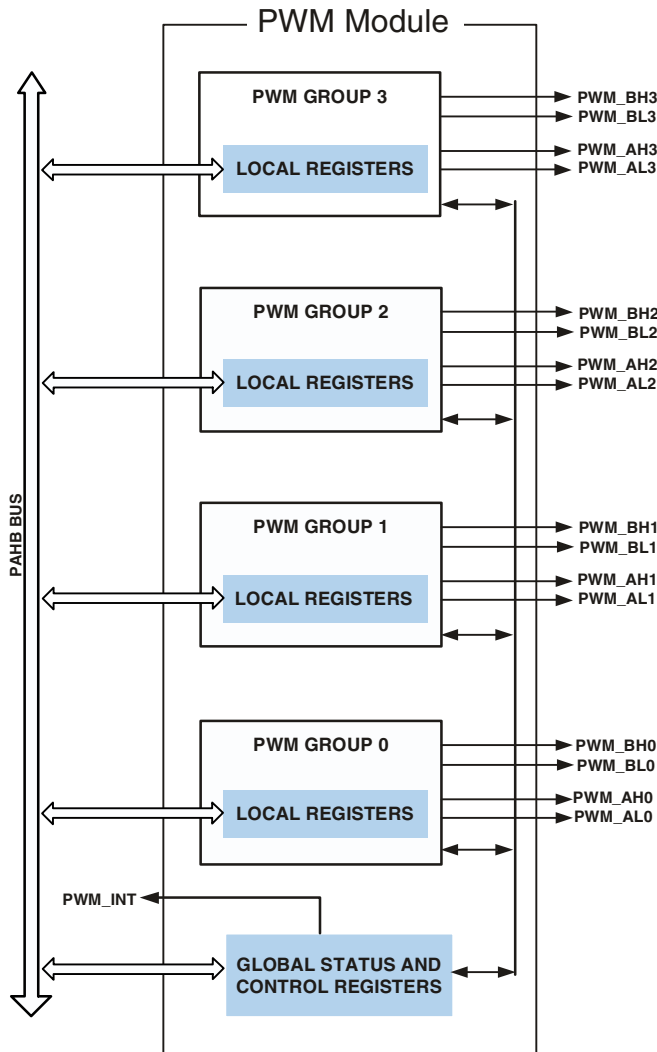


Figure 8-1. PWM Module Block Diagram

PWM Waveforms

The PWM module on the ADSP-21365 processor can generate waveforms that are either edge-aligned (left-justified) or center-aligned. Each waveform is described in detail in the following sections.

Edge-Aligned Mode

In edge-aligned mode, the PWM waveform is left-justified in the period window. A duty value of zero, programmed through the $PWMAX$ registers, produces a PWM waveform with 50% duty cycle. For even values of period, the PWM pulse width is exactly $period/2$, whereas for odd values of period, it is equal to $period/2$. Therefore for a duty value programmed in two's-complement, the PWM pulse width is given by:

$$Width = (period/2) + duty$$

To generate constant logic HIGH on PWM output, program the duty register with the value $\geq + period/2$.

To generate constant logic LOW on PWM output, program the duty register with the value $\geq - period/2$.

For example, using an odd period of $p = 2n + 1$, the counter within the PWM generator counts as $(-n...0...+n)$. If the period is even ($p = 2n$) then the counter counts as $(-n+1...0...n)$.

Center-Aligned Mode

Most of the following description applies to paired mode, but can also be applied to non-paired mode, the difference being that each of the four outputs from a PWM group is independent. Within center aligned mode, there are several options to choose from. These are:

Center-Aligned Single-Update Mode. Duty cycle values are programmable only once per PWM period, so that the resultant PWM patterns are symmetrical about the mid-point of the PWM period.

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Center-Aligned Double-Update Mode. Duty cycle values are programmable only twice per PWM period. This second updating of the PWM registers is implemented at the mid-point of the PWM period, producing asymmetrical PWM patterns that produce lower harmonic distortion in three-phase PWM inverters.

Center-Aligned Paired Mode. Generates complementary signals on two outputs.

Center-Aligned Non-Paired Mode. Generates complementary signals on independent signals.

In paired mode, the two's-complement integer values in the 16-bit read/write duty cycle registers, `PWMAX` and `PWMBx`, control the duty cycles of the four PWM output signals on the `PWM_AL`, `PWM_AH`, `PWM_BL` and `PWM_BH` pins respectively. The duty cycle registers are programmed in two's-complement integer counts of the fundamental time unit, t_{PCLK} (the peripheral clock of the ADSP-2136x processor), and define the desired on time of the high side PWM signal over one-half the PWM period. The duty cycle register range is from $(-PWMPERIOD/2 - PWMDT)$ to $(+PWMPERIOD/2 + PWMDT)$, which, by definition, is scaled such that a value of 0 represents a 50% PWM duty cycle.

Each group in the PWM module (0–3) has its own set of registers which control the operation of that group. The operating mode of the PWM block (single or double update mode) is selected by the `PWM_UPDATE` bit (bit 2) in the PWM control (`PWMCTRL3-0`) registers. Status information about each individual PWM group is available to the program in the PWM status (`PWMSTAT3-0`) registers. Apart from the local control and status registers for each PWM group, there is a single PWM global control register (`PWMGCTL`) and a single PWM global status register (`PWMGSTAT`). The global control register allows programs to enable or disable the four groups in any combination, which provides synchronization across the four PWM groups. The global status register shows the period completion status of each group.

On period completion, the corresponding bit in the `PWMGSTAT` register is set and remains sticky. In the interrupt service routine, the program first reads the global status register and clears all the intended bits by explicitly writing 1. This also clears the `PWM_INT` bit. Interrupts from individual groups can be disabled by the `PWM_IRQEN` bit in the local `PWMCTRLx` register of that group. The period completion status bits in the `PWM_GSTAT` register are set independently of the corresponding `PWM_IRQEN` bit, but interrupt generation depends on the `PWM_IRQEN` bit.

Switching Frequencies

The 16-bit read/write PWM period registers, `PWMPERIOD3-0`, control the PWM switching frequency. The fundamental timing unit of the PWM controller is t_{CK} . Therefore, for a 100 MHz peripheral clock, t_{PCLK} , the fundamental time increment, t_{CK} , is 10 ns. The value written to the `PWMPERIODx` register is effectively the number of t_{CK} clock increments in half a PWM period. The required `PWMPERIODx` value as a function of the desired PWM switching frequency (f_{PWM}) is given by:

$$PWMTM = \frac{f_{CK}}{f_{PWM}}$$

Therefore, the PWM switching period, T_s , can be written as:

$$T_s = 2 \times PWMTM \times 2_{CK}$$

For example, for a 100 MHz f_{CK} and a PWM switching frequency of 10 kHz ($T_s = 100 \text{ ms}$), the value to load into the `PWMPERIODx` register is:

$$PWMTM = \frac{100 \times 10^6}{2 \times 10 \times 10^3} = 5000$$

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The largest value that can be written to the 16-bit `PWMPERIODx` register is `0xFFFF` = 65,535 which corresponds to a minimum PWM switching frequency of:

$$f_{PWM, min} = \frac{100 \times 10^6}{2 \times 65535} = 763 \text{ Hz}$$

Also note that `PWMPERIOD` values of 0 and 1 are not defined and should not be used when the PWM outputs or PWM sync are enabled.

Dead Time

The second important parameter that must be set up in the initial configuration of the PWM block is the switching dead time. This is a short delay time introduced between turning off one PWM signal (say `AH`) and turning on the complementary signal, `AL`. This short time delay is introduced to permit the power switch being turned off (`AH` in this case) to completely recover its blocking capability before the complementary switch is turned on. This time delay prevents a potentially destructive short-circuit condition from developing across the dc link capacitor of a typical voltage source inverter.

The 10-bit, read/write `PWMDT3-0` registers control the dead time. The dead time, T_d , is related to the value in the `PWMDTx` registers by:

$$T_d = PWMDT \times 2 \times t_{CK}$$

Therefore, a `PWMDT` value of `0x00A` (= 10), introduces a 200 ns delay between when the PWM signal (for example `AH`) is turned off and its complementary signal (`AL`) is turned on. The amount of the dead time can therefore be programmed in increments of $2t_{CK}$ (or 20 ns for a 100 MHz peripheral clock). The `PWMDTx` registers are 10-bit registers, and the maximum value they can contain is `0x3FF` (= 1023) which corresponds to a maximum programmed dead time of

$$T_{d, max} = 1023 \times 2 \times t_{CK} = 1023 \times 2 \times 10 \times 10^{-9} = 20.5 \mu s$$

This equates to an f_{CK} rate of 100 MHz. Note that dead time can be programmed to zero by writing 0 to the PWMDTx registers.

Duty Cycles

The two 16-bit read/write duty cycle registers, PWMA and PWMB control the duty cycles of the four PWM output signals on the PWM pins when not in switch reluctance mode. The two's-complement integer value in the PWMA register controls the duty cycle of the signals on the PWM_AH and PWM_AL pins. The two's-complement integer value in the PWMB register control the duty cycle of the signals on PWM_BH and PWM_BL pins. The duty cycle registers are programmed in two's-complement integer counts of the fundamental time unit, t_{CK} , and define the desired on time of the high-side PWM signal produced by the three-phase timing unit over one-half the PWM period. The duty cycle register range is from $(-PWPERIOD/2 - PWMDT)$ to $(+PWPERIOD/2 + PWMDT)$, which, by definition, is scaled such that a value of 0 represents a 50% PWM duty, cycle. The switching signals produced by the three-phase timing unit are also adjusted to incorporate the programmed dead time value in the PWMDT register. The three-phase timing unit produces active LOW signals so that a LOW level corresponds to a command to turn on the associated power device.

Duty Cycles and Dead Time

A typical pair of PWM outputs (in this case for the PWM_AH and PWM_AL signals) from the timing unit are shown in [Figure 8-2](#) for operation in single update mode. All illustrated time values indicate the integer value in the associated register and can be converted to time by simply multiplying by the fundamental time increment, t_{CK} and comparing this to the two's-complement counter. Note that the switching patterns are perfectly

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symmetrical about the mid-point of the switching period in this single-update mode, since the same values of the PWM_{AX} , $PWM_{PERIODX}$, and PWM_{DTX} registers are used to define the signals in both half cycles of the period. Further, the programmed duty cycles are adjusted to incorporate the desired dead time into the resulting pair of PWM signals. As shown in Figure 8-2, the dead time is incorporated by moving the switching instants of both PWM signals (PWM_{AH} and PWM_{AL}) away from the instant set by the PWM_{AX} registers. Both switching edges are moved by an equal amount ($PWM_{DTX} \times t_{CK}$) to preserve the symmetrical output patterns. Also shown in Figure 8-2, the PWM_{PHASE} bit of the PWM_{STAT} register which indicates whether operation is in the first or second half cycle of the PWM period.

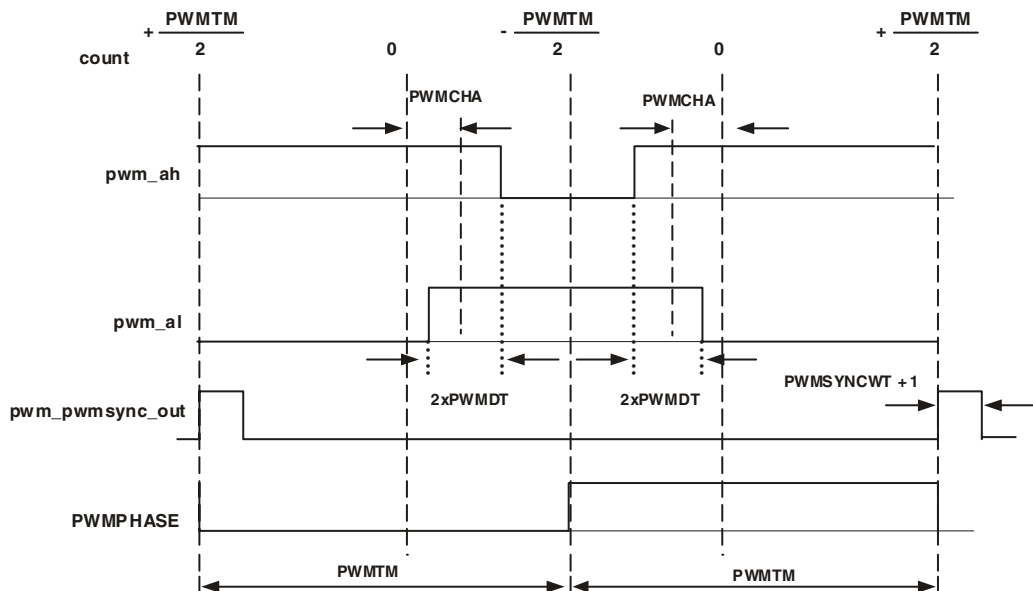


Figure 8-2. Center-Aligned Paired PWM in Single Update Mode with Low Polarity

The resulting on times (active LOW) of the PWM signals over the full PWM period (two half periods) produced by the PWM timing unit and illustrated in [Figure 8-3 on page 8-10](#) may be written as:

$$T_{AH} = (PWMTM + 2 \times (PWMCHA - PWMDT)) \times t_{CK}$$

The range of T_{AH} is $[0:2 \times PWMPERIOD \times t_{CK}]$

$$T_{AL} = (PWMTM - 2 \times (PWMCHA + PWMDT)) \times t_{CK}$$

The range of T_{AL} is $[0:2 \times PWMPERIOD \times t_{CK}]$ and the corresponding duty cycles are:

$$d_{AH} = \frac{T_{AH}}{T_s} = \frac{1}{2} + \frac{PWMCHA - PWMDT}{PWMTM}$$

$$d_{AL} = \frac{T_{AL}}{T_s} = \frac{1}{2} - \frac{PWMCHA + PWMDT}{PWMTM}$$

The minimum permissible value of T_{AH} and T_{AL} is zero, which corresponds to a 0% duty cycle, and the maximum value is T_s , the PWM switching period, which corresponds to a 100% duty cycle. Negative values are not permitted.

The output signals from the timing unit for operation in double-update mode are shown in [Figure 8-3](#). This illustrates a general case where the switching frequency, dead time, and duty cycle are all changed in the second half of the PWM period. The same value for any or all of these quantities can be used in both halves of the PWM cycle. However, there is no guarantee that symmetrical PWM signals will be produced by the tim-

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ing unit in this double-update mode. Additionally, [Figure 8-3](#) shows that the dead time is inserted into the PWM signals in the same way as in the single-update mode.

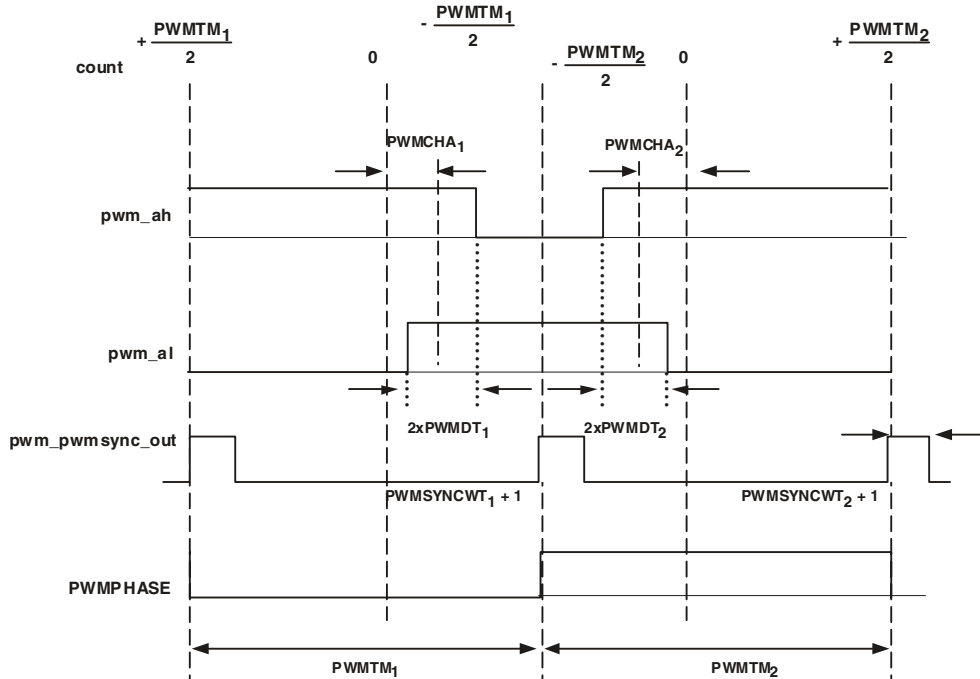


Figure 8-3. Center-Aligned Paired PWM in Double-Update Mode, Low Polarity

In general, the on times (active low) of the PWM signals over the full PWM period in double-update mode can be defined as:

$$T_{AH} = \left(\frac{PWTM1}{2} + \frac{PWTM2}{2} + PWMCHA_1 + PWMCHA_2 - PWMDT_1 - PWMDT_2 \right) \times t_{CK}$$

$$T_{AH} = \left(\frac{PWMTM_1}{2} + \frac{PWMTM_2}{2} - PWMCHA_1 - PWMCHA_2 - PWMDT_1 - PWMDT_2 \right) \times t_{CK}$$

$$T_S = (PWMTM_1 + PWMTM_2) \times t_{CK}$$

where subscript 1 refers to the value of that register during the first half cycle and subscript 2 refers to the value during the second half cycle. The corresponding duty cycles are:

$$d_{AH} = \frac{T_{AL}}{T_S} = \frac{1}{2} + \frac{(PWMCHA_1 + PWMCHA_2 - PWMDT_1 - PWMDT_2)}{(PWMTM_1 + PWMTM_2)}$$

$$d_{AH} = \frac{T_{AL}}{T_S} = \frac{1}{2} - \frac{(PWMCHA_1 + PWMCHA_2 + PWMDT_1 + PWMDT_2)}{(PWMTM_1 + PWMTM_2)}$$

since for the general case in double-update mode, the switching period is given by:

$$T_S = (PWMTM_1 + PWMTM_2) \times t_{CK}$$

Again, the values of T_{AH} and T_{AL} are constrained to lie between zero and T_S . Similar PWM signals to those illustrated in [Figure 8-2](#) and [Figure 8-3](#) can be produced on the BH and BL outputs by programming the PWM_{Bx} registers in a manner identical to that described for the PWM_{Ax} registers.

Over-Modulation

The PWM timing unit is capable of producing PWM signals with variable duty cycle values at the PWM output pins. At the extreme side of the modulation process, settings of 0% and 100% modulation are possible.

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These two modes are termed full OFF and full ON respectively. Settings that fall between the extremes are considered normal modulation. These settings are explained in more detail below.

- **Full On.** The PWM for any pair of PWM signals operates in full on when the desired HIGH side output of the three-phase timing unit is in the on state (LOW) between successive `PWMSYNC` rising edges. This state may be entered by virtue of the commanded duty cycle values in conjunction with the setting in the `PWMDTx` registers.
- **Full Off.** The PWM for any pair of PWM signals operates in full off when the desired HIGH side output of the three-phase timing unit is in the off state (HIGH) between successive `PWMSYNC` pulses. This state may be entered by virtue of the commanded duty cycle values in conjunction with the setting in the `PWMDTx` registers.
- **Normal Modulation.** The PWM for any pair of PWM signals operates in normal modulation when the desired output duty cycle is other than 0% or 100% between successive `PWMSYNC` pulses.

There are certain situations, when transitioning either into or out of either full on or full off, where it is necessary to insert additional *emergency dead time* delays to prevent potential *shoot-through conditions* in the inverter. The use of *crossover* can also cause outputs to violate shoot-through condition criteria, (see [“Crossover” on page 8-15](#)). These transitions are detected automatically and, if appropriate, the emergency dead time is inserted to prevent the shoot through conditions.

Inserting additional emergency dead time into one of the PWM signals of a given pair during these transitions is only needed if both PWM signals would otherwise be required to toggle within a dead time of each other. The additional emergency dead time delay is inserted into the PWM signal that is toggling into the on state. In effect, the turn on (if turning on during this dead time region), of this signal is delayed by an amount

$2 \times \text{PWMDT} \times t_{CK}$ from the rising edge of the opposite output. After this delay, the PWM signal is allowed to turn on, provided the desired output is still scheduled to be in the on state after the emergency dead time delay.

Figure 8-4 illustrates two examples of such transitions. In Figure 8-4 (a), when transitioning from normal modulation to full on at the half cycle boundary in double-update mode, no special action is needed. However in (b), when transitioning into full off at the same boundary, an additional emergency dead time is necessary. This inserted dead time is a little different to the normal dead time as it is impossible to move one of the the switching events back in time because this would move the event into the previous modulation cycle. Therefore, the entire emergency dead time is inserted by delaying the turn on of the appropriate signal by the full amount.

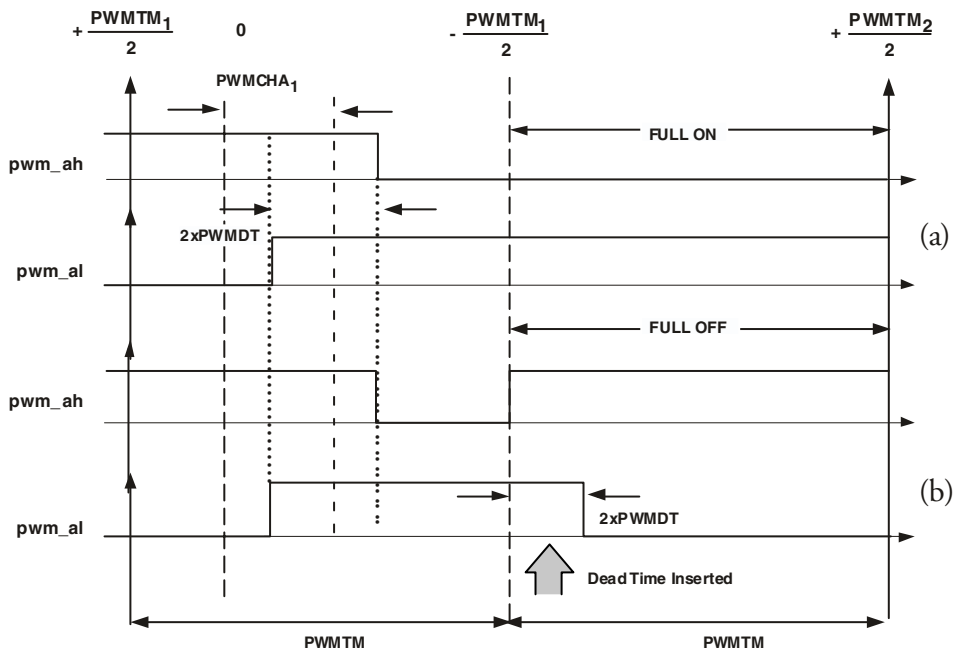


Figure 8-4. Full On to Full Off Transition

Update Modes

Update modes determine the frequency with which the wave forms are sampled.

Single-Update

In this mode, duty cycle values are programmable only once per PWM period, so that the resultant PWM patterns are symmetrical at the mid-point of the PWM period.

Double-Update

In this mode, a second updating of the PWM registers is implemented at the mid-point of the PWM period. In this mode, it is possible to produce asymmetrical PWM patterns that produce lower harmonic distortion in three-phase PWM inverters. This technique also permits closed loop controllers to change the average voltage applied to the machine windings at a faster rate and so permits faster closed loop bandwidths.

Configurable Polarity

The polarity of the generated PWM signals is programmed using the `PWMPOLARITY3-0` registers (see [“PWM Polarity Select Registers \(PWM-POLx\)” on page A-129](#)), so that either active HI or active LO PWM patterns can be produced. The polarity values can be changed on the fly if required, provided the change is done a few cycles before the next period change.

PWM Pins and Signals

The entire PWM module has four groups of four PWM outputs each, for a total of 16 PWM outputs. These are the `PWM_AH` and `PWM_BH` pins which produce high side drive signals and the `PWM_AL` and `PWM_BL` pins which produce low side drive signals. These are shown in [Figure 8-1](#).

Each PWM group is able to generate complementary signals on two outputs in paired mode or each group can provide independent outputs in non-paired mode.

The switching frequency and dead time of the generated PWM patterns are programmable using the `PWMPERIODx` and `PWMDTx` registers. In addition, two duty cycle control registers (`PWMAx` and `PWMBx`) directly control the duty cycles of the two pairs of PWM signals. In non-paired mode, the low side signals can have different duty cycles programmed through another pair of registers (`PWMALx` and `PWMBLx`). It should be further noted that the choice of center- or edge-aligned mode applies to a single group of four PWM waveforms. Each of the four PWM output signals can be enabled or disabled by separate output enable bits in the `PWMSEGO-3` register (see [“PWM Output Disable Registers \(PWMSEGx\)” on page A-128](#)). Additionally, in center-aligned paired mode, an emergency dead time insertion circuit enforces a dead time defined by `PWMDTO-3` between the high and low side drive signals of each PWM channel. This ensures the correct dead time occurs at the power inverter. In many applications, there is a need to provide an isolation barrier in the gate drive circuits that turn on the power devices of the inverter.

Crossover

The `PWMSEG3-0` registers contain four bits, one for each PWM output (see [Table A-43 on page A-129](#)). If crossover mode is enabled for any pair of PWM signals, the high-side PWM signal from the timing unit (for example, `AH`) is diverted to the associated low side output of the output control unit so that the signal ultimately appears at the `AL` pin. The corresponding low side output of the timing unit is also diverted to the complementary high side output of the output control unit so that the signal appears at the `AH` pin. Following a reset, the three crossover bits are cleared so that the crossover mode is disabled on all three pairs of PWM signals. Even though crossover is considered an output control feature, dead time insertion occurs after crossover transitions to eliminate shoot-through safety issues.

PWM Accuracy

The PWM has 16-bit resolution but accuracy is dependent on the PWM period. In single-update mode, the same values of $PWMA$ and $PWMB$ are used to define the on times in both half cycles of the PWM period. As a result, the effective accuracy of the PWM generation process is $2t_{CK}$ (or 20 ns for a 100 MHz clock). Incrementing one of the duty cycle registers by one changes the resultant on time of the associated PWM signals by t_{CK} in each half period (or $2t_{CK}$ for the full period). In double-update mode, improved accuracy is possible since different values of the duty cycles registers are used to define the on times in both the first and second halves of the PWM period. As a result, it is possible to adjust the on time over the whole period in increments of t_{CK} . This corresponds to an effective PWM accuracy of t_{CK} in double-update mode (or 10 ns for a 100 MHz clock). The achievable PWM switching frequency at a given PWM accuracy is tabulated in [Table 8-1](#).

Table 8-1. PWM Accuracy in Single- and Double-Update Modes

Resolution (bits)	Single-Update Mode PWM Frequency (kHz)	Double-Update Mode PWM Frequency (kHz)
8	195.3	390.6
9	97.7	195.3
10	48.8	97.7
11	24.4	48.8
12	12.2	24.4
13	6.1	12.2
14	3.05	6.1

PWM Registers

The registers described below control the operation and provide the status of pulse width modulation on the ADSP-2136x processor. [For more information, see “Pulse Width Modulation Registers” on page A-125.](#)

- **PWM global control register.** The `PWMGCTL` register enables or disables the four PWM groups in any combination. This provides synchronization across the four PWM groups. This 16-bit read-write register is located at address `0x3800`.
- **PWM global status register.** The `PWMGSTAT` register provides the status of each PWM group and is located at address `0x3801`. The bits in this register are W1C type (write one to clear).
- **PWM control registers.** The `PWMCTL3-0` registers are used to set the operating modes of each PWM block. This register also allows programs to disable interrupts from individual groups.
- **PWM status registers.** The `PWMSTAT3-0` registers are 16-bit read-only registers that report the phase and mode status for each PWM group.
- **PWM period registers.** The `PWMPERIOD3-0` registers are 16-bit read-write registers that control the period of the four PWM groups.
- **PWM dead time registers.** The `PWMDT3-0` registers are 16-bit read-write registers that are used to set the switching dead time.
- **PWM channel A and B duty control registers.** The `PWMA3-0` and `PWMB3-0` registers directly control the duty cycles of the two pairs of PWM output signals on the `PWM_AH` to `PWM_CL` pins when not in switch reluctance mode.

PWM Registers

- **PWM output enable registers.** The `PWMSEG3-0` registers are 16-bit read-write registers that are used to control the output signals of the four PWM groups.
- **PWM channel A and B low side duty control registers.** In non-paired mode, the `PWMAL3-0` and `PWMBL3-0` registers are used to program the low side duty cycle of the two-pairs of PWM output signals. These can be different on the high side cycles.
- **PWM output polarity select registers.** The `PWMPOL3-0` registers are 16-bit read/write registers that are used to determine whether the polarity of the generated PWM signals is active HI or active LO. The polarity values can be changed on the fly if required, provided the change is done a few cycles before the next period change.

Duty Cycle

The `PWMAx` and `PWMBx` registers directly control the duty cycles of the two pairs of PWM output signals on the `PWM_AH` to `PWM_CL` pins when not in switch reluctance mode as follows.

- The two's-complement integer value in the `PWMAx` registers controls the duty cycle of the signals on the `PWM_AH` and `PWM_AL` pins.
- The two's-complement integer value in the `PWMBx` registers controls the duty cycle of the signals on `PWM_BH` and `PWM_BL` pins.

The duty cycle registers are programmed in two's-complement integer counts of the fundamental time unit, t_{CK} , and define the desired on time of the high side PWM signal produced by the three-phase timing unit over one-half the PWM period. The duty cycle register range is from $(-PWMPERIOD/2 - PWMDT)$ to $(+PWMPERIOD/2 + PWMDT)$, which, by definition, is scaled so that a value of 0 represents a 50% PWM duty cycle. The switching signals produced by the three-phase timing unit are also adjusted to incorporate the programmed dead time value in the

PWMDT register. The three-phase timing unit produces active LO signals so that a LO level corresponds to a command to turn on the associated power device.

Output Enable

The PWMSEG register contains six bits (0 to 5) that can be used to individually enable or disable each of the six PWM outputs. If the associated bit of the PWMSEG register is set (=1), then the corresponding PWM output is disabled, regardless of the value of the corresponding duty cycle register. This PWM output signal remains disabled as long as the corresponding enable/disable bit of the PWMSEGx register is set. Programs should implement this function after the crossover function. After reset, all six enable bits of the PWMSEG register are cleared so that all PWM outputs are enabled (default). In the same manner as the duty cycle registers, the PWMSEG register is latched on the rising edge of the PWMSYNC_OUT signal. Therefore, in single update mode, changes to this register only become effective at the start of each PWM cycle. In double update mode, the PWMSEG register can also be updated at the mid-point of the PWM cycle.

Programming Example

[Listing 8-1](#) shows the four steps used to configure a PWM module.

Listing 8-1. Generic PWM Configuration Example

```
#include "def21365.h"
.global start;

/* define for PWM frequency used in PWMPERIOD0 */
#define fPWM 0x1388; /* 200MHz/2(20kHz) => 50us */
.section/pm_seg_pmco;
start:
```

Programming Example

```
call default_int_enable;
call PWM_setup;
call PWM_enables;
nop;
finish: jump finish;
start.end: nop;

/* enable interrupts */
default_int_enable:
    LIRPTL = 0;
    IRPTL = 0;
    bit set MODE1 IRPTEN;    /* Global interrupt enable
    bit set LIRPTL P13IMSK;  /* Enable PWM default interrupt -
                             location 13 */
default_int_enable.end: rts;

/* PWM setup registers */
PWM_setup:
/* 1. Configure frequency */

ustat3=fPWM;                /* fCK/2xfPWM */
dm(PWMPERIOD0)=ustat3;    /* PWM Period Register for switching
                             frequency (unsigned integer) */

/* 2. Configure duty cycles Width=[period/2] + duty program in
the 2's compliment of the high side width for individual control
this only programs AH signal. If PWMAL0 is not programmed then
the AL and AH signals have the same duty cycle */

ustat3=0;                  /* PWM Channel A Duty Control
                             (2s compliment integer) */
dm(PWMA0)=ustat3;          /* Set up the duty cycle register to 0
                             (50% duty cycle) */

ustat3 = 0x63C;            /* 2 compliment of 0x9C4 = 0x63C - 80% high
                             - 20% low */

dm(PWMAL0)=ustat3; /* PWM Channel AL Duty Control */

/* 3. Configure Dead Time */
```

```
ustat3=0x0;    /* PWM Dead Time Register (unsigned integer) */
dm(PWMDT0)=ustat3;

/* 4. Configure Polarity (this can be changed on the fly
   after the PWM port is enabled) */

ustat3=0;    /* PWM Polarity Select Register */
bit set ustat3 PWM_POL1AL | PWM_POL1AH; /* Enables high polarity
                                         A output */

dm(PWMPOL0)=ustat3;
PWM_setup.end: nop;

/* PWM enables */

PWM_enables:
ustat3=dm(SYSTCL);    /* System Control Register */
bit set ustat3 PWM0EN | PPFLGS;

dm(SYSTCL)=ustat3;    /* Selects AD[11:8] in PWM0 mode instead
                     of PP mode */

ustat3=dm(PWMSEG0);    /* PWM Output Enable -Should probably be
                     changed to PWM Output Disable since you
                     write it to disable it. */

bit set ustat3 PWM_BH | PWM_BL; /* disables B outputs */
dm(PWMSEG0)=ustat3;
ustat3=dm(PWMCTL0);    /* PWM0 Control Register
ustat3=0;
dm(PWMCTL0)=ustat3;    /* Enables edge aligned, individual pair
                     mode with single update and no
                     interrupt */

ustat3=dm(PWMGCTL);    /* PWM General Control Register */

bit set ustat3 PWM_EN0 | PWM_DIS1 | PWM_DIS2 | PWM_DIS3 |
PWM_SYNCEN0 | PWM_SYNCDIS1 | PWM_SYNCDIS2 | PWM_SYNCDIS3;

dm(PWMGCTL)=ustat3;    /* Enables only PWM 0 and it's internal
                     timer; Disables other PWMs globally. The
                     write to PWMGCTL will kick off the
                     transfer */

PWM_enables.end: rts;

idle;
```

Programming Example

9 SONY/PHILLIPS DIGITAL INTERFACE

The Sony/Philips Digital Interface (S/PDIF) is a standard audio data transfer format that allows the transfer of digital audio signals from one device to another without having to convert them to an analog signal. The ADSP-2136x processor has an AES3-compliant S/PDIF receiver/transmitter that allows programs to interface to other S/PDIF devices. The S/PDIF receiver and transmitter reside in the digital audio interface (DAI). This allows applications to use the serial ports and/or the external DAI pins to interface to other S/PDIF devices. This includes using the receiver to decode incoming biphasic encoded audio streams and passing them via the SPORTs to internal memory for processing—or using the transmitter to encode audio or digital data and transfer it to another S/PDIF receiver in the audio system. Other features include:

- Managing user status information and providing error-handling capabilities in both the receiver and transmitter.
- Transmitting a biphasic encoded signal that may contain any number of audio channels (compressed or linear PCM) or non-audio data.

This chapter provides information on the function of the S/PDIF module in the ADSP-2136x processor. It is important to be familiar with serial digital audio interface standards IEC-60958, EIAJ CP-340, AES3 and AES11.

AES3, S/PDIF Stream Format

The S/PDIF receiver extracts audio data, channel status, and user bits from the biphase encoded AES3 and S/PDIF stream. In addition, a 50% duty cycle reference clock running at the sampling rate of the audio input data is generated for the PLL in the receiver to recover the oversampling clock.

The biphase encoded AES3 stream is composed of subframes. [Figure 9-1](#) shows the structure of the subframe. It consists of a preamble, four auxiliary bits, a 20-bit audio word, a validity bit, a user bit, a channel status bit, and a parity bit.

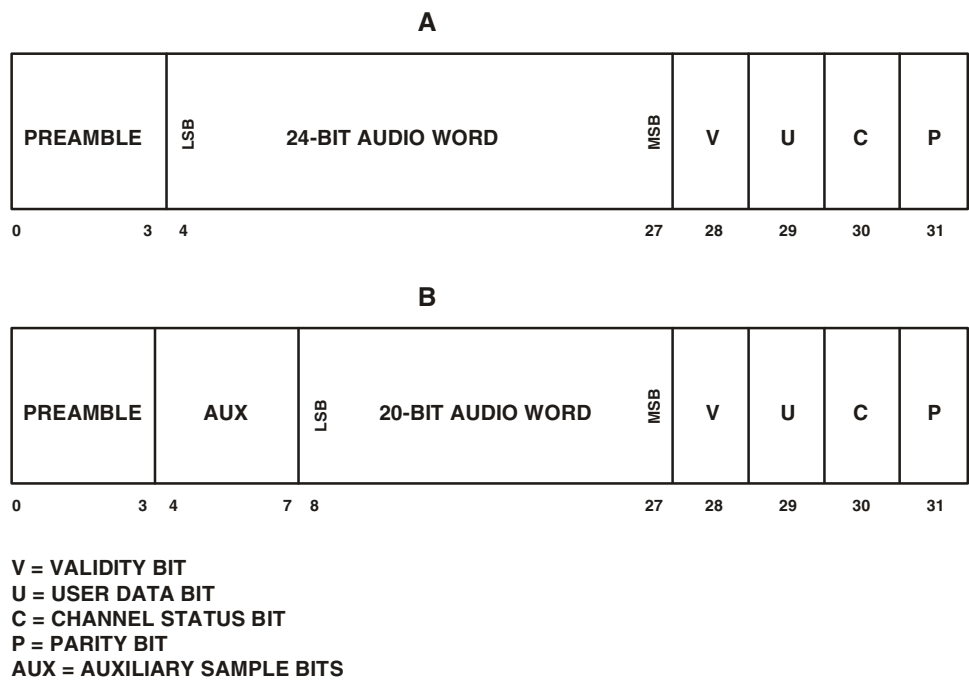


Figure 9-1. AES3 Stream Subframe

The preamble indicates the start of the subframe. The four auxiliary bits normally are the least significant bits of the 24-bit audio word when pasted to the 20-bit audio word. In some cases, the auxiliary bits are used to convey some kind of other data indicated by the channel status bits.

The validity bit (if cleared, =0) indicates the audio sample word is suitable for direct analog conversion. User data bits may be used in any way desired by the program. The channel status bit conveys information about the status of the channel. Examples of status are length of audio sample words, number of audio channels, sampling frequency, sample address code, alphanumeric source, and destination codes and emphasis. The parity bit is set or cleared to provide an even number of ones and of zeros for time slots 4–31.

Each frame in the AES3 stream is made up of two subframes. The first subframe is channel A, and the second subframe is channel B. A block is comprised of 192 frames. The channel status is organized into two 192 bit blocks, one for channel A and one for channel B. Normally, the channel status of channel A is equal to channel B. It is extremely rare that they are ever different. Three different preambles are used to indicate the start of a block and the start of channel A or B.

1. Preamble Z indicates the start of a block and the start of subframe channel A.
2. Preamble X indicates the start of a channel A subframe when not at the start of a block.
3. Preamble Y indicates the start of a channel B subframe.

The user bits from the channel A and B subframes are simply strung together. For more information, please refer to the AES3 standard.

AES3, S/PDIF Stream Format

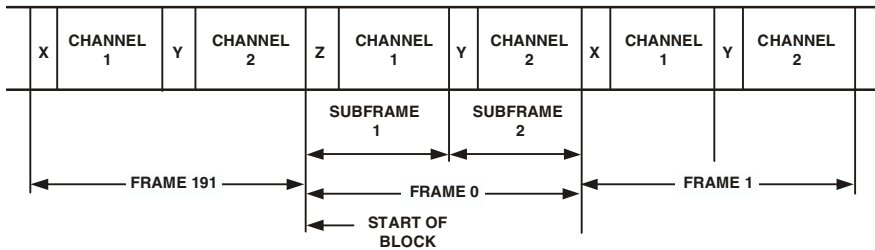


Figure 9-2. S/PDIF Block Structure

The left/right frame reference clock for the PLL is generated using the preambles. The recovered jitter-free left/right frame clock from the PLL attempts to align with the reference clock. However, this recovered left/right clock, like the reference clock, is not phase aligned with the preambles.

To be AES11 compliant, the recovered left/right clock must be aligned with the preambles within a + or – 5% of the frame period. Since the PLL generates a clock 512 times the frame rate clock ($512 \times F_{SCLK}$), this clock can be used and divided down to create the phase aligned jitter-free left/right clock. For more information on recovered clocks, see [“Phased-Locked Loop” on page 9-18](#).

The channel status bits are collected into a memory-mapped register, while the user bits must be handled manually. The block start bit, which replaces the parity bit in the serial I²S stream, indicates the reception of the Z preamble and the start of a new block of channel status and data bits.

The extracted 24-bit audio data, V, U, C and BLK_STRT bits are sent on the DIR_RX_DAT_0 pin in 32-bit I²S format as shown in [Figure 9-4 on page 9-12](#). The frame sync is transmitted on the DIR_RX_FS_0 pin and serial clock (SCLK) is transmitted on the DIR_RX_CLK_0 pin. All three pins are routed through the SRU.

The error flags are lock (PLL is locked/unlocked), parity error, biphasic error, no stream, CRCC error and non-audio. Error signals are described in detail in [“Error Handling” on page 9-21](#).

S/PDIF Transmitter

The S/PDIF transmitter resides within the DAI, and its inputs and outputs can be routed via the SRU. It receives audio data in serial format, encloses the specified user status information, and converts it into the biphasic encoded signal. The serial data input to the transmitter can be formatted as left-justified, I²S, or right-justified with word widths of 16, 18, 20 or 24 bits.

The serial data, clock, and frame sync inputs to the S/PDIF transmitter are routed through the signal routing unit (SRU). They can come from a variety of sources such as the SPORTs, external pins, the precision clock generators (PCG), or the sample rate converters (SRC). The signal routing is selected in the SRU control registers. [For more information, see “Signal Routing Unit Registers” on page A-80](#).

The S/PDIF transmitter output may be routed to an output pin via the SRU and then routed to another S/PDIF receiver or to components for off-board connections to other S/PDIF receivers. The output is also available to the S/PDIF receiver for loop-back testing through SRU.

Two output data formats are supported by the transmitter; *two channel mode* and *single-channel double-frequency* (SCDF) mode. The output format is determined by the transmitter control register (DITCTL). [For more information, see “Transmitter Control Register \(DITCTL\)” on page A-132](#).

In two channel mode, the left channel (channel A) is transmitted when the LRCLK is high and the right channel (channel B) is transmitted when the LRCLK is low.

S/PDIF Transmitter

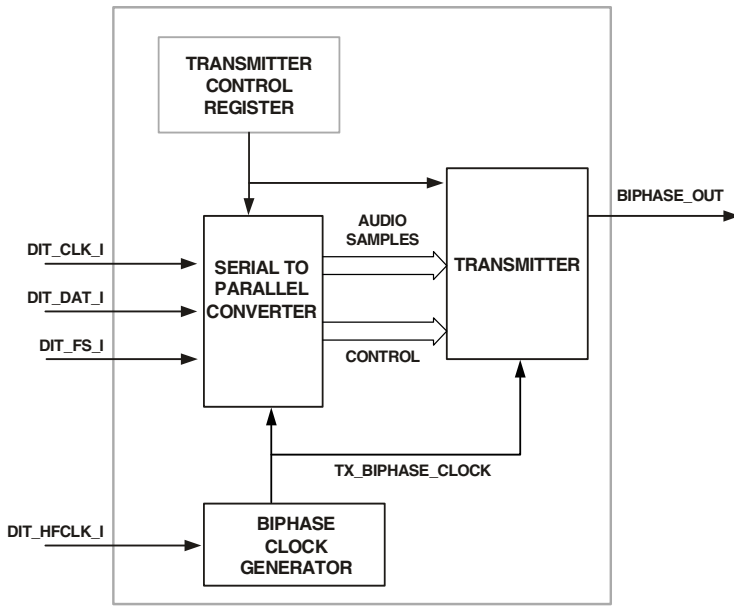


Figure 9-3. S/PDIF Transmitter Block Diagram

In SCDF mode, the S/PDIF transmits successive audio samples of the same signal across both subframes, instead of channel A and B. This mode also allows programs to select which channel is sent when using bits in the S/PDIF transmit control register. The channel status bits are set to provide the downstream receiver with information about which channel is used.

Channel Status

In addition to encoding the audio data in the biphase format, the transmitter also provides a way to easily add the channel status information to the outgoing biphase stream. There are status registers in the transmitter that correspond to each channel or subframe. Byte 0 for each channel A and B reside in the `DITCTL` register ([Table A-45 on page A-133](#)), and bytes 1–4 reside in the `DITCHANR` and `DITCHANL` registers. For more information,

see “Left Channel Status for Subframe A Register (DITCHANL)” on page A-134 and “Right Channel Status for Subframe B Register (DITCHANR)” on page A-135.

The first five bytes of the channel status may be written all at once to the control registers for both A and B channels. As the data is serialized and transmitted, the appropriate bit is inserted into the channel status area of the 192-word frame. Validity bits for both channels may also be controlled by the transmitter control register. Optionally, the user bit, validity bit, and channel status bit are sent to the transmitter with each left/right sample. For each subframe, the parity bit is automatically generated and inserted into the biphase encoded data. A mute control and support for single-channel, double-frequency mode are also provided. The serial data input format may be selected as left-justified, I²S, or right-justified with 16, 18, 20 or 24-bit word widths. The over sampling clock is also selected by the transmitter control register.

SRU Control Registers for the S/PDIF Transmitter

To use the transmitter, route the four required inputs using the SRU as described below. Also, use the SRU to connect the biphase encoded output to the desired DAI pin.

DIT_CLK_I. Serial clock. Controls the rate at which serial data enters the S/PDIF module. This is typically 64 time slots¹. The SCLK input to the S/PDIF transmitter is controlled by the 5-bit clock routing (SRU group A) register field SRU_CLK2[14:10] (DIT_CLK_I). This clock input can come from the SPORTS, the PCG, external pins or from the S/PDIF receiver. By default, it is connected to the LOGIC_LEVEL_LOW signal. [For more information, see “Clock Routing Control Registers \(SRU_CLKx, Group A\)” on page A-81.](#)

¹ Timing for the S/PDIF format consists of time slots, unit intervals, subframes, and frames. For a complete explanation of S/PDIF timing, see one of the digital audio interface standards listed at the beginning of this chapter.

DIT_DAT_I. Serial Data. The format of the serial data can be I²S, and right- or left-justified. The `SDATA` input to the S/PDIF transmitter is controlled by bits 5–0 of the serial data routing register (SRU group B) field `SRU_DAT4` (`DIT_DAT_I`). The `DATA` input can come from the SPORTs, the SRC, external pins, or from the S/PDIF receiver. By default, `SDATA` is connected to external pin 0. [For more information, see “Serial Data Routing Registers \(SRU_DATx, Group B\)” on page A-85.](#)

DIT_FS_I. The frame sync input to the S/PDIF transmitter is controlled by bits 14–10 of the `LRCLK` routing register (SRU group C) field `SRU_FS2` (`DIT_FS_I`). The frame sync input can come from the SPORTs, the PCG, external pins, or from the S/PDIF receiver. By default, frame sync is connected to `LOGIC_LEVEL_LOW`. [For more information, see “Frame Sync Routing Control Registers \(SRU_FSx, Group C\)” on page A-90.](#)

DIT_HFCLK_I. The over sampling clock (which is divided down according to the `FREQMULT` bit in the transmitter control register to generate the biphasic clock) can also be selected from various sources since it is routed through the SRU. The `Tx_CLK` input to the S/PDIF transmitter is controlled by bits 29–25 of the clock routing register (SRU group A) field `SRU_CLK3` (`DIT_HFCLK_I`). This clock input can come from the SPORTs, the PCG, external pins, or from the S/PDIF receiver. By default, `Tx_CLK` is connected to the `LOGIC_LEVEL_LOW` signal. [For more information, see “Clock Routing Control Registers \(SRU_CLKx, Group A\)” on page A-81.](#)

DIT_O. The biphasic encoded data stream can be routed to any of the external pins, or to the S/PDIF receiver for loop back testing through the SRU. The `SRU_PINx` registers controls this routing. [For more information, see “Pin Signal Assignment Registers \(SRU_PINx, Group D\)” on page A-94.](#)

S/PDIF Control Registers

The ADSP-2136x processor contains six registers that are used to enable/disable S/PDIF, to manage its operation, and to report status. The registers are as follows.

- **DITCTL.** S/PDIF transmit and receive control registers. These 32-bit read/write registers are located at address 0x24A0 and 0x24A8 respectively. They are used to enable the transmitter and receiver and to control mute, over sampling, mode and data format. These registers are described in detail in [“Transmitter Control Register \(DITCTL\)” on page A-132](#) and [“Receiver Control Register \(DIRCTL\)” on page A-135](#).
- **DITCHANL and DITCHANR.** S/PDIF channel A and B transmit status registers. These 32-bit read/write registers, located at address 0x24A1 and 0x24A2, provide status information for transmitter subframe A and B. These registers are described in detail in [“Left Channel Status for Subframe A Register \(DIRCHANL\)” on page A-140](#) and [“Right Channel Status for Subframe B Register \(DIRCHANR\)” on page A-140](#).

S/PDIF Transmitter Programming Guidelines

The following guidelines are intended to help in programming the S/PDIF transmitter.

Control Register

The `DITCTL` register contains control parameters for the S/PDIF transmitter. The control parameters include transmitter enable, mute information, over sampling clock division ratio, SCDF mode select and enable, serial data input format select and validity and channel status buffer selects. By default, all the bits in this register are zero.

SRU Programming for Input and Output Streams

The SRU (signal routing unit) is used to connect the S/PDIF transmitter biphase data out to the output pins or to the S/PDIF receiver. The serial data input and the over sampling clock input also need to be routed through SRU. See [“Clock Routing Control Registers \(SRU_CLKx, Group A\)” on page A-81](#) and [“Serial Data Routing Registers \(SRU_DATx, Group B\)” on page A-85](#).

Program the SRU to connect the following signals.

- The serial clock (SCLK) input to the S/PDIF transmitter is controlled by bits 14–10 of the clock routing register (SRU group A) field `SRU_CLK2 (DIT_CLK_I)`. This clock input can come from the SPORTs, precision clock generator (PCG), external pins, or from the S/PDIF receiver.
- The serial data (SDATA) input to the S/PDIF transmitter is controlled by bits 5–0 of the serial data routing register (SRU group B) field `SRU_DAT4 (DIT_DAT_I)`. The data input can come from the SPORTs, sample rate converter (SRC), external pins, or from the S/PDIF receiver.
- The frame sync (LRCLK) input to the S/PDIF transmitter is controlled by bits 14–10 of the frame sync routing register (SRU group C) field `SRU_FS2 (DIT_FS_I)`. The LRCLK input can come from the SPORTs, PCG, external pins, or from the S/PDIF receiver.
- The over sampling clock, `TX_CLK`, is divided down according to the `FREQMULT` bit in the transmitter control register to generate the biphase clock. It also can be selected from various sources since it is routed through SRU. The `TX_CLK` input to the S/PDIF transmitter is controlled by bits 29–25 of the clock routing register (SRU group A) field `SRU_CLK3 (DIT_HFCLK_I)`. This clock input can come from the SPORTs, PCG, external pins, or from the S/PDIF receiver.

- The biphas encoded data stream (`DIT_0`) can be routed to any of the external pins or to the S/PDIF receiver for loopback testing through the SRU. The `SRU_PINx` registers control this routing to the pins.

Control Register Programming and Enable

If the channel status or validity buffer needs to be enabled (after the SRU programming is complete), first write to the buffers with the required data and then enable the buffers using the `DIT_CHANBUF` bit in the `DITCTL` register. Also write other control values such as `DIT_SMODEIN`, `DIT_FREQ`, and enable the transmitter by setting the `DIT_EN` bit.

Programming Summary

Since the S/PDIF transmitter data input is not available to the core, programming the DIT peripheral is as simple as connecting the SRU to the on-chip (serial ports or input data port) or off-chip (DAI pins) serial devices that provides the clock and data to be encoded, and selecting the desired mode in the transmitter control register. This setup can be accomplished in three steps.

1. Connect the transmitter's four required input signals and one biphas encoded output in the SRU. The four input signals are the serial clock (`DIT_CLK_I`), the serial frame sync (`DIT_FS_I`), the serial data (`DIT_DAT_I`), and the high frequency clock (`DIT_HFCLK_I`) used for the encoding . The only output of the transmitter is `DIT_0`.
2. Initialize the `DITCTL` register to enable the data encoding.
3. Manually set the block start bit (as shown in [Figure 9-4](#)) in the data stream once per block (384 words). This is necessary if automatic generation of block start information is not enabled in the `DITCTL` register, (`DIT_AUTO = 0`).

Structure of the S/PDIF and AES3 Format

Figure 9-4 shows the format of data that is sent to the S/PDIF transmitter using a 24-bit I²S interface. The upper 24 bits (bits 8 through 31) contain the audio data. Bits 3–7 are used to transmit status information and to generate preambles and or headers. Bits 0 through 3 are empty.

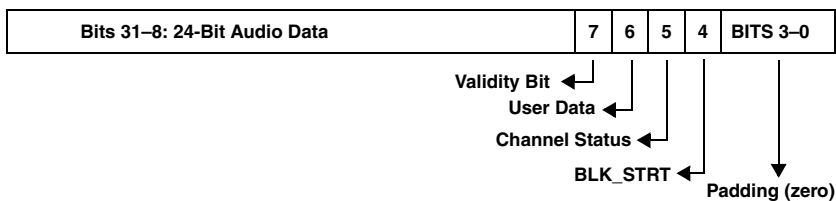


Figure 9-4. S/PDIF Frame Format

S/PDIF Receiver

The S/PDIF receiver is compliant with all common serial digital audio interface standards including IEC-60958, IEC-61937, AES3, and AES11. These standards define a group of protocols that are commonly associated with the S/PDIF interface standard defined by AES3, which was developed and is maintained by the Audio Engineering Society. The AES3 standard effectively defines the data and status bit structure of an S/PDIF stream. AES3-compliant data is sometimes referred to as AES/EBU compliant. This term highlights the adoption of the AES3 standard by the European Broadcasting Union. The S/PDIF receiver in the ADSP-2136x processor receives an S/PDIF biphase encoded stream and decodes it into an I²S serial data format, and it provides the programmer with several methods of managing the incoming status bit information.

The input to the receiver is a biphas encoded signal that may contain two audio channels (compressed or linear PCM) or non-audio data. The receiver decodes the single biphas encoded stream, producing an I²S compatible serial data output that consists of a serial clock (SCLK), a left-right clock (FS), and data (channel A/B).

The receiver can recover the clock from the biphas encoded stream using either a dedicated on-chip digital phased-locked loop (PLL) or an external analog PLL. (The dedicated on-chip digital PLL is separate from the digital PLL that supplies the ADSP-2136x processor core.)

The S/PDIF input stream can be selected from any of the DAI pins, DAI_P20-1, or from the output of the S/PDIF transmitter for loopback testing using signal routing group C (as described in Section 3.3). The first five bytes of the channel status are identified and stored in dedicated status registers for both A and B channels. The registers are DIR_CHANL and DIR_CHANR. As the serial data is received, the appropriate bits (first five bytes – bit 0 through bit 39) are updated from the 192-word frame. If the channel status bits change, an interrupt may optionally be generated to notify the core.

The receiver also detects errors in the S/PDIF stream. These error bits are stored in the status register, which can be read by the core. Optionally, an interrupt may be generated to notify the core on error conditions. The extracted serial data is transmitted on the data pin in I²S format. The extracted clock, frame sync, and data are routed through the SRU.

The S/PDIF receiver receives any S/PDIF stream with a sampling frequency range of 32 kHz – 15% to 192 kHz + 15% range.

The serial output from the receiver is 24-bit I²S serial data which conforms to the format shown in [Figure 9-4](#).

S/PDIF Receiver Registers

The S/PDIF receiver uses the registers described in the following sections. More detail can be found in [“Sony/Philips Digital Interface Registers” on page A-132](#).

SRU Control Registers

The biphas encoded data and the external PLL clock inputs to the receiver are routed through the signal routing unit (SRU). The extracted clock, frame sync, and data are also routed through the SRU.

The SRU inputs to the S/PDIF transmitter are configured through the following registers.

- **SPDIF_PLLCLK_I.** External $512 \times F_S$ (frame sync) PLL clock input. This register is controlled by the 5-bit clock routing register field `SRU_CLK4[14:10]` ([Figure A-34 on page A-83](#)). This clock input can come from the SPORTS, precision clock generators, (PCG) external pins, or from the S/PDIF receiver.
- **DIR_LRCLK_FB_O.** Receiver frame sync feed back out.
- **DIR_LRCLK_REF_O.** Receiver frame sync reference clock.
- **DIR_I.** Biphas encoded data input. This register is controlled by the 5-bit frame sync routing register field `SRU_FS3[29:25]` ([Figure A-43 on page A-92](#)). This data may be received from external pins or from the S/PDIF transmitter.

The SRU outputs from the S/PDIF transmitter are configured through the following registers.

- **DIR_DAT_O.** Extracted audio data output. Can be routed to any of the external pins or to one of the serial receivers (SPORT, input data port) through the SRU.
- **DIR_CLK_O.** Extracted receiver sample clock output. Can be routed to any of the external pins or to one of the serial receivers (SPORT, input data port) through the SRU.
- **DIR_FS_O.** Extracted receiver frame sync out. Can be routed to any of the external pins or to one of the serial receivers (SPORT, input data port) through the SRU.
- **DIR_TDMCLK_O.** Receiver TDM clock out. Can be routed to any of the external pins or to one of the serial receivers (SPORT, input data port) through the SRU.

S/PDIF Receiver Control Registers

The registers described in the following sections are used to configure and report status for the S/PDIF receiver module.

S/PDIF Receiver Control Register (DIRCTL)

This 32-bit read/write register is used to set up error control and single-channel, double-frequency mode.

S/PDIF Receiver Status Register (DIRSTAT)

This 32-bit read-only register is used to store the error bits. The error bits are sticky on read. Once they are set, they remain set until the register is read. This register also contains the lower byte of the 40-bit channel status information.

S/PDIF Receiver Registers

Channel Status for Subframes

The `DIRCHANL` and `DIRCHANR` registers provide status information for subframe A (left channel) bytes 1, 2, 3, and 4 and subframe B (right channel) bytes 1, 2, 3 and 4. These 32-bit read/write registers are located at addresses `0x24AA` and `0x24AB`. See also [“Left Channel Status for Subframe A Register \(DITCHANL\)” on page A-134](#) and [“Right Channel Status for Subframe B Register \(DITCHANR\)” on page A-135](#).

S/PDIF Receiver Programming Guidelines

The following guidelines are intended to help in programming the S/PDIF receiver.

Control Register

The S/PDIF receiver is enabled at default to receive in two-channel mode. Therefore, if the receiver is not used, programs should disable the digital PLL to avoid unnecessary switching. This is accomplished by writing into the `DIR_PLLDIS` bit (bit 7) in the `DIRCTL` register. In most cases, when the S/PDIF receiver is used, this register does not need to be changed. For a detailed description of this register, see [“Receiver Control Register \(DIRCTL\)” on page A-135](#).

The `DIRCTL` register contains control parameters for the S/PDIF receiver. The control parameters include mute information, error controls, SCDF mode select and enable, and digital PLL disable.

SRU Programming

The SRU (signal routing unit) needs to be programmed in order to connect the S/PDIF receiver to the output pins or any other peripherals and also for the connection to the input biphase stream.

Program the corresponding SRU registers to connect the outputs to the required destinations. See [“SRU Control Registers” on page 9-14](#), [“Clock Routing Control Registers \(SRU_CLKx, Group A\)” on page A-81](#), and [“Frame Sync Routing Control Registers \(SRU_FSx, Group C\)” on page A-90](#).

Control Register Programming

After the SRU programming is complete, write to the `DIRCTL` register with control values, and enable the internal digital PLL by clearing the `DIR_PLLDIS` bit if it was cleared initially. At this point, the receiver attempts to lock.

Receiver Locking

Once the receiver is locked, the corresponding `LOCK` bit in the `DIRSTAT` register is set. This bit can be polled to detect the `LOCK` condition. Another option is to use the `SPDIF_RX_LOCK_START` interrupt in the `DAI_IRPTL_H/L` register (see [“DAI Interrupt Controller Registers” on page A-115](#)). This triggers the `DAI_INTH/L` interrupt once the receiver is locked. From this point forward, the S/PDIF starts producing extracted output serial data. The data is guaranteed to be correct only after the `LOCK` goes HIGH.

Status Bits

After the receiver is locked, the other status bits in the receiver status (`DIRSTAT`) and the channel status (`DIRCHANL/R`) registers can be read. Interrupts can be also used with some status bits.

Programming Summary

Since the SPDIF receiver data output is not available to the core, programming the peripheral is as simple as connecting the SRU to the on-chip (serial ports or input data port) or off-chip (DAI pins) serial

Phased-Locked Loop

devices that provide the clock and data to be decoded, and selecting the desired mode in the receiver control register. This setup can be accomplished in two steps.

1. Connect the input signal and three output signals in the SRU for. The only input of the receiver is the biphas encoded stream, `DIR_I`. The three required output signals are the serial clock (`DIR_CLK_0`), the serial frame sync (`DIR_FS_0`), and the serial data (`DIR_DAT_0`). The high frequency clock (`DIR_TDMCLK_0`) derived from the encoded stream is also available if the system requires it.
2. Initialize the `DIRCTL` register to enable the data decoding. Note that this peripheral is enabled by default.

Phased-Locked Loop

The phased-locked loop for the AES3/SPDIF receiver is intended to recover the clock that generated the AES3/SPDIF biphas encoded stream. This clock is used by the receiver to clock in the biphas encoded data stream and is also used to provide clocks for either the SPORTs, sample rate converter, or the AES3/SPDIF transmitter. The recovered clock may also be used externally to the chip for clocking D/A and A/D converters.

Note that jitter on the recovered clock must be less than 200 ps and, if possible, less than 100 ps across all the sampling frequencies ranging from 27.2 kHz to 220.8 kHz (32 kHz – 15% and 192 kHz + 15%). Furthermore, once the PLL achieves lock it should be able to vary + or –15% in frequency over time. This allows for applications that do not use PLL unlocking.

The receiver can be used with the on-chip digital PLL or with an external Analog PLL. There are various performance characteristics to consider when configuring for analog PLL mode, and more information can be found on our Web site at www.analog.com/processors.

Channel Status Decoding

The S/PDIF receiver processes compressed as well as non-linear audio data according to the supported standards. The following sections describe how this peripheral handles different data.

Compressed or Non-linear Audio Data

The AES3/SPDIF receiver is required to detect compressed or non-linear audio data according to the AES3, IEC60958, and IEC61937 standards. Bit 1 of byte 0 in the `DIRSTAT` register indicates whether the audio data is linear PCM, (bit 1=0), or non-PCM audio, (bit 1=1). If the channel status indicates non-PCM audio, the `DIR_NOAUDIO` bit flag is set. (This bit can be used to generate an interrupt.) The `DIR_VAILID` bit (bit 3 in the `DIRSTAT` register) when set (=1) may indicate non-linear audio data as well. Whenever this bit is set, the `VALIDITY` bit flag is set in the `SPDIF_RX_STAT` register.

MPEG-2, AC-3, DTS, and AAC compressed data may be transmitted without setting either the `DIR_VAILID` bit or bit 1 of byte 0. To detect this data, the IEC61937 and SPMTE 337M standards dictate that there be a 96-bit sync code in the 16-, 20- or 24-bit audio data stream. This sync code consists of four words of zeros followed by a word consisting of 0xF872 and another word consisting of 0x4E1F. When this sync code is detected, the `DIR_NOAUDIO` bit flag is set. If the sync code is not detected again within 4096 frames, the `DIR_NOAUDIO` bit flag is deasserted.

The last two words of the sync code, 0xF872 and 0x4E1F, are called the preamble-A and preamble-B of the burst preamble. Preamble-C of the burst preamble contains burst information and is captured and stored by the receiver. Preamble-D of the burst preamble contains the length code and is captured by the receiver. Even if the validity bit or bit 1 of byte 0 has been set, the receiver still looks for the sync code in order to record the preamble-C and D values. Once the sync code has not been detected in 4096 frames, the preamble-C and D registers are zeroed.

Emphasized Audio Data

The receiver must indicate to the program whether the received audio data is emphasized using the channel status bits as detailed below.

- In professional mode, bit 0 of byte 0 = 1, channel status bits 2–4 of byte 0 indicate the audio data is emphasized if they are equal to 110 or 111.
- In consumer mode, bit 0 of byte 0 = 0, channel status bits 3–5 indicate the audio data is emphasized if they are equal to 100, 010 or 110.

If emphasis is indicated in the channel status bits, the receiver asserts the EMPHASIS bit flag. This bit flag is used to generate an interrupt as described in [“Error Handling” on page 9-21](#).

Single-Channel Double-Frequency Mode

Single-channel, double-frequency mode (SCDF) mode is selected with DIR_SCDF and DIR_SCDF_LR bits in the DIRCTL register. The DIR_BOCHANL/R bits in the DIRSTAT register also contain information about the SCDF mode. When the DIR_B0CHANL/R indicates single channel double frequency mode, the two subframes of a frame carry successive audio samples of the same signal. Bits 0–3 of channel status byte 1 are decoded by the receiver to determine one of the following:

- 0111 = single channel double frequency mode.
- 1000 = single channel double frequency mode–stereo left.
- 1001 = single channel double frequency mode–stereo right.

Error Handling

There are five different types of errors that can occur in the receiver that are reported on the error flag bits.

1. **Lock error.** When bit 4 in the `DIRSTAT` register is set (=1), the PLL is locked.
2. **Biphase error.** When bit 7 in the `DIRSTAT` register is set (=1), it indicates that a biphase error has occurred and the data sampled from the biphase stream may not be correct.
3. **Parity error.** When bit 6 in the `DIRSTAT` register is set (=1), it indicates that the AES3/SPDIF stream was received with the correct parity, or even parity. When the `DIR_PARITYERROR` bit is low (=0), it indicates that an error has occurred, and the parity is odd.
4. **CRCC error.** The `CRCCERROR` bit is asserted high whenever the CRCC check of the `DIR_BOCHANL/R` bits fail. The CRCC check is only performed if the channel status bit 0 of byte 0 is high, indicating professional mode.
5. **No Stream error.** The `DIR_NOSTREAM` bit is asserted whenever the AES3/SPDIF stream is disconnected.

When the `DIR_NOSTREAM` bit is asserted and the audio data in the stream is linear PCM, the receiver performs a soft mute of the last valid sample from the AES3/SPDIF stream. A soft mute consists of taking the last valid audio sample and slowly and linearly decrementing it to zero, over a period of 4096 frames. During this time, the PLL three-states the charge pump until the soft mute has been completed. If non-linear PCM audio data is in the AES3/SPDIF stream when the `NOSTREAM` bit is asserted, the receiver sends out zeros after the last valid sample.

Error Handling

When the `DIR_LOCK` bit is deasserted, it means the PLL has become unlocked and the audio data is handled according to the `DIR_NOAUDIO01-0` bits in the `DIRCTL` register. When this happens, the receiver functions as follows.

- 00 = No action is taken with the audio data.
- 01 = The last valid audio sample is held.
- 10 = Zeros are sent out after the last valid sample.
- 11 = Soft mute of the last valid audio sample is performed (as if `DIR_NOSTREAM` is asserted).

This is valid only when linear PCM audio data is in the stream. When non-linear audio data is in the stream, this mode defaults to the case of `DIR_NOAUDIO01-0` bits = 10.

When a parity or biphase error occurs, the audio data is handled according to the `DIR_BIPHASEERROR_CTL1-0` bits in the following manner.

- 00 = No action is taken with the audio data.
- 01 = The last valid sample is held.
- 10 = The invalid sample is replaced with zeros.

The `VALIDITY`, `NONAUDIO`, `NOSTREAM`, `BIPHERR`, `PARITY` and `LOCK` bits are also stored in the receiver status register as sticky bits.

Interrupts

The following error/status bits can be used to interrupt the processor core.

- The `DIR_LOCK`, `DIR_VALID`, `DIR_NOSTREAM`, and `DIR_NOAUDIO` bits can generate interrupts. Parity error and biphase error are ORed together to form a `PARITY_BIPHASE_ERROR` interrupt. Whenever there is a change in channel status information, a `CHANNEL_STAT_CHANGE` interrupt occurs.
- The `DIR_BIPHASEERROR` and `DIR_VALID` interrupts are one peripheral clock (`PCLK`) pulse wide.
- All interrupts are processed through the RIC (resident interrupt controller) which can generate an interrupt on the rising or falling edge of the signal.

10 ASYNCHRONOUS SAMPLE RATE CONVERTER

The asynchronous sample rate converter (SRC) block is used to perform synchronous or asynchronous sample rate conversion across independent stereo channels, without using any internal processor resources. Furthermore, the SRC blocks can be configured to operate together to convert multichannel audio data without phase mismatches. Finally, the SRC is used to clean up audio data from jittery clock sources such as the S/PDIF receiver.

Introduction

The SRC as it is implemented in the ADSP-2136x processor contains four blocks (SRC0–3). It also is the same core that is used in the Analog Devices AD1896 192 kHz Stereo Asynchronous Sample Rate Converter. The top-level block diagram of the SRC module is shown in [Figure 10-1](#).

The following sections provide information on what sample rate converters do and how they work. The topics covered are:

Overview

The SRC has a 3-wire interface for the serial input and output ports that supports left-justified, I²S, and right-justified (16-, 18-, 20-, 24-bit) modes. Additionally, the serial interfaces support TDM mode for daisy-chaining multiple SRCs to a processor. The serial output data is dithered down to 20, 18, or 16 bits when 20-, 18-, or 16-bit output data is selected. [Figure 10-1](#) shows a block diagram of the SRC module.

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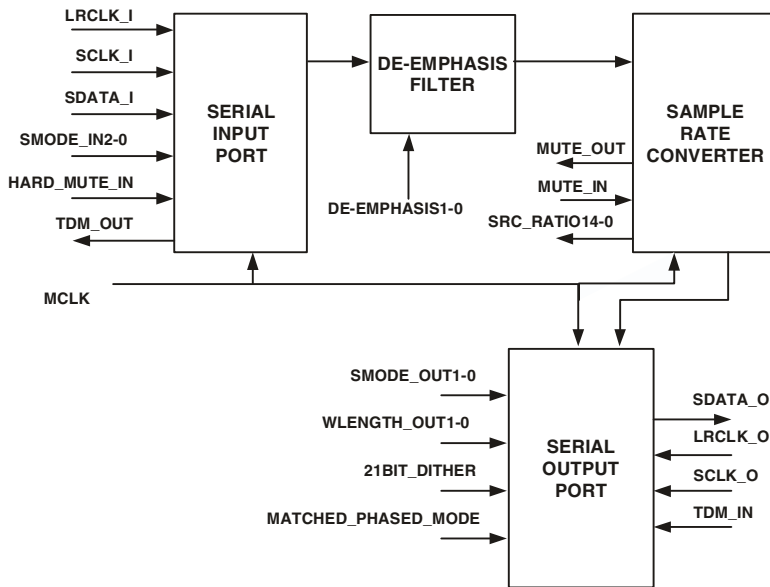


Figure 10-1. Sample Rate Converter Block Diagram

The SRC sample rate converts the data from the serial input port to the sample rate of the serial output port. The sample rate at the serial input port can be asynchronous with respect to the output sample rate of the output serial port.

Conceptually, the SRC interpolates the serial input data by a rate of 2^{20} and samples the interpolated data stream by the output sample rate. In practice, a 64-tap FIR filter with 2^{20} polyphases, a FIFO, a digital servo loop that measures the time difference between the input and output samples within 5 ps, and a digital circuit to track the sample rate ratio are used to perform the interpolation and output sampling. Refer to [“Theory of Operation” on page 10-4](#). The digital servo loop and sample rate ratio circuit automatically track the input and output sample rates.

The digital servo loop measures the time difference between the input and output sample rates within 5 ps. This is necessary in order to select the correct polyphase filter coefficient. The digital servo loop has excellent jitter rejection for both input and output sample rates as well as the master clock. The jitter rejection begins at less than 1 Hz. This requires a long settling time whenever the SRC is enabled or when the input or output sample rate changes.

To reduce the settling time when the SRC is enabled or there is a change in the sample rate, the digital servo loop enters the fast settling mode. When the digital servo loop has adequately settled in the fast mode, it switches into the normal or slow settling mode and continues to settle until the time difference measurement between input and output sample rates is within 5 ps. During fast mode, the `MUTE_OUT` signal is asserted high. Normally, the `MUTE_OUT` is connected to the `MUTE_IN` signal. The `MUTE_IN` signal is used to softly mute the SRC upon assertion and softly stop muting the SRC when it is deasserted.

The sample rate ratio circuit is used to scale the filter length of the FIR filter for decimation. Hysteresis in measuring the sample rate ratio is used to avoid oscillations in the scaling of the filter length, which would cause distortion on the output.

However, when multiple SRCs are used with the same serial input port clock and the same serial output port clock, the hysteresis causes different group delays between multiple SRCs. A phase-matching mode feature was added to the SRC to address this problem. In phase-matching mode, one SRC, (the master), transmits its sample rate ratio to the other SRCs, (the slaves), so that the group delay between the multiple SRCs remains the same.

Theory of Operation

Asynchronous sample rate conversion is converting data from one clock source at a sample rate to another clock source at the same or a different sample rate. The simplest approach to an asynchronous sample rate conversion is the use of a zero-order hold between the two samplers shown in [Figure 10-2](#). In an asynchronous system, T_2 is never equal to T_1 nor is the ratio between T_2 and T_1 rational. As a result, samples at f_{S_OUT} are repeated or dropped producing an error in the resampling process. The frequency domain shows the wide side lobes that result from this error when the sampling of f_{S_OUT} is convolved with the attenuated images from the $\sin(x)/x$ nature of the zero-order hold. The images at f_{S_IN} , dc signal images, of the zero-order hold are infinitely attenuated. Since the ratio of T_2 to T_1 is an irrational number, the error resulting from the resampling at f_{S_OUT} can never be eliminated. However, the error can be significantly reduced through interpolation of the input data at f_{S_IN} . The SRC is conceptually interpolated by a factor of 2^{20} .

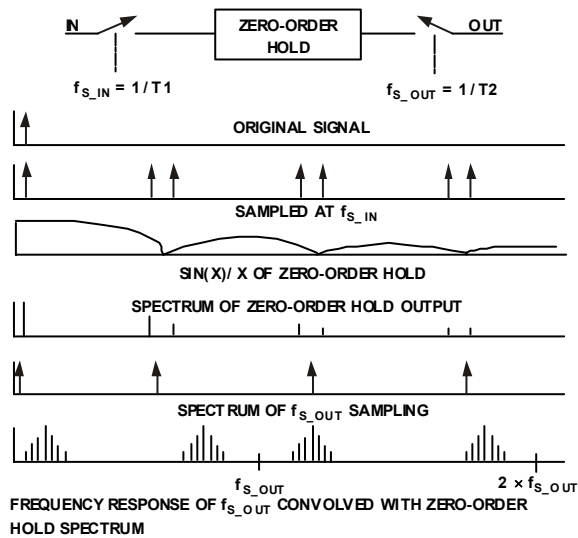


Figure 10-2. Zero-Order Hold Used by f_{S_OUT} to Resample Data From f_{S_IN}

Conceptual Model

Interpolation of the input data by a factor of 2^{20} involves placing $(2^{20} - 1)$ samples between each f_{S_IN} sample. Figure 10-3 shows both the time domain and the frequency domain of interpolation by a factor of 2^{20} . Conceptually, interpolation by 2^{20} involves the steps of zero-stuffing $(2^{20} - 1)$ samples between each f_{S_IN} sample and convolving this interpolated signal with a digital low-pass filter to suppress the images. In the time domain, it can be seen that f_{S_OUT} selects the closest $f_{S\_IN} \times 2^{20}$ sample from the zero-order hold as opposed to the nearest f_{S_IN} sample in the case of no interpolation. This significantly reduces the resampling error.

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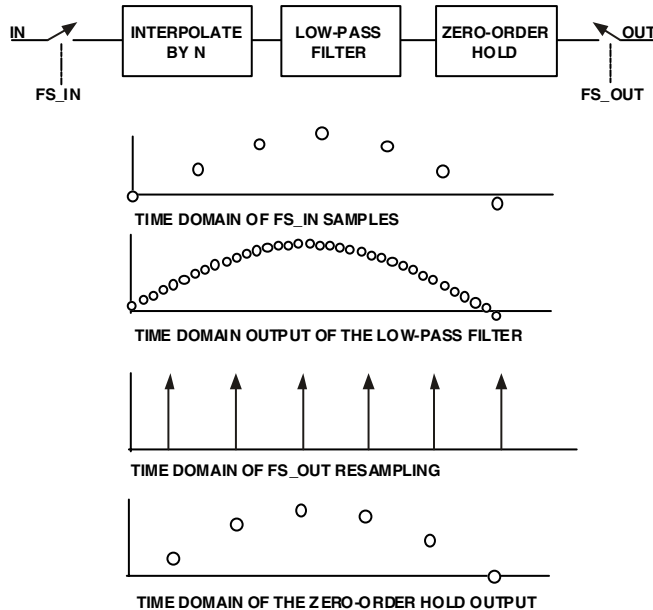


Figure 10-3. Time Domain of the Interpolation and Resampling

In the frequency domain shown in [Figure 10-4](#), the interpolation expands the frequency axis of the zero-order hold. The images from the interpolation can be sufficiently attenuated by a good low-pass filter. The images from the zero-order hold are now pushed by a factor of 2^{20} closer to the infinite attenuation point of the zero-order hold, which is $f_{S\_IN} \times 2^{20}$. The images at the zero-order hold are the determining factor for the fidelity of the output at f_{S_OUT} . The worst-case images can be computed from the zero-order hold frequency response are:

$$\text{maximum image} = \sin(\pi \times F/f_{S\_INTERP})/(\pi \times F/f_{S\_INTERP}).$$

F is the frequency of the worst-case image that is:

$$2^{20} \times f_{S\_IN} \pm f_{S\_IN}/2, \text{ and } f_{S\_INTERP} \text{ is } f_{S\_IN} \times 2^{20}$$

Asynchronous Sample Rate Converter

The following worst-case images would appear for $f_{S\_IN} = 192$ kHz:

Image at $f_{S\_INTERP} - 96$ kHz = -125.1 dB

Image at $f_{S\_INTERP} + 96$ kHz = -125.1 dB

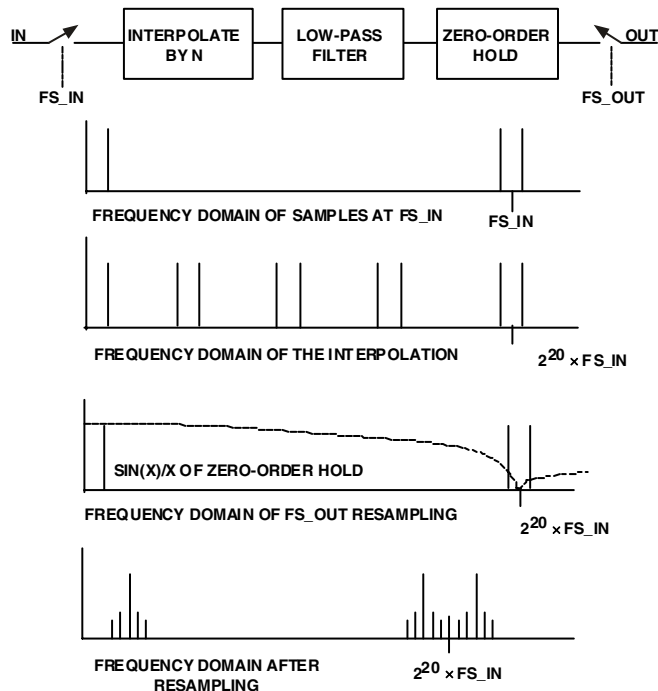


Figure 10-4. Frequency Domain of the Interpolation and Resampling

Hardware Model

The output rate of the low-pass filter of [Figure 10-3](#) would be the interpolation rate, $2^{20} \times 192$ kHz = 201.3 GHz. Sampling at a rate of 201.3 GHz is clearly impractical, not to mention the number of taps required to calculate each interpolated sample. However, since interpolation by 2^{20} involves zero-stuffing $2^{20} - 1$ samples between each f_{S_IN} sample, most of

Introduction

the multiplies in the low-pass FIR filter are by zero. A further reduction can be realized by the fact that since only one interpolated sample is taken at the output at the f_{S_OUT} rate, only one convolution needs to be performed per f_{S_OUT} period instead of 2^{20} convolutions. A 64-tap FIR filter for each f_{S_OUT} sample is sufficient to suppress the images caused by the interpolation.

The difficulty with the above approach is that the correct interpolated sample needs to be selected upon the arrival of f_{S_OUT} . Since there are 2^{20} possible convolutions per f_{S_OUT} period, the arrival of the f_{S_OUT} clock must be measured with an accuracy of $1/201.3 \text{ GHz} = 4.96 \text{ ps}$. Measuring the f_{S_OUT} period with a clock of 201.3 GHz frequency is clearly impossible; instead, several coarse measurements of the f_{S_OUT} clock period are made and averaged over time.

Another difficulty with the above approach is the number of coefficients required. Since there are 2^{20} possible convolutions with a 64-tap FIR filter, there needs to be 2^{20} polyphase coefficients for each tap, which requires a total of 2^{26} coefficients. To reduce the amount of coefficients in ROM, the SRC stores a small subset of coefficients and performs a high order interpolation between the stored coefficients. So far the above approach works for the case of $f_{S\_OUT} > f_{S\_IN}$. However, in the case when the output sample rate, f_{S_OUT} , is less than the input sample rate, f_{S_IN} , the ROM starting address, input data, and the length of the convolution must be scaled. As the input sample rate rises over the output sample rate, the anti-aliasing filter's cutoff frequency has to be lowered because the Nyquist frequency of the output samples is less than the Nyquist frequency of the input samples. To move the cutoff frequency of the anti-aliasing filter, the coefficients are dynamically altered and the length of the convolution is increased by a factor of (f_{S_IN}/f_{S_OUT}) . This technique is supported by the Fourier transform property that if $f(t)$ is $F(\omega)$, then $f(k \times t)$ is $F(\omega/k)$. Thus, the range of decimation is simply limited by the size of the RAM.

Sample Rate Converter Architecture

The architecture of the sample rate converter is shown in [Figure 10-5](#). The sample rate converter's FIFO block adjusts the left and right input samples and stores them for the FIR filter's convolution cycle. The f_{S_IN} counter provides the write address to the FIFO block and the ramp input to the digital servo loop. The ROM stores the coefficients for the FIR filter convolution and performs a high-order interpolation between the stored coefficients. The sample rate ratio block measures the sample rate for dynamically altering the ROM coefficients and scaling of the FIR filter length as well as the input data. The digital servo loop automatically tracks the f_{S_IN} and f_{S_OUT} sample rates and provides the RAM and ROM start addresses for the start of the FIR filter convolution.

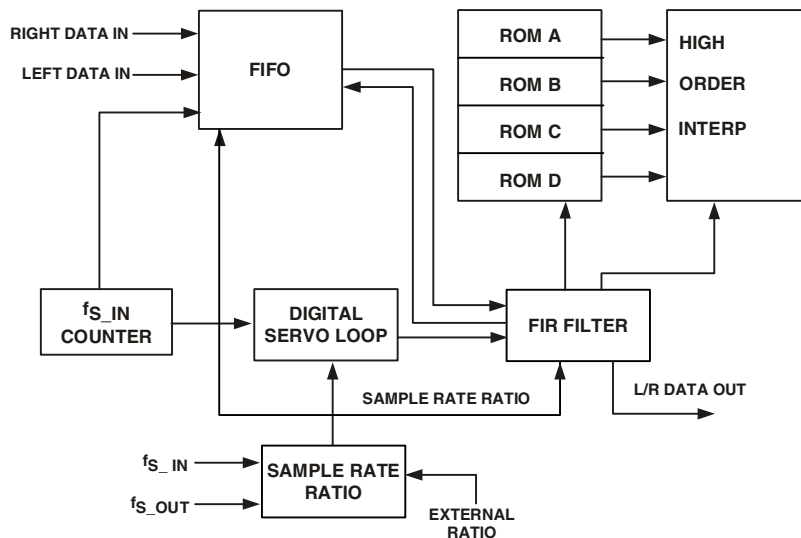


Figure 10-5. Sample Rate Converter Architecture

The FIFO receives the left and right input data and adjusts the amplitude of the data for both the soft muting of the sample rate converter and the scaling of the input data by the sample rate ratio before storing the sam-

Introduction

ples in the RAM. The input data is scaled by the sample rate ratio because as the FIR filter length of the convolution increases, so does the amplitude of the convolution output. To keep the output of the FIR filter from saturating, the input data is scaled down by multiplying it by (f_{S_OUT}/f_{S_IN}) when $f_{S\_OUT} < f_{S\_IN}$. The FIFO also scales the input data to mute and stop muting the SRC.

The RAM in the FIFO is 512 words deep for both left and right channels. An offset to the write address provided by the f_{S_IN} counter is added to prevent the RAM read pointer from ever overlapping the write address. The offset is selectable by the $GRPDLYS$, (group delay select), signal. A small offset, (16), is added to the write address pointer when $GRPDLYS$ is high, and a large offset, (64), is added to the write address pointer when $GRPDLYS$ is low. Increasing the offset of the write address pointer is useful for applications when small changes in the sample rate ratio between f_{S_IN} and f_{S_OUT} are expected. The maximum decimation rate can be calculated from the RAM word depth and $GRPDLYS$ as $(512 - 16)/64$ taps = 7.75 for short group delay and $(512 - 64)/64$ taps = 7 for long group delay.

The digital servo loop is essentially a ramp filter that provides the initial pointer to the address in RAM and ROM for the start of the FIR convolution. The RAM pointer is the integer output of the ramp filter while the ROM pointer is the fractional part. The digital servo loop must be able to provide excellent rejection of jitter on the f_{S_IN} and f_{S_OUT} clocks as well as measure the arrival of the f_{S_OUT} clock within 4.97 ps. The digital servo loop also divides the fractional part of the ramp output by the ratio of f_{S_IN}/f_{S_OUT} for the case when $f_{S\_IN} > f_{S\_OUT}$, to dynamically alter the ROM coefficients.

The digital servo loop is implemented with a multirate filter. To settle the digital servo loop filter quicker upon startup or a change in the sample rate, a *fast mode* has been added to the filter. When the digital servo loop starts up or the sample rate is changed, the digital servo loop kicks into fast mode to adjust and settle on the new sample rate. Upon sensing the digital servo loop settling down to some reasonable value, the digital servo

loop kicks into *normal* or *slow mode*. During fast mode, the `MUTE_OUT` signal of the SRC is asserted to remind the user know to mute the SRC to avoid clicks and pops.

The FIR filter is a 64-tap filter in the case of $f_{S\_OUT} < f_{S\_IN}$ and is $(f_{S\_IN}/f_{S\_OUT}) \times 64$ taps for the case when $f_{S\_IN} > f_{S\_OUT}$. The FIR filter performs its convolution by loading in the starting address of the RAM address pointer and the ROM address pointer from the digital servo loop at the start of the f_{S_OUT} period. The FIR filter then steps through the RAM by decrementing its address by 1 for each tap, and the ROM pointer increments its address by the $(f_{S\_OUT}/f_{S\_IN}) \times 2^{20}$ ratio for $f_{S\_IN} > f_{S\_OUT}$ or 2^{20} for $f_{S\_OUT} < f_{S\_IN}$. Once the ROM address rolls over, the convolution is complete. The convolution is performed for both the left and right channels, and the multiply/accumulate circuit used for the convolution is shared between the channels.

The f_{S_IN}/f_{S_OUT} sample rate ratio circuit is used to dynamically alter the coefficients in the ROM for the case when $f_{S\_IN} > f_{S\_OUT}$. The ratio is calculated by comparing the output of an f_{S_OUT} counter to the output of an f_{S_IN} counter. If $f_{S\_OUT} > f_{S\_IN}$, the ratio is held at one. If $f_{S\_IN} > f_{S\_OUT}$, the sample rate ratio is updated if it is different by more than two f_{S_OUT} periods from the previous f_{S_OUT} to f_{S_IN} comparison. This is done to provide some hysteresis to prevent the filter length from oscillating and causing distortion.

However, the hysteresis of the f_{S_OUT}/f_{S_IN} ratio circuit can cause phase mismatching between two SRCs operating with the same input and output clocks. Since the hysteresis requires a difference of more than two f_{S_OUT} periods to update the f_{S_OUT}/f_{S_IN} ratio, two SRCs may have differences in their ratios from 0 to 4 f_{S_OUT} period counts. The f_{S_OUT}/f_{S_IN} ratio adjusts the filter length of the SRC, which corresponds directly with the group delay. Thus, the magnitude in the phase difference depends upon the resolution of the f_{S_OUT} and f_{S_IN} counters. The greater the resolution of the counters, the smaller the phase difference error.

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Group Delay

The filter group delay of the SRC is given by the equations:

$$GDS = \frac{16}{f_{S\_IN}} + \frac{32}{f_{S\_IN}} \text{ seconds for } f_{S\_OUT} > f_{S\_IN}$$

$$GDS = \frac{16}{f_{S\_IN}} + \left(\frac{32}{f_{S\_IN}} \right) \times \left(\frac{f_{S\_IN}}{f_{S\_OUT}} \right) \text{ seconds for } f_{S\_OUT} < f_{S\_IN}$$

SRC Operation

The following sections provide details on the SRC's operation within the ADSP-2136x processor.

SRC Enable

When `SRCx_ENABLE` is enabled (= 1), the SRC begins its initialization routine where all locations in the FIFO are initialized to zero, `MUTE_OUT` is cleared, and any output pins are enabled.

When clearing (= 0) `SRCx_ENABLE` and setting `SRCx_ENABLE`, the `SRCx_ENABLE` should be held low for a minimum of five `PCLK` cycles. It is recommended that the SRC be disabled when changing modes.

When the `SRCx_ENABLE` is set or there is a change in the sample rate between `LRCLK_I` and `LRCLK_O`, the `MUTE_OUT` pin is cleared. The `MUTE_OUT` pin remains cleared until the digital servo loop's internal fast settling mode is complete. When the digital servo loop has switched to slow settling mode, the `MUTE_OUT` pin will be set. While `MUTE_OUT` is cleared, the `MUTE_IN` pin should be cleared as well to prevent any major distortion in the audio output samples.

Serial Data Ports

The serial data ports provide the interface through which data is transferred into and out of the SRC modules. The following sections describe the various data formats and the available modes of operation.

Data Format

The serial data input port mode is set by the logic levels on the `SRCx_SMODEIN[0:2]` bits that are located in the `SRCCTLx` registers. The serial data input port modes available are left-justified, I²S, TDM and right-justified, 16, 18, 20, or 24 bits as defined in [Table 10-1](#).

Table 10-1. Serial Data Input Port Mode

SRCx_SMODE_0:2			Interface Format
2	1	0	
0	0	0	Left-justified
0	0	1	I ² S
0	1	0	TDM
0	1	1	RESERVED
1	0	0	Right-justified, 16 Bits
1	0	1	Right-justified, 18 Bits
1	1	0	Right-justified, 20 Bits
1	1	1	Right-justified, 24 Bits

The serial data output port mode is set by the logic levels on the `SRCx_SMODE_OUT[0:1]` bits. The serial mode can be changed to left-justified, I²S, right-justified, or TDM as defined in [Table 10-2](#). The output word width can be set by using the `SRCx_LENOUT[0:1]` bits as shown in [Table 10-3](#). When the output word width is less than 24 bits, dither is added to the truncated bits. The right-justified serial data out mode assumes 64 `SCLK_0` cycles per frame, divided evenly for left and right. Please note that 8 bits of each 32-bit subframe are used for transmitting

SRC Operation

matched-phase mode data as shown in [Figure 10-9 on page 10-17](#). The SRC also supports 16-bit, 32-clock packed input and output serial data in left-justified and I²S format.

Table 10-2. Serial Data Output Port Mode

SRCx_SMODEOUT_0:1		Interface Format
1	0	
0	0	Left-justified
0	1	I ² S
1	0	TDM
1	1	Right-justified

Table 10-3. Word Width

SRCx_LENOUT_0:1		Interface Format
1	0	
0	0	24 bits
0	1	20 bits
1	0	18 bits
1	1	16 bits

TDM Output Mode

In TDM output mode, several SRCs can be daisy-chained together and connected to the serial input port of an ADSP-2136x or other processor ([Figure 10-6](#)). The SRC contains a 64-bit parallel load shift register. When the LRCLK_0 pulse arrives, each SRC parallel loads its left and right data into the 64-bit shift register. The input to the shift register is connected to TDM_IN, while the output is connected to SDATA_0. By connecting the SDATA_0 to the TDM_IN of the next SRC, a large shift register is created, which is clocked by SCLK_0.

Asynchronous Sample Rate Converter

The number of SRCs that can be daisy-chained together is limited by the maximum frequency of $SCLK\_0$, which is about 25 MHz. For example, if the output sample rate, f_S , is 48 kHz, up to eight SRCs could be connected since $512 \times f_S$ is less than 25 MHz.

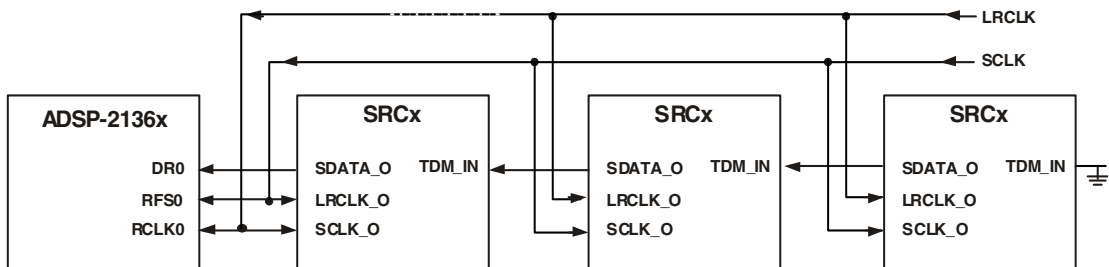


Figure 10-6. TDM Output Mode

TDM Input Mode

In TDM input mode, several SRCs can be daisy-chained together and connected to the serial input port of an ADSP-2136x processor or other processor (Figure 10-7). The SRC contains a 64-bit parallel load shift register. When the $LRCLK\_I$ pulse arrives, each SRC parallel loads its left and right data into the 64-bit shift register. The input to the shift register is connected to $SDATA\_IN$, while the output is connected to TDM_I . By connecting the $SDATA\_I$ to the TDM_IN of the next SRC, a large shift register is created, which is clocked by $SCLK\_I$.

The number of SRCs that can be daisy-chained together is limited by the maximum frequency of $SCLK\_0$, which is about 25 MHz. For example, if the output sample rate, f_S , is 48 kHz, up to eight SRCs could be connected since $512 \times f_S$ is less than 25 MHz.

SRC Operation

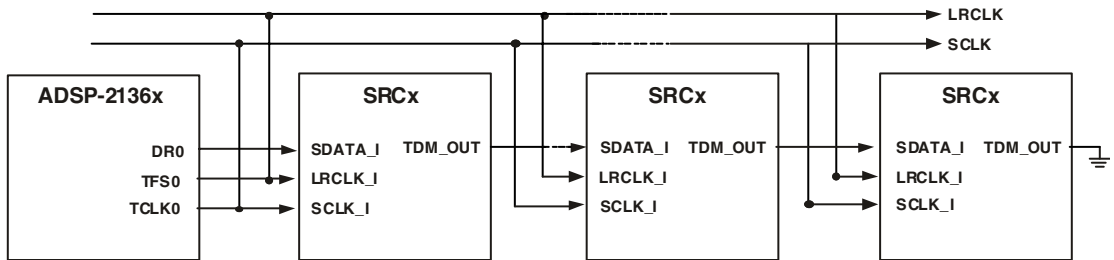


Figure 10-7. TDM Input Mode

Matched-Phase Mode

The matched-phase mode is the mode discussed in [“Theory of Operation” on page 10-4](#). This mode eliminates the phase mismatch between multiple SRCs. The master SRC device transmits its f_{S_OUT}/f_{S_IN} ratio through the `SDATA_0` pin to the slave SRC’s `TDM_IN` pins. The slave SRCs receive the transmitted f_{S_OUT}/f_{S_IN} ratio and use the transmitted f_{S_OUT}/f_{S_IN} ratio instead of their own internally-derived f_{S_OUT}/f_{S_IN} ratio as shown in [Figure 10-8](#). The master device can have both its serial ports in slave mode as depicted, or either one in master mode. The slave SRCs must have their `MATASE_2` bits set to 1, respectively. The `LRCLK_I` and `LRCLK_0` signals may be asynchronous with respect to each other in this mode.

There must be 32 `SCLK_0` cycles per subframe in matched-phase mode. The SRC supports the matched-phase mode for all serial output data formats: left-justified, I^2S , right-justified, and TDM mode.

Asynchronous Sample Rate Converter

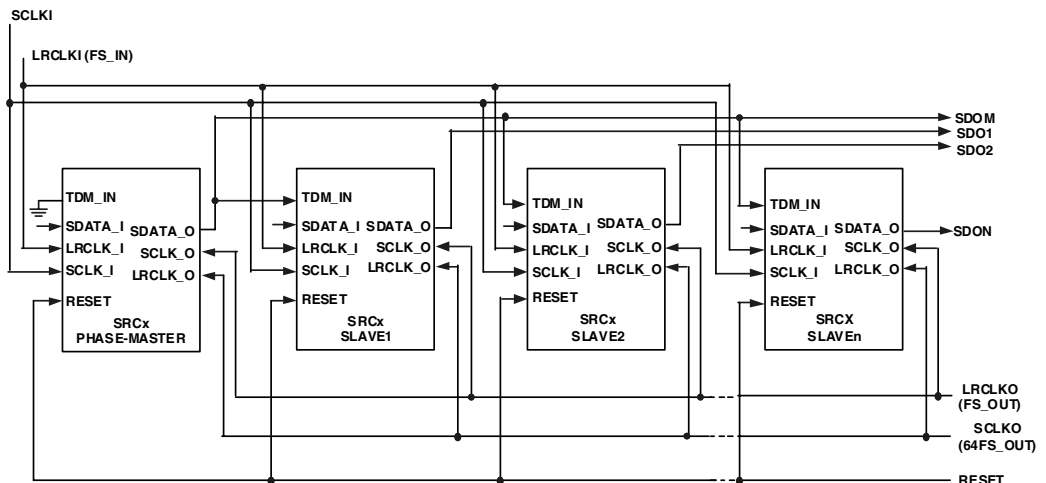


Figure 10-8. Typical Configuration for Matched-Phase Mode Operation

Note that in the left-justified, I²S, and TDM modes, the lower 8 bits of each channel subframe are used to transmit the matched-phase data. In right-justified mode, the upper eight bits are used to transmit the matched-phase data. This is shown in [Figure 10-9](#).

AUDIO DATA LEFT CHANNEL, 24 BITS	MATCHED-PHASE DATA, 8 BITS	AUDIO DATA RIGHT CHANNEL, 24 BITS	MATCHED-PHASE DATA, 8 BITS

Left-Justified, I²S, and TDM Mode

MATCHED-PHASE DATA, 8 BITS	AUDIO DATA LEFT CHANNEL, 16 BITS - 24 BITS	MATCHED-PHASE DATA, 8 BITS	AUDIO DATA RIGHT CHANNEL, 16 BITS - 24 BITS

Right-Justified Mode

Figure 10-9. Matched-Phase Data Transmission

Bypass Mode

When the `BYPASS` bit is set (=1), the input data bypasses the sample rate converter and is sent directly to the serial output port. Dithering of the output data when the word length is set to less than 24 bits is disabled. This mode is ideal when the input and output sample rates are the same and `LRCLK_I` and `LRCLK_O` are synchronous with respect to each other. This mode can also be used for passing through non-audio data since no processing is performed on the input data in this mode.

De-Emphasis Filter

As discussed, the serial input port generates a frame synchronization signal, `UN_fS_IN`, that derives its clock from the positive edge of `PCLK`. The `UN_fS_IN` signal asserts when a new frame of left and right data is available for the de-emphasis filter and the SRC. The de-emphasis filter is used to de-emphasize audio data that has been emphasized. The type of de-emphasis filter is selected by the `SRCn_DEEMPHASIS1-0` bits and is based on the input sample rate as follows:

- 00 – No de-emphasis, audio data is passed directly to the SRC
- 01 – 32 kHz sample rate de-emphasis filter
- 10 – 44.1 kHz sample rate de-emphasis filter
- 11 – 48 kHz sample rate de-emphasis filter

After the audio data is passed from the de-emphasis filter to the SRC, the SRC converts the audio data from the input sample rate to the output sample rate. When the serial output port needs new data, the frame synchronization signal, (`UN_fS_OUT`), is asserted from the serial output port. Like the `UN_fS_IN` signal, the `UN_fS_OUT` signal derives its clock from the positive edge of `PCLK`. The `UN_fS_OUT` and `UN_fS_IN` signals are used by the SRC to perform the sample rate conversion. The `SRCRAT` register indicates the sample rate ratio of $\text{UN\_fS\_OUT} / \text{UN\_fS\_IN}$.

Mute Control

When `SRCx_ENABLE` is enabled (set = 1), or when the sample rate between the input and output `LRCLK` changes, the SRC begins its initialization routine and `MUTE_OUT` is asserted. When `MUTE_OUT` is asserted, the `MUTE_IN` signal should also be asserted to avoid any unwanted output.

When the `MUTE_IN` pin is asserted high, the `MUTE_IN` control performs a soft mute by linearly decreasing the input data to the SRC FIFO to zero, –144 dB attenuation. A 12-bit counter, clocked by `LRCLK_I`, is used to control the mute attenuation. Therefore, the time it takes from the assertion of `MUTE_IN` to –144 dB, full mute attenuation is 4096 `LRCLK` cycles. Likewise, the time it takes to reach 0 dB mute attenuation from the deassertion of `MUTE_IN` is 4096 `LRCLK` cycles.

The mute feature of the SRC can be controlled automatically in hardware using the `MUTE_IN` signal by connecting it to the `MUTE_OUT` signal. By default the two signals for each SRC are connected. Automatic muting can be disabled using the `SRCx_MUTE_DIS` bits in the `SRCMUTE` register.

Muting can also be controlled in software using the `MUTE` bits (`SRCx_SOFTMUTE`, `SRCx_HARD_MUTE`, `SRCx_AUTO_MUTE`) in the SRC control register (`SRCCTL`) as described below. For more information, see [“SRC Registers” on page 10-20](#).

Soft Mute

When the `SRCx_SOFTMUTE` bit in the `SRCCTL` register is set, the `MUTE_IN` signal is asserted, and the SRC performs a soft mute by linearly decreasing the input data to the SRC FIFO to zero, (–144 dB) attenuation as described for automatic hardware muting.

SRC Registers

Hard Mute

When the `SRCx_HARD_MUTE` bit in the `SRCCTL` register is set, the SRC immediately mutes the input data to the SRC FIFO to zero, (–144 dB) attenuation.

Auto Mute

When the `SRCx_AUTO_MUTE` bit in the `SRCCTL` register is set, the SRC communicates with the SPDIF receiver peripheral to determine when the input should mute. Each SRC is connected to the `NOAUDIO` bits in the output of the SPDIF receiver (see “[Receiver Status Register \(DIRSTAT\)](#)” on [page A-138](#)). When this signal is asserted, the SRC immediately mutes the input data to the SRC FIFO to zero, (–144 dB) attenuation. This mode is useful for automatic detection of non-PCM audio data received from the SPDIF receiver.

SRC Registers

The SRC uses five 32-bit registers to configure and operate the SRC module.

- **SRCCTL0, SRC control 0.** This read-write register is used to control the operating modes, filters, and data formats used in the SRC0 and SRC1 modules. This register is located at address 0x2490.
- **SRCCTL1, SRC control 1.** This read-write register is used to control the operating modes, filters, and data formats used in the SRC2 and SRC3 modules. This register is located at address 0x2491.
- **SRCMUTE, SRC mute.** This read-write register performs mute-out to mute-in control and provides status information for the SRC3–0 modules. This register is located at address 0x2492.

- **SRCRAT0, SRC output to input ratio 0.** This read-only register reports the mute and I/O sample ratio for SRC0 and SRC1. This register is located at address 0x2498.
- **SRCRAT1, SRC output to input ratio 1.** This read-only register reports the mute and I/O sample ratio for SRC2 and SRC3. This register is located at address 0x2499.

For complete register bit descriptions, see [“Sample Rate Converter Registers” on page A-68](#).

Programming the SRC Module

Use the following guidelines when developing programs that include the SRC module.

SRC Control Register Programming

Initially, programs configure the SRC control registers `SRCCTL0` and `SRCCTL1`. The `SRCCTL0` register contains control parameters for the SRC0 and SRC1 modules and the `SRCCTL1` register contains control values for the SRC2 and SRC3 modules. The control parameters include mute information, data formats for input and output ports, de-emphasis enable, dither enable, and matched-phase mode enable for multiple SRCs. Write the settings to the desired control register at least one cycle before setting the corresponding SRC module enable bit, `SRCx_ENABLE`.

SRU Programming

The SRU (signal routing unit) needs to be programmed in order to connect the SRCs to the output pins or any other peripherals.

For normal operation, the data, clock, and frame sync signals need to be routed.

Programming the SRC Module

Table 10-4. SRC Signal Routing

Signal	Definition	
SRCx_DAT_IP_I	SRC module data input	
SRCx_CLK_IP_I	SRC module clock input	
SRCx_FS_IP_I	SRC module frame sync input	
SRCx_DAT_OP_I	SRC module data output	
SRCx_CLK_OP_I	SRC module clock output	
SRCx_FS_OP_O	SRC module frame sync output	

For information on using the SRU, see [“Making Connections in the SRU” on page 7-13](#), [“Using the SRU\(\) Macro” on page 7-32](#), and [“Signal Routing Unit Registers” on page A-80](#).

SRC Mute-Out Interrupt

Once the SRC is locked (after 4 K input samples), the corresponding SRCx_MUTE_OUT bit in DAI_IRPTL_H/L register is set. This generates the DAI_INTH/L interrupt. From this point, the SRC produces output serial data at the output sampling frequency. The SRC mute signals can be used to generate interrupts on their leading edge, falling edge, or both, depending on how the DAI_IRPT_RE/FE registers are programmed.

Sample Rate Ratio

Once the SRC mute interrupt has triggered, the SRCRAT0 and SRCRAT1 registers can be read to find the ratio of output to input sampling frequency. This ratio is reported in 4.11 (integer.fraction) format.

Programming Summary

Since the SRC data is not available to the core, programming the SRC peripheral involves simply connecting the SRU to the on-chip (serial ports or input data port) or off-chip (DAI pins) serial devices. These devices provide the clock and data to be converted, and select the desired operating mode in the SRC control register. This setup can be accomplished in two steps.

1. Connect each of the four SRCs to their two serial clocks (SRCx_CLK_IP_I, SRCx_CLK_OP_I) and frame sync inputs (SRCx_FS_IP_I, SRCx_FS_OP_I). Also connect one data input (SRCx_DAT_IP_I) and one data output (SRCx_DAT_OP_0) in the SRU. In multichannel, or matched-phase modes, the TDM signals must also be connected. (See [Table 10-1 on page 10-13](#) and [Table 10-2 on page 10-14](#)).
2. Initialize the SRCCTLx register to enable the SRCs.

11 PRECISION CLOCK GENERATOR

The precision clock generator (PCG) consists of two units, each of which generates a pair of signals (clock and frame sync) derived from a clock input signal. The pair of units, A and B, are identical in functionality and operate independently of each other. The two signals generated by each unit are normally used as a serial bit clock/frame sync pair.

Note the definitions of various clock periods that are functions of `CLKIN` and the appropriate ratio control ([Table 11-1](#)).

Table 11-1. Clock Periods

Timing Requirements	Description
t_{CK}	CLKIN Clock Period
t_{CCLK}	(Processor) Core Clock Period
t_{PCLK}	(Peripheral) Clock Period = $2 \times t_{CCLK}$
t_{SCLK}	Serial Port Clock Period = $(t_{PCLK}) \times SR$ SR = serial port-to-core clock ratio (wide range, determined by SPORT CLKDIV)

The unit that generates the bit clock is relatively simple, since digital clock signals are usually regular and symmetrical. The unit that generates the frame sync output, however, is designed to be extremely flexible and capable of generating a wide variety of framing signals needed by many types of peripherals that can be connected to the signal routing unit (SRU). [For more information, see “Signal Routing Unit” on page 7-6.](#)

The core phase-locked loop (PLL) has been designed to provide clocking for the processor core. Although the performance specifications of this PLL are appropriate for the core, they have not been optimized or specified for precision data converters where jitter directly translates into time quantization errors and distortion.

As shown in [Figure 11-1](#), the PCG can accept its clock input either directly from the external oscillator (or discrete crystal) connected to the `CLKIN` pin or from any of the 20 DAI pins. This allows a design to contain an external clock with performance specifications appropriate for the application target.

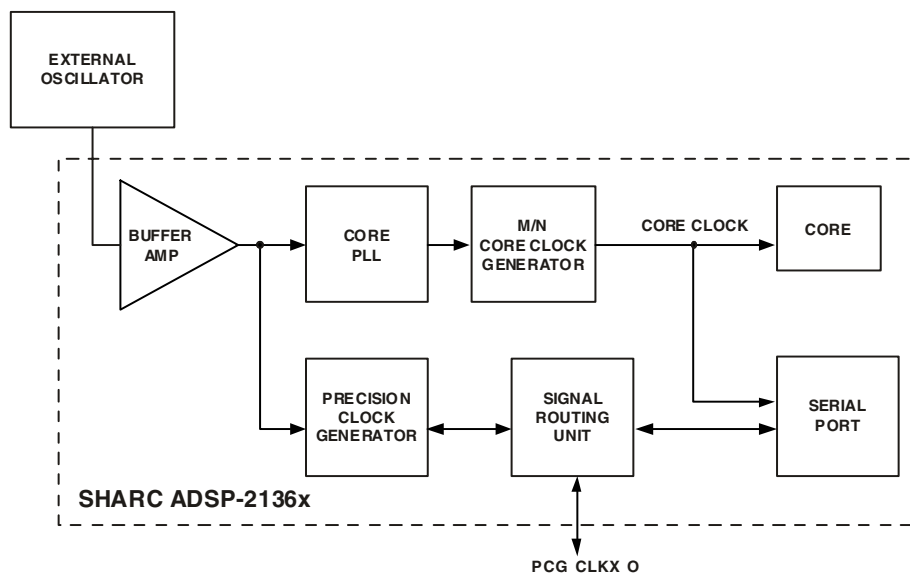


Figure 11-1. Clock Inputs

Note that clock and frame sync signals generated by the serial ports are also subject to these jitter problems because the SPORT clock is generated from the core clock. However, a SPORT can produce data output while being a clock and frame sync slave. The clock generated by the SPORT is

sufficient for most of the serial communications, but it is suboptimal for analog/digital conversion. Therefore, all precision data converters should be synchronized to a clock generated by the PCG or to a clean (low jitter) clock that is fed into the SRU off-chip via a pin.

 Any clock or frame sync unit should be disabled (have its enable bit cleared) before changing any of the associated parameters.

Clock Outputs

Each of the two units (A and B) produces a clock output and a frame sync output. The clock output is derived from the input to the PCG with a 20-bit divisor as shown in the following equation.

$$\text{Frequency of clock output} = \frac{\text{frequency of clock input}}{\text{clock divisor}}$$

If the divisor is zero or one, the PCG's clock generation unit is bypassed, and the clock input is connected directly to the clock output. Otherwise, the PCG unit clock output frequency is equal to the input clock frequency, divided by a 20-bit integer. This integer is specified in the CLKADIV bit field (bits 19–0 of the PCG_CTLA1 register) for unit A and a corresponding bit field in the PCG_CTLB1 register for unit B. These registers and bits are also described in [Table A-34 on page A-119](#) and [Table A-36 on page A-121](#).

The clock outputs have two other control bits that enable the A and B units, ENCLKA and ENCLKB (bits 31 of the PCG_CTLA0 and PCG_CTLB_0 registers). These bits enable (= 1) and disable (= 0) the clock output signal for units A and B, respectively. When disabled, clock output is held at logic low.

Frame Sync Outputs

The `CLKASOURCE` bit (bit 31 in the `PCG_CTLA1` register) specifies the input source for the clock of unit A. When this bit is cleared (= 0), the input is sourced from the external oscillator, as shown in [Figure 11-1](#). When set (= 1), the input is sourced from the signal routing unit (SRU), as specified in the `SRU_CLK3` register, `PCG_EXT_A_I` bits. (See [Table A-25 on page A-84](#).)

The PCG unit B functions identically, except that the `PCG_CTLB1` bit (bit 31) indicates that the external source for unit B is specified in the `PCG_EXTB_I` bits of the `SRU_CLK3` register. See [Table A-25 on page A-84](#).

Note that the clock output is always set (as closely as possible) to a 50% duty cycle. If the clock divisor is even, the duty cycle of the clock output is exactly 50%. If the clock divisor is odd, then the duty cycle is slightly less than 50%. The low period of the output clock is one input clock period more than the high period of the output clock. For higher values of odd divisors, the duty cycle is close to 50%.

 A PCG clock output cannot be fed to its own input. Setting `SRU_CLK4[4:0] = 28` connects `PCG_EXT_A_I` to logic low, not to `PCG_CLKA_0`. Setting `SRU_CLK4[9:5] = 29` connects `PCG_EXTB_I` to logic low, not to `PCG_CLKB_0`.

Frame Sync Outputs

Each of the two units (A and B) also produces a synchronization signal for framing serial data. The frame sync outputs are much more flexible since they need to accommodate the wide variety of serial protocols used by peripherals.

Frame sync generation from a unit is independently enabled and controlled. Sources for the frame sync generation can be either from the crystal buffer output or an external pin source. There is only one external source pin for both frame sync and clock for a unit. If an external source is selected for both frame sync and clock output for a unit, then they are

operating on the same input signal. Apart from enable and source select control bits, frame sync generation is controlled by a 20-bit divisor, a 16-bit pulse-width control, and a 20-bit phase control.

There are two modes of operation for the PCG frame sync. The divisor field determines if the frame sync operates in normal mode (divisor > 1) or bypass mode (divisor = 0 or 1).

Normal Mode

In normal mode, the frequency of the frame sync output is determined by the divisor where:

frequency of frame sync output = input frequency/divisor.

The high period of the frame sync output is controlled by the value of the pulse-width control. The value of the pulse-width control should be less than the value of the divisor.

The phase of the frame sync output is determined by the value of the phase control. If the phase is zero, then the positive edges of clock and frame sync coincide when:

- the clock and frame sync dividers are enabled at the same time using an atomic instruction
- the divisors of the clock and frame sync are the same
- the source for the clock and frame sync is the same

The number of input clock cycles that have already elapsed before the frame sync is enabled is equal to the difference between the divisor and the phase values. If the phase value is a small fraction of the divisor, then the frame sync appears to lead the clock. If the phase value is only slightly less than the divisor, then the frame sync appears to lag the clock. The frame sync phase should not be greater than the divisor.

Bypass Mode

In this mode, the frame sync divisor is either 0 or 1. There are two ways the bypass mode operates, depending on the least significant bit (LSB) of the pulse-width control register (PCG_PW, see [Table A-37 on page A-122](#)).

- **Direct Bypass.** If the LSB of the pulse-width control register (PCG_PW) is reset to 0, then the input is directly passed to the frame sync output, either inverted or not inverted, depending on the second bit of the PCG_PW register.
- **One Shot.** In the bypass mode, if the LSB of the PCG_PW register is set to 1, then a one-shot pulse is generated. This one-shot pulse has a duration equal to the period of MISCA2_I for unit A and MISCA3_I for unit B. See “[Miscellaneous Signal Routing Registers \(SRU_MISCx, Group E\)](#)” on [page A-101](#). This pulse is generated either at the rising or falling edge of the input clock, depending on the value of the second bit of the PCG_PW register.

Frame Sync Output Synchronization With External Clock

The frame sync output may be synchronized with an external clock by programming the PCG_MISC register and the PCG control registers (PCG_CTLA0-1 and PCG_CTLB0-1) appropriately. In this mode, the rising edge of the external clock is aligned with that of the frame sync output (shown in [Figure 11-2](#)). The external clock is routed to the PCG block from any of the SRU group A source signals through the SRU_CLK4 register (described in [Table A-25 on page A-84](#)).

The synchronization with the external clock is enabled by setting bits 0 and 16 of the PCG_MISC register for frame sync A or B output. The phase must be programmed to three (3), so that the rising edge of the external clock is in sync with the frame sync.

Programming should occur in the following order.

1. Program the `PCG_MISC` and the `PCG_CTLA0-1` and `PCG_CTLB0-1` registers appropriately.
2. Enable clock or frame sync, or both.

Since the rising edge of the external clock is used to synchronize the PCG with the frame sync, the frame sync output is not generated until a rising edge of the external clock is sensed.

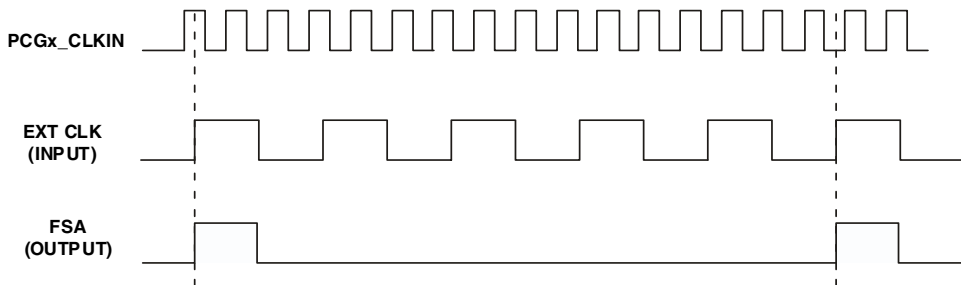


Figure 11-2. Clock Output Synchronization With External Clock

The clock output cannot be aligned with the rising edge of the external clock as there is no phase programmability. Once PCG clock A and PCG clock B have been enabled (by programming bit 1 and bit 17 of the `PCG_MISC` register for clock A and clock B respectively), they are activated when a low to high transition is sensed in the external clock (`MISCA4_I`, `MISCA5_I`).

Frame Sync

For a given frame sync, the output is determined by the following:

- **Divisor.** A 20-bit divisor of the input clock that determines the period of the frame sync. When set to zero or one, the frame sync operates in bypass mode, otherwise it operates in normal mode.
- **Phase.** A 20-bit value that determines the phase relationship between the clock output and the frame sync output. Settings for phase can be anywhere between zero to $DIV - 1$.
- **Pulse width.** A 16-bit value that determines the width of the framing pulse. Settings for pulse width can be zero to $DIV - 1$. If the pulse width is equal to zero, then the actual pulse width of the output frame sync is:

$$\text{For even divisors: } \frac{\text{frame sync divisor}}{2}$$

$$\text{For odd divisors: } \frac{\text{frame sync divisor} - 1}{2}$$

The frequency of the frame sync output is determined by:

$$\text{Frequency of frame sync output} = \frac{\text{frequency of clock input}}{\text{frame sync divisor}}$$

When the divisor is set to any value *other* than zero or one, the ADSP-2136x processor operates in normal mode.

The frame sync A divisor is specified in bits 19–0 of the `PCG_CTLA0` register and the frame sync B divisor is specified in bits 19–0 of the `PCG_CTLB0` register. The pulse width of frame sync output is equal to the

number of input clock periods specified in the 16-bit field of the `PCG_PW` register. Bits 15–0 specify the pulse width of frame sync A, and bits 31–16 specify the pulse width of frame sync B.

Phase Shift

Phase shift is a frame sync parameter that defines the phase shift of the frame sync with respect to the clock of the same unit. This feature allows shifting of the frame sync signal in time relative to clock signals. Frame sync phase shifting is often required by peripherals that need a frame sync signal to lead or lag a clock signal. For example, the I²S protocol specifies that the frame sync transition from high to low one clock cycle before the beginning of a frame. Since an I²S frame is 64 clock cycles long, delaying the frame sync by 63 cycles produces the required framing.

The amount of phase shifting is specified as a 20-bit value in the `FSAPHASE_HI` bit field (bits 29–20) of the `PCG_CTLA0` register and in the `FSAPHASE_LO` bit field (bits 9–0) of the `PCG_CTLA1` register for unit A. A single 20-bit value spans these two bit fields. The upper half of the word (bits 19–10) is in the `PCG_CTLA0` register, and the lower half (bits 9–0) is in the `PCG_CTLA1` register.

Similarly, the phase shift for frame sync B is specified in the `PCG_CTLB0` and `PCG_CTLB1` registers.



When using a clock and frame sync as a synchronous pair, the units must be enabled in a single atomic instruction before their parameters are modified. Both units must also be disabled in a single atomic instruction.

Phase Shift

Phase Shift Settings

The phase shift between clock and frame sync outputs may be programmed using the `PCG_SYNC` and `PCG_CTLxx` registers under these conditions:

- The input clock source for the clock generator output and the frame sync generator output is the same.
- The clock and frame sync are enabled at the same time using a single atomic instruction.
- The frame sync divisor is an integral multiple of the clock divisor.

If the phase shift is zero, the clock and frame sync outputs rise at the same time. If the phase shift is one, the frame sync output transitions one input clock period ahead of the clock transition. If the phase shift is divisor – 1, the frame sync transitions divisor – 1 input clock periods ahead of the clock transitions ([Figure 11-3](#)).

Phase shifting is represented as a full 20-bit value so that even when frame sync is divided by the maximum amount, the phase can be shifted to the full range, from zero to one input clock short of the period.

For more information, see “Synchronization Register (`PCG_SYNC`)” on [page A-124](#).

Pulse Width

Pulse width is the number of input clock periods for which the frame sync output is HIGH. Pulse width should be less than the divisor of the frame sync. The pulse width of frame sync A is specified in bits 15–0 of the `PCG_PW` register and the pulse width of frame sync B is specified in bits 31–16 of the `PCG_PW` register.

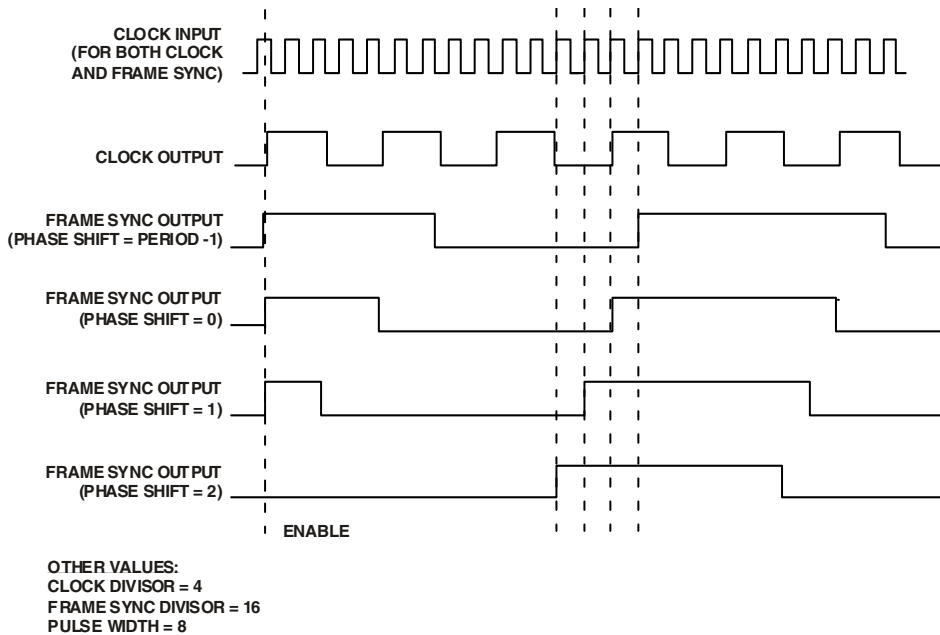


Figure 11-3. Phase Shift Settings

If the pulse width is equal to zero, then the actual pulse width of the frame sync output is equal to:

$$\frac{\text{divisor}}{2} \text{ if the divisor is even}$$

or

$$\frac{\text{divisor} - 1}{2} \text{ if the divisor is odd}$$

Bypass Mode

When the divisor for the frame sync has a value of zero or one, the frame sync is in bypass mode, and the `PCG_PW` register has different functionality than in normal mode. Two bit fields determine the operation in this mode. The one shot frame sync A or B (`STROBEx`) bit (bits 0 and 16, respectively) determines if the frame sync has the same width as the input, or of a single strobe. The active low frame sync select for the frame sync A or B (`INVFSx`) bit (bits 1 and 17, respectively) determines the nature of the output in the simple bypass and single strobe modes as described below. For additional information about the `PCG_PW` register, see [Figure A-63 on page A-122](#).



In bypass mode, bits 15–2 and bits 31–18 of the `PCG_PW` register are ignored.

Bypass as a Pass Through

When the `STROBEA` bit in the `PCG_PW` register for unit A or the `STROBEB` bit in the `PCG_PW` register for unit B equals zero, the unit is bypassed and the output equals the input as shown in [Figure 11-4](#). If `INVFSA` (bit 1) for unit A or `INVFSB` (bit 17) for unit B is set, then the signal is inverted.

Bypass mode also enables the generation of a strobe pulse (*one shot*). Strobe usage ignores the counter and looks to the SRU to provide the input signal.

Bypass as a One Shot

When `STROBEA` (bit 0 of the `PCG_PW` register) or `STROBEB` bit (bit 16 of the `PCG_PW` register) is set (= 1), the one shot option is used. When the `STROBEx` bit is set (= 1), the frame sync is a pulse with a duration equal to one period, or one full cycle, of `MISCB3_I` for unit A and `MISCA3_I` for unit B that repeats at the beginning of every clock input period. This pulse is generated during the high period of the input clock when the `INVFSB/A`

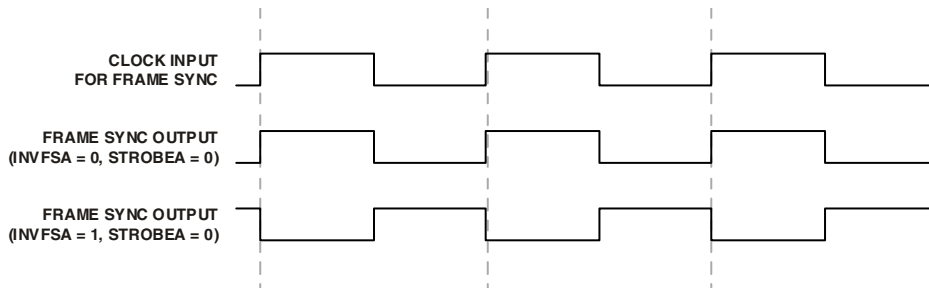


Figure 11-4. Frame Sync Bypass

bits (bits 1 or 17, respectively of the `PCG_PW` register), are cleared ($\text{INV FSA/B}=0$) or during the low period of the input clock when invert bits INV FSA/B are set ($\text{INV FSA/B} = 1$, [Figure 11-5](#)).

A *strobe period* is equal to the period of the normal clock input signal specified by the `FSASOURCE` bit (bit 30 in the `PCG_CTLA1` register for unit A) and `FSBSOURCE` (bit 30 in the `PCG_CTLB1` register for unit B).

The output pulse width is equal to the period of the SRU source signal (`MISCA2_I` for frame sync A and `MISCB3_I` for frame sync B). The pulse begins at the second rising edge of `MISCxx_I` following a rising edge of the clock input. When the INV FSA/B bit is set, the pulse begins at the second rising edge of `MISCxx_I` coinciding with or following a falling edge of the clock input.

For more information, see “Group E Connections—Miscellaneous Signals” on page 7-24.

The second INV FSA bit (bit 1) of the pulse-width control (`PCG_PW`) register determines whether the falling or rising edge is used. When set ($= 1$), this bit selects an active low frame sync, and the pulse is generated during the low period of clock input. When cleared ($= 0$) this bit is set to active high frame sync and the pulse is generated during the high period of clock input. For more information on the `PCG_PW` register, refer to [Table A-37](#), “`PCG_PW` Register Bit Descriptions (in Bypass Mode),” on page A-122.

Programming Examples

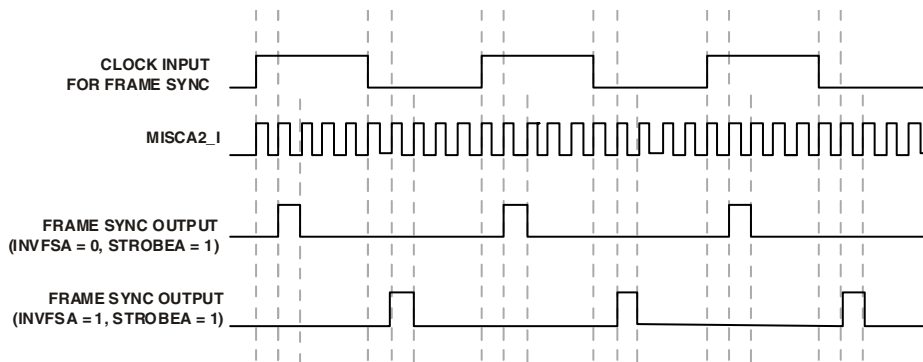


Figure 11-5. One Shot (Synchronous Clock Input and MISCA2_I)

Programming Examples

This section contains three programming examples that show how to set up the precision clock generators in various formats

PCG Setup for I²S or Left-Justified Formats

This example shows how to set up two precision clock generators using the SPDIF receiver and an asynchronous sample rate converter (ASRC) to interface to an external audio DAC. In this example, an input clock (CLKIN) of 33.330MHz is assumed and the PCG is configured to provide a fixed ASRC/DAC output sample rate of 65.098 kHz. The input to the SPDIF receiver is typically 44.1 kHz if supplied by a CD player, but can also be from other source at any nominal sample rate from about 22 kHz to 192 kHz.

Three synchronous clocks are required: a frame sync (FSYNC; FS), a master clock (PCGX_CLK; 256 x FS), and a serial bit clock (SCLK; 64 x FS). Since each PCG has only two outputs, this example requires both PCGs. Fur-

thermore, because the digital audio interface requires a fixed-phase relation between SCLK and FSYNC, these two outputs should come from one PCG while the master clock comes from the other.

The CLKIN = 33.330 MHz is divided by the two PCGs to provide the three synchronous clocks—PCGx_CLK, SCLK and FSYNC for the SRCs and external DAC. These divisors are stored in 20-bit fields in the PCG_CTL registers. [For more information, see “Precision Clock Generator Registers” on page A-117.](#)

The integer divisors for several possible sample rates based on 33.330 MHz CLKIN are shown in [Table 11-2](#).

Table 11-2. Precision Clock Generator Division Ratios

Sample Rate kHz)	PCG Divisors		
	PCG CLOCK INPUT	SCLK	FSYNC ¹
130.195	1	4	256
65.098	2	8	512
43.398	3	12	768
32.549	4	16	1024
26.039	5	20	1280
21.699	6	24	1536
18.599	7	28	1792

- ¹ The frame sync divisor should be an even integer in order to produce a 50% duty-cycle waveform. See [“Frame Sync Outputs” on page 11-4](#).

Programming Examples

For more information, see “Power Management Control Register (PMCTL)” on page A-146. The equation and procedure for programming a master clock input is:

1. Set the core clock rate using the values below.

$$\text{PLLM/PLLN} = \text{CCLK}$$

where $M = 29$, $N = 4$ for a CCLK of 241.64 MHz.

2. Divide CCLK rate by 2 (fixed) to provide a PCLK (peripheral clock) rate of 120.82 MHz.
3. Divide PCLK by 4 (fixed) to provide the PCG_CLKx_0 rate of 30.21 MHz for each of the SRCs.



The combined PCGs can provide a selection of synchronous clock frequencies to support alternate sample rates for the ASRCs and external DACs. However, the range of choices is limited by CLKIN and the ratio of PCG_CLKx_0:SCLK:FSYNC which is normally fixed at 256:64:1 to support digital audio left-justified, I²S and right-justified interface modes. Many DACs also support 384, 512, and 786 x FSYNC for PCG_CLKx_0, which allows some additional flexibility in choosing CLKIN.

Note also that in all three DAI modes, the falling edge of SCLK must always be synchronous with both edges of FSYNC. This requires that the phase of the SCLK and FSYNC signals for a common PCG be adjustable.

While the frequency of PCG_CLKx_0 must be synchronous with the sample rate supplied to the external DAC, there is no fixed phase requirement. For complete timing information, see the processor specific data sheet.

Figure 11-6 shows an example of the internal interconnections between the SPDIF receiver, ASRC, and the PCGs. The interconnections are made by programming the signal routing unit. Note that in this example $CCLK$ is set at 242 MHz. This frequency can be adjusted up to the maximum $CCLK$ for the chosen processor.

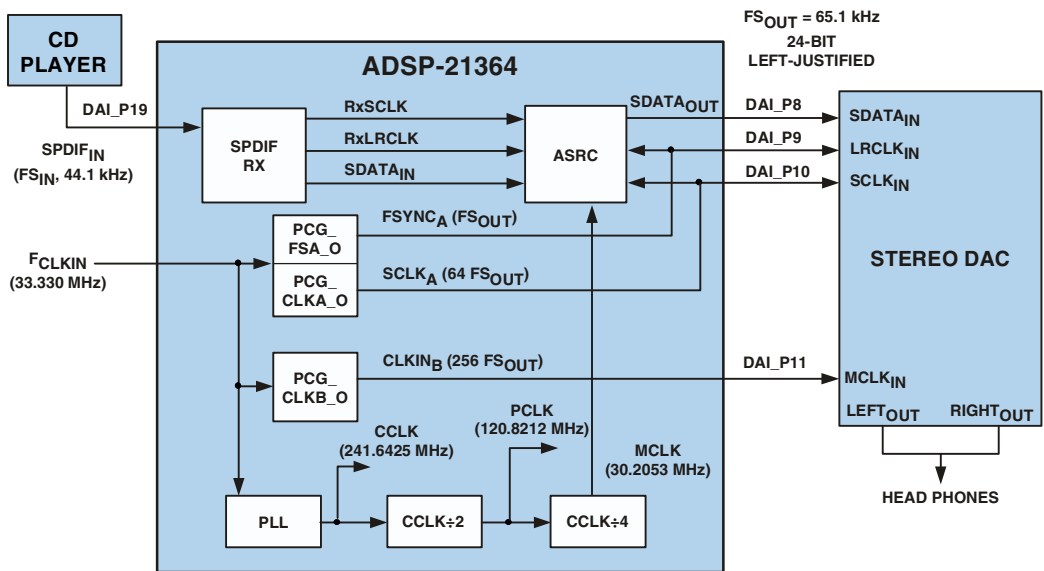


Figure 11-6. PCG Setup for I²S or Left-Justified DAI

In Listing 11-1, the most significant two bits of the control registers (PCG_CTLx) specify the clock source and enable the clock generators. Set the clock divisor and source and low-phase word first, followed by the control register enable bits, which must be set together. When the PCG_PW register is set to zero (default) the FS pulse width is $(Divisor \div 2)$ for even divisors and $(Divisor - 1) \div 2$ for odd divisors. Alternatively, the PCG_PW register could be set high for exactly one-half the period of $CLKIN$ cycles for a 50% duty cycle, provided the $FSYNC$ divisor is an even number.

Programming Examples

Listing 11-1. PCG Initialization

```

/*****
Required Output Sample Rate = 65.098 kHz
Function          Control    Reg      Phase/    Reg Hex
                  reg        Address  Divisor   Contents
FS_A_Ph_Hi/FS_A_Div  PCG_CTLA0  0x24C0   0/512    0xC00/00200
FS_A_Ph_Lo/CLK_A_Div PCG_CTLA1  0x24C1   4/8      0x004/00008
-----
FS_B_Ph_Hi/FS_B_Div  PCG_CTLB0  0x24C2   -/-      0x800/00000
FS_B_Ph_Lo/CLK_B_Div PCG_CTLB1  0x24C3   0/2      0x000/00002
PW_FS_B/PW_FS_A      PCG_PW     0x24C4   0/0      0x0000:0000
*****/
#include <def21365.h>
/* PCGA --> SCLK & FSYNC Divisors, Sample Rate = 65.098 kHz */
#define PCGA_CLK_DIVISOR 0x0008 /* SCLK output = 64xFs */
#define PCGA_FS_DIVISOR 0x0200 /* FSYNC output = Fs */
#define ENCLKA           0x80000000
#define ENFSA            0x40000000
#define PCGA_FS_PHASE_L0 0x04 /* Set FSYNC/SCLK Phase for
                               digital audio IF mode */

PCGB --> PCG_CLKx_0 Divisor
#define PCGB_CLK_DIVISOR 0x0002 /* PCG_CLKx_0 output =
                               256xFs */
#define PCGB_FS_DIVISOR 0x0000 /* Not used - disabled */
#define PCGB_FS_PHASE_L0 0x00 /* Don't care */
.section/pm seg_pmco; .global Init_PCG;
/*****/
Init_PCG:
/* Set PCGA SCLK & FSYNC Source first to Xtal Buffer and set
   SCLK_A divisor */
r0 = ((PCGA_FS_PHASE_L0 << 20) | PCGA_CLK_DIVISOR);
dm(PCG_CTLA1) = r0;

```



```
/* Enable PCGA SCLK & FSYNC and set FSYNC_A divisor */
r0 = (ENCLKA | ENFSA | PCGA_FS_DIVISOR);
dm(PCG_CTLA0) = r0;

/* Set PCGB SCLK & FSYNC Source first to Xtal Buffer and set
   SCLK_B divisor */
r0 = ((PCGB_FS_PHASE_LO << 20) | PCGB_CLK_DIVISOR);
dm(PCG_CTLB1) = r0;

/* Enable PCGB SCLK and disable FSYNC_B */
r0 = (ENCLKB | ENFSB | PCGB_FS_DIVISOR);
dm(PCG_CTLB0) = r0;
ustat1 = dm(PCG_CTLB0);
bit clr ustat1 ENFSB;
dm(PCG_CTLB0) = ustat1;

/* Set FSYNC_A and FSYNC_B Pulse Width to 50% Duty Cycle
   (default) */
r0 = 0x00000000;
dm(PCG_PW) = r0;
dm(PCG_SYNC) = r0;
Init_PCG.end:
rts;
```

Clock and Frame Sync Divisors PCG Channel B

This section provides two programming examples written for the ADSP-2136x processor. The first listing, [Listing 11-2](#), uses PCG channel B to output a clock on DAI pin 1 and frame sync on DAI pin 2. The input used to generate the clock and frame sync is CLKIN. This example demonstrates the clock and frame sync divisors, as well as the pulse width and phase-shift capabilities of the PCG.

Programming Examples

Listing 11-2. PCG Channel B Output Example

```
/* Register definitions */
#define SRU_CLK3      0x2434
#define SRU_PIN0      0x2460
#define SRU_PBEN0     0x2478
#define PCG_CTLB0     0x24C2
#define PCG_CTLB1     0x24C3
#define PCG_PW        0x24C4

/* SRU definitions */
#define PCG_CLKB_P      0x39
#define PCG_FSB_P      0x3B
#define PBEN_HIGH_of   0x01

//Bit Positions
#define DAI_PB02       7
#define DAI_PBOE2      6
#define PCG_PWB        16

/* Bit definitions */
#define ENFSB           0x40000000
#define ENCLKB          0x80000000

/* Main code section */
.global _main;
.section/.pm seg_pmco;
_main:
/* Route PCG Channel B clock to DAI Pin 1 via SRU */
/* Route PCG Channel B frame sync to DAI Pin 2 via SRU */
r0 = PCG_CLKB_P|(PCG_FSB_P<<DAI_PB02);
dm(SRU_PIN0) = r0;

/* Enable DAI Pins 1 & 2 as outputs */
```

```
r0 = PBEN_HIGH_Of|(PBEN_HIGH_Of<<DAI_PBOE2);
dm(SRU_PBEN0) = r0;

r0 = (100<<PCG_PWB);      /* PCG Channel B FS Pulse width = 100 */
dm(PCG_PW) = r0;

r2 = 1000;                /* Define 20-bit Phase Shift */
r0 = (ENFSB|ENCLKB|      /*Enable PCG Channel B Clock and FS*/
      1000000);          /* FS Divisor = 1000000 */
r1 = lshift r2 by -10;
/* Deposit the upper 10-bits of the Phase Shift in the */
/* correct position in PCG_CTLB0 (Bits 20-29) */

r1 = fdep r1 by 20:10;
r0 = r0 or r1;            /* Phase Shift 10-19 = 0 */
dm(PCG_CTLB0) = r0;

r0 = (100000);            /* Clk Divisor = 100000 */
                        /* Use CLKIN as clock source */
/* Deposit the lower 10-bits of the Phase Shift in the */
/* correct position in PCG_CTLB1 (Bits 20-29) */

r1 = fdep r2 by 20:10;
r0 = r0 or r1;            /* Phase Shift 10-19 = 0x3E8 */
dm(PCG_CTLB1) = r0;
//-----
_main.end: jump(pc,0);
```

PCG Channel A and B Output Example

[Listing 11-3](#) uses both PCG channels (as opposed to a single channel). Channel A is set up to only generate a clock signal. This clock signal is used as the input to channel B via the SRU. The clock and frame sync are routed to DAI pins 1 and 2, respectively, in the same manner as the first example. The frame sync generated in this example is set for a 50% duty cycle, with no phase shift.

Listing 11-3. PCG Channel A and B Output Example

```
/* Register Definitions */
#define SRU_CLK4      0x2434
#define SRU_PIN0      0x2460
#define SRU_PBEN0     0x2478
#define PCG_CTLA0     0x24C0
#define PCG_CTLA1     0x24C1
#define PCG_CTLB0     0x24C2
#define PCG_CTLB1     0x24C3
#define PCG_PW        0x24C4

/* SRU Definitions */
#define PCG_CLKA_0     0x1c
#define PCG_CLKB_P     0x39
#define PCG_FSB_P     0x3B
#define PBEN_HIGH_0f  0x01

//Bit Positions
#define PCG_EXTB_I     5
#define DAI_PB02      6
#define PCG_PWB       16

/* Bit Definitions */
#define ENCLKA         0x80000000
```

```
#define ENFSB          0x40000000
#define ENCLKB         0x80000000
#define CLKBSOURCE     0x80000000
#define FSBSOURCE      0x40000000

/* Main code section */
.global _main; /* Make main global to be accessed by ISR */
.section/pm_seg_pmco;
_main:
/*Route PCG Channel A clock to PCG Channel B Input via SRU*/
r0 = (PCG_CLKA_0<<PCG_EXTB_I);
dm(SRU_CLK4) = r0;

/* Route PCG Channel B clock to DAI Pin 1 via SRU */
/* Route PCG Channel B frame sync to DAI Pin 2 via SRU */
r0 = (PCG_CLKB_P|(PCG_FSB_P<<DAI_PB02));
dm(SRU_PIN0) = r0;

/* Enable DAI Pins 1 & 2 as outputs */
r0 = (PBEN_HIGH_0f|(PBEN_HIGH_0f<<DAI_PB0E2));
dm(SRU_PBEN0) = r0;

r0 = ENCLKA; /* Enable PCG Channel A Clock, No Channel A FS */
/* FS Divisor = 0, FS Phase 10-19 = 0 */
dm(PCG_CTLA0) = r0;

r1 = 0xfffff; /* Clk Divisor = 0xfffff, FS Phase 0-9 = 0 */
/* Use CLKIN as clock source */
dm(PCG_CTLA1) = r1;

r0 = (5<<PCG_PWB); /* PCG Channel B FS Pulse width = 1 */
dm(PCG_PW) = r0;

r0 = (ENFSB|ENCLKB|10); /*Enable PCG Channel B Clock and FS*/
```

Programming Examples

```
        /* FS Divisor = 10, FS Phase 10-19 = 0 */
dm(PCG_CTLB0) = r0;

r0 = (CLKBSOURCE|FSBSOURCE|10); /* Clk Divisor = 10 */
    /* FS Phase 0-9 = 0, Use SRU_MISC4 as clock source */
dm(PCG_CTLB1) = r0;

_main.end: jump(pc,0);
```

12 SYSTEM DESIGN

The ADSP-2136x processor supports many system design options. The options implemented in a system are influenced by cost, performance, and system requirements. This chapter provides the following system design information:

- [“Processor Pin Descriptions” on page 12-2](#)
- [“Phase-Locked Loop Start Up” on page 12-27](#)
- [“Conditioning Input Signals” on page 12-28](#)
- [“Designing for High Frequency Operation” on page 12-29](#)
- [“Bootting” on page 12-34](#)
- [“Data Delays, Latencies, and Throughput” on page 12-49](#)

Other chapters also discuss system design issues. Some other locations for system design information include:

- [“SPORT Operation Modes” on page 4-10](#)
- [“SPI General Operations” on page 5-8](#)

By following the guidelines described in this chapter, you can ease the design process for your ADSP-2136x processor product. Development and testing of your application code and hardware can begin without debugging the JTAG port.



Before proceeding with this chapter it is recommended that you become familiar with the ADSP-2136x processor core architecture. This information is presented in the *ADSP-2136x SHARC Processor Programming Reference*.

Processor Pin Descriptions

Refer to the processor specific data sheet for pin information, including package pinouts for the currently available package options.

Pin Multiplexing

The ADSP-2136x processor provides the same functionality as other SHARC processors but with a much lower pin count (reducing system cost). It does this through extensive use of pin multiplexing. [Table 12-1](#) shows the registers and the associated bits that are used in multiplexing and [Table 12-2](#) shows an example multiplexing scheme. Note that:

- The serial peripheral interface uses four general purpose I/O pins—`FLAG3-0`. SPI functionality is defined in terms of general-purpose I/O, not just pins. Therefore, when the SPI is using `FLAG3-0`, there are only 12 general-purpose I/O channels available. When the `FLAG3-0` general-purpose I/O is transferred to the parallel port pins, SPI function also moves to the parallel port pins.
- In the PDAP control register (`IDP_PDAP_CTL`), the `IDP_PORT_SELECT` bit (bit 26) is the logical AND of the `IDP_PDAP_EN` bit (bit 31). Setting the `IDP_PORT_SELECT` bit (=1) selects the upper 16 inputs from `AD15-0` (`ADDR7-ADDR0`, `DATA7-DATA0`), clearing this bit (=0) selects the upper 16 inputs from `DAI_P20-5`.

Table 12-1. Multiplexing Registers and Bits

Registers Used (Address)	Bits Used
SYSCTL (0x3024)	PPFLGS, TMREXPEN, IRQxEN, FLGxEN, PWMxEN
SPIFLG (0x1001)	SPIFLGx (3–0)
SPICTL (0x1000)	SPIMS
IDP_PDAP_CTL (0x24B1)	IDP_PP_SELECT
PMCTL (0x2000)	CLOCKOUTEN

Processor Pin Descriptions

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme

External Pin/Default Function	Control	Function	Type/Comment
FLAG0/FLAG0	PPFLGS = 1 IRQ0EN = 0 FLG0EN = X	FLAG0	I/O
	PPFLGS = 1 IRQ0EN = 1 FLG0EN = X	IRQ0	I/P
	PPFLGS = 0 IRQ0EN = 0 FLG0EN = 0	FLAG0	I/O. If parallel port is disabled, this pin continues to stay as FLAG0.
	PPFLGS = 0 IRQ0EN = 1 FLG0EN = X	IRQ0	I/P. The pin changes mode to IRQ only if the IRQ0EN bit is set.
	PPFLGS = 0 IRQ0EN = 0 FLG0EN = 1	NOT USED	I/P. The FLAG functionality moves to the parallel port pins only if FLG0EN is set. Note that FLAG function can move to parallel port pins only in groups of four.

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
FLAG1/FLAG1	PPFLGS = 1 IRQ1EN = 0 FLG0EN = X	FLAG1	I/O
	PPFLGS = 1 IRQ1EN = 1 FLG0EN = X	IRQ1	I/P
	PPFLGS = 0 IRQ1EN = 0 FLG0EN = 0	FLAG1	I/O
	PPFLGS = 0 IRQ1EN = 1 FLG0EN = X	IRQ1	I/P
	PPFLGS = 0 IRQ1EN = 0 FLG0EN = 1	NOT USED	I/P

Processor Pin Descriptions

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
FLAG2/FLAG2	PPFLGS = 1 IRQ2EN = 0 FLAG0EN = X	FLAG2	I/O
	PPFLGS = 1 IRQ2EN = 1 FLAG0EN = X	IRQ2	I/P
	PPFLGS = 0 IRQ2EN = 0 FLAG0EN = 0	FLAG2	I/O
	PPFLGS = 0 IRQ2EN = 1 FLAG0EN = X	IRQ2	I/P
	PPFLGS = 0 IRQ2EN = 0 FLAG0EN = 1	NOT USED	I/P

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
FLAG3/FLAG3	PPFLGS = 1 TMREXPEN = 0 FLAG0EN = X	FLAG3	I/O
	PPFLGS = 1 TMREXPEN = 1 FLAG0EN = X	TIMEXP	O/P
	PPFLGS = 0 TMREXPEN = 0 FLAG0EN = 0	FLAG3	I/O
	PPFLGS = 0 TMREXPEN = 1 FLAG0EN = X	TIMEXP	O/P
	PPFLGS = 0 TMREXPEN = 0 FLAG0EN = 1	NOT USED	I/P

Processor Pin Descriptions

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
ADDRESS3–0/PP	PDAP_PSEL = 1 PPFLGS = X FLAG0EN = X PWM0EN = X	PDAP	I/P. PDAP input has highest priority.
	PDAP_PSEL = 0 PPFLGS = 1 FLAG0EN = X PWM0EN = X	PP	I/O. If not for PDAP, is parallel port if PP is enabled.
	PDAP_PSEL = 0 PPFLGS = 0 FLAG0EN = 1 PWM0EN = X	FLAG3–0	I/O. If PP is disabled, FLAG3–0 will map to these pins if FLAG0EN is set.
	PDAP_PSEL = 0 PPFLGS = 0 FLAG0EN = 0 PWM0EN = 1	PWM3–0	O/P. Finally, if FLAGS are not mapped to these pins, then is PWM3–0 if PWM0EN is set.
	PDAP_PSEL = 0 PPFLGS = 0 FLAG0EN = 0 PWM0EN = 0	NOT USED	I/P

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
ADDRESS7–4/PP	PDAP_PSEL = 1 PPFLGS = X FLG1EN = X PWM1EN = X	PDAP	I/P
	PDAP_PSEL = 0 PPFLGS = 1 FLG1EN = X PWM1EN = X	PP	I/O
	PDAP_PSEL = 0 PPFLGS = 0 FLG1EN = 1 PWM1EN = X	FLAG7–4	I/O
	PDAP_PSEL = 0 PPFLGS = 0 FLG1EN = 0 PWM1EN = 1	PWM7–4	O/P
	PDAP_PSEL = 0 PPFLGS = 0 FLG1EN = 0 PWM1EN = 0	NOT USED	I/P

Processor Pin Descriptions

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
DATA3-0/PP	PDAP_PSEL = 1 PPFLGS = X FLG2EN = X PWM2EN = X	PDAP	I/P
	PDAP_PSEL = 0 PPFLGS = 1 FLG2EN = X PWM2EN = X	PP	I/O
	PDAP_PSEL = 0 PPFLGS = 0 FLG2EN = 1 PWM2EN = X	FLAG11-8	I/O
	PDAP_PSEL = 0 PPFLGS = 0 FLG2EN = 0 PWM2EN = 1	PWM11-8	O/P
	PDAP_PSEL = 0 PPFLGS = 0 FLG2EN = 0 PWM2EN = 0	NOT USED	I/P

Table 12-2. ADSP-2136x Processor Pin Multiplexing Scheme (Cont'd)

External Pin/Default Function	Control	Function	Type/Comment
DATA7–4/PP	PDAP_PSEL = 1 PPFLGS = X FLG3EN = X PWM3EN = X	PDAP	I/P
	PDAP_PSEL = 0 PPFLGS = 1 FLG3EN = X PWM3EN = X	PP	I/O
	PDAP_PSEL = 0 PPFLGS = 0 FLG3EN = 1 PWM3EN = X	FLAG15–12	I/O
	PDAP_PSEL = 0 PPFLGS = 0 FLG3EN = 0 PWM3EN = 1	PWM15–12	O/P
	PDAP_PSEL = 0 PPFLGS = 0 FLG3EN = 0 PWM3EN = 0	NOT USED	I/P

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Address/Data Pins as FLAGS

To use the address/data pins as flags (FLAG₁₅₋₀), set (= 1) bit 20 of the SYSTL register and disable the parallel port.

Table 12-3. AD₁₅₋₀ to FLAG Pin Mapping

AD Pin	FLAG Pin	AD Pin	FLAG Pin
AD0	FLAG8	AD8	FLAG0
AD1	FLAG9	AD9	FLAG1
AD2	FLAG10	AD10	FLAG2
AD3	FLAG11	AD11	FLAG3
AD4	FLAG12	AD12	FLAG4
AD5	FLAG13	AD13	FLAG5
AD6	FLAG14	AD14	FLAG6
AD7	FLAG15	AD15	FLAG7

Input Synchronization Delay

The processor has several asynchronous inputs: $\overline{\text{RESET}}$, TRST , $\overline{\text{IRQ2-0}}$, and FLAG₁₁₋₀ (when configured as inputs). These inputs can be asserted in arbitrary phase to the processor clock, CLKIN. The processor synchronizes the inputs prior to recognizing them. The delay associated with recognition is called the synchronization delay.

Any asynchronous input must be valid prior to the recognition point in a particular cycle. If an input does not meet the setup time on a given cycle, it may be recognized in the current cycle or during the next cycle.

To ensure recognition of an asynchronous input, it must be asserted for at least one full processor cycle plus setup and hold time, except for `RESET`, which must be asserted for at least four processor cycles. The minimum time prior to recognition (the setup and hold time) is specified in the processor data sheet.

Clock Derivation

The processor uses a PLL (phased-locked loop) to provide clocks that switch at higher frequencies than the system clock (`CLKIN`). The PLL-based clocking methodology used on the ADSP-2136x processor influences the clock frequencies and behavior for the serial, SPI, and parallel ports, in addition to the processor core and internal memory. In each case, the processor PLL provides a non-skewed clock to the port logic and I/O pins.

The PLL provides a clock that switches at the processor core frequency to the serial ports. Each of the serial ports can be programmed to operate at clock frequencies derived from this clock. The six serial ports' transmit and receive clocks are divided down from the processor core clock frequency by setting the `DIVx` registers appropriately.

On powerup, the `CLKCFG1-0` pins are used to select ratios of 32:1, 16:1, and 6:1. After booting, numerous other ratios (slowing or speeding up the clock) can be selected via software control.



The minimum operational range for any given frequency is constrained by the operating range of the phase-lock loop (minimum = 10 MHz).

Using the Power Management Control Register (PMCTL)

The ADSP-2136x processor has a power management control register (`PMCTL`) that allows programs to determine the amount of power dissipated. This includes the ability to program the PLL dynamically in

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software, achieving a slower core instruction rate that minimizes power use. For a complete register description, see [“Power Management Control Register \(PMCTL\)” on page A-146](#).

The PMCTL register also allows programs to disable the clock source to a particular processor peripheral, for example the serial ports or the timers, to further conserve power. By default, each peripheral block has its internal CLK enabled only after it is initialized. Programs can use the PMCTL register to turn the specific peripheral off after the application no longer needs it. After reset, these peripheral clocks are not enabled until the peripheral itself is initialized by the program. The following code examples show some clock management options.

Listing 12-1. Using the System Clock for the SPI Module

```
ustat2 = dm(PMCTL);
bit set ustat2 SPIPDN;    /* disable internal peripheral clock for
                           SPI module. SPIPDN is defined as bit
                           30 of PMCTL */
dm(PMCTL) = ustat2;
```

Listing 12-2. PMCTL Example Code.

```
ENABLING CLKOUT:
ustat2 = dm(PMCTL);
bit set ustat2 CLKOUTEN;    /* switch pin function from Reset
                             Out (RSTOUT) to CLKOUT */
dm(PMCTL) = ustat2;

PLL Divisor modification:
ustat2 = dm(PMCTL);
```

```

bit set ustat2 DIVEN|PLLD4; /* set and enable PLL Divisor for
                             CoreCLK = (CLKIN/4) x M */

dm(PMCTL) = ustat2;

PLL Multiplier modification:
ustat2 = dm(PMCTL);
bit set ustat2 PLLM8 | PLLBP; /* set a multiplier of 8 and
                               put PLL in Bypass */

dm(PMCTL) = ustat2;
waiting loop:
r0 = 0x1000; /* wait for PLL to lock at new rate
              (requirement for modifying multiplier only) */

lcntr = r0, do pllwait until lce;
pllwait:nop;
ustat2 = dm(PMCTL);
bit clr ustat2 PLLBP; /* take PLL out of Bypass,
                      PLL is now at CLKIN*4
                      (CoreCLK = CLKIN * M/N = CLKIN* 8/1) */

dm(PMCTL) = ustat2;

PMCTL register bit defs:
/* Power Management Control register (PMCTL) */
#define PLLM8    (BIT_3)    /* PLL Multiplier 8 */
#define PLLD4    (BIT_7)    /* PLL Divisor 4 */
#define INDIV    (BIT_8)    /* Input Divider */
#define DIVEN    (BIT_9)    /* Enable PLL Divisor */
#define CLKOUTEN (BIT_12)   /* Mux select for CLKOUT/RESETOUT */
#define PLLBP    (BIT_15)   /* PLL Bypass mode indication */
#define SPIPDN   (BIT_30)   /* Shutdown clock to SPI */

```

When the PLL is programmed using a multiplier and a divisor, the `DIVEN` and `PLLBP` bits should NOT be programmed in the same core clock cycle. There should be a delay of at least one core clock cycle between programming these bits. Also, the `DIVEN` bit should be cleared during the write to

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the PMCTL register while placing the PLL in bypass mode by setting (=1) the PLLBP bit or bringing it out of bypass mode by clearing (=0) the PLLBP bit. The approaches described below and shown in [Listing 12-3](#) and [Listing 12-4](#) can be used to accomplish this.

PLL Programming Example 1

Use the following procedure to program the PLL.

1. Set the PLL multiplier and divisor value and enable the divisor by setting the DIVEN bit.
2. After one core clock cycle place the PLL in bypass mode by setting the PLLBP bit. Make sure that the DIVEN bit is cleared before writing into the PMCTL register.
3. Wait in bypass mode until the PLL locks.
4. Take the PLL out of bypass mode by clearing (=0) the bypass bit. Make sure that the DIVEN bit is cleared before writing into the PMCTL register.

Listing 12-3. Example 1 Code

```
ustat2 = dm(PMCTL);
bit set ustat2 DIVEN | PLLD4 | PLLM16; /* set a multiplier of 16
                                         and a divider of 4 */

dm(PMCTL) = ustat2;
bit set ustat2 PLLBP; /* Put PLL in bypass mode. */
bit clr ustat2 DIVEN; /* clear the DIVEN bit */
dm(PMCTL) = ustat2; /* The DIVEN bit should be cleared
                     while placing the PLL in bypass mode */
```

```

waiting_loop:
r0 = 4096;      /* wait for PLL to lock at new rate (requirement
                  for modifying multiplier only) */

lcntr = r0, do pllwait until lce;
pllwait: nop;

ustat2 = dm(PMCTL); /* Reading the PMCTL register value will
                      return the DIVEN bit value as zero */
bit clr ustat2 PLLBP; /* take PLL out of Bypass, PLL is now at
                      CLKIN*4 (CoreCLK = CLKIN * M/N =
                              CLKIN* 16/4) */

dm(PMCTL) = ustat2; /* The DIVEN bit should be cleared while
                      taking the PLL out of bypass mode */

```

PLL Programming Example 2

Use the following alternate procedure to program the PLL.

1. Set the PLL multiplier and divisor values and place the PLL in bypass mode by setting the PLLBP bit.
2. Wait in the bypass mode until the PLL locks.
3. Take the PLL out of bypass mode by clearing the bypass bit.
4. Wait for one core clock cycle.
5. Enable the divisor by setting the DIVEN bit.

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Listing 12-4. Example 2 Code

```
ustat2 = dm(PMCTL);
bit set ustat2 PLLBP | PLLD4 | PLLM16;
/* set a multiplier of 16 and a divider of 4 and enable Bypass
mode*/
waiting_loop:
r0 = 4096;          /* wait for PLL to lock at new rate
                    (requirement for modifying multiplier only) */
lcntr = r0, do pllwait until lce;
pllwait: nop;
ustat2 = dm(PMCTL);
bit clr ustat2 PLLBP; /* take PLL out of Bypass*/

dm(PMCTL) = ustat2;
ustat2 = dm(PMCTL);

bit set ustat2 DIVEN; /* Enable the DIVEN bit, PLL is now at
                     CLKIN*4 (CoreCLK = CLKIN * M/N =
                     CLKIN* 16/4) */

dm(PMCTL) = ustat2;
```

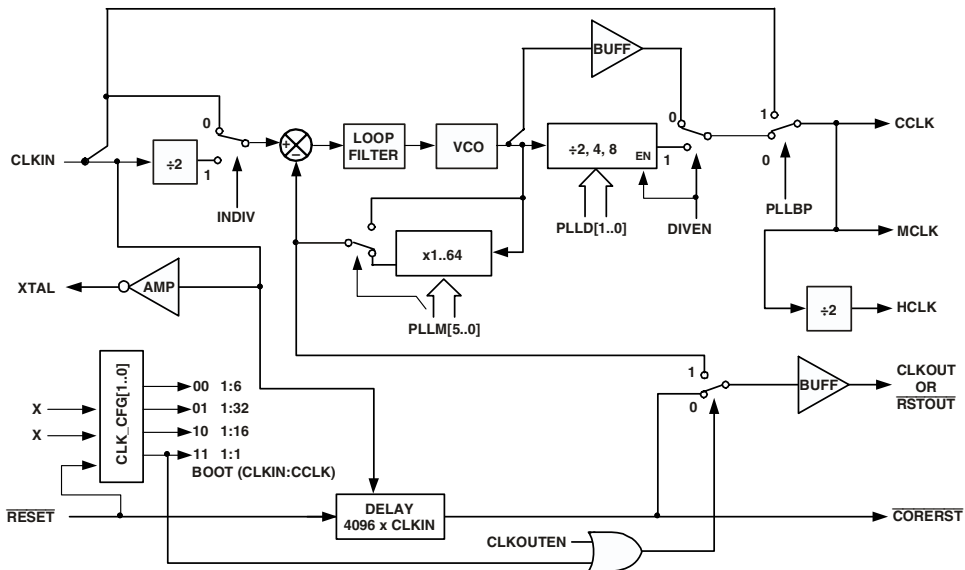
Timing Specifications

The ADSP-2136x processor's internal clock (a multiple of $CLKIN$), provides the clock signal for the internal memory, the processor core, the serial ports, the SPI, and the parallel port (as required for read/write strobes). During reset, program the ratio between the processor's internal clock frequency and external ($CLKIN$) clock frequency with the CLK_CFG1-0 pins.

To determine switching frequencies for the serial ports, divide down the internal clock, using the programmable divider control of each port ($DIVx$ for the serial ports). For the SPI port, the $BAUDR$ bit in the $SPICTL$ register controls the $SPICLK$ baud rate based on the core clock frequency.

Note the following definition and [Figure 12-1](#), [Table 12-4](#), and [Table 12-5](#) for various clock periods that are a function of CLKIN and the appropriate ratio control:

$CCLK = \text{Core Clock} = PLLICLK \times (M/N)$ Multiply Ratio (determined by CLK_CFG pins).



Notes

1. CLKOUT is muxed with RSTOUT. After reset, RSTOUT is selected. CLKOUT is selected by setting bit 12 in the PMCTL register.
2. The PLL ratio is controlled by the states of the CLKCFG[1:0] pins at reset and can be modified in software via the PLLM and PLLDx bits in the PMCTL register.
3. To place the PLL in bypass mode, set bit 15 in the PMCTL register (CCLK = PLLICLK when set).
4. Programs can interrupt the internal clock source to each of the following peripherals: timer, SPI, SPORTs, and parallel port. These internal clock sources are disabled at reset and are enabled and left enabled after each peripheral is enabled. A modest power savings can be achieved by disabling these clocks when they are no longer needed. Note that these peripherals DO NOT RUN at the core clock frequency. For more information, please see the respective peripheral chapters in the *ADSP-2136x SHARC Processor Hardware Reference*.
5. Please refer to one of the ADSP-2136x family data sheets for maximum CLKIN and crystal source specifications.

Figure 12-1. Core Clock and System Clock Relationship to CLKIN

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Programs can modify this setting using bits in the `PMCTL` register. [For more information, see “Power Management Control Register \(PMCTL\)” on page A-146.](#)

Table 12-4. CLKOUT and CCLK Clock Generation Operation

Timing Requirements		Calculation		Description
CLKIN	=	$1/t_{CKIN}$	=	Input Clock
CLKOUT	=	$1/t_{TCK}$	=	Local Clock Out
PLLICK	=	$1/t_{PLLIN}$	=	PLL Input Clock
CCLK	=	$1/t_{CCLK}$	=	Core Clock

Table 12-5. Clock Relationships

Timing Requirements		Description ¹
t_{CK}	=	CLKOUT Clock Period
t_{PLLICK}	=	PLL Input Clock
t_{CCLK}	=	Core Clock Period (Processor)
t_{SCLK}	=	Serial Port Clock Period = $(t_{CCLK}) \times SR$
t_{SPICLK}	=	SPI Clock Period = $(t_{CCLK}) \times SPIR$

¹ where:

SR = serial port-to-core clock ratio (wide range, determined by `CLKDIV`)

SPIR = SPI-to-core clock ratio (wide range, determined by `SPICTL` register)

SCLK = serial port clock

SPICLK = SPI clock

[Table 12-6](#) describes clock ratio requirements. [Table 12-7](#) shows an example clock derivation.

Table 12-6. Clock Ratios

Timing Requirements		Description
cRTO	=	Core to CLKOUT ratio (6:1, 16:1, or 32:1, determined by CLK_CFGx pins at reset. Programs can modify this ratio using the PMCTL register.)
sRTO	=	Sport to core clock ratio (wide range determined by xCLKDIV)

Table 12-7. Clock Derivation

Timing Requirements		Description
t _{CCLK}	=	(t _{CK}) × cRTO
t _{SCLK}	=	(t _{CCLK}) × sRTO

RESET and CLKIN

The processor receives its clock input on the CLKIN pin. The processor uses an on-chip, phase-locked loop (PLL) to generate its internal clock, which is a multiple of the CLKIN frequency. Because the PLL requires some time to achieve phase lock, CLKIN must be valid for a minimum time period during reset before the $\overline{\text{RESET}}$ signal can be deasserted. For information on minimum clock setup, see the *ADSP-2136x SHARC Processor Data Sheet*.

Table 12-8 describes the internal clock to CLKIN frequency ratios supported by the processor. Note that programs control the PLL through the PMCTL register. For more information, see “Power Management Control Register (PMCTL)” on page A-146.



When using an external crystal, the maximum crystal frequency cannot exceed 25 MHz. The internal clock generator, when used in conjunction with the XTAL pin and an external crystal, is designed to support up to a maximum of 25 MHz external crystal frequency. For all other external clock sources, the maximum CLKIN frequency is 50 MHz.

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Table 12-8. Pin Selectable Clock Rate Ratios

CLKCFG1-0	Core to CLKIN Ratio
00	6:1
01	32:1
10	16:1

Table 12-9 demonstrates the internal core clock switching frequency across a range of CLKIN frequencies. The minimum operational range for any given frequency is constrained by the operating range of the phase-lock loop (minimum = 10 MHz). Note that the goal in selecting a particular clock ratio for the application is to provide the highest internal frequency, given a CLKIN frequency.

If an external master clock is used, it should not be driving the CLKIN pin when the processor is not powered. The clock must be driven immediately after powerup; otherwise, internal gates stay in an undefined (hot) state and can draw excess current. After powerup, there should be sufficient time for the oscillator to start up, reach full amplitude, and deliver a stable CLKIN signal to the processor before the reset is released. This may take 100 μ s depending on the choice of crystal, operating frequency, loop gain, and capacitor ratios. For details on timing, refer to the product-specific data sheet.

After the external processor $\overline{\text{RESET}}$ signal is deasserted, the PLL starts operating. The rest of the chip is held in reset for 4096 CLKIN cycles after $\overline{\text{RESET}}$ is deasserted by an internal reset signal. This sequence allows the PLL to lock and stabilize. Add one CLKIN cycle if $\overline{\text{RESET}}$ does not meet setup requirements with respect to the CLKIN falling edge.

Table 12-9. Selecting Core to CLKIN Ratio

	Typical Crystal and Clock Oscillators Inputs					
	12.5	16.67	25	33.3	40	50
Clock Ratios	Core CLK (MHz)					
6:1	N/A	100	150	199	240	300
16:1	200	266.72	N/A	N/A	N/A	N/A
32:1	N/A	N/A	N/A	N/A	N/A	N/A

Reset Generators

It is important that a processor (or programmable device) have a reliable active $\overline{\text{RESET}}$ that is released once the power supplies and internal clock circuits have stabilized. The $\overline{\text{RESET}}$ signal should not only offer a suitable delay, but it should also have a clean monotonic edge. Analog Devices has a range of microprocessor supervisory ICs with different features. Features include one or more of the following:

- Power-up reset
- Optional manual reset input
- Power low monitor
- Backup battery switching

The part number series for supervisory circuits from Analog Devices are:

- ADM69x
- ADM70x
- ADM80x

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- ADM1232
- ADM181x
- ADM869x

A simple powerup reset circuit using the ADM809-RART reset generator is shown in Figure 12-2. The ADM809 provides an active low $\overline{\text{RESET}}$ signal whenever the supply voltage is below 2.63 V. At powerup, a 240 μs active reset delay is generated to give the power supplies and oscillators time to stabilize.

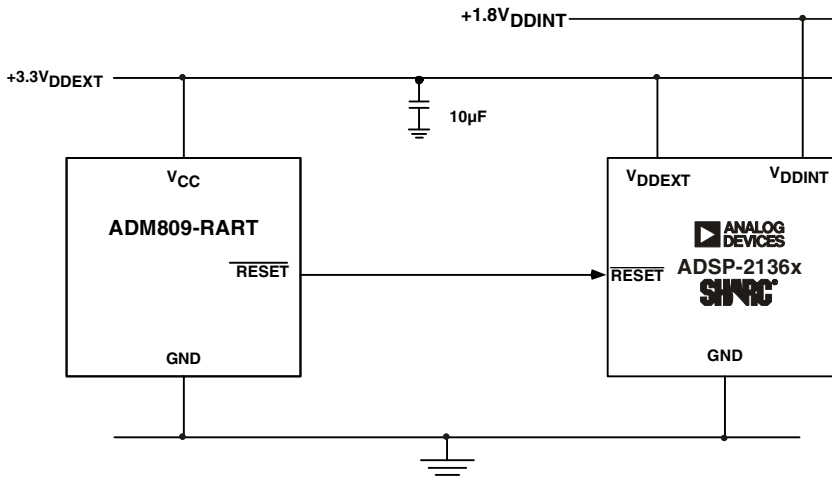


Figure 12-2. Simple Reset Generator

Another reset generator, the ADM706TAR, provides power on $\overline{\text{RESET}}$ and optional manual $\overline{\text{RESET}}$. It allows designers to create a more complete supervisory circuit that monitors the supply voltage. Monitoring the supply voltage allows the system to initiate an orderly shutdown in the event of power failure. The ADM706TAR also allows designers to create a

watchdog timer that monitors for software failure. This part is available in an eight-lead SOIC package. [Figure 12-3](#) shows a typical application circuit using the ADM706TAR.

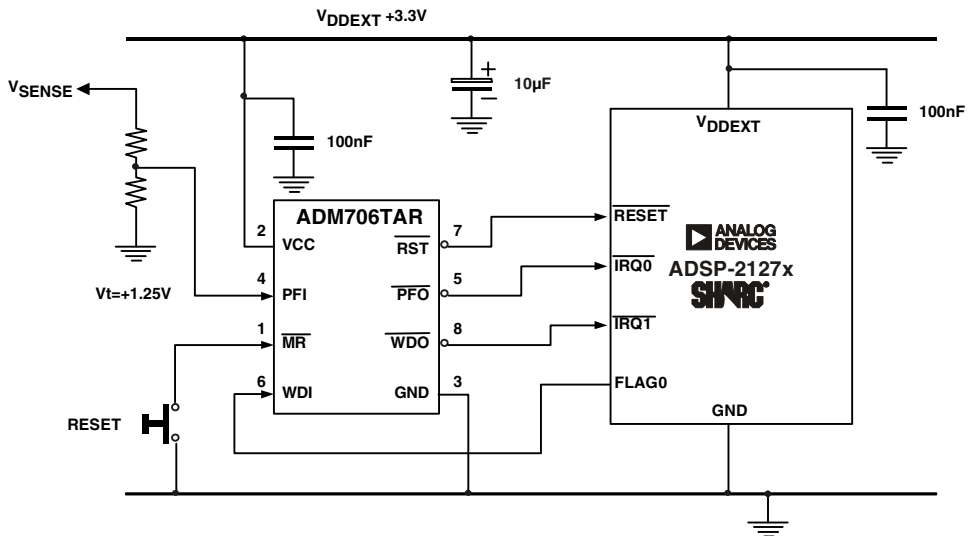


Figure 12-3. Reset Generator and Power Supply Monitor

Interrupt and Timer Pins

The processor's external interrupt pins, flag pins, and timer pin can be used to send and receive control signals to and from other devices in the system. The $\overline{IRQ2-0}$ pins are mapped on the $FLAG2-0$ pins and the $TIMEXP$ pin is mapped on the $FLAG3$ pin. Hardware interrupt signals ($\overline{IRQ2-0}$) are received on the $FLAG2-0$ pins. Interrupts can come from devices that require the processor to perform some task on demand. A memory-mapped peripheral, for example, can use an interrupt to alert the processor that it has data available. [For more information, see Appendix B, "Interrupts".](#)

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The `TIMEXP` output is generated by the on-chip timer. It indicates to other devices that the programmed time period has expired. For more information, see the *ADSP-2136x SHARC Processor Programming Reference*.

Core-Based Flag Pins

The `FLAG3-0` pins allow single bit signalling between the processor and other devices. For example, the processor can raise an output flag to interrupt a host processor. Each flag pin can be programmed to be either an input or output. In addition, many processor instructions can be conditioned on a flag's input value, enabling efficient communication and synchronization between multiple processors or other interfaces.

The flags are bidirectional pins and all have the same functionality. The `FLGX0` bits in the `FLAGS` register program the direction of each flag pin. For more information, see the *ADSP-2136x SHARC Processor Programming Reference*.



When the `SPIPDN` bit (bit 30 in the `PMCTL` register) is set (= 1 which shuts down the clock to the SPI), the `FLAGx` pins cannot be used (via the `FLAGS7-0` register bits) because they are synchronized with the clock.

JTAG Interface Pins

The JTAG Test Access Port (TAP) consists of the `TCK`, `TMS`, `TDI`, `TD0`, and `TRST` pins. The JTAG port can be connected to a controller that performs a boundary scan for testing purposes. This port is also used by the Analog Devices processor tools product line of JTAG emulators and development software to access on-chip emulation features. To allow the use of the emulator, a connector for its in-circuit probe must be included in the target system.

If the $\overline{\text{TRST}}$ pin is not asserted (or held low) at powerup, the JTAG port is in an undefined state that may cause the ADSP-21365 processor to drive out on I/O pins that would normally be three-stated at reset. The $\overline{\text{TRST}}$ pin can be held low with a jumper to ground on the target board connector.

A detailed discussion of JTAG and its use can be found in Engineer-to-Engineer Note “EE-68, *Analog Devices JTAG Emulation Technical Reference*”. This document is available on the Analog Devices Web site at www.analog.com.

Phase-Locked Loop Start Up

The $\overline{\text{RESET}}$ signal can be held low long enough to guarantee a stable CLKIN source and stable VDDINT/VDDEXT power supplies before the PLL is reset.

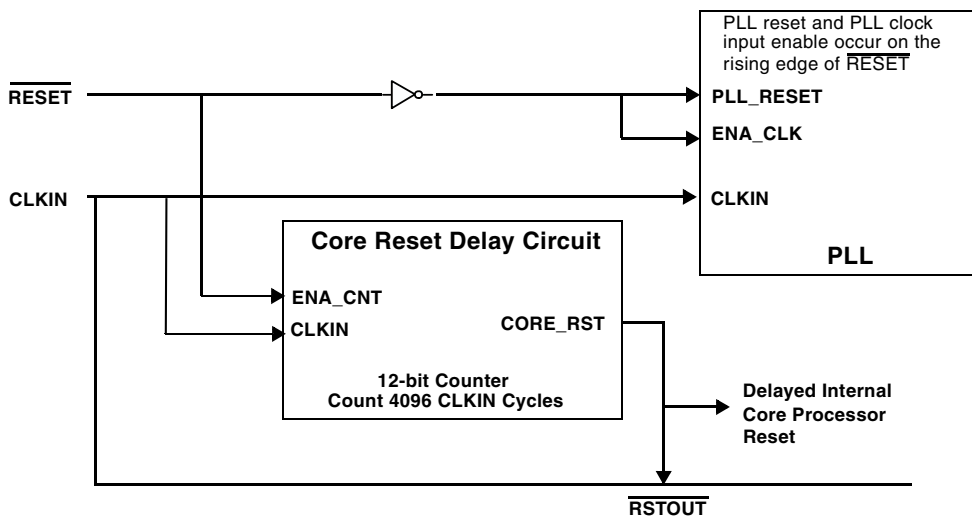


Figure 12-4. Chip Reset Circuit

Conditioning Input Signals

In order for the PLL to lock to the CLKIN frequency, it needs time to lock before the core can execute or begin the boot process. A delayed core reset has been added via the delay circuit. There is a 12-bit counter that counts up to 4096 CLKIN cycles after $\overline{\text{RESET}}$ is transitioned from low to high. The delay circuit is activated at the same time the PLL is taken out of reset.

The advantage of the delayed core reset is that the PLL can be reset any number of times without having to powerdown the system. If there is a brownout situation, the watchdog circuit only has to control the $\overline{\text{RESET}}$.

Conditioning Input Signals

The processor is a CMOS device. It has input conditioning circuits which simplify system design by filtering or latching input signals to reduce susceptibility to glitches or reflections.

The following sections describe why these circuits are needed and their effect on input signals.

A typical CMOS input consists of an inverter with specific N and P device sizes that cause a switching point of approximately 1.4 V. This level is selected to be the midpoint of the standard TTL interface specification of $V_{IL} = 0.8 \text{ V}$ and $V_{IH} = 2.0 \text{ V}$. This input inverter, unfortunately, has a fast response to input signals and external glitches wider than 1 ns. Filter circuits and hysteresis are added after the input inverter on some processor inputs, as described in the following sections.

Reset Input Hysteresis

Hysteresis is used only on the $\overline{\text{RESET}}$ input signal. Hysteresis causes the switching point of the input inverter to be slightly above 1.4 V for a rising edge and slightly below 1.4 V for a falling edge. The value of the hysteresis is approximately $\pm 0.1 \text{ V}$. The hysteresis is intended to prevent multiple triggering of signals which are allowed to rise slowly, as might be expected

on a reset line with a delay implemented by an RC input circuit. Hysteresis is not used to reduce the effect of ringing on processor input signals with fast edges, because the amount of hysteresis that can be used on a CMOS chip is too small to make a difference. The small amount of hysteresis allowed is due to the restrictions on the tolerance of the V_{IL} and V_{IH} TTL input levels under worst-case conditions. Refer to the product-specific processor data sheet for exact specifications.

Designing for High Frequency Operation

Because the processor must be able to operate at very high clock frequencies, signal integrity and noise problems must be considered for circuit board design and layout. The following sections discuss these topics and suggest various techniques to use when designing and debugging target systems.

All synchronous processor behavior is specified to $CLKIN$. System designers are encouraged to clock synchronous peripherals with this same clock source (or a different low-skew output from the same clock driver).

Clock Specifications and Jitter

The clock signal must be free of ringing and jitter. Clock jitter can easily be introduced into a system where more than one clock frequency exists. Jitter should be kept to an absolute minimum. High frequency jitter on the clock to the processor may result in abbreviated internal cycles.

Keep the portions of the system that operate at different frequencies as physically separate as possible. The clock supplied to the processor must have a rise time of 3 ns or less and must meet or exceed a high and low voltage of 2 V and 0.4 V, respectively.



Never share a clock buffer IC with a signal of a different clock frequency. This introduces excessive jitter.

Other Recommendations and Suggestions

- Use more than one ground plane on the PCB to reduce crosstalk. Be sure to use lots of vias between the ground planes. One V_{DD} plane for each supply is sufficient. These planes should be in the center of the PCB.
- To reduce crosstalk, keep critical signals such as clocks, strobes, and bus requests on a signal layer next to a ground plane away from, or lay out these signals perpendicular to, other non-critical signals.
- If possible, position the processors on both sides of the board to reduce area and distances.
- To allow better control of impedance and delay, and to reduce crosstalk, design for lower transmission line impedances.
- Use 3.3 V peripheral components and power supplies to help reduce transmission line problems, ground bounce, and noise coupling (the receiver switching voltage of 1.5 V is close to the middle of the voltage swing).
- Experiment with the board and isolate crosstalk and noise issues from reflection issues. This can be done by driving a signal wire from a pulse generator and studying the reflections while other components and signals are passive.

Decoupling Capacitors and Ground Planes

Extended copper planes must be used for the ground and power supplies. Designs should use a minimum of six bypass capacitors (two 0.1 μF and four 1 nF ceramic) for each V_{DDEXT} and V_{DDINT} supply. The capacitors should be placed very close to the package as shown in [Figure 12-5](#). The decoupling capacitors ground should be tied directly to the ground plane. A surface-mount capacitor is recommended because of its lower series

inductance. Connect the power plane to the power supply pins directly with minimum trace length. The ground planes must not be densely perforated with vias or traces as their effectiveness is reduced. In addition, there should be several large tantalum capacitors on the board.

 Designs can use either bypass placement case shown in [Figure 12-5](#), or combinations of the two. Designs should try to minimize signal feedthroughs that perforate the ground plane. See Engineer-to-Engineer Note “EE-253, Considerations for Effective Power Bypass Decoupling of DSPs”

Oscilloscope Probes

When making high speed measurements, be sure to use a “bayonet” type or similarly short (< 0.5 inch) ground clip, attached to the tip of the oscilloscope probe. The probe should be a low capacitance active probe with 3 pF or less of loading. The use of a standard ground clip with four inches of ground lead causes ringing to be seen on the displayed trace and makes the signal appear to have excessive overshoot and undershoot. A 1 GHz or better sampling oscilloscope is needed to see the signals accurately.

Designing for High Frequency Operation

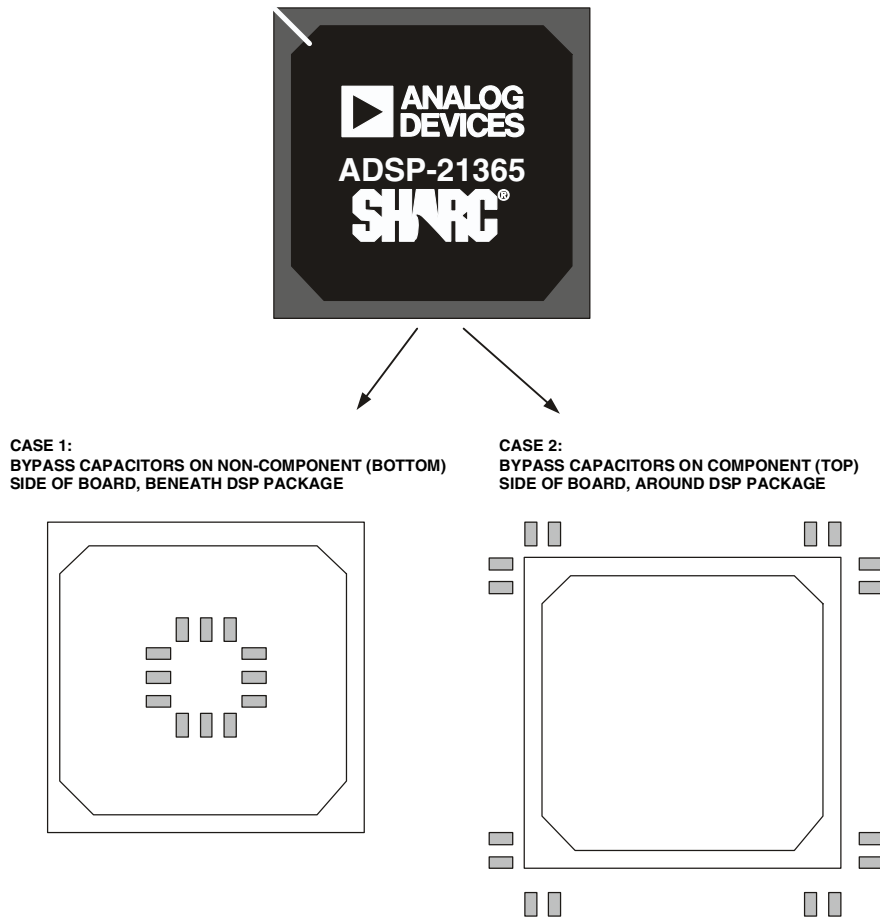


Figure 12-5. Bypass Capacitor Placement

Recommended Reading

The text *High-Speed Digital Design: A Handbook of Black Magic* is recommended for further reading. This book is a technical reference that covers the problems encountered in state-of-the-art, high frequency digital circuit design. It is also an excellent source of information and practical ideas. Topics covered in the book include:

- High-Speed Properties of Logic Gates
- Measurement Techniques
- Transmission Lines
- Ground Planes and Layer Stacking
- Terminations
- Vias
- Power Systems
- Connectors
- Ribbon Cables
- Clock Distribution
- Clock Oscillators

High-Speed Digital Design: A Handbook of Black Magic, Johnson & Graham, Prentice Hall, Inc., ISBN 0-13-395724-1.

Booting

When a processor is initially powered up, its internal SRAM is undefined. Before actual program execution can begin, the application must be loaded from an external non-volatile source such as flash memory or a host processor. This process is known as *bootstrap loading* or *booting* and is automatically performed by the ADSP-2136x processor after powerup or after a software reset.

The ADSP-2136x processor supports three booting modes—EPROM, SPI master and SPI slave. Each of these modes uses the following general procedure:

1. At reset, the ADSP-2136x processor is hardwired to load two hundred fifty-six 32-bit instruction words via a DMA starting at location 0x90000. In this chapter, these instructions are referred to as the *boot kernel* or *loader kernel*.
2. The DMA completes and the interrupt associated with the peripheral that the processor is booting from is activated. The processor jumps to the applicable interrupt vector location (0x90030 for SPI and 0x90050 for the parallel port) and executes the code located there. (Typically, the first instruction at the interrupt vector is a return from interrupt (RTI) instruction.)
3. The loader kernel executes a series of direct memory accesses (DMAs) to import the rest of the application, overwriting itself with the applications' interrupt vector table (IVT).
4. After executing the kernel, the processor returns to location 0x90005 where normal program execution begins.

To support this process, a 256-word loader kernel and loader (which converts executables into boot-loader images) are supplied with the VisualDSP++ development tools for both SPI and parallel port booting. For more information on the loader, see the tools documentation in [“Related Documents” on page -xxix](#).

The boot source is determined by strapping the two `BOOT_CFGx` pins to either logic low or logic high. These settings are shown in [Table 12-10](#).

Table 12-10. Booting Modes

BOOT_CFG1-0	Description
00	SPI slave boot
01	SPI master boot
10	EPROM boot via parallel port
11	Internal boot mode

Parallel Port Booting

The ADSP-2136x processor supports an 8-bit boot mode through the parallel port. This mode is used to boot from external 8-bit wide memory devices. The processor is configured for 8-bit boot mode when the `BOOT_CFG1-0` pins = 10. When configured for parallel boot loading, the parallel port transfers occur with the default bit settings (shown in [Table 12-11](#)) for the `PPCTL` register.

Table 12-11. Parallel Port Boot Mode Settings in the PPCTL Register

Bit	Setting
PPEN (bit 0)	= 1; enable parallel port
PPDUR (bits 5–1)	= 10111; (23 core clock cycles per data transfer cycle)
PPBHC (bit 6)	= 0; do not insert a bus hold cycle on every access
PP16 (bit 7)	= 0; external data width = 8 bits

Table 12-11. Parallel Port Boot Mode Settings in the PPCTL Register

Bit	Setting
PPDEN (bit 8)	= 1; use DMA
PPTRAN (bit 9)	= 0; receive (read) DMA
PPBHD (bit 12)	= 0; buffer hang enabled
PPALEPL (bit 13)	= 0; ALE is active high
PPFLMD (bit 14)	= 1; enable flash mode

The reset value of the PPCTL register is:

- 0x0000402E in no boot mode
- 0x0000412F in 8-bit boot mode

For a complete description of the Parallel Port Control register, see “[Parallel Port Control Register \(PPCTL\)](#)” on page A-12.

The parallel port DMA channel is used when downloading the boot kernel information to the processor. At reset, the DMA parameter registers are initialized to the values listed in [Table 12-12](#).

 Unlike previous SHARC processors, the ADSP-2136x processor does not have a boot memory select ($\overline{\text{BMS}}$) pin. The boot prom’s chip select ($\overline{\text{CS}}$) should be generated from an address decoder, or otherwise derived from the parallel port signals. For more information, see [Chapter 3, “Parallel Port”](#).

Table 12-12. Parameter Initialization Value

Parameter Register	Initialization Value	Comment
PPCTL	0x0000 412F	See Table 12-11 .
IIPP	0	Offset from the internal memory, normal word, starting address of 0x90000.

Table 12-12. Parameter Initialization Value (Cont'd)

Parameter Register	Initialization Value	Comment
ICPP	0x180 (384)	This is the number of 32-bit words that are equivalent to 256 instructions.
IMPP	0x01	
EIPP	0x00	
ECPP	0x600	This is the number of bytes in 0x100 48-bit instructions.
EMPP	0x01	

SPI Port Booting

The ADSP-2136x processor supports booting from a host processor using SPI slave mode (`BOOT_CFG1-0 = 00`). Booting from an SPI flash, SPI PROM, or a host processor via SPI master mode (`BOOT_CFG1-0 = 01`).

Both SPI boot modes support booting from 8-, 16-, or 32-bit SPI devices. In all SPI boot modes, the data word size in the shift register is hardwired to 32 bits. Therefore, for 8- or 16-bit devices, data words are packed into the shift register to generate 32-bit words least significant bit (LSB) first, which are then shifted into internal memory. The relationship between the 32-bit words received into the `RXSPI` register and the instructions that need to be placed in internal memory is shown in [Figure 12-6](#).

For more information about 32- and 48-bit internal memory addressing, see the Memory chapter in the “*ADSP-2136x SHARC Processor Programming Reference*”.

Booting

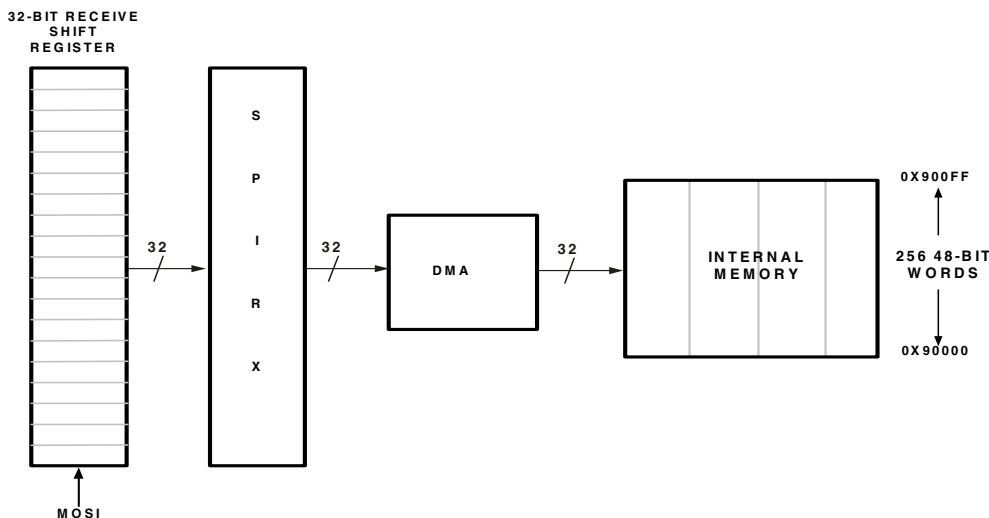


Figure 12-6. SPI Data Packing

For 16-bit SPI devices, two words shift into the 32-bit receive shift register (RXSR) before a DMA transfer to internal memory occurs. For 8-bit SPI devices, four words shift into the 32-bit receive shift register before a DMA transfer to internal memory occurs.

When booting, the ADSP-2136x processor expects to receive words into the RXSPI register seamlessly. This means that bits are received continuously without breaks. [For more information, see “Core Transmit/Receive Operations” on page 5-13.](#) For different SPI host sizes, the processor expects to receive instructions and data packed in a least significant word (LSW) format.

Figure 12-7 shows how a pair of instructions are packed for SPI booting using a 32-, 16-, and an 8-bit device. These two instructions are received as three 32-bit words as illustrated in Figure 12-6.

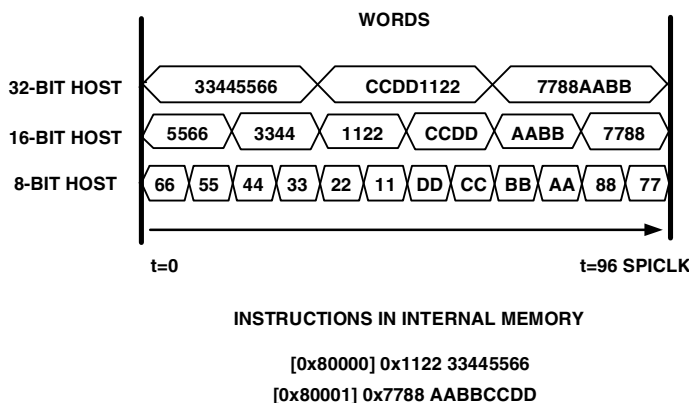


Figure 12-7. Instruction Packing for Different Hosts

The following sections examine how data is packed into internal memory during SPI booting for SPI devices with widths of 32, 16, or 8 bits.

32-bit SPI Host Boot

Figure 12-8 shows how a 32-bit SPI host packs 48-bit instructions executed at PM addresses 0x90000 and 0x90001. The 32-bit word is shifted to internal program memory during the 256-word kernel load.

The following example shows a 48-bit instruction executed:

[0x90000] 0x112233445566

[0x90001] 0x7788AABBCDD

Booting

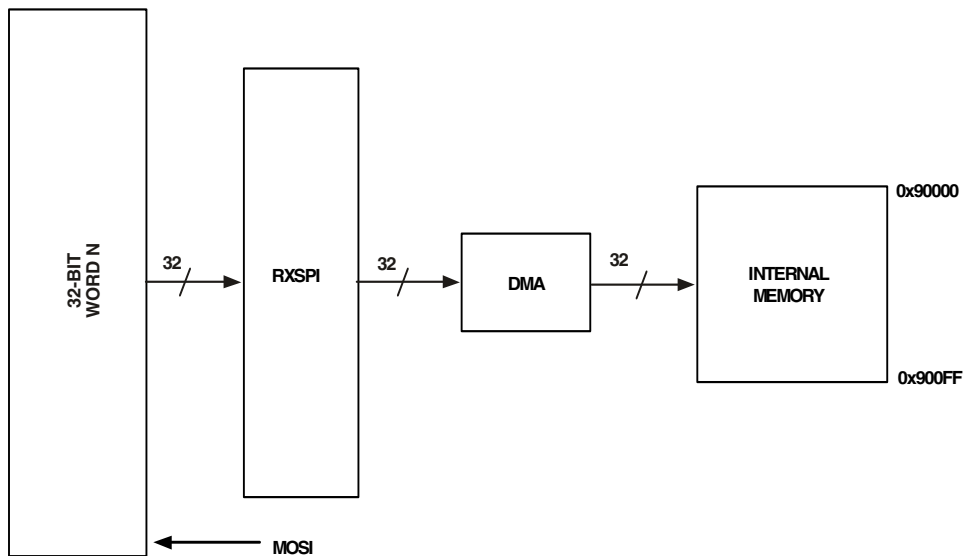


Figure 12-8. 32-Bit SPI Host Packing

The 32-bit SPI host packs or prearranges the data as:

SPI word 1 = 0x33445566
SPI word 2 = 0xCCDD1122
SPI word 3 = 0x7788AABB

16-bit SPI Host Boot

Figure 12-9 shows how a 16-bit SPI host packs 48-bit instructions at PM addresses 0x90000 and 0x90001. For 16-bit hosts, two 16-bit words are packed into the shift register to generate a 32-bit word. The 32-bit word shifts to internal program memory during the kernel load.

The following example shows a 48-bit instructions executed.

[0x90000] 0x112233445566

[0x90001] 0x7788AABBCCDD

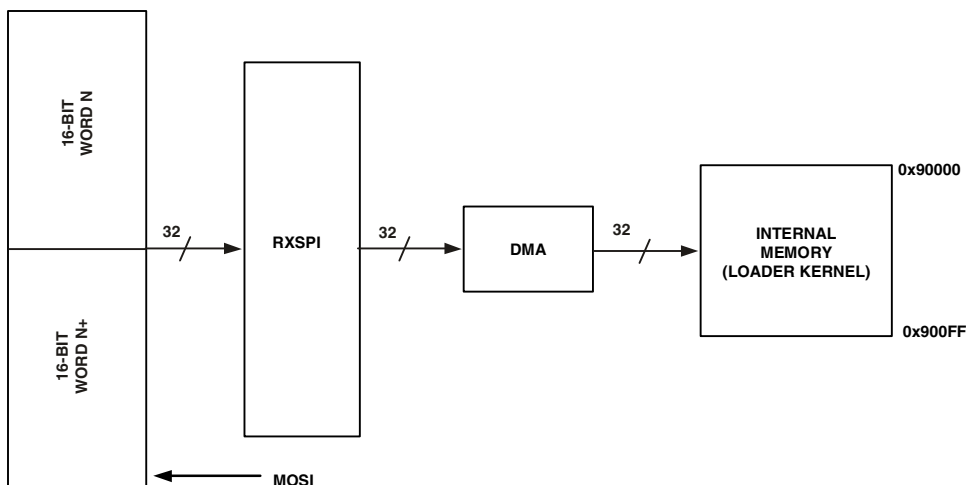


Figure 12-9. 16-Bit SPI Host Packing

The 16-bit SPI host packs or prearranges the data as:

SPI word 1 = 0x5566
 SPI word 2 = 0x3344
 SPI word 3 = 0x1122
 SPI word 4 = 0xCCDD
 SPI word 5 = 0xAABB
 SPI word 6 = 0x7788

The initial boot of the 256-word loader kernel requires a 16-bit host to transmit 768 16-bit words. Two packed 16-bit words comprise the 32-bit word. The SPI DMA count value of 0x180 is equivalent to 384 words. Therefore, the total number of 16-bit words loaded is 768.

8-bit SPI Host Boot

Figure 12-10 shows how an 8-bit SPI host packs 48-bit instructions executed at PM addresses 0x90000 and 0x90001. For 8-bit hosts, four 8-bit words pack into the shift register to generate a 32-bit word. The 32-bit word shifts to internal program memory during the load of the 256-instruction word kernel.

The following example shows a 48-bit instruction executed:

[0x90000] 0x112233445566

[0x90001] 0x7788AABBCCDD

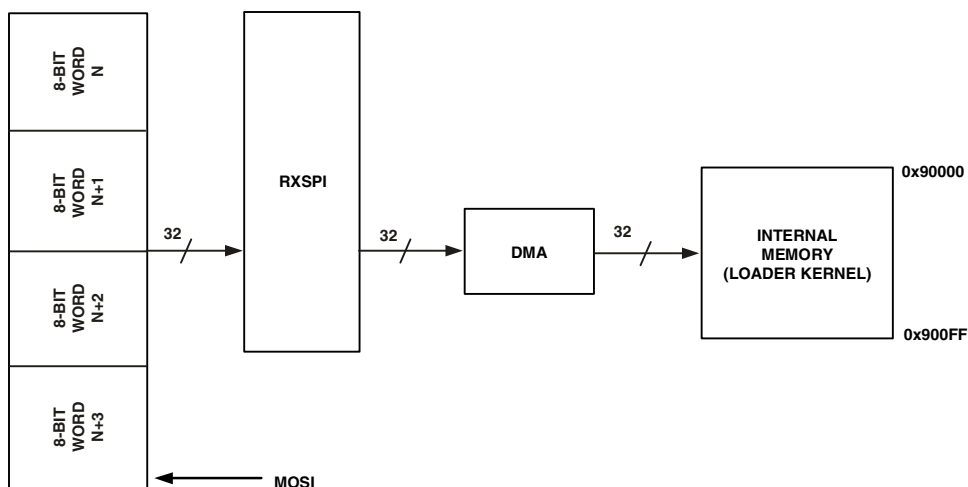


Figure 12-10. 8-Bit SPI Host Packing

The 8-bit SPI host packs or prearranges the data as:

SPI word 1 = 0x66

SPI word 2 = 0x55

SPI word 3 = 0x44

SPI word 4 = 0x33

SPI word 5 = 0x22
 SPI word 6 = 0x11
 SPI word 7 = 0xDD
 SPI word 8 = 0xCC
 SPI word 9 = 0xBB
 SPI word 10 = 0xAA
 SPI word 11 = 0x88
 SPI word 12 = 0x77

The initial boot of the 256-word loader kernel requires an 8-bit host to transmit fifteen hundred thirty-six 8-bit words. The SPI DMA count value of 0x180 is equal to 384 words. Since one 32-bit word is created from four packed 8-bit words, the total number of 8-bit words transmitted is 1536.

For all boot modes, the VisualDSP++ loader automatically outputs the correct word width and count based on the project settings. For more information, see the VisualDSP++ tools loader manual.

Slave Boot Mode

In slave boot mode, the host processor initiates the booting operation by activating the $\overline{\text{SPICLK}}$ signal and asserting the $\overline{\text{SPIDS}}$ signal to the active low state. The 256-word kernel is loaded 32 bits at a time, via the SPI receive shift register (RXSR). To receive 256 instructions (48-bit words) properly, the SPI DMA initially loads a DMA count of 0x180 (384) 32-bit words, which is equivalent to 0x100 (256) 48-bit words.



The processor's $\overline{\text{SPIDS}}$ pin should not be tied low. When in SPI slave mode, including booting, the $\overline{\text{SPIDS}}$ signal is required to transition from high to low. SPI slave booting uses the default bit settings shown in [Table 12-13](#).

Table 12-13. SPI Slave Boot Bit Settings

Bit	Setting	Comment
SPIEN	Set (= 1)	SPI enabled
SPIMS	Cleared (= 0)	Slave device
MSBF	Cleared (= 0)	LSB first
WL	10, 32-bit SPI	Receive shift register word length
DMISO	Set (= 1) MISO	MISO disabled
SENDZ	Cleared (= 0)	Send last word
SPIRCV	Set (= 1)	Receive DMA enabled
CLKPL	Set (= 1)	Active low SPI clock
CPHASE	Set (= 1)	Toggle SPICLK at the beginning of the first bit

The SPI DMA channel is used when downloading the boot kernel information to the processor. At reset, the DMA parameter registers are initialized to the values listed in [Table 12-14](#).

Table 12-14. Parameter Initialization Value for Slave Boot

Parameter Register	Initialization Value	Comment
SPICTL	0x0000 4D22	
SPIDMAC	0x0000 0007	Enabled, RX, initialized on completion
IISPI	0x0008 0000	Start of block 0 normal word memory
IMSPI	0x0000 0001	32-bit data transfers
CSPI	0x0000 0180	

Master Boot

In master boot mode, the ADSP-2136x processor initiates the booting operation by:

1. Activating the `SPICLK` signal and asserting the `FLAG0` signal to the active low state.
2. Writing the read command `0x03` and address `0x00` to the slave device as shown in [Figure 12-7](#).

Master boot mode is used when the processor is booting from an SPI-compatible serial PROM, serial FLASH, or slave host processor. The specifics of booting from these devices are discussed individually. On reset, the interface starts up in mMaster mode performing a three hundred eighty-four 32-bit word DMA transfer.

SPI master booting uses the default bit settings shown in [Table 12-15](#).

Table 12-15. SPI Master Boot Mode Bit Settings

Bit	Setting	Comment
SPIEN	Set (= 1)	SPI enabled
SPIMS	Set (= 1)	Master device
MSBF	Cleared (= 0)	LSB first
WL	10	32-bit SPI receive shift register word length
DMISO	Cleared (= 0)	MISO enabled
SENDZ	Set (= 1)	Send zeros
SPIRCV	Set (= 1)	Receive DMA enabled
CLKPL	Set (= 1)	Active low SPI clock
CPHASE	Set (= 1)	Toggle SPICLK at the beginning of the first bit

Booting

The SPI DMA channel is used when downloading the boot kernel information to the processor. At reset, the DMA parameter registers are initialized to the values listed in [Table 12-16](#).

Table 12-16. Parameter Initialization Values for Master Boot

Parameter Register	Initialization Value	Comment
SPICTL	0x0000 5D06	
SPIBAUD	0x0064	CCLK/400 = 500 KHz@ 200 MHz
SPIFLG	0xfe01	FLAG0 used as slave-select
SPIDMAC	0x0000 0007	Enable receive interrupt on completion
IISPI	0x0008 0000	Start of block 0 normal word memory
IMSPI	0x0000 0001	32-bit data transfers
CSPI	0x0000 0180	0x100 instructions = 0x180 32-bit words

From the perspective of the processor, there is no difference between booting from the three types of SPI slave devices. Since SPI is a full-duplex protocol, the processor is receiving the same amount of bits that it sends as a read command. The read command comprises a full 32-bit word (which is what the processor is initialized to send) comprised of a 24-bit address with an 8-bit opcode. The 32-bit word that is received while this read command is transmitted is thrown away in hardware, and can never be recovered by the user. Because of this, special measures must be taken to guarantee that the boot stream is identical in all three cases. The processor boots in least significant bit first (LSBF) format, while most serial memory devices operate in most significant bit first (MSBF) format. Therefore, it is necessary to program the device in a fashion that is compatible with the required LSBF format.

Also, because the processor always transmits 32 bits before it begins reading boot data from the slave device, it is necessary for the VisualDSP++ tools to insert extra data to the boot image (in the loader file) if using memory devices that do not use the LSBF format. VisualDSP++ has

built-in support for creating a boot stream compatible with both endian formats and devices requiring 16-bit and 24-bit addresses, as well as those requiring no read command at all.

Figure 12-11 shows the initial 32-bit word sent out from the processor. As shown in the figure, the processor initiates the SPI-master boot process by writing an 8-bit opcode (LSB first) to the slave device to specify a read operation. This read opcode is fixed to 0xC0 (0x03 in MSBF format). Following that, a 24-bit address (all zeros) is always driven by the processor. On the following SPICLK cycle (cycle 32), the processor expects the first bit of the first word of the boot stream. This transfer continues until the kernel has finished loading the user program into the processor.

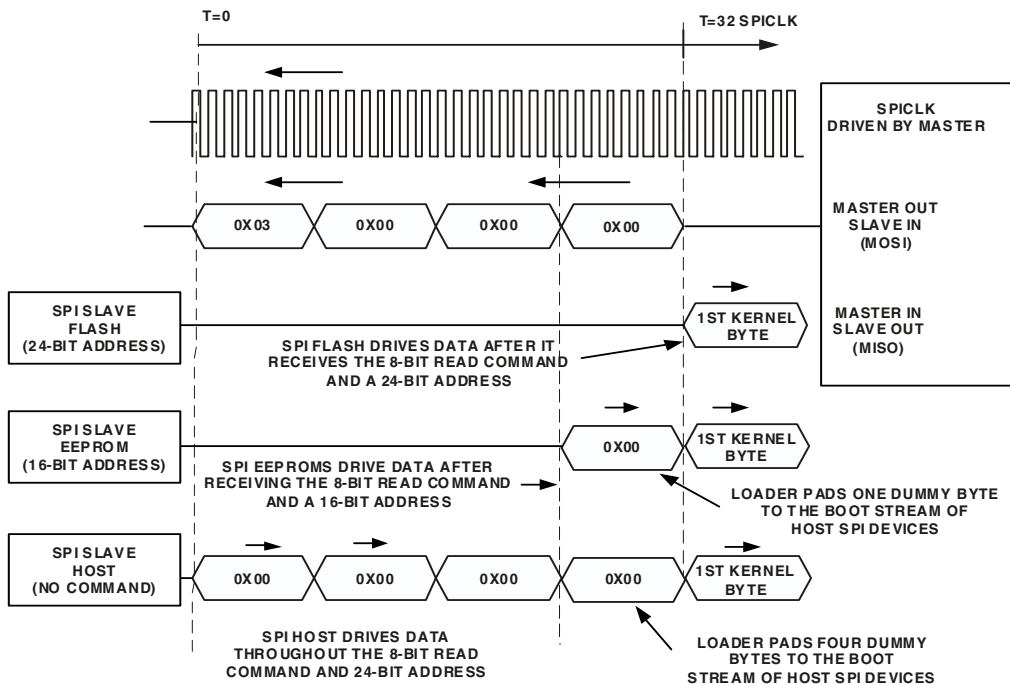


Figure 12-11. SPI Master Mode Booting Using Various Serial Devices

Bootling

Bootling From an SPI Flash

For SPI flash devices, the format of the boot stream is identical to that used in SPI slave mode, with the first byte of the boot stream being the first byte of the kernel. This is because SPI flash devices do not drive out data until they receive an 8-bit command and a 24-bit address.

Bootling From an SPI PROM (16-bit address)

Figure 12-11 shows the initial 32-bit word sent out from the processor from the perspective of the serial PROM device.

As shown in Figure 12-11, SPI EEPROMS only require an 8-bit opcode and a 16-bit address. These devices begin transmitting on clock cycle 24. However, because the processor is not expecting data until clock cycle 32, it is necessary to pad an extra byte to the beginning of the boot stream when programming the PROM. In other words, the first byte of the kernel is the second byte of the boot stream. The VisualDSP++ tools automatically handle padding in the loader file generation process for SPI PROM devices.

Bootling From an SPI Host Processor

Typically, host processors in SPI slave mode transmit data on every `SPICLK` cycle. This means that the first four bytes that are sent by the host processor are part of the first 32-bit word that is thrown away by the processor (see Figure 12-11). Therefore, it is necessary to pad an extra four bytes to the beginning of the boot stream when programming the host. For example, the first byte of the kernel is the fifth byte of the boot stream. VisualDSP++ automatically handles this padding in the loader file generation process.

Data Delays, Latencies, and Throughput

Table 12-17 on page 12-51 specifies latencies and throughput for the ADSP-2136x processor. *Latency* is defined as the number of cycles (after the first cycle) required to complete the operation. A zero wait state memory has a latency of zero. A single wait state memory has a data delay of one. *Throughput* is the maximum rate at which the operation is performed. Data delay and throughput are the same whether the access is from a host processor or from another ADSP-2136x processor.

Execution Stalls

The following events can cause an execution stall for the ADSP-2136x processor:

- One cycle on a program memory data access with instruction cache miss
- Two cycles on non-delayed branches
- Two cycles on normal interrupts
- One to two cycles on short loops with small iterations
- n cycles on an IDLE instruction
- In a sequence of three instructions of the types shown below, the processor may stall for one cycle:

Instruction 1: Compute instruction affecting flags such as
 $R2 = R3 - R4;$

Instruction 2: Conditional instruction involving post-modify addressing such as $IF\ EQ\ DM(I1, M1) = R15;$

Data Delays, Latencies, and Throughput

Instruction 3: Instruction involving post-modify addressing using the same I register such as `R0 = DM(I1,M2);`. This last instruction stalls the processor for one cycle.

- Any read reference to a memory-mapped register located physically within the core (registers like `SYSCTL`, which are not situated in the IOP) requires two cycles. Therefore, the processor stalls for one cycle.
- Any read reference to a memory-mapped register located within a peripheral such as the SPI, SPORTS, IDP, or parallel port requires a minimum of four cycles, so the minimum stall is three cycles.
- Any reference to a memory-mapped register in a conditional instruction stalls the processor for one extra cycle (with respect to an unconditional instruction).

DAG Stalls

One cycle hold on register conflict.

Memory Stalls

One cycle on PM and DM bus access to the same block of internal memory.

IOP Register Stalls

A read of the IOP registers takes a minimum of four cycles. Therefore the processor stalls for at least three cycles.

DMA Stalls

The following are stalls when using direct memory accessing.

- One cycle if an access to a DMA parameter register conflicts with the DMA address generation. For example, writing to the register while a register update is taking place, or reading a DMA register that conflicts with DMA chaining.
- n cycles if writing (or reading) to a DMA buffer when the buffer is full (or empty).

IOP Buffer Stalls

Table 12-17 shows the number of stalls incurred with the I/O processor when writing to a full buffer or reading from an empty buffer.

Table 12-17. Latencies and Throughput

Operation	Minimum Data Delay (cycles)	Maximum Throughput (cycles/ transfer)
Interrupts ($\overline{\text{IRQ}}2-0$)	3	-
DMA chain initialization	7–11	-
Serial ports ¹	35	32

1 ADSP-2136x processor-to-ADSP-2136x processor transfers using 32-bit words.

A REGISTERS REFERENCE

The ADSP-2136x processor has general-purpose and dedicated registers in each of its functional blocks. The register reference information for each functional block includes bit definitions, initialization values, and memory-mapped addresses (for I/O processor registers). Information on each type of register is available at the following locations:

- [“I/O Processor Registers” on page A-2](#)
- [“Parallel Port Registers” on page A-12](#)
- [“Serial Port Registers” on page A-19](#)
- [“Serial Peripheral Interface Registers” on page A-42](#)
- [“Input Data Port Registers” on page A-55](#)
- [“Sample Rate Converter Registers” on page A-68](#)
- [“Signal Routing Unit Registers” on page A-80](#)
- [“Special IDP Registers” on page A-110](#)
- [“DAI Interrupt Controller Registers” on page A-115](#)
- [“Precision Clock Generator Registers” on page A-117](#)
- [“Pulse Width Modulation Registers” on page A-125](#)
- [“Sony/Philips Digital Interface Registers” on page A-132](#)
- [“Peripheral Interrupt Priority Control Registers \(PICRx\)” on page A-141](#)

I/O Processor Registers

- “Power Management Control Register (PMCTL)” on page A-146
- “Hardware Breakpoint Control Register (BRKCTL)” on page A-150
- “Enhanced Emulation Status Register (EEMUSTAT)” on page A-154

When writing programs, it is often necessary to set, clear, or test bits in the processor’s registers. While these bit operations can all be done by referring to the bit’s location within a register or (for some operations) the register’s address with a hexadecimal number, it is much easier to use symbols that correspond to the bit’s or register’s name. For convenience and consistency, Analog Devices supplies a header file that provides these bit and registers definitions. An `#include` file is provided with VisualDSP++ tools and can be found in the `VisualDSP/2136x/include` directory.

 Many registers have reserved bits. When writing to a register, programs may only clear (write zero to) the register’s reserved bits.

I/O Processor Registers

The I/O processor’s registers are accessible as part of the processor’s memory map. [Table A-1](#) lists the I/O processor’s memory mapped registers and provides a cross-reference to a description of each register. These registers occupy addresses 0x0000 0000 through 0x0003 FFFF of the memory map. The I/O registers control the following DMA operations: parallel port, serial port, serial peripheral interface port (SPI), and input data port (IDP), and internal memory-to-memory transfers.

 I/O processor registers have a one-cycle effect latency (changes take effect on the second cycle after the change).

Since the I/O processor’s registers are part of the processor’s memory map, buses access these registers as locations in memory. While these registers act as memory mapped locations, they are separate from the processor’s

internal memory and have different bus access. One bus can access one I/O processor register from one I/O processor register group at a time. [Table A-1 on page A-3](#) lists the I/O processor register groups.

When there is contention among the buses for access to registers in the same I/O processor register group, the processor arbitrates register access as follows:

- Data memory (DM) bus accesses
- Program memory (PM) bus accesses
- I/O processor (IO) bus (lowest priority) accesses

The bus with highest priority gets access to the I/O processor register group, and the other buses are held off from accessing that I/O processor register group until that access is complete.

Table A-1. I/O Processor Register Groups

Register Group	I/O Processor Registers In This Group
System Control (SYSCTL) Registers	SYSCTL, REVPID, EEMUIN, EEMUSTAT, EEMUOUT, OSPID, BRKCTL, PSA1S, PSA1E, PSA2S, PSA2E, PSA3S, PSA3E, PSA4S, PSA4E, DMA1S, DMA1E, DMA2S, DMA2E, PMDAS, PMDAE, EMUN, IOAS, IOAE
Parallel Port (PP) Registers	PPCTL, RXPP, TXPP, EIPP, EMP, ECP, IIPP, IMPP, ICPP
Serial Peripheral Interface (SPI) Registers	RXSPI, SPIFLG, TXSPI, SPICL, SPISAT, SPIBAUD, SPIDMAC, IISPI, IMSPI, RXSPI_SHADOW, CPSPI, CSPI
Timer Registers	TM0STAT, TM0CTL, TM0CNT, TM0PRD, TM0W, TM1STAT, TM1CTL, TM1CNT, TM1PRD, TM1W, TM2STAT, TM2CTL, TM2CNT, TM2PRD, TM2W
Power Management Registers	PMCTL

Table A-1. I/O Processor Register Groups (Cont'd)

Register Group	I/O Processor Registers In This Group
Serial Port (SP) Registers	IISP0A, IISP0B, IMSP0A, IMSP0B, CSP0A, CSP0B, CPSP0A, CPSP0B, IISP1A, IISP1B, IMSP1A, IMSP1B, CSP1A, CSP1B, CPSP1A, CPSP1B, IISP2A, IISP2B, IMSP2A, IMSP2B, CSP2A, CSP2B, CPSP2A, CPSP2B, IISP3A, IISP3B, IMSP3A, IMSP3B, CSP3A, CSP3B, CPSP3A, CPSP3B, IISP4A, IISP4B, IMSP4A, IMSP4B, CSP4A, CSP4B, CPSP4A, CPSP4B, IISP5A, IISP5B, IMSP5A, IMSP5B, CSP5A, CSP5B, CPSP5A, CPSP5B RXSP0A, RXSP0B, TXSP0A, TXSP0B, SPCTL0, DIV0, SPCNT0, MT0CS0, MT0CCS0, MT0CS1, MT0CCS1, MT0CS2, MT0CCS2, MT0CS3, MT0CCS3 RXSP1A, RXSP1B, TXSP1A, TXSP1B, SPCTL1, DIV1, SPCNT1, MR1CS0, MR1CCS0, MR1CS1, MR1CCS1, MR1CS2, MR1CCS2, MR1CS3, MR1CCS3 RXSP2A, RXSP2B, TXSP2A, TXSP2B, SPCTL2, DIV2, SPCNT2, MT2CS0, MT2CCS0, MT2CS1, MT2CCS1, MT2CS2, MT2CCS2, MT2CS3, MT2CCS3 RXSP3A, RXSP3B, TXSP3A, TXSP3B, SPCTL3, DIV3, SPCNT3, MR3CS0, MR3CCS0, MR3CS1, MR3CCS1, MR3CS2, MR3CCS2, MR3CS3, MR3CCS3 RXSP4A, RXSP4B, TXSP4A, TXSP4B, SPCTL4, DIV4, SPCNT4, MT4CS0, MT4CCS0, MT4CS1, MT4CCS1, MT4CS2, MT4CCS2, MT4CS3, MT4CCS3 RXSP5A, RXSP5B, TXSP5A, TXSP5B, SPCTL5, DIV5, SPCNT5, MR5CS0, MR5CCS0, MR5CS1, MR5CCS1, MR5CS2, MR5CCS2, MR5CS3, MR5CCS3 SPMCTL01, SPMCTL23, SPMCTL45

Table A-1. I/O Processor Register Groups (Cont'd)

Register Group	I/O Processor Registers In This Group
Digital Audio Interface (DAI) Registers	SRU_CLK0, SRU_CLK1, SRU_CLK2, SRU_CLK3 SRU_DAT0, SRU_DAT1, SRU_DAT2, SRU_DAT3, SRU_DAT4 SRU_FS0, SRU_FS1, SRU_FS2 SRU_PIN0, SRU_PIN1, SRU_PIN2, SRU_PIN3 SRU_EXT_MISCA, SRU_EXT_MISCB SRU_PINEN0, SRU_PINEN1, SRU_PINEN2, SRU_PINEN3 PCG_CTLA_0, PCG_CTLA_1, PCG_CTLB_0, PCG_CTLB_1, PCG_PW IDP_CTL, DAI_STAT, IDP_FIFO, IDP_DMA_I0, IDP_DMA_I1, IDP_DMA_I2, IDP_DMA_I3, IDP_DMA_I4, IDP_DMA_I5, IDP_DMA_I6, IDP_DMA_I7, IDP_DMA_M0, IDP_DMA_M1, IDP_DMA_M2, IDP_DMA_M3, IDP_DMA_M4, IDP_DMA_M5, IDP_DMA_M6, IDP_DMA_M7, IDP_DMA_C0, IDP_DMA_C1, IDP_DMA_C2, IDP_DMA_C3, IDP_DMA_C4, IDP_DMA_C5, IDP_DMA_C6, IDP_DMA_C7, IDP_PP_CTL DAI_PIN_PULLUP, DAI_PIN_STAT, DAI_IRPTL_H, DAI_IRPTL_L, DAI_IRPTL_PRI, DAI_IRPTL_RE, DAI_IRPTL_FE

Since the I/O processor registers are memory-mapped, the processor's architecture does not allow programs to directly transfer data between these registers and other memory locations, except as part of a DMA operation. To read or write I/O processor registers, programs must use the processor core registers.

The register names for I/O processor registers are not part of the processor's assembly syntax. To ease access to these registers, programs should use the header file containing the registers' symbolic names and addresses.

Notes on Reading Register Drawings

The register drawings in this appendix provide “at-a-glance” information about specific registers. They are designed to give experienced users basic information about a register and its bit settings. When using these registers, the following should be noted.

1. The register name and address are provided in the upper left-hand corner of the drawing.
2. The bit settings in the drawings represent their state at reset.
3. In cases where there are multiple registers that have the same bits (such as serial ports), one register drawing is shown and the names and addresses of the other registers are simply listed.
4. The bit descriptions are intentionally brief. More detailed information can be found in the tables that follow the register drawings and in the chapters that describe the particular module.

System Control Register (SYSCTL)

The `SYSCTL` register is used to set up system configuration selections. This register's address is 0x30024. The reset value for this register is 0. Bit settings for this register are shown in [Figure A-1](#) and [Figure A-2](#) and described in [Table A-2](#). The reset value has all bits initialized to zero.

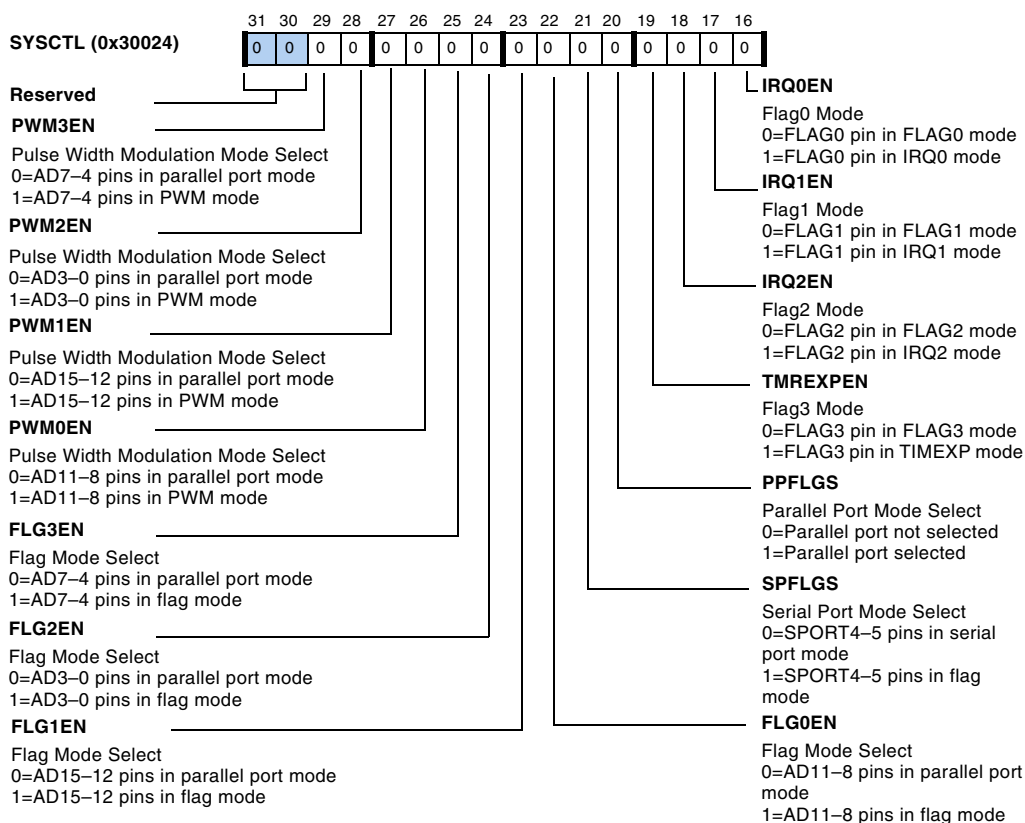


Figure A-1. SYSCTL Register (Bits 16–31)

I/O Processor Registers

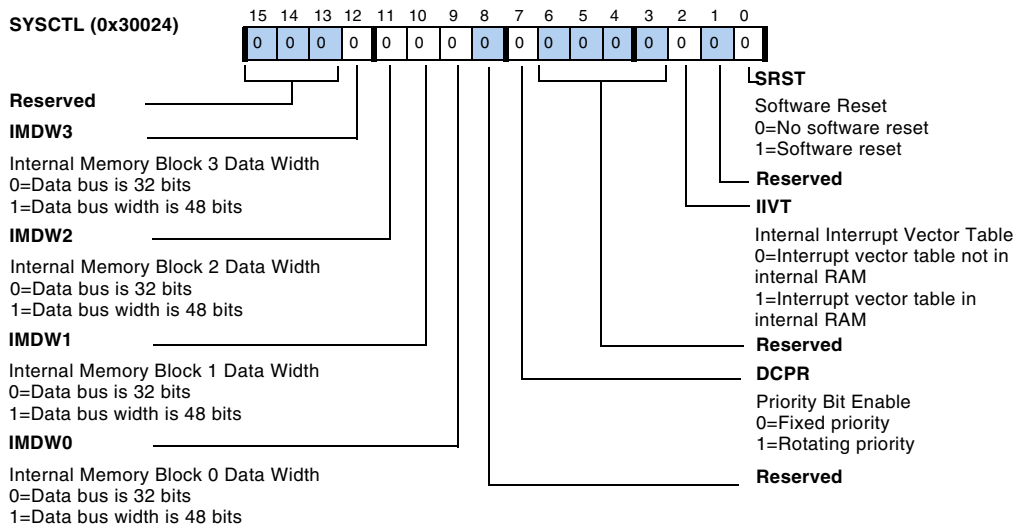


Figure A-2. SYSCTL Register (Bits 0–15)

Table A-2. SYSCTL Register

Bit	Name	Description
0	SRST	Software Reset. When set, this bit resets the processor and the processor responds to the non-maskable RSTI interrupt and clears (=0) SRST. Permits core writes. 0 = No software reset 1 = Software reset
1	Reserved	
2	IIVT	Internal Interrupt Vector Table. This bit forces placement of the interrupt vector table at address 0x0008 0000 regardless of booting mode or allows placement of the interrupt vector table as selected by the booting mode. Permits core writes. 0 = Interrupt vector table not in internal RAM 1 = Interrupt vector table in internal RAM
6–3	Reserved	

Table A-2. SYSCTL Register (Cont'd)

Bit	Name	Description
7	DCPR	DMA Channel Priority Rotation Enable. This bit enables or disables priority rotation among DMA channels. Permits core writes. 0 = Arbiter uses fixed priority 1 = Arbiter uses rotating priority
8	Reserved	
9	IMDW0	Internal Memory Data Width 0. Selects the data access size for internal memory block 0 as 48-bit or 32-bit data. Permits core writes. 0 = Data bus width is 32 bits 1 = Data bus width is 48 bits
10	IMDW1	Internal Memory Data Width 1. Selects the data access size for internal memory block 1 as 48-bit or 32-bit data. Permits core writes. 0 = Data bus width is 32 bits 1 = Data bus width is 48 bits
11	IMDW2	Internal Memory Data Width 2. Selects the data access size for internal memory block 2 as 48-bit or 32-bit data. Permits core writes. 0 = Data bus width is 32 bits 1 = Data bus width is 48 bits
12	IMDW3	Internal Memory Data Width 3. Selects the data access size for internal memory block 3 as 48-bit or 32-bit data. Permits core writes. 0 = Data bus width is 32 bits 1 = Data bus width is 48 bits
15-13	Reserved	
16	IRQ0EN	Flag0 Interrupt Mode. 0 = FLAG0 pin is a general-purpose I/O pin. Permits core writes. 1 = FLAG0 pin is allocated to interrupt request $\overline{\text{IRQ0}}$.
17	IRQ1EN	Flag1 Interrupt Mode. 0 = FLAG1 pin is a general-purpose I/O pin. Permits core writes. 1 = FLAG1 pin is allocated to interrupt request $\overline{\text{IRQ1}}$.

I/O Processor Registers

Table A-2. SYSCTL Register (Cont'd)

Bit	Name	Description
18	IRQ2EN	Flag2 Interrupt Mode. 0 = FLAG2 pin is a general-purpose I/O pin. Permits core writes. 1 = FLAG2 pin is allocated to interrupt request $\overline{\text{IRQ2}}$.
19	TMREXPEN	Flag Timer Expired Mode. Read/Write 0 = FLAG3 pin is a general-purpose I/O pin. Permits core writes. 1 = FLAG3 pin output is timer expired signal (TIMEXP).
20	PPFLGS	Parallel Port Disable. 0 = Parallel port is enabled 1 = Parallel port is disabled. When used in conjunction with the FLGxEN bits, the ADDR and DATA pins are in flag mode. Permits core writes. Configuring the parallel port pins to function as FLAG0-15 also causes the FLAG0-3 pins to change to their alternate role, $\overline{\text{IRQ0-2}}$ and TIMEXP.
21	SPFLGS	Serial Port Flag Mode Select. 0 = Serial port 4 and 5 pins in serial port mode 1 = Serial port 4 and 5 pins in flag mode
22	FLG0EN	Flag0 Mode Select. 0 = AD11-8 pins in parallel port mode 1 = AD11-8 pins in flag mode
23	FLG1EN	Flag1 Mode Select. 0 = AD15-12 pins in parallel port mode 1 = AD15-12 pins in flag mode
24	FLG2EN	Flag2 Mode Select. 0 = AD3-0 pins in parallel port mode 1 = AD3-0 pins in flag mode
25	FLG3EN	Flag3 Mode Select. 0 = AD7-4 pins in parallel port mode 1 = AD7-4 pins in flag mode
26	PWM0EN	Pulse Width Modulation0 Mode Select. 0 = AD11-8 pins in parallel port mode 1 = AD11-8 pins in PWM mode
27	PWM1EN	Pulse Width Modulation1 Mode Select. 0 = AD15-12 pins in parallel port mode 1 = AD15-12 pins in PWM mode

Table A-2. SYSCTL Register (Cont'd)

Bit	Name	Description
28	PWM2EN	Pulse Width Modulation2 Mode Select. 0 = AD3–0 pins in parallel port mode 1 = AD3–0 pins in PWM mode
29	PWM3EN	Pulse Width Modulation3 Mode Select. 0 = AD7–4 pins in parallel port mode 1 = AD7–4 pins in PWM mode
31–30	Reserved	

Memory-to-Memory DMA Register

The memory-to-memory (MTM) DMA register (MTMCTL) allows programs to transfer blocks of 64-bit data from one internal memory location to another. This transfer method uses two DMA channels, one for reading data and one for writing data. These transfers are controlled using the MTMCTL register shown in Figure A-3. For more information, see “Memory-to-Memory DMA” on page 2-21.

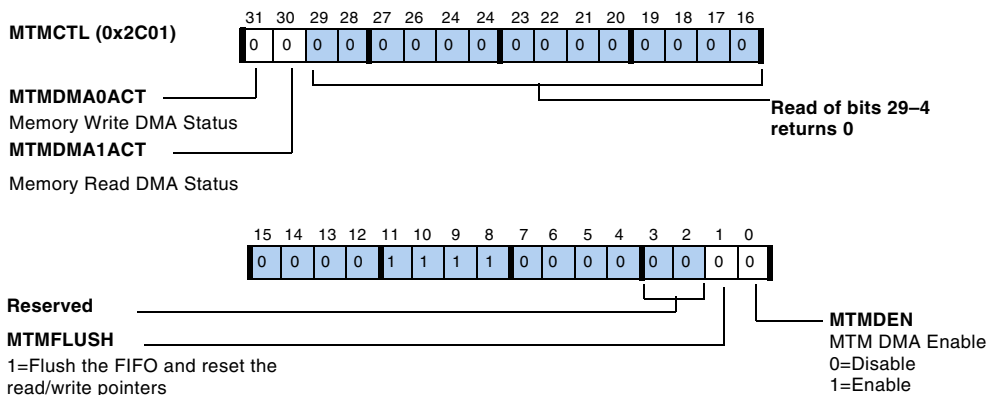


Figure A-3. MTM DMA Register (MTMCTL)

Parallel Port Registers

The parallel port in the ADSP-2136x processor contains several user-accessible registers shown in [Table A-3](#). The PPCTL register contains control and status bits and the RXPP and TXPP registers are used for buffering receive and transmit signals. The IIPP, IMPP, ICPP, EIPP, EMPP and ECPP are used to manage DMA.

Table A-3. Parallel Port Registers

Register	Function	Description	See Page...
PPCTL	Control and status	Parallel port control	page A-12
TXPP	Buffering receive and transmit data	Parallel port transmit buffer	page A-16
RXPP		Parallel port receive buffer	page A-17
IIPP	DMA functionality	Parallel port DMA internal address	page A-17
IMPP		Parallel port DMA internal modifier	page A-17
ICPP		Parallel port DMA internal word count	page A-17
EIPP		Parallel port DMA external address	page A-18
EMPP		Parallel port DMA external modifier	page A-18
ECPP		Parallel port DMA external word count	page A-18
CPPP		Parallel port chain pointer	page A-18

Parallel Port Control Register (PPCTL)

The parallel port control register (PPCTL) is used to configure and enable the parallel port system. This register's address is 0x1800. The bit settings are shown in [Figure A-4](#) and described in [Table A-4](#). Note that after reset, the value of this register is 0x0000402E in no boot mode and 0x0000412F in 8-bit boot mode

For more information on processor booting using the parallel port, see [“Parallel Port Booting” on page 12-35.](#)

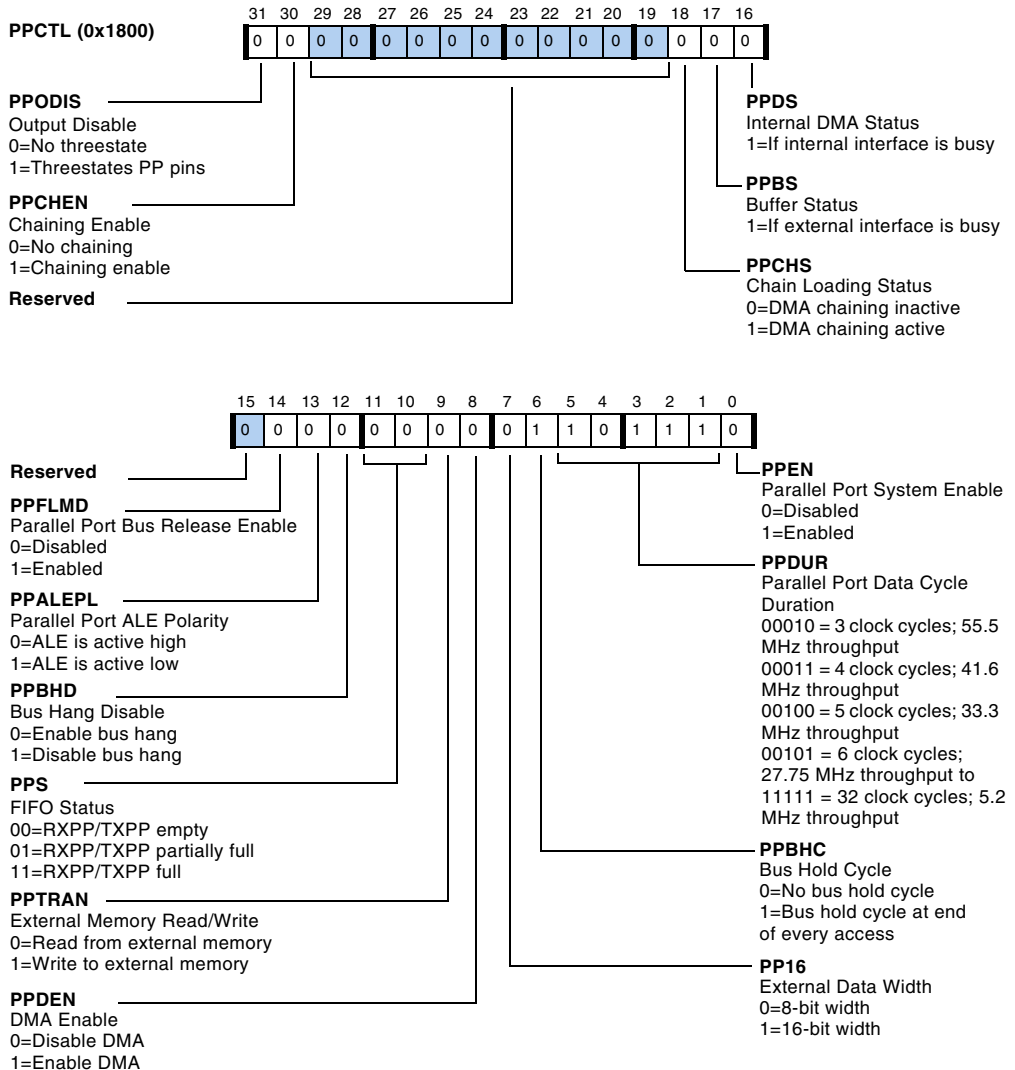


Figure A-4. PPCTL Register

Parallel Port Registers

Table A-4. Parallel Port Control Register (PPCTL)

Bit	Name	Description	Default
0	PPEN	Parallel Port Enable. 0 = Disable parallel port Clearing this bit clears the FIFO and the parallel status information. If an $\overline{RD}$, $\overline{WR}$, or ALE cycle has already started, it completes normally before the port is disabled. The parallel port is ready to transmit or receive two cycles after it is enabled. An ALE cycle always occurs before the first read or write cycle after PPEN is enabled. 1 = Enable parallel port	0
5–1	PPDUR ¹	Parallel Port Duration. The duration of parallel port data cycles is determined by these bits. ALE cycles are not affected by this setting and are fixed at 3 PCLK cycles. 00010 = 3 clock cycles; 55.5 MHz throughput 00011 = 4 clock cycles; 41.6 MHz throughput 00100 = 5 clock cycles; 33.3 MHz throughput 00101 = 6 clock cycles; 27.75 MHz throughput to 11111 = 32 clock cycles; 5.2 MHz throughput	Bit 1 = 1 Bit 2 = 1 Bit 3 = 1 Bit 4 = 0 Bit 5 = 1
6	PPBHC ²	Bus Hold Cycle. If set (=1), this causes every data cycle to be prolonged for 1 PCLK period. If cleared (=0) no bus hold cycle occurs, and the duration of data cycle is exactly the value specified in PPDUR. Bus hold cycles do not apply to ALE cycles which are always 3 PCLK cycles. Along with the PPFLMD bit, (=1) allows user boot mode.	1
7	PP16	Parallel Port External Data Width. 0 = External data width is 8 bits 1 = External data width is 16 bits	0
8	PPDEN	Parallel Port DMA Enable. 0 = DMA is disabled 1 = DMA enabled When PPDEN is cleared, any DMA requests already in the pipeline complete, and no new DMA requests are made. This does not affect FIFO status.	0
9	PPTRAN	Parallel Port Transmit/Receive Select. 0 = Processor is reading from external memory 1 = Processor is writing to external memory	0

Table A-4. Parallel Port Control Register (PPCTL) (Cont'd)

Bit	Name	Description	Default
11–10	PPS	Parallel Port FIFO Status. These read-only bits indicate the status of the parallel port FIFO: 00 = RXPP/TXPP is empty 01 = RXPP/TXPP is partially full 11 = RXPP/TXPP is full	0
12	PPBHD	Parallel Port Buffer Hang Disable. 0 = Core stalls occur normally. The core stall occurs when the core attempts to write to a full transmit buffer or read from the empty receive buffer. 1 = Prevents a core hang. Old data present in the receive buffer is reread if the core tries to read it. If a write to the transmit buffer is performed, the core overwrites the current data in the buffer.	0
13	PPALEPL	Parallel Port ALE Polarity Level. 0 = ALE active high 1 = ALE active low	0
14	PPFLMD	Parallel Port Flash Mode Enable. Used to meet the slower timing requirements of typical flash memories. When set, (default, = 1) inserts a 4 peripheral clock cycle (t_{PCLK}) delay between $\overline{RD}$ rising edge and ALE rising edge (for reads). Inserts a 4 t_{PCLK} cycle delay between $\overline{WR}$ rising edge and next $\overline{WR}$ falling edge (for writes). Removes hold of address for 1 t_{PCLK} cycle after $\overline{RD}$ rising edge. When cleared (= 0) parallel port functions normally (SRAM mode).	0
15	Reserved		
16	PPDS	Parallel Port DMA Status. Read-only bit indicates: 0 = Internal DMA interface inactive 1 = Internal DMA interface active	0

Parallel Port Registers

Table A-4. Parallel Port Control Register (PPCTL) (Cont'd)

Bit	Name	Description	Default
17	PPBS	Parallel Port Bus Status. 0 = External bus is available 1 = External bus interface is busy. The is be busy for the duration of the 32-bit transfer, including the ALE cycles. Note: This bit goes high two cycles after data is ready to transmit (after a data is written to PPTX, after PPRX is read with PPEN=1, after writing PPCTL to have PPEN=1 and PPDEN=1).	0
18	PPCHS	Parallel Port Chaining Status. 0 = Chain load status not active 1 = Chain load status active. Read only.	0
29–19	Reserved		
30	PPCHEN	Parallel Port Chaining Enable. Enables DMA chaining. 0 = DMA chaining disabled 1 = DMA chaining enabled	0
31	PPODIS	Output Disable. 0 = Parallel port pins are not three-stated (disabled) 1 = All parallel port related pins, address/data and strobes are three-stated and an external agent can use the bus (enabled).	0

1 The default setting is for user boot mode only. Otherwise bits 1 through 5 are all zeros.

2 When cleared (=0, default) for user boot mode only, otherwise 1.

Parallel Port DMA Registers

The following registers are used when performing DMA through the parallel port.

Parallel Port DMA Transmit Register (TXPP)

This register is a 32-bit register that is part of the IOP register set and can be accessed by the core or the DMA controller. Data is loaded into this register before being transmitted. Prior to the beginning of a data transfer,

data in `TXPP` is automatically loaded into the transmit shift register. During a DMA transmit operation, the data in `TXPP` is automatically loaded from internal memory. Its address is 0x1808.

Parallel Port DMA Receive Register (RXPP)

This is a 32-bit read-only register accessible by the core or DMA controller. At the end of a data transfer, `RXPP` is loaded with the data in the shift register. During a DMA receive operation, the data in `RXPP` is automatically loaded into the internal memory. For core- or interrupt-driven transfers, programs can also use the `RXS` status bits in the `PPSTAT` register to determine if the receive buffer is full. Its address is 0x1809.

Parallel Port DMA Start Internal Index Address Register (IIPP)

This 19-bit register contains the offset from the DMA starting address of 32-bit internal memory. Its address is 0x1818.

Parallel Port DMA Internal Modifier Address Register (IMPP)

This 16-bit register contains the internal memory DMA address modifier. Its address is 0x1819.

Parallel Port DMA Internal Word Count Register (ICPP)

This 16-bit register contains the number of words in internal memory to transfer via DMA. Its address is 0x181A. There should be a correlation between the `ECPP` and `ICPP` values. In 16-bit mode, the `ECPP` value should be double that of `ICPP` and for 8-bit mode the `ECPP` value should be four times that of `ICPP`. Also, a DMA chain pointer descriptor where `ICPP` = 0 and/or `ECPP` = 0 is not allowed. Both of these cases cause the DMA engine to hang.

Parallel Port Registers

Parallel Port DMA External Index Address Register (EIPP)

This 24-bit register contains the external memory DMA address index. Its address is 0x1810.

Parallel Port DMA External Modifier Address Register (EMPP)

This 2-bit register contains the external memory DMA address modifier. It supports only +1, 0, and -1. Its address is 0x1811.

Parallel Port DMA External Word Count Register (ECPP)

This 24-bit register contains the number of words in external memory to transfer via DMA. Its address is 0x1812. There should be a correlation between the ECPP and ICPP values. In 16-bit mode, the ECPP value should be double that of ICPP and for 8-bit mode the ECPP value should be four times that of ICPP. Also, a DMA chain pointer descriptor where ICPP = 0 and/or ECPP = 0 is not allowed. Both of these cases cause the DMA engine to hang.

Parallel Port DMA Chain Pointer Register (CPPP)

This 20-bit register contains the internal memory index for the next transfer control block containing the set of DMA parameters (bits 18–0) and the PCI bit (bit 19). The PCI bit is not part of memory address. When the PCI bit is set, the interrupts are generated whenever current DMA ends. If this bit is not set, the interrupt is generated only at the end of a DMA chain. The DMA chain ends when PPCP18–0 is all zeros. This register's address is 0x181B.

Serial Port Registers

The following section describes serial port (SPORT) registers.

SPORT Serial Control Registers (SPCTLx)

The addresses of the SPORT serial control registers are:

SPCTL0 – 0xC00	SPCTL1 – 0xC01
SPCTL2 – 0x400	SPCTL3 – 0x401
SPCTL4 – 0x800	SPCTL5 – 0x801

The reset value for these registers is 0x0000 0000. The SPCTLx registers are transmit and receive control registers for the corresponding serial ports (SPORT 0 through 5).

- [Figure A-5](#) and [Figure A-6](#) provide bit definitions for standard DSP serial mode.
- [Figure A-7](#) and [Figure A-8](#) provide bit definitions in left-justified sample pair and I²S mode.
- [Figure A-9](#) and [Figure A-10](#) provide bit definitions for SPORTS 1, 3, and 5 (receive) in multichannel mode.
- [Figure A-11](#) and [Figure A-12](#) provide bit definitions for SPORTS 0, 2, and 4 (transmit) in multichannel mode.



When changing SPORT operating modes, programs should clear the serial port's control register before writing the new settings to the control register. See [Table A-5](#) for a complete description of SPORT operation modes

Serial Port Registers

Table A-5. SPORT Operation Modes

OPERATING MODES	Bits					
	OPMODE	LAFS	FRFS	MCEA	MCEB	SLEN _x
Standard DSP serial mode	0	0, 1	X	0	0	3-32 ¹
I ² S (Tx/Rx on Left Channel First)	1	0	1	0	0	8-32
I ² S (Tx/Rx on right channel first)	1	0	0	0	0	8-32
Left-justified sample pair mode (Tx/Rx on FS rising edge)	1	1	0	0	0	8-32
Left-justified sample pair (Tx/Rx on FS Falling Edge)	1	1	1	0	0	8-32
Multichannel A channels	0	0	X	1	0	3-32 ¹
Multichannel B channels	0	0	X	0	1	3-32 ¹
Multichannel A and B channels	0	0	X	1	1	3-32 ¹

- 1 Although serial ports process word lengths of 3 to 32 bits, transmitting or receiving words smaller than 7 bits at core clock frequency/4 of the processor may cause incorrect operation when DMA chaining is enabled. Chaining disables the processor's internal I/O bus for several cycles while the new transfer control block (TCB) parameters are being loaded. Receive data may be lost (for example, overwritten) during this period.

SPCTL0 (0xc00) SPCTL1 (0xc01)
SPCTL2 (0x400) SPCTL3 (0x401)
SPCTL4 (0x800) SPCTL5 (0x800)

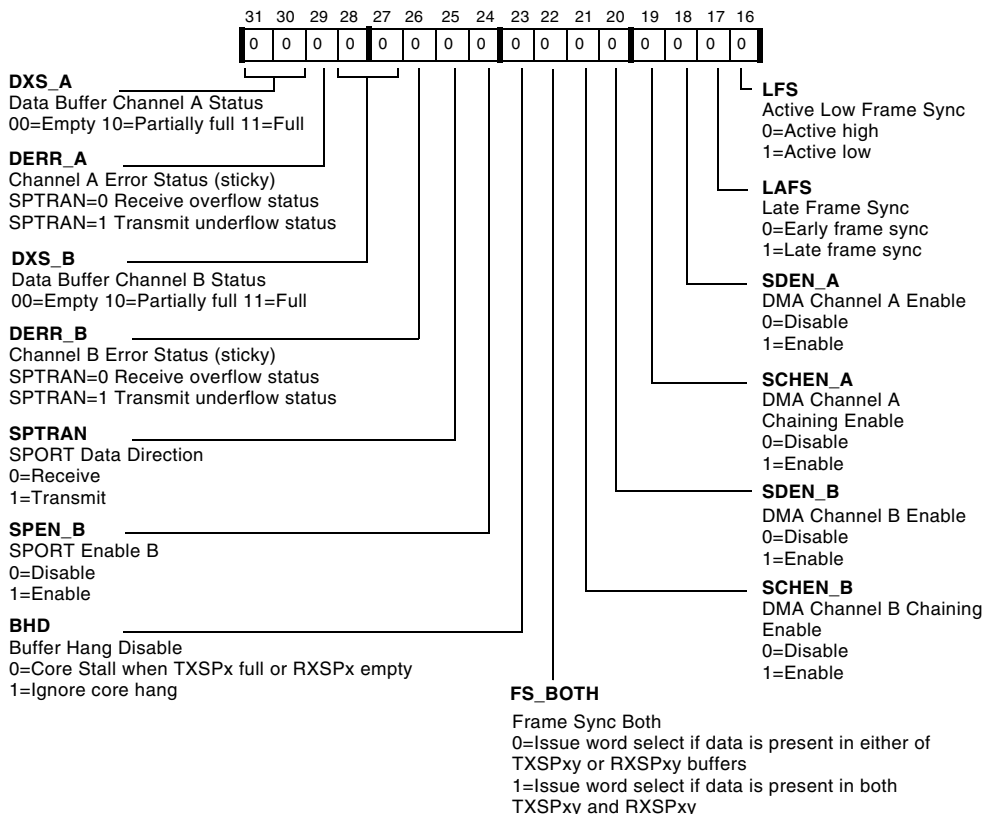


Figure A-5. SPCTLx Register (Bits 16–31) for Standard DSP Serial Mode

Serial Port Registers

SPCTL0 (0xc00) SPCTL1 (0xc01)

SPCTL2 (0x400) SPCTL3 (0x401)

SPCTL4 (0x800) SPCTL5 (0x801)

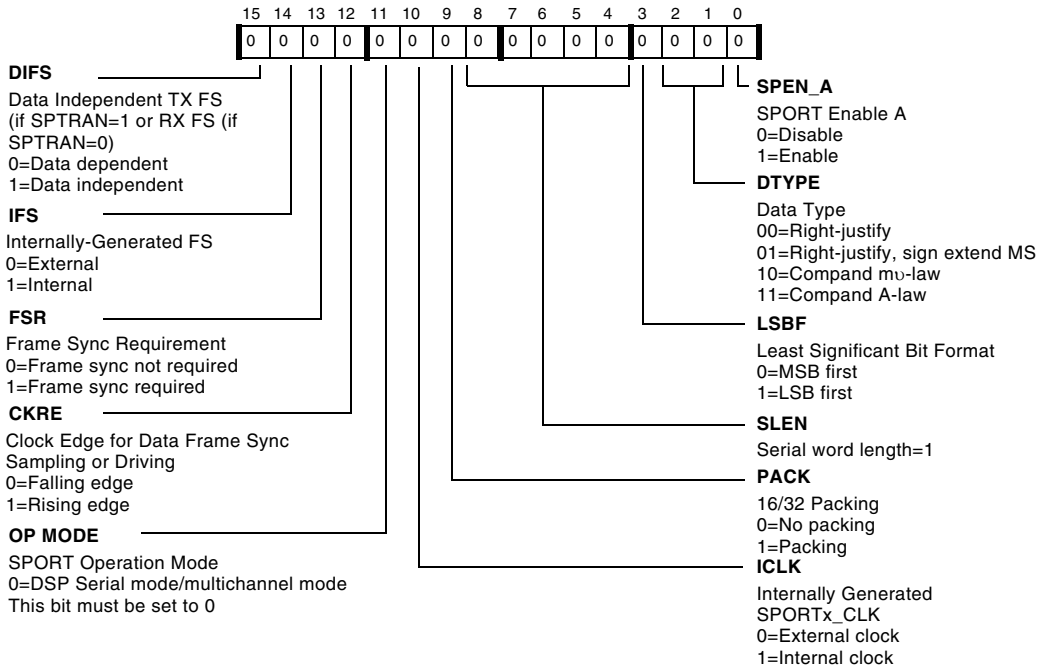


Figure A-6. SPCTLx Register (Bits 0–15) for Standard DSP Serial Mode

SPCTL0 (0xc00) SPCTL1 (0xc01)
SPCTL2 (0x400) SPCTL3 (0x401)
SPCTL4 (0x800) SPCTL5 (0x801)

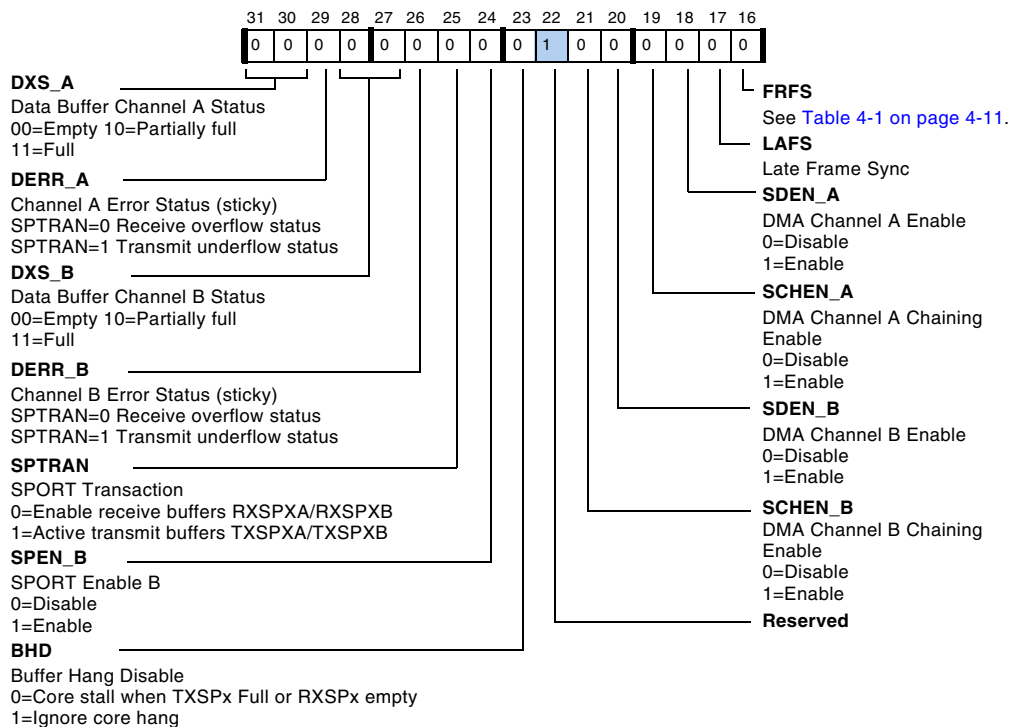


Figure A-7. SPCTLx Register (Bits 16–31) for I²S and Left-Justified Sample Pair Modes

Serial Port Registers

SPCTL0 (0xc00) SPCTL1 (0xc01)
 SPCTL2 (0x400) SPCTL3 (0x401)
 SPCTL4 (0x800) SPCTL5 (0x801)

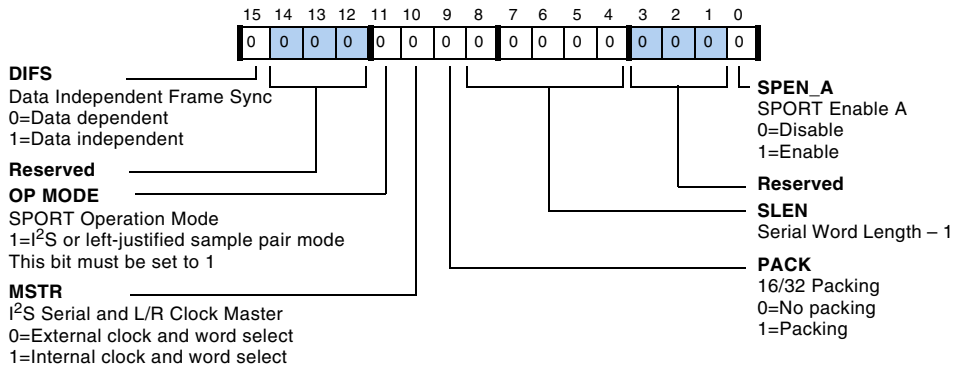


Figure A-8. SPCTLx Register (Bits 0–15) for I²S and Left-Justified Sample Pair Modes

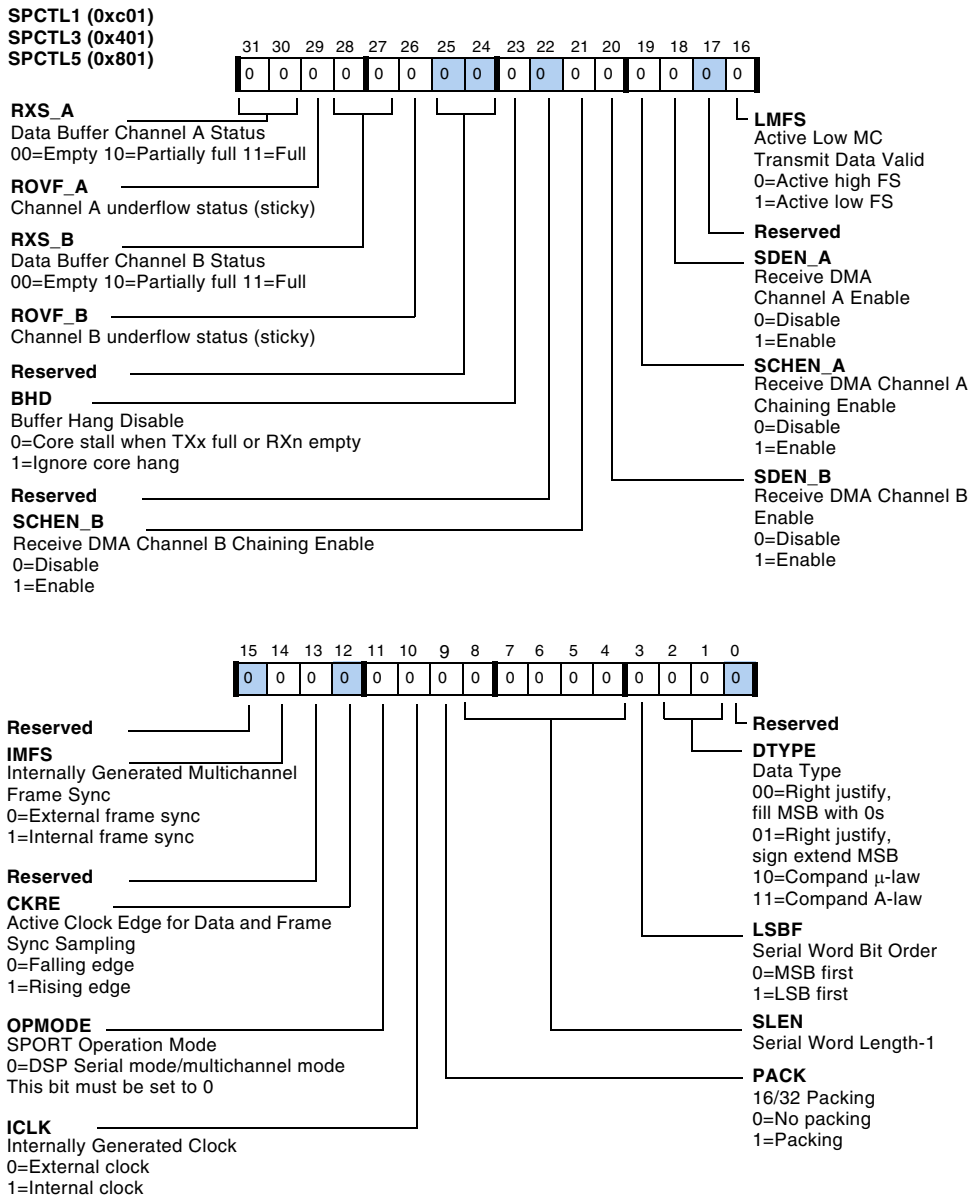


Figure A-9. SPCTLx Receive Register – Multichannel Mode

Serial Port Registers

SPCTL0 (0xc00)

SPCTL2 (0x400)

SPCTL4 (0x800)

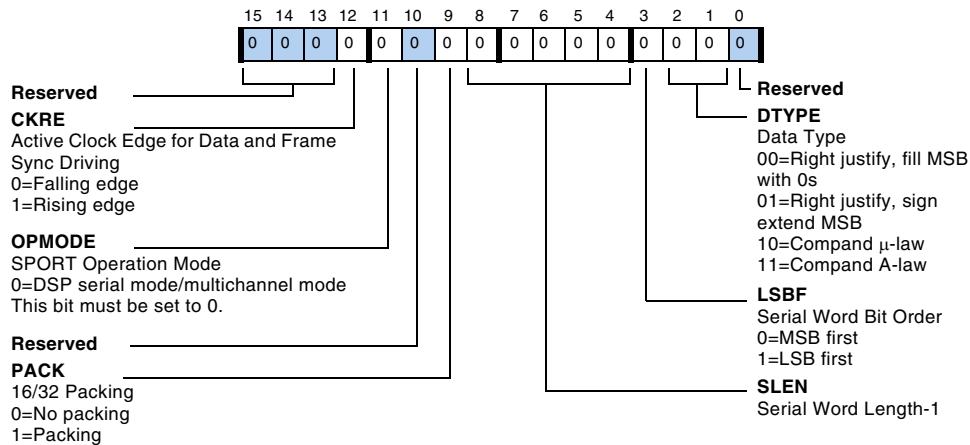
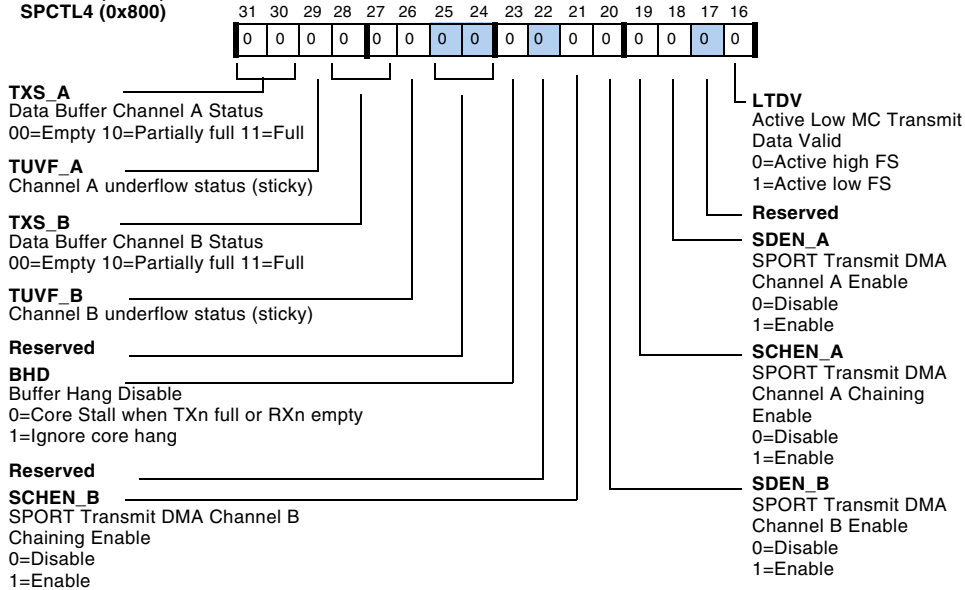


Figure A-10. SPCTLx Transmit Register – Multichannel Mode

Table A-6. SPCTLx Register Bit Descriptions

Bit	Name	Description															
0	SPEN_A	Enable Channel A Serial Port. 0 = Serial port A channel disabled 1 = Serial port A channel enabled This bit is reserved when the SPORT is in multichannel mode.															
2–1	DTYPE	Data Type Select. Selects the data type formatting for normal and multichannel transmissions as follows: <table> <tr> <th>Normal</th><th>Multichannel</th><th>Data Type Formatting</th></tr> <tr> <td>00</td><td>x0</td><td>Right-justify, zero-fill unused MSBs</td></tr> <tr> <td>01</td><td>x1</td><td>Right-justify, sign-extend unused MSBs</td></tr> <tr> <td>10</td><td>0x</td><td>Compand using μ-law</td></tr> <tr> <td>11</td><td>1x</td><td>Compand using A-law</td></tr> </table>	Normal	Multichannel	Data Type Formatting	00	x0	Right-justify, zero-fill unused MSBs	01	x1	Right-justify, sign-extend unused MSBs	10	0x	Compand using μ -law	11	1x	Compand using A-law
Normal	Multichannel	Data Type Formatting															
00	x0	Right-justify, zero-fill unused MSBs															
01	x1	Right-justify, sign-extend unused MSBs															
10	0x	Compand using μ -law															
11	1x	Compand using A-law															
3	LSBF	Serial Word Endian Select. 0 = Big endian (MSB first) 1 = Little endian (LSB first) This bit is reserved when the SPORT is in I ² S or left-justified sample pair mode.															
8–4	SLEN	Serial Word Length Select. Selects the word length in bits. For DSP serial and multichannel modes, word sizes can be from 3 bits (SLEN = 2) to 32 bits (SLEN = 31). For I ² S and left-justified modes, word sizes can be from 8 bits (SLEN = 7) to 32 bits (SLEN=31).															
9	PACK	16-bit to 32-bit Word Packing Enable. 0 = Disable 16- to 32-bit word packing 1 = Enable 16- to 32-bit word packing															
10	ICLK MSTR (I ² S mode only)	Internal Clock Select. 0 = Select external transmit clock 1 = Select internal transmit clock This bit applies to DSP serial and multichannel modes. In I ² S and left-justified sample pair mode, this bit selects the word source and internal clock (if set, = 1) or external clock (if cleared, = 0).															
11	OPMODE	Sport Operation Mode. 0 = DSP serial/multichannel mode if cleared 1 = Selects the I ² S/left-justified sample pair mode															

Serial Port Registers

Table A-6. SPCTLx Register Bit Descriptions (Cont'd)

Bit	Name	Description
12	CKRE	Clock Rising Edge Select. Determines clock signal to sample data and the frame sync selection. 0 = Falling edge 1 = Rising edge CKRE is reserved when the SPORT is in I ² S and left-justified sample pair mode.
13	FSR	Frame Sync Required Select. Selects whether the serial port requires (if set, = 1) or does not require a transfer frame sync (if cleared, = 0). FSR is reserved when the SPORT is in I ² S mode, Left-Justified Sample Pair mode and multichannel mode. See Table A-5 on page A-20 .
14	IFS (IMFS)	Internal Frame Sync Select. Selects whether the serial port uses an internally generated frame sync (if set, = 1) or uses an external frame sync (if cleared, = 0). This bit is reserved when the SPORT is in I ² S, left-justified sample pair mode and multichannel mode. See Table A-5 on page A-20 .
15	DIFS	Data Independent Frame Sync Select. 1 = Serial port uses a data-independent frame sync (sync at selected interval) 0 = Serial port uses a data-dependent frame sync (sync when TX FIFO is not empty or when RX FIFO is not full). This bit is reserved when the SPORT is in multichannel mode. See Table A-5 on page A-20 .
16	LFS, FRFS LTOV, LMFS	Active Low Frame Sync Select. Depending on the OPMODE, selects an active high or low, left or right channel FS. See Table A-5 on page A-20 .
17	LAFS	Late Transmit Frame Sync Select. Selects: 0 = Early frame sync (FS before first bit) 1 = Late frame sync (FS during first bit) This bit is reserved when the SPORT is in multichannel mode. See Table A-5 on page A-20 .
18	SDEN_A	Enable Channel A Serial Port DMA. 0 = Disable serial port channel A DMA 1 = Enable serial port channel A DMA
19	SCHEN_A	Enable Channel A Serial Port DMA Chaining. 0 = Disable serial port channel A DMA chaining 1 = Enable serial port channel A DMA chaining

Table A-6. SPCTLx Register Bit Descriptions (Cont'd)

Bit	Name	Description
20	SDEN_B	Enable Channel B Serial Port DMA. 0 = Disable serial port channel B DMA 1 = Enable serial port channel B DMA
21	SCHEN_B	Enable Channel B Serial Port DMA Chaining. 0 = Disable serial port channel B DMA chaining 1 = Enable serial port channel B DMA chaining
22	FS_BOTH	FS Both Enable. 0 = Issue WS if data is present in either transmit buffer. 1 = Issue WS if data is present in <i>both</i> transmit buffers. This bit is reserved when the SPORT is in multichannel, I ² S and left-justified sample pair mode.
23	BHD	Buffer Hang Disable. 0 = Indicates a core stall. The core stalls when it tries to write to a full transmit buffer or read an empty receive buffer FIFO. 1 = Ignore a core hang This bit applies to all modes.
24	SPEN_B	Enable Channel B Serial Port. 0 = Serial port A channel disabled 1 = Serial port A channel enabled This bit is reserved when the SPORT is in multichannel mode.
25	SPTRAN	Data Direction Control. 0 = Enable receive buffers 1 = Activate transmit buffers This bit is reserved when the SPORT is in multichannel mode.
26	ROVF_B, TUVF_B	Channel B Error Status (sticky, read-only). Indicates if the serial transmit operation has underflowed or a receive operation has overflowed in the channel B data buffer. This bit is reserved when the SPORT is in multichannel mode.
28–27	DXS_B	Channel B Data Buffer Status (read-only). Indicates the status of the serial port's channel B data buffer as follows: 11 = full, 00 = empty, 10 = partially full. This bit is reserved when the SPORT is in multichannel mode.

Serial Port Registers

Table A-6. SPCTLx Register Bit Descriptions (Cont'd)

Bit	Name	Description
29	ROVF_A or TUVE_A	Channel A Error Status (sticky, read-only). Indicates if the serial transmit operation has underflowed or a receive operation has overflowed in the channel A data buffer.
31–30	RXS_A or TXS_A or DXS_A	Channel A Data Buffer Status (read-only). Indicates the status of the serial port's channel A data buffer as follows: 11 = full, 00 = empty, 10 = partially full.

SPORT Multichannel Control Registers (SPMCTLxy)

The addresses of the SPORT multichannel control registers are:

SPMCTL01 – 0xC04

SPMCTL23 – 0x404

SPMCTL45 – 0x804

The SPMCTL01 register is the multichannel control register for SPORTs 0 and 1 (shown in [Figure A-11](#)). The SPMCTL23 register is the multichannel control register for SPORTs 2 and 3 (shown in [Figure A-12](#)). The SPMCTL45 register is the multichannel control register for SPORTs 4 and 5 (shown in [Figure A-13 on page A-33](#)). The reset value for these registers is undefined.

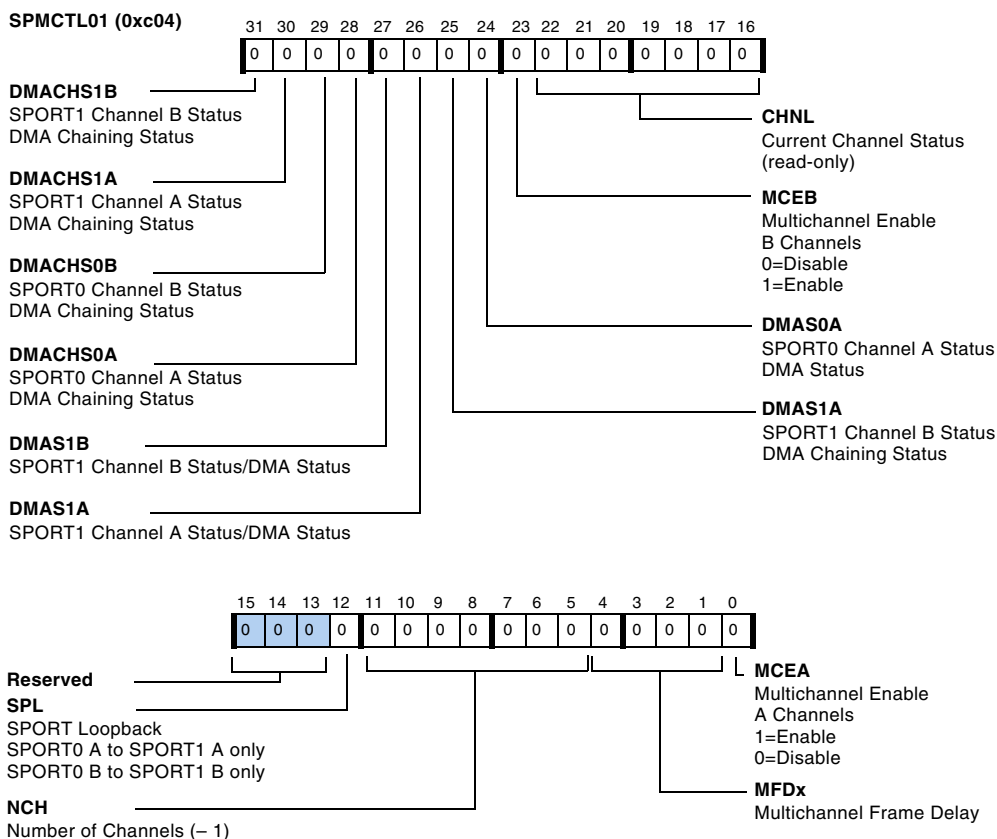


Figure A-11. SPMCTL01 Register – Multichannel Mode

Serial Port Registers

SPMCTL23 (0x404)

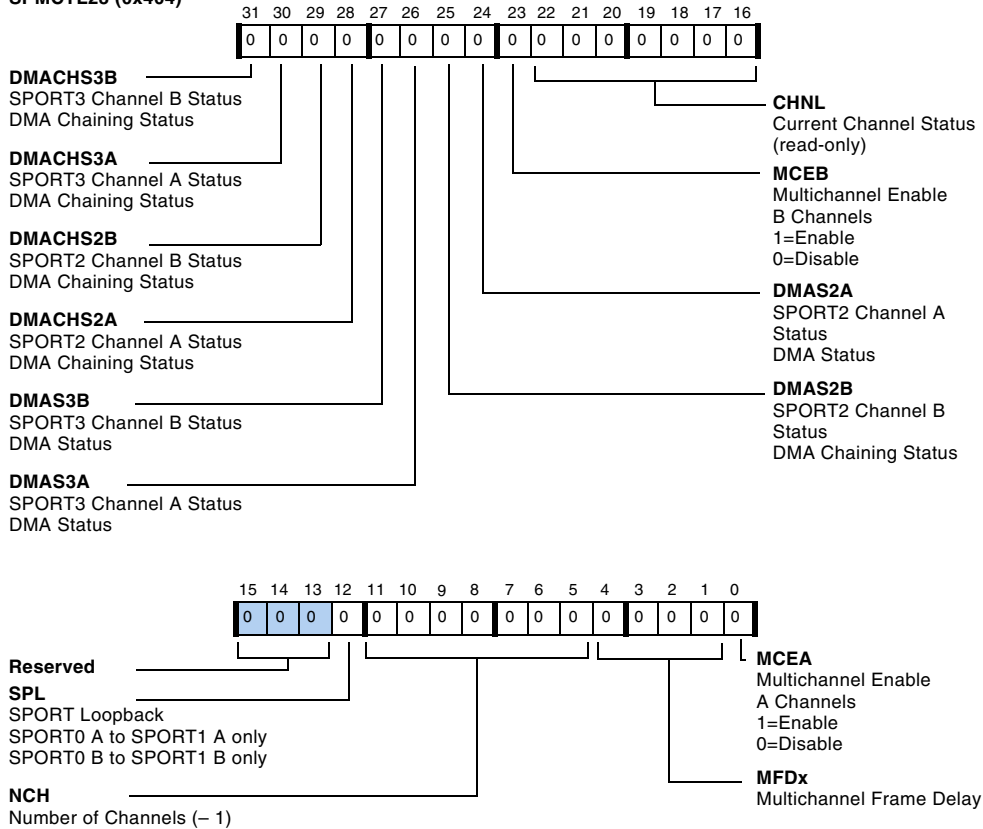


Figure A-12. SPMCTL23 Registers – Multichannel Mode

SPMCTL45 (0x804)

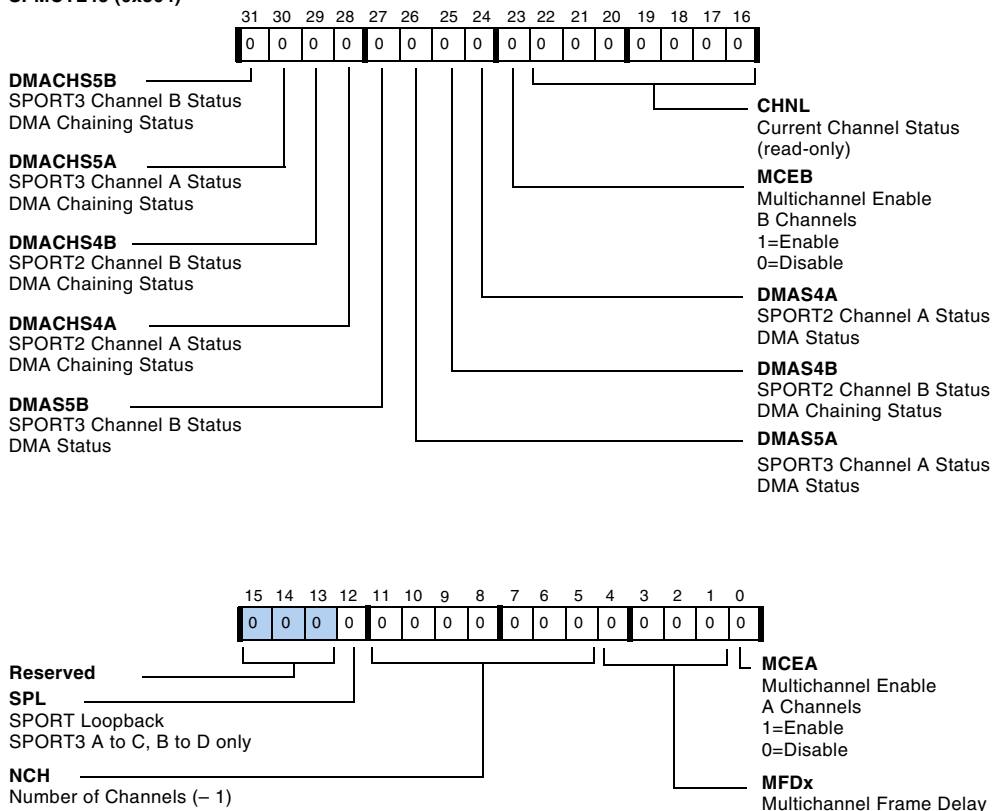


Figure A-13. SPMCTL45 Register – Multichannel Mode

Serial Port Registers

Table A-7. SPMCTLxy Register Bit Descriptions

Bit	Name	Description
0	MCEA	Multichannel Mode Enable. Standard and multichannel modes only. One of two configuration bits that enable and disable multichannel mode on serial port channels. See also, OPMODE on page A-26. 0 = Disable multichannel operation 1 = Enable multichannel operation if OPMODE = 0
4–1	MFD	Multichannel Frame Delay. Sets the interval, in number of serial clock cycles, between the multichannel frame sync pulse and the first data bit. These bits provide support for different types of T1 interface devices. Valid values range from 0 to 15 with bits SPMCTL01 [4:1], SPMCTL23[4:1], or SPMCTL45[4:1]. Values of 1 to 15 correspond to the number of intervening serial clock cycles. A value of 0 corresponds to no delay. The multichannel frame sync pulse is concurrent with first data bit.
11–5	NCH	Number of Multichannel Slots (minus one). Selects the number of channel slots (maximum of 128) to use for multichannel operation. Valid values for actual number of channel slots range from 1 to 128. Use this formula to calculate the value for NCH: $NCH = \text{Actual number of channel slots} - 1$.
12	SPL	SPORT Loopback Mode. Enables if set (= 1) or disables if cleared (= 0) the channel loopback mode. Loopback mode enables developers to run internal tests and to debug applications. Loopback only works under the following SPORT configurations: • SPORT0 (configured as a receiver or transmitter) together with SPORT1 (configured as a transmitter or receiver). SPORT0 can only be paired with SPORT1, controlled via the SPL bit in the SPMCTL01 register. • SPORT2 (as a receiver or transmitter) together with SPORT3 (as a transmitter or receiver). SPORT2 can only be paired with SPORT3, controlled via the SPL bit in the SPMCTL23 register. • SPORT4 (configured as a receiver or transmitter) together with SPORT5 (configured as a transmitter or receiver). SPORT4 can only be paired with SPORT5, controlled via the SPL bit in the SPMCTL45 register. Either of the two paired SPORTs can be set up to transmit or receive, depending on their SPTRAN bit configurations.

Table A-7. SPMCTLxy Register Bit Descriptions (Cont'd)

Bit	Name	Description
15–13	Reserved	
22–16	CHNL	Current Channel Selected. Identifies the currently selected transmit channel slot (0 to 127). (Read-only, sticky)
23	MCEB	Multichannel Enable, B Channels. 0 = Disable 1 = Enable
27–24	DMASxy	DMA Status. Selects the transfer format. 0 = Inactive 1 = Active (Read-only)
31–28	DMACHSxy	DMA Chaining Status. 0 = Inactive 1 = Active (Read-only)

SPORT Transmit Buffer Registers (TXSPx)

The addresses of the TXSPx registers are:

TXSP0A – 0xC60	TXSP0B – 0xC62
TXSP1A – 0xC64	TXSP1B – 0xC66
TXSP2A – 0x460	TXSP2B – 0x462
TXSP3A – 0x464	TXSP3B – 0x466
TXSP4A – 0x860	TXSP4B – 0x862
TXSP5A – 0x864	TXSP5B – 0x866

The reset value for these registers is undefined. The 32-bit TXSPx registers hold the output data for serial port transmit operations. For more information on how transmit buffers work, see [“Transmit and Receive Data Buffers \(TXSPxA/B, RXSPxA/B\)”](#) on page 4-60.

SPORT Receive Buffer Registers (RXSPx)

The reset value for these registers is undefined. The 32-bit $RXSPx$ registers hold the input data from serial port receive operations. For more information on how receive buffers work, see [“Transmit and Receive Data Buffers \(TXSPxA/B, RXSPxA/B\)” on page 4-60](#). The addresses of the $RXSPx$ registers are:

$RXSP0A - 0xc61$	$RXSP0B - 0xc63$
$RXSP1A - 0xc65$	$RXSP1B - 0xc67$
$RXSP2A - 0x461$	$RXSP2B - 0x463$
$RXSP3A - 0x465$	$RXSP3B - 0x467$
$RXSP4A - 0x861$	$RXSP4B - 0x863$
$RXSP5A - 0x865$	$RXSP5B - 0x867$

SPORT Divisor Registers (DIVx)

This register, shown in [Figure A-14](#), has the following addresse.

$DIV0 - 0xc02$	$DIV1 - 0xc03$
$DIV2 - 0x402$	$DIV3 - 0x403$
$DIV4 - 0x802$	$DIV5 - 0x803$

These registers contain two fields:

- Bits 15–1 are named $CLKDIV$. These bits identify the serial clock divisor value for internally-generated $SCLK$ as follows:

$$CLKDIV = \frac{f_{CCLK}}{8(f_{SCLK})} - 1$$

- Bits 31–16 are named **FSDIV**. These bits select the frame sync divisor for internally-generated **TFS** as follows:

$$FSDIV = \frac{f_{SCLK}}{f_{SFS}} - 1$$

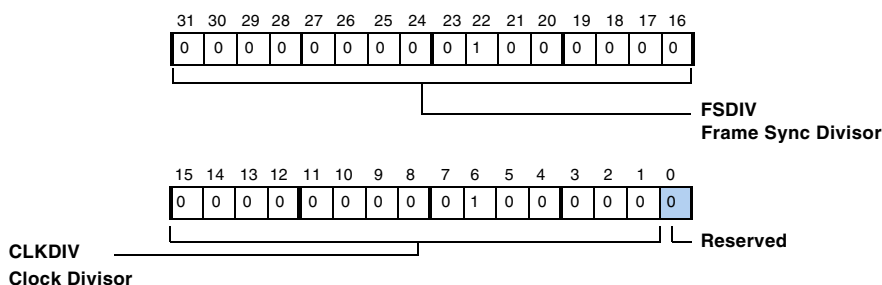


Figure A-14. DIVx Register

SPORT Count Registers (SPCNTx)

The **SPCNTx** registers provides status information for the internal clock and frame sync. The addresses of the **SPCNTx** registers are:

SPCNT0 – 0xC15	SPCNT1 – 0xC16
SPCNT2 – 0x415	SPCNT3 – 0x416
SPCNT4 – 0x815	SPCNT5 – 0x816

The reset value for these registers is undefined.

SPORT Transmit Select Registers (MTxCSy)

Each bit, 31–0, set (= 1) in one of four **MTxCSy** registers corresponds to an active transmit channel, 127–0, on a multichannel mode serial port. When the **MTxCSy** registers activate a channel, the serial port transmits the word in that channel’s position of the data stream. When a channel’s bit

Serial Port Registers

in the $MTxCSy$ register is cleared (= 0), the serial port's data transmit pin three-states during the channel's transmit time slot. The addresses of the $MTxCSy$ registers are:

$MT0CS0 - 0xC05$	$MT0CS1 - 0xC06$
$MT0CS2 - 0xC07$	$MT0CS3 - 0xC08$
$MT2CS0 - 0x405$	$MT2CS1 - 0x406$
$MT2CS2 - 0x407$	$MT2CS3 - 0x408$
$MT4CS0 - 0x805$	$MT4CS1 - 0x806$
$MT4CS2 - 0x807$	$MT4CS3 - 0x808$

The reset value for these registers is undefined.

SPORT Transmit Compand Registers ($MTxCCSy$)

Each bit, 31–0, set (= 1) in one of four $MTxCCSx$ registers corresponds to a companded transmit channel, 127–0, on a multichannel mode serial port. When the $MTCCSx$ register activates companding for a channel, the serial port applies the companding from the $DTYPE$ selection to the transmitted word in that channel's position of the data stream. When a channel's bit in the $MTCCSx$ register is cleared (= 0), the serial port does not compand the output during the channel's receive time slot. The addresses of the $MTx-CCSy$ registers are:

$MT0CCS0 - 0xC0D$	$MT0CCS1 - 0xC0E$
$MT0CCS2 - 0xC0F$	$MT0CCS3 - 0xC10$
$MT2CCS0 - 0x40D$	$MT2CCS1 - 0x40E$
$MT2CCS2 - 0x40F$	$MT2CCS3 - 0x410$
$MT4CCS0 - 0x80D$	$MT4CCS1 - 0x80E$
$MT4CCS2 - 0x80F$	$MT4CCS3 - 0x810$

The reset value for these registers is undefined.

SPORT Receive Select Registers (MRxCSx)

Each bit, 31–0, set (= 1) in one of the four MRxCSx registers corresponds to an active receive channel, 127–0, on a multichannel mode serial port. When the MRxCSx register activates a channel, the serial port receives the word in that channel’s position of the data stream and loads the word into the RXSPx buffer. When a channel’s bit in the MRxCSx register is cleared (= 0), the serial port ignores any input during the channel’s receive time slot. The addresses of the MRxCSx registers are:

MR1CS0 – 0xC09	MR1CS1 – 0xC0A
MR1CS2 – 0xC0B	MR1CS3 – 0xC0C
MR3CS0 – 0x409	MR3CS1 – 0x40A
MR3CS2 – 0x40B	MR3CS3 – 0x40C
MR5CS0 – 0x809	MR5CS1 – 0x80A
MR5CS2 – 0x80B	MR5CS3 – 0x80C

The reset value for these registers is undefined.

SPORT Receive Compand Registers (MRxCCSx)

Each bit, 31–0, set (= 1) in the MRxCCSy registers corresponds to a companded receive channel, 127–0, on a multichannel mode serial port. When one of the four MRxCCSy registers activate companding for a channel, the serial port applies the companding from the DTYPE selection to the received word in that channel’s position of the data stream. When a channel’s bit in the MRxCCSy registers are cleared (= 0), the serial port does not compand the input during the channel’s receive time slot.

Serial Port Registers

The addresses of the MRxCCSx registers are:

MR1CCS0 – 0xC11	MR1CCS1 – 0xC12
MR1CCS2 – 0xC13	MR1CCS3 – 0xC14
MR3CCS0 – 0x411	MR3CCS1 – 0x412
MR3CCS2 – 0x413	MR3CCS3 – 0x414
MR5CCS0 – 0x811	MR5CCS1 – 0x812
MR5CCS2 – 0x813	MR5CCS3 – 0x814

The reset value for these registers is undefined.

SPORT DMA Index Registers (IISPx)

The IISP_x register is 19 bits wide, holds an address, and acts as a pointer to memory for a DMA transfer. [For more information, see “I/O Processor” on page 2-1.](#) The addresses of the IISP_x registers are:

IISP0A – 0xC40	IISP0B – 0xC44
IISP1A – 0xC48	IISP1B – 0xC4C
IISP2A – 0x440	IISP2B – 0x444
IISP3A – 0x448	IISP3B – 0x44C
IISP4A – 0x840	IISP4B – 0x844
IISP5A – 0x848	IISP5B – 0x84C

The reset value for these registers is undefined.

SPORT DMA Modifier Registers (IMSPx)

The IMSP_x register is 16 bits wide and provides the increment or step size by which an IISP_x register is post-modified during a DMA operation. [For more information, see “I/O Processor” on page 2-1.](#) The addresses of the IMSP_x registers are:

IMSP0A – 0xC41	IMSP0B – 0xC45
IMSP1A – 0xC49	IMSP1B – 0xC4D
IMSP2A – 0x441	IMSP2B – 0x445
IMSP3A – 0x449	IMSP3B – 0x44D
IMSP4A – 0x841	IMSP4B – 0x845
IMSP5A – 0x849	IMSP5B – 0x84D

The reset value for these registers is undefined.

SPORT DMA Count Registers (CSPx)

The CSP_x registers are 16 bits wide and hold the word count for a DMA transfer. [For more information, see “I/O Processor” on page 2-1.](#) The addresses of the CSP_x registers are:

CSP0A – 0xC42	CSP0B – 0xC46
CSP1A – 0xC4A	CSP1B – 0xC4E
CSP2A – 0x442	CSP2B – 0x446
CSP3A – 0x44A	CSP3B – 0x44E
CSP4A – 0x842	CSP4B – 0x846
CSP5A – 0x84A	CSP5B – 0x84E

The reset value for these registers is undefined.

SPORT Chain Pointer Registers (CPSPx)

The CPSPx registers are 20 bits wide and they hold the address for the next transfer control block in a chained DMA operation. [For more information, see “I/O Processor” on page 2-1.](#) The addresses of these registers are:

CPSP0A – 0xC43	CPSP0B – 0xC47
CPSP1A – 0xC4B	CPSP1B – 0xC4F
CPSP2A – 0x443	CPSP2B – 0x447
CPSP3A – 0x44B	CPSP3B – 0x44F
CPSP4A – 0x843	CPSP4B – 0x847
CPSP5A – 0x84B	CPSP5B – 0x84F

The reset value for these registers is undefined.

Serial Peripheral Interface Registers

The following sections describe the registers associated with the two serial peripheral interfaces (SPIs). The SPI B port is routed through the DAI.

SPI Port Status (SPISTAT, SPISTATB) Registers

These register's addresses are 0x1002 (SPISTAT) and 0x2802 (SPISTATB). The reset value for these registers is 0x01. The SPISTAT and SPISTATB registers are read-only registers used to detect when an SPI transfer is complete, if transmission/reception errors occur, and the status of the TXSPI and RXSPI FIFOs. The bit settings for these registers are shown in [Figure A-15](#) and described in [Table A-8](#).

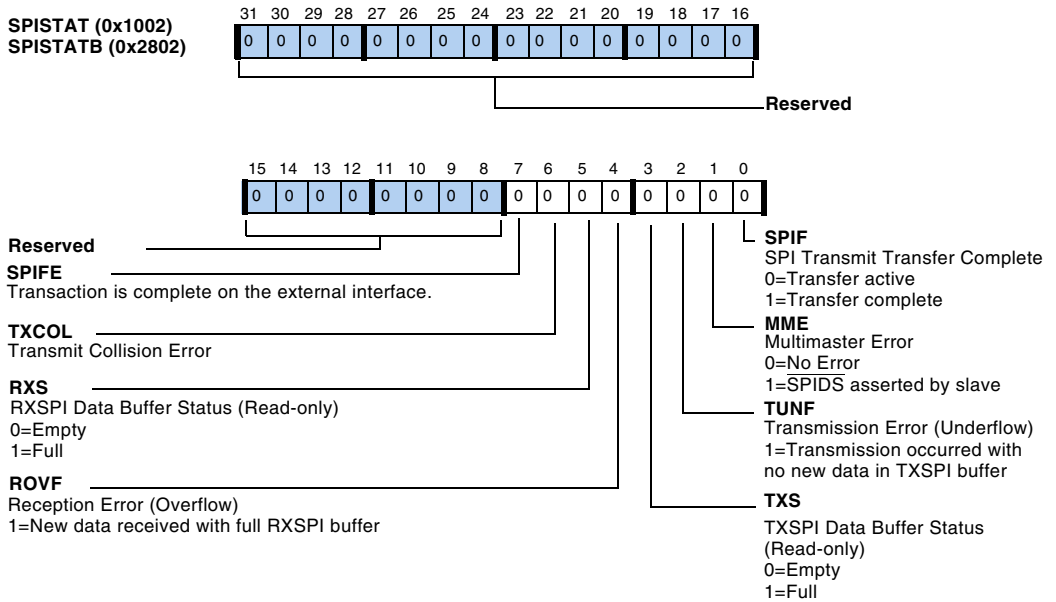


Figure A-15. SPISTAT, SPISTATB Registers

Table A-8. SPISTAT Register

Bit	Name	Description
0	SPIF	SPI Transmit or Receive Transfer Complete. SPIF is set when an SPI single-word transfer is complete.
1	MME	Multimaster Error or Mode-fault Error. MME is set in a master device when some other device tries to become the master.
2	TUNF	Transmission Error. TUNF is set when transmission occurred with no new data in the TXSPI register.
3	TXS	Transmit Data Buffer Status. TXSPI data buffer status. 0 = Empty 1 = Full
4	ROVF	Reception Error. ROVF is set when data is received with receive buffer full.

Serial Peripheral Interface Registers

Table A-8. SPISTAT Register (Cont'd)

Bit	Name	Description
5	RXS	Receive Data Buffer Status. 0 = Empty 1 = Full
6	TXCOL	Transmit Collision Error. When TXCOL is set, it is possible that corrupt data was transmitted.
7	SPIFE	External Transaction Complete. Set (= 1) when the SPI transaction is complete on the external interface.
31-8	Reserved	

SPI Port Flags Registers (SPIFLG, SPIFLGB)

These register's addresses are 0x1001 (SPIFLG) and 0x2801 (SPIFLGB). The reset value for these registers are 0x0F80. The SPIFLG and SPIFLGB registers are used to enable individual SPI slave-select lines when the SPI is enabled as a master. The bit settings for these registers are shown in [Figure A-16](#) and described in [Table A-9](#)

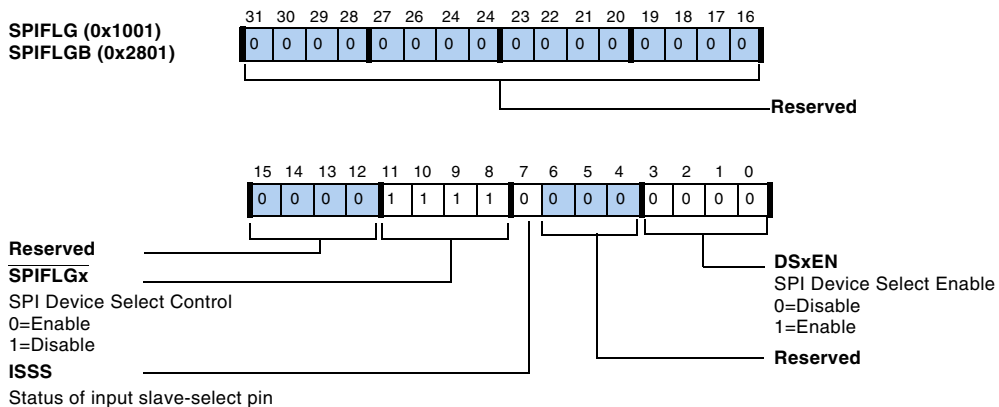


Figure A-16. SPIFLG, SPIFLGB Registers

Table A-9. SPIFLG, SPIFLGB Register

Bit	Name	Description
3–0	DSxEN	SPI Device Select Enable. Enables or disables the corresponding flag as a flag output to be used for SPI slave-select. 0 = Disable 1 = Enable
6–4	Reserved	
7	ISSS	Input Service Select. This read-only bit reflects the status of the slave-select input pin.
11–8	SPIFLGx	SPI Device Select Control. Selects (if cleared, = 0) a corresponding flag output to be used for an SPI slave-select.
12–31	Reserved	

SPI Control Registers (SPICTL, SPICTLB)

These register's addresses are 0x1000 (SPICTL) and 0x2800 (SPICTLB). The reset value for these registers is 0x0400. The SPI control (SPICTL) registers are used to configure and enable the SPI system. The bit settings for these registers are shown in [Figure A-17](#) and [Figure A-18](#) and described in [Table A-10](#).

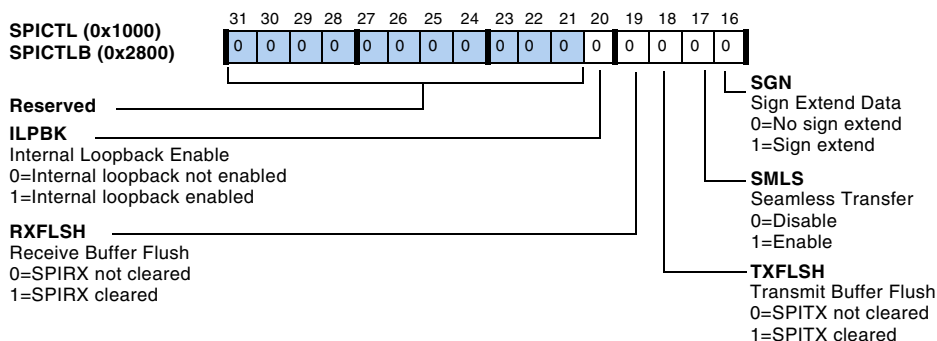


Figure A-17. SPICTL, SPICTLB Registers (Bits 16–31)

Serial Peripheral Interface Registers

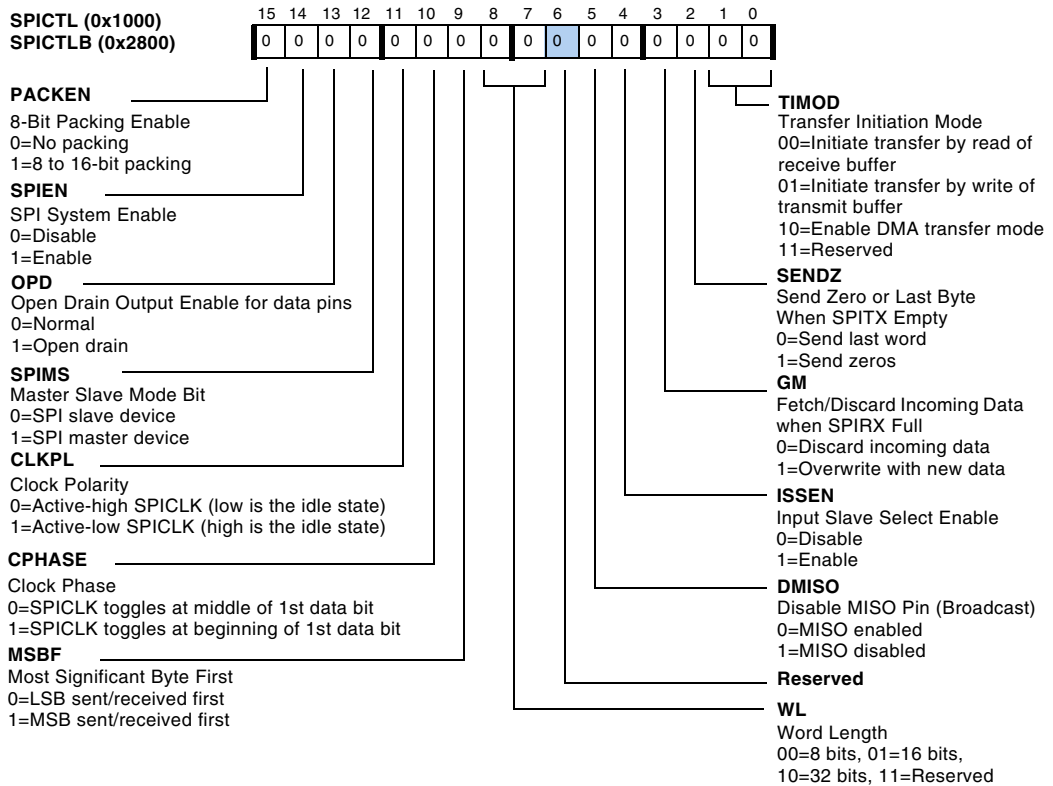


Figure A-18. SPICTL, SPICTLB Registers (Bits 0–15)

Table A-10. SPICTL Register Bit Descriptions

Bit	Name	Description
1–0	TIMOD	Transfer Initiation Mode. Defines transfer initiation mode and interrupt generation. 00 = Initiate transfer by read of receive buffer. Interrupt active when receive buffer is full. 01 = Initiate transfer by write to transmit buffer. Interrupt active when transmit buffer is empty. 10 = Enable DMA transfer mode. Interrupt configured by DMA. 11 = Reserved
2	SENDZ	Send Zero. Send zero or the last word when TXSPI is empty. 0 = Send last word 1 = Send zeros
3	GM	Get Data. When RXSPI is full, get data or discard incoming data. 0 = Discard incoming data 1 = Get more data, overwrites the previous data
4	ISSEN	Input Slave Select Enable. Enables Slave-select ($\overline{\text{SPIDS}}$) input for the master. When not used, SPIDS can be disabled, freeing up a chip pin as a general-purpose I/O pin. 0 = Disable 1 = Enable
5	DMISO	Disable MISO Pin. Disables MISO as an output when a master wishes to transmit to various slaves at one time (broadcast). Only one slave is allowed to transmit data back to the master. Except for the slave from whom the master wishes to receive, all other slaves should have this bit set. 0 = MISO enabled 1 = MISO disabled
6	Reserved	
8–7	WL	Word Length. 00 = 8 bits, 01 = 16 bits, 10 = 32 bits
9	MSBF	Most Significant Byte First. 0 = LSB sent/received first 1 = MSB sent/received first
10	CPHASE	Clock Phase. Selects the transfer format. 0 = SPICLK starts toggling at the middle of 1st data bit 1 = SPICLK starts toggling at the start of 1st data bit

Serial Peripheral Interface Registers

Table A-10. SPICTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
11	CLKPL	Clock Polarity. 0 = Active high SPICLK (SPICLK low is the idle state) 1 = Active low SPICLK (SPICLK high is the idle state)
12	SPIMS	SPI Master Select. Configures SPI module as master or slave. 0 = Device is a slave device 1 = Device is a master device
13	OPD	Open Drain Output Enable. Enables open drain data output enable (for MOSI and MISO). 0 = Normal 1 = Open-drain
14	SPIEN	SPI Port Enable. 0 = SPI module is disabled 1 = SPI module is enabled
15	PACKEN	Packing Enable. 0 = No packing 1 = 8 to 16-bit packing Note: This bit may be 1 only when WL = 00 (8-bit transfer). When in transmit mode, the PACKEN bit unpacks data.
16	SGN	Sign Extend. 0 = No sign extension 1 = Sign extension
17	SMLS	Seamless Transfer. 0 = Seamless transfer disabled 1 = Seamless transfer enabled, not supported in mode TIMOD1=0 = 00 and CPHASE=0 for all modes.
18	TXFLSH	Flush Transmit Buffer. Write a 1 to this bit to clear TXSPI. 0 = TXSPI not cleared 1 = TXSPI cleared
19	RXFLSH	Clear RXSPI. Write a 1 to this bit to clear RXSPI. 0 = RXSPI not cleared 1 = RXSPI cleared

Table A-10. SPICTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
20	ILPBK	Internal Loop Back. 0 = No internal loopback 1 = Internal loopback enabled
31–21	Reserved	

SPI Receive Buffer Registers (RXSPI, RXSPIB)

These register's addresses are 0x1004 (RXSPI) and 0x2804 (RXSPIB). The reset value for these registers are undefined. These are 32-bit, read-only registers accessible by the core or DMA controller. At the end of a data transfer, `RXSPIx` is loaded with the data in the shift register. During a DMA receive operation, the data in `RXSPIx` is automatically loaded into the internal memory. For core- or interrupt-driven transfers, you can also use the `RXS` status bits in the `SPISTAT` register to determine if the receive buffer is full.

RXSPI Shadow Registers (RXSPI_SHADOW, RXSPIB_SHADOW)

These register's addresses are 0x1006 (RXSPI_SHADOW) and 0x2806 (RXSPIB_SHADOW). The reset value for these registers is undefined. These registers act as shadow registers for the receive data buffer, `RXSPI` and `RXSPIB` registers, and are used to aid software debugging. Although these registers reside at a different addresses from the `RXSPI` and `RXSPIB` registers, their contents are identical. When a software read of `RXSPIx` occurs, the `RXS` bit is cleared and an SPI transfer may be initiated (if `TIMOD=00`). No such hardware action occurs when the shadow register is read.

SPI Transmit Buffer Registers (TXSPI, TXSPIB)

These register's addresses are 0x1003 (TXSPI) and 0x2803 (TXSPIB). The reset value for these registers is undefined. This SPI transmit data registers are 32-bit registers that are part of the IOP register set and can be accessed by the core or the DMA controller. Data is loaded into these registers before being transmitted. Prior to the beginning of a data transfer, data in TXSPIx is automatically loaded into the transmit shift register. During a DMA transmit operation, the data in TXSPIx is automatically loaded from internal memory.

SPI Baud Rate Registers (SPIBAUD, SPIBAUDB)

These register's addresses are 0x1005 (SPIBAUD) and 0x2805 (SPIBAUDB) and their reset value is undefined. These SPI registers are 16-bit read/write registers that are used to set the bit transfer rate for a master device. When configured as slaves, the value written to these registers is ignored. The (SPIBAUDx) registers can be read from or written to at any time. The serial clock rate is determined by the formula:

$$\text{SPI Baud Rate} = (\text{Peripheral clock rate}) / (4 \times \text{SPIBAUD}_{15-1})$$

Writing a value of 0 or 1 to these registers disables the serial clock. Therefore, the maximum serial clock rate is one-fourth (1/4) the peripheral clock rate (PCLK).

Table A-11. SPIBAUD, SPIBAUDB Register Bit descriptions

Bit	Name	Description
0	Reserved	
15–1	BAUDR	Baud Rate Enable. Enables the SPICLK per the following equation: SPICLK baud rate = core clock (CCLK)/8 x BAUDR Default=0
31–16	Reserved	

Table A-12. SPI Master Baud Rate Example

BAUDR (Decimal Value)	SPI CLock Divide Factor	Baud Rate for CCLK
0	N/A	N/A
1	8	41.7 MHz
2	16	41.7 MHz
3	24	41.7 MHz
4	32	41.7 MHz
32,767, (0x7FFF)	—	41.7 MHz

SPI DMA Registers

There are ten SPI DMA-specific registers:

- “SPI DMA Configuration Registers (SPIDMAC, SPIDMACB)” on page A-52
- “SPI DMA Start Address Registers (IISPI, IISPIB)” on page A-54
- “SPI DMA Address Modify Registers (IMSPI, IMSPIB)” on page A-54
- “SPI DMA Word Count Registers (CSPI, CSPIB)” on page A-54
- “SPI DMA Chain Pointer Registers (CPSPI, CPSPIB)” on page A-55

Serial Peripheral Interface Registers

SPI DMA Configuration Registers (SPIDMAC, SPIDMACB)

These register's addresses are 0x1084 (SPIDMAC) and 0x2884 (SPIDMACB) and their reset value is undefined. These 17-bit SPI registers are used to control DMA transfers and are shown in [Figure A-19](#) and described in [Table A-13](#).

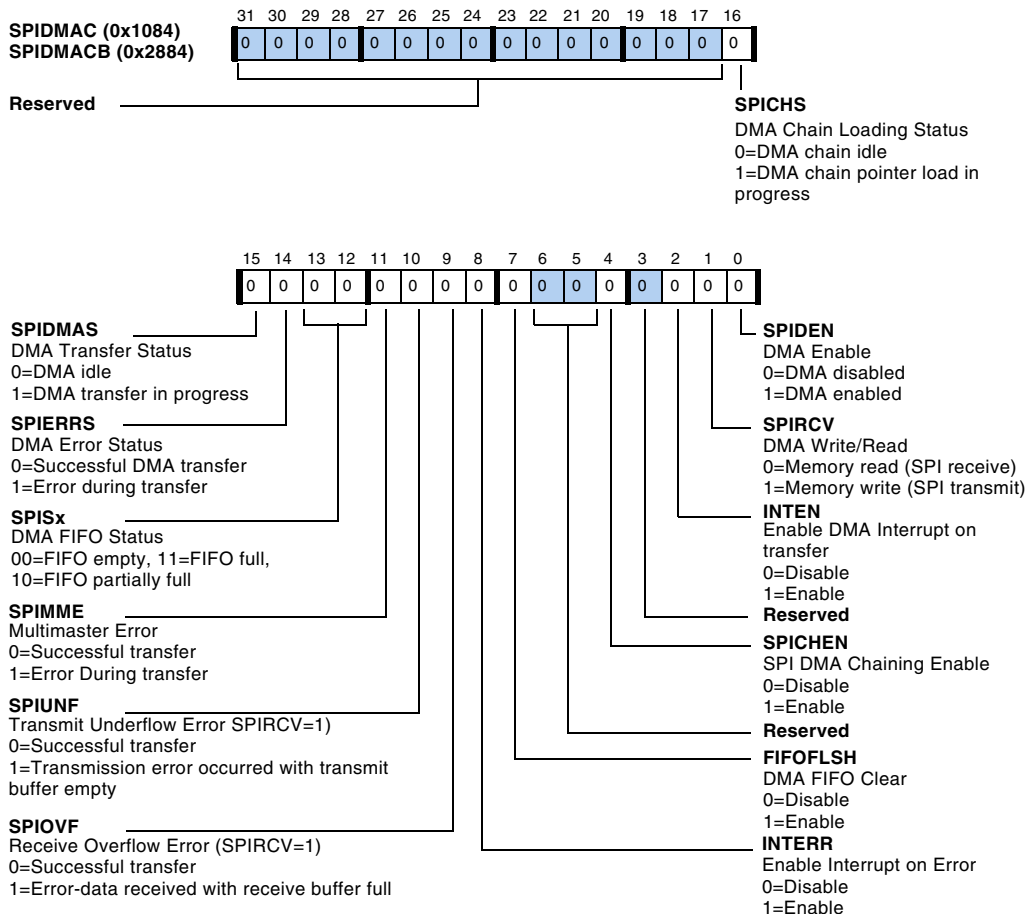


Figure A-19. SPIDMAC, SPIDMACB Registers

Table A-13. SPIDMAC, SPIDMACB Register Bit Descriptions

Bit	Name	Description
0	SPIDEN	DMA Enable. 0 = Disable 1 = Enable
1	SPIRCV	DMA Write/Read. 0 = SPI transmit (read from internal memory) 1 = SPI receive (write to internal memory)
2	INTEN	Enable DMA Interrupt on Transfer. 0 = Disable 1 = Enable
3	Reserved	
4	SPICHEN	SPI DMA Chaining Enable. 0 = Disable 1 = Enable
6–5	Reserved	
7	FIFOFLSH	DMA FIFO Clear. 0 = Disable 1 = Enable
8	INTERR	Enable Interrupt on Error. 0 = Disable 1 = Enable
9	SPIOVF	Receive OverFlow Error (SPIRCV = 1). 0 = Successful transfer 1 = Error – data received with RXSPI full
10	SPIUNF	Transmit Underflow Error (SPIRCV = 0). 0 = Successful transfer 1 = Error occurred in transmission with no new data in TXSPI.
11	SPIMME	Multimaster Error. 0 = Successful transfer 1 = Error during transfer

Serial Peripheral Interface Registers

Table A-13. SPIDMAC, SPIDMACB Register Bit Descriptions (Cont'd)

Bit	Name	Description
13–12	SPISx	DMA FIFO Status. 00 = FIFO empty 11 = FIFO full 10 = FIFO partially full 01 = Reserved
14	SPIERRS	DMA Error Status. 0 = Successful DMA transfer 1 = Errors during DMA transfer
15	SPIDMAS	DMA Transfer Status. 0 = DMA idle 1 = DMA in progress
16	SPICHS	DMA Chain Loading Status. 0 = Chain idle 1 = Chain loading in progress
31–17	Reserved	

SPI DMA Start Address Registers (IISPI, IISPIB)

The reset value for these registers is undefined. These 19-bit, read/write SPI registers contain the start address of the buffer in memory. Their addresses are 0x1080 (IISPI) and 0x2880 (IISPIB).

SPI DMA Address Modify Registers (IMSPI, IMSPIB)

The reset value for these registers is undefined. These 16-bit, read/write SPI registers contain the address modifier. Their addresses are 0x1081 (IMSPI) and 0x2881 (IMSPIB).

SPI DMA Word Count Registers (CSPI, CSPIB)

The reset value for these registers is undefined. These 16-bit, read/write SPI registers contain the number of words to be transferred. Their addresses are 0x1082 (CSPI) and 0x2882 (CSPIB).

SPI DMA Chain Pointer Registers (CPSPi, CPSPiB)

The reset value for these registers is undefined. These 20-bit, read/write SPI registers contain the address of the next TCB when DMA chaining is enabled. Their addresses are 0x1083 (CPSPi) and 0x2883 (CPSPiB).

Input Data Port Registers

The input data port (IDP) provides an additional input path to the processor core. The IDP can be configured as eight channels of serial data or seven channels of serial data and a single channel of up to a 20-bit wide parallel data. The six registers listed below are used to specify modes, track the status of inputs and outputs, and permit reads of the IDP FIFO buffer.

- [“Input Data Port Control Register 0 \(IDP_CTL0\)” on page A-56](#)
- [“Input Data Port Control Register 1 \(IDP_CTL1\)” on page A-58](#)
- [“Input Data Port FIFO Register \(IDP_FIFO\)” on page A-59](#)
- [“Input Data Port DMA Control Registers” on page A-60](#)
- [“Input Data Port Ping-pong DMA Registers” on page A-62](#)
- [“Parallel Data Acquisition Port Control Register \(IDP_PDAP_CTL\)” on page A-64](#)

Input Data Port Registers

Input Data Port Control Register 0 (IDP_CTL0)

Use the IDP_CTL0 register to configure and enable the input data port and each of its channels.

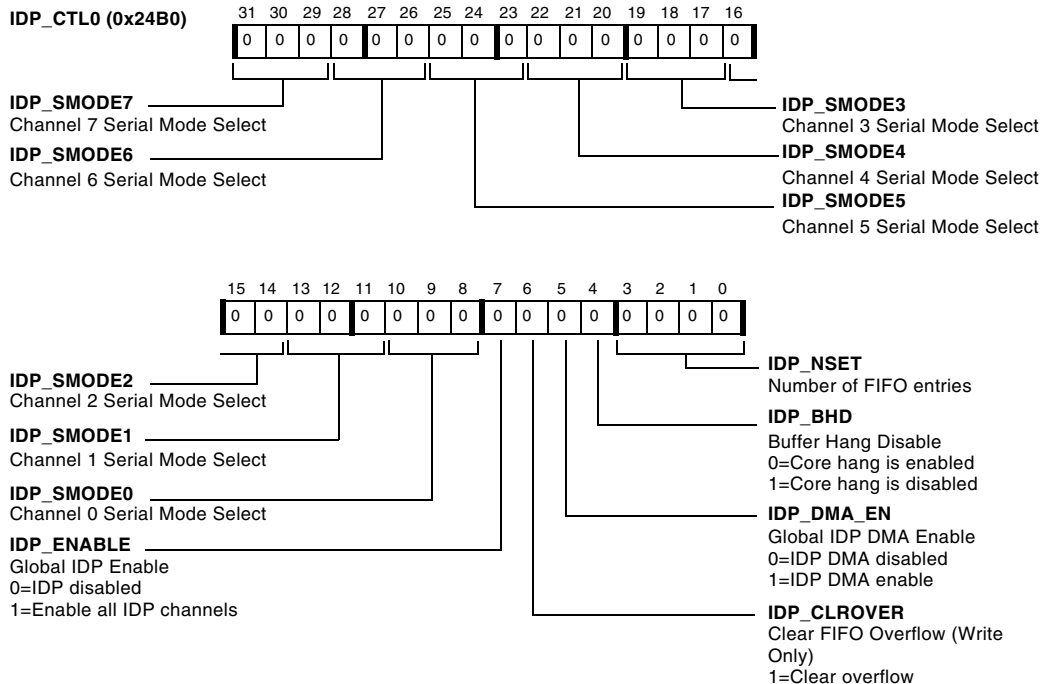


Figure A-20. IDP_CTL0 Register

Table A-14. IDP_CTL0 Register Bit Descriptions

Bits	Name	Description
3–0	IDP_NSET	Monitors number of FIFO entries. When N is greater than the number of samples in the FIFO, the interrupt controller bit 8 is set.
4	IDP_BHD	IDP Buffer Hang Disable. Reads of an empty FIFO or writes to a full FIFO make the core hang. This condition continues until the FIFO has valid data (in the case of reads) or the FIFO has at least one empty location (in the case of writes). 0 = Core hang is enabled 1 = Core hang is disabled
5	IDP_DMA_EN	DMA Enable. Enables DMA on all IDP channels.
6	IDP_CLROVR	FIFO Overflow Clear Bit. Writes of 1 to this bit clear the overflow condition in the DAL_STAT register. Because this is a write-only bit, it always returns LOW when read.
7	IDP_ENABLE	Enable IDP. 1 to 0 transition on this bit clears the IDP_FIFO. 0 = IDP is disabled. Data does not come to IDP_FIFO from IDP channels. 1 = IDP is enabled
10–8	IDP_SMODE0	Serial Input Mode Select. These eight inputs (0-7), each of which contains 3 bits, indicate the mode of the serial input for each of the eight IDP channels. Input format: 000 = Left-justified sample pair mode 001 = I ² S mode 010 = Left-justified 32 bits 011 = I ² S 32 bits 100 = Right-justified 24 bits 101 = Right-justified 20 bits 110 = Right-justified 18 bits 111 = Right-justified 16 bits
13–11	IDP_SMODE1	
16–14	IDP_SMODE2	
19–17	IDP_SMODE3	
22–20	IDP_SMODE4	
25–23	IDP_SMODE5	
28–26	IDP_SMODE6	
31–29	IDP_SMODE7	

Input Data Port Registers

Input Data Port Control Register 1 (IDP_CTL1)

Use the IDP_CTL1 register to configure and enable individual IDP channels.

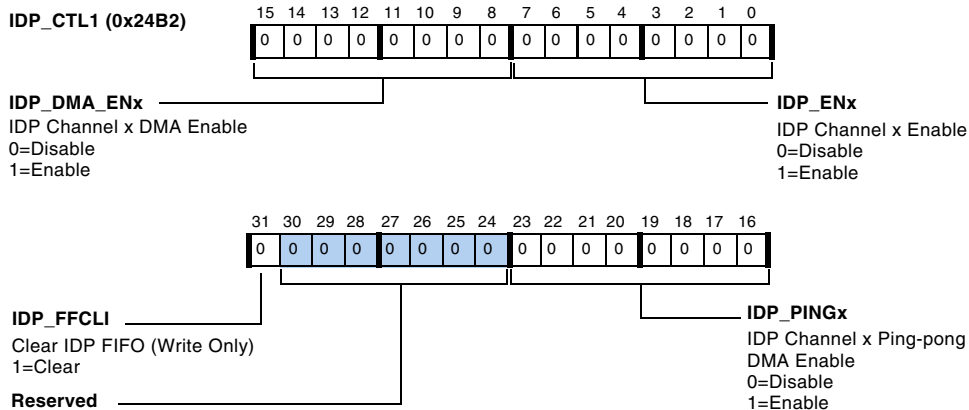


Figure A-21. IDP_CTL1 Register

Table A-15. IDP_CTL1 Register Bit Descriptions

Bit	Name	Description
7–0	IDP_ENx	IDP Channel Enable. Enables individual IDP channels. Bit 0 enables channel 0, bit 1 enables channel 1, and so on.
15–8	IDP_DMA_ENx	IDP DMA Enable. Enables standard DMA on all IDP channels. Bit 8 enables channel 0, bit 9 enables channel 1, and so on. 0 = DMA disabled 1 = DMA enabled
23–16	IDP_PINGx	DMA Ping-pong Enable. Enables ping-pong DMA on all IDP channels. Bit 16 enables channel 0, bit 17 enables channel 1, and so on.
30–24	Reserved	
31	IDP_FFCLR	Clear IDP FIFO. Setting this bit to 1 clears IDP FIFO. This is a write-only bit and always returns 0 on reads.

Input Data Port FIFO Register (IDP_FIFO)

The `IDP_FIFO` register (shown in [Figure A-22](#)) provides information about the output of the 8-deep IDP FIFO. Normally, this register is used only to read and remove the top sample from the FIFO. However, the core may also write to this register. When it does, the audio data word is pushed into the input side of the FIFO (as if it had come from the SRU on the channel encoded in the three LSBs). This can be useful for verifying the operation of the FIFO, the DMA channels, and the status portions of the IDP.

Channel encoding provides for eight serial input types that correspond to the `IDP_SMODEx` bits in the IDP control registers. When using channels 0-7 in serial mode, this register format applies. When using channel 0 in parallel mode, refer to the description of the packing modes in “[Packing Unit](#)” on page 6-10.

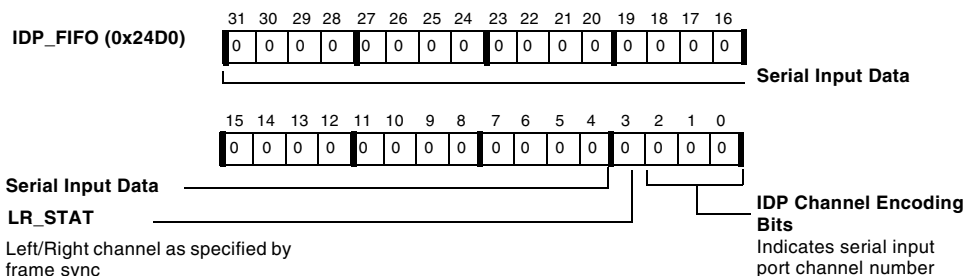


Figure A-22. IDP_FIFO Register



The information in [Table A-16](#) is not valid when data comes from the PDAP channel.

Input Data Port Registers

Table A-16. IDP_FIFO Register Bit Descriptions

Bits	Name	Description
2–0		IDP Channel Encoding Bits. Indicates serial input port channel number that provided this serial input data. Note: This information is not valid when data comes from the PDAP.
3	LR_STAT	Left/Right Channel Status. Indicates whether the data in bits 31–4 is the left or the right audio channel as dictated by the frame sync signal. The polarity of the encoding depends on the serial mode selected in IDP_SMODE for that channel. See Table A-14 on page A-57 .
31–4		Input Data (Serial). Some LSBs can be zero, depending on the mode.

Input Data Port DMA Control Registers

Each of the eight DMA channels have an I-register with an index pointer (19 bits), an M-register with a modifier/stride (6 bits), and a C-register with a count (16 bits). For example, IDP_DMA_I0, IDP_DMA_M0, and IDP_DMA_C0 control the DMA for IDP channel 0. The following sections describe these registers.

Index (IDP_DMA_Ix)

[Table A-17](#) provides information about the IDP DMA index registers.

Table A-17. IDP_DMA_Ix Registers

Register	Address	Reset State	Description
IDP_DMA_I0	0x2400	0x00000	IDP channel 0 DMA index register
IDP_DMA_I1	0x2401	0x00000	IDP channel 1 DMA index register
IDP_DMA_I2	0x2402	0x00000	IDP channel 2 DMA index register
IDP_DMA_I3	0x2403	0x00000	IDP channel 3 DMA index register
IDP_DMA_I4	0x2404	0x00000	IDP channel 4 DMA index register
IDP_DMA_I5	0x2405	0x00000	IDP channel 5 DMA index register

Table A-17. IDP_DMA_Ix Registers (Cont'd)

Register	Address	Reset State	Description
IDP_DMA_I6	0x2406	0x00000	IDP channel 6 DMA index register
IDP_DMA_I7	0x2407	0x00000	IDP channel 7 DMA index register

Modifier (IDP_DMA_Mx)

Table A-18 provides information about the IDP DMA modifier registers.

Table A-18. IDP_DMA_Mx Registers

Register	Address	Reset State	Description
IDP_DMA_M0	0x2410	0x00	IDP channel 0 DMA modifier register
IDP_DMA_M1	0x2411	0x00	IDP channel 1 DMA modifier register
IDP_DMA_M2	0x2412	0x00	IDP channel 2 DMA modifier register
IDP_DMA_M3	0x2413	0x00	IDP channel 3 DMA modifier register
IDP_DMA_M4	0x2414	0x00	IDP channel 4 DMA modifier register
IDP_DMA_M5	0x2415	0x00	IDP channel 5 DMA modifier register
IDP_DMA_M6	0x2416	0x00	IDP channel 6 DMA modifier register
IDP_DMA_M7	0x2417	0x00	IDP channel 7 DMA modifier register

Counter (IDP_DMA_Cx)

Table A-19 provides information about the IDP DMA counter registers.

Table A-19. IDP_DMA_Cx Registers

Register	Address	Reset State	Description
IDP_DMA_C0	0x2420	0x00000	IDP channel 0 DMA count register
IDP_DMA_C1	0x2421	0x00000	IDP channel 1 DMA count register
IDP_DMA_C2	0x2422	0x00000	IDP channel 2 DMA count register

Input Data Port Registers

Table A-19. IDP_DMA_Cx Registers (Cont'd)

Register	Address	Reset State	Description
IDP_DMA_C3	0x2423	0x00000	IDP channel 3 DMA count register
IDP_DMA_C4	0x2424	0x00000	IDP channel 4 DMA count register
IDP_DMA_C5	0x2425	0x00000	IDP channel 5 DMA count register
IDP_DMA_C6	0x2426	0x00000	IDP channel 6 DMA count register
IDP_DMA_C7	0x2427	0x00000	IDP channel 7 DMA count register

Input Data Port Ping-pong DMA Registers

Each of the eight DMA channels have an index register with an index pointer (19-bits), and a counter register with a count (16-bits) that are used when performing ping-pong DMA. For example, IDP_DMA_I1A and IDP_DMA_PC1 control ping-pong DMA for IDP channel 1. The following describe these registers.

IDP Ping-pong Index Registers (IDP_DMA_IxA)

[Table A-20](#) provides information about the IDP ping-pong DMA index registers.

Table A-20. IDP_DMA_IxA Registers

Register	Address	Reset State	Description
IDP_DMA_I0A	0x2408	0x00000	IDP channel 0 index A ping-pong DMA register
IDP_DMA_I1A	0x2409	0x00000	IDP channel 1 index A ping-pong DMA register
IDP_DMA_I2A	0x240A	0x00000	IDP channel 3 index A ping-pong DMA register
IDP_DMA_I3A	0x240B	0x00000	IDP channel 4 index A ping-pong DMA register
IDP_DMA_I4A	0x240C	0x00000	IDP channel 4 index A ping-pong DMA register
IDP_DMA_I5A	0x240D	0x00000	IDP channel 5 index A ping-pong DMA register
IDP_DMA_I6A	0x240E	0x00000	IDP channel 6 index A ping-pong DMA register

Table A-20. IDP_DMA_IxA Registers (Cont'd)

Register	Address	Reset State	Description
IDP_DMA_I7A	0x240F	0x00000	IDP channel 7 index A ping-pong DMA register
IDP_DMA_I0B	0x2418	0x00000	IDP channel 0 index B ping-pong DMA register
IDP_DMA_I1B	0x2419	0x00000	IDP channel 1 index B ping-pong DMA register
IDP_DMA_I2B	0x241A	0x00000	IDP channel 2 index B ping-pong DMA register
IDP_DMA_I3B	0x241B	0x00000	IDP channel 3 index B ping-pong DMA register
IDP_DMA_I4B	0x241C	0x00000	IDP channel 4 index B ping-pong DMA register
IDP_DMA_I5B	0x241D	0x00000	IDP channel 5 index B ping-pong DMA register
IDP_DMA_I6B	0x241E	0x00000	IDP channel 6 index B ping-pong DMA register
IDP_DMA_I7B	0x241F	0x00000	IDP channel 7 index B ping-pong DMA register

IDP Ping-pong Count Registers (IDP_DMA_PCx)

[Table A-21](#) provides information about the IDP ping-pong DMA count registers.

Table A-21. IDP_DMA_PCx Registers

Register	Address	Reset State	Description
IDP_DMA_PC0	0x2428	0x00000	IDP DMA channel 0 ping-pong count
IDP_DMA_PC1	0x2429	0x00000	IDP DMA channel 1 ping-pong count
IDP_DMA_PC2	0x242A	0x00000	IDP DMA channel 2 ping-pong count
IDP_DMA_PC3	0x242B	0x00000	IDP DMA channel 3 ping-pong count
IDP_DMA_PC4	0x242C	0x00000	IDP DMA channel 4 ping-pong count
IDP_DMA_PC5	0x242D	0x00000	IDP DMA channel 5 ping-pong count
IDP_DMA_PC6	0x242E	0x00000	IDP DMA channel 6 ping-pong count
IDP_DMA_PC7	0x242F	0x00000	IDP DMA channel 7 ping-pong count

Parallel Data Acquisition Port Control Register (IDP_PDAP_CTL)

Setting `IDP_PDAP_CTL[31]` enables either the 20 DAI pins or the 16 parallel port address/data pins to be used as parallel input channels. These parallel words may be packed into 32-bit words for efficiency. The data then flows through the FIFO and is transferred by a dedicated DMA channel into the processor core memory.

The `IDP_PDAP_CTL` register (shown in [Figure A-23](#) and described in [Table A-22](#)) provides 20 mask bits that allow the input from any of the 20 pins to be ignored. When the mask bit is cleared, the corresponding bit is also cleared in the acquired data word. This register also provides a reset bit that zeros any data that is waiting in the packing unit to be latched into the FIFO. The `RESET` bit (bit 30) causes the reset circuit to strobe when asserted, and then automatically clears. Therefore, this bit always returns a value of zero when read. Bit 26 of the `IDP_PDAP_CTL` register selects between the two sets of pins that may be used as the parallel input port. When `IDP_PDAP_CTL[26]` is set, the upper 16 bits are read from the parallel port address pins, `AD[15:0]`. When `IDP_PDAP_CTL[26]` is cleared, the upper 16 bits are read from `DAI_P[20:5]`. Note that the four LSBs of the parallel data acquisition port input are not multiplexed, and this input value is always read from DAI pins `DAI_P[4:1]`.

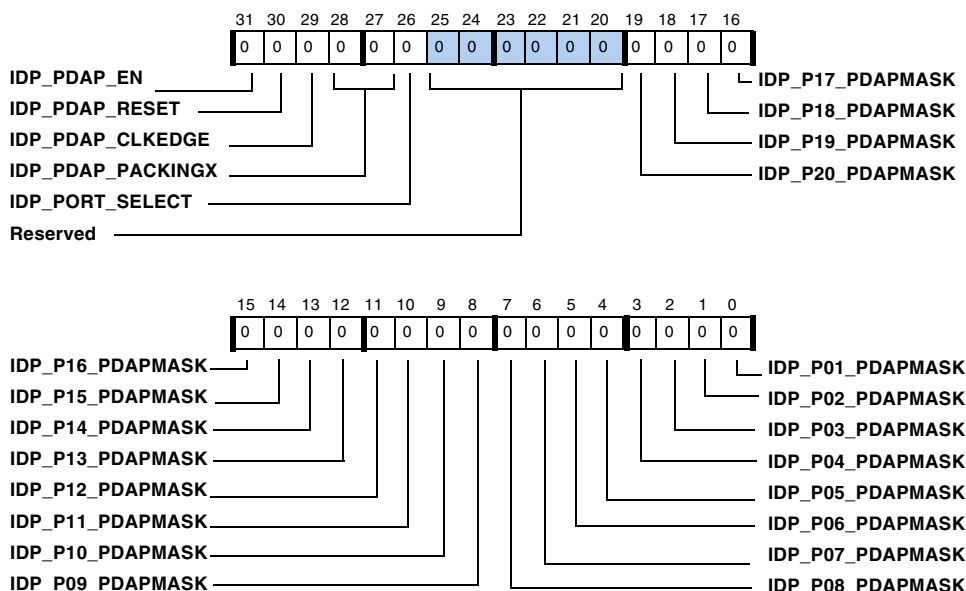


Figure A-23. IDP_PDAP_CTL Register

Table A-22. IDP_PDAP_CTL Register Bit Descriptions

Bit	Name	Description
0	IDP_P01_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_01 is masked 1 = Input data from DAI_01 is unmasked
1	IDP_P02_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_02 is masked 1 = Input data from DAI_02 is unmasked
2	IDP_P03_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_03 is masked 1 = Input data from DAI_03 is unmasked
3	IDP_P04_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_04 is masked 1 = Input data from DAI_04 is unmasked

Input Data Port Registers

Table A-22. IDP_PDAP_CTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
4	IDP_P05_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_05/DATA0 is masked 1 = Input data from DAI_05/DATA0 is unmasked
5	IDP_P06_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_06/DATA1 is masked 1 = Input data from DAI_06/DATA1 is unmasked
6	IDP_P07_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_07/DATA2 is masked 1 = Input data from DAI_07/DATA2 is unmasked
7	IDP_P08_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_08/DATA3 is masked 1 = Input data from DAI_08/DATA3 is unmasked
8	IDP_P09_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_09/DATA4 is masked 1 = Input data from DAI_09/DATA4 is unmasked
9	IDP_P10_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_10/DATA5 is masked 1 = Input data from DAI_10/DATA5 is unmasked
10	IDP_P11_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_11/DATA6 is masked 1 = Input data from DAI_11/DATA6 is unmasked
11	IDP_P12_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_12/DATA7 is masked 1 = Input data from DAI_12/DATA7 is unmasked
12	IDP_P13_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_13/ADDR0 is masked 1 = Input data from DAI_13/ADDR0 is unmasked
13	IDP_P14_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_14/ADDR1 is masked 1 = Input data from DAI_14/ADDR1 is unmasked
14	IDP_P15_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_15/ADDR2 is masked 1 = Input data from DAI_15/ADDR2 is unmasked

Table A-22. IDP_PDAP_CTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
15	IDP_P16_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_16/ADDR3 is masked 1 = Input data from DAI_16/ADDR3 is unmasked
16	IDP_P17_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_17/ADDR4 is masked 1 = Input data from DAI_17/ADDR4 is unmasked
17	IDP_P18_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_18/ADDR5 is masked 1 = Input data from DAI_18/ADDR5 is unmasked
18	IDP_P19_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_19/ADDR6 is masked 1 = Input data from DAI_19/ADDR6 is unmasked
19	IDP_P20_PDAPMASK	Parallel Data Acquisition Port Mask. 0 = Input data from DAI_20/ADDR7 is masked 1 = Input data from DAI_20/ADDR7 is unmasked
25–20	Reserved	
26	IDP_PORT_SELECT	Port Select: Input Pins Select. 1 = Selects upper 16 inputs from AD[15:0] (ADDR7-ADDR0, DATA7-DATA0) 0 = Selects upper 16 inputs from DAI_P[20:5]
28–27	IDP_PDAP_PACKING	Packing. Selects PDAP packing mode. 00 = 8 to 32 packing 01 = {11, 11, 10} to 32 packing 10 = 16 to 32 packing 11 = 20 to 32 packing
29	IDP_PDAP_CLKEDGE	PDAP (Rising or Falling) Clock Edge. Setting this bit (=1) causes the data to latch on the falling edge. Clearing this bit causes data to latch on the rising edge of the clock (IDP0_CLK_I).

Sample Rate Converter Registers

Table A-22. IDP_PDAP_CTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
30	IDP_PDAP_RESET	PDAP Reset. Setting this bit (=1) causes the PDAP reset circuit to strobe, then this bit is cleared automatically. This bit always returns a value of zero when read
31	IDP_PDAP_EN	PDAP Enable. Setting this bit (=1) enables either the 20 DAI pins or the 16 parallel port address/data pins for use as a parallel input channel. Clearing this bit (=0) disables those pins from use as parallel input channels. Note: When this bit is set to 1 then IDP channel 0 cannot be used as serial input port.

Sample Rate Converter Registers

The sample rate converter (SRC) is composed of five registers which are described in the following sections.

SRC Control Registers (SRCCTLx)

The SRC control registers (read/write) control the operating modes, filters, and data formats used in the sample rate converter. The `SRCCTL0` register controls the SRC0 and SRC1 modules and the `SRCCTL1` register controls the SRC2 and SRC3 modules. The bit settings for these registers are shown in [Figure A-24](#) through [Figure A-27](#) and described in [Table A-23](#) and [Table A-24](#) on page A-75.

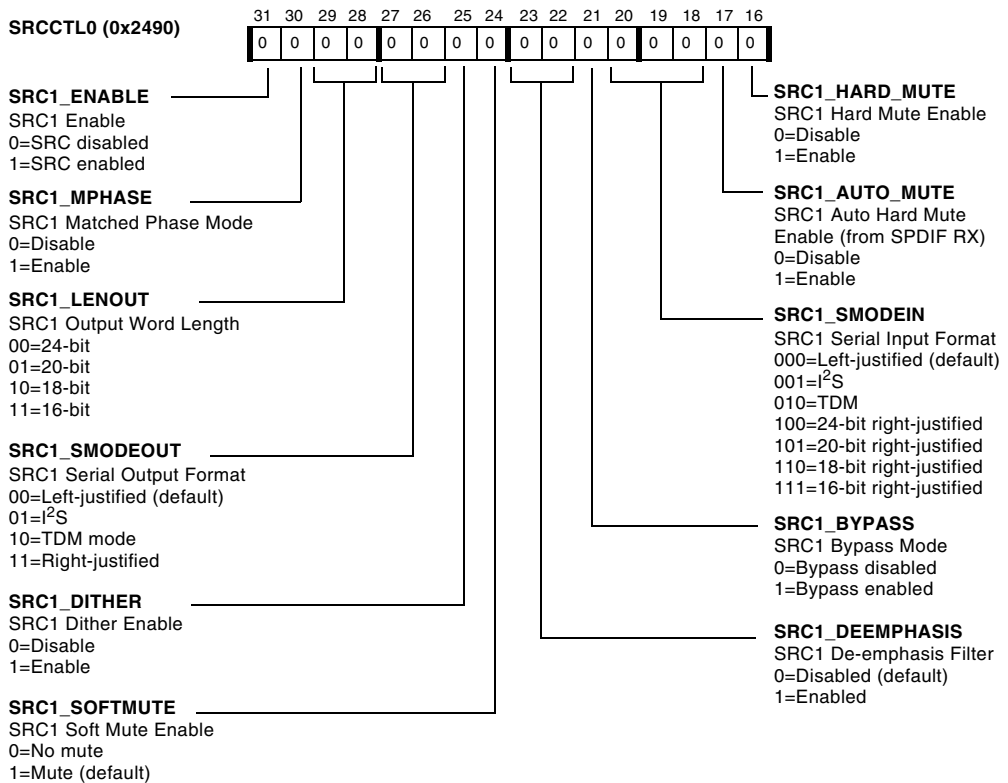


Figure A-24. SRCCTL0 Register (Bits 16–31)

Sample Rate Converter Registers

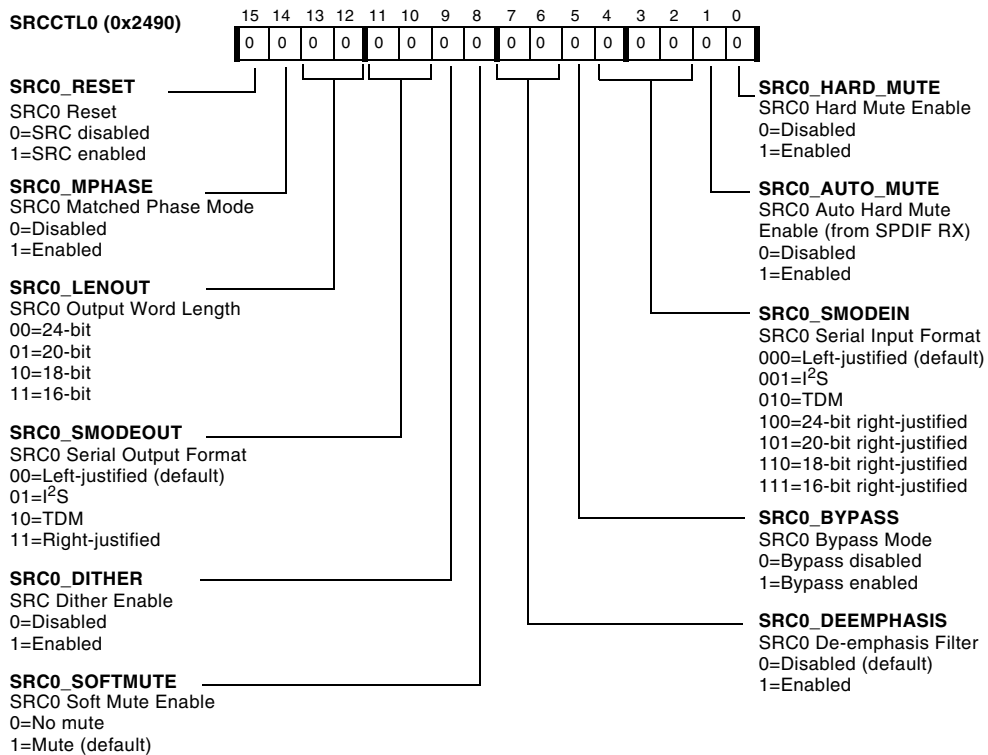


Figure A-25. SRCCTL0 Register (Bits 0–15)

Table A-23. SRCCTL0 Register Bit Descriptions

Bit	Name	Description
0	SRC0_HARD_MUTE	Hard Mute. Hard mutes SRC 0. 1 = Mute (default)
1	SRC0_AUTO_MUTE	Auto Hard Mute. Auto hard mutes SRC 0 when nonaudio is asserted by the SPDIF receiver. 0 = No mute 1 = Mute (default)

Table A-23. SRCCTL0 Register Bit Descriptions (Cont'd)

Bit	Name	Description
2–4	SRC0_SMODEIN	Serial Input Format. Selects the serial input format for SRC 0 as follows: 000 = Default, format is left-justified 001 = I ² S 010 = TDM 100 = 24-bit right-justified 101 = 20-bit right-justified 110 = 18-bit right-justified 111 = 16-bit right-justified
5	SRC0_BYPASS	Bypass SRC0. Output of SRC 0 is the same as the input.
6–7	SRC0_DEEMPHASIS	De-emphasis Filter Select. Enables de-emphasis on incoming audio data for SRC 0. 00 = No de-emphasis 01 = 33 kHz 10 = 44.1 kHz 11 = 48 kHz
8	SRC0_SOFTMUTE	Soft Mute. Enables soft mute on SRC 0. 0 = No mute 1 = Mute (default)
9	SRC0_DITHER	Dither Select. Enables dithering on SRC 0 when a word length less than 24 bits is selected. 0 = Dithering is enabled (default) 1 = Dithering is disabled
10–11	SRC0_SMODEOUT	Serial Output Format. Selects the serial output format on SRC 0 as follows: 00 = Left-justified (default) 01 = I ² S 10 = TDM mode 11 = Right-justified

Sample Rate Converter Registers

Table A-23. SRCCTL0 Register Bit Descriptions (Cont'd)

Bit	Name	Description
12–13	SRC0_LENOUT	Output Word Length Select. Selects the serial output word length on SRC 0 as follows: 00 = 24 bits 01 = 20 bits 10 = 18 bits 11 = 16 bits Any word length less than 24 bits has dither added to the unused LSBs if SRCx_DITHER is enabled (= 1).
14	SRC0_MPHASE	Match Phase Mode Select. Configures the SRC 0 modules to not use their own internally-generated sample rate ratio but use an externally-generated ratio. Used with TDM data. 0 = Matched phase disabled (default) 1 = Matched phase enabled
15	SRC0_ENABLE	SRC0 Enable. Enables SRC 0. 0 = Disabled 1 = Enabled
16	SRC1_HARD_MUTE	Hard Mute. Hard mutes SRC 1. 1 = Mute (default)
17	SRC1_AUTO_MUTE	Auto Hard Mute. Auto hard mutes SRC 1 when nonaudio is asserted by the SPDIF receiver. 0 = No mute 1 = Mute (default)
18–20	SRC1_SMODEIN	Serial Input Format. Selects the serial input format for SRC 1 as follows: 000 = Default, format is left-justified 001 = I ² S 010 = TDM 100 = 24-bit right-justified 101 = 20-bit right-justified 110 = 18-bit right-justified 111 = 16-bit right-justified
21	SRC1_BYPASS	Bypass Mode Enable. Output of SRC 1 is the same as input.

Table A-23. SRCCTL0 Register Bit Descriptions (Cont'd)

Bit	Name	Description
22–23	SRC1_DEEMPHASIS	De-emphasis Filter Select. Enables de-emphasis on incoming audio data for SRC 1. 00 = No de-emphasis 01 = 33 kHz 10 = 44.1 kHz 11 = 48 kHz
24	SRC1_SOFTMUTE	Soft Mute. Enables soft mute on SRC 1. 0 = No mute 1 = Mute (default)
25	SRC1_DITHER	Dither Select. Disables dithering on SRC 1 when a word length less than 24 bits is selected. 0 = Dithering is disabled (default) 1 = Dithering is enabled
26–27	SRC1_SMODEOUT	Serial Output Format. Selects the serial output format for SRC 1 as follows. 00 = Left-justified (default) 01 = I ² S 10 = TDM mode 11 = Right-justified
28–29	SRC1_LENOUT	Output Word Length Select. Selects the serial output word length for SRC 1 as follows: 00 = 24 bits 01 = 20 bits 10 = 18 bits 11 = 16 bits Any word length less than 24 bits has dither added to the unused LSBs if SRCx_DITHER is enabled (= 0).
30	SRC1_MPHASE	Match Phase Mode Select. Configures the SRC 1 modules to not use their own internally-generated sample rate ratio but use an externally-generated ratio. Used with TDM data. 0 = Matched phase disabled (default) 1 = Matched phase enabled
31	SRC1_ENABLE	SRC Enable. Enables SRC 1. 0 = Disabled 1 = Enabled

Sample Rate Converter Registers

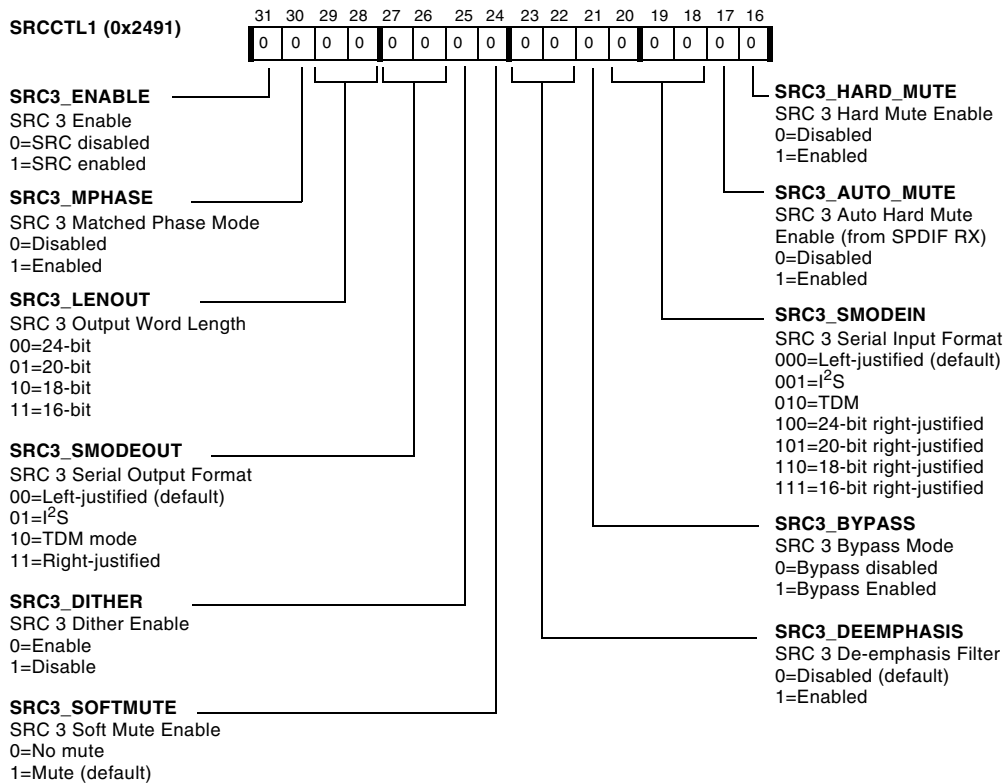


Figure A-26. SRCCTL1 Register (Bits 16–31)

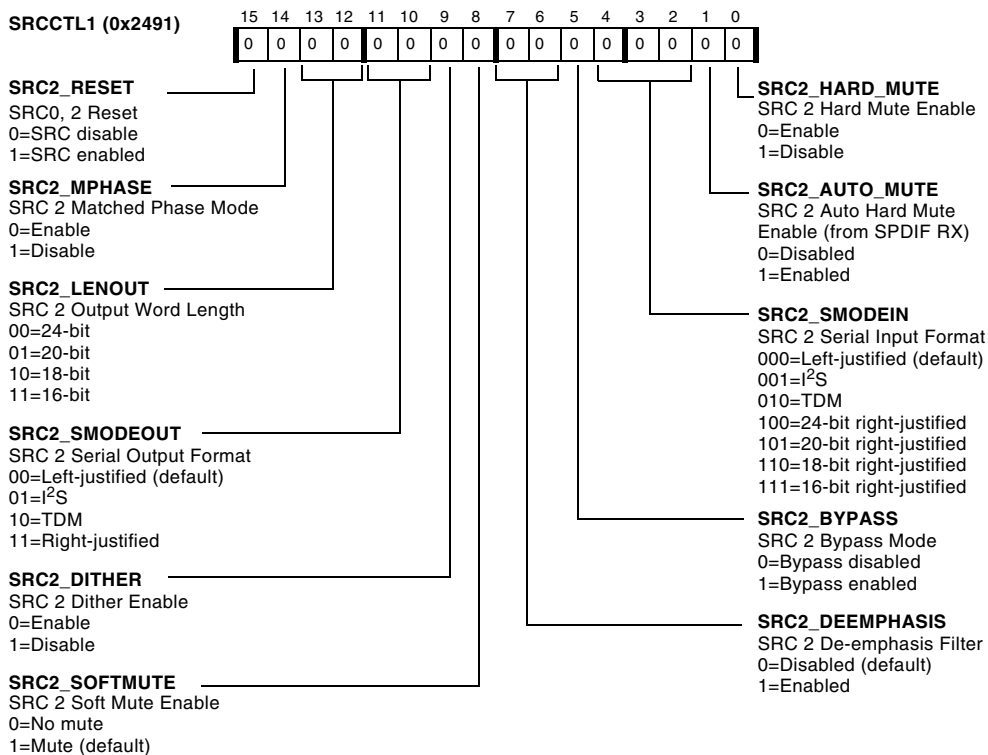


Figure A-27. SRCCTL1 Register (Bits 0–15)

Table A-24. SRCCTL1 Register Bit Descriptions

Bit	Name	Description
0	SRC2_HARD_MUTE	Hard Mute. Hard mutes SRC 2. 1 = Mute (default)
1	SRC2_AUTO_MUTE	Auto Hard Mute. Auto hard mutes SRC2 when nonaudio is asserted by the SPDIF receiver. 0 = No mute 1 = Mute (default)

Sample Rate Converter Registers

Table A-24. SRCCTL1 Register Bit Descriptions (Cont'd)

Bit	Name	Description
2–4	SRC2_SMODEIN	Serial Input Format. Selects the serial input format for SRC 2 as follows: 000 = Default, format is left-justified 001 = I ² S 010 = TDM 100 = 24-bit right-justified 101 = 20-bit right-justified 110 = 18-bit right-justified 111 = 16-bit right-justified
5	SRC2_BYPASS	Bypass SRC. Output of SRC 2 is the same as input
6–7	SRC2_DEEMPHASIS	De-emphasis Filter Select. Enables de-emphasis on incoming audio data for SRC 2. 00 = No de-emphasis 01 = 33 kHz 10 = 44.1 kHz 11 = 48 kHz
8	SRC2_SOFTMUTE	Soft Mute. Enables soft mute on SRC 2. 0 = No mute 1 = Mute (default)
9	SRC2_DITHER	Dither Select. Enables dithering on SRC 2 when a word length less than 24 bits is selected. 0 = Dithering is enabled (default) 1 = Dithering is disabled
10–11	SRC2_SMODEOUT	Serial Output Format. Selects the serial output format on SRC 2 as follows: 00 = Left-justified (default) 01 = I ² S 10 = TDM mode 11 = Right-justified

Table A-24. SRCCTL1 Register Bit Descriptions (Cont'd)

Bit	Name	Description
12–13	SRC2_LENOUT	Output Word Length Select. Selects the serial output word length on SRC 2 as follows: 00 = 24 bits 01 = 20 bits 10 = 18 bits 11 = 16 bits Any word length less than 24 bits has dither added to the unused LSBs if SRCx_DITHER is enabled (= 1).
14	SRC2_MPHASE	Match Phase Mode Select. Configures the SRC 2 modules to not use their own internally generated sample rate ratio but use an externally generated ratio. Used with TDM data. 0 = Matched phase disabled (default) 1 = Matched phase enabled
15	SRC2_ENABLE	SRCx Enable. Enables SRC 2. 0 = Disabled 1 = Enabled
16	SRC3_HARD_MUTE	Hard Mute. Hard mutes SRC 3. 1 = Mute (default)
17	SRC3_AUTO_MUTE	Auto Hard Mute. Auto hard mutes SRC 3 when nonaudio is asserted by the SPDIF receiver. 0 = No mute 1 = Mute (default)
18–20	SRC3_SMODEIN	Serial Input Format. Selects the serial input format for SRC 3 as follows: 000 = Default, format is left-justified 001 = I ² S 010 = TDM 100 = 24-bit right-justified 101 = 20-bit right-justified 110 = 18-bit right-justified 111 = 16-bit right-justified
21	SRC3_BYPASS	Bypass Mode Enable. Output of SRC 3 is the same as input.

Sample Rate Converter Registers

Table A-24. SRCCTL1 Register Bit Descriptions (Cont'd)

Bit	Name	Description
22–23	SRC3_DEEMPHASIS	De-emphasis Filter Select. Enables de-emphasis on incoming audio data for SRC 3. 00 = No de-emphasis 01 = 33 kHz 10 = 44.1 kHz 11 = 48 kHz
24	SRC3_SOFTMUTE	Soft Mute. Enables soft mute on SRC 3. 0 = No mute 1 = Mute (default)
25	SRC3_DITHER	Dither Select. Disables dithering on SRC 3 when a word length less than 24-bits is selected. 0 = Dithering is disabled (default) 1 = Dithering is enabled
26–27	SRC3_SMODEOUT	Serial Output Format. Selects the serial output format for SRC 3 as follows: 00 = Left-justified (default) 01 = I ² S 10 = TDM mode 11 = Right-justified
28–29	SRC3_LENOUT	Output Word Length Select. Selects the serial output word length for SRC 3 as follows: 00 = 24 bits 01 = 20 bits 10 = 18 bits 11 = 16 bits Any word length less than 24 bits has dither added to the unused LSBs if SRCx_DITHER is enabled (= 0).
30	SRC3_MPHASE	Match Phase Mode Select. Configures the SRC 3 modules to not use their own internally generated sample rate ratio but use an externally generated ratio. Used with TDM data. 0 = Matched phase disabled (default) 1 = Matched phase enabled
31	SRC3_ENABLE	SRC Enable. Enables SRC 3. 0 = Disabled 1 = Enabled

SRC Mute Register (SRCMUTE)

This read/write register connects an SRCx mute input and output when the SRC0_MUTE_ENx bit is cleared (=0). This allows SRCx to automatically mute input while the SRC is initializing (0 = automatic muting and 1 = manual muting). Bit 0 controls SRC0, bit 1 controls SRC1, bit 2 controls SRC2, and bit 3 controls SRC3.

SRC Ratio Registers (SRCRATx)

These read-only status registers report the mute and I/O sample ratio as follows: the SRCRAT0 register reports for SRC0 and SRC1 and the SRCRAT1 register reports the mute and I/O sample ratio for SRC2 and SRC3.

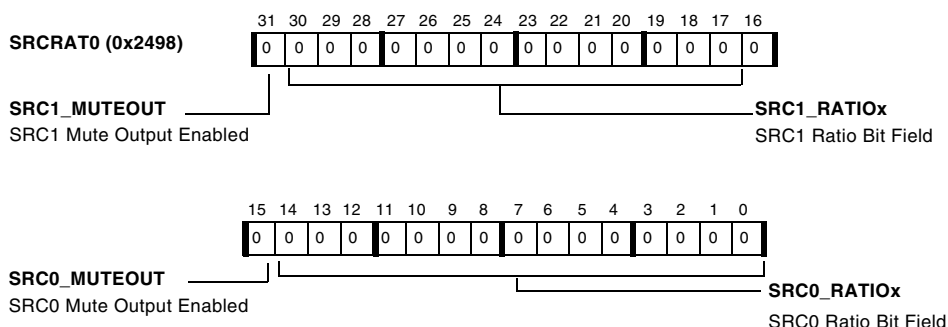


Figure A-28. SRC Ratio Register (SRCRAT0)

Signal Routing Unit Registers

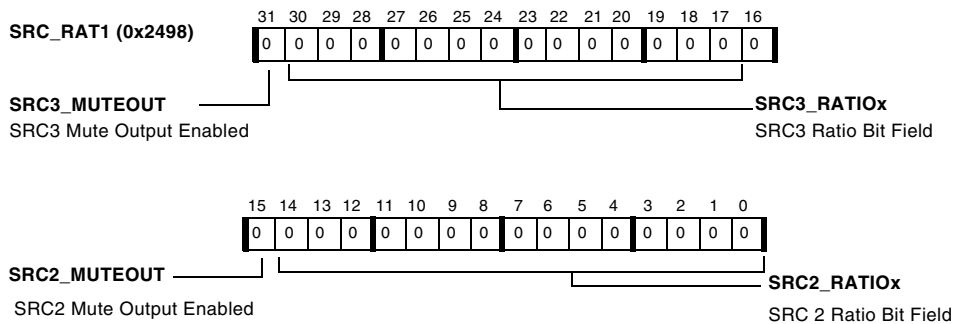


Figure A-29. SRC Ratio Register (SRCRAT1)

Signal Routing Unit Registers

The digital applications interface (DAI) is comprised of a group of peripherals and the signal routing unit (SRU).

The SRU is a matrix routing unit that enables the peripherals provided by the DAI and serial ports to be interconnected under software control. This removes the limitations associated with hard-wiring audio or other peripherals to each other and to the rest of the processor. The SRU allows optimal use of the peripherals for a wide variety of applications. This flexibility enables a much larger set of algorithms than would be possible with non-configurable signal paths.

The SRU provides groups of control registers that are described in the following sections. The registers define interconnections between the functional modules within the DAI, to the core, and to the physical pins. The SRU is a series of multiplexers that connect the:

- serial ports (SPORT5-0)
- input data port (IDP7-0, includes the parallel data acquisition port)
- physical pins and their output enable drivers (DAI_PB20-1)

- Sample rate controllers
- Sony/Philips Digital Interface
- Serial peripheral interface B
- Precision clock generators (PCG_CTLA_1 and PCG_CTLB_1)

Each of these modules is separated from the other by the SRU. Their input and output signals (the “junctions”) may only be connected via the SRU.

Clock Routing Control Registers (SRU_CLKx, Group A)

The clock routing control registers (see [Figure A-30](#) through [Figure A-34](#)) correspond to the group A clock sources listed in [Table A-25](#). Each of the clock inputs are connected to a clock source, based on the 5-bit values in the figures. When either of the precision clock generators is used in external source mode, the SRU_CLK3 register, pins 0–4 and/or pins 5–9, specify the source.

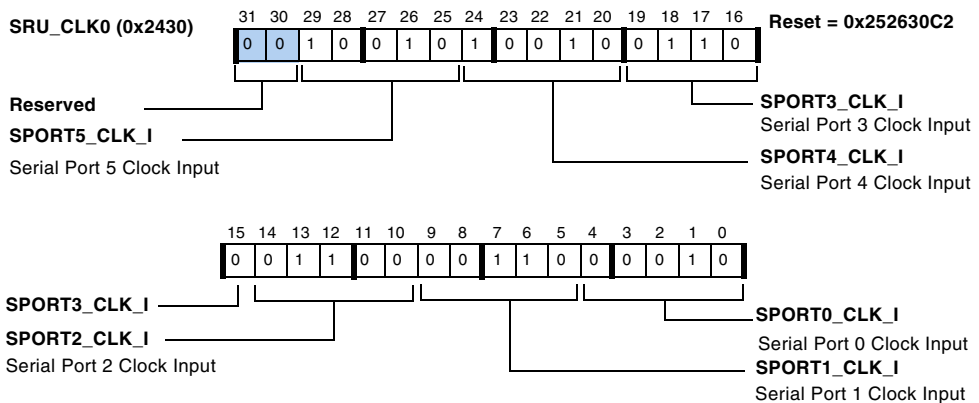


Figure A-30. SRU_CLK0 Register

Signal Routing Unit Registers

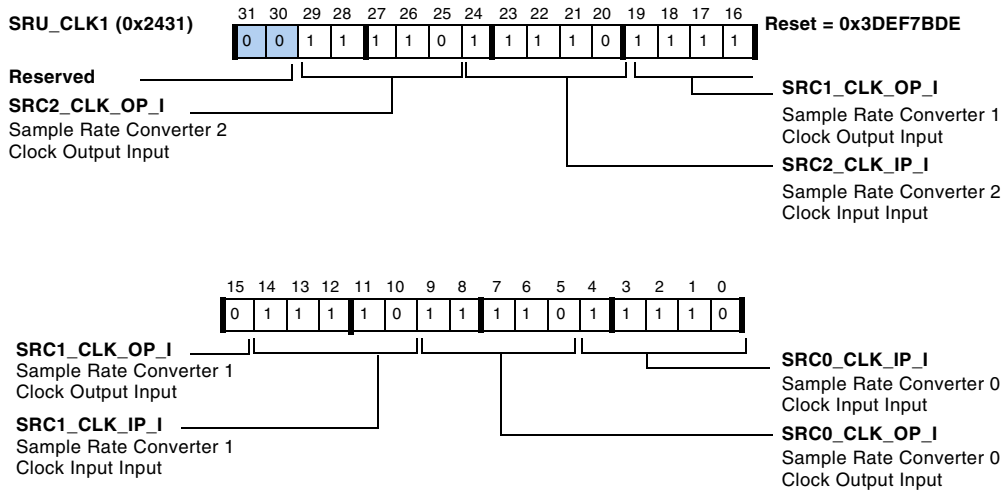


Figure A-31. SRU_CLK1 Register

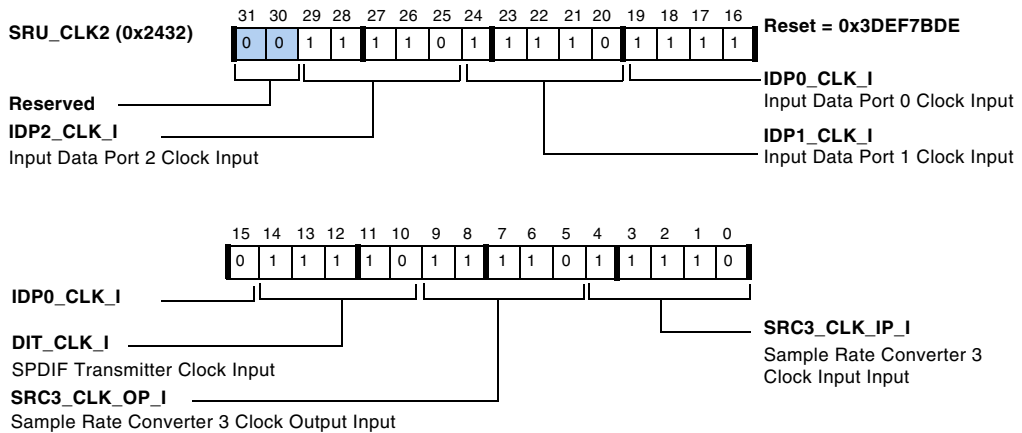


Figure A-32. SRU_CLK2 Register

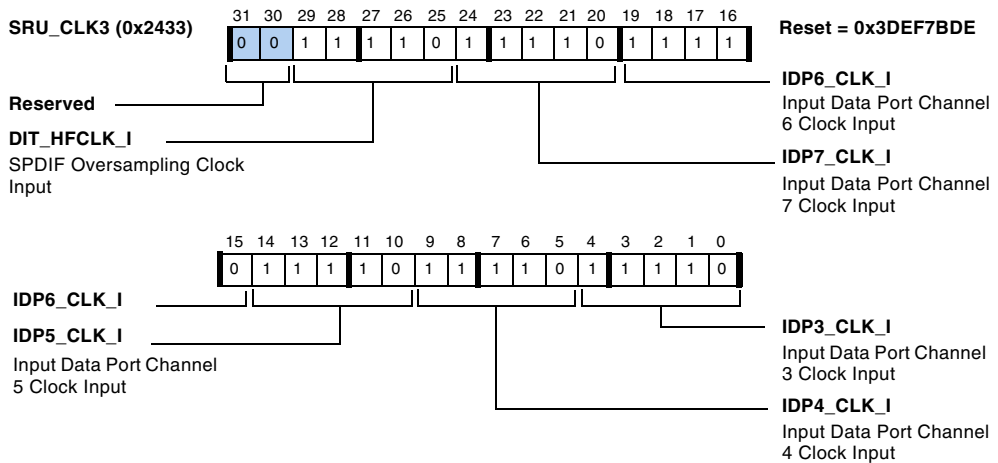
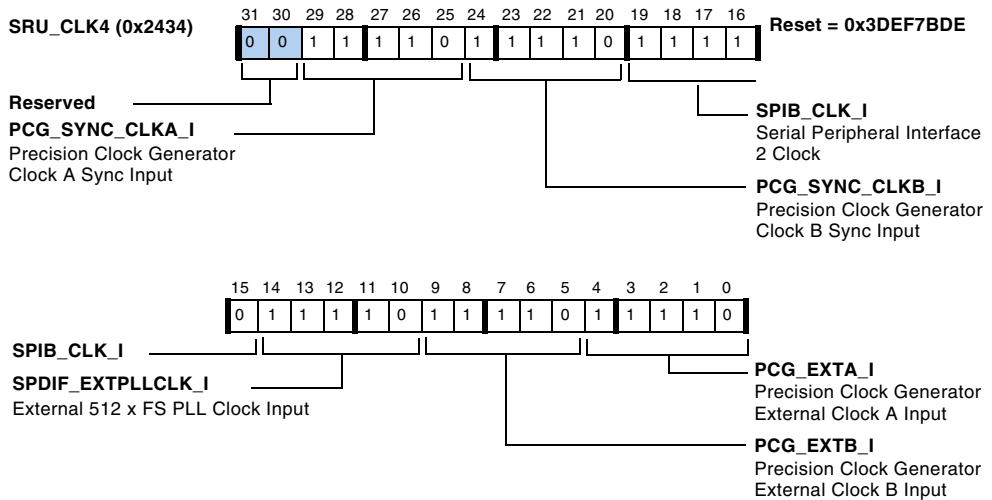


Figure A-33. SRU_CLK3 Register



Setting SRU_CLK4 4–0 = 28 connects PCG_EXTB_I to logic low, not to PCG_CLKB_O.
 Setting SRU_CLK4 9–5 = 29 connects PCG_EXTB_I to logic low, not to PCG_CLKB_O.

Figure A-34. SRU_CLK4 Register

Signal Routing Unit Registers

Table A-25. Group A Sources—Serial Clock

Selection Code	Source Signal	Description
00000 (0x0)	DAI_PB01_O	Select DAI pin buffer 1 as the source
00001 (0x1)	DAI_PB02_O	Select DAI pin buffer 2 as the source
00010 (0x2)	DAI_PB03_O	Select DAI pin buffer 3 as the source
00011 (0x3)	DAI_PB04_O	Select DAI pin buffer 4 as the source
00100 (0x4)	DAI_PB05_O	Select DAI pin buffer 5 as the source
00101 (0x5)	DAI_PB06_O	Select DAI pin buffer 6 as the source
00110 (0x6)	DAI_PB07_O	Select DAI pin buffer 7 as the source
00111 (0x7)	DAI_PB08_O	Select DAI pin buffer 8 as the source
01000 (0x8)	DAI_PB09_O	Select DAI pin buffer 9 as the source
01001 (0x9)	DAI_PB10_O	Select DAI pin buffer 10 as the source
01010 (0xA)	DAI_PB11_O	Select DAI pin buffer 11 as the source
01011 (0xB)	DAI_PB12_O	Select DAI pin buffer 12 as the source
01100 (0xC)	DAI_PB13_O	Select DAI pin buffer 13 as the source
01101 (0xD)	DAI_PB14_O	Select DAI pin buffer 14 as the source
01110 (0xE)	DAI_PB15_O	Select DAI pin buffer 15 as the source
01111 (0xF)	DAI_PB16_O	Select DAI pin buffer 16 as the source
10000 (0x10)	DAI_PB17_O	Select DAI pin buffer 17 as the source
10001 (0x11)	DAI_PB18_O	Select DAI pin buffer 18 as the source
10010 (0x12)	DAI_PB19_O	Select DAI pin buffer 19 as the source
10011 (0x13)	DAI_PB20_O	Select DAI pin buffer 20 as the source
10100 (0x14)	SPORT0_CLK_O	Select SPORT 0 clock as the source
10101 (0x15)	SPORT1_CLK_O	Select SPORT 1 clock as the source
10110 (0x16)	SPORT2_CLK_O	Select SPORT 2 clock as the source
10111 (0x17)	SPORT3_CLK_O	Select SPORT 3 clock as the source

Table A-25. Group A Sources—Serial Clock (Cont'd)

Selection Code	Source Signal	Description
11000 (0x18)	SPORT4_CLK_O	Select SPORT 4 clock as the source
11001 (0x19)	SPORT5_CLK_O	Select SPORT 5 clock as the source
11010 (0x1A)	DIT_CLK_O	Select SPDIF receive clock output as the source
11011 (0x1B)	DIT_TDMCLK_O	Select SPDIF receive TDM clock output as the source
11100 (0x1C)	PCG_CLKA_O	Select precision clock A output as the source
11101 (0x1D)	PCG_CLKB_O	Select precision clock B output as the source
11110 (0x1E)	LOW	Select logic level low (0) as the source
11111 (0x1F)	HIGH	Select logic level high (1) as the source

Serial Data Routing Registers (SRU_DATx, Group B)

The serial data routing control registers (see [Figure A-35](#) through [Figure A-39](#)) route serial data to the serial ports (A and B data channels) and the input data port. Each of the data inputs specified are connected to a data source based on the 6-bit values shown in [Table A-26](#). Sixty-four possible data sources can be designated for these registers.

Signal Routing Unit Registers

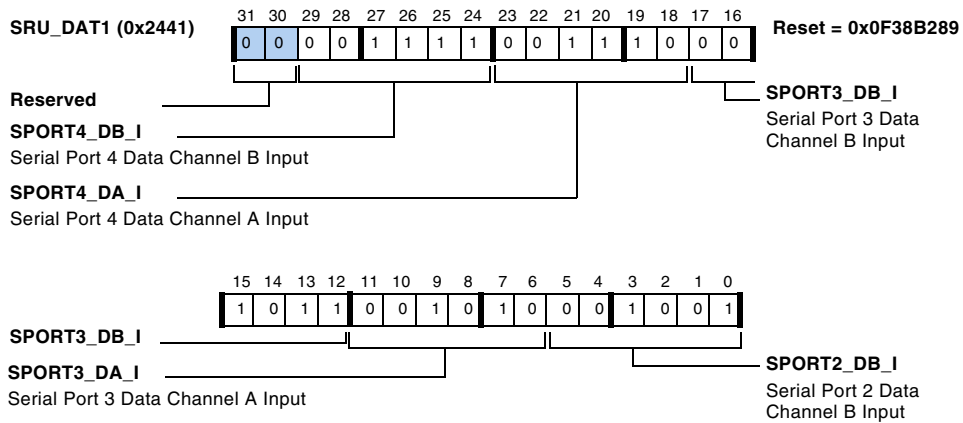


Figure A-35. SRU_DAT1 Register

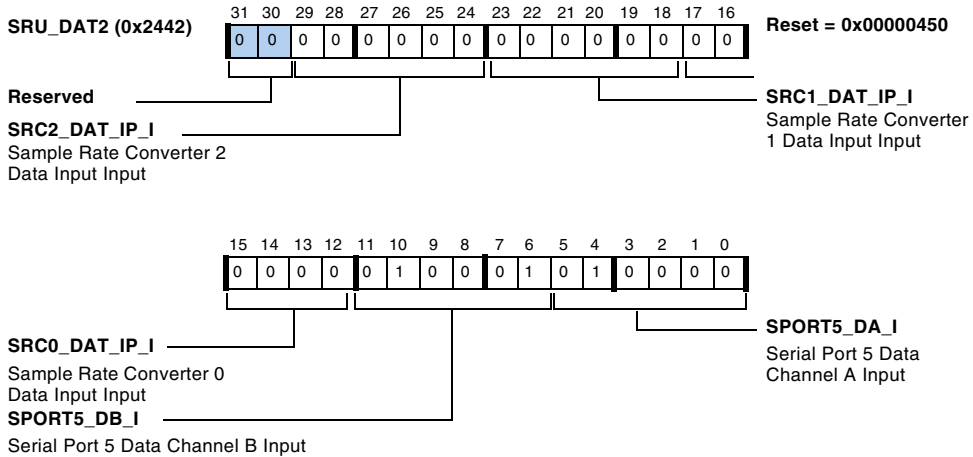


Figure A-36. SRU_DAT2 Register

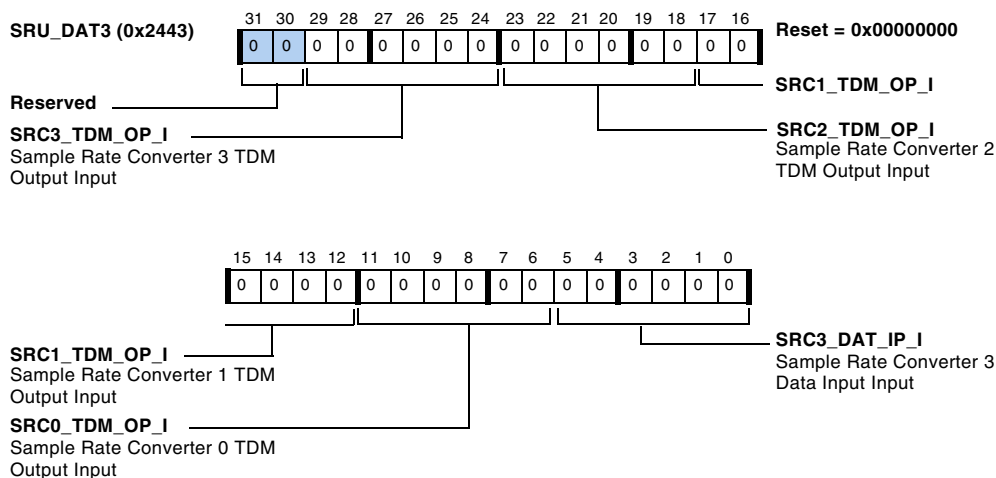


Figure A-37. SRU_DAT3 Register

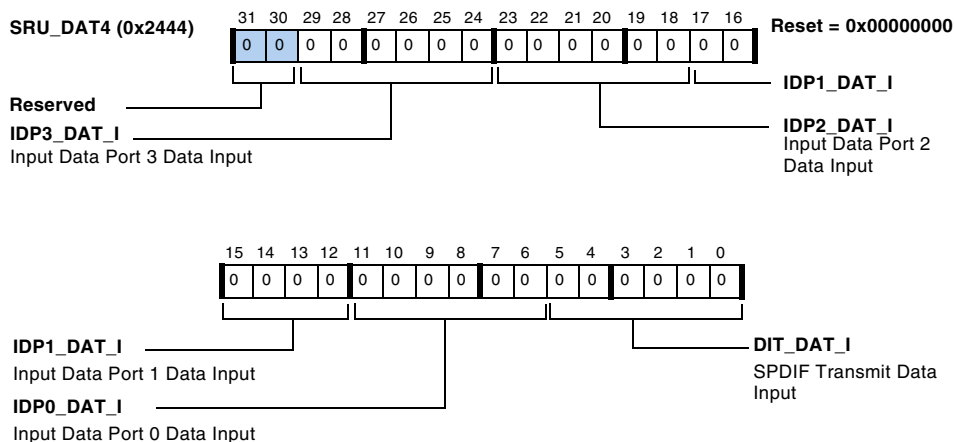


Figure A-38. SRU_DAT4 Register

Signal Routing Unit Registers

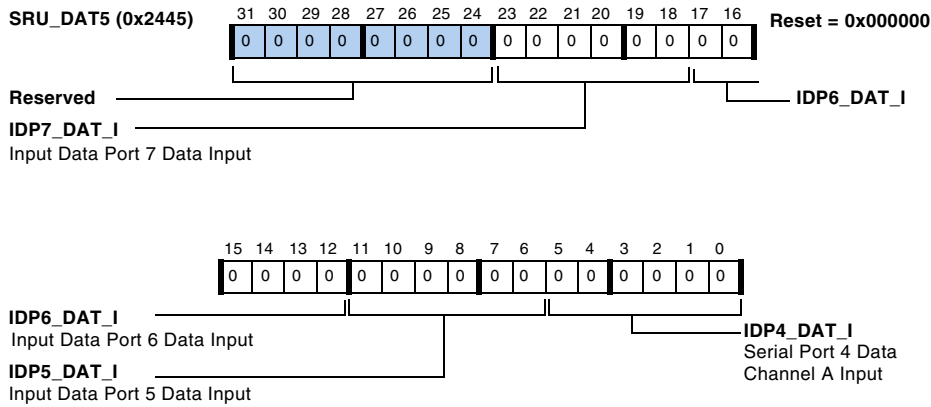


Figure A-39. SRU_DAT5 Register

Table A-26. Group B Sources—Serial Data

Selection Code	Source Signal	Description
000000 (0x0)	DAI_PB01_O	Select DAI pin buffer 1 as the source
000001 (0x1)	DAI_PB02_O	Select DAI pin buffer 2 as the source
000010 (0x2)	DAI_PB03_O	Select DAI pin buffer 3 as the source
000011 (0x3)	DAI_PB04_O	Select DAI pin buffer 4 as the source
000100 (0x4)	DAI_PB05_O	Select DAI pin buffer 5 as the source
000101 (0x5)	DAI_PB06_O	Select DAI pin buffer 6 as the source
000110 (0x6)	DAI_PB07_O	Select DAI pin buffer 7 as the source
000111 (0x7)	DAI_PB08_O	Select DAI pin buffer 8 as the source
001000 (0x8)	DAI_PB09_O	Select DAI pin buffer 9 as the source
001001 (0x9)	DAI_PB10_O	Select DAI pin buffer 10 as the source
001010 (0xA)	DAI_PB11_O	Select DAI pin buffer 11 as the source
001011 (0xB)	DAI_PB12_O	Select DAI pin buffer 12 as the source
001100 (0xC)	DAI_PB13_O	Select DAI pin buffer 13 as the source

Table A-26. Group B Sources—Serial Data (Cont'd)

Selection Code	Source Signal	Description
001101 (0xD)	DAI_PB14_O	Select DAI pin buffer 14 as the source
001110 (0xE)	DAI_PB15_O	Select DAI pin buffer 15 as the source
001111 (0xF)	DAI_PB16_O	Select DAI pin buffer 16 as the source
010000 (0x10)	DAI_PB17_O	Select DAI pin buffer 17 as the source
010001 (0x11)	DAI_PB18_O	Select DAI pin buffer 18 as the source
010010 (0x12)	DAI_PB19_O	Select DAI pin buffer 19 as the source
010011 (0x13)	DAI_PB20_O	Select DAI pin buffer 20 as the source
010100 (0x14)	SPORT0_DA_O	Select SPORT 0A data as the source
010101 (0x15)	SPORT0_DB_O	Select SPORT 0B data as the source
010110 (0x16)	SPORT1_DA_O	Select SPORT 1A data as the source
010111 (0x17)	SPORT1_DB_O	Select SPORT 1B data as the source
011000 (0x18)	SPORT2_DA_O	Select SPORT 2A data as the source
011001 (0x19)	SPORT2_DB_O	Select SPORT 2B data as the source
011010 (0x1A)	SPORT3_DA_O	Select SPORT 3A data as the source
011011 (0x1B)	SPORT3_DB_O	Select SPORT 3B data as the source
011100 (0x1C)	SPORT4_DA_O	Select SPORT 4A data as the source
011101 (0x1D)	SPORT4_DB_O	Select SPORT 4B data as the source
011110 (0x1E)	SPORT5_DA_O	Select SPORT 5A data as the source
011111 (0x1F)	SPORT5_DB_O	Select SPORT 5B data as the source
100000 (0x20)	SRC0_TDM_OP_O	SRC0 data out (stereo)
100001 (0x21)	SRC1_TDM_OP_O	SRC1 data out (stereo)
100010 (0x22)	SRC2_TDM_OP_O	SRC2 data out (stereo)
100011 (0x23)	SRC3_TDM_OP_O	SRC3 data out (stereo)
100100 (0x24)	SRC0_TDM_IP_O	SRC0 data out

Signal Routing Unit Registers

Table A-26. Group B Sources—Serial Data (Cont'd)

Selection Code	Source Signal	Description
100101 (0x25)	SRC1_TDM_IP_O	SRC1 data out
100110 (0x26)	SRC2_TDM_IP_O	SRC2 data out
100111 (0x27)	SRC3_TDM_IP_O	SRC3 data out
100001 (0x28)	DIR_DAT_O	SPDIF_RX serial data out
101000 (0x29)	LOW	Select logic level low (0) as the source
101011 (0x2A)	LOW	Select logic level low (0) as the source
101011 (0x2B)	HIGH	Select logic level high (1) as the source
101100 (0x2C) – 111111 (0x3F)	Reserved	

Frame Sync Routing Control Registers (SRU_FSx, Group C)

The frame sync routing control registers (see [Figure A-40](#) through [Figure A-43](#)) route a frame sync or a word clock to the serial ports, the SRC, the S/PDIF, and the IDP. Each frame sync input is connected to a frame sync source based on the 5-bit values described in the group C frame sync sources, listed in [Table A-27](#). Thirty-two possible frame sync sources can be connected using these registers.

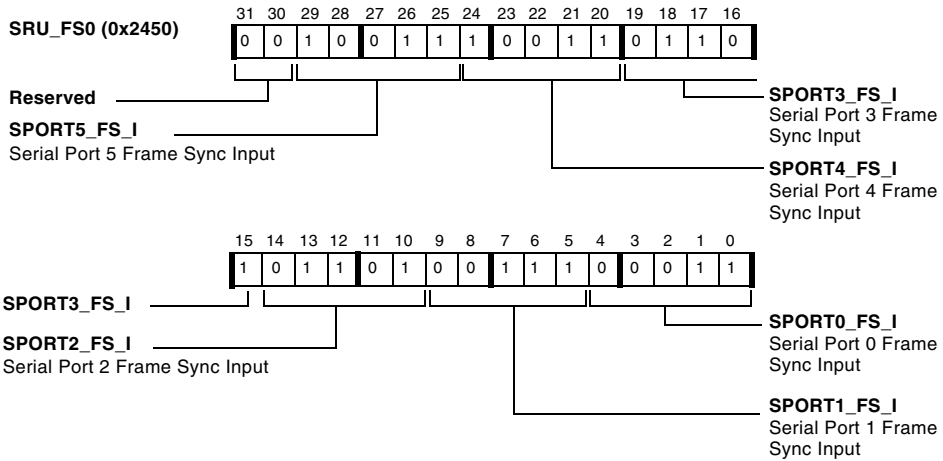


Figure A-40. SRU_FS0 Register

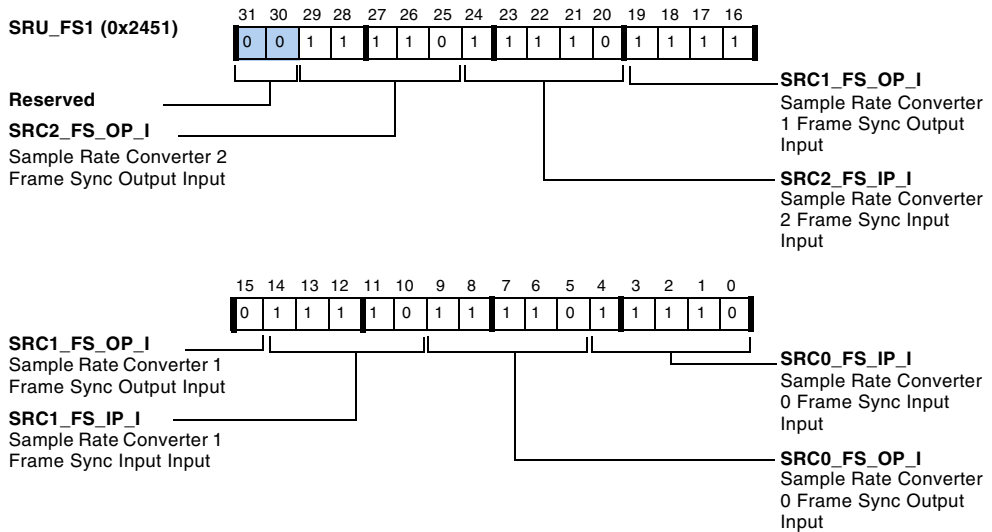


Figure A-41. SRU_FS1 Register

Signal Routing Unit Registers

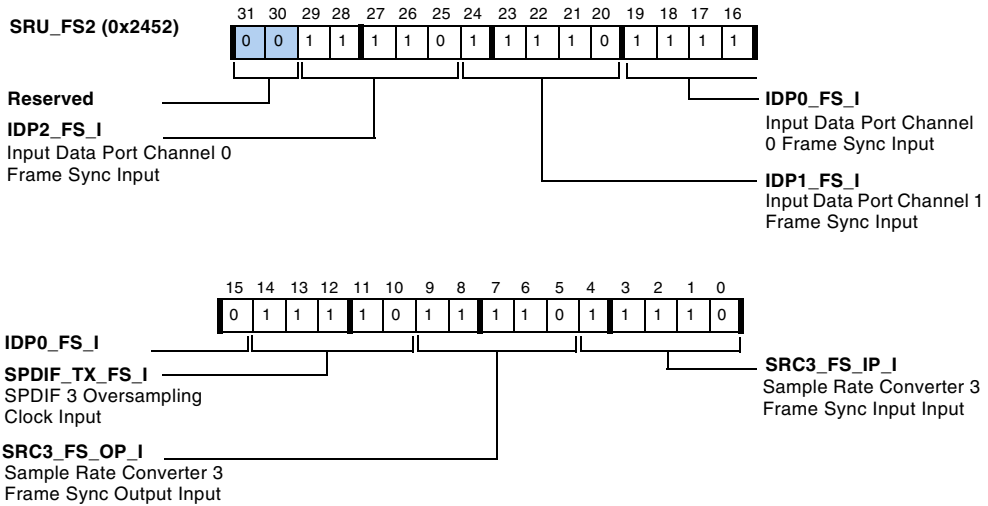


Figure A-42. SRU_FS2 Register

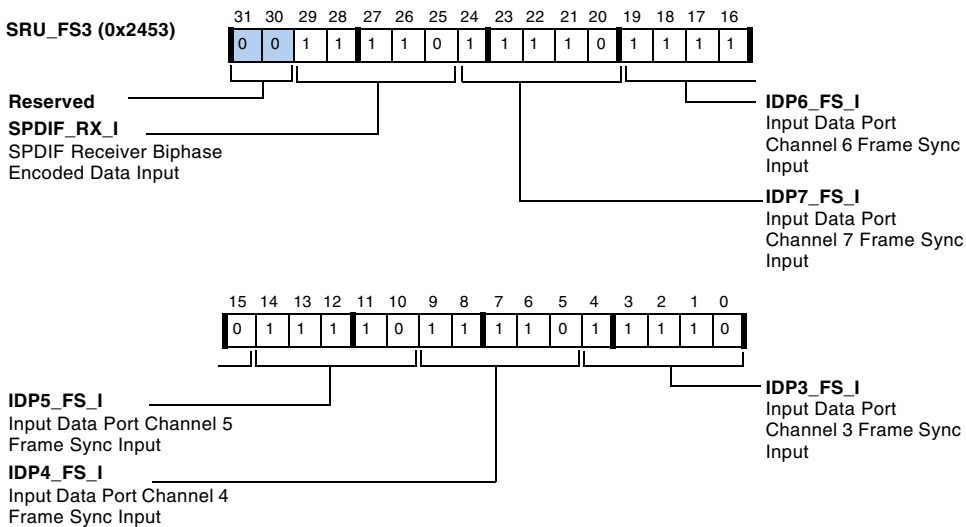


Figure A-43. SRU_FS3 Register

Table A-27. Group C Sources—Frame Sync

Selection Code	Source Signal	Description
00000 (0x0)	DAI_PB01_O	Select DAI pin buffer 1 as the source
00001 (0x1)	DAI_PB02_O	Select DAI pin buffer 2 as the source
00010 (0x2)	DAI_PB03_O	Select DAI pin buffer 3 as the source
00011 (0x3)	DAI_PB04_O	Select DAI pin buffer 4 as the source
00100 (0x4)	DAI_PB05_O	Select DAI pin buffer 5 as the source
00101 (0x5)	DAI_PB06_O	Select DAI pin buffer 6 as the source
00110 (0x6)	DAI_PB07_O	Select DAI pin buffer 7 as the source
00111 (0x7)	DAI_PB08_O	Select DAI pin buffer 8 as the source
01000 (0x8)	DAI_PB09_O	Select DAI pin buffer 9 as the source
01001 (0x9)	DAI_PB10_O	Select DAI pin buffer 10 as the source
01010 (0xA)	DAI_PB11_O	Select DAI pin buffer 11 as the source
01011 (0xB)	DAI_PB12_O	Select DAI pin buffer 12 as the source
01100 (0xC)	DAI_PB13_O	Select DAI pin buffer 13 as the source
01101 (0xD)	DAI_PB14_O	Select DAI pin buffer 14 as the source
01110 (0xE)	DAI_PB15_O	Select DAI pin buffer 15 as the source
01111 (0xF)	DAI_PB16_O	Select DAI pin buffer 16 as the source
10000 (0x10)	DAI_PB17_O	Select DAI pin buffer 17 as the source
10001 (0x11)	DAI_PB18_O	Select DAI pin buffer 18 as the source
10010 (0x12)	DAI_PB19_O	Select DAI pin buffer 19 as the source
10011 (0x13)	DAI_PB20_O	Select DAI pin buffer 20 as the source
10100 (0x14)	SPORT0_FS_O	Select SPORT 0 frame sync as the source
10101 (0x15)	SPORT1_FS_O	Select SPORT 1 frame sync as the source
10110 (0x16)	SPORT2_FS_O	Select SPORT 2 frame sync as the source
10111 (0x17)	SPORT3_FS_O	Select SPORT 3 frame sync as the source

Signal Routing Unit Registers

Table A-27. Group C Sources—Frame Sync (Cont'd)

Selection Code	Source Signal	Description
11000 (0x18)	SPORT4_FS_O	Select SPORT 4 frame sync as the source
11001 (0x19)	SPORT5_FS_O	Select SPORT 5 frame sync as the source
11010 (0x1A)	DIR_FS_O	SPDIF_RX frame sync output
11011 (0x1B)	SPDIF_TX_O	SPDIF_TX biphase encoded output
11100 (0x1C)	PCG_FSA_O	Select precision frame sync A output as the source
11101 (0x1D)	PCG_FSB_O	Select precision frame sync B output as the source
11110 (0x1E)	LOW	Select logic level low (0) as the source
11111 (0x1F)	HIGH	Select logic level high (1) as the source

Pin Signal Assignment Registers (SRU_PINx, Group D)

Each physical pin (connected to a bonded pad) may be routed using the pin signal assignment registers (see [Figure A-44](#) through [Figure A-47](#)) in the SRU to any of the inputs or outputs of the DAI peripherals, based on the 7-bit values listed in [Table A-28](#). The SRU also may be used to route signals that control the pins in other ways.

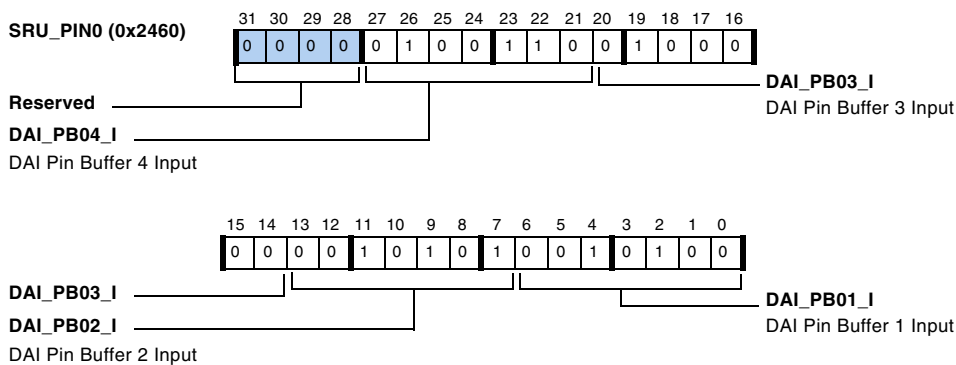


Figure A-44. SRU_PIN0 Register

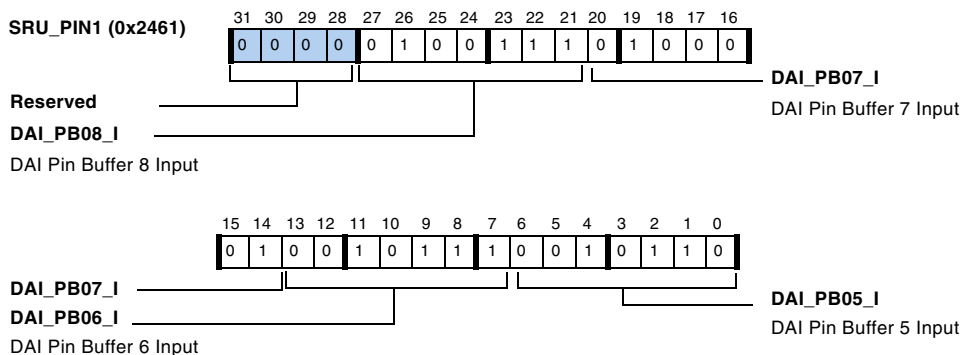


Figure A-45. SRU_PIN1 Register

Signal Routing Unit Registers

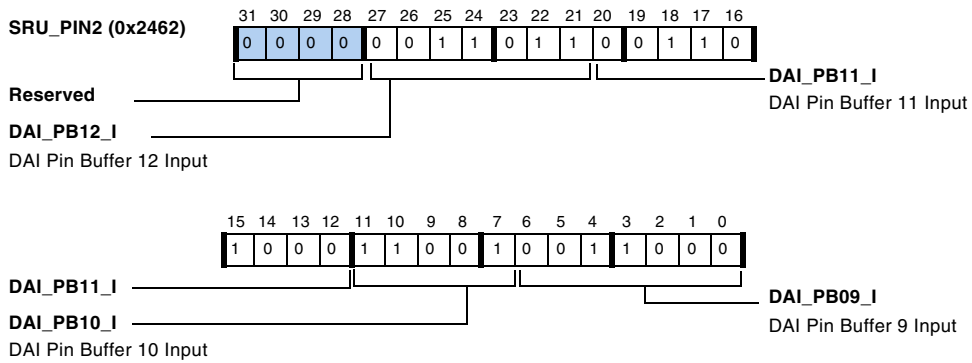


Figure A-46. SRU_PIN2 Register

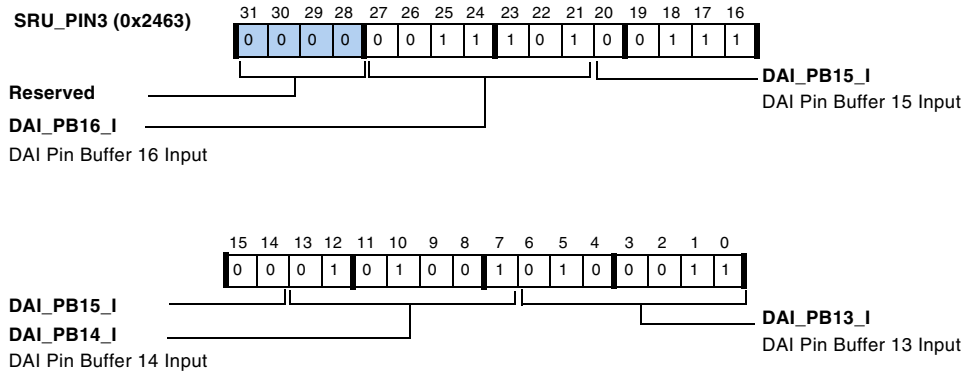


Figure A-47. SRU_PIN3 Register

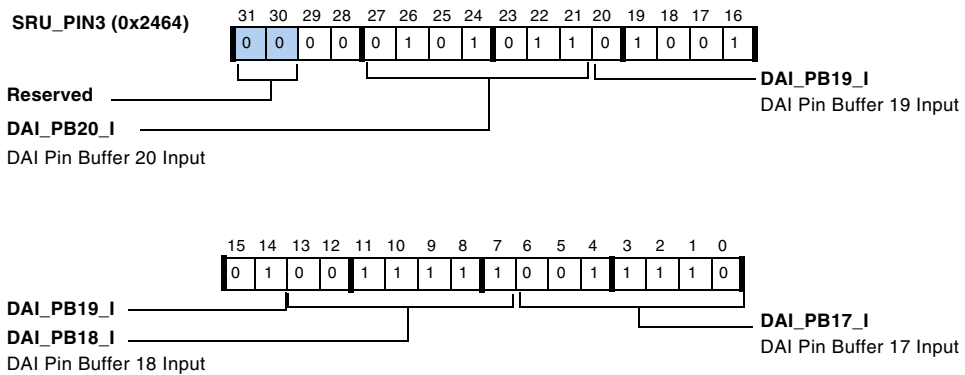


Figure A-48. SRU_PIN4 Register

i Setting SRU_PIN4 bit 28 to high inverts the level of DAI_PB19_I and setting SRU_PIN4 bit 29 to high inverts the level of DAI_PB20_I. If SRU_PIN4 pins 14–20 = 18, then setting SRU_PIN4 bit 28 to high does not invert the output. If SRU_PIN4 pins 27–21 = 19, then setting SRU_PIN4 bit 29 to high does not invert the output.

Table A-28. Group D Sources—Pin Signal Assignments

Selection Code	Source Signal	Description
000000 (0x0)	DAI_PB01_O	Select DAI pin buffer 1 as the source
000001 (0x1)	DAI_PB02_O	Select DAI pin buffer 2 as the source
000010 (0x2)	DAI_PB03_O	Select DAI pin buffer 3 as the source
000011 (0x3)	DAI_PB04_O	Select DAI pin buffer 4 as the source
000100 (0x4)	DAI_PB05_O	Select DAI pin buffer 5 as the source
000101 (0x5)	DAI_PB06_O	Select DAI pin buffer 6 as the source
000110 (0x6)	DAI_PB07_O	Select DAI pin buffer 7 as the source
000111 (0x7)	DAI_PB08_O	Select DAI pin buffer 8 as the source
001000 (0x8)	DAI_PB09_O	Select DAI pin buffer 9 as the source

Signal Routing Unit Registers

Table A-28. Group D Sources—Pin Signal Assignments (Cont'd)

Selection Code	Source Signal	Description
001001 (0x9)	DAI_PB10_O	Select DAI pin buffer 10 as the source
001010 (0xA)	DAI_PB11_O	Select DAI pin buffer 11 as the source
001011 (0xB)	DAI_PB12_O	Select DAI pin buffer 12 as the source
001100 (0xC)	DAI_PB13_O	Select DAI pin buffer 13 as the source
001101 (0xD)	DAI_PB14_O	Select DAI pin buffer 14 as the source
001110 (0xE)	DAI_PB15_O	Select DAI pin buffer 15 as the source
001111 (0xF)	DAI_PB16_O	Select DAI pin buffer 16 as the source
010000 (0x10)	DAI_PB17_O	Select DAI pin buffer 17 as the source
010001 (0x11)	DAI_PB18_O	Select DAI pin buffer 18 as the source
010010 (0x12)	DAI_PB19_O	Select DAI pin buffer 19 as the source
010011 (0x13)	DAI_PB20_O	Select DAI pin buffer 20 as the source
010100 (0x14)	SPORT0_DA_O	Select SPORT 0A data as the source
010101 (0x15)	SPORT0_DB_O	Select SPORT 0B data as the source
010110 (0x16)	SPORT1_DA_O	Select SPORT 1A data as the source
010111 (0x17)	SPORT1_DB_O	Select SPORT 1B data as the source
011000 (0x18)	SPORT2_DA_O	Select SPORT 2A data as the source
011001 (0x19)	SPORT2_DB_O	Select SPORT 2B data as the source
011010 (0x1A)	SPORT3_DA_O	Select SPORT 3A data as the source
011011 (0x1B)	SPORT3_DB_O	Select SPORT 3B data as the source
011100 (0x1C)	SPORT4_DA_O	Select SPORT 4A data as the source
011101 (0x1D)	SPORT4_DB_O	Select SPORT 4B data as the source
011110 (0x1E)	SPORT5_DA_O	Select SPORT 5A data as the source
011111 (0x1F)	SPORT5_DB_O	Select SPORT 5B data as the source
100000 (0x20)	SPORT0_CLK_O	Select SPORT 0 clock as the source

Table A-28. Group D Sources—Pin Signal Assignments (Cont'd)

Selection Code	Source Signal	Description
100001 (0x21)	SPORT1_CLK_O	Select SPORT 1 clock as the source
100010 (0x22)	SPORT2_CLK_O	Select SPORT 2 clock as the source
100011 (0x23)	SPORT3_CLK_O	Select SPORT 3 clock as the source
100100 (0x24)	SPORT4_CLK_O	Select SPORT 4 clock as the source
100101 (0x25)	SPORT5_CLK_O	Select SPORT 5 clock as the source
100110 (0x26)	SPORT0_FS_O	Select SPORT 0 frame sync as the source
100111 (0x27)	SPORT1_FS_O	Select SPORT 1 frame sync as the source
101000 (0x28)	SPORT2_FS_O	Select SPORT 2 frame sync as the source
101001 (0x29)	SPORT3_FS_O	Select SPORT 3 frame sync as the source
101010 (0x2A)	SPORT4_FS_O	Select SPORT 4 frame sync as the source
101011 (0x2B)	SPORT5_FS_O	Select SPORT 5 frame sync as the source
101100 (0x2C)	TIMER0_O	Select timer 0 as the source
101101 (0x2D)	TIMER1_O	Select timer 1 as the source
101110 (0x2E)	TIMER2_O	Select timer 2 as the source
101111 (0x2F)	FLAG10_O	Select flag 10 as the source ¹
110000 (0x30)	PDAP_STRB_O	Select PDAP data transfer request strobe as the source
110000 (0x31)– 110011 (0x33)	Reserved	
110100 (0x34)	FLAG11_O	Select flag 11 as the source
110101 (0x35)	FLAG12_O	Select flag 12 as the source
110110 (0x36)	FLAG13_O	Select flag 13 as the source
110111 (0x37)	FLAG14_O	Select flag 14 as the source
111000 (0x38)	PCG_CLKA_O	Select precision clock A as the source
111001 (0x39)	PCG_CLKB_O	Select precision clock B as the source

Signal Routing Unit Registers

Table A-28. Group D Sources—Pin Signal Assignments (Cont'd)

Selection Code	Source Signal	Description
111010 (0x3A)	PCG_FSA_O	Select precision frame sync A as the source
111011 (0x3B)	PCG_FSB_O	Select precision frame sync B as the source
111100 (0x3C)	FLAG15_O	Select flag 15 as the source
0111101 (0x3D)	SRC0_DAT_OP_O	SRC0 data output
0111110 (0x3E)	SRC1_DAT_OP_O	SRC1 data output
0111111 (0x3F)	SRC2_DAT_OP_O	SRC2 data output
1000000 (0x40)	SRC3_DAT_OP_O	SRC3 data output
1000001 (0x41)	DIR_DAT_O	SPDIF_RX data output
1000010 (0x42)	DIR_FS_O	SPDIF_RX frame sync output
1000011 (0x43)	DIR_CLK_O	SPDIF_RX clock output
1000100 (0x44)	DIR_TDMCLK_O	SPDIF_RX TDM clock output
1000101 (0x45)	DIT_DAT_O	SPDIF_TX data output
1000110 (0x46)	SPIB_MISO_O	MISO from SPIB
1000111 (0x47)	SPIB_MOSI_O	MOSI from SPIB
1001000 (0x48)	SPIB_CLK_O	Clock from SPIB
1001001 (0x49)	SPIB_FLG0_O	Slave select 0 from SPIB
1001010 (0x4A)	SPIB_FLG1_O	Slave select 1 from SPIB
1001011 (0x4B)	SPIB_FLG2_O	Slave select 2 from SPIB
1001100 (0x4C)	SPIB_FLG3_O	Slave select 3 from SPIB
1001101 (0x4D)	DIR_LRCLK_FB	External PLL – feedback point connection
1001110 (0x4E)	DIR_LRCLK_REF	External PLL – reference point connection
1001111 (0x4F)	TEST PIN	Reserved (for product engineering)

Table A-28. Group D Sources—Pin Signal Assignments (Cont'd)

Selection Code	Source Signal	Description
1010000 (0x50)	LOGIC_LEVEL_LOW	Logic level low (0)
1010001 (0x51)	LOGIC_LEVEL_HIGH	Logic level high (1)
1010010 – 1111111 (0x52 – 0x7F)	Reserved	

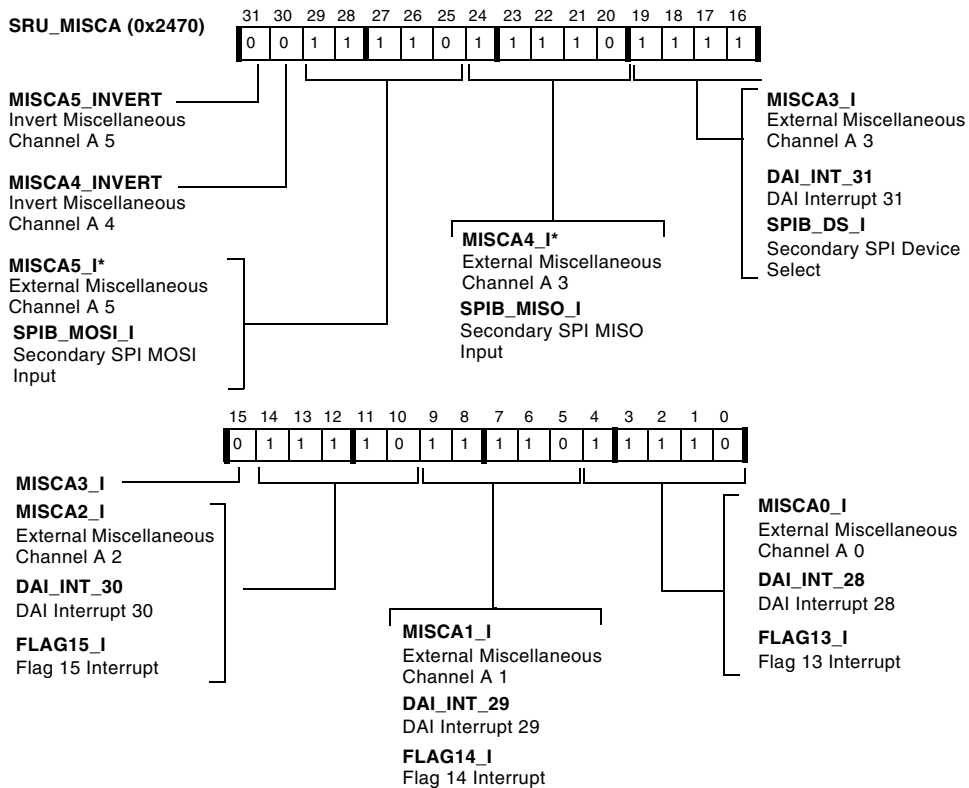
- 1 The ADSP-2136x SHARC processor supports 16 flags including:
 - Four pins in the $\overline{\text{IRQ}}$
 - 6 pins (FLAG10–15) in the digital application interface (DAI), and
 - 16 address pins in the parallel port (can act as flags).
 Parallel ports function as flags when the PPFLGS bit (bit 20 of the SYSCTL register) is set (=1). This bit causes the 16 address pins to function as FLAG0-FLAG15. The $\overline{\text{IRQ}}$ acts as a flag that also generates an interrupt.

Miscellaneous Signal Routing Registers (SRU_MISCx, Group E)

The miscellaneous registers (see [Figure A-49](#) and [Figure A-50](#)) are a very powerful and versatile feature of the DAI. These registers allow external pins, timers, and clocks to serve as interrupt sources or timer inputs and outputs. They also allow pins to connect to other pins, or to invert the logic of other pins. Note that the MISCB2_I, MISCB3_I, MISCB4_I, and MISCB5_I registers may be mapped directly to the DAI pin buffers using group D registers described in [Table A-28](#).

The miscellaneous signal routing registers correspond to the group E miscellaneous signals, listed on [Table A-29](#). Thirty-two possible signal sources can be connected using these read/write registers.

Signal Routing Unit Registers



*Setting **SRU_MISCA[30]** to high inverts the level of **MISCA4_I**, and setting **SRU_MISCA[31]** to high inverts the level of **MISCA5_I**.

Figure A-49. SRU_MISCA Register

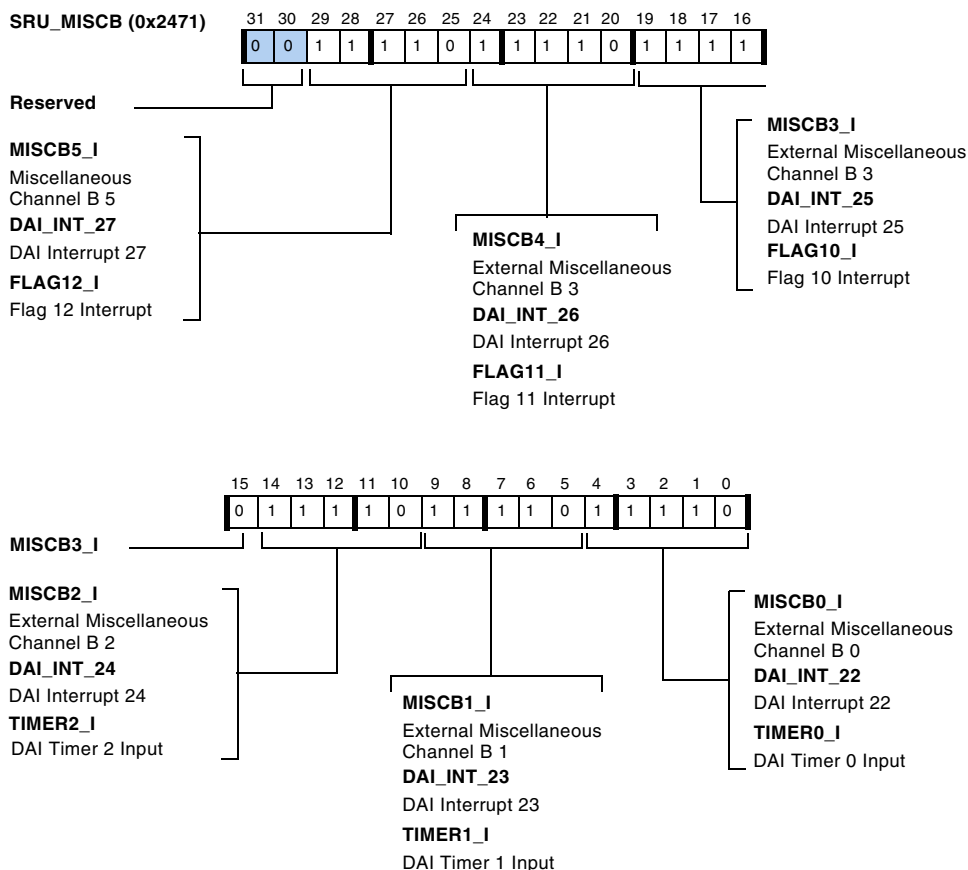


Figure A-50. SRU_MISC Register

Signal Routing Unit Registers

Table A-29. Group E Sources – Miscellaneous Signals

Selection Code	Source Signal	Description
00000 (0x0)	DAI_PB01_O	Select DAI pin buffer 1 output as a source
00001 (0x1)	DAI_PB02_O	Select DAI pin buffer 2 output as a source
00010 (0x2)	DAI_PB03_O	Select DAI pin buffer 3 output as a source
00011 (0x3)	DAI_PB04_O	Select DAI pin buffer 4 output as a source
00100 (0x4)	DAI_PB05_O	Select DAI pin buffer 5 output as a source
00101 (0x5)	DAI_PB06_O	Select DAI pin buffer 6 output as a source
00110 (0x6)	DAI_PB07_O	Select DAI pin buffer 7 output as a source
00111 (0x7)	DAI_PB08_O	Select DAI pin buffer 8 output as a source
01000 (0x8)	DAI_PB09_O	Select DAI pin buffer 9 output as a source
01001 (0x9)	DAI_PB10_O	Select DAI pin buffer 10 output as a source
01010 (0xA)	DAI_PB11_O	Select DAI pin buffer 11 output as a source
01011 (0xB)	DAI_PB12_O	Select DAI pin buffer 12 output as a source
01100 (0xC)	DAI_PB13_O	Select DAI pin buffer 13 output as a source
01101 (0xD)	DAI_PB14_O	Select DAI pin buffer 14 output as a source
01110 (0xE)	DAI_PB15_O	Select DAI pin buffer 15 output as a source
01111 (0xF)	DAI_PB16_O	Select DAI pin buffer 16 output as a source
10000 (0x10)	DAI_PB17_O	Select DAI pin buffer 17 output as a source
10001 (0x11)	DAI_PB18_O	Select DAI pin buffer 18 output as a source
10010 (0x12)	DAI_PB19_O	Select DAI pin buffer 19 output as a source
10011 (0x13)	DAI_PB20_O	Select DAI pin buffer 20 output as a source
10100 (0x14)	TIMER0_O	Select Timer 0 output as a source
10101 (0x15)	TIMER1_O	Select Timer 1 output as a source
10110 (0x16)	TIMER2_O	Select Timer 2 output as a source
10111 (0x17); 11000 (0x18)	Reserved	

Table A-29. Group E Sources – Miscellaneous Signals (Cont'd)

Selection Code	Source Signal	Description
11001 (0x19)	PDAP_STRB_O	Select PDAP strobe output as a source
11010 (0x1A)	PCG_CLKA_O	Select precision clock A output as a source
11011 (0x1B)	PCG_FSA_O	Select precision frame sync A output as a source
11100 (0x1C)	PCG_CLKB_O	Select precision clock B output as a source
11101 (0x1D)	PCG_FSB_O	Select precision frame sync B output as a source
11110 (0x1E)	LOW	Select logic level low (0) as the source
11111 (0x1F)	HIGH	Select logic level high (1) as the source

DAI Pin Buffer Enable Registers (SRU_PBENx, Group F)

The pin enable control registers (see [Figure A-51](#) through [Figure A-54](#)) activate the drive buffer for each of the 20 DAI pins. When the pins are not enabled (driven), they can be used as inputs. Each of the pin enables are connected, based on the 6-bit values in [Table A-30](#). Sixty-four possible signal sources can be designated for these read/write registers.

Signal Routing Unit Registers

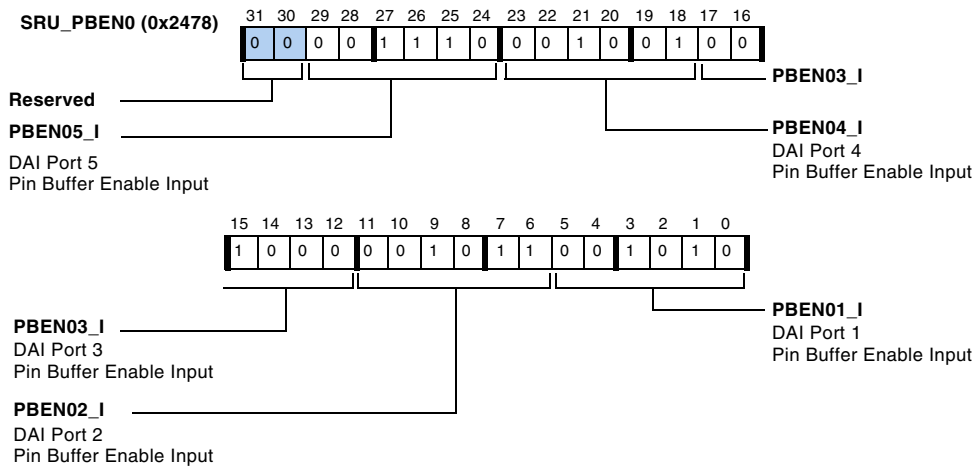


Figure A-51. SRU_PBEN0

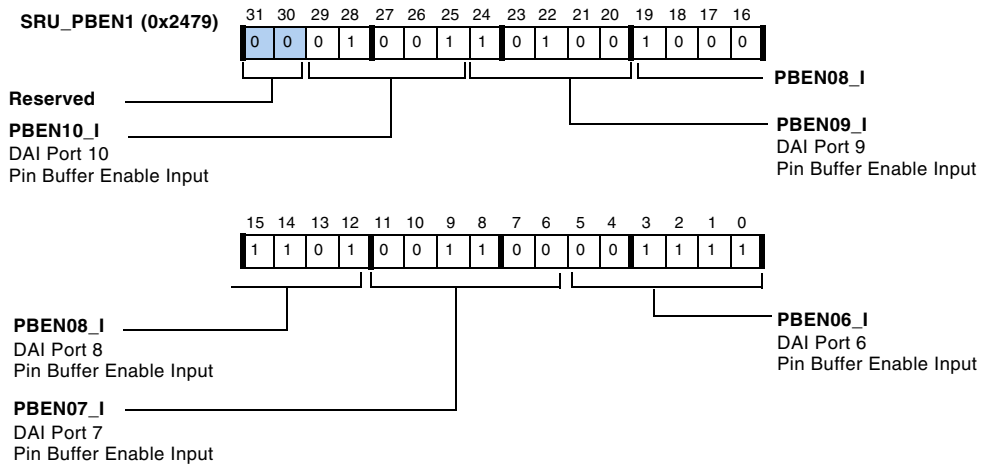


Figure A-52. SRU_PBEN1

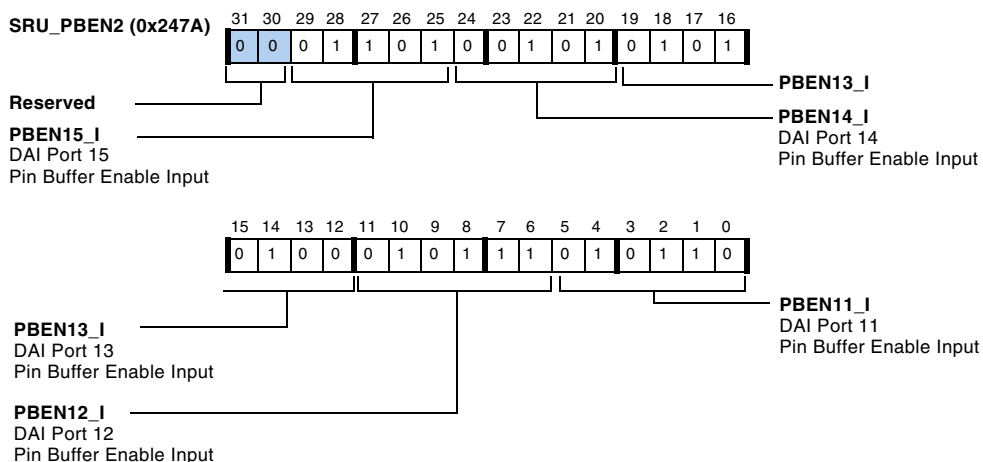


Figure A-53. SRU_PBEN2

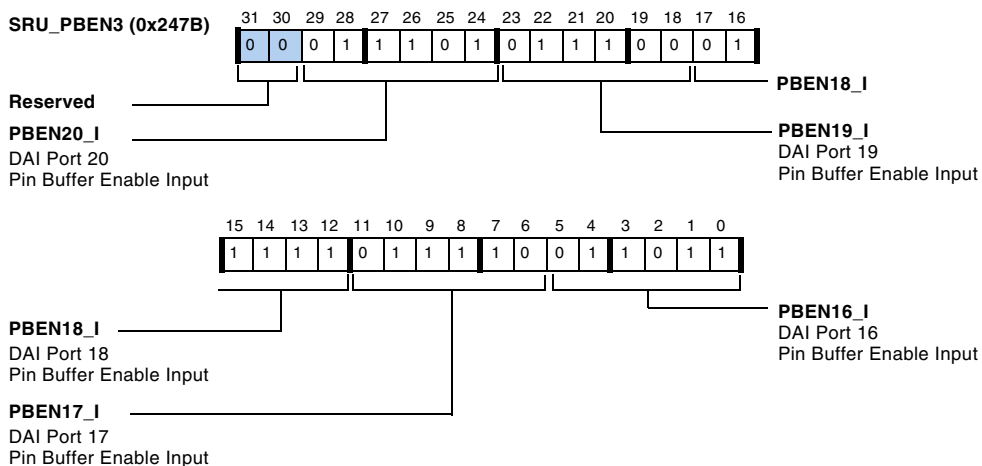


Figure A-54. SRU_PBEN3

Signal Routing Unit Registers

Table A-30. Group F Sources – Pin Output Enable

Selection Code	Source Signal	Description
000000 (0x0)	LOW	Select logic level low (0) as the source
000001 (0x1)	HIGH	Select logic level high (1) as the source
000010 (0x2)	MISCA0_O	Assign miscellaneous control A0 output to a pin
000011 (0x3)	MISCA1_O	Assign miscellaneous control A1 output to a pin
000100 (0x4)	MISCA2_O	Assign miscellaneous control A2 output to a pin
000101 (0x5)	MISCA3_O	Assign miscellaneous control A3 output to a pin
000110 (0x6)	MISCA4_O	Assign miscellaneous control A4 output to a pin
000111 (0x7)	MISCA5_O	Assign miscellaneous control A5 output to a pin
001000 (0x8)	SPORT0_CLK_PBEN_O	Select serial port 0 clock output enable as the source
001001 (0x9)	SPORT0_FS_PBEN_O	Select serial port 0 frame sync output enable as the source
001010 (0xA)	SPORT0_DA_PBEN_O	Select serial port 0 data channel A output enable as the source
001011 (0xB)	SPORT0_DB_PBEN_O	Select serial port 0 data channel B output enable as the source
001100 (0xC)	SPORT1_CLK_PBEN_O	Select serial port 1 clock output enable as the source
001101 (0xD)	SPORT1_FS_PBEN_O	Select serial port 1 frame sync output enable as the source
001110 (0xE)	SPORT1_DA_PBEN_O	Select serial port 1 data channel A output enable as the source
001111 (0xF)	SPORT1_DB_PBEN_O	Select serial port 1 data channel B output enable as the source
010000 (0x10)	SPORT2_CLK_PBEN_O	Select serial port 2 clock output enable as the source
010001 (0x11)	SPORT2_FS_PBEN_O	Select serial port 2 frame sync output enable as the source
010010 (0x12)	SPORT2_DA_PBEN_O	Select serial port 2 data channel A output enable as the source

Table A-30. Group F Sources – Pin Output Enable (Cont'd)

Selection Code	Source Signal	Description
010011 (0x13)	SPORT2_DB_PBEN_O	Select serial port 2 data channel B output enable as the source
010100 (0x14)	SPORT3_CLK_PBEN_O	Select serial port 3 clock output enable as the source
010101 (0x15)	SPORT3_FS_PBEN_O	Select serial port 3 frame sync output enable as the source
010110 (0x16)	SPORT3_DA_PBEN_O	Select serial port 3 data channel A Output Enable as the source
010111 (0x17)	SPORT3_DB_PBEN_O	Select serial port 3 data channel B Output Enable as the source
011000 (0x18)	SPORT4_CLK_PBEN_O	Select serial port 4 clock output enable as the source
011001 (0x19)	SPORT4_FS_PBEN_O	Select serial port 4 frame sync output enable as the source
011010 (0x1A)	SPORT4_DA_PBEN_O	Select serial port 4 data channel A output enable as the source
011011 (0x1B)	SPORT4_DB_PBEN_O	Select serial port 4 data channel B output enable as the source
011100 (0x1C)	SPORT5_CLK_PBEN_O	Select Serial port 5 clock as the output enable source
011101 (0x1D)	SPORT5_FS_PBEN_O	Select serial port 5 frame sync output enable as the source
011110 (0x1E)	SPORT5_DA_PBEN_O	Select serial port 5 data channel A output enable as the source
011111 (0x1F)	SPORT5_DB_PBEN_O	Select serial port 5 data channel B output enable as the source
100000 (0x20)	TIMER0_O	Select timer 0 output enable as the source
100001 (0x21)	TIMER1_O	Select timer 1 output enable as the source
100010 (0x22)	TIMER2_O	Select timer 2 output enable as the source
100011 (0x23)	FLAG10_O	Select flag 10 output enable as the source
100100 (0x24)	FLAG11_O	Select flag 11 output enable as the source

Special IDP Registers

Table A-30. Group F Sources – Pin Output Enable (Cont'd)

Selection Code	Source Signal	Description
100101 (0x25)	FLAG12_O	Select flag 12 output enable as the source
100110 (0x26)	FLAG13_O	Select flag 13 output enable as the source
100111 (0x27)	FLAG14_O	Select flag 14 output enable as the source
101000 (0x28)	FLAG15_O	Select flag 15 output enable as the source
101001 (0x29)	SPIB_MISO_O	Pin enable for MISO from SPIB
101010 (0x2A)	SPIB_MOSI_O	Pin enable for MOSI from SPIB
101011 (0x2B)	SPIB_CLK_O	Pin enable for clock from SPIB
101100 (0x2C)	SPIB_FLG0_O	Pin enable for slave select 0 from SPIB
101101 (0x2D)	SPIB_FLG1_O	Pin enable for slave select 1 from SPIB
100111 (0x2E)	SPIB_FLG2_O	Pin enable for slave select 2 from SPIB
101110 (0x2F)	SPIB_FLG3_O	Pin enable for slave select 3 from SPIB
110000 (0x30)– 1111111 (0x3F)	Reserved	

Special IDP Registers

The `DAI_STAT` register, shown in [Figure A-55](#) and described in [Table A-31](#), and the `DAI_PBIN_STAT` register, shown in [Figure A-57](#) on [page A-114](#), provide DAI status information. The `DAI_PIN_PULLUP` register, shown in [Figure A-56](#), allows programs to enable/disable 52 K Ω pull-up resistors.

Digital Audio Interface Status Register (DAI_STAT)

The `DAI_STAT` register is a read-only register. The state of all eight DMA channels is reflected in the `IDP_DMAx_STAT` register (bits 24–17 of the `DAI_STAT` register). These bits are set once `IDP_DMA_EN` is set and remain set

until the last data of that channel is transferred. Even if IDP_DMA_EN is set (=1) this bit goes low once the required number of data transfers occur. Furthermore, if DMA through some channel is not intended, its IDP_DMAx_STAT bit goes high.

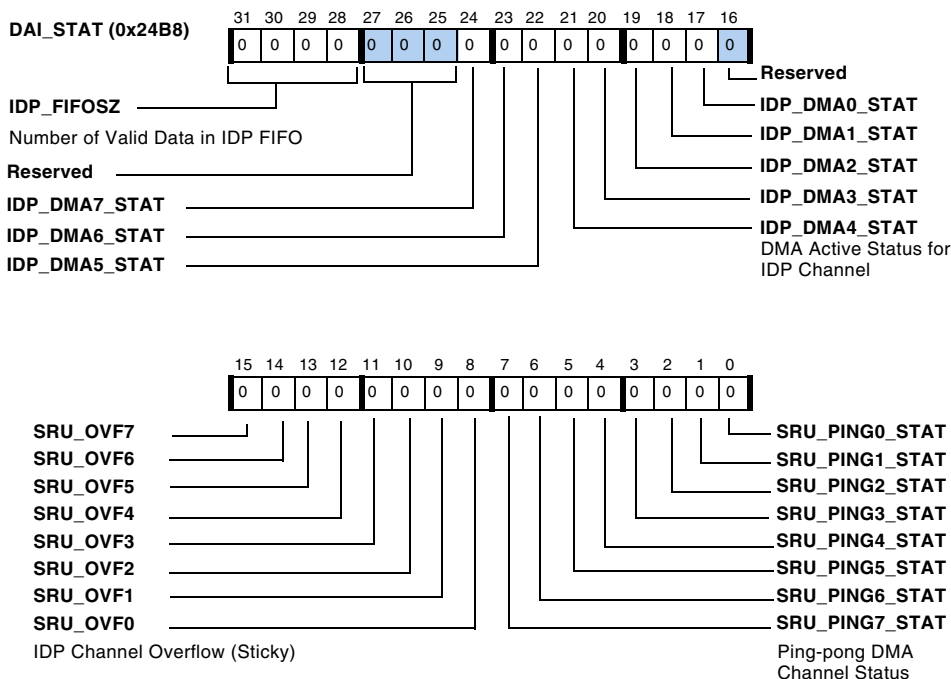


Figure A-55. DAI_STAT Register

Special IDP Registers

Table A-31. DAI_STAT Register Bit Descriptions

Bit	Name	Description
7–0	SRU_PINGx_STAT	Ping-pong DMA Status (Channel). Indicates the status of ping-pong DMA in each respective channel (channel 7–0). 0 = DMA is not active 1 = DMA is active
15–8	SRU_OVFx	Sticky Overflow Status (Channel). Provides overflow status information for each channel (bit 8 for channel 0 through bit 15 for channel 7). 0 = No overflow 1 = Overflow has occurred
16	Reserved	
24–17	IDP_DMAx_STAT	Input Data Port DMA Status. 0 = DMA is not active 1 = DMA is active
27–25	Reserved	
31–28	IDP_FIFOSZ	IDP FIFO Size. Number of samples in the IDP FIFO

DAI Resistor Pull-up Enable Register (DAI_PIN_PULLUP)

This register, shown in [Figure A-56](#) is a 20-bit read/write register. Bits 19–0 of this register control the 52 K Ω pull-up resistors on DAI_P0[19:0]. Setting a bit to 1 enables a pull-up resistor on the corresponding pin. After RESET, the value of this register is 0xFFFF, which means the pull-up resistor is enabled on all 20 DAI pins.

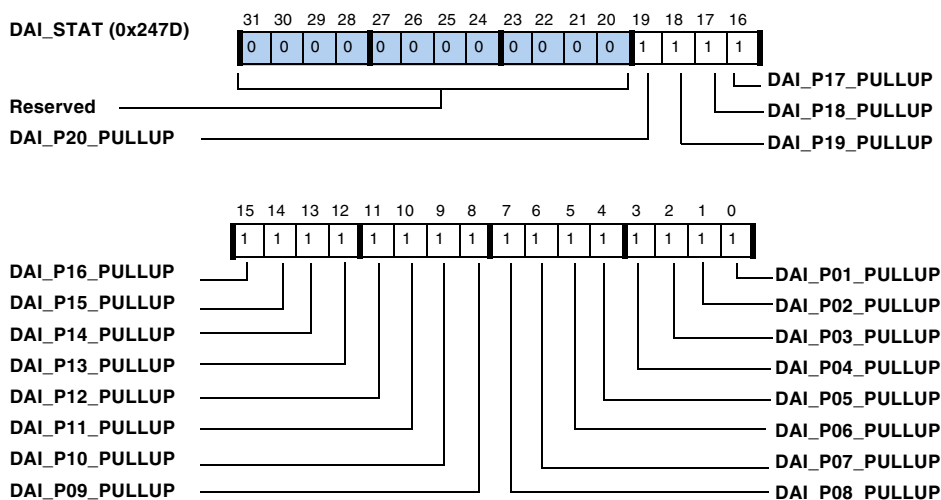


Figure A-56. DAI_PIN_PULLUP Register

DAI Pin Buffer Status Register (DAI_PBIN_STAT)

This register, shown in [Figure A-57](#), is a 20-bit read-only register. Bits 19–0 of this register indicate the status of DAI_PB[20:1]. Reads from bits 31–20 always return 0. This register is updated at one/half the core clock rate.

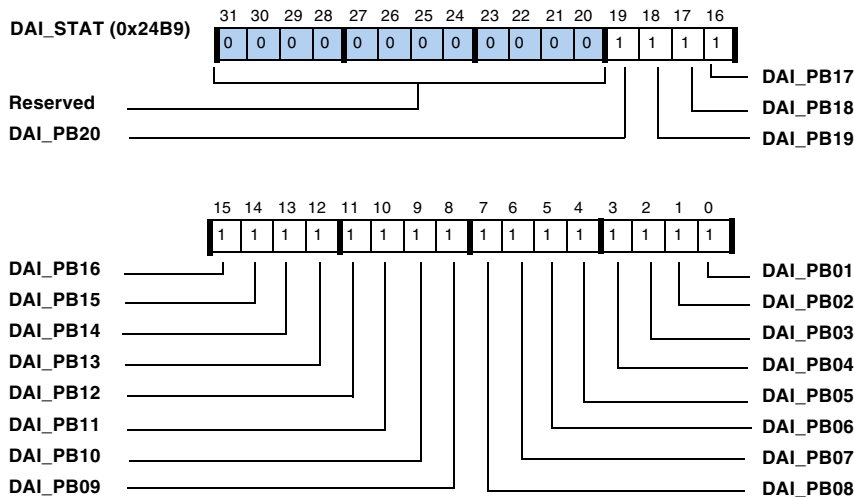


Figure A-57. DAI_PBIN_STAT Register

DAI Interrupt Controller Registers

The DAI contains its own interrupt controller that indicates to the core when DAI audio peripheral related events have occurred. Since audio events generally occur infrequently relative to the SHARC processor core, the DAI interrupt controller reduces all of its interrupts onto two interrupt signals within the core's primary interrupt systems—one mapped with low priority and one mapped with high priority. This architecture allows programs to indicate priority broadly. In this way, the DAI interrupt controller registers provide 32 independently-configurable interrupts labeled `DAI_INT[31:0]`, respectively.

The DAI interrupt controller is configured using three registers. Each of the 32 interrupt lines can be independently configured to trigger based on the incoming signal's rising edge, falling edge, both, or neither. Setting a bit in the `DAI_IRPTL_RE` or `DAI_IRPTL_FE` registers enables that interrupt level on the rising and falling edges, respectively.

The 32 interrupt signals within the DAI are mapped to two interrupt signals in the primary interrupt controller of the SHARC processor core. The `DAI_IRPTL_PRI` register maps the DAI interrupt to the high or low priority core interrupt (1 = high priority, 0 = low priority).

The `DAI_IRPTL_H` register is a read-only register that has bits set for every DAI interrupt latched for the high priority core interrupt. The `DAI_IRPTL_L` register is a read-only register that has bits set for every DAI interrupt latched for the low priority core interrupt. When a DAI interrupt occurs, the high or low priority core ISR queries its corresponding register to determine which of the 32 interrupt sources requires service. When `DAI_IRPTL_H` is read, the high priority latched interrupts are cleared. When `DAI_IRPTL_L` is read, the low priority latched interrupts are cleared.

DMA overflow greater than N interrupts can be sensed only at rising edges. Falling edges are not used for these ten interrupts (eight DMA, one overflow, and one FIFO valid data greater than N).

DAI Interrupt Controller Registers

The `IDP_FIFO_GTN_INT` interrupt is not cleared when the `DAI_IRPTL_H/L` register is read. This gets cleared when the cause of this interrupt is zero.

A read resets the value to 0, except under the following condition:

The `IDP_FIFO_GTN_INT` interrupt is not cleared when the `DAI_IRPTL_H/L` registers are read. This register is cleared when the cause of this interrupt is zero.

All of the DAI interrupt registers are used primarily to provide the status of the resident interrupt controller. These registers are listed in [Table A-32](#) and shown in [Figure A-58](#). Note that for each of these registers the bit names and numbers are the same.

Table A-32. DAI Interrupt Registers

Register	Description	Address
DAI_IRPTL_H	High priority interrupt latch register	0x2488
DAI_IRPTL_HS	Shadow high priority interrupt latch register	0x248C
DAI_IRPTL_L	Low priority interrupt latch register	0x2489
DAI_IRPTL_LS	Shadow low priority interrupt latch register	0x248D
DAI_IRPTL_PRI	Core interrupt priority assignment register	0x2484
DAI_IRPTL_RE	Rising edge interrupt mask register	0x2481
DAI_IRPTL_FE	Falling edge interrupt mask register	0x2480

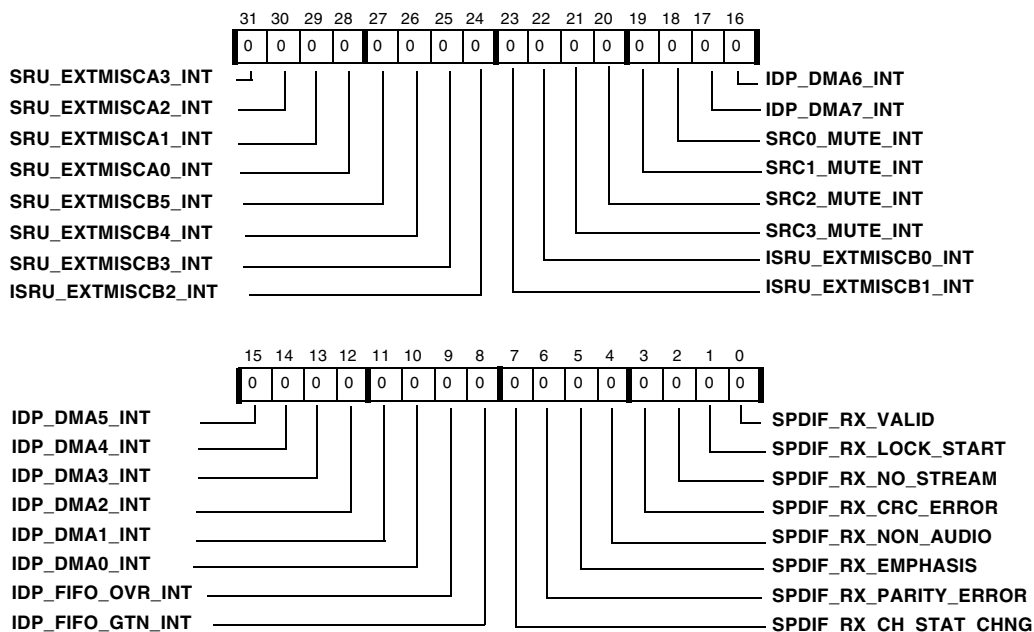


Figure A-58. DAI Interrupt Register

Precision Clock Generator Registers

The precision clock generator (PCG) consists of two identical units. Each of these two units (A and B) generates one clock (CLKA_0 or CLKB_0) and one frame sync (FSA_0 or FSB_0) output. These units can take an input clock signal from a crystal oscillator buffer output or any of the sources in group A of the signal routing unit. These signals are controlled by seven memory-mapped registers described in the following sections.

Control Registers (PCG_CTLxx)

These registers, shown in [Figure A-59](#) through [Figure A-62](#) and described in [Table A-33](#) through [Table A-36](#), are used to configure and enable the PCGs.

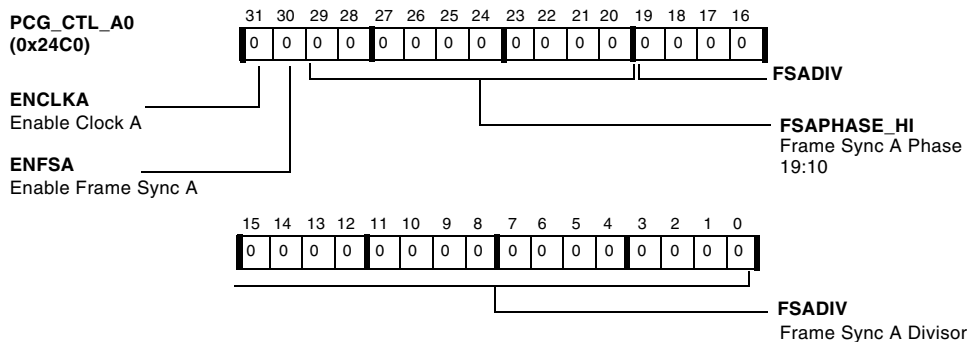


Figure A-59. PCG_CTLA0 Register

Table A-33. PCG_CTLA0 Register Bit Descriptions

Bit	Name	Description
19–0	FSADIV	Divisor for Frame Sync A.
29–20	FSAPHASE_HI	Phase for Frame Sync A. This field represents the upper half of the 20-bit value for the channel A frame sync phase. See also FSAPHASE_LO (bits 29–20) in PCG_CTLA_1 described on page A-119 .
30	ENFSA	Enable Frame Sync A. 0 = Frame sync A generation disabled 1 = Frame sync A generation enabled
31	ENCLKA	Enable Clock A. 0 = Clock A generation disabled 1 = Clock A generation enabled

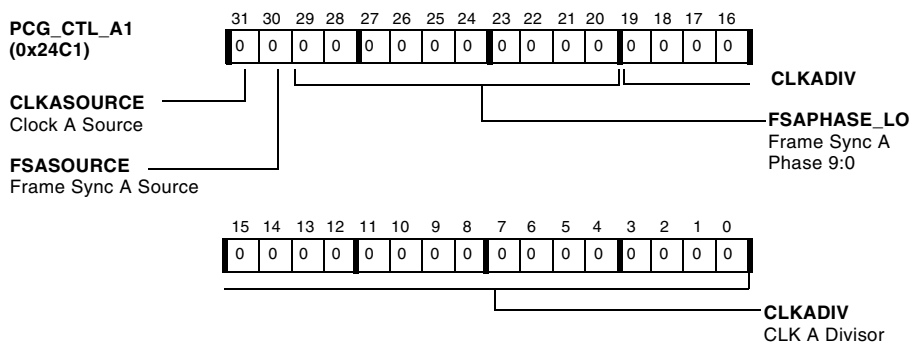


Figure A-60. PCG_CTLA1 Register

Table A-34. PCG_CTLA1 Register Bit Descriptions

Bit	Name	Description
19–0	CLKADIV	Divisor for Clock A.
29–20	FSAPHASE_LO	Phase for Frame Sync A. This field represents the lower half of the 20-bit value for the channel A frame sync phase. See also FSAPHASE_HI (bits 29-20) in PCG_CTLA_0 shown in page A-118 .
30	FSASOURCE	Frame Sync A Source. Master clock source for frame sync A. 0 = XTAL buffer output selected for frame sync A 1 = PCG_EXT_A_I selected for frame sync A
31	CLKASOURCE	Clock A Source. Master clock source for Clock A. 0 = XTAL buffer output selected for clock A 1 = PCG_EXT_A_I selected for clock A

Precision Clock Generator Registers

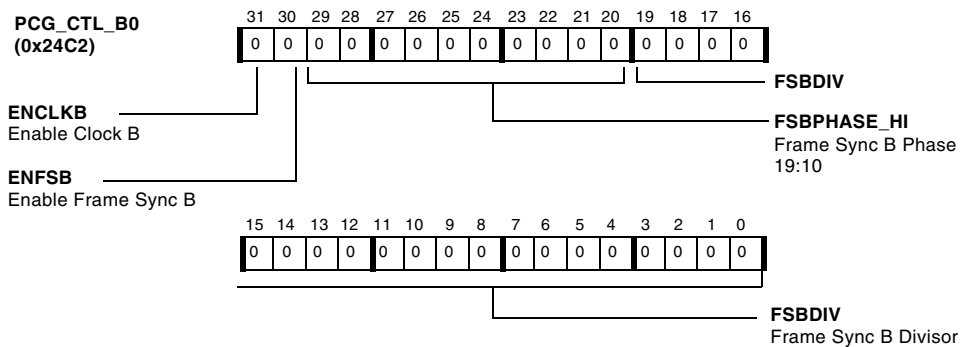


Figure A-61. PCG_CTLB0 Register

Table A-35. PCG_CTLB0 Register Bit Descriptions

Bit	Name	Description
19–0	FSBDIV	Divisor for Frame Sync B.
29–20	FSBPHASE_HI	Phase for Frame Sync B. This field represents the upper half of the 20-bit value for the channel B frame sync phase. See also FSBPHASE_LO (bits 29-20) in PCG_CTLB_1 shown in Figure A-62 on page A-122 .
30	ENFSB	Frame Sync B Enable. 0 = Frame sync B generation disabled 1 = Frame sync B generation enabled
31	ENCLKB	Clock B Enable. 0 = Clock B generation disabled 1 = Clock B generation enabled

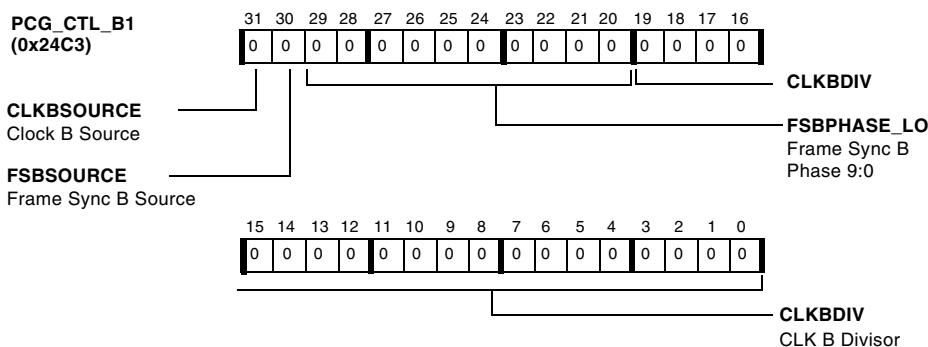


Figure A-62. PCG_CTLB1 Register

Table A-36. PCG_CTLB1 Register Bit Descriptions

Bit	Name	Description
19–0	CLKBDIV	Divisor for Clock B.
29–20	FSBPHASE_LO	Phase for Frame Sync B. This field represents the lower half of the 20-bit value for the channel B frame sync phase. See also FSBPHASE_HI (bits 29-20) in PCG_CTLB_0 shown in Figure A-61 on page A-120 .
30	FSBSOURCE	Frame Sync B Source. Master clock source for frame sync B. 0 = XTAL buffer output selected for frame sync B 1 = PCG_EXTB_I selected for frame sync B
31	CLKBSOURCE	Clock B Source. Master clock source for clock B. 0 = XTAL buffer output selected for clock B 1 = PCG_EXTB_I selected for clock B

Precision Clock Generator Registers

Pulse Width Register (PCG_PW)

These registers, shown in [Figure A-63](#) and [Figure A-64](#) and described in [Table A-37](#) and [Table A-38](#), are used to set the pulse width which is the number of input clock periods for which the frame sync output is HIGH.

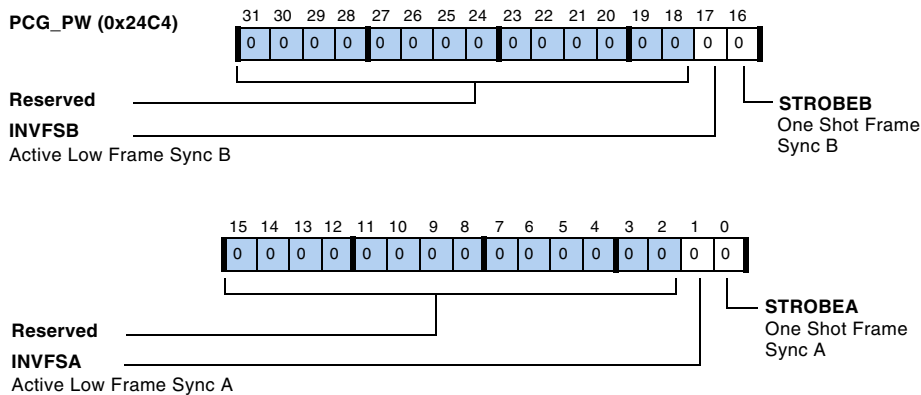


Figure A-63. PCG_PW Register (in Bypass Mode)

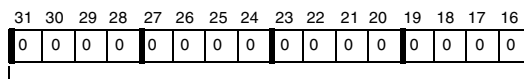
Table A-37. PCG_PW Register Bit Descriptions (in Bypass Mode)

Bit	Name	Description
0	STROBEA	One Shot Frame Sync A. Frame sync is a pulse with a duration equal to one period of the MISCA2_I signal repeating at the beginning of every frame. Note: This is valid in bypass mode only.
1	INVFA	Active Low Frame Sync Select for Frame Sync A. 0 = Active high frame sync 1 = Active low frame sync
15–2	Reserved (in bypass mode, bits 15-2 are ignored).	

Table A-37. PCG_PW Register Bit Descriptions (in Bypass Mode) (Cont'd)

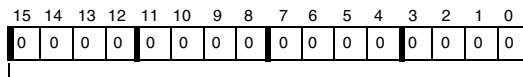
Bit	Name	Description
16	STROBEB	One Shot Frame Sync B. Frame sync is a pulse with a duration equal to one period of the MISCA3_I signal repeating at the beginning of every frame. Note: This is valid in bypass mode only.
17	INVFSB	Active Low Frame Sync Select. 0 = Active high frame sync 1 = Active low frame sync
31–18	Reserved (in bypass mode, bits 31–18 are ignored).	

PCG_PW (0x24C4)



PWFSB

Pulse Width Frame Sync B



PWFSB
Pulse Width Frame
Sync B

Figure A-64. PCG_PW Register (in Normal Mode)

Table A-38. PCG_PW Register Bit Descriptions (in Normal Mode)

Bit	Name	Description
15–0	PWFSA	Pulse Width for Frame Sync A. Note: This is valid when not in bypass mode.
31–16	PWFSB	Pulse Width for Frame Sync B. Note: This is valid when not in bypass mode.

Synchronization Register (PCG_SYNC)

This register, in conjunction with the control registers, allows the frame sync output to be synchronized with an external clock.

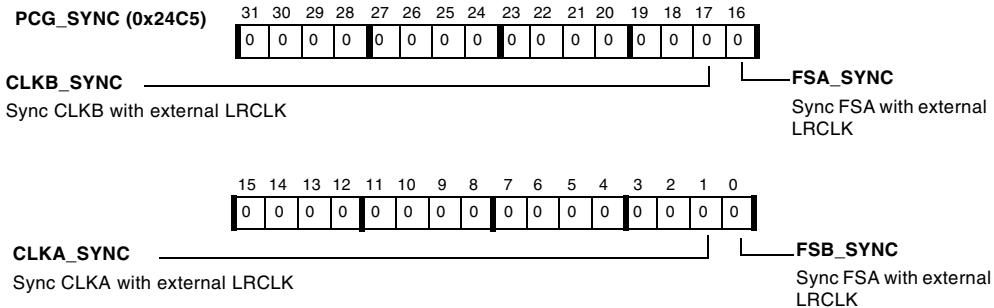


Figure A-65. PCG_SYNC Register

Table A-39. PCG_SYNC Register Bit Descriptions (in Normal Mode)

Bit	Name	Description
0	FSA_SYNC	Enable synchronization of frame sync A with external LRCLK
1	CLKA_SYNC	Enable synchronization of CLKA with external LRCLK
16	FSB_SYNC	Enable synchronization of frame sync B with external LRCLK
17	CLKB_SYNC	Enable synchronization of CLKB with external LRCLK

Pulse Width Modulation Registers

The following registers control the operation of pulse width modulation on the ADSP-2136x processor.

PWM Global Control Register (PWMGCTL)

This register enables or disables the four PWM groups, in any combination and provides synchronization across the groups. This 16-bit read/write register is located at address 0x3800 and is shown in [Figure A-66](#).

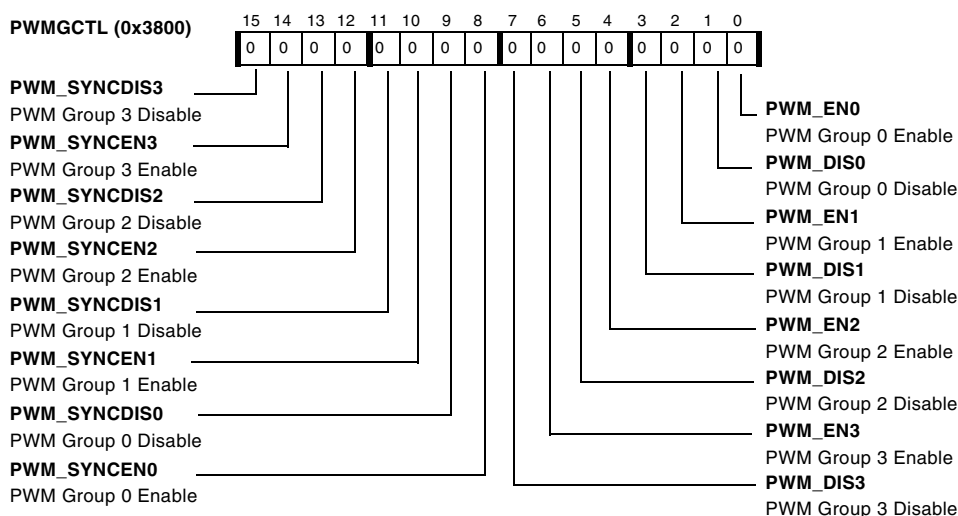


Figure A-66. PWMGCTL Register

PWM Global Status Register (PWMGSTAT)

This register provides the status of each PWM group and is located at address 0x3801. The bits in this register are W1C type bits (write one-to-clear).

Table A-40. PWMGSTAT Register Bit Descriptions

Bit	Name	Function
0	PWM_STAT0	PWM group 0 period completion status
1	PWM_STAT1	PWM group 1 period completion status
2	PWM_STAT2	PWM group 2 period completion status
3	PWM_STAT3	PWM group 3 period completion status

PWM Control Register (PWMCTLx)

These registers, described in [Table A-41](#), are used to set the operating modes of each PWM block. They also allow programs to disable interrupts from individual groups. These register's addresses are:

PWMCTL0 – 0x3000

PWMCTL1 – 0x3010

PWMCTL2 – 0x3400

PWMCTL3 – 0x3410

Table A-41. PWMCTLx Register Bit Descriptions

Bit	Name	Description
0	PWM_ALIGN	Align Mode. 0 = Edge-aligned. The PWM waveform is left-justified in the period window. 1 = Center-aligned. The PWM waveform is symmetrical.
1	PWM_PAIR	Pair Mode. 0 = Non-paired mode. The PWM generates independent signals 1 = Paired mode. The PWM generates complementary signals on two outputs.
2	PWM_UPDATE	Update Mode. 0 = Single update mode. The duty cycle values are programmable only once per PWM period. The resulting PWM patterns are symmetrical about the mid-point of the PWM period. 1 = Double update mode. A second update of the PWM registers is implemented at the mid-point of the PWM period.
5	PWM_IRQEN	Enable PWM Interrupts. Enables interrupts. 0 = Interrupts not enabled 1 = Interrupts enabled

PWM Status Registers (PWMSTATx)

These 16-bit, read-only registers, described in [Table A-42](#), report the status of the phase and mode for each PWM group. These register's addresses are:

PWMSTAT0 – 0x3001

PWMSTAT1 – 0x3011

PWMSTAT2 – 0x3401

PWMSTAT3 – 0x3411

Pulse Width Modulation Registers

Table A-42. PWMSTATx Register Bit Descriptions

Bit	Name	Description
0	PWM_PHASE	PWM Phase Status. Set during operation in the second half of each PWM period. Allows programs to determine the particular half-cycle (first or second) during implementation of the PWMSYNC interrupt service routine, if required. 0 = First half 1 = Second half
1	PWM_PAIRSTAT	PWM Paired Mode Status. 0 = Inactive paired mode 1 = Active paired mode

PWM Period Registers (PWMPERIODx)

These 16-bit, read/write registers control the period of the four PWM groups. These register's addresses are:

PWMPERIOD0 – 0x3002

PWMPERIOD1 – 0x3012

PWMPERIOD2 – 0x3402

PWMPERIOD3 – 0x3412

PWM Output Disable Registers (PWMSEGX)

These 16-bit read/write registers, described in [Table A-43](#), control the output signals of the four PWM groups. These register's addresses are:

PWMSEG0 – 0x3008

PWMSEG1 – 0x3018

PWMSEG2 – 0x3408

PWMSEG3 – 0x3418

Table A-43. PWMSEGx Register Bit Descriptions

Bit	Name	Description
0	PWM_BH	Channel B High Disable. Enables or disables the channel B output signal. 0 = Enable 1 = Disable
1	PWM_BL	Channel B Low Disable. Enables or disables the channel B output signal. 0 = Non-pair 1 = Pair
2	PWM_AH	Channel A High Disable. Enables or disables the channel A output signal. 0 = Enable 1 = Disable
5	PWM_AL	Channel A Low Disable. Enables or disables the channel A output signal. 0 = Enable 1 = Disable

PWM Polarity Select Registers (PWMPOLx)

These registers, described in [Table A-44](#), control the polarity of the four PWM groups which can be set to either active high or active low. These register's addresses are:

PWMPOL0 – 0x300F

PWMPOL1 – 0x301F

PWMPOL2 – 0x340F

PWMPOL3 – 0x341F

Pulse Width Modulation Registers

Table A-44. PWMPOLx Register Bit Descriptions

Bit	Name	Description
0	PWM_POL1AL	Write to set channel A low polarity 1
1	PWM_POL0AL	Write to set channel A low polarity 0
2	PWM_POL1AH	Write to set channel A high polarity 1
3	PWM_POL0AH	Write to set channel A high polarity 0
4	PWM_POL1BL	Write to set channel B low polarity 1
5	PWM_POL0BL	Write to set channel B low polarity 0
6	PWM_POL1BH	Write to set channel B high polarity 1
7	PWM_POL0BH	Write to set channel B high polarity 0

PWM Channel Duty Control Registers (PWMAx, PWMBx)

The duty-cycle control registers directly control the duty cycles of the two pairs of PWM signals. These 16-bit, read/write registers are located at addresses:

PWMA0 – 0x3005	PWMB0 – 0x3006
PWMA1 – 0x3015	PWMB1 – 0x3016
PWMA2 – 0x3405	PWMB2 – 0x3406
PWMA3 – 0x3415	PWMB3 – 0x3416

PWM Channel Low Duty Control Registers (PWMAx, PWMBLx)

In non-paired mode, these registers are used to program the low-side duty cycle. These can be different from the high-side cycles. These 16-bit, read/write registers are located at addresses:

PWMA0 – 0x300A	PWMBL0 – 0x300B
PWMA1 – 0x301A	PWMBL1 – 0x301B
PWMA2 – 0x340A	PWMBL2 – 0x340B
PWMA3 – 0x341A	PWMBL3 – 0x341B

PWM Dead Time Registers (PWMDTx)

These registers set up a short time delay between turning off one PWM signal and turning on its complementary signal. These 10-bit, read/write registers are located at addresses:

PWMDT0 – 0x3003	PWMDT2 – 0x3403
PWMDT1 – 0x0013	PWMDT3 – 0x3413

Sony/Philips Digital Interface Registers

The following sections describe the registers that are used to configure, enable, and report status information for the S/PDIF transceiver.

Transmitter Control Register (DITCTL)

This 32-bit read/write register's bits are shown in [Figure A-67](#) and described in [Table A-45](#).

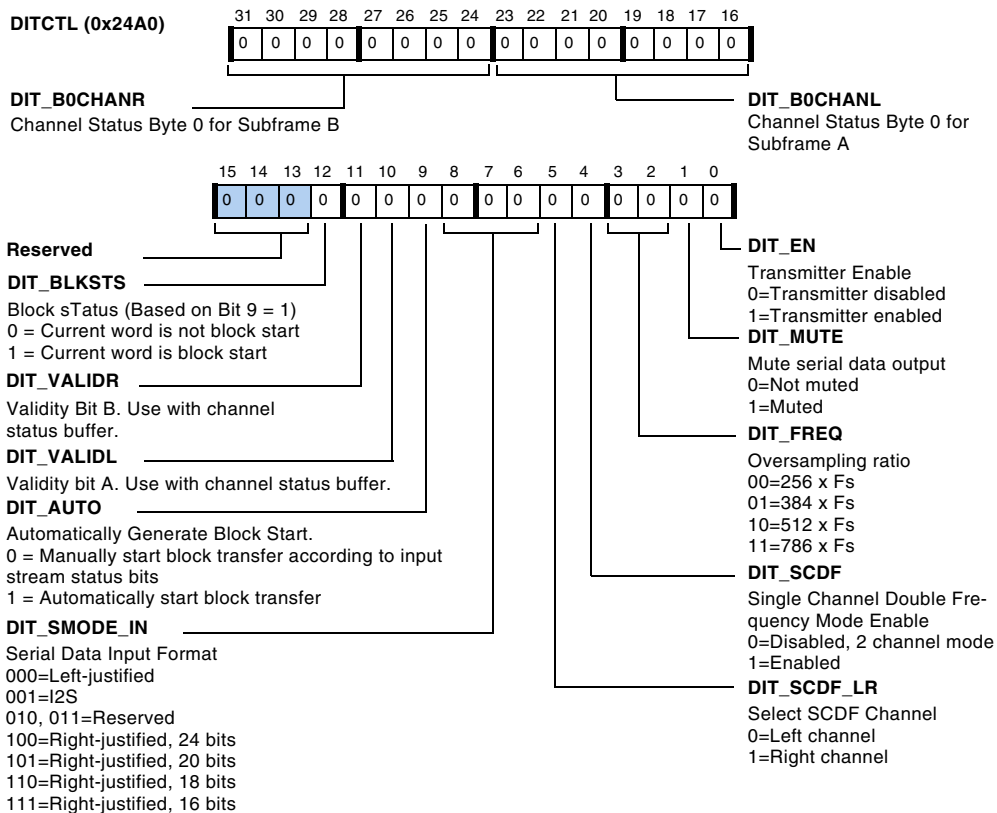


Figure A-67. DITCTL Register

Table A-45. DITCTL Register Bit Descriptions

Bit	Name	Description
0	DIT_EN	Transmitter Enable. Enables the transmitter and resets the control registers to their defaults. 0 = Transmitter disabled 1 = Transmitter enabled
1	DIT_MUTE	Mute. Mutes the serial data output.
3–2	DIT_FREQ	Frequency Multiplier. Sets the over sampling ratio to the following: 00 = 256 x frame sync 01 = 384 x frame sync 10 = 512 x frame sync 11 = 768 x frame sync
4	DIT_SCDF	Enable Single-channel, Double-frequency Mode. 0 = Normal mode 1 = SCDF mode
5	DIT_SCDF_LR	Select Single-channel, Double-frequency Mode. 0 = Left channel 1 = Right channel
8–6	DIT_SMODEIN	Serial Data Input Format. Selects the input format as follows: 000 = Left-justified 001 = I ² S 010 = reserved 011 = reserved 100 = Right-justified, 24-bits 101 = Right-justified, 20-bits 110 = Right-justified, 18-bits 111 = Right-justified, 16-bits
9	DIT_AUTO	Automatically Generate Block Start. Automatically generate block start. When enabled, the transmitter is in standalone mode where it inserts block start, channel status, and validity bits on its own. 0 = Manually start block transfer according to input stream status bits 1 = Automatically start block transfer.
10	DIT_VALIDL	Validity Bit A. Use with channel status buffer.
11	DIT_VALIDR	Validity Bit B. Use with channel status buffer.

Table A-45. DITCTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
12	DIT_BLKSTS	Block Status (read-only). Status bit that indicates block start (when bit 9, DIT_AUTO = 1). 0 = Current word is not block start 1 = Current word is block start
15–13	Reserved	
23–16	DIT_B0CHANL	Channel status byte 0 for subframe A
31–24	DIT_B0CHANR	Channel status byte 0 for subframe B

Left Channel Status for Subframe A Register (DITCHANL)

This register, described in [Table A-46](#), is a 32-bit, read/write register located at address 0x24A1.

Table A-46. DITCHANL Register Bit Descriptions

Bit	Name	Description
7–0	DIT_B1CHANL	Channel status byte 1 for subframe A
15–8	DIT_B2CHANL	Channel status byte 2 for subframe A
23–16	DIT_B3CHANL	Channel status byte 3 for subframe A
31–24	DIT_B4CHANL	Channel status byte 4 for subframe A

Right Channel Status for Subframe B Register (DITCHANR)

This register, described in [Table A-47](#), is a 32-bit, read/write register located at address 0x24A2.

Table A-47. DITCHANR Register Bit Descriptions

Bit	Name	Description
7–0	DIT_B1CHANR	Channel status byte 1 for subframe B
15–8	DIT_B1CHANR	Channel status byte 2 for subframe B
23–16	DIT_B1CHANR	Channel status byte 3 for subframe B
31–24	DIT_B1CHANR	Channel status byte 4 for subframe B

Receiver Control Register (DIRCTL)

This 32-bit, read/write register is used to set up error control and single-channel double-frequency mode. The register is located at address 0x24A8. The bit settings for these registers are shown in [Figure A-68](#) and described in [Table A-48](#).

Sony/Philips Digital Interface Registers

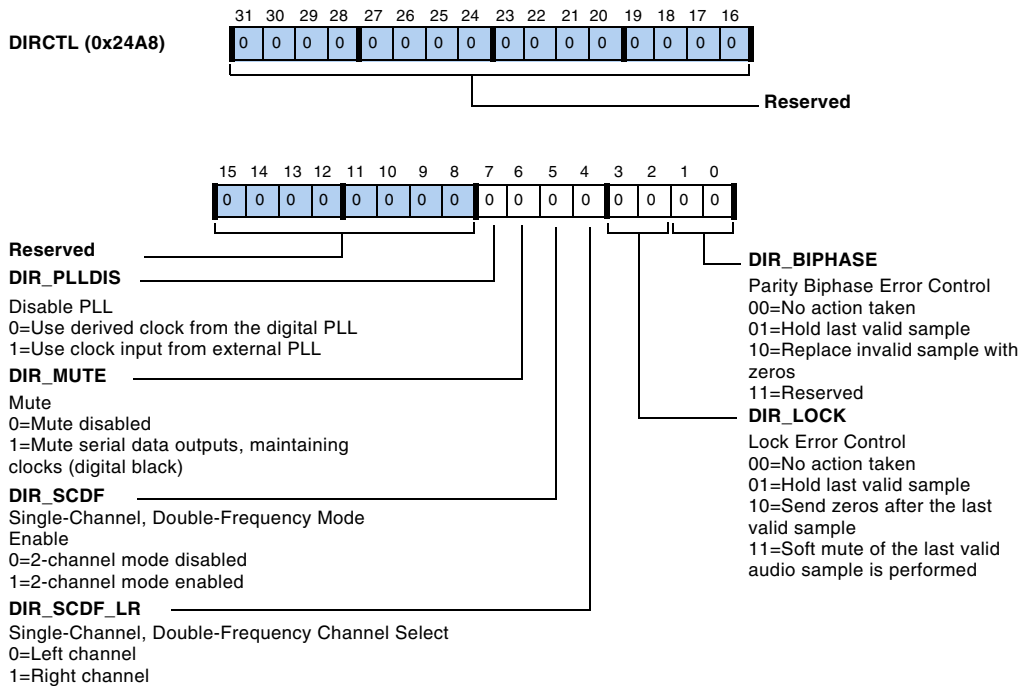


Figure A-68. DIRCTL Register

Table A-48. DIRCTL Register Bit Descriptions

Bit	Name	Description
1–0	DIR_BIPHASE	Parity Biphase Error Control. 00 = No action taken 01 = Hold last valid sample 10 = Replace invalid sample with zeros 11 = Reserved
3–2	DIR_LOCK	Lock Error Control. 00 = No action taken 01 = Hold last valid sample 10 = Send zeros after the last valid sample 11 = Soft mute of the last valid audio sample performs as if NOSTREAM is asserted. This is valid only when linear PCM audio data is in the stream. When non-linear audio data is in the stream, this mode defaults to the case of LOCKERROR_CTL = 10.
4	DIR_SCDF_LR	Single-Channel, Double-Frequency Channel Select. 0 = Left channel 1 = Right channel
5	DIR_SCDF	Single-Channel, Double-Frequency Mode Enable. 0 = 2-channel mode disabled 1 = 2-channel mode enabled
6	DIR_MUTE	Mute. 0 = Mute disabled 1 = Mute serial data outputs, maintaining clocks (digital black)
7	DIR_PLLDIS	Disable PLL. Determines clock input. 0 = Use derived clock from the digital PLL 1 = Use clock input from external PLL
31–8	Reserved	

Receiver Status Register (DIRSTAT)

This 32-bit, read-only register is used to store the error bits. The error bits are sticky on read. Once they are set, they remain set until the register is read. This register also contains the lower byte of the 40-bit channel status information. The register is located at address 0x24A9. The bit settings for these registers are shown in [Figure A-69](#) and described in [Table A-49](#).

DIRSTAT (0x24A9)

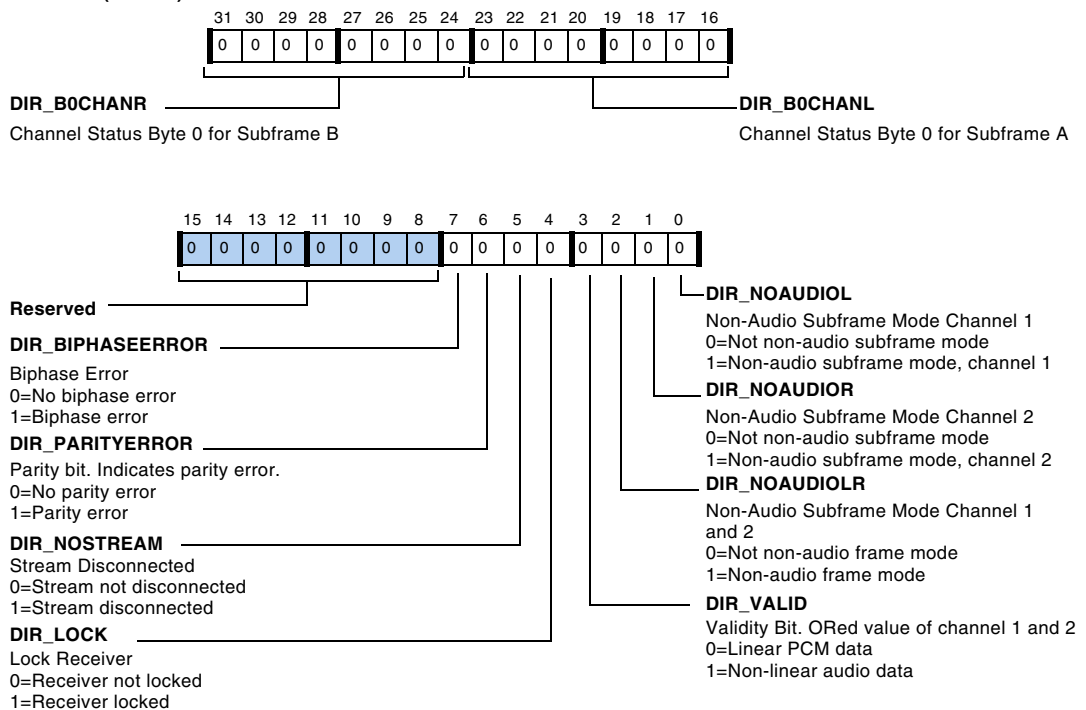


Figure A-69. DIRSTAT Register

Table A-49. DIRSTAT Register Bit Descriptions

Bit	Name	Description
0	DIR_NOAUDIOL	Non-Audio Subframe Mode Channel 1. Based on SMPTE 337M. 0 = Not non-audio subframe mode 1 = Non-audio subframe mode, channel 1
1	DIR_NOAUDIOR	Non-Audio Subframe Mode Channel 2. Based on SMPTE 337M. 0 = Not non-audio subframe mode 1 = Non-audio subframe mode, channel 2
2	DIR_NOAUDIOLR	Non-Audio Frame Mode Channel 1 and 2. Based on SMPTE 337M. 0 = Not non-audio frame mode 1 = Non-audio frame mode
3	DIR_VALID	Validity Bit. ORed value of channel 1 and 2. 0 = Linear PCM data 1 = Non-linear audio data
4	DIR_LOCK	Lock Receiver. 0 = Receiver not locked 1 = Receiver locked
5	DIR_NOSTREAM	Stream Disconnected. Indicates that the data stream is disconnected. 0 = Stream not disconnected 1 = Stream disconnected
6	DIR_PARITYERROR	Parity Bit. Indicates parity error. 0 = No parity error 1 = Parity error
7	DIR_BIPHASEERROR	Biphase Error. Indicates biphase error. 0 = No biphase error 1 = Biphase error
15–8	Reserved	
23–16	DIR_B0CHANL	Channel Status Byte 0 for Subframe A.
31–24	DIR_B0CHANR	Channel Status Byte 0 for Subframe B.

Left Channel Status for Subframe A Register (DIRCHANL)

This 32-bit read/write register, described in [Table A-50](#), is located at address 0x24AA.

Table A-50. DIRCHANL Register Bit Descriptions

Bit	Name	Description
7–0	DIR_B1CHANL	Channel status byte 1 for subframe A
15–8	DIR_B2CHANL	Channel status byte 2 for subframe A
23–16	DIR_B3CHANL	Channel status byte 3 for subframe A
31–24	DIR_B4CHANL	Channel status byte 4 for subframe A

Right Channel Status for Subframe B Register (DIRCHANR)

This 32-bit read/write register, described in [Table A-51](#), is located at address 0x24AB.

Table A-51. DIRCHANR Register Bit Descriptions

Bit	Name	Description
7–0	DIR_B1CHANR	Channel status byte 1 for subframe B
15–8	DIR_B2CHANR	Channel status byte 2 for subframe B
23–16	DIR_B3CHANR	Channel status byte 3 for subframe B
31–24	DIR_B4CHANR	Channel status byte 4 for subframe B

Peripheral Interrupt Priority Control Registers (PICRx)

The following sections provide descriptions of the programmable interrupts that are used in the ADSP-2136x processors. For information on the interrupt registers and the interrupt vector table, see [Appendix B, Interrupts](#).

These registers allow programs to substitute the default interrupts for some other interrupt source.

[Table A-52](#) lists the locations to be programmed in the IOP programmable interrupt control registers (PICR) to route an IOP interrupt source to a corresponding processor interrupt location.

[Table A-52](#) also defines the PICR bits which should be programmed to select the source for each peripheral interrupt. Priority programming can be accomplished by changing the sources for each peripheral interrupt. For example, if peripheral x should be given high priority, the high priority peripheral interrupt source should be set as that peripheral (x).

Table A-52. Peripheral Interrupt Controller Routing Table

Interrupt Name	Vector Address	Programmable Interrupt Control Register (PICR)	Default Select Value	Default Function	Priority
P0I	0x2C	PICR0[4:0]	0x00	DAIHI interrupt	HIGHEST
P1I	0x30	PICR0[9:5]	0x01	SPI1 interrupt	
P2I	0x34	PICR0[14:10]	0x02	IOP GP timer-0 interrupt	
P3I	0x38	PICR0[19:15]	0x03	SPORT1 interrupt	
P4I	0x3C	PICR0[24:20]	0x04	SPORT3 interrupt	
P5I	0x40	PICR0[29:25]	0x05	SPORT5 interrupt	
P6I	0x44	PICR1[4:0]	0x06	SPORT0 interrupt	

Peripheral Interrupt Priority Control Registers (PICRx)

Table A-52. Peripheral Interrupt Controller Routing Table (Cont'd)

Interrupt Name	Vector Address	Programmable Interrupt Control Register (PICR)	Default Select Value	Default Function	Priority
P7I	0X48	PICR1[9:5]	0x07	SPORT2 interrupt	
P8I	0X4C	PICR1[14:10]	0x08	SPORT4 interrupt	
P9I	0X50	PICR1[19:15]	0x09	Parallel port interrupt	
P10I	0X54	PICR1[24:20]	0x0A	IOP GP Timer-1 interrupt	
P11I	0x58	PICR1[29:25]	0x0B	Reserved	
P12I	0x5C	PICR2[4:0]	0x0C	DAILI interrupt	
P13I	0x60	PICR2[9:5]	0x0D	PWM interrupt	
P14I	0x64	PICR2[14:10]	0x0E	Reserved	
P15I	0x68	PICR2[19:15]	0x0F	MEM/MEM interrupt	
P16I	0x6C	PICR2[24:20]	0x10	Reserved	
P17I	0x70	PICR2[29:25]	0x11	IOP GP timer-2 interrupt	
P18I	0x74	PICR3[4:0]	0x12	SPI l low interrupt	
					LOWEST

Peripheral Interrupt Priority0 Control Register (PICR0)

This 32-bit read/write register controls programmable peripheral interrupts 0–5 and the default sources shown in [Figure A-70](#). This register is located at address 0x2200.

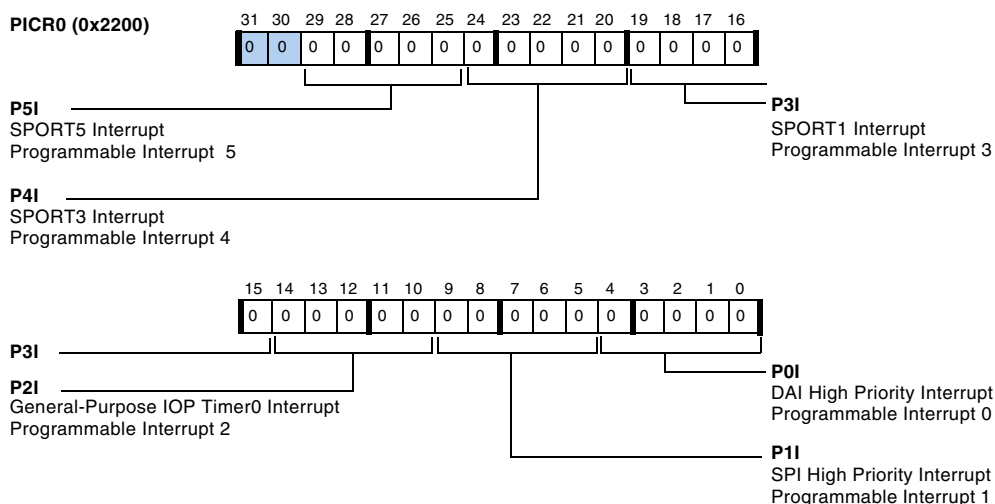


Figure A-70. PICR0 Register

Peripheral Interrupt Priority1 Control Register (PICR1)

This register controls programmable peripheral interrupts 6–11 and the default sources shown in [Figure A-71](#). This 32-bit read/write register is located at address 0x2201.

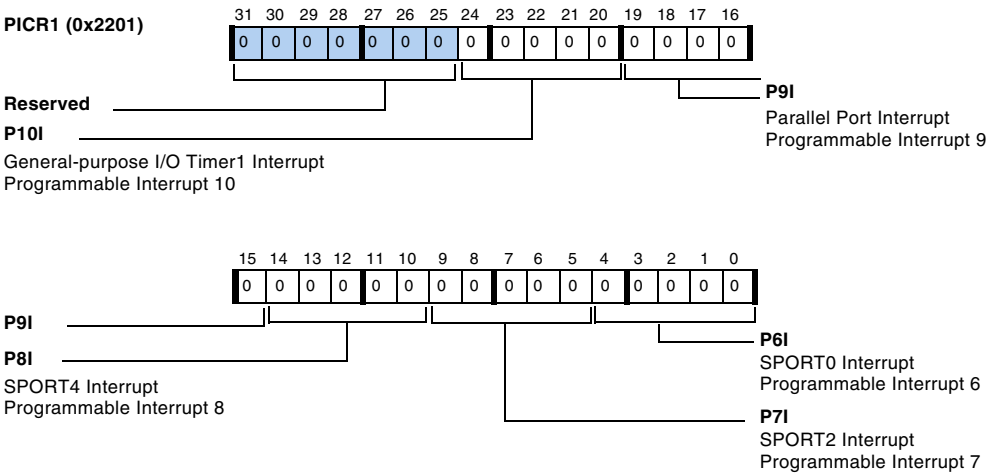


Figure A-71. PICR1 Register

Peripheral Interrupt Priority2 Control Register (PICR2)

This register controls programmable peripheral interrupts 12 through 17 as well as the default sources shown in [Figure A-72](#). This 32-bit read/write register is located at address 0x2202.

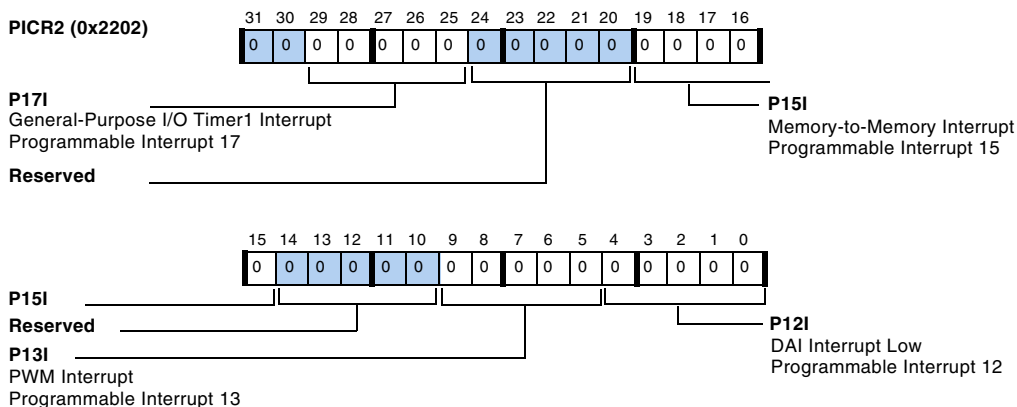


Figure A-72. PICR2 Register

Power Management Control Register (PMCTL)

Peripheral Interrupt Priority3 Control Register (PICR3)

This register, shown in [Figure A-73](#), controls programmable peripheral interrupt 18. This 32-bit read/write register is located at address 0x2203.

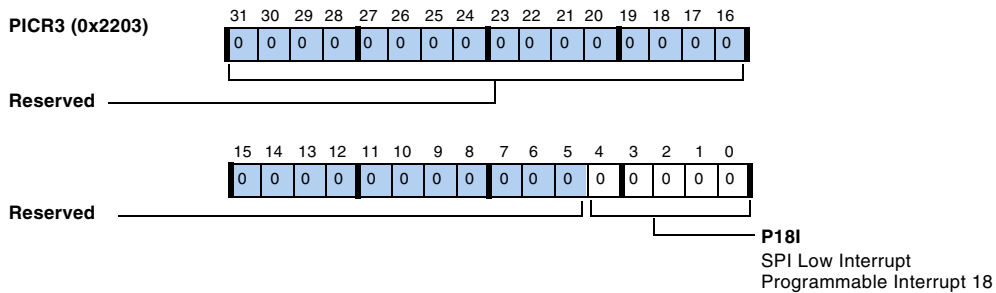


Figure A-73. PICR3 Register

Power Management Control Register (PMCTL)

The following sections describe the registers associated with the processors power management functions.

The power management control register is a 32-bit memory-mapped register. The PMCTL register's address is 0x2000. This register contains bits to control phase lock loop (PLL) multiplier and divider (both input and output) values, PLL bypass mode, and clock enabling control for peripherals (see [Table A-53](#)). This register also contains status bits, which keep track of the status of the CLK_CFG pins (read-only).

The core can write to all bits except the read-only status bits. The DIVEN bit is a logical bit, that is, it can be set, but on reads it always responds with zero.

⊘ When the PLL is programmed using a multiplier and a divisor, the **DIVEN** and **PLLBP** bits should NOT be programmed in the same core clock cycle. For more information, see “Using the Power Management Control Register (PMCTL)” on page 12-13.

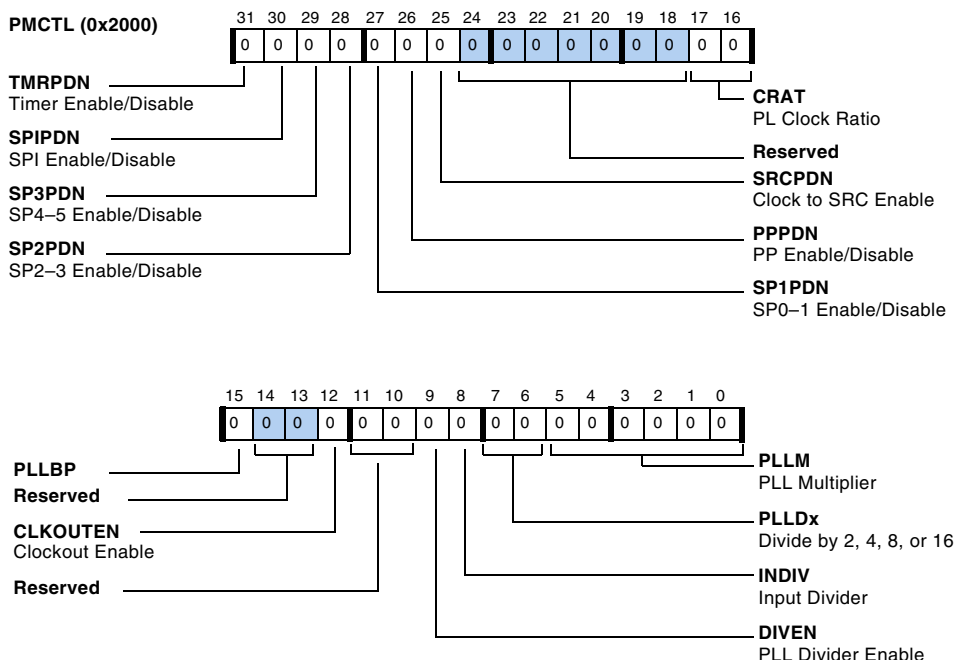


Figure A-74. PMCTL Register

Power Management Control Register (PMCTL)

Table A-53. PMCTL Register Bit Descriptions

Bit	Name	Description
5–0	PLLM	PLL Multiplier. Read/Write PLLM = 0 PLL multiplier = 64 0 < PLLM < 64 PLL multiplier = PLLM CLK_CFG[1:0] Reset value 00 = 000110 01 = 100000 10 = 010000 11 = 000110
7–6	PLLDx	PLL Divider. Read/Write 00 = CK divider = 1 01 = CK divider = 2 10 = CK divider = 4 11 = CK divider = 8 CLK_CFG1–0 Reset value x x 00
8	INDIV	Input Divisor. Read/Write 0 = Divide by 1 1 = Divide by 2 Reset value = 0
9	DIVEN	Enable PLL Divider Value Loading. Read/Write 0 = Do not load PLLDx 1 = Load PLLDx Reset value = 0
11–10	Reserved	
12	CLKOUTEN	Clockout Enable. Read/Write Mux select for CLKOUT and RESETOUT 0 = mux output = RESETOUT 1 = mux output = CLKOUT Reset value = 1 for CLK_CFG1–0 = 11, otherwise 0
14–13	Reserved	
15	PLLBP	PLL Bypass Mode Indication. Read/Write 0 = PLL is in normal mode 1 = Put PLL in bypass mode Reset value = 0

Table A-53. PMCTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
17–16	CRAT	PLL Clock Ratio (CLKIN to CK). Read only. For more detail look for refer to the ADSP-2136x clock configuration pin description. Reset value = CLK_CFG[1:0]
25–18	Reserved	
26	PPPDN	PP Enable/Disable. Read/Write 0 = PP is in normal mode 1 = Shutdown clock to PP Reset value = 0
27	SP1PDN	SP1 Enable/Disable. Read/Write 0 = SP0–1 are in normal mode 1 = Shutdown clock to SP0–1 Reset value = 0
28	SP2PDN	SP2 Enable/Disable. Read/Write 0 = SP2–3 are in normal mode 1 = Shutdown clock to SP2–3 Reset value = 0
29	SP3PDN	SP3 Enable/Disable. Read/Write 0 = SP4–5 are in normal mode 1 = Shutdown clock to SP4–5 Reset value = 0
30	SPIPDN	SPI Enable/Disable. Read/Write 0 = SPI is in normal mode 1 = Shutdown clock to SPI Note: When this bit is set (= 1), the FLAGx pins cannot be used (via the FLAGS7–0 register bits) because the FLAGx pins are synchronized with the clock. Reset value = 0
31	TMRPDN	Timer Enable/Disable. Read/Write 0 = Timer is in normal mode 1 = Shutdown clock to timer Reset value = 0

Hardware Breakpoint Control Register (BRKCTL)

The **BRKCTL** register controls how breakpoints are used (if bit 25, **UMODE**, is set). This 32-bit, user-accessible, memory-mapped I/O register is located at address 0x30025.

The core can write to this register. The bits related to the register are the same as in the “[Enhanced Emulation Status Register \(EEMUSTAT\)](#)” on [page A-154](#). The bit settings for these registers are shown in [Figure A-75](#) and [Figure A-76](#) and described in [Table A-54](#).

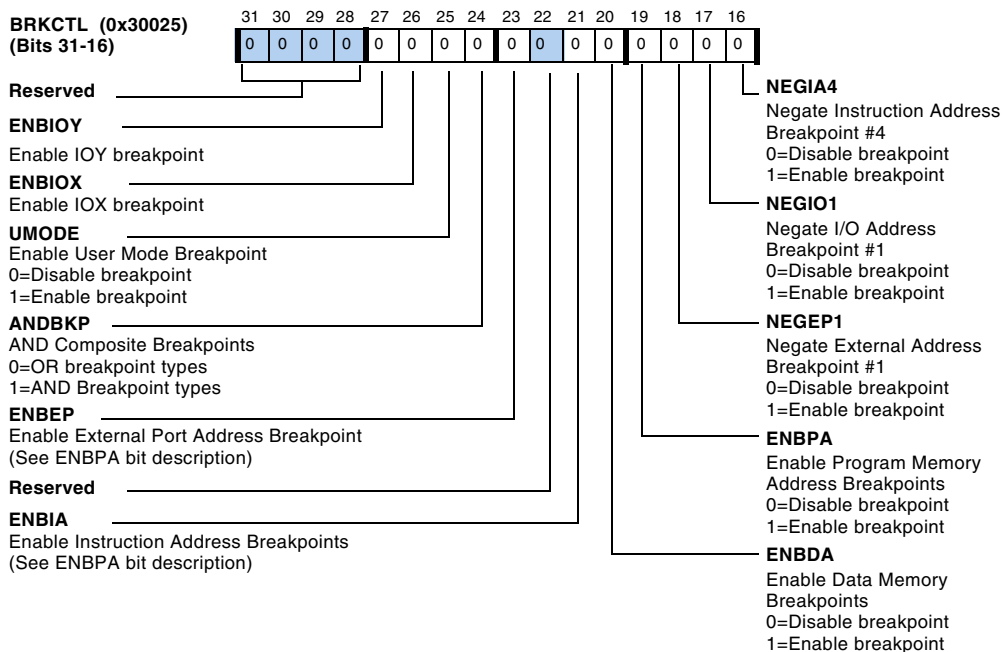


Figure A-75. BRKCTL Register (Bits 31–16)

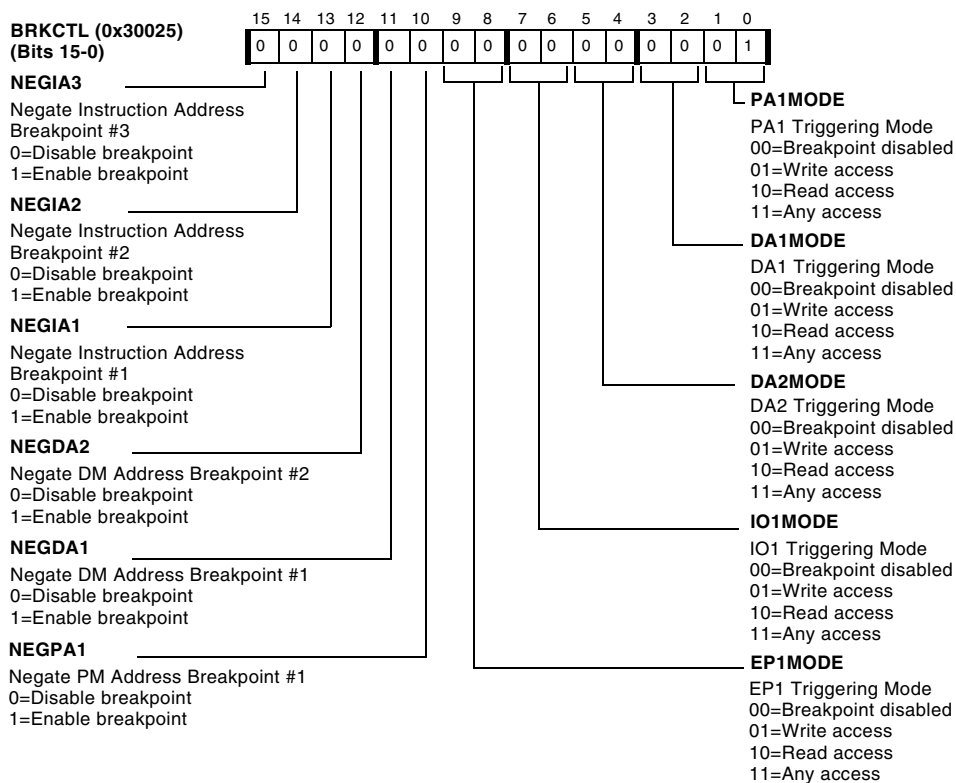


Figure A-76. BRKCTL Register (Bits 15–0)



Note that instruction address breakpoint negates, such as **NEGPA1** and **NEGDA1**, have an effect latency of four core clock cycles.

Hardware Breakpoint Control Register (BRKCTL)

Table A-54. BRKCTL Register Bit Descriptions

Bit	Name	Description
1–0	PA1MODE	PA1 Triggering Mode. 00 = Breakpoint disabled 01 = Write access 10 = Read access 11 = Any access
3–2	DA1MODE	DA1 Triggering Mode. 00 = Breakpoint disabled 01 = Write access 10 = Read access 11 = Any access
5–4	DA2MODE	DA2 Triggering Mode. 00 = Breakpoint disabled 01 = Write access 10 = Read access 11 = Any access
7–6	IO1MODE	IO1 Triggering Mode. Trigger on the following conditions: 00 = Breakpoint is disabled 01 = Write accesses only 10 = Read accesses only 11 = Any access
9–8	EP1MODE	EP1 Triggering Mode. 00 = Breakpoint disabled 01 = Write access 10 = Read access 11 = Any access
10	NEGPA1	Negate Program Memory Data Address Breakpoint. Enables breakpoint events if the address is greater than the end register value or less than the start register value. This function is useful to detect index range violations in user code. 0 = Do not negate breakpoint 1 = Negate breakpoint
11	NEGDA1	Negate Data Memory Address Breakpoint #1. For more information, see the NEGPA1 bit description.
12	NEGDA2	Negate Data Memory Address Breakpoint #2. For more information, see the NEGPA1 bit description.

Table A-54. BRKCTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
13	NEGIA1	Negate Instruction Address Breakpoint #1. 0 = Do not negate breakpoint 1 = Negate breakpoint
14	NEGIA2	Negate Instruction Address Breakpoint #2. For more information, see the NEGPA1 bit description.
15	NEGIA3	Negate Instruction Address Breakpoint #3. For more information, see the NEGPA1 bit description.
16	NEGIA4	Negate Instruction Address Breakpoint #4. For more information, see the NEGPA1 bit description.
17	NEGIO1	Negate I/O Address Breakpoint. For more information, see the NEGPA1 bit description.
18	NEGEP1	Negate EP Address Breakpoint. For more information, see the NEGPA1 bit description.
19	ENBPA	Enable Program Memory Data Address Breakpoints. The ENB* bits enable each breakpoint group. Note that when the ANDBKP bit is set, breakpoint types not involved in the generation of the effective breakpoint must be disabled. 0 = Disable breakpoints 1 = Enable breakpoints
20	ENBDA	Enable Data Memory Address Breakpoints. For more information, see the ENBPA bit description.
21	ENBIA	Enable Instruction Address Breakpoints. For more information, see the ENBPA bit description.
22	Reserved	
23	ENBEP	Enable External Port Address Breakpoint. For more information, see the ENBPA bit description.
24	ANDBKP	AND Composite Breakpoints. Enables ANDing of each breakpoint type to generate an effective breakpoint from the composite breakpoint signals. 0 = OR Breakpoint types 1 = AND Breakpoint types

Enhanced Emulation Status Register (EEMUSTAT)

Table A-54. BRKCTL Register Bit Descriptions (Cont'd)

Bit	Name	Description
25	UMODE	User Mode Breakpoint Functionality Enable. Address Breakpoint 3. 0 = Disable user controlled breakpoint 1 = Enable user controlled breakpoint
26	ENBIOY	IOY Breakpoint Enable. 0 = Disable IOY breakpoint 1 = Enable IOY breakpoint
27	ENBIOX	IOX Breakpoint Enable. 0 = Disable IOX breakpoint 1 = Enable IOX breakpoint
31–28	Reserved	

Enhanced Emulation Status Register (EEMUSTAT)

The `EEMUSTAT` register reports the breakpoint status of the programs that run on the ADSP-2136x processor. This register is a memory-mapped IOP register that can be accessed by the core. This register contains two status bits that report I/O breakpoints, one each for the two I/O buses (IOX and IOY).

When a breakpoint is reached, an interrupt occurs and the breakpoint's status bits are set. When the core returns from an interrupt, the breakpoint's status bits are cleared. The bit settings for these registers are shown in [Figure A-77](#) and described in [Table A-55](#).

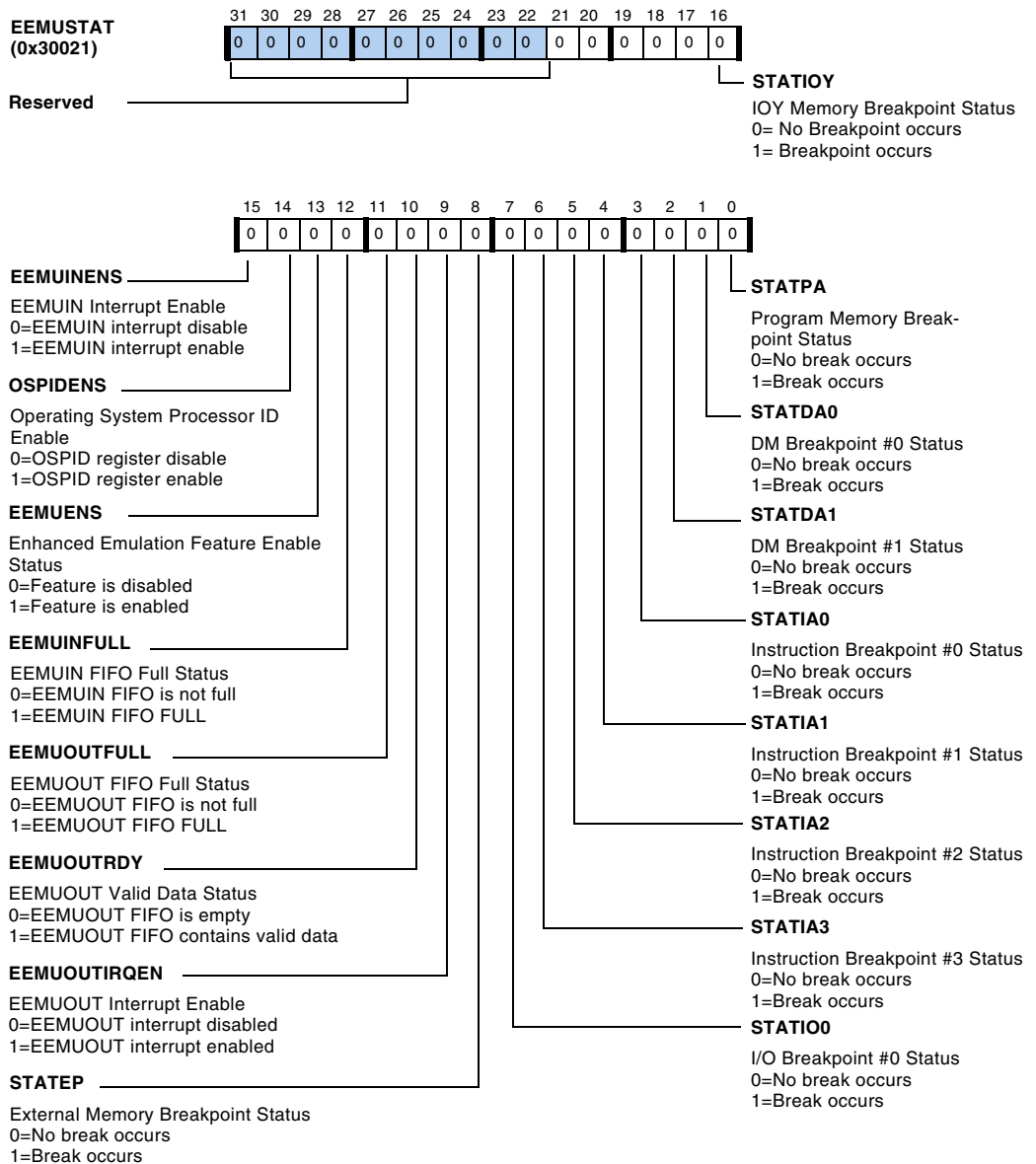


Figure A-77. EEMUSTAT Register

Enhanced Emulation Status Register (EEMUSTAT)

Table A-55. EEMUSTAT Register Bit Descriptions

Bit	Name	Description
0	STATPA	Program memory Data Breakpoint Hit. ¹ 0 = No program memory breakpoint occurs 1 = Program memory breakpoint occurs
1	STATDA0	Data Memory Breakpoint Hit. ¹ 0 = No data memory #0 breakpoint occurs 1 = Data memory #0 breakpoint occurs
2	STATDA1	Data Memory Breakpoint Hit. ¹ 0 = No data memory #1 breakpoint occurs 1 = Data memory #1 breakpoint occurs
3	STATIA0	Instruction Address Breakpoint Hit. ¹ 0 = No instruction address #0 breakpoint occurs 1 = Instruction address #0 breakpoint occurs
4	STATIA1	Instruction Address Breakpoint Hit. ¹ 0 = No instruction address #1 breakpoint occurs 1 = Instruction address #1 breakpoint occurs
5	STATIA2	Instruction Address Breakpoint Hit. ¹ 0 = No instruction address #2 breakpoint occurs 1 = Instruction address #2 breakpoint occurs
6	STATIA3	Instruction Address Breakpoint Hit. ¹ 0 = No instruction address #3 breakpoint occurs 1 = Instruction address #3 breakpoint occurs
7	STATIO	I/O Address Breakpoint Hit. ¹ 0 = No I/OX address breakpoint occurs 1 = I/OX address breakpoint occurs
8	Reserved ¹	
9	EEMUOUTIRQEN	Enhanced Emulation EEMUOUT Interrupt Enable. ² 0 = EEMUOUT interrupt disable 1 = EEMUOUT interrupt enable Note: Interrupts are of low priority interrupts.
10	EEMUOUTRDY	Enhanced Emulation EEMUOUT Ready. ³ 0 = EEMUOUT FIFO is empty 1 = EEMUOUT FIFO contains valid data

Table A-55. EEMUSTAT Register Bit Descriptions (Cont'd)

Bit	Name	Description
11	EEMUOUTFULL	Enhanced Emulation EEMUOUT FIFO Status. ³ 0 = EEMUOUT FIFO is not full 1 = EEMUOUT FIFO full
12	EEMUINFULL	Enhanced Emulation EEMUIN Register Status. ⁴ 0 = EEMUIN register is empty 1 = EEMUIN register full
13	EEMUENS	Enhanced Emulation Feature Enable. ⁴ 0 = Enhanced emulation feature enable 1 = Enhanced emulation feature disable
14	OSPIDENS	OSPID Register Enable. ⁴ 0 = OSPID register enable 1 = OSPID register disable
15	EEMUINENS	EEMUIN Interrupt Enable. ⁴ 0 = EEMUIN interrupt disable 1 = EEMUIN interrupt enable
16	STATIOY	IOY Memory Breakpoint Status 0 = No breakpoint occurs 1 = Breakpoint occurs
31–17	Reserved	

1 Internal hardware sets this bit.

2 This bit is set and reset by the core.

3 The FIFO controller sets and resets this bit.

4 Internal hardware sets and resets this bit.

Enhanced Emulation Status Register (EEMUSTAT)

B INTERRUPTS

This chapter provides a complete listing of the registers that are used to configure and control interrupts. [Table B-1](#) shows all the ADSP-2136x processor interrupts, listed according to their bit position in the `IRPTL`, `LIRPTL`, and `IMASK` registers. Also shown is the address of the interrupt vector. Each vector is separated by four memory locations.

Interrupt Vector Tables

The addresses in the vector table represent offsets from a base address. For an interrupt vector table in internal RAM, the base address is 0x9 0000 and for internal ROM, the base address is 0x8 0000. These are 48-bit addresses.

The interrupt name column in [Table B-1](#) lists a mnemonic name for each interrupt as they are defined by the definitions file (`def21363.h`) that comes with the software development tools.

Note that the SPI has only one interrupt for both transmit and receive operations and each serial port (SPORT) has only one interrupt for both transmit and receive.

Interrupt Vector Tables

Table B-1. ADSP-2136x Interrupt Vector Addresses

Interrupt Number	Register	IRPTL/ LIRPTL/ MASK, Bit#	Vector Address	Interrupt Name	Function
0	IRPTL	0	0x00	EMUI	Emulator (read-only, non-maskable) HIGHEST PRIORITY
1	IRPTL	1	0x04	RSTI ¹	Reset (read-only, non-maskable)
2	IRPTL	2	0x08	IICDI	Illegal Input Condition Detected
3	IRPTL	3	0x0C	SOVFI	Status loop or mode stack overflow; or PC stack full
4	IRPTL	4	0x10	TMZHI	Timer=0 (high priority option)
5	IRPTL	5	0x14	VIRPTI ²	SP Error Interrupt
6	IRPTL	6	0x18	BKPI	Hardware Breakpoint Interrupt
7	IRPTL	7	0x1C	Reserved	$\overline{\text{IRQ3I}}$ asserted
8	IRPTL	8	0x20	IRQ2I	$\overline{\text{IRQ2I}}$ asserted
9	IRPTL	9	0x24	IRQ1I	$\overline{\text{IRQ1I}}$ asserted
10	IRPTL	10	0x28	IRQ0I	$\overline{\text{IRQ0I}}$ asserted
11	IRPTL	11	0x2C	P0I	Programmable Interrupt 0 (DAIH1)
12	IRPTL	12	0x30	P1I ³	Programmable Interrupt 1 SPI1
13	IRPTL	13	0x34	P2I	Programmable Interrupt 2 GPTMR0
14	IRPTL	14	0x38	P3I	Programmable Interrupt 3
15	IRPTL	15	0x3C	P4I	Programmable Interrupt 4
16	IRPTL	16	0x40	P5I	Programmable Interrupt 5

Table B-1. ADSP-2136x Interrupt Vector Addresses (Cont'd)

Interrupt Number	Register	IRPTL/ LIRPTL/ MASK, Bit#	Vector Address	Interrupt Name	Function
17	LIRPTL	0	0x44	P6I	Programmable Interrupt 6
18	LIRPTL	1	0x48	P7I	Programmable Interrupt 7
19	LIRPTL	2	0x4C	P8I	Programmable Interrupt 8
20	LIRPTL	3	0x50	P9I ³	Programmable Interrupt 9
21	LIRPTL	4	0x54	P10I	Programmable Interrupt 10
22	LIRPTL	5	0x58	P11I ³	Programmable Interrupt 11
23	LIRPTL	6	0x5C	P12I	Programmable Interrupt 12
24	LIRPTL	7	0x60	P13I	Programmable Interrupt 13
25	IRPTL	17	0x64	P14I ³	Programmable Interrupt 14
26	IRPTL	18	0x68	P15I	Programmable Interrupt 15
27	IRPTL	19	0x6C	P16I	Programmable Interrupt 16
28	LIRPTL	8	0x70	P17I	Programmable Interrupt 17
29	LIRPTL	9	0x74	P18I ³	Programmable Interrupt 18
30	IRPTL	20	0x78	CB7I	Circular Buffer 7 Overflow
31	IRPTL	21	0x7C	CB15I	Circular Buffer 15 Overflow
32	IRPTL	22	0x80	TMZLI	Timer=0 (Low Priority Option)
33	IRPTL	23	0x84	FIXI	Fixed-point overflow
34	IRPTL	24	0x88	FLTOI	Floating-point overflow exception
35	IRPTL	25	0x8C	FLTUI	Floating-point underflow exception
36	IRPTL	26	0x90	FLTII	Floating-point invalid exception

Interrupt Vector Tables

Table B-1. ADSP-2136x Interrupt Vector Addresses (Cont'd)

Interrupt Number	Register	IRPTL/ LIRPTL/ MASK, Bit#	Vector Address	Interrupt Name	Function
37	IRPTL	27	0x94	EMULI	Emulator low priority interrupt
38	IRPTL	28	0x98	SFT0I	User software interrupt 0
39	IRPTL	29	0x9C	SFT1I	User software interrupt 1
40	IRPTL	30	0xA0	SFT2I	User software interrupt 2
41	IRPTL	31	0xA4	SFT3I	User software interrupt 3, LOWEST PRIORITY

- 1 If configured for internal ROM boot mode, then the base address for interrupt vector table is the starting address of internal ROM or 0x00080000.
- 2 VIRPTI interrupt's implementation in the ADSP-2136x processor is different than previous SHARC processors. When an external bus master writes to the VIRPT register, an interrupt is generated. Upon receiving this interrupt, the sequencer branches to the associated vector address (offset of 0x14 from the base address of the vector table). The original function of VIRPT interrupt (as in the ADSP-21161 processor) can be achieved if the ISR is similar to:
0x14 B0=DM (VIRPT);
0x15 JUMP (0,I0);
0x16 NOP;
0x17 NOP;
- 3 These interrupts have options to be unmasked at reset. Therefore, the peripherals that boot the processor should be allocated these interrupts: (P1I, P9I, P11I, P14I, P18I).

Interrupt Priorities

The ADSP-21362/3/4/5/6 processors support 19 prioritized IOP interrupts which are shown in [Table B-2](#). [Table B-2](#) also lists the value corresponding to each interrupt source. To route an IOP interrupt source to a corresponding programmable interrupt location, see [“Peripheral Interrupt Priority Control Registers \(PICRx\)”](#) on page A-141.

Table B-2. Interrupt Selection Values

No	Interrupt Source	Interrupt Select Value (5-bits)	Comments
1	DAIHI	0x00	DAI high priority interrupt
2	SPIHI	0x01	SPI1 high priority interrupt
3	GPTMR0I	0x02	General-purpose IOP Timer 0 interrupt
4	SP1I	0x03	Serial Port 1 interrupt
5	SP3I	0x04	Serial Port 3 interrupt
6	SP5I	0x05	Serial Port 5 interrupt
7	SP0I	0x06	Serial Port 0 interrupt
8	SP2I	0x07	Serial Port 2 interrupt
9	SP4I	0x08	Serial Port 4 interrupt
10	EP0I	0x09	Parallel Port Channel 0 interrupt
11	GPTMR1I	0x0A	General-purpose Timer 1 interrupt
12	SP7I	0x0B	For future use
13	DAILI	0x0C	DAI low priority interrupt
14	EP1I	0x0D	PWM interrupt
15	DPI	0x0E	DPI interrupt
16	DTCPi	0x0F	DTCP interrupt
17	SP6I	0x10	For future use
18	GPTMR2I	0x11	General-purpose Timer 2 interrupt
19	SPI2I	0x12	SPI low priority interrupt
20	Reserved	0x13–0x1E	For future use
21	LOGIC HIGH	0x1F	Software option to set IOP interrupts

Interrupt Registers

This section provides information on the registers that are used to configure and control interrupts. These registers are:

- “Interrupt Register (LIRPTL)”
- “Interrupt Latch Register (IRPTL)”
- “Interrupt Mask Register (IMASK)”
- “Interrupt Mask Pointer Register (IMASKP)”

Interrupt Register (LIRPTL)

The LIRPTL register is a non-memory-mapped, universal, system register (*Ureg* and *Sreg*). The reset value for these registers is 0x0000 0000. The LIRPTL register indicates latch status, select masking, and displays mask pointers for interrupts. [Figure B-1](#) and [Table B-3](#) provide bit definitions for the LIRPTL register.



The MSKP bits in the LIRPTL register, and the entire IMASKP register are for interrupt controller use only. Modifying these bits interferes with the proper operation of the interrupt controller.

The interrupt bits 0 through 19 are programmable through the programmable interrupt controller registers (PICRx). The descriptions provided are their default source. For information on their optional use, see “[Peripheral Interrupt Priority Control Registers \(PICRx\)](#)” on page A-141.

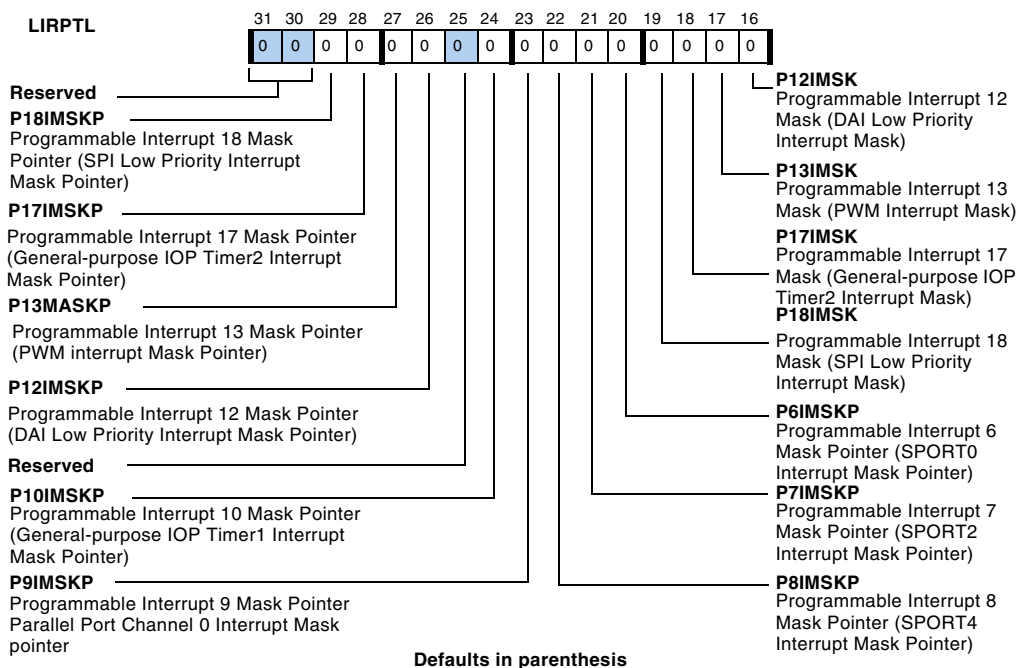


Figure B-1. LIRPTL Register (Bits 16–31)

Interrupt Registers

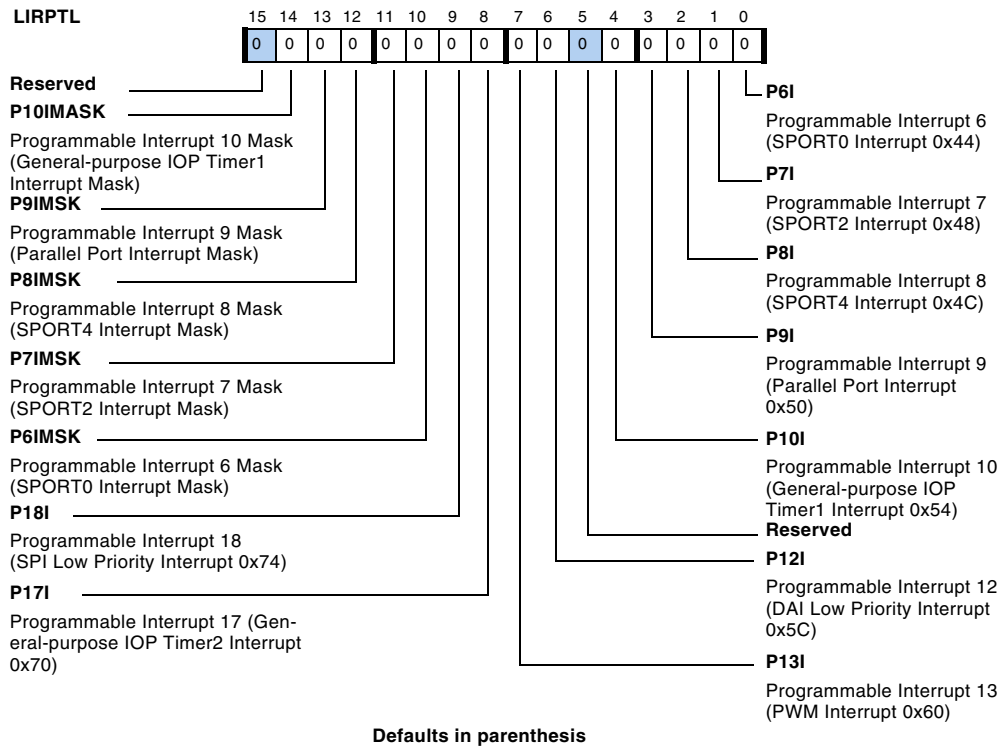


Figure B-2. LIRPTL Register (Bits 0–15)

Table B-3. LIRPTL Register Bit Descriptions

Bit	Name	Definition
0	P6I (SP0I)	Programmable Interrupt 6 (SPORT 0 Interrupt). Indicates if an SP0I interrupt is latched and pending (if set, = 1), or no SP0I is pending (if cleared, = 0). An SP0I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP0A/TXSP0A, RXSP0B/TXSP0B.
1	P7I (SP2I)	Programmable Interrupt 7 (SPORT 2 Interrupt). Indicates if an SP2I interrupt is latched and pending (if set, = 1), or no SP2I is pending (if cleared, = 0). An SP2I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP2A/TXSP2A, RXSP2B/TXSP2B.
2	P8I (SP4I)	Programmable Interrupt 8 (SPORT 4 Interrupt). Indicates if an SP4I interrupt is latched and pending (if set, = 1), or no SP4I is pending (if cleared, = 0). An SP4I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP4A/TXSP4A, RXSP4B/TXSP4B.
3	P9I (PPI)	Programmable Interrupt 9 (Parallel Port Interrupt). Indicates if a parallel port interrupt (PPI) is latched and pending (if set, = 1), or that no parallel port interrupt is pending (if cleared, = 0). A parallel port interrupt occurs when the DMA block transfer has completed. A parallel port interrupt also occurs during core-driven transfers when the TXPP buffer is not full or the RXPP buffer is not empty.
4	P10I (GPTMR1I)	Programmable Interrupt 10 (General-purpose IOP Timer 1 Interrupt). Indicates if a GPTMR1I is latched and pending (if set, = 1), if no GPTMR1I is pending (if cleared, = 0).
5	PReserved	
6	P12I (DAILI)	Programmable Interrupt 12 (DAI Low Priority Interrupt). Indicates if a DAILI interrupt is latched and pending (if set, = 1), or no DAILI interrupt is pending (if cleared, = 0). This is the lower priority option.
7	P13I (PWMI)	Programmable Interrupt 13 (PWM Interrupt). Indicates if a pulse width modulation interrupt is latched and pending (if set, = 1), or no interrupt is pending (if cleared, = 0).

Interrupt Registers

Table B-3. LIRPTL Register Bit Descriptions (Cont'd)

Bit	Name	Definition
8	P17I (GPTMR2I)	Programmable Interrupt 17 (General-purpose IOP Timer 2 Interrupt). Indicates if a GPTMR2I is latched and pending (if set, = 1), or no GPTMR2I is pending (if cleared, = 0).
9	P18I (SPILI)	Programmable Interrupt 18 (SPI Interrupt, low priority). Indicates if an SPILI interrupt is latched and pending (if set, = 1), or no SPILI interrupt is pending (if cleared, = 0).
10	P6IMSK (SP0IMSK)	Programmable Interrupt Mask 6 (SPORT0 Interrupt Mask). Unmasks the SP0I interrupt (if set, = 1), or masks the SP0I interrupt (if cleared, = 0).
11	P7IMSK (SP2IMSK)	Programmable Interrupt Mask 7 (SPORT2 Interrupt Mask). Unmasks the SP2I interrupt (if set, = 1), or masks the SP2I interrupt (if cleared, = 0).
12	P8IMSK (SP4IMSK)	Programmable Interrupt Mask 8 (SPORT4 Interrupt Mask). Unmasks the SP4I interrupt (if set, = 1), or masks the SP4I interrupt (if cleared, = 0).
13	P9IMSK (PPIIMSK)	Programmable Interrupt Mask 9 (Parallel Port Interrupt Mask). Unmasks the PPI interrupt (if set, = 1), or masks the PPI interrupt (if cleared, = 0).
14	P10IMSK (GPTMR1IMSK)	Programmable Interrupt Mask 9 (General-purpose IOP Timer 1 Interrupt Mask). Unmasks the GPTMR1I interrupt (if set, = 1), or masks the GPTMR1I interrupt (if cleared, = 0).
15	Reserved	
16	P12IMSK (DAILIMSK)	Programmable Interrupt Mask 12 (DAI Low Priority Interrupt Mask). Unmasks the DAILI (if set, = 1), or masks DAILI (if cleared, = 0).
17	P13IMSK (PWMIMSK)	Programmable Interrupt Mask 12 (PWM Interrupt Mask). Unmasks the PWMI interrupt (if set, = 1), or masks PWMI interrupt (if set, = 0).
18	P17IMSK (GPTMR2IMSK)	Programmable Interrupt Mask 17 (General-purpose IOP Timer 2 Interrupt Mask). Unmasks the GPTMR2I interrupt (if set, = 1), or masks the GPTMR2I interrupt (if cleared, = 0).

Table B-3. LIRPTL Register Bit Descriptions (Cont'd)

Bit	Name	Definition
19	P18IMSK (SPILIMSK)	Programmable Interrupt Mask 18 SPI Interrupt Mask (Secondary SPI Port). Unmasks the SPILI interrupt (if set, = 1), or masks the SPILI interrupt (if cleared, = 0).
20	P6IMSKP (SP0IMSKP)	Programmable Interrupt Mask Pointer 9 (SPORT0 Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the SP0I interrupt is unmasked (if set, = 1), or the SP0I interrupt is masked (if cleared, = 0).
21	P7IMSKP (SP2IMSKP)	Programmable Interrupt Mask Pointer 7 (SPORT2 Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the SP2I interrupt is unmasked (if set, = 1), or the SP2I interrupt is masked (if cleared, = 0).
22	P8IMSKP (SP4IMSKP)	Programmable Interrupt Mask Pointer 8 (SPORT4 Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the SP4I interrupt is unmasked (if set, = 1), or the SP4I interrupt is masked (if cleared, = 0).
23	P9IMSKP (PPIMSKP)	Programmable Interrupt Mask Pointer 9 (Parallel Port Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the parallel port interrupt is unmasked (if set, = 1), or the parallel port interrupt is masked (if cleared, = 0).
24	P10IMSKP (GPTMR1MSKP)	Programmable Interrupt Mask Pointer 10 (General-purpose IOP Timer 1 Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the GPTMR1I interrupt is unmasked (if set, = 1), or the GPTMR1I interrupt is masked (if cleared, = 0).
25	Reserved	
26	P12IMSKP (DAILIMSKP)	Programmable Interrupt Mask Pointer 12 (DAI Low Priority Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the DAILI is unmasked (if set, = 1), or masked (if cleared, = 0).
27	P13IMASKP (PWMIMSKP)	Programmable Interrupt 13 Mask Pointer (PWM Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the PWMI is unmasked (if set, = 1), or masked (if cleared, = 0).

Interrupt Registers

Table B-3. LIRPTL Register Bit Descriptions (Cont'd)

Bit	Name	Definition
28	P17MSKP (GPTMR2IMSKP)	Programmable Interrupt Mask Pointer 17 (General-purpose IOP Timer 2 Interrupt Mask Pointer). When the processor is servicing another interrupt, indicates if the GPTMR2I interrupt is unmasked (if set, = 1), or the GPTMR2I interrupt is masked (if cleared, = 0).
29	P18MSKP (SPILIMSKP)	Programmable Interrupt Mask Pointer 8 (SPI Interrupt Mask (Low Priority) Pointer). When the processor is servicing another interrupt, indicates if the SPILI interrupt is unmasked (if set, = 1), or the SPILI interrupt is masked (if cleared, = 0).
31–30	Reserved	

Interrupt Latch Register (IRPTL)

The **IRPTL** register is a non-memory-mapped, universal, system register (*Ureg* and *Sreg*). The reset value for this register is 0x0000 0000. The **IRPTL** register indicates latch status for interrupts. [Figure B-3](#) and [Table B-4](#) provide bit definitions for the **IRPTL** register.

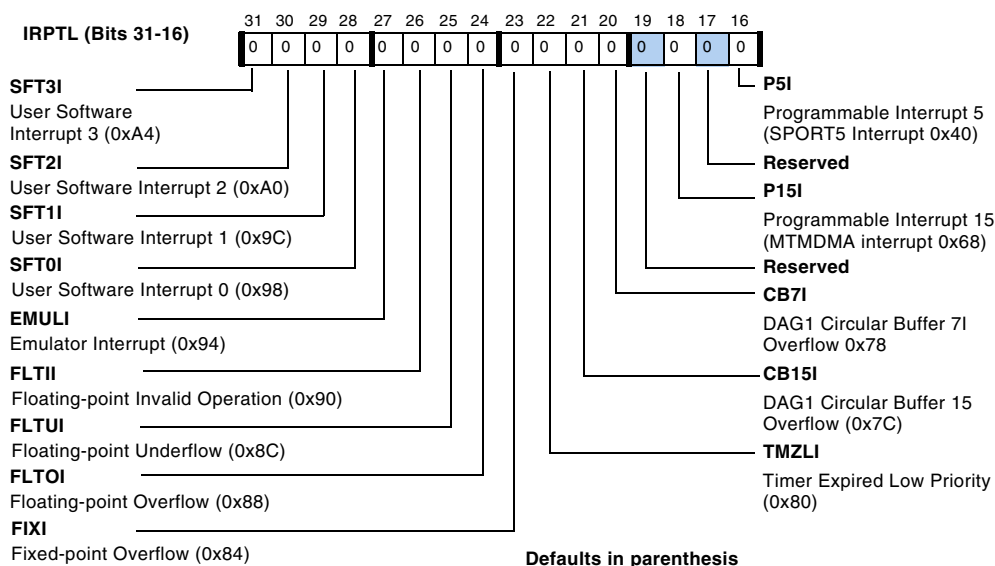


Figure B-3. IRPTL, IMASK, and IMASKP Registers (Bits 31–16)

Interrupt Registers

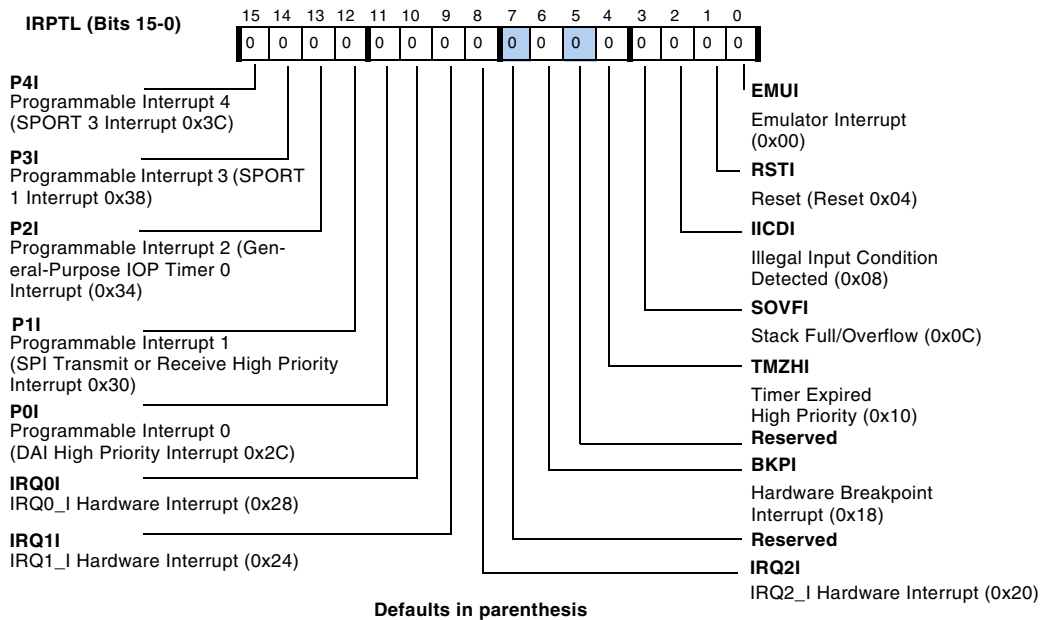


Figure B-4. IRPTL, IMASK, and IMASKP Registers (Bits 15–0)

The interrupt latch bits 11 through 19 are programmable through the programmable interrupt controller register (PICR). The descriptions provided are their default source. For information on their optional use, see “Peripheral Interrupt Priority Control Registers (PICRx)” on page A-141.

Table B-4. Interrupt Latch (IRPTL) Register Bit Descriptions

Bit	Name	Description
0	EMUI	Emulator Interrupt. Indicates if an EMUI is latched and pending (if set, = 1), or no EMUI is pending (if cleared, = 0). An EMUI occurs on reset and when an external device asserts the $\overline{\text{EMU}}$ pin.
1	RSTI	Reset Interrupt. Indicates if an RSTI is latched and pending (if set, = 1), or no RSTI is pending (if cleared, = 0). An RSTI occurs on reset as an external device asserts the $\overline{\text{RESET}}$ pin.

Table B-4. Interrupt Latch (IRPTL) Register Bit Descriptions (Cont'd)

Bit	Name	Description
2	IICDI	Illegal Input Condition Detected Interrupt. Indicates if an IICDI is latched and pending (if set, = 1), or no IICDI is pending (if cleared, = 0). An IICDI occurs when a TRUE results from the logical Or'ing of the illegal I/O processor register access (IIRA) and unaligned 64-bit memory access bits in the STKYx registers.
3	SOVFI	Stack Overflow/Full Interrupt. Indicates if a SOVFI is latched and pending (if set, = 1), or no SOVFI is pending (if cleared, = 0). An SOVFI occurs when a stack in the program sequencer overflows or is full.
4	TMZHI	Timer Expired High Priority. Indicates if a TMZHI is latched and pending (if set, = 1), or TMZHI is not pending (if cleared, = 0). A TMZHI occurs when the timer decrements to zero. Note that this event also triggers a TMZLI. The timer operations are controlled as follows: • The TCOUNT register contains the timer counter. The timer decrements the TCOUNT register each clock cycle. • The TPERIOD value specifies the frequency of timer interrupts. The number of cycles between interrupts is TPERIOD + 1. The maximum value of TPERIOD is $2^{32} - 1$. • The TIMEN bit in the MODE2 register starts and stops the timer. Since the timer expired event (TCOUNT decrements to zero) generates two interrupts, TMZHI and TMZLI, programs should unmask the timer interrupt with the desired priority and leave the other one masked.
5	Reserved	
6	BKPI	Hardware Breakpoint Interrupt. Indicates if an BKPI is latched and pending (if set, = 1), or no BKPI is pending (if cleared, = 0).
7	Reserved	
8	$\overline{\text{IRQ2I}}$	$\overline{\text{IRQ2}}$ Hardware Interrupt. Indicates if an $\overline{\text{IRQ2I}}$ is latched and pending (if set, = 1), or no $\overline{\text{IRQ2I}}$ is pending (if cleared, = 0). An $\overline{\text{IRQ2I}}$ occurs when an external device asserts the FLAG2 pin configured as $\overline{\text{IRQ2}}$.

Interrupt Registers

Table B-4. Interrupt Latch (IRPTL) Register Bit Descriptions (Cont'd)

Bit	Name	Description
9	$\overline{\text{IRQ11}}$	$\overline{\text{IRQ11}}$ Hardware Interrupt. Indicates if an $\overline{\text{IRQ11}}$ is latched and pending (if set, = 1), or no $\overline{\text{IRQ11}}$ is pending (if cleared, = 0). An $\overline{\text{IRQ11}}$ occurs when an external device asserts the FLAG1 pin configured as $\overline{\text{IRQ1}}$.
10	$\overline{\text{IRQ01}}$	$\overline{\text{IRQ01}}$ Hardware Interrupt. Indicates if an $\overline{\text{IRQ01}}$ is latched and pending (if set, = 1), or no $\overline{\text{IRQ01}}$ is pending (if cleared, = 0). An $\overline{\text{IRQ01}}$ occurs when an external device asserts the FLAG0 pin configured as $\overline{\text{IRQ0}}$.
11	P0I (DAIHI)	Programmable Interrupt 0 (DAI High Priority Interrupt). Indicates if a DAIHI interrupt is latched and pending (if set, = 1), or no DAIHI interrupt is pending (if cleared, = 0). This is the higher priority option.
12	P1I (SPIHI)	Programmable Interrupt 1 (SPI Transmit or Receive High Priority Interrupt). Indicates if an interrupt in the primary SPIHI is latched and pending (if set, = 1), or no interrupt is pending (if cleared, = 0). This is the higher priority option.
13	P2I (GPTMR0I)	Programmable Interrupt 2 (General-purpose IOP Timer 0 Interrupt). Indicates if a GPTMR0I is latched and pending (if set, = 1), or no GPTMR0I is pending (if cleared, = 0).
14	P3I (SP1I)	Programmable Interrupt 3 (SPORT 1 Interrupt). Indicates if an SP1I interrupt is latched and pending (if set, = 1), or no SP1I is pending (if cleared, = 0). An SP1I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP1A/TXSP1A, RXSP1B/TXSP1B.
15	P4I (SP3I)	Programmable Interrupt 4 (SPORT 3 Interrupt). Indicates if an SP3I interrupt is latched and pending (if set, = 1), or no SP3I is pending (if cleared, = 0). An SP3I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP3A/TXSP3A, RXSP3B/TXSP3B.
16	P5I (SP5I)	Programmable Interrupt 5 (SPORT 5 Interrupt). Indicates if an SP5I interrupt is latched and pending (if set, = 1), or no SP5I is pending (if cleared, = 0). An SP5I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP5A/TXSP5A, RXSP5B/TXSP5B.
17	Reserved	

Table B-4. Interrupt Latch (IRPTL) Register Bit Descriptions (Cont'd)

Bit	Name	Description
18	P15I (MTMDMA)	Programmable Interrupt 15 (Memory-to-memory DMA interrupt).
19	Reserved	
20	CB7I	DAG1 Circular Buffer 7 Overflow Interrupt. Indicates if a CB7I is latched and pending (if set, = 1), or no CB7I interrupt is pending (if cleared, = 0). A circular buffer overflow occurs when the DAG circular buffering operation increments the I register past the end of the buffer.
21	CB15I	DAG2 Circular Buffer 15 Overflow Interrupt. Indicates if a CB15I is latched and pending (if set, = 1), or no CB15I is pending (if cleared, = 0). A circular buffer overflow occurs when the DAG circular buffering operation increments the I register past the end of the buffer.
22	TMZLI	Timer Expired (Low Priority) Interrupt. Indicates if a TMZLI is latched and pending (if set, = 1), or no TMZLI is pending (if cleared, = 0). For more information, see “TMZHI” on page B-15.
23	FIXI	Fixed-Point Overflow Interrupt. Indicates if a FIXI is latched and pending (if set, = 1), or no FIXI is pending (if cleared, = 0).
24	FLTOI	Floating-Point Overflow Interrupt. Indicates if a FLTOI is latched and pending (if set, = 1), or no FLTOI is pending (if cleared, = 0).
25	FLTUI	Floating-Point Underflow Interrupt. Indicates if a FLTUI is latched and pending (if set, = 1), or no FLTUI is pending (if cleared, = 0).
26	FLTII	Floating-Point Invalid Operation Interrupt. Indicates if a FLTII is latched and pending (if set, = 1), or no FLTII is pending (if cleared, = 0).
27	EMULI	Emulator (Lower Priority) Interrupt. Indicates if an EMULI is latched and pending (if set, = 1), or no EMULI is pending (if cleared, = 0). An EMULI occurs on reset and when an external device asserts the $\overline{\text{EMU}}$ pin. This interrupt has a lower priority than EMULI, but higher priority than software interrupts.
28	SFT0I	User Software Interrupt 0. Indicates if a SFT0I is latched and pending (if set, = 1), or no SFT0I is pending (if cleared, = 0). An SFT0I occurs when a program sets (= 1) this bit.

Interrupt Registers

Table B-4. Interrupt Latch (IRPTL) Register Bit Descriptions (Cont'd)

Bit	Name	Description
29	SFT1I	User Software Interrupt 1. Indicates if a SFT1I is latched and pending (if set, = 1), or no SFT1I is pending (if cleared, = 0). For details, see SFT0I bit description.
30	SFT2I	User Software Interrupt 2. Indicates if a SFT2I is latched and pending (if set, = 1), or no SFT2I is pending (if cleared, = 0). For details, see SFT0I bit description.
31	SFT3I	User Software Interrupt 3. Indicates if a SFT3I is latched and pending (if set, = 1), or no SFT3I is pending (if cleared, = 0). For details, see SFT0I bit description.

Interrupt Mask Register (IMASK)

The IMASK register is a non-memory-mapped, universal, system register (*Ureg* and *Sreg*). The reset value for this register is 0x0000 0003. Each bit in the IMASK register corresponds to a bit with the same name in the IRPTL registers. The bits in the IMASK register unmask (enable if set, = 1), or mask (disable if cleared, = 0) the interrupts that are latched in the IRPTL register. Except for the $\overline{\text{RSTI}}$ and EMUI bits, all interrupts are maskable.

When the IMASK register masks an interrupt, the masking disables the processor's response to the interrupt. The IRPTL register still latches an interrupt even when masked, and the processor responds to that latched interrupt if it is later unmasked. [Table B-5](#), [Figure B-3](#), and [Figure B-4](#) provide bit definitions for the IMASK register.

Table B-5. IMASK Register Bit Descriptions

Bit	Name	Definition
0	EMUI	Emulator Interrupt. This bit is set to 1 (unmasked). An EMUI occurs on reset and when an external device asserts the $\overline{\text{EMU}}$ pin.
1	RSTI	Reset Interrupt. This bit is set to 1 (unmasked). An RSTI occurs on reset as an external device asserts the $\overline{\text{RESET}}$ pin.

Table B-5. IMASK Register Bit Descriptions (Cont'd)

Bit	Name	Definition
2	IICDI	Illegal Input Condition Detected Interrupt. Unmasks the IICDI interrupt (if set, = 1), or masks the IICDI interrupt (if cleared, = 0). An IICDI occurs when a TRUE results from the logical ORing of the illegal I/O processor register access (IIRA) and unaligned 64-bit memory access bits in the STKYx registers.
3	SOVFI	Stack Overflow/Full Interrupt. Unmasks the SOVFI interrupt (if set, = 1), or masks the SOVFI interrupt (if cleared, = 0). An SOVFI occurs when a stack in the program sequencer overflows or is full.
4	TMZHI	Timer Expired High Priority. Unmasks the TMZHI interrupt (if set, = 1), or masks the TMZHI interrupt (if cleared, = 0). A TMZHI occurs when the timer decrements to zero. Note that this event also triggers a TMZLI. The timer operations are controlled as follows: - The TCOUNT register contains the timer counter. The timer decrements the TCOUNT register each clock cycle. - The TPERIOD value specifies the frequency of timer interrupts. The number of cycles between interrupts is TPERIOD + 1. The maximum value of TPERIOD is $2^{32} - 1$. - The TIMEN bit in the MODE2 register starts and stops the timer. Since the timer expired event (TCOUNT decrements to zero) generates two interrupts, TMZHI and TMZLI, programs should unmask the timer interrupt with the desired priority and leave the other one masked.
5	Reserved	
6	BKPI	Hardware Breakpoint Interrupt. Unmasks the BKPI interrupt (if set, = 1), or masks the BKPI interrupt (if cleared, = 0).
7	Reserved	
8	$\overline{\text{IRQ2I}}$	$\overline{\text{IRQ2}}$ Hardware Interrupt. Unmasks the $\overline{\text{IRQ2I}}$ interrupt (if set, = 1), or masks the $\overline{\text{IRQ2I}}$ interrupt (if cleared, = 0). An $\overline{\text{IRQ2I}}$ occurs when an external device asserts the FLAG2 pin configured as $\overline{\text{IRQ2}}$.
9	$\overline{\text{IRQ1I}}$	$\overline{\text{IRQ1}}$ Hardware Interrupt. Unmasks the $\overline{\text{IRQ1I}}$ interrupt (if set, = 1), or masks the $\overline{\text{IRQ1I}}$ interrupt (if cleared, = 0). An $\overline{\text{IRQ1I}}$ occurs when an external device asserts the FLAG1 pin configured as $\overline{\text{IRQ1}}$.
10	$\overline{\text{IRQ0I}}$	$\overline{\text{IRQ0}}$ Hardware Interrupt. Unmasks the $\overline{\text{IRQ0I}}$ interrupt (if set, = 1), or masks the $\overline{\text{IRQ0I}}$ interrupt (if cleared, = 0). An $\overline{\text{IRQ0I}}$ occurs when an external device asserts the FLAG0 pin configured as $\overline{\text{IRQ0}}$.

Interrupt Registers

Table B-5. IMASK Register Bit Descriptions (Cont'd)

Bit	Name	Definition
11	DAIHI	DAI High Priority Interrupt. Unmasks the DAIHI interrupt (if set, = 1), or masks the DAIHI interrupt (if cleared, = 0). This is the higher priority option.
12	SPIHI	SPI Transmit or Receive High Priority Interrupt. Unmasks the SPIHI interrupt (if set, = 1), or masks the SPIHI interrupt (if cleared, = 0). This is the higher priority option.
13	GPTMR0I	General-purpose IOP Timer 0 Interrupt. Unmasks the GPTMR0I interrupt (if set, = 1), or masks the GPTMR0I interrupt (if cleared, = 0).
14	SP1I	SPORT 1 Interrupt. Unmasks the SP1I interrupt (if set, = 1), or masks the SP1I interrupt (if cleared, = 0). An SP1I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP1A/TXSP1A, or RXSP1B/TXSP1B.
15	SP3I	SPORT 3 Interrupt. Unmasks the SP3I interrupt (if set, = 1), or masks the SP3I interrupt (if cleared, = 0). An SP3I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP3A/TXSP3A, or RXSP3B/TXSP3B.
16	SP5I	SPORT 5 Interrupt. Unmasks the SP5I interrupt (if set, = 1), or masks the SP5I interrupt (if cleared, = 0). An SP5I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP5A/TXSP5A, or RXSP5B/TXSP5B.
17	Reserved	
18	P15I	Programmable Interrupt 15 (Memory-to-memory DMA interrupt).
19	Reserved	
20	CB7I	DAG1 Circular Buffer 7 Overflow Interrupt. Unmasks the CB7I interrupt (if set, = 1), or masks the CB7I interrupt (if cleared, = 0). A circular buffer overflow occurs when the DAG circular buffering operation increments the I register past the end of the buffer.
21	CB15I	DAG2 Circular Buffer 15 Overflow Interrupt. Unmasks the CB15I interrupt (if set, = 1), or masks the CB15I interrupt (if cleared, = 0). A circular buffer overflow occurs when the DAG circular buffering operation increments the I register past the end of the buffer.

Table B-5. IMASK Register Bit Descriptions (Cont'd)

Bit	Name	Definition
22	TMZLI	Timer Expired (Low Priority) Interrupt. Unmasks the TMZLI interrupt (if set, = 1), or masks the TMZLI interrupt (if cleared, = 0).
23	FIXI	Fixed-Point Overflow Interrupt. Unmasks the FIXI interrupt (if set, = 1), or masks the FIXI interrupt (if cleared, = 0).
24	FLTOI	Floating-Point Overflow Interrupt. Unmasks the FLTOI interrupt (if set, = 1), or masks the FLTOI interrupt (if cleared, = 0).
25	FLTUI	Floating-Point Underflow Interrupt. Unmasks the FLTUI interrupt (if set, = 1), or masks the FLTUI interrupt (if cleared, = 0).
26	FLTII	Floating-Point Invalid Operation Interrupt. Unmasks the FLTII interrupt (if set, = 1), or masks the FLTII interrupt (if cleared, = 0).
27	EMULI	Emulator (Lower Priority) Interrupt. Unmasks the EMULI interrupt (if set, = 1), or masks the EMULI interrupt (if cleared, = 0). An EMULI occurs on reset and when an external device asserts the $\overline{\text{EMU}}$ pin. This interrupt has a lower priority than EMUI, but higher priority than software interrupts.
28	SFT0I	User Software Interrupt 0. Unmasks the SFT0I interrupt (if set, = 1), or masks the SFT0I interrupt (if cleared, = 0). An SFT0I occurs when a program sets (= 1) this bit.
29	SFT1I	User Software Interrupt 1. Unmasks the SFT1I interrupt (if set, = 1), or masks the SFT1I interrupt (if cleared, = 0).
30	SFT2I	User Software Interrupt 2. Unmasks the SFT2I interrupt (if set, = 1), or masks the SFT2I interrupt (if cleared, = 0).
31	SFT3I	User Software Interrupt 3. Unmasks the SFT3I interrupt (if set, = 1), or masks the SFT3I interrupt (if cleared, = 0).

Interrupt Mask Pointer Register (IMASKP)

The IMASKP register is a non-memory-mapped, universal, system register (*Ureg* and *Sreg*). The reset value for this register is 0x0000 0000. Each bit in the IMASKP register corresponds to a bit with the same name in the IRPTL registers. The IMASKP register field descriptions are shown in [Figure B-3](#) and [Figure B-4](#), and described in [Table B-5](#).

Interrupt Registers

This register supports an interrupt nesting scheme that lets higher priority events interrupt an ISR and keeps lower priority events from interrupting.

When interrupt nesting is enabled, the bits in the `IMASKP` register mask interrupts that have a lower priority than the interrupt that is currently being serviced. Other bits in this register unmask interrupts having higher priority than the interrupt that is currently being serviced. Interrupt nesting is enabled using `NESTM` in the `MODE1` register. The `IRPTL` register latches a lower priority interrupt even when masked, and the processor responds to that latched interrupt if it is later unmasked.

When interrupt nesting is disabled (`NESTM = 0` in the `MODE1` register), the bits in the `IMASKP` register mask all interrupts while an interrupt is currently being serviced. The `IRPTL` register still latches these interrupts even when masked, and the processor responds to the highest priority latched interrupt after servicing the current interrupt.

Table B-6. `IMASKP` Register Bit Descriptions

Bits	Name	Definition
0	EMUI	Emulator Interrupt. When the processor is servicing another interrupt, indicates if the EMUI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An EMUI occurs on reset and when an external device asserts the <code>EMU</code> pin.
1	RSTI	Reset Interrupt. When the processor is servicing another interrupt, indicates if the RSTI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An RSTI occurs on reset as an external device asserts the <code>RESET</code> pin.
2	IICDI	Illegal Input Condition Detected Interrupt. When the processor is servicing another interrupt, indicates if the IICDI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An IICDI occurs when a <code>TRUE</code> results from the logical ORing of the illegal I/O processor register access (IIRA) and unaligned 64-bit memory access bits in the <code>STKYx</code> registers.
3	SOVFI	Stack Overflow/Full Interrupt. When the processor is servicing another interrupt, indicates if the SOVFI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). A SOVFI occurs when a stack in the program sequencer overflows or is full.

Table B-6. IMASKP Register Bit Descriptions (Cont'd)

Bits	Name	Definition
4	TMZHI	Timer Expired High Priority. When the processor is servicing another interrupt, indicates if the TMZHI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). A TMZHI occurs when the timer decrements to zero. Note that this event also triggers a TMZLI. Timer operations are controlled as follows: • The TCOUNT register contains the timer counter. The timer decrements the TCOUNT register each clock cycle. • The TPERIOD value specifies the frequency of timer interrupts. The number of cycles between interrupts is TPERIOD + 1. The maximum value of TPERIOD is $2^{32} - 1$. • The TIMEN bit in the MODE2 register starts and stops the timer. Since the timer expired event (TCOUNT decrements to zero) generates two interrupts, TMZHI and TMZLI, programs should unmask the timer interrupt with the desired priority and leave the other one masked.
5	Reserved	
6	BKPI	Hardware Breakpoint Interrupt. When the processor is servicing another interrupt, indicates if the BKPI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
7	Reserved	
8	$\overline{\text{IRQ2I}}$	$\overline{\text{IRQ2}}$ Hardware Interrupt. When the processor is servicing another interrupt, indicates if the $\overline{\text{IRQ2I}}$ interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An $\overline{\text{IRQ2I}}$ occurs when an external device asserts the FLAG2 pin configured as $\overline{\text{IRQ2}}$.
9	$\overline{\text{IRQ1I}}$	$\overline{\text{IRQ1}}$ Hardware Interrupt. When the processor is servicing another interrupt, indicates if the $\overline{\text{IRQ1I}}$ interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An $\overline{\text{IRQ1I}}$ occurs when an external device asserts the FLAG1 pin configured as $\overline{\text{IRQ1}}$.
10	$\overline{\text{IRQ0I}}$	$\overline{\text{IRQ0}}$ Hardware Interrupt. When the processor is servicing another interrupt, indicates if the $\overline{\text{IRQ0I}}$ interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An $\overline{\text{IRQ0I}}$ occurs when an external device asserts the FLAG0 pin configured as $\overline{\text{IRQ0}}$.
11	DAIHI	DAI High Priority Interrupt. When the processor is servicing another interrupt, indicates if the DAIHI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). This is the higher priority option.

Interrupt Registers

Table B-6. IMASKP Register Bit Descriptions (Cont'd)

Bits	Name	Definition
12	SPIHI	SPI Transmit or Receive High Priority Interrupt. When the processor is servicing another interrupt, indicates if the SPIHI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). This is the higher priority option.
13	GPTMR0I	General-purpose IOP Timer 0 Interrupt. When the processor is servicing another interrupt, indicates if the GPTMR0I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
14	SP1I	SPOINT 1 Interrupt. When the processor is servicing another interrupt, indicates if the SP1I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An SP1I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP1A/TXSP1A, or RXSP1B/TXSP1B.
15	SP3I	SPOINT 3 Interrupt. When the processor is servicing another interrupt, indicates if the SP3I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An SP3I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP3A/TXSP3A, or RXSP3B/TXSP3B.
16	SP5I	SPOINT 5 Interrupt. When the processor is servicing another interrupt, indicates if the SP5I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An SP5I interrupt occurs two cycles after the last bit of an input/output serial word is latched into/from RXSP5A/TXSP5A, RXSP5B/TXSP5B.
17	Reserved	
18	P15I	Programmable Interrupt 15 (Memory-to-memory DMA interrupt).
19	Reserved	
20	CB7I	DAG1 Circular Buffer 7 Overflow Interrupt. When the processor is servicing another interrupt, indicates if the CB7I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). A circular buffer overflow occurs when the DAG circular buffering operation increments the I register past the end of the buffer.

Table B-6. IMASKP Register Bit Descriptions (Cont'd)

Bits	Name	Definition
21	CB15I	DAG2 Circular Buffer 15 Overflow Interrupt. When the processor is servicing another interrupt, indicates if the CB15I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). A circular buffer overflow occurs when the DAG circular buffering operation increments the I register past the end of the buffer.
22	TMZLI	Timer Expired (Low Priority) Interrupt. When the processor is servicing another interrupt, indicates if the TMZLI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). For more information, see “TMZHI” on page B-15.
23	FIXI	Fixed-Point Overflow Interrupt. When the processor is servicing another interrupt, indicates if the FIXI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
24	FLTOI	Floating-Point Overflow Interrupt. When the processor is servicing another interrupt, indicates if the FLTOI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
25	FLTUI	Floating-Point Underflow Interrupt. When the processor is servicing another interrupt, indicates if the FLTUI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
26	FLTII	Floating-Point Invalid Operation Interrupt. When the processor is servicing another interrupt, indicates if the FLTII interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
27	EMULI	Emulator (Lower Priority) Interrupt. When the processor is servicing another interrupt, indicates if the EMULI interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An EMULI occurs on reset and when an external device asserts the EMU pin. This interrupt has a lower priority than EMUI, but higher priority than software interrupts.
28	SFT0I	User Software Interrupt 0. When the processor is servicing another interrupt, indicates if the SFT0I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0). An SFT0I occurs when a program sets (= 1) this bit.
29	SFT1I	User Software Interrupt 1. When the processor is servicing another interrupt, indicates if the SFT1I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).

Interrupt Registers

Table B-6. IMASKP Register Bit Descriptions (Cont'd)

Bits	Name	Definition
30	SFT2I	User Software Interrupt 2. When the processor is servicing another interrupt, indicates if the SFT2I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).
31	SFT3I	User Software Interrupt 3. When the processor is servicing another interrupt, indicates if the SFT3I interrupt is unmasked (if set, = 1), or masked (if cleared, = 0).

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