

# AMD-8132™ HyperTransport™ PCI-X® 2.0 Tunnel Product Summary

## Overview

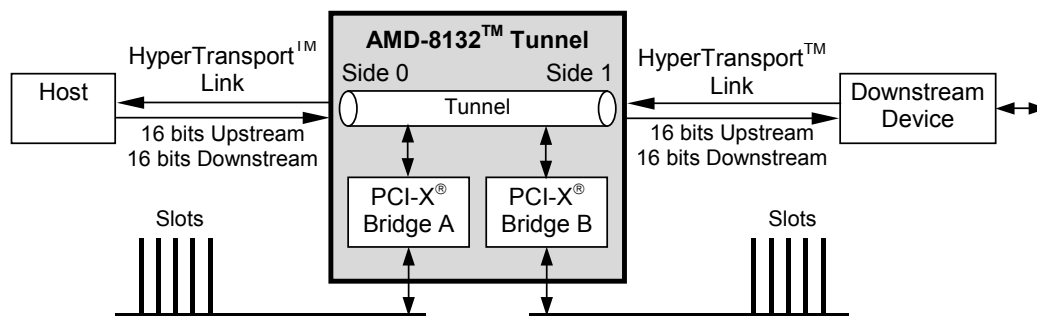
The AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel developed by AMD provides two PCI-X bridges supporting DDR transfer rates. The AMD-8132 tunnel is compliant with *HyperTransport™ I/O Link Specification, Rev 2.0* including errata up to specification Rev 1.05c. The package is a 31 x 31 millimeter, 829 ball, flip-chip organic BGA. The core is 1.2 volts. Power dissipation is 8 watts.

### HyperTransport™ Features:

- HyperTransport tunnel with side 0 16-bit input/16-bit output and side 1 16-bit input/16-bit output.
- Either side can connect to the host or to a downstream HyperTransport technology compliant device.
- Each side supports HyperTransport technology-defined reduced bit widths: 8-bit, 4-bit, and 2-bit.
- Each side supports transfer rates of 2000, 1600, 1200, 1000, 800, and 400 mega-bits per second per wire.
- Maximum bandwidth is 8 gigabytes per second across each side (half upstream and half downstream).
- Independent transfer rate for each side and each direction.
- Independent bit width selection for each side and each direction.
- Link disconnect protocol support.
- HyperTransport interrupt control support.
- 64-bit address support.

### PCI-X® Features:

- Two PCI-X bridges: bridge A and bridge B.
  - Each bridge supports a 64-bit data bus.
  - Each bridge supports operational Modes 1 and 2 of PCI-X and conventional PCI protocol.
  - In PCI-X Mode 2, bridges support transfer rates of 266 and 200 MHz.
  - In PCI-X Mode 1, bridges support transfer rates of 133, 100, 66, and 50 MHz.
  - In PCI mode, bridges support transfer rates of 66, 50, 33, and 25 MHz.
  - Independent transfer rates and operational modes for each bridge.
  - Each bridge includes support for up to 5 PCI masters with clock, request, and grant signals.
  - Each bridge includes a HyperTransport™ technology compliant interrupt controller. Legacy interrupt controller and IOAPIC modes are also supported.
  - Each bridge can receive PCI device interrupts via INTA/B/C/D pins or via MSI/MSI-X transactions.
  - SHPC-compliant hot-plug controller and support.
- PCI-X Mode 2, 1.5 V link signaling. PCI-X Mode 1, 3.3 V link signaling. PCI, 3.3 V link signaling.



Example system block diagram.

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# Table of Contents

---

<b>Revision History</b> .....	<b>11</b>
<b>Preface</b> .....	<b>13</b>
References and Resources .....	13
Conventions .....	13
Acronyms and Terms .....	14
<b>Chapter 1 Functional Operation</b> .....	<b>17</b>
1.1 Overview .....	17
1.2 Tunnel Links .....	19
1.2.1 Link Frequency .....	19
1.2.2 Link Width .....	20
1.2.3 Link Behavior .....	20
1.2.4 Link PHY and Compensation .....	20
1.3 PCI-X® 2.0 Bridges .....	20
1.3.1 Arbiters .....	21
1.3.1.1 Internal Arbiters .....	21
1.3.1.2 External Arbiters .....	21
1.3.2 Interrupts .....	21
1.3.2.1 Interrupt Discovery and Configuration .....	22
1.3.2.2 SHPC_INTR and Fatal/Nonfatal Interrupts .....	24
1.3.2.3 Message Signalled Interrupts (MSI/MSI-X) .....	24
1.3.2.4 INTx Virtual Wire Messages .....	25
1.3.3 Write Chaining .....	25
1.3.4 Prefetching In Conventional PCI Mode .....	25
1.3.5 HyperTransport™ Requests Claimed by the Bridges .....	27
1.3.6 Transaction Considerations .....	28
1.3.6.1 General .....	28
1.3.6.2 Pullups on Upper PCI Bus .....	28
1.3.6.3 Upstream Transactions .....	28
1.3.6.4 Downstream Transactions .....	29
1.3.7 Hot-Plug .....	30
1.3.7.1 Multi-Slot Hot-Plug .....	32
1.3.7.2 Single-Slot Hot-Plug .....	35
1.3.7.3 TPS2340A Hot-Plug Power Controller .....	38
1.3.7.3.1 TPS2340A Serial Interface .....	38
1.3.7.3.2 TPS2340A Serial Data: Power Controllers to Tunnel .....	39

1.3.7.3.3	TPS2340A Serial Data: Tunnel to Power Controllers	39
1.3.7.3.4	TPS2340A SHPC Interrupts, Events, And Errors	39
1.3.7.4	TPS2342 Hot-Plug Power Controller	40
1.3.7.4.1	TPS2342 Serial Interface	40
1.3.7.4.2	TPS2342 Serial Data: Power Controllers to Tunnel	41
1.3.7.4.3	TPS2342 Serial Data: Tunnel to Power Controllers	41
1.3.7.4.4	TPS2342 SHPC Interrupts, Events, And Errors	41
1.3.8	PCI-X 2.0 PHY Compensation Update	42
<b>Chapter 2</b>	<b>Signal Descriptions</b>	<b>43</b>
2.1	HyperTransport Link Signals	44
2.2	PCI-X and Hot-Plug Controller Signals	45
2.3	Miscellaneous Signals	51
2.3.1	JTAG Signals	52
2.4	Power and Ground	53
2.5	Straps During Initialization	53
2.6	Pins With Alternate Functions	54
2.7	AMD-8132™ Tunnel Configurations: Their Effect on Alternate Functions	57
2.7.1	Internal Arbiter	57
2.7.1.1	Single Slot: Mode 2	57
2.7.1.2	Multiple Slots: Mode 1 ECC	59
2.7.1.3	Multiple Slots: Mode1 Without ECC	61
2.7.2	External Arbiter	62
2.7.2.1	Single Slot	62
2.7.2.2	Multiple Slots: Mode 1	63
<b>Chapter 3</b>	<b>Registers</b>	<b>65</b>
3.1	Register Overview	65
3.1.1	Configuration Space	65
3.1.2	Register Naming and Description Conventions	66
3.2	PCI-X Bridge Configuration Registers	70
PCI-X Bridge Vendor and Device ID	70	
PCI-X Bridge Status and Command	70	
PCI-X Bridge Revision and Class Code	72	
PCI-X Bridge BIST-Header-Latency-Cache	72	
PCI-X SHPC Base Address Low	72	
PCI-X SHPC Base Address High	73	
PCI-X Bridge Bus Numbers and Secondary Latency	73	
PCI-X Bridge Memory Base/Limit, I/O Base/Limit, and Secondary Status	73	
PCI-X Bridge Capabilities Pointer	77	

PCI-X Bridge Interrupt and Bridge Control	77
PCI-X Miscellaneous	79
PCI-X Scratch	83
PCI-X Misc II and Pins Latched at Rising Edge of PWROK	83
Prefetch Control	86
PCI-X Secondary Status	89
PCI-X Bridge Status	90
PCI-X Upstream Split Transaction	91
PCI-X Downstream Split Transaction	91
PCI-X ECC Control and Status	92
PCI-X ECC First Address	95
PCI-X ECC Second Address	95
PCI-X ECC Attribute	96
Misc Bridge Errors	96
Misc Error Enables	98
SHPC Capabilities	99
SHPC Data	99
Power Management Capabilities	100
Power Management Status and Control	101
Extended Configuration Address Range	102
Interrupt Discovery and Configuration	102
HyperTransport Revision ID Capability Block	103
Link Command	104
Link Configuration and Control	105
Link Revision, Errors, and Frequency Capability 0	107
Feature, Link Errors, and Frequency Capability 1	107
Error Handling and Link Enumeration	108
Link Non-Prefetchable Memory Space Extension	109
Tunnel Control	110
Clock Control	112
MSI Mapping Capability Block Header	113
MSI Mapping Capability Block Lower Address	113
MSI Mapping Capability Block Upper Address	113
3.3 PCI-X IOAPIC Configuration Registers	113
IOAPIC Vendor and Device ID	114

	IOAPIC Status and Command	114
	IOAPIC Revision and Class Code	115
	IOAPIC Device BIST-Header-Latency-Cache	115
	IOAPIC Base Address Low	115
	IOAPIC Base Address High	116
	IOAPIC Device Subsystem ID and Subsystem Vendor ID	116
	Pointer to Capabilities Block	116
	IOAPIC Control	116
	HyperTransport Revision Capabilities Block	117
3.4	PHY Compensation Control	118
	PCI-X PHY Compensation Control	118
	Link PHY Compensation Control	121
3.5	Performance Counters	125
	Performance Counters and Control	125
3.6	IOAPIC Register Space	131
3.7	SHPC Working Registers	134
	SHPC Base Offset	134
	SHPC Slots Available I	134
	SHPC Slots Available II	135
	SHPC Slot Configuration	135
	SHPC Secondary Bus Configuration	136
	SHPC Command and Status	136
	SHPC Interrupt Locator	139
	SHPC SERR Locator	140
	SHPC SERR-INT	140
	SHPC Logical Slot	141
<b>Chapter 4</b>	<b>Clocks and Reset</b>	<b>143</b>
4.1	Clocking	143
	4.1.1 Systemboard Requirements	143
	4.1.2 Clock Gating	144
4.2	Reset and Initialization	145
	4.2.1 HyperTransport Reset And Initialization	145
	4.2.1.1 LDTREQ_L	145
	4.2.1.2 LDTSTOP_L Link Re-Connect Sequence	145
	4.2.2 PCI/PCI-X Reset	146
	4.2.3 Non-Hot-Plug Initialization	146

4.2.4	Hot-Plug Initialization	148
<b>Chapter 5</b>	<b>Error Conditions and Handling</b>	<b>149</b>
5.1	HyperTransport Interface Errors	149
5.1.1	Sync Flood	149
5.1.2	CRC Errors	149
5.1.3	Protocol Errors	149
5.1.4	Receive Buffer Overflow Errors	150
5.1.5	End of Chain (EOC) Errors	150
5.1.6	Atomic Read-Modify-Write Requests	150
5.1.7	Illegal Configuration and I/O Accesses	150
5.1.8	Posted Write Data Errors	151
5.1.9	Response Match Errors	151
5.1.10	Error Responses	151
5.1.10.1	Master Aborts	151
5.1.10.2	Target Aborts	152
5.1.10.3	Data Errors	152
5.2	PCI/PCI-X Interface Errors	152
5.2.1	SERR_L Assertion	152
5.2.2	Addressing Errors	153
5.2.2.1	Address/Byte Enable Mismatch	153
5.2.2.2	Bursts Across Address Range Boundaries	153
5.2.3	PERR_L Assertion	153
5.2.3.1	PERR_L Assertion on Posted Write Data	153
5.2.3.2	PERR_L Assertion on Nonposted Write Data	154
5.2.3.3	PERR_L Assertion on Read or Split Completion Data	154
5.2.4	Parity/ECC Errors	154
5.2.4.1	Address/Attribute Phase Uncorrectable Errors	154
5.2.4.2	Posted Write Data Phase Uncorrectable Errors	155
5.2.4.3	Nonposted Write Data Phase Uncorrectable Errors	155
5.2.4.4	Read Data Phase Uncorrectable Errors	155
5.2.4.5	Split Completion Message Data Phase Uncorrectable Errors	155
5.2.5	End of Chain Errors	156
5.2.6	PCI Discard Timeouts	156
5.2.7	Master Aborts	156
5.2.8	Target Aborts	157
5.2.9	Split Completion Error Messages	157
5.2.10	Unexpected Split Completions	158
5.2.11	PCI/PCI-X Busy Time Out	158
5.3	AMD-8132 Tunnel Error Signaling Methods	159

5.3.1	HyperTransport Interface .....	159
5.3.1.1	Sync Flood .....	159
5.3.1.2	Posted Write Data Errors .....	159
5.3.1.3	Error Responses .....	159
5.3.2	Fatal/Nonfatal Interrupts .....	159
5.3.3	PCI/PCI-X Interface .....	160
5.3.3.1	PERR# Assertion .....	160
5.3.3.2	Target Aborts .....	160
5.3.3.3	Split Completion Error Messages .....	160
5.3.3.4	Data Poisoning .....	160
<b>Chapter 6</b>	<b>Test .....</b>	<b>161</b>
6.1	Power-Down Mode .....	161
6.2	JTAG .....	161
<b>Chapter 7</b>	<b>Electrical Data .....</b>	<b>163</b>
7.1	Power Requirements .....	163
7.1.1	Absolute Ratings .....	163
7.1.2	Operating Ranges .....	163
7.1.3	Current and Power Consumption .....	164
7.1.4	Power Plane Sequencing .....	164
7.2	Input Requirements for REFCLK_[H,L] .....	167
7.2.1	REFCLK_[H,L]: DC Requirements .....	167
7.2.2	REFCLK_[H,L]: AC Requirements .....	168
7.2.3	Differential Clock Test Load .....	168
7.3	3.3 Volt Signals .....	170
7.3.1	DC Characteristics: Signals on V33 Power Plane .....	170
7.3.2	AC Input Requirements: Signals on V33 Power Plane .....	170
7.4	Input Requirements for PCIXCAP .....	170
7.4.1	DC Input Requirements: PCIXCAP .....	170
7.4.2	AC Input Requirements: PCIXCAP .....	171
7.5	HyperTransport Signal Characteristics .....	171
7.6	PCI and PCI-X Signal Characteristics .....	171
<b>Chapter 8</b>	<b>Package and Pin Designations .....</b>	<b>173</b>
8.1	Package Specification .....	194
<b>Appendix A</b>	<b>Ordering Part Number .....</b>	<b>195</b>



## List of Figures

---

Figure 1.	AMD-8132™ Tunnel: Block Diagram .....	18
Figure 2.	Link Buffer Diagram .....	19
Figure 3.	AMD-8132 Tunnel Interrupt Routing.....	22
Figure 4.	System Diagram: Multiple Hot-Plug Slots on a Bridge .....	32
Figure 5.	System Diagram: PME_L Signals .....	33
Figure 6.	System Diagram: M66EN Signals With TPS2340A .....	34
Figure 7.	System Diagram: M66EN Signals With TPS2342. ....	34
Figure 8.	Multi-Slot Hot-Plug Enable/Disable Sequence .....	35
Figure 9.	System Diagram: Single-Slot Hot-Plug for TPS2340A .....	36
Figure 10.	System Diagram: Single-Slot Hot-Plug for TPS2342 .....	36
Figure 11.	Single-Slot Hot-Plug Enable/Disable Sequence .....	37
Figure 12.	Single-Slot Hot-Plug M66EN Connections: TPS2340A .....	38
Figure 13.	Single-Slot Hot-Plug M66EN Connections: TPS2342 .....	38
Figure 14.	TPS2340A Hot-Plug Serial Interface Connections .....	39
Figure 15.	TPS2342 Hot-Plug Serial Interface Connections: Single Slot .....	40
Figure 16.	TPS2342 Hot-Plug Serial Interface Connections: Multi-Slot .....	41
Figure 17.	Example Capability Block Chain: Device A. ....	65
Figure 18.	Configuration Space. ....	66
Figure 19.	Systemboard Clocking .....	144
Figure 20.	Example Sequence for A Not Mode 2 Capable System .....	166
Figure 21.	Example Sequence for A Mode 2 Capable System .....	167
Figure 22.	Differential Test Load .....	169
Figure 23.	Single-Ended Measurement Definitions .....	169
Figure 24.	AMD-8132 Tunnel: Ball Designations.....	173
Figure 25.	Package Mechanical Drawing. ....	194

## List of Tables

---

Table 1.	MSI/MSI-X Mapping: PCI to HyperTransport™	24
Table 2.	Signal Isolation Groups	32
Table 3.	Register Naming Conventions	66
Table 4.	Memory Mapped Address Spaces	67
Table 5.	Register Attributes	67
Table 6.	AMD-8132™ Tunnel Registers and Register Addresses	68
Table 7.	SHPC Command Codes	138
Table 8.	Mode 1 Bus Speed Encodings	138
Table 9.	Mode 2 Bus Speed Encodings	138
Table 10.	Non-Hot-Plug Operational Modes and Selects	146
Table 11.	TMODE[2:0] Encodings	161
Table 12.	Absolute Maximum Ratings	163
Table 13.	Temperature	163
Table 14.	Operating Ranges	163
Table 15.	DC Current and Power Consumption	164
Table 16.	REFCLK_[H,L] DC Requirements	167
Table 17.	REFCLK_[H,L] AC Requirements	168
Table 18.	V33: DC Signal Characteristics	170
Table 19.	V33: AC Input Requirements	170
Table 20.	PCIXCAP: DC Input Requirements	170
Table 21.	PCIXCAP: AC Input Requirements	171
Table 22.	Signals Sorted by Location A - C	174
Table 23.	Signals Sorted by Location D - F	175
Table 24.	Signals Sorted by Location G - J	176
Table 25.	Signals Sorted by Location K - M	177
Table 26.	Signals Sorted by Location N - R	178
Table 27.	Signals Sorted by Location T - V	179
Table 28.	Signals Sorted by Location W - AA	180
Table 29.	Signals Sorted by Location AB - AD	181
Table 30.	Signals Sorted by Location AE - AG	182
Table 31.	Signals Sorted by Location AH - AJ	183
Table 32.	Signals Sorted by Name A_A - A_M	184
Table 33.	Signals Sorted by Name A_P - B_A	185
Table 34.	Signals Sorted by Name B_C - L0_CADIN	186
Table 35.	Signals Sorted by Name L0_CADOUT - L1_CADIN	187
Table 36.	Signals Sorted by Name L1_CADOUT - V33	188
Table 37.	Signals Sorted by Name VDD - VDD	189
Table 38.	Signals Sorted by Name VDD - VIOA	190
Table 39.	Signals Sorted by Name VIOB - VSS	191
Table 40.	Signals Sorted by Name VSS - VSS	192
Table 41.	Signals Sorted by Name VSS - VSS	193

## Revision History

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Rev	Date	Description
3.07	07/2005	Fourth public release Updated default register values in Chapter 3 to include revision B2 silicon. Bx indicates that a value is used for revision B1 and revision B2. Updates since Revision 3.00 are marked with revision bars.
3.05	06/2005	Third public release. Updated the OPN on page 195.
3.02	04/2005	Second public release. Updates since Revision 3.00 are marked with revision bars.
3.0	03/2005	Initial public release.



# Preface

---

This manual provides the technical specifications for the AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel. Users of this document are expected to be familiar with current revs of the HyperTransport™ I/O link, PCI, and PCI-X protocols.

## References and Resources

*HyperTransport™ I/O Link Specification, Rev 2.0*

*PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a*

*PCI-X Electrical and Mechanical Addendum to the PCI Local Bus Specification, Rev 2.0a*

*PCI Local Bus Specification, Rev 2.3*

*PCI Hot-Plug Specification, Rev 1.1*

*PCI Bus Power Management Interface Specification, Rev 1.1*

*PCI-to-PCI Bridge Architecture Specification, Rev 1.2*

*PCI Standard Hot-Plug Controller and Subsystem Specification, Rev 1.0*

*TPS2340A Dual-Slot PCI Hot-Plug Power Controller Product Data*

*82093AA I/O Advanced Programmable Interrupt Controller (IOAPIC) Product Data*

## Conventions

- HyperTransport, HyperTransport™ technology, and HyperTransport™ all refer to the same technology (formerly LDT).
- For any signal, the suffix `_L` indicates it is an active low.
- [B,A] in the signal name refers to the B and A PCI bridges or buses.
- [1,0] in the signal name refers to sides 1 and 0 of the tunnel.
- [H,L] are the signals associated with the positive and negative sides of differential pairs.
- Configuration register sets are provided for each logical bridge. Configuration register locations are referenced with mnemonics that take the form of `Dev[A|B]:[7:0]x[FF:0]` where the first bracket contains the bridge, the second bracket contains the function number, and the last bracket contains the offset.

## Acronyms and Terms

Acronym/Term	Description
ADQ	A 128-byte aligned data quantum as defined by the PCI-X specification, rev 2.0a.
Cell	32 bits of CAD aligned to a 32-bit boundary in the HyperTransport™ protocol with associated CTL bit.
CFF	Clock Forwarding FIFO.
DDR	In the case of PCI-X® Mode 2, this data transfer rate is two times the common clock.
DEST	Destination.
DM	Interrupt destination mode.
DS	Downstream, away from the host bridge. Also Delivery Status.
DW	32 bits.
GCM	Link interface cycle manager.
IM	Interrupt Mask.
IOAPIC	I/O Advanced Programmable Interrupt Controller.
IRR	Interrupt Request Register.
IV	Interrupt Vector.
LI	AMD-8132™ tunnel HyperTransport™ interface. This interface is the data/command transfer mechanism between the links and the bridges.
LR[0,1]	Link receive module.
LT[0,1]	Link transmit module.
Link	Connection between two HyperTransport™ devices.
MT	Interrupt message type.
PD	Pulldown.
PHY	The physical interface layer of the AMD-8132™ tunnel.
POL	Polarity.
PU	Pullup.
RDR	Interrupt redirection register.
SDR	Single Data Rate. This data transfer rate is one time the common clock.
SHPC	Standard Hot-Plug Controller
TM	Interrupt trigger mode.

<b>Acronym/Term</b>	<b>Description</b>
TPS*	Combinatorial reference indicating both the TPS2340A and TPS2342 Texas Instruments hot-plug controllers.
US	Upstream, toward the host bridge.





# Chapter 1 Functional Operation

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## 1.1 Overview

The AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel provides interfaces to HyperTransport and to PCI-X.

The AMD-8132 tunnel contains a HyperTransport tunnel as defined in the *HyperTransport™ IO Link Specification, Rev. 2.0*. This tunnel consists of two HyperTransport interfaces: side 0 and side 1.

HyperTransport packets can be passed through from one interface to the other (tunneled), or they can be accepted and responded to by this device.

The AMD-8132 tunnel contains two HyperTransport-to-PCI-X bridges as defined in the *HyperTransport™ Link Specification, Rev. 2.0*; *PCI Local Bus Specification, Rev 2.3*; *PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev. 2.0a*; and *PCI-to-PCI Bridge Architecture Specification, Rev 1.2*.

HyperTransport packets can be accepted by the AMD-8132 tunnel and passed to one of the two PCI-X buses (bridged), or routed to configuration registers in each bridge.

PCI-X transactions can be accepted by the AMD-8132 tunnel and passed to the HyperTransport chain.

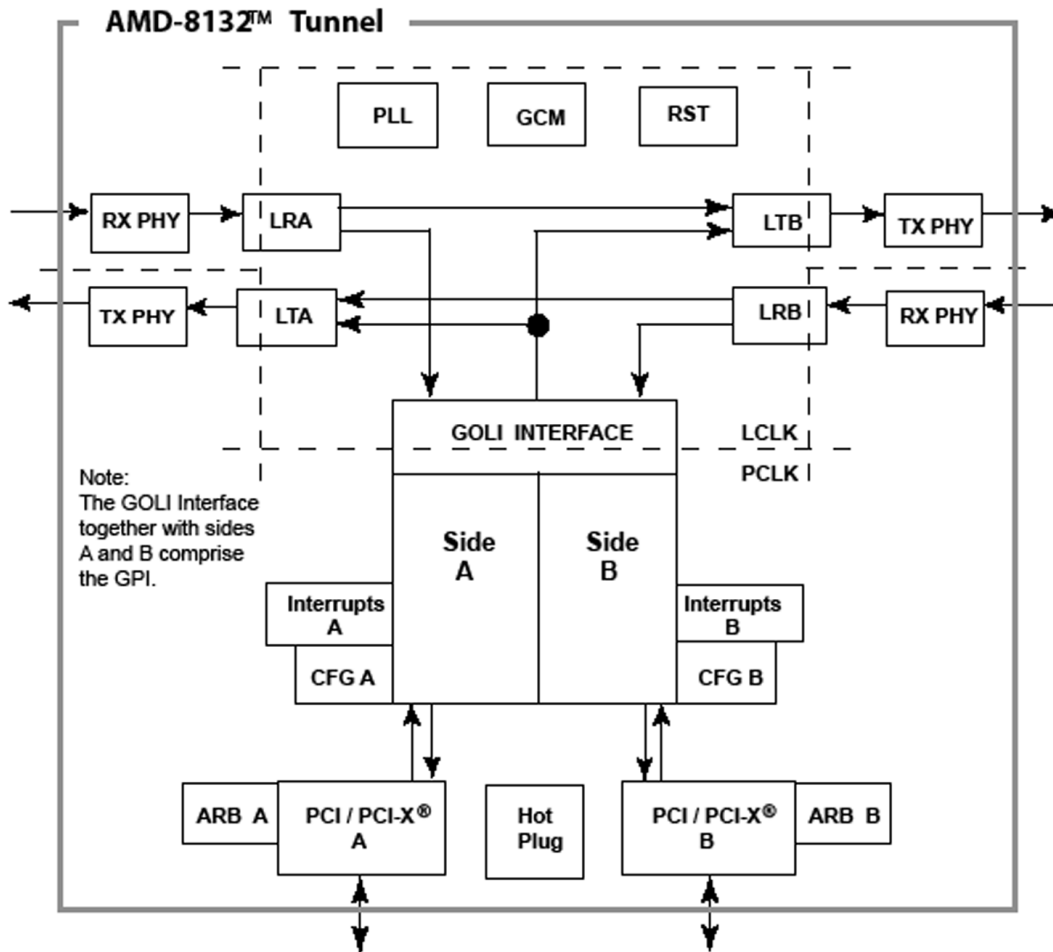
To system software, the AMD-8132 tunnel appears to contain two PCI devices, each of which contains a PCI-to-PCI bridge header as defined in the *PCI-to-PCI Bridge Architecture Specification, Rev 1.2*, with additions as defined in the *PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a*. Each bridge actually bridges between a HyperTransport chain (the primary bus) and a PCI-X bus (the secondary bus).

The AMD-8132 tunnel can be connected to the HyperTransport host device through either the side 0 or the side 1 HyperTransport link interface; this is the upstream link. The AMD-8132 tunnel can be attached directly to the host device, or there can be a chain of one or more additional HyperTransport tunnels between the upstream link and the host device. The other HyperTransport link interface on the AMD-8132 tunnel, the downstream link, may or may not be connected to another device or chain of devices.

Host-initiated transactions that do not target the AMD-8132 tunnel or the bridge flow through the tunnel to the downstream device if one exists. Transactions claimed by the device are passed to internal registers or to one of the PCI-X bridges.

- See section 3.1 for details about the software view of the AMD-8132 tunnel.
- See section 3.1.2 for a description of the register naming convention.
- See the *AMD-8132™ HyperTransport™ PCI-X® 2.0 Tunnel Design Guide* for additional information.

Figure 1. AMD-8132™ Tunnel: Block Diagram



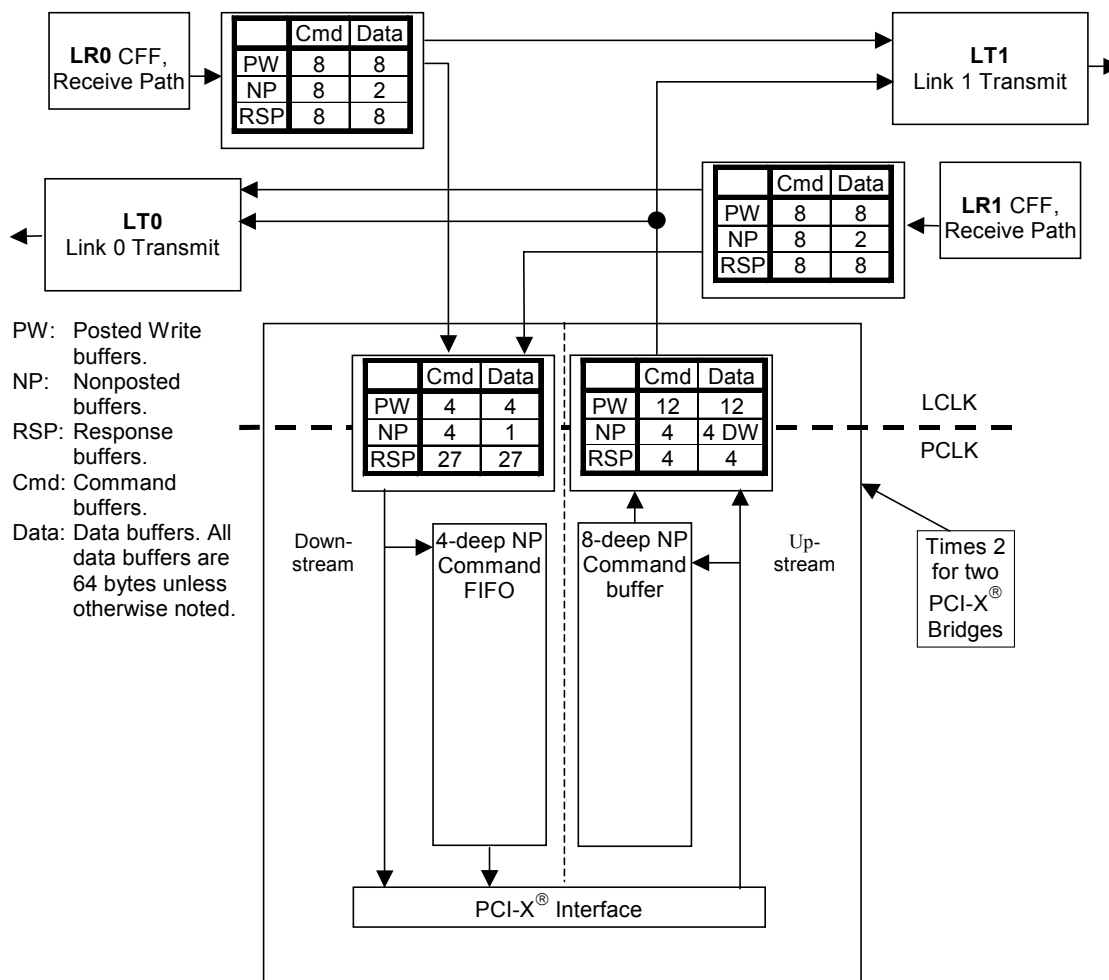
In the Figure 1 block diagram:

- ARB [B,A] - Internal arbiter for the PCI bus.
- CFG [B,A] - Control and status registers for bridge [B,A].
- GCM - Link interface cycle manager.
- GPI - Bridge functions between the HyperTransport primary bus and the PCI/PCI-X secondary buses, split into a bridge B and a bridge A.
- Hot-Plug - Interfaces to the external TPS2340A or TPS2342 hot-plug power controller and provides SHPC functions.
- INT [B,A] - Interrupts/IOAPIC for bridge [B,A].
- LRx - HyperTransport receive logic.
- LTx - HyperTransport transmit logic.
- PCI/ PCI-X [B,A] - Interface and protocol state machines for PCI/PCI-X buses.
- PLL - PLL that generates the core clock (LCLK) and the PCI clocks.
- RST - Module that handles reset and device initialization.
- RX PHY - HyperTransport link receive physical layer.

- TX PHY - HyperTransport link transmit physical layer.

Figure 2 shows buffers in the AMD-8132 tunnel.

**Figure 2. Link Buffer Diagram**



## 1.2 Tunnel Links

### 1.2.1 Link Frequency

Each HyperTransport link supports transmit clock frequencies of 200, 400, 500, 600, 800, and 1000 MHz. Side 0 and side 1 frequencies are independent of each other. The links can operate in asynchronous mode, as defined in *HyperTransport™ I/O Link Specification, Rev 2.0* up to a maximum of 1000 MHz receive clock rate. On cold reset, each link begins transmitting at 200 MHz and then can be reprogrammed for higher clock rates per *HyperTransport™ I/O Link Specification, Rev 2.0*.

## 1.2.2 Link Width

Each HyperTransport link supports 2-bit, 4-bit, 8-bit, and 16-bit widths. Side 0 and side 1 widths are independent of each other. On cold reset, each link initializes its width as specified in the *HyperTransport™ I/O Link Specification, Rev 2.0* and then can be reprogrammed.

## 1.2.3 Link Behavior

After a cold or warm reset, the AMD-8132 tunnel initializes its base UnitID (see DevA:0xC0 in section 3.2) to 0. At this point it responds to HyperTransport configuration accesses to device 0 or 1, and passes any other HyperTransport commands on to the other link if the other HyperTransport link is active. Once the base UnitID register is initialized, the AMD-8132 tunnel responds to configuration accesses to this UnitID or this UnitID+1.

All HyperTransport memory or I/O operations pass through to the other HyperTransport link until the appropriate address ranges are programmed into the AMD-8132 tunnel. See section 3.2 PCI-X® Bridge Configuration Registers for details.

The first write to the base UnitID also sets the master host bit to point to the link that received this write, which also determines the default location of the upstream link.

## 1.2.4 Link PHY and Compensation

The electrical specification in *HyperTransport™ I/O Link Specification, Rev 2.0* requires an on-die differential termination as well as tightly controlled output impedance. The HyperTransport PHY used in the AMD-8132 tunnel maintains tight control of these parameters, regardless of temperature, voltage, or process variations. The HyperTransport PHY accomplishes this by the use of compensation circuitry. Each HyperTransport link has balls which are connected to external calibration resistors. By default, the PHY periodically samples calibration values and updates the receive and transmit parameters.

## 1.3 PCI-X® 2.0 Bridges

The AMD-8132 tunnel includes two 64-bit PCI-X bridges, bridge A and bridge B. See Figure 1.

- Each bridge independently supports conventional PCI mode, or PCI-X Mode 1 or Mode 2.
- Each bridge independently supports clock speeds of 25, 33, 50, 66, 100, 133 MHz; and DDR with the common clock at 100 or 133 MHz.
- Each bridge independently supports SHPC-compatible hot-plug.
- Each bridge includes an interrupt controller register set.
- Each bridge supports 64-bit addressing in PCI-X and conventional PCI modes.

## 1.3.1 Arbiters

### 1.3.1.1 Internal Arbiters

Each bridge contains a PCI/PCI-X arbiter with five request/grant pairs available for each bus. Only a subset of these request/grant pairs are available for hot-plug, 66 MHz PCI, PCI-X Mode 1, or PCI-X Mode 2 operation. See section 4.2.3 for more details.

Depending on the current mode of the bus, the arbiter operates as a conventional PCI arbiter, a PCI-X Mode 1 arbiter, or a PCI-X Mode 2 arbiter. In PCI-X Mode 2 there are CSRs controlling the number of idle cycles before the arbiter goes into low-power mode. See section 3.2, Dev[B,A]:0x48.

The arbiter arbitrates between the external requests, represented by [B,A]\_REQ\_L[4:0], and internal requests. Internal requests are generated when:

- A HyperTransport operation is accepted by the bridge and will be forwarded to the PCI bus (the bridge wants to be master on the PCI bus).
- A hot-plug command occurs which requires the SHPC to own the PCI bus.

When no internal or external requests are asserted to the arbiter, it parks (asserts a grant) to one master in order to keep the bus from floating. The choice of master is controlled by Dev[B,A]:0x48[PARKATHOST].

### 1.3.1.2 External Arbiters

An external arbiter can be used in all PCI and PCI-X modes except for PCI-X Mode 2. The internal arbiter for the AMD-8132 tunnel can be disabled and an external customer-supplied arbiter used instead. Disabling the internal arbiter can be done on a per PCI bus basis using the setting for EXTARB\_L at Dev[B,A]:0x48.

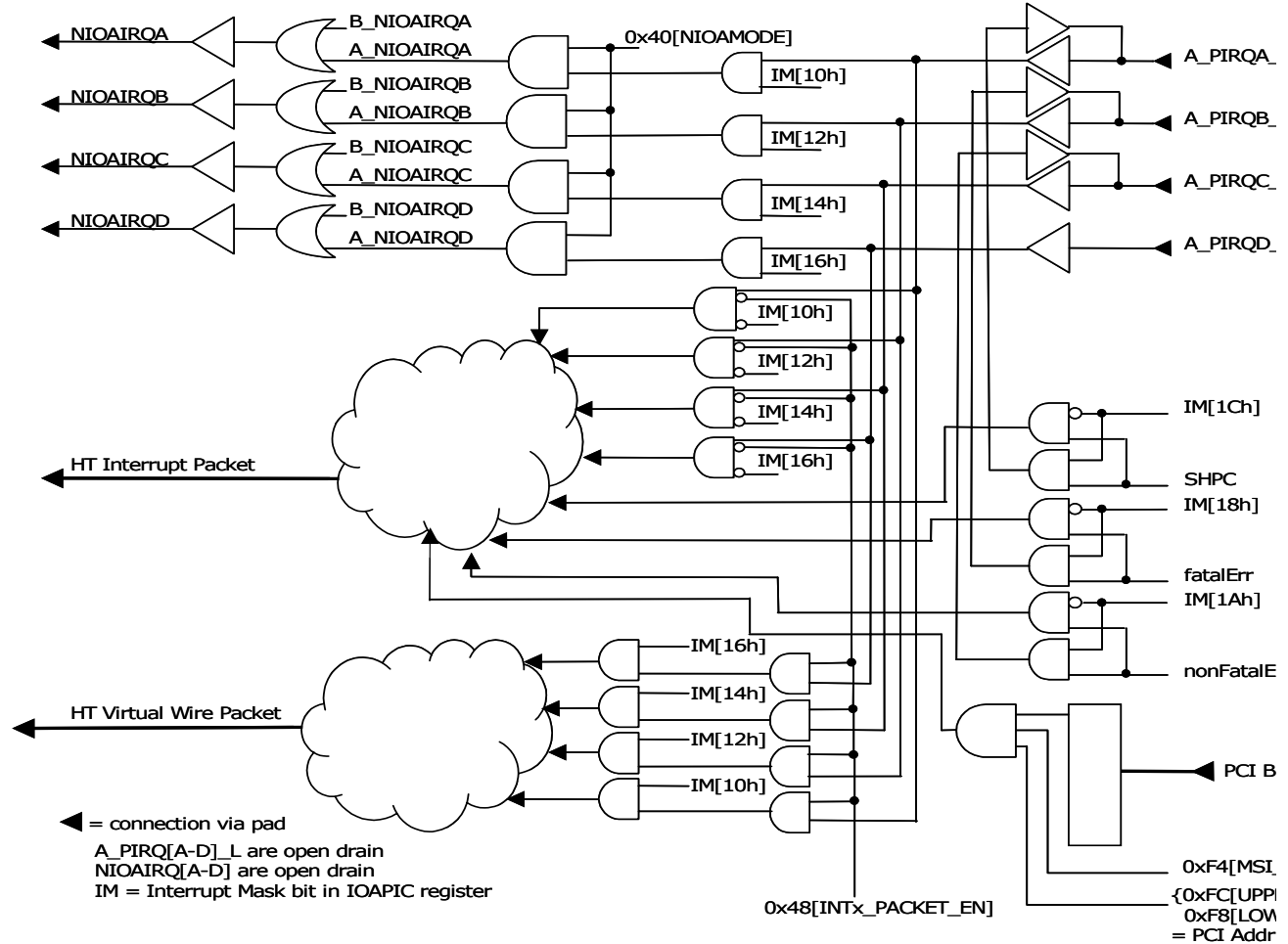
In external arbiter mode, the AMD-8132 tunnel produces a non-preemptable and a preemptable request.

- A non-preemptable request is a request to own the PCI bus for hot-plug. Once asserted, the external arbiter must keep its non-preemptable grant asserted until the AMD-8132 tunnel deasserts its non-preemptable request. The external arbiter should not park the bus on this grant line. The non-preemptable request comes out on the signal [B,A]\_GNT\_L1. The non-preemptable grant from the external arbiter is driven to the AMD-8132 tunnel on the signal [B,A]\_REQ\_L1. If this bus is not enabled for hot-plug, the non-preemptable request/grant lines do not need to be implemented and this grant line should be pulled high.
- A preemptable request is a request to own the PCI bus for normal usage. The preemptable request and grant behave as normal PCI or PCI-X request and grant signals. The preemptable request comes out on the signal [B,A]\_GNT\_L0. The preemptable grant from the external arbiter is driven to the AMD-8132 tunnel on the signal [B,A]\_REQ\_L0.

## 1.3.2 Interrupts

The AMD-8132 tunnel has capabilities to handle internal and external interrupts. It contains a standard IOAPIC and can accept Message Signalled Interrupts (MSIs) from the PCI buses. Incoming interrupts can result in HyperTransport interrupt packets, HyperTransport virtual wire packets, or assertions of the NIOAIRQ pins. Figure 3 shows interrupt routing possibilities.

Figure 3. AMD-8132™ Tunnel Interrupt Routing



### 1.3.2.1 Interrupt Discovery and Configuration

The HyperTransport interrupt discovery and configuration capability block defines the mechanism for declaring the number of interrupt sources for each bridge and allows software to configure each interrupt independently. Each bridge has its own capability block to facilitate mapping interrupt sources to HyperTransport interrupt packets. If existing software cannot use this mapping, then see *HyperTransport™/O Link Specification, Rev 2.0*, Appendix F.1.4 and section 3.6 herein for APIC compatible interrupt configuration. This alternative method of configuring and mapping interrupts utilizes a standard set of IOAPIC registers. Each bridge has an associated set of IOAPIC registers that includes a standard PCI function header (function 1 of each bridge) and memory mapped registers. This mapping provides an alternate way to access a subset of the interrupt discovery and configuration register set.

Each bridge supports the four PCI-defined interrupt signals, [B,A]\_PIRQ[D,C,B,A]\_L. Assertion of these interrupt signals may be converted to link interrupt request messages or cause assertion of the

NIOAIRQ[D:A]\_L pins. It is expected that system BIOS sets both Dev[B,A]:0x40[NIOAMODE] bits and that the interrupt is determined by the way the operating system programs the interrupt mask bit RDR[IM] of the redirection registers. Non IOAPIC-capable operating systems will not modify the indexing and mask bits of the redirection registers RDR[IM] and interrupts will continue to be delivered through NIOAIRQ[D:A]\_L assertions or Virtual Wire INTx packets, as set up by the BIOS. IOAPIC-capable operating systems clear the mask bits resulting in interrupt request messages to the host. The NIOAIRQ[D:A]\_L signals from all instances of the AMD-8132 tunnel on a platform can be connected together; respectively: A to A, B to B, etc. These four nodes are expected to be passed to the system's legacy interrupt controller to generate interrupts on behalf of the AMD-8132 tunnel bridges when IOAPIC interrupts are not supported.

Typically for PCI interrupts, the redirection register (RDR; see section 3.6) is set up as follows: MT = fixed; DM = physical mode; POL = active low; TM = level sensitive; and IM = not masked. The RDR fields are mapped into link interrupt request messages as follows:

<u>RDR Field</u>	<u>Field in HyperTransport Link Packet</u>
IV[7:0] (Interrupt Vector)	Vector (bit time 5)
MT[2:0] (Message Type)	MT[2:0] (bits[4:2] of bit time 3); MT[3] (bit[7] of bit time 3) should always be low. The encoding of these bits changes between the value in the RDR and the value placed into the link packet because HyperTransport and the APIC standard use different encodings for MT.
DM (Destination Mode)	DM (bit[6] of bit time 3)
TM (Trigger Mode)	RQEOI (bit[5] of bit time 3)
DEST[7:0] (Destination)	IntrInfo[15:8] (bit time 4); IntrInfo[55:16] should always be low.

DS, POL, IRR, and IM from the RDR are not included in the HyperTransport link interrupt packet.

The state of PASSPW and INTRINFO[55:24, 7] from the IDRDR register (see Dev[B,A]:0x[BC, B8]) are also passed along in the link interrupt packet.

If RDR[TM] = level sensitive for the interrupt request, then the IRR register is set when the interrupt is detected. After the interrupt request message is sent to the host, the host is required to generate an EOI broadcast or CSR write message when finished with that interrupt. IRR is cleared in any RDRs in either bridge with IDRDR/RDR fields that match the IntrInfo fields of the EOI broadcast as follows:

<u>IntrInfo[15:8]</u>	<u>Match fields</u>
00h	IntrInfo[31:16] = {IDRDR[31:24], RDR/IDRDR[IV]}
01h-FFh	IntrInfo[31:8] = {IDRDR[31:24], RDR/IDRDR[IV], RDR/IDRDR[DEST]}

If the interrupt signal is still asserted when the corresponding RDR logic receives an IRR-clearing EOI, then IRR is immediately set again and a new interrupt request message is sent. If the interrupt signal is deasserted near the time the corresponding IRR-clearing EOI is received, then it is undefined whether an additional interrupt request message is sent. If RDR[TM] = edge sensitive, then the state of the IRR bit is not specified and the RDR logic for that interrupt does not observe EOIs.

Each RDR in the AMD-8132 tunnel operates independently. If interrupts are received simultaneously by two RDR controllers, then the corresponding interrupt request messages from each are transmitted in an unspecified order. If LDTSTOP\_L is asserted near the time that an interrupt is asserted, then the corresponding

interrupt request message may or may not be sent before the disconnect sequence completes. If it is not sent before the disconnect sequence completes, then it is not dropped; it is sent after the link is re-connected.

External devices are required to assert PIRQ[D:A]\_L for at least 3 PCLK cycles in order to guarantee that the AMD-8132 tunnel detects the assertion, regardless of the state of the corresponding RDR[TM] field.

### 1.3.2.2 SHPC\_INTR and Fatal/Nonfatal Interrupts

In addition to the four PCI interrupt pins on each PCI bus, each bridge contains three internal signals that can generate interrupts. These are the SHPC\_INTR signal and the fatal and nonfatal error signals. For each of these three signals there is an Interrupt Definition register/IOAPIC entry, yielding a total of seven for each bridge. See section 3.7 for more about SHPC\_INTR. See Chapter 5 for more about error reporting.

### 1.3.2.3 Message Signalled Interrupts (MSI/MSI-X)

The AMD-8132 tunnel responds to MSIs (as specified in *PCI Local Bus Specification, Rev 2.3*, section 6.8) and MSI-Xs (as specified in *PCI Local Bus Specification, Rev 3.0*, section 6.8) with the following restriction imposed by HyperTransport:

MSI/MSI-X transactions are treated as such only if Dev[B,A]:0xF4[MSI\_ENABLE] is set and if bits [63:20] of the address match the address created by concatenating Dev[B,A]:0xFC[UPPER\_ADDRESS] with Dev[B,A]:0xF8[LOWER\_ADDRESS]. Otherwise, they are treated as posted memory writes.

MSI/MSI-X transactions result in a HyperTransport interrupt packet. The address and data from the MSI/MSI-X transaction are distributed across that packet according to Table 1.

**Table 1. MSI/MSI-X Mapping: PCI to HyperTransport™**

MSI/MSI-X Field	HyperTransport™ Interrupt Field
Address[2], Data[15,10:8]	IntrInfo[6:2] (x86 DM, RQEOI, MT[2:0])
Address[19:12]	IntrInfo[15:8] (x86 Destination[7:0])
Data[7:0]	IntrInfo[23:16] (x86 Vector)
Address[11:4]	IntrInfo[39:32] (x86 Destination[15:8])
Address[30:20]	IntrInfo[50:40] (x86 Destination[26:16])
Address[3]	IntrInfo[51] (x86 Destination[27])
Data[14:11]	IntrInfo[55:52] (x86 Destination[31:28])
<b>Notes:</b> <ol style="list-style-type: none"> <li>1. Data[15]/IntrInfo[5] (x86 RQEOI) must be set to 0 by software in PCI and PCI-X devices because they do not receive HyperTransport EOI (End of Interrupt) broadcasts.</li> <li>2. Data[10:8]/IntrInfo[4:2] (x86 Message Type) can be either 000b for fixed destination delivery or 001b for lowest priority delivery.</li> <li>3. IntrInfo[7] (x86MT[3]) is 0b.</li> <li>4. IntrInfo[31:24] is F8h.</li> </ol>	

For more information see *PCI Local Bus Specification, Rev 2.3*, section 6.8.



### 1.3.2.4 INTx Virtual Wire Messages

There is an alternative method of delivering interrupt information over HyperTransport. Transitions on the PCI interrupt pins can cause INTx virtual wire packets to be issued on the upstream HyperTransport link instead of HyperTransport interrupt packets. Generation of INTx virtual wire packets is enabled with Dev[B,A]:0x48 [INTx\_PACKET\_EN].

### 1.3.3 Write Chaining

Write chaining refers to issuing two or more write requests from the HyperTransport bus as a single PCI or PCI-X operation. Write chaining is used to maximize available PCI or PCI-X bandwidth by avoiding the protocol overhead of issuing multiple operations that would each have its own address/attribute phases, wait states, and turnaround cycles.

The AMD-8132 tunnel implements chaining posted WrSized requests from the HyperTransport bus under the following conditions:

- The writes must be posted Doubleword WrSized requests (as opposed to byte-sized requests) that are all targeted to the same secondary PCI or PCI-X bus below the AMD-8132 tunnel. Doubleword WrSized requests from one to sixteen doublewords in size can be chained.
- The address of the last doubleword of one write must be adjacent to the address of the first doubleword of the subsequent write. The addresses spanned by the writes must not cross a 128-byte (32-doubleword) address boundary; e.g., a PCI-X ADB, although this restriction also applies to conventional PCI secondary buses.
- For the targeted AMD-8132 tunnel bridge, the WriteChainEnable bit Dev[B,A]:0x40[31] must be set.
- The data for all writes must have been received by the AMD-8132 tunnel internal buffers. A write whose data is still being transferred across the HyperTransport bus won't be chained.
- The writes must not have the COMPAT bit set in the HyperTransport request.
- The writes must not have data errors, or the Downstream Post Data Error Disable bit DevA:0xDC[6] must be set.
- The PassPW, UnitID, SeqID, Isoc, and Coherent attributes in the HyperTransport request packets must be the same for all writes in the chain.

If these conditions are all true when the AMD-8132 tunnel posted channel for one of its bridges wins internal arbitration over the nonposted and response channels to issue its traffic to the PCI or PCI-X bus, up to four WrSized requests from the HyperTransport bus are issued as a single PCI Memory Write or Memory Write and Invalidate or PCI-X Memory Write Block operation.

### 1.3.4 Prefetching In Conventional PCI Mode

Prefetching refers to the acquisition of memory read data from the host prior to the master's request for the data. When using the internal arbiter, prefetching in conventional PCI mode is enabled on a per-master basis through Dev[B,A]:0x40[PFEN[4:0]\_L]. When using an external arbiter, the prefetching logic cannot distinguish between masters and all traffic is treated as if coming from master 0.

The following are definitions used in the rules for prefetching:

- Memory Read: any of the three PCI commands for reading memory - MR (Memory Read), MRL (Memory Read Line), or MRM (Memory Read Multiple). In this section, memory read is a collective term for all three types of reads. When a specific type of memory read is meant, its acronym is used.

- **Burst Request:** a cycle in which `FRAME_L` is held asserted during the first clock in which `IRDY_L` is asserted, indicating the master wishes to transfer more than one beat of data. In the event that `STOP_L` is asserted before `IRDY_L` asserts, `FRAME_L` always deasserts as `IRDY_L` asserts (*PCI Local Bus Specification, Rev 2.3, section 3.3.3.2.1*). In such case, the master's intention to burst cannot be determined and the AMD-8132 tunnel pessimistically treats such cycles as burst requests.
- **Acquired Line:** all or part of a requested line of data within a 64-byte aligned block that has made it back to the AMD-8132 tunnel from the HyperTransport interface.
- **Requested Prefetch:** the prefetch of up to a line of data in which the master has explicitly requested the line by initiating a transaction in which the address is within the prefetched line.
- **Unrequested Prefetch:** the speculative prefetch of a full line before a master has generated a transaction that includes the address of the line. If a master bursts up to the end of a requested prefetched line while keeping `FRAME_L` asserted and the AMD-8132 tunnel disconnects with data at that point, then the next line is still considered an unrequested prefetch even though the master has attempted to burst into the next line. Even if a burst is sustained from a requested line through any or all of an unrequested line, the second line is not considered requested by the master. If after a disconnect before or during data phases of an unrequested line the master subsequently attempts to continue the burst and generates an address phase that resides within the unrequested line, then that line changes from an unrequested prefetch to a requested prefetch.

In general, the PCI specification indicates that MRLs and MRMs are always prefetchable; it is the responsibility of masters to issue them only to prefetchable targets. No such assumption can be made for MRs. If, by means outside the PCI specification, it is known that MRs issued by the devices on this bus are to prefetchable targets, then the `Dev[B,A]:0x4C[MRPFEN]` bit can be set to enable prefetching for MRs. In this case, the MRL prefetching controls are used to control MR prefetching as well.

When prefetching is disabled for a memory read request (either `Dev[B,A]:0x40[PFEN_L]` deasserted for the particular master, or the request is an MR with `Dev[B,A]:0x4C[MRPFEN]` deasserted), these rules are followed:

- The AMD-8132 tunnel generates no unrequested prefetches.
- MRs with prefetching off are one DW, regardless of `REQ64_L`, and never assert `ACK64_L`.
- If `REQ64_L` is asserted, MRLs and MRMs with prefetching off assert `ACK64_L` and fetch two DW from HyperTransport. If `REQ64_L` is deasserted, only one DW is fetched.

When prefetching is enabled for a memory read request (`Dev[B,A]:0x40[PFEN_L]` asserted for the particular master and `Dev[B,A]:0x4C[MRPFEN]` asserted if the request is an MR), these rules are followed:

- The AMD-8132 tunnel may contain between 0 and 8 cache lines of prefetched data for a memory read at one time.
- If not bursted, all types of memory reads assert `ACK64_L` if `REQ64_L` is asserted and fetch two DW from HyperTransport. If `REQ64_L` is deasserted, only one DW is fetched.
- When there is a memory burst request, then the AMD-8132 tunnel sends out a requested prefetch of data starting from the transaction address up to the end of the line. Additionally, the AMD-8132 tunnel may send out 0 to 7 unrequested prefetches as controlled by `Dev[B,A]:0x4C[IPF_x]` where x is either an MRL or MRM. Prefetch-enabled MRs use `IPF_MRL`.
- As soon as the AMD-8132 tunnel completes transferring data for a given line, it may send another unrequested prefetch as controlled by `Dev[B,A]:0x4C[CPFEN_x]` where x could be an MRL or MRM. Prefetch-enabled MRs use `CPF_MRL`.

- In no event does prefetching continue past an address range boundary to an address for which the AMD-8132 tunnel would not be a PCI bus target. Range boundaries that are checked include:
  - top of 64-bit memory address space
  - top of 40-bit memory address space (FD\_0000\_0000h)
  - non-prefetchable memory base, if enabled (Dev[B,A]:0x[D8,20])
  - prefetchable memory base, if enabled (Dev[B,A]:0x[28,24])
  - base of VGA memory space, if enabled (A\_0000h)
- A requested prefetch is allowed to burst until it is complete or until the master terminates the burst.
- If the master terminates a burst, all requested and unrequested prefetch data is discarded if Dev[B,A]:0x4C[DPDMD\_L] is asserted for that master.
- If the AMD-8132 tunnel terminates a burst because the required next data line was not acquired and if Dev[B,A]:0x4C[DPDMD] is asserted, all unrequested prefetch data for that request is discarded as it arrives. Note that DPDMD should only be set if all Dev[B,A]:0x4C[20:16] DPDMD\_L bits are 0 for that bridge. Setting DPDMD when any DPDMD\_L bits are set may result in undefined behavior.
- If the discard timer times out for the initial data transfer, then all requested and unrequested prefetch data is discarded and Dev[B,A]:0x3C[DTS] is set and an error may be signalled.
- If a burst is terminated for any reason and the data is not discarded, a separate discard timer value controlled by Dev[B,A]:0x4C[URP\_TIMER] is used for reconnections. This timer measures the time between the point of disconnection to when the master attempts to reconnect, regardless of whether the AMD-8132 tunnel has acquired the data. The timer restarts every time reconnection is attempted, whether or not data is transferred. If the timer expires, all prefetched data is discarded but no error is logged.
- The Dev[B,A]:0x4C[MRD\_ALIAS] bit can be asserted to relax the requirements for reconnection. For example, if the bit is set and a master issues an MRM for a long burst but then switches to MRL to complete the burst after being disconnected near the end, the MRL will be allowed to reconnect and receive the unrequested prefetch data fetched by the MRM.
- Prefetching automatically stops when a memory window boundary defined by the configuration registers is reached. Optionally, based on Dev[B,A]:0x4C[PFDISC\_4K] the prefetch stops on 4-K boundaries.
- If Dev[B,A]:0x4C[DPDHD] is asserted, all unrequested prefetch data is discarded when a host request is issued by the AMD-8132 tunnel onto the PCI bus.
- If Dev[B,A]:0x4C[DPDMDAC] is asserted, all unrequested prefetch data for a particular master is discarded if that master issues a read request that does not hit the acquired lines.
- The AMD-8132 tunnel can prefetch for up to eight PCI requests at a time, limited by Dev[B,A]:0x4C[OUTSTDELREQ]. Additionally, Dev[B,A]:0x4C[SDRPM] can be set to prevent a single master from having more than one outstanding request. If a request is received that would violate either of these limits, it is retried.

Prefetch CSR values should not be changed while reads from the PCI bus to HyperTransport are outstanding or the resulting behavior is undefined. The PCI bus should be quiesced and any active buffers allowed time to discard before CSR values are changed.

### 1.3.5 HyperTransport™ Requests Claimed by the Bridges

The bridges claim no upstream HyperTransport requests, but do claim the following downstream HyperTransport requests if the COMPAT bit is clear:

- All requests to memory and I/O space specified by Dev[B,A]:0x[30:1C] if Dev[B,A]:0x04[MEMEN, IOEN] are set.
- All configuration and extended configuration requests to the implemented functions of DevA or DevB (also see section 3.1.1).
- All configuration and extended configuration requests to buses behind bridge A or bridge B.

- All EOI broadcasts.
- All Stop Grant and STPCLK broadcasts (see section 4.1.2).

The bridges never claim a HyperTransport device message.

If the COMPAT bit is set and DevA:0x48[COMPAT] = 1, then all memory space, I/O space, and interrupt acknowledge requests are claimed and passed to bridge A.

If the COMPAT bit is set in the transaction and DevA:0x48[COMPAT] = 0, then per the HyperTransport link protocol the AMD-8132 tunnel never claims the transaction. Such transactions are automatically passed to the other side of the tunnel or master aborted if the AMD-8132 tunnel is at the end of the chain.

## 1.3.6 Transaction Considerations

### 1.3.6.1 General

The following are general considerations for AMD-8132 tunnel transactions:

- The PCIXCAP pins are implemented as described in *PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a*.
- PCI cache line wrap mode is not supported. If a transaction is initiated that indicates this protocol, it is disconnected at the cacheline boundary.
- PCI-X transactions that cross address space boundaries as defined by the window configuration registers Dev[B,A]:0x[30:1C] result in undefined behavior.
- If there is a downstream nonposted request to PCI-X that results in a device-specific error in a completion message, then the response passed to the link indicates a target abort.
- When the AMD-8132 tunnel asserts [B,A]\_DEVSEL\_L, it does so as a medium decode speed device in conventional PCI mode and decode speed B device in PCI-X Mode 1 and Mode 2.
- If there is a HyperTransport transaction to I/O or configuration space that targets one of the bridges or is claimed by that bridge and it crosses a naturally aligned doubleword (dword) boundary, then the AMD-8132 tunnel does not send the transaction to the bus and the HyperTransport response is a target abort. Any I/O or config transactions not claimed by the AMD-8132 tunnel are forwarded to the next device on the HyperTransport chain, regardless of the alignment and length.

### 1.3.6.2 Pullups on Upper PCI Bus

While in conventional PCI mode or PCI-X Mode 1, the upper half of the PCI bus [B,A]\_AD[63:32], [B,A]\_CBE\_L[7:4], and [B,A]\_PAR64, is pulled high with weak pullups per *PCI Local Bus Specification, Rev 2.3*, section 3.8.1. These pullups are disabled for PCI-X Mode 2 or if Dev[B,A]:0x40[DISPU] is asserted.

### 1.3.6.3 Upstream Transactions

The following apply to AMD-8132 tunnel upstream transactions:

- The AMD-8132 tunnel requires two HyperTransport-defined UnitIDs. The first UnitID applies to bridge A. The second UnitID applies to bridge B and is contained in the following HyperTransport transactions:
  - External master requests associated with the bridge.
  - Interrupt requests associated with the bridge.
  - Responses to host-initiated requests that enter the address space of the bridge including configuration registers (DevA registers for bridge A and DevB registers for bridge B); secondary I/O

or memory spaces; configuration space windows defined in the configuration registers of the bridge; and the base address register spaces defined by the bridge.

The UnitID associated with the bridge is also returned in the response to upstream requests and is used to determine the destination of the response (bridge A or bridge B).

- Upstream PCI-initiated memory writes which include no valid byte enables complete normally over the PCI bus. However, the transaction may be dropped by the AMD-8132 tunnel resulting in no corresponding HyperTransport link transactions. This does not apply to I/O transactions.
- Secondary bus configuration cycles are never claimed by the AMD-8132 tunnel; including configuration cycles to device 31 in which special cycles are encoded per the *PCI-to-PCI Bridge Architecture Specification, Rev 1.2*.
- PCI-X Device ID Messages (DIMs) are never claimed by the AMD-8132 tunnel.
- For each bridge, up to 27 nonposted requests to the link may be outstanding at a given time. Based on the state of Dev[B,A]:0x40[NZSEQID], the AMD-8132 tunnel may or may not generate non-zero SeqID values in the upstream link requests that result from external PCI/PCI-X master read requests. Up to 8 outstanding PCI/PCI-X read sequences can be active at one time. If enabled, each outstanding secondary read sequence is assigned a unique SeqID from 8h to Fh. All bridge-sourced transactions are compliant to PCI or PCI-X ordering rules. As PCI or PCI-X transactions are converted to link transactions, they are translated as described in *HyperTransport™ I/O Link Specification, Rev 2.0*.
- The HyperTransport coherent bit in upstream requests is always set for interrupt requests (including MSI/MSI-X transactions) and all requests from the secondary bus when it is in PCI mode. If the secondary bus is in PCI-X mode, the HyperTransport coherent bit is the inverse of the no snoop bit from the PCI-X request.

The following comparisons show the relationship between PCI-X transactions in which the relaxed ordering bit is set and link packets:

Upstream PCI-X®2.0 Transaction	Corresponding Link Transaction
A memory write request in which the relaxed ordering bit of the attribute field is set.	PassPW is set in the request.
A read request in which the relaxed ordering bit of the attribute field is set.	Bit[3] of the command field (response may pass posted write) in the read request is set.
Any response to a downstream link read request in which bit[3] of the command field (response may pass posted write) is set.	PassPW is set in the response.

#### 1.3.6.4 Downstream Transactions

The following apply to AMD-8132 tunnel downstream transactions:

- Downstream special cycles that are encoded in configuration cycles to device 31 of the bridge secondary bus number (per the *PCI-to-PCI Bridge Architecture Specification, Rev 1.2*) are translated to special cycles on the PCI bus.
- In the translation from type 1 HyperTransport link configuration cycles to secondary bus type 0 configuration cycles, the AMD-8132 tunnel converts the device number to an IDSEL AD signal as follows: device 0 maps to AD[16]; device 1 maps to AD[17]; and so forth. Device numbers 16 through 31

are not valid. When Dev[B,A]:0x40[SSS\_L] is low, a config access to device 1 also causes [B,A]\_GNT\_L1 to be asserted. See section 2.6.

In a system capable of operating in PCI-X Mode 2, there can only be one slot. The IDSEL signal for this slot should be attached to [B,A]\_GNT\_L1, which has the alternative function of IDSEL for device 1 while Dev[B,A]:0x40[SSS\_L] is asserted (low).

- If the bus number matches the secondary bus number of the bridge, HyperTransport type 1 accesses and extended HyperTransport type 1 accesses are forwarded onto the PCI/PCI-X bus as type 0 accesses. If the bus number is greater than the secondary bus number of the bridge and less than or equal to the subordinate bus number of the bridge, HyperTransport type 1 accesses and extended HyperTransport type 1 accesses are forwarded onto the PCI/PCI-X bus as type 1 accesses. If the PCI/PCI-X bus is not operating in PCI-X Mode 2 and if an extended HyperTransport type 1 access attempts to access a register number above 255, the operation is dropped and a response returned as if it was master aborted on the PCI/PCI-X bus.
- HyperTransport device messages are never claimed by the AMD-8132 tunnel.
- Downstream nonposted HyperTransport link requests to a PCI/PCI-X bus that contain non-zero SeqID values are required to complete on that bus prior to initiating subsequent nonposted requests with the same SeqID value to that PCI/PCI-X bus. Consequently, only one downstream nonposted request with each non-zero SeqID value can be outstanding on a PCI/PCI-X bus at a time.
- The PCI-X no snoop bit is the inverse of the HyperTransport coherent bit for downstream memory requests. For downstream nonmemory requests, no snoop is always be 0.

The following comparisons show the relationship between PCI-X transactions in which the relaxed ordering bit is set and link packets:

Downstream Link Transaction	Corresponding PCI-X® 2.0 Transaction
A posted memory write request with PassPW set.	Relaxed ordering bit of the attribute field is set.
A read request in which bit[3] of the command field (response may pass posted write) is set.	Relaxed ordering bit of the attribute field is set.
A response to an upstream request.	Relaxed ordering bit of the attribute field is copied from the attribute field of the original request.

### 1.3.7 Hot-Plug

**Note:** Where information in this section applies to both the TPS2340A and TPS2342 hot-plug controllers, they are referred to combinatorially as TPS\* in the text.

Each PCI-X bridge includes an SHPC-compliant hot-plug controller that may be used to support hot-plug capable PCI-X or conventional PCI slots. Strapping options on [B,A]\_REQ\_L4 specify whether hot-plug is supported on bridge A and bridge B. If hot-plug is supported on a bridge, then all slots connected to that bridge are required to include hot-plug support circuitry. With the exception of a single-slot hot-plug implementation, the hot-plug support circuitry includes one or more TPS\* hot-plug power controllers, power switches, and associated slot isolation switches to provide electrical isolation for most of the slot signals. For a single-slot hot-plug implementation, the AMD-8132 tunnel provides the bus isolation function so only the TPS\* hot-plug power controller and the power switches are required. Each bridge supports a maximum of 4 slots when hot-plug mode is enabled.

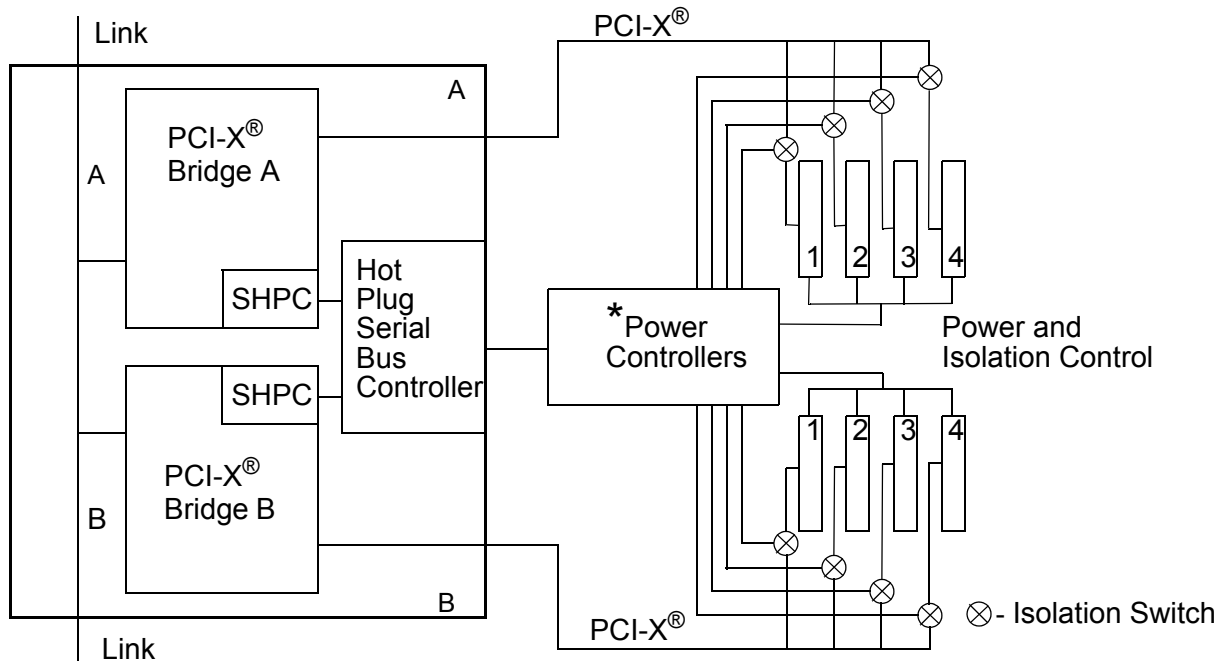
The hot-plug controller is designed to interface with either TPS\*. The TPS2342 must be used if PCI-X Mode 2 hot-plug is supported. A strapping option on HPSOD indicates whether the TPS2340A or TPS2342 is used. Each TPS\* controls two slots and provides two separate sets of isolation switch controls. TPS\* controllers can be cascaded to support additional slots. If the TPS2340A is used, a single hot-plug power controller cannot be shared across bridge A and bridge B. If the TPS2342 is used, a single hot-plug power controller can be shared by bridge A and bridge B. The AMD-8132 tunnel is connected to the power controller via a serial bus. If the TPS2340A is used, one serial interface supports the power controllers for bridge A and bridge B. If the TPS2342 is used, there are two serial interfaces - one for each bridge.

### 1.3.7.1 Multi-Slot Hot-Plug

**Note:** Where information in this section applies to both the TPS2340A and TPS2342 hot-plug controllers, they are referred to combinatorially as TPS\* in the text.

If multiple hot-plug slots are supported on a bridge, isolation switches are required for each slot to provide electrical isolation. Each TPS\* hot-plug power controller provides two pairs of isolation switch control signals,  $BUSEN_x\_L$  and  $CLKEN_x\_L$ , to control the state of the switches.

**Figure 4. System Diagram: Multiple Hot-Plug Slots on a Bridge**



\* This can be one or more of either the TPS2342 or TPS2340A, but not a combination of these.

Table 2 associates the hot-plug power controller isolation switch control signal with the AMD-8132 tunnel slot signals.

**Table 2. Signal Isolation Groups**

Power Controller Signal	Slot Signals Isolated
$BUSEN_x\_L$	[B,A]_ACK64L_ECC, [B,A]_AD[63:0], [B,A]_CBE_L[7:0], [B,A]_DEVSEL_L, [B,A]_FRAME_L, [B,A]_GNT_L[3:0], [B,A]_IRDY_L, [B,A]_PAR, [B,A]_PAR64, [B,A]_PERR_L, [B,A]_PIRQ[A, B, C, D]_L, [B,A]_REQ_L[3:0], [B,A]_REQ64_L, [B,A]_SERR_L, [B,A]_STOP_L, [B,A]_TRDY_L
$CLKEN_x\_L$	[B,A]_PCLK[3:0], [B,A]_M66EN

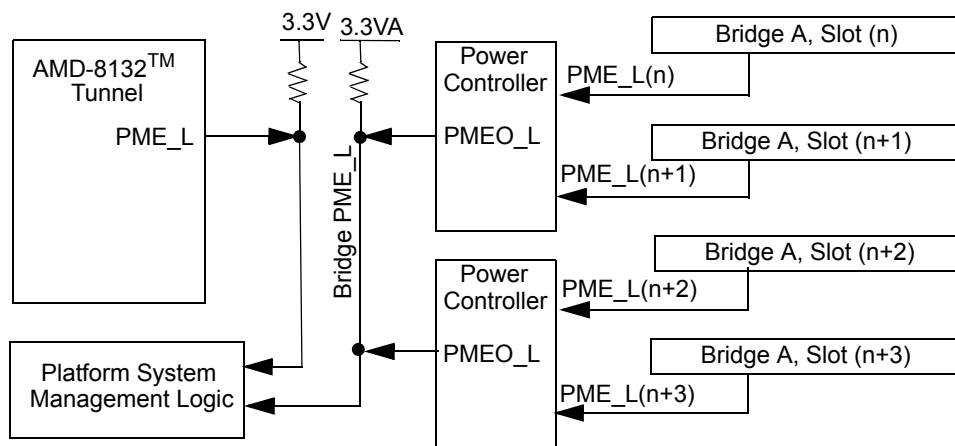


The TPS\* hot-plug power controller controls PCI RESET\_L to each slot. The AMD-8132 tunnel [B,A]\_RESET\_L signals are connected to the TPS\* hot-plug power controller serial interface control signal, SORR\_L of the TPS2340A or HP\_RST[B,A]# of the TPS2342.

Some operating systems require that each configuration space bus number provide a separate PME\_L signal to a general purpose set of PME\_L status bits provided by the platform system management logic. The AMD-8132 tunnel internal PME\_L signals are associated with the power management configuration registers Dev[B,A]:0x[9C:98]. Both registers are observed by software on the primary side of the PCI bridges and are on the same bus number, so the two AMD-8132 tunnel internal signals are connected and observed on the PME\_L signal.

Since the slots are observed by software on the AMD-8132 tunnel secondary bus (which is a different bus number from the primary side); each bridge should provide a separate PME\_L signal to the platform system management logic that logically connects to all the slots behind the bridge. The TPS\* hot-plug power controller's PME\_L inputs connect to the PME\_L signal of each hot-plug slot. The TPS\* hot-plug power controller's PME\_L outputs for one bridge should be connected and passed to the platform system management logic.

**Figure 5. System Diagram: PME\_L Signals**



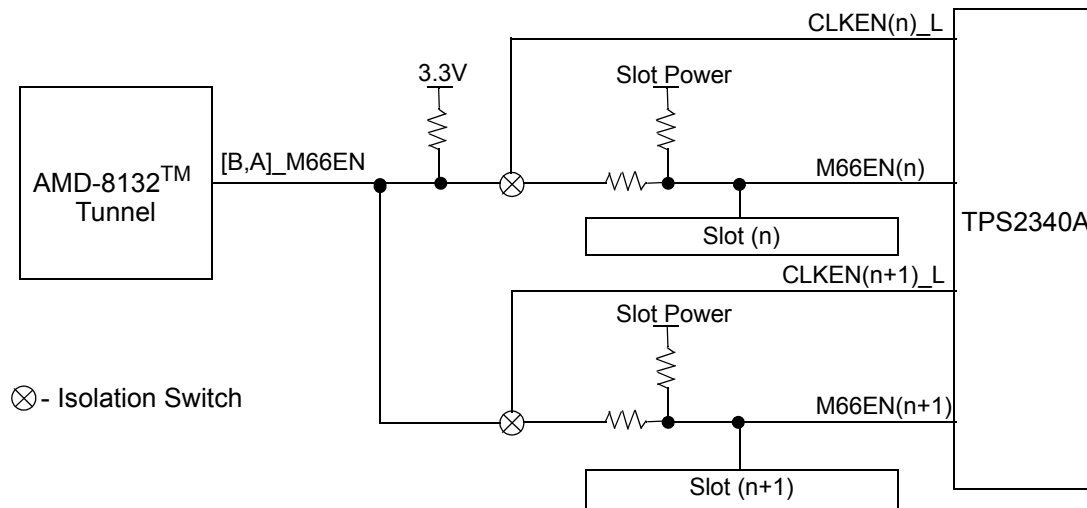
The slot signals used to communicate the speed, M66EN and PCIXCAP capability, and presence of an adapter card (PRSNT[1:2]\_L) are isolated from the other slots in a hot-plug implementation and directly connected from the slot connector to their associated TPS\*. The state of these signals is provided to the AMD-8132 tunnel through the serial interface. The AMD-8132 tunnel, in turn, makes the state of these signals available to system software. The [B,A]\_PCIXCAP and [B,A]\_M66EN pins on the AMD-8132 tunnel are not used for sensing speed and mode. The AMD-8132 tunnel [B,A]\_PCIXCAP pins are used as an external power controller serial interface.

The connection and function of the M66EN signal is different for the TPS2340A and the TPS2342.

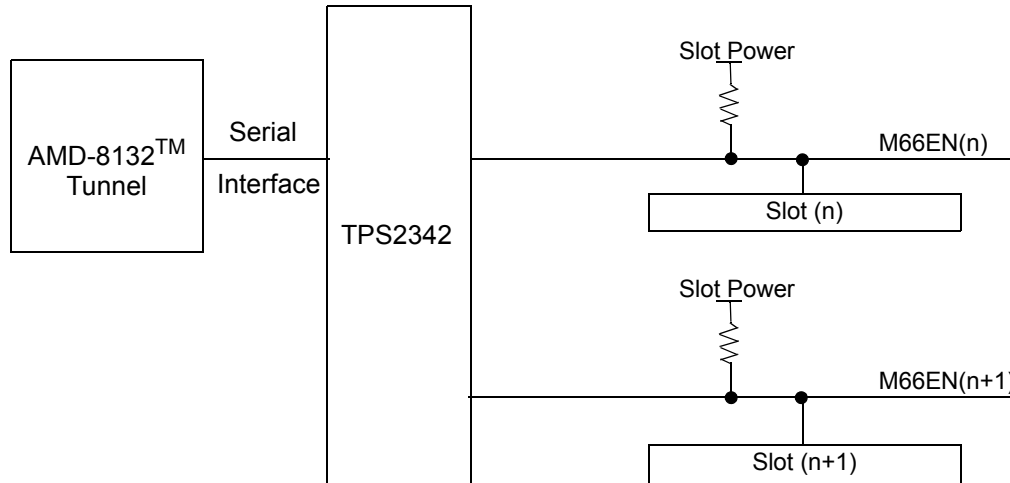
- If the TPS2340A is used, the connection and function is unique in a hot-plug implementation. M66EN is driven as an output of the AMD-8132 tunnel. Isolation switch control is driven by CLKEN\_L rather than BUSEN\_L, unlike other PCI/PCI-X control signals. In a hot-plug configuration, the AMD-8132 tunnel [B,A]\_M66EN pin is configured as an open drain output. It is driven low by the AMD-8132 tunnel if it is determined that the bus is to run at 33 MHz (conventional PCI mode), as indicated in SHPC[B,A]:x10[MODE].

- If the TPS2342 is used, M66EN for each slot is directly connected to its associated TPS2342. It is driven low by the TPS2342 (via serial interface command from the SHPC) if it is determined that the bus is to run at 33 MHz (conventional PCI mode), as indicated in SHPC[B,A]:x10[MODE].

**Figure 6. System Diagram: M66EN Signals With TPS2340A**



**Figure 7. System Diagram: M66EN Signals With TPS2342.**

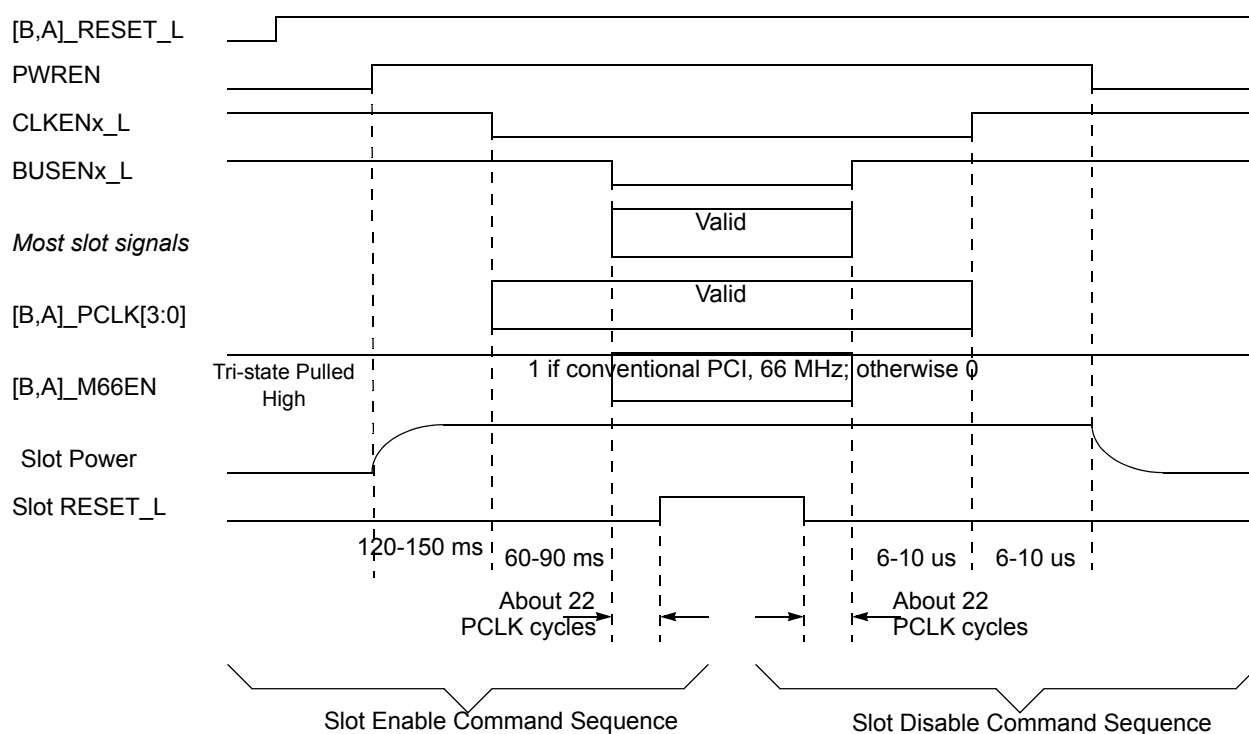


The process of setting the state of [B,A]\_M66EN when the bridge is initialized is:

1. The TPS\* hot-plug power controller is programmed to apply power to the slots via the SHPC[B,A]:14 Power Only All Slots command.
2. Software observes the state of the speed capability signals for the slots by reading SHPC[B,A]:[30:24][M66\_CAP].
3. If the TPS2340A is used, software issues the SHPC[B,A]:14 Set Bus Segment Speed/Mode command which immediately places the appropriate state on [B,A]\_M66EN out of the AMD-8132 tunnel.
4. If the TPS2340A is used, software issues the SHPC[B,A]:14 Enable All Slots command which results in the assertion of CLKENx\_L so [B,A]\_M66EN out of the AMD-8132 tunnel is enabled to the slot. If the

TPS2342 is used, the SHPC sends the appropriate state of [B,A]\_M66EN via serial interface command to the TPS2342 and the TPS2342 drives [B,A]\_M66EN to the slots.

**Figure 8. Multi-Slot Hot-Plug Enable/Disable Sequence**



**Notes:**

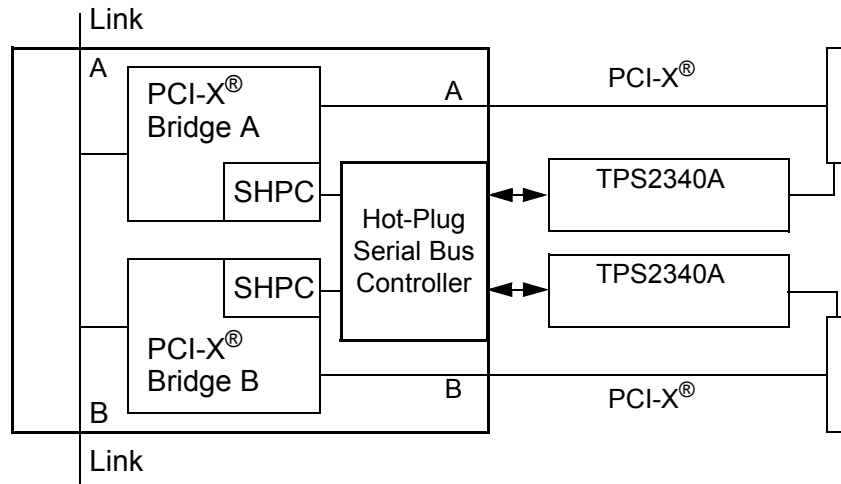
- Signal states are shown from the perspective of the pins of the AMD-8132 tunnel. The perspective from the slot is different due to the isolation switches controlled by CLKENx\_L and BUSENx\_L.
- *Most slot signals* includes the signals controlled by BUSENx\_L.
- M66EN may be driven low after the set bus segment speed/mode command, which is typically sent after the slot is powered.

### 1.3.7.2 Single-Slot Hot-Plug

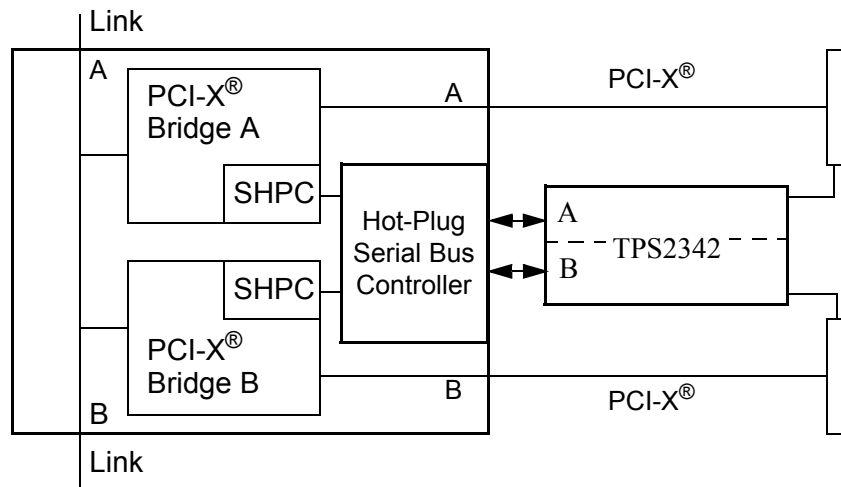
**Note:** Where information in this section applies to both the TPS2340A and TPS2342 hot-plug controllers, they are referred to combinatorially as TPS\* in the text.

Isolation switches are not required if the bridge is connected to a single hot-plug slot. The AMD-8132 tunnel provides the isolation function by appropriately controlling the slot signals. The TPS\* hot-plug power controller and power switches are still required.

**Figure 9. System Diagram: Single-Slot Hot-Plug for TPS2340A**

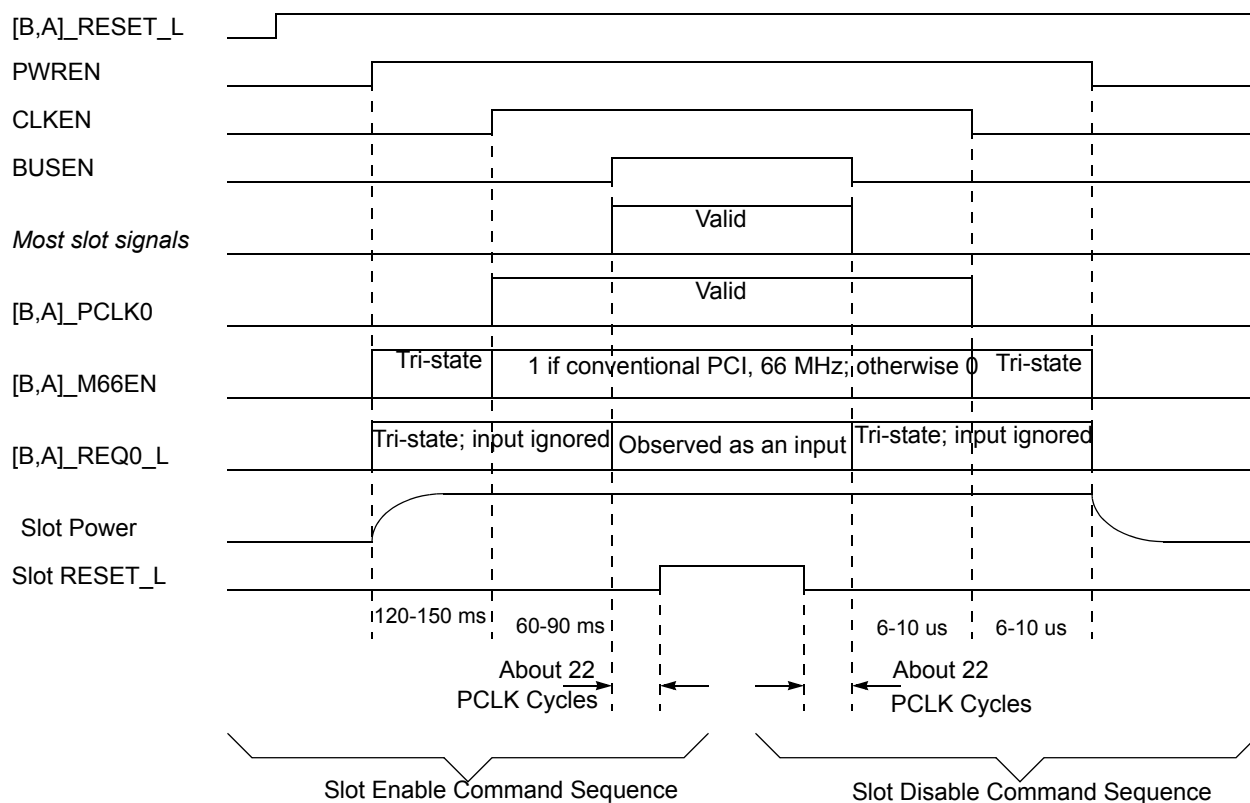


**Figure 10. System Diagram: Single-Slot Hot-Plug for TPS2342**



Single-slot hot-plug support is enabled for each bridge through strapping options on [B,A]\_GNT\_L4, as reflected in Dev[B,A]:0x40[SSS\_L].

The AMD-8132 tunnel drives all slot signals low throughout the duration of a cold reset and continues to do so until after the TPS\* hot-plug power controller applies power to the adapter. The AMD-8132 tunnel interprets the SHPC commands to control the signals in the power only, slot enable, and slot disable sequences and to receive BUSEN\_L and CLKEN\_L output from the TPS\* to control its bus signal state. Figure 11 shows how signals are controlled by the AMD-8132 tunnel during the sequence initiated by the slot enable command and the slot disable command.

**Figure 11. Single-Slot Hot-Plug Enable/Disable Sequence****Notes:**

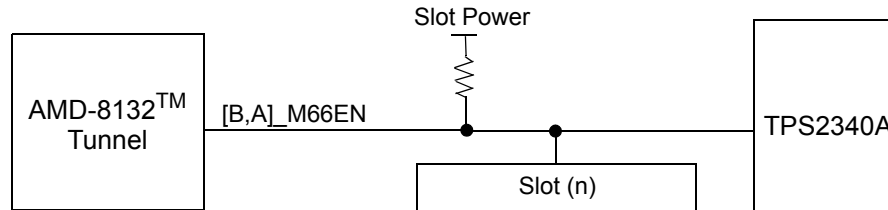
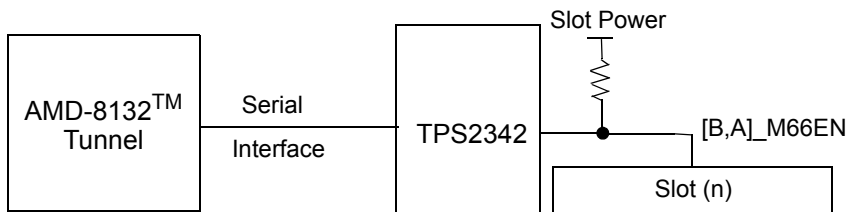
- CLKEN\_L and BUSEN\_L are connected to the AMD-8132 tunnel.
- CLKEN and BUSEN represent the approximate times in which the TPS\* changes the state of its CLKENx\_L and BUSENx\_L signals.
- PWREN represents the times in which the TPS\* enables power to the slot.
- *Most slot signals* includes the signals controlled by BUSENx\_L in section 1.3.7.1.

The AMD-8132 tunnel [B,A]\_PCIXCAP pins are used as [B,A]\_HP\_SID (Serial Input Data). PCIXCAP and PRSNT[1:2]\_L from the slot are connected to the TPS\* hot-plug power controller.

If the TPS2340A is used, the AMD-8132 tunnel [B,A]\_M66EN pins are connected directly to the slot with a pullup resistor to the slot power plane. This pin remains tri-stated until the SHPC enables the slot so the state provided by the card in the slot can be observed. This pin is driven low by the AMD-8132 tunnel if the bus is to run in 33 MHz conventional PCI mode.

If the TPS2342 is used, the AMD-8132 tunnel [B,A]\_M66EN pins are left unconnected. The slot M66EN pin is driven low by the TPS2342 if the bus is to run in 33 MHz conventional PCI mode.

The process of setting the state of [B,A]\_M66EN is the same as in multi-slot mode.

**Figure 12. Single-Slot Hot-Plug M66EN Connections: TPS2340A****Figure 13. Single-Slot Hot-Plug M66EN Connections: TPS2342**

The AMD-8132 tunnel is designed so only active-low interrupts from [B,A]\_PIRQ[D:A]\_L are supported when in single-slot support mode while the slot is not enabled. If the IOAPIC is programmed for active high interrupts in this mode, then spurious interrupt requests are generated.

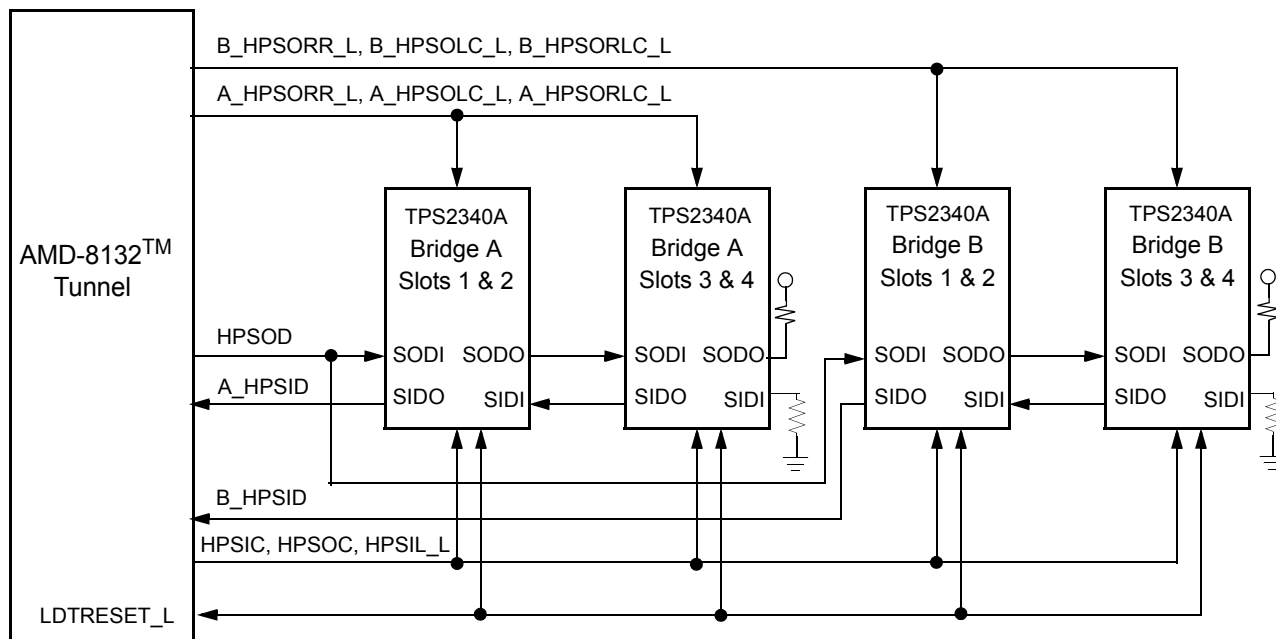
### 1.3.7.3 TPS2340A Hot-Plug Power Controller

#### 1.3.7.3.1 TPS2340A Serial Interface

The hot-plug serial interface operates at 8.33 MHz. It converts SHPC commands to a serial format to communicate with the TPS2340A hot-plug power controllers. It is also used to read status information from the TPS2340A hot-plug power controllers and update the AMD-8132 tunnel SHPC status registers accordingly. There are two different groups of serial interface signals.

- Common serial signals are connections between the AMD-8132 tunnel and all TPS2340A hot-plug power controllers and are shared across both PCI/PCI-X bridges. These signals are: HPSIC, HPSIL\_L, HPSOC, HPSOD, HPSOR\_L.
- Bridge specific signals are connections between the AMD-8132 tunnel and only those TPS2340A hot-plug power controllers connected to a particular bridge. These signals are: [B,A]\_HPSID, [B,A]\_HPSOLC\_L, [B,A]\_HPSORLC\_L, [B,A]\_HPSORR\_L.

For additional information, see the TPS2340A product information.

**Figure 14. TPS2340A Hot-Plug Serial Interface Connections**

### 1.3.7.3.2 TPS2340A Serial Data: Power Controllers to Tunnel

Channel 00b interrupt-capable data and channel 01b non-interrupt-capable data, as defined in the TPS2340A product data, are shifted into the AMD-8132 tunnel from the TPS2340A over [B,A]\_HPSID using HPSIC as the clock. This data is continuously shifted into the AMD-8132 tunnel, toggling between channels 00b and 01b. HPSIL\_L controls the start of each block and specifies the channel number. HPSIL\_L transitions after the falling edge of HPSIC.

Refer to the TPS2340A product data for more information.

### 1.3.7.3.3 TPS2340A Serial Data: Tunnel to Power Controllers

Serial data is transferred over HPSOD to the TPS2340A where it is stored using HPSOC as the clock. The state of the outputs and control signals stored in the power controller does not change until a rising edge of [B,A]\_HPSORLC\_L for RESETx\_L and [B,A]\_HPSOLC\_L for the rest of the signals. The data is shifted whenever there is a need to change the state of these signals, normally as a result of a command to SHPC[B,A]:14. Regardless of how many slots are actually attached to the bridge, the AMD-8132 tunnel shifts out four slots worth of data followed by pulses on [B,A]\_HPSORLC\_L and [B,A]\_HPSOLC\_L. HPSOD transitions after the falling edge of HPSOC.

### 1.3.7.3.4 TPS2340A SHPC Interrupts, Events, And Errors

Under the conditions described by SHPC[B,A]:20, the AMD-8132 tunnel may assert [B,A]\_PIRQA\_L, PME\_L, or indicate a system error on the links.

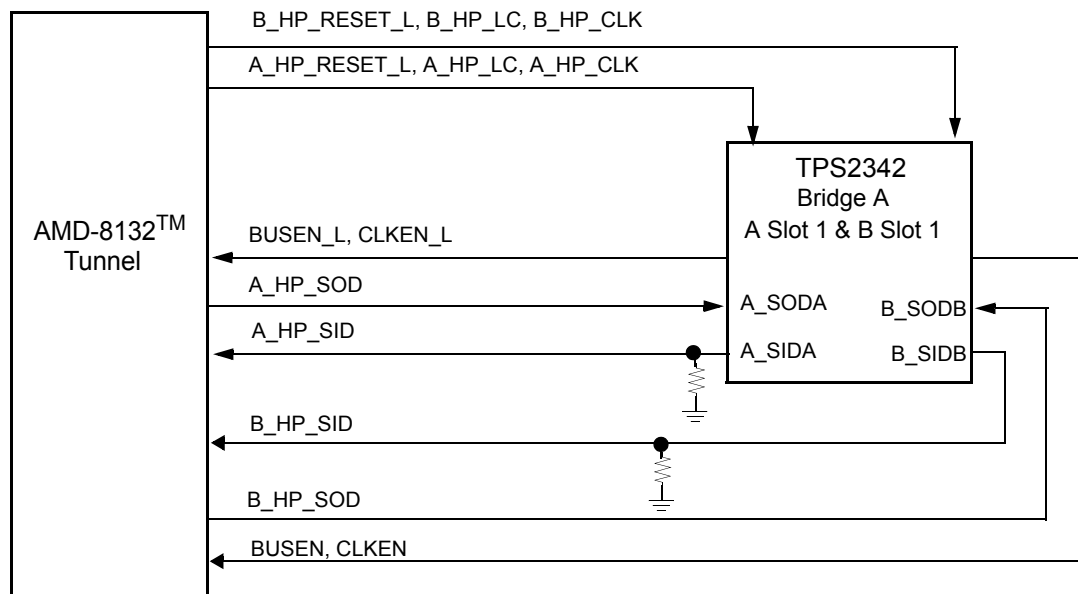
### 1.3.7.4 TPS2342 Hot-Plug Power Controller

#### 1.3.7.4.1 TPS2342 Serial Interface

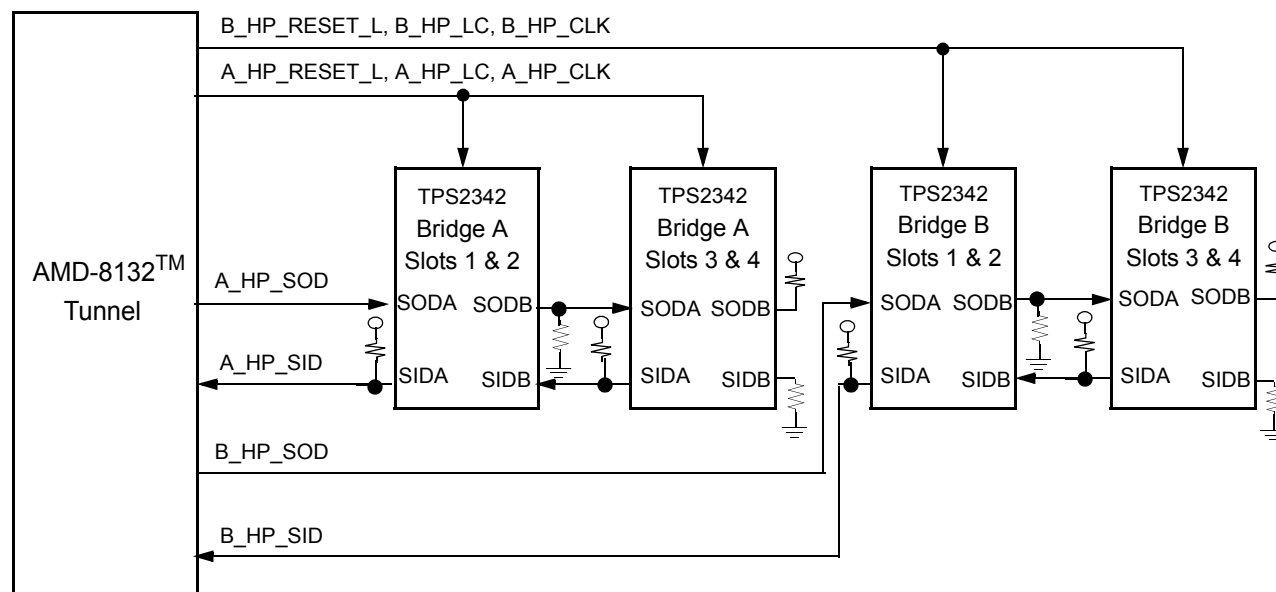
The hot-plug serial interface operates at 8.33 MHz. This interface converts SHPC commands to a serial format to communicate with the TPS2342 hot-plug power controllers. The hot-plug serial interface is also used to read status information from the TPS2342 hot-plug power controllers and update the AMD-8132 tunnel SHPC status registers accordingly. There are four serial interface signals for each serial interface bus: [B,A]\_HP\_LC, [B,A]\_HP\_SID, [B,A]\_HP\_SOD, [B,A]\_HP\_CLK.

See the TPS2342 product data for more information.

**Figure 15. TPS2342 Hot-Plug Serial Interface Connections: Single Slot**





**Figure 16. TPS2342 Hot-Plug Serial Interface Connections: Multi-Slot**

#### 1.3.7.4.2 TPS2342 Serial Data: Power Controllers to Tunnel

Channel 00b interrupt-capable data and channel 01b non-interrupt-capable data, as defined in the TPS2342 product data, are shifted into the AMD-8132 tunnel from the TPS2342 over [B,A]\_HP\_SID using [B,A]\_HP\_CLK as the clock. Read commands are multiplexed with write commands into the AMD-8132 tunnel, toggling between channels 00b and 01b.

See the TPS2342 product data for more information.

#### 1.3.7.4.3 TPS2342 Serial Data: Tunnel to Power Controllers

Serial data is transferred over HP\_SOD to the TPS2342 where it is stored using [B,A]\_HP\_CLK as the clock. The state of the outputs and control signals does not change until a rising edge of [B,A]\_HP\_LC for RESETx\_L and the rest of the signals. Since the TPS2342 shares HP\_LC for RESET\_L and the other signals to latch, it has internal logic to control using [B,A]\_HP\_LC to change the state of RESET\_L and the other signals. The SHPC global command controls the TPS2342 internal control logic. For more information refer to the TPS2342 product data.

The data is shifted whenever there is a need to change the state of these signals, normally as a result of a command to SHPC[B,A]:14. Regardless of how many slots are actually attached to the bridge, the AMD-8132 tunnel shifts out four slots worth of data followed by pulses on [B,A]\_HP\_LC.

#### 1.3.7.4.4 TPS2342 SHPC Interrupts, Events, And Errors

Under the conditions described by SHPC[B,A]:20, the AMD-8132 tunnel may assert [B,A]\_PIRQA\_L, PME\_L, or indicate a system error on the links.

### 1.3.8 PCI-X®2.0 PHY Compensation Update

The *PCI-X Electrical and Mechanical Addendum to the PCI Local Bus Specification, Rev 2.0a* requires tightly controlled on-die termination, output impedance matching, and slew rate control. The PCI-X PHY used in the AMD-8132 tunnel maintains tight control of these parameters regardless of temperature, voltage, or process variation. The PCI-X PHY accomplishes this control using compensation circuitry. Each PCI bus has a ball connected to an external calibration resistor. By default, the PHY periodically samples calibration values and updates the input and output parameters. The compensation circuit requires an accurate (1%) pulldown resistor connected to ground. This resistor should be two times the board impedance

The PCI-X PHY calculated compensation values can change at any time. Compensation results driven to the pads change in increments of no more than 1; this means the electrical noise introduced by an update is sufficiently low that updates can occur even while the bus is active. The compensation circuitry runs continuously in PCI-X Mode 2 and continues to run through a warm reset.

## Chapter 2 Signal Descriptions

See the *AMD-8132™ HyperTransport™ PCI-X® 2.0 Tunnel Design Guide* for additional information.

The AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel signals described in this chapter utilize the following I/O cell types:

Cell Type	Description
Analog	Analog signal.
I	Input signal only.
I/O	Bidirectional input/output signal.
IOD	Bidirectional input/open drain output signal.
O	Output signal only. This includes outputs that are capable of being in the high-impedance state.
OD	Open drain output. These signals can be driven low and are expected to be pulled high by external circuitry.
w/PU to V33	With pull-up to V33. The signal includes an internal pullup resistor to 3.3 volts. The resistor value is nominally 8K ohms.
w/PU to VIO	With pullup to VIO. The signal includes an internal pullup resistor to this PCI bus VIO power plane. The resistor value is nominally 8K ohms.

The following terms are used in this chapter to indicate the different ways that pin functions can be shared. A signal can belong to any combination these categories. For example, it can be both a Alternative Function and a Strapping Function.

- **Alternate Function.** Refers to signals used for different purposes depending on system configuration. A board implementation would use these signals in different ways depending on which features are implemented on that board. For example, [B,A]\_PCLK[4] is a PCI clock output under most circumstances, but in hot-plug mode is used as part of the serial interface to the TPS2342 or TPS2340A hot-plug power controller instead.

For signals that have alternative functions, the signal name and description refer to the most common usage of this signal but contain an Alternative Function note. The alternative functions are described in section 2.6.

- **Multiple Use.** Refers to signals having multiple uses but no requirement for a board designer to treat the signals differently for different configurations. For example, the [B,A]\_CBE\_L signals are used as data strobes during PCI-X Mode 2 source-synchronous transfers. This does not require any configuration-specific differences on the motherboard.

For information and clarification, the multiple uses of these signals are indicated in Multiple Use. No special board design restrictions apply other than those indicated by the relevant bus specifications.

- **Strapping Function.** Refers to signals that are weakly pulled up or down to indicate configuration information to the AMD-8132 tunnel. The AMD-8132 tunnel samples these pins at power-up to determine its internal configuration. These strapping functions are discussed in section 2.5.

## 2.1 HyperTransport™ Link Signals

In the following table are signals associated with the HyperTransport links. In the signal names:

- [1,0] refers to the two sides of the tunnel.
- [H,L] refers to the positive and negative sides of differential pairs.
- \_L in single-ended signals indicates the signal is active low.

In the table columns:

- During Reset provides the state of the pin while LDTRESET\_L is asserted.
- After Reset provides the state of the pin immediately after LDTRESET\_L is deasserted.
- Func. indicates the pin is functional and operating per its defined function.

Pin Name. Description	I/O Cell Type	Power Plane	During Reset	After Reset
<b>L[1,0]_CADIN_[H,L][15:0]</b> . HyperTransport™ links 1 and 0 receive command-address-data bus.	I	VLDT		
<b>L[1,0]_CADOUT_[H,L][15:0]</b> . HyperTransport™ links 1 and 0 transmit command-address-data bus.	O	VLDT	Diff High**	Func.
<b>L[1,0]_CLKIN_[H,L][1:0]</b> . HyperTransport™ links 1 and 0 receive link clocks.	I	VLDT		
<b>L[1,0]_CLKOUT_[H,L][1:0]</b> . HyperTransport™ links 1 and 0 transmit link clocks. Bit 1 corresponds to CADOUT[15:8].	O	VLDT	Func.	Func.
<b>L[1,0]_COMP_[PU,PD]</b> . HyperTransport™ impedance compensation pins for both sides of the tunnel. These are designed to be connected through resistors as follows: L[1,0]_COMP_PU = pullup to VDD L[1,0]_COMP_PD = pulldown to VSS	Analog	VLDT		
<b>L[1,0]_CTLIN_[H,L]0</b> . HyperTransport™ links 1 and 0 receive control signal.	I	VLDT		
<b>L[1,0]_CTLOUT_[H,L]0</b> . HyperTransport™ links 1 and 0 transmit control signal.	O	VLDT	Diff Low**	Func.
<b>LDTREQ_L</b> . HyperTransport™ wake up.	OD	V33		
<b>LDTRESET_L</b> . Reset input. See section 4.2.1 for details. LDTRESET_L is also used as the hot-plug [B,A]_HPSOR_L reset. When LDTRESET_L is asserted, the hot-plug shift register and control latches are reset.	I	V33		
<b>LDTSTOP_L</b> . Link disconnect control signal.	I	V33		
<b>PWROK</b> . Power OK. 1 = All power planes and REFCLK are valid. The rising edge of this signal is deglitched; it is not observed internally until it is high for more than six consecutive REFCLK cycles. Behavior follows the requirements in <i>HyperTransport™/O Link Specification, Rev 2.0</i> . For more details about this signal, see section 4.2.1.	I	V33		
<b>Notes:</b> ** Diff High and Diff Low for these link pins specify differential high and low; e.g. Diff High specifies that the _H signal is high and the _L signal is low.				

If the use of a particular link is optional (if it goes to a slot or device that is optionally populated) then this link can be left unconnected. It does not require the termination described below as long as the ENDOCH and TXOFF bits are asserted (see DevA:0xC4 and DevA:0xC8). However, if a link is not connected to anything, then it is recommended that it be treated as follows:

- For every 10 differential pairs, connect all of the  $\_P$  differential inputs together through a resistor to VSS. Connect all the  $\_N$  differential inputs together through a resistor to VDD.
- Leave the differential outputs unconnected.
- If there are unused link signals on an active link (because the AMD-8132 tunnel is connected to a device with a reduced bit width), then the unused differential inputs should also be connected as above.

## 2.2 PCI-X® and Hot-Plug Controller Signals

In the following table are signals associated with PCI-X as well as signals interfacing to the TPS\* hot-plug power controllers. In the signal names:

- [B,A] is used to differentiate between PCI-X bridge A and PCI-X bridge B.
- Signals with an  $\_L$  suffix or having  $L\_$  in their name (like ACK64 $\_L$ ) are active low.

The AMD-8132 tunnel signals defined as sustained tri-state (s/t/s) in *PCI Local Bus Specification, Rev 2.3* have internal pullups to the appropriate power plane. The pullup value is nominally 8K ohms but may vary due to process variations. These signals are indicated by w/PU in the following table and there is no need to have external pullup resistors on them. The internal pullups can be disabled by writing a 1 to the Dev[B,A]:0x40[DISPU] CSR. No other PCI signals have internal pullups. [B,A] $\_SERR\_L$ , PME $\_L$ , [B,A] $\_M66EN$ , [B,A] $\_PIRQ[D,C,B,A]$ , and the [B,A] $\_REQ\_L$  signals are not pulled up internally and external pullup resistors must be provided.

The following signals are sorted by pin name.

Pin Name. Description	I/O Cell Type	Power Plane
<b>A_COMPAT.</b> Specifies whether PCI-X® bridge A is the default bus in the system. This can only be associated with PCI-X bridge A. Also see DevA:0x48[COMPAT]. Low = PCI bus A is not the compatibility bus. High = PCI bus A is the compatibility bus.	I	V33
<b>[B,A]<math>\_ACK64\_L\_ECC1</math>.</b> PCI-X® acknowledge for 64-bit transfer registers. <u>Multiple Use:</u> During PCI-X ECC mode, this pin is used as [B,A] $\_ECC[1]$ .	I/O	w/PU to VIO
<b>[B,A]<math>\_AD[63:50]</math>, [B,A]<math>\_AD49\_CBE\_L4</math>, [B,A]<math>\_AD48\_CBE\_L5</math>, [B,A]<math>\_AD[47:0]</math>.</b> PCI-X® address-data bus. The pullup to VIO is only enabled if not in PCI-X Mode 2. See <i>PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a</i> for details. Note: [B,A] $\_AD[31:0]$ are always just VIO. <u>Multiple Use:</u> During PCI-X Mode 2 operation, the [B,A] $\_AD48\_CBE\_L5$ and [B,A] $\_AD49\_CBE\_L4$ signals are used to carry [B,A] $\_CBE\_L[5:4]$ information and as data strobes during source-synchronous operations.	I/O	w/PU to VIO

Pin Name. Description	I/O Cell Type	Power Plane
<b>[B,A]_CAL.</b> PCI-X® calibration pins. These pins should be attached to ground through a resistor, see section 1.3.8. Under no conditions, including JTAG boundary scan, should these pins be driven above 1.5 V.	Analog	VIO
<b>[B,A]_CBE_L[7:0], [B,A]_CBE_L5__AD48, [B,A]_CBE_L4__AD49, [B,A]_CBE_L[3:0].</b> PCI-X® command-byte enable bus. The pullup to VIO is only enabled if not in PCI-X Mode 2. See <i>PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a</i> for details. Note: [B,A]_CBE_L[3:0] are always just VIO. <u>Multiple Use:</u> During PCI-X Mode 2 operation, CBE[7:6] and CBE[3:0] are also used as data strobes; [B,A]_CBE_L4__AD49 and [B,A]_CBE_L5__AD48 carry data bits [49:48].	I/O	w/PU to VIO
<b>[B,A]_DEVSEL_L.</b> PCI-X® device select signal. Based on the requirements of the PCI-X initialization pattern, during reset these signals may be tri-state or they may be driven.	I/O	w/PU to V33
<b>[B,A]_ECC[5:2].</b> PCI-X® ECC check bits. <u>Alternate Function:</u> When not in PCI-X ECC mode, these signals can be used as additional PCI request and grant lines. See section 2.6.	I/O	VIO
<b>[B,A]_FRAME_L.</b> PCI-X® frame signal.	I/O	w/PU to V33

Pin Name. Description	I/O Cell Type	Power Plane
<p><b>[B,A]_GNT_L[4,1,0].</b> PCI-X® grant signals. [B,A]_GNT_L[3,2] do not exist as separate signals. These signals are shared with [B,A]_ECC[5,4]. See section 2.6.</p> <p><b>[B,A]_GNT_L4.</b> This signal is an input while PWROK is low (strapping function). At all other times this signal is a PCI grant output. This signal is only used as a grant output if the following three conditions are true:</p> <ol style="list-style-type: none"> <li>1. The internal PCI arbiter is used: Dev[B,A]:0x48[EXTARB_L] is not asserted (low).</li> <li>2. Hot-plug is not enabled for this bus: Dev[B,A]:0x48[HPEN] is not asserted.</li> <li>3. Single slot mode is not enabled for this bus: Dev[B,A]:0x40[SSS_L] is not asserted (low).</li> </ol> <p><u>Alternate Function:</u> If Dev[B,A]:0x48[HPEN] is asserted and DevA:0x48[HP_IS_TPS2342] is not asserted, this is [B,A]_HPSORLC. See section 2.6.</p> <p><u>Strapping Function:</u> This signal must be pulled high to indicate multiple slots on this bus, or low to indicate a single slot on this bus. See section 2.5.</p> <p><b>[B,A]_GNT_L1.</b> This signal is an input while PWROK is low (strapping function). At all other times this signal is a PCI grant output. This signal is only used as a grant output if the following two conditions are true:</p> <ol style="list-style-type: none"> <li>1. The internal PCI arbiter is used: Dev[B,A]:0x48[EXTARB_L] is not asserted (low).</li> <li>2. Single slot mode is not enabled for this bus: Dev[B,A]:0x40[SSS_L] is not asserted (low).</li> </ol> <p><u>Alternate Function:</u> This signal has two alternate functions. In external arbiter mode, it is a PCI request output from the AMD-8132 tunnel. In single slot mode, it is the IDSEL signal for the single external device. See section 2.6.</p> <p><b>[B,A]_GNT_L0.</b> This signal is an input while PWROK is low (strapping function). At all other times this signal is a PCI grant output. This signal is only used as a grant output if the internal PCI arbiter is used: Dev[B,A]:0x48[EXTARB_L] is not asserted (low).</p> <p><u>Alternate Function:</u> In external arbiter mode this is a PCI request output from the AMD-8132 tunnel.</p>	I/O (See left)	V33
<p><b>[B,A]_IRDY_L.</b> PCI-X® initiator ready signal.</p>	I/O	w/PU to V33
<p><b>[B,A]_M66EN.</b> Frequency select input for [B,A]_PCLK while in conventional PCI mode. When not in hot-plug mode, the state of this signal is captured at the rising edge of [B,A]_RESET_L, see section 4.2.3. After the corresponding [B,A]_RESET_L signal goes high, the state of [B,A]_M66EN is ignored. In hot-plug mode, this signal may be driven low as an output after initialization.</p>	IOD	V33
<p><b>[B,A]_PAR__ECC0.</b> This is the PCI parity signal.</p> <p><u>Multiple Use:</u> This signal is used as [B,A]_ECC[0] during PCI-X ECC mode.</p>	I/O	VIO
<p><b>[B,A]_PAR64__ECC7.</b> This is the PCI upper 32-bit parity signal. The pullup to VIO is only enabled if not in PCI-X Mode 2.</p> <p><u>Multiple Use:</u> This signal is used as [B,A]_ECC[7] during PCI-X ECC mode.</p>	I/O	w/PU to VIO

Pin Name. Description	I/O Cell Type	Power Plane
<p><b>[B,A]_PCIXCAP.</b> PCI-X® frequency capabilities selection; used to determine the mode of the PCI bus. The state of this signal is captured during a cold reset at the rising edge of LDTRESET_L (see section 4.2.1). After LDTRESET_L is deasserted, the state of [B,A]_PCIXCAP is ignored. The state of this signal is recaptured at any cold reset but is not recaptured during warm resets.</p> <p><i>Alternate Function:</i> If hot-plug is enabled for this bus, [B,A]_PCIXCAP is the hot-plug input data from either the TPS2342 or TPS2340A.</p>	I	V33
<p><b>[B,A]_PCLK[4:0].</b> These are the PCI-X® clock outputs. The maximum frequency is 133 MHz. See section 4.2.3 for bus frequency selection.</p> <ul style="list-style-type: none"> <li>• [B,A]_PCLK[3:0] can be used as slot/device PCI clocks.</li> <li>• [B,A]_PCLK[4] can also be used as a slot/device PCI clock, unless this bus is in single-slot mode: Dev[B,A]:0x40[SSS_L] is asserted (low).</li> </ul> <p><i>Alternate Function:</i></p> <ul style="list-style-type: none"> <li>• If Dev[B,A]:0x48[HPEN] is asserted and Dev[B,A]:0x40[SSS_L] is asserted (low), [B,A]_PCLK[4] is used as the hot-plug BUSEN_L input from either the TPS2342 or TPS2340A.</li> <li>• If Dev[B,A]:0x48[HPEN] is not asserted and Dev[B,A]:0x40[SSS_L] is asserted (low), [B,A]_PCLK[4] is used as VIO[B,A]_OVERRIDE_DELAY (see section 7.1.4).</li> </ul>	I/O (See left)	V33
<p><b>[B,A]_PERR_L.</b> PCI-X uncorrectable error.</p>	I/O	w/PU to V33
<p><b>[B,A]_PIRQ[A, B, C, D]_L.</b> PCI-X® interrupt requests; these are all inputs to the AMD-8132 tunnel.</p> <ul style="list-style-type: none"> <li>• [B,A]_PIRQA_L can additionally be driven as an open-drain output in support of the hot-plug controller.</li> <li>• [B,A]_PIRQB_L can additionally be driven as an open-drain output in support of the [B,A]_Fatal signal.</li> <li>• [B,A]_PIRQC_L can additionally be driven as an open-drain output in support of the [B,A]_Nonfatal signal.</li> <li>• If TEST is high, A_PIRQC_L is used to indicate test mode. See section 2.6.</li> </ul>	IOD	V33
<p><b>[B,A]_PLLCLKO.</b> PLL clock output, see section 4.1 for details.</p>	O	V33
<p><b>[B,A]_PLLCLKI.</b> PLL clock input, see section 4.1 for details.</p>	I	V33



Pin Name. Description	I/O Cell Type	Power Plane
<p><b>[B,A]_REQ_L[4,1,0].</b> [B,A]_REQ_L[3,2] do not exist as separate signals. These signals are shared with [B,A]_ECC[3,2]. See section 2.6 for details.</p> <p><b>[B,A]_REQ_L4.</b> This is a PCI request input. It is only used as a request input if the following three conditions are true:</p> <ol style="list-style-type: none"> <li>1. The internal PCI arbiter is used: Dev[B,A]:0x48[EXTARB_L] is not asserted (low).</li> <li>2. Hot-plug is not enabled for this bus: Dev[B,A]:0x48[HPEN] is not asserted.</li> <li>3. Single slot mode is not enabled for this bus: Dev[B,A]:0x40[SSS_L] is not asserted (low).</li> </ol> <p><b>Alternate Function:</b> In hot-plug mode, this signal is used for interfacing to the TPS2342 or TPS2340A. See section 2.6.</p> <p><b>Strapping Function:</b> This signal must be pulled high to indicate there is no hot-plug controller for this bus; or pulled low to indicate there is a hot-plug controller. See section 2.5.</p> <p><b>[B,A]_REQ_L1.</b> This is a PCI request input. It is only used as a request input if the following two conditions are true:</p> <ol style="list-style-type: none"> <li>1. The internal PCI arbiter is used: Dev[B,A]:0x48[EXTARB_L] is not asserted (low).</li> <li>2. Single slot mode is not enabled for this bus: Dev[B,A]:0x40[SSS_L] is not asserted (low).</li> </ol> <p><b>Alternate Function:</b> This signal has three alternate functions.</p> <ol style="list-style-type: none"> <li>1. In external arbiter mode, it is a PCI grant input to the AMD-8132 tunnel.</li> <li>2. In single slot non-hot-plug mode, it is the VIOSEL output for a PCI-X Mode 2 capable power supply.</li> <li>3. In single slot hot-plug mode, it is the CLKEN_L input from either the TPS2340A or TPS2342.</li> </ol> <p><b>[B,A]_REQ_L0.</b> This is a PCI request input. It is only used as a request input if the internal PCI arbiter is used: Dev[B,A]:0x48[EXTARB_L] is not asserted (low).</p> <p><b>Alternate Function:</b> In external arbiter mode, this signal is a PCI grant input to the AMD-8132 tunnel. If TEST is high, A_REQ_L0 is used to indicate the test mode. See section 2.6.</p>	I/O (See left)	V33
<p><b>[B,A]_REQ64_L__ECC6.</b> PCI-X® request for 64-bit transfers. The AMD-8132 tunnel drives this signal to the asserted state while [B,A]_RESET_L is asserted, indicating the PCI bus is 64 bits. <b>Multiple Use:</b> This signal is used as [B,A]_ECC[6] during PCI-X ECC mode.</p>	I/O	w/PU to VIO
<p><b>[B,A]_RESET_L.</b> Secondary PCI bus reset. This signal is asserted whenever LDTRESET_L is asserted or when programmed by Dev[B,A]:0x3C[SBRST]. In hot-plug mode, this signal should also be connected to HPSORR_L of the TPS2340A or [B,A]_HP_RST_L in the TPS2342. See section 1.3.7.3.1.</p>	O	V33
<p><b>[B,A]_SERR_L.</b> PCI-X® system error signal.</p>	I	V33
<p><b>[B,A]_STOP_L.</b> PCI-X® stop signal. Based on the requirements of the PCI-X initialization pattern, during reset these signals may be tri-state or they may be driven.</p>	I/O	w/PU to V33

Pin Name. Description	I/O Cell Type	Power Plane
<b>[B,A]_TRDY_L.</b> PCI-X® target ready signal. Based on the requirements of the PCI-X initialization pattern, during reset these signals may be tri-state or they may be driven.	I/O	w/PU to V33
<b>HPSIC.</b> This signal is an input while PWROK is low (strapping function). For the TPS2340A, this signal is the hot-plug serial input clock. <u>Alternate Function:</u> A_HP_CLK. This signal is the hot-plug serial clock for the TPS2342. See section 2.6. <u>Strapping Function:</u> For normal operation, this signal should always be pulled high.	I/O (See left)	V33
<b>HPSIL_L.</b> This signal is an input while PWROK is low (strapping function). This signal is an output at all other times. For the TPS2340A, this signal is the hot-plug serial input load. <u>Alternate Function:</u> B_HP_CLK. This signal is the hot-plug serial clock for the TPS2342. See section 2.6. <u>Strapping Function:</u> This pin should be pulled high to indicate the internal PCI arbiters are used. See section 2.5.	I/O (See left)	V33
<b>HPSOC.</b> This signal is an input while PWROK is low (strapping function). This signal is an output at all other times. For the TPS2340A, this signal is the hot-plug serial output clock. <u>Alternate Function:</u> B_HP_SOD. This signal is the hot-plug serial output data to the TPS2342. See section 2.6.	I/O (See left)	V33
<b>HPSOD.</b> This signal is an input while PWROK is low (strapping function). This signal is an output at all other times. For the TPS2340A, this signal is the hot-plug serial output data. <u>Alternate Function:</u> A_HP_SOD. This signal is the hot-plug serial output data for the TPS2342. See section 2.6. <u>Strapping Function:</u> <ul style="list-style-type: none"> <li>• If this pin is pulled high at the rising edge of PWROK, the AMD-8132 tunnel is configured to interface to the TPS2340A. See section 2.5.</li> <li>• If this pin is pulled low at the rising edge of PWROK, the AMD-8132 tunnel is configured to interface to the TPS2342. See section 2.5.</li> </ul>	I/O (See left)	V33
<b>NIOAIRQ[A, B, C, D]_L.</b> Non-IOAPIC interrupt request outputs. Each of these signals require a weak pullup resistor to V33. See section 1.3.2 and Dev[B,A]:0x40[NIOAMODE] for details about the function of these pins. <u>Alternate Function:</u> If TEST is asserted, then NIOAIRQD_L is used to indicate the test mode. See section 2.6.	IOD (See left)	V33
<b>PME_L.</b> Power management event interrupt. The AMD-8132 tunnel asserts this signal when SHPC-defined power management events occur. This signal is typically connected to the system Southbridge, where it may be used to initiate system state transitions. This pin is asserted by either PCI bus SHPC to signal a power management event.	OD	V33

If a bridge is to be left unused, the signals associated with that bridge should be connected as follows:

- The following signals do not require any connection: [B,A]\_AD[63:50], [B,A]\_AD49\_CBE\_L4, [B,A]\_AD48\_CBE\_L5, [B,A]\_AD[47:0], [B,A]\_CBE\_L[7:6], [B,A]\_CBE\_L5\_AD48, [B,A]\_CBE\_L4\_AD49, [B,A]\_CBE\_L[3:0], [B,A]\_PAR, [B,A]\_PAR64, [B,A]\_PCLK[4:0], [B,A]\_RESET\_L, [B,A]\_ECC[5:4], [B,A]\_TRDY\_L, [B,A]\_IRDY\_L, [B,A]\_STOP\_L, [B,A]\_REQ64\_L, [B,A]\_ACK64\_L, [B,A]\_FRAME\_L, [B,A]\_DEVSEL\_L, [B,A]\_PERR\_L.

- The following signals should be tied high through resistors: [B,A]\_ECC[3:2], [B,A]\_GNT\_L[4,1,0], [B,A]\_PIRQ[D:A]\_L, [B,A]\_REQ\_L[4,1,0], [B,A]\_SERR\_L.
- The following signals should be grounded: [B,A]\_PCIXCAP, [B,A]\_M66EN.
- [B,A]\_PLLCLKO should be connected to [B,A]\_PLLCLKI.

## 2.3 Miscellaneous Signals

The following signals are sorted by pin name.

Pin Name. Description	I/O Cell Type	Power Plane
<b>[B,A]_PCLK[3].</b> In single-slot mode, these pins are used as straps for AMD internal use and should be pulled high.		
<b>CMPOVR.</b> This pin is required to be tied low for normal operation.	I	V33
<b>DIFFOUT_[H,L].</b> Reserved (should be left unconnected).	O	VLDT
<b>NC.</b> Reserved (should be left unconnected).		
<b>PCIXA_100, PCIXB_100.</b> For strapping options see section 2.5.		
<b>REFCLK_[H,L].</b> 200 MHz differential reference clock. This signal is required to be operational and valid for a minimum of 200 microseconds prior to the rising edge of PWROK and always while PWROK is high.	I	(See section 7.2)
• <b>STRAPL[1:0].</b> Strapping options to be tied low. These pins should be tied to ground.	I	V33
<b>TEST.</b> This pin is required to be tied low for functional operation. See Chapter 6.	I	V33
Note:		

Pin Name. Description	I/O Cell Type	Power Plane
<p><b>VDDOK.</b> This signal indicates to the AMD-8132 tunnel that VDD core power is at 1.2 V and stable.</p> <ul style="list-style-type: none"> <li>This signal should not be asserted until VLDT and VDD core are known to be at 1.2 V and stable. VDDOK should be asserted with, or prior to, PWROK being asserted.</li> <li>When VDDOK is deasserted, the PCI/PCI-X® I/O cells are put into determinate states even if VDD and VLDT power supplies have not reached their nominal levels.</li> <li>The following PCI/PCI-X signals are driven low while VDDOK is deasserted as part of the power on sequence:  A_AD0_PAD, A_AD1_PAD, A_AD2_PAD, A_AD3_PAD, A_AD4_PAD, A_AD5_PAD,  A_AD6_PAD, A_AD7_PAD, A_AD8_PAD, A_AD9_PAD, A_AD10_PAD, A_AD11_PAD,  A_AD12_PAD, A_AD13_PAD, A_AD14_PAD, A_AD15_PAD, A_AD16_PAD,  A_AD17_PAD, A_AD18_PAD, A_AD19_PAD, A_AD20_PAD, A_AD21_PAD,  A_AD22_PAD, A_AD23_PAD, A_AD24_PAD, A_AD25_PAD, A_AD26_PAD,  A_AD27_PAD, A_AD28_PAD, A_AD29_PAD, A_AD30_PAD, A_AD31_PAD  A_CBE_L0_PAD, A_CBE_L1_PAD, A_CBE_L2_PAD, A_CBE_L3_PAD  A_PCLK1_PAD  A_RESET_L_PAD  B_AD0_PAD, B_AD1_PAD, B_AD2_PAD, B_AD3_PAD, B_AD4_PAD, B_AD5_PAD,  B_AD6_PAD, B_AD7_PAD, B_AD8_PAD, B_AD9_PAD, B_AD10_PAD, B_AD11_PAD,  B_AD12_PAD, B_AD13_PAD, B_AD14_PAD, B_AD15_PAD, B_AD16_PAD,  B_AD17_PAD, B_AD18_PAD, B_AD19_PAD, B_AD20_PAD, B_AD21_PAD,  B_AD22_PAD, B_AD23_PAD, B_AD24_PAD, B_AD25_PAD, B_AD26_PAD,  B_AD27_PAD, B_AD28_PAD, B_AD29_PAD, B_AD30_PAD, B_AD31_PAD  B_CBE_L0_PAD, B_CBE_L1_PAD, B_CBE_L2_PAD, B_CBE_L3_PAD  B_PCLK1_PAD  B_RESET_L_PAD</li> </ul>		

### 2.3.1 JTAG Signals

A standard JTAG controller is implemented in the AMD-8132 tunnel using the following signals sorted by pin name.

Pin Name. Description	I/O Cell Type	Power Plane
<b>TCK.</b> JTAG test clock.	I	V33
<b>TDI.</b> JTAG test data input.	I	w/PU to V33
<b>TDO.</b> JTAG test data output.	OD	V33
<b>TMS.</b> JTAG test mode select.	I	w/PU to V33
<b>TRST_L.</b> JTAG reset. Note: If a system does not implement JTAG, this signal should be pulled low on the systemboard with a strong enough resistor to overcome the nominally 8K internal resistor.	I	w/PU to V33

## 2.4 Power and Ground

The following signals are sorted by pin name.

Pin Name.	Description
<b>PLL_VDDA[2:1].</b>	Analog 3.3-volt power plane for PLLs in the core of the AMD-8132™ tunnel. Filtering this power plane from digital noise is required.
<b>V33.</b>	3.3-volt power plane for I/O.
<b>VDD.</b>	1.2-volt power plane for the core of the AMD-8132 tunnel.
<b>VDD3FB_H.</b>	VDD3 feedback. VDD3FB_H is tied to V33 on the die and can be used to measure the power supply noise at the die. Potentially, it can be used as the feedback to a V33 regulator to boost the supply in compensation for the package drop.
<b>VDDFB_[H,L].</b>	Core feedback. VDDFB_[H, L] are routed on the package as a differential pair to the to die. VDDFB_H is tied to VDD12 on the die and VDDFB_L is tied to ground.
<b>VIO[B,A].</b>	In systems not capable of running in Mode 2, this is always 3.3 volts. In systems that can run in Mode 2, VIOSEL ([B,A]_REQ_L1) is high to select 3.3 volts and low to select 1.5 volts.
<b>VLDT.</b>	1.2 volt power plane for the HyperTransport™ technology pins.
<b>VSS.</b>	Ground.

## 2.5 Straps During Initialization

During reset, the state of several pins is monitored to configure the bridges. These pins require either a weak pullup to V33 (value = 1) or weak pulldown to VSS (value = 0). All of the strap information is latched at the rising edge of PWROK. The following are sorted by pin name.

Pin	Strap. Description.	Low/High
PCIXA_100	<b>DevA:0x48[PCIX100].</b> Sets the maximum speed of the DevA PCI-X® common clock. For PCI-X Mode 1: <ul style="list-style-type: none"> <li>• Low (133) = 133 MHz clock</li> <li>• High (100) = 100 MHz clock</li> </ul> For PCI-X Mode 2 DDR: <ul style="list-style-type: none"> <li>• Low (133) = a data rate of 266 MHz</li> <li>• High (100) = a data rate of 200 MHz</li> </ul>	Low = 133 High = 100
PCIXB_100	<b>DevB:0x48:[PCIX100].</b> Sets the maximum speed of the DevB PCI-X® common clock. For PCI-X Mode 1: <ul style="list-style-type: none"> <li>• Low (133) = 133 MHz clock</li> <li>• High (100) = 100 MHz clock</li> </ul> For PCI-X Mode 2 DDR: <ul style="list-style-type: none"> <li>• Low (133) = a data rate of 266 MHz</li> <li>• High (100) = a data rate of 200 MHz</li> </ul>	Low = 133 High = 100

Pin	Strap. Description.	Low/High
[B,A]_GNT_L4	<b>Dev[B,A]:0x40[SSS_L]</b> . For details, see Dev[B,A]:0x40, PCI-X® Miscellaneous.	Low = Single Slot High = Multi-Slot
[B,A]_PCLK[3]	<b>[B,A]_PCLK[3]</b> . In single-slot mode, these pins are used as straps for AMD internal use and should be pulled high.	
[B,A]_REQ_L4	<b>Dev[B,A]:0x48[HPEN]</b> . For details, see Dev[B,A]:0x48, PCI-X® Misc II and Pins Latched at Rising Edge of PWROK.	Low = Hot-Plug High = Not Hot-Plug
HPSIC	For normal operational mode, HPSIC should have a weak pullup to V33.	High = Normal Operation
HPSIL_L	<b>Dev[B,A]:0x48[EXTARB_L]</b> . When internal arbitration is in use, EXTARB_L should have a weak pullup to V33. A weak pulldown to VSS disables internal arbitration for both bridges. BIOS code can subsequently enable the individual internal arbiters. See section 1.3.1.	Low = External Arbiter High = Internal Arbiter
HPSOC	For normal operational mode, HPSOC should have a weak pullup to V33.	High = Normal Operation
HPSOD	<b>Dev[B,A]:0x48[HP_IS_TPS2342]</b> . For details see Dev[B,A]:0x48, PCI-X® Misc II and Pins Latched at Rising Edge of PWROK.	Low = TPS2342 High = TPS2340A

## 2.6 Pins With Alternate Functions

The following entries are sorted by pin name. The alternate function is listed under the pin name.

Pin Name	I/O Cell Type	Power Plane
<b>Alternate Function.</b> Description.		
[B,A]_ECC[3,2]  <b>[B,A]_REQ_L[3,2]</b> . <ul style="list-style-type: none"> <li>If the PCI-X® bus is in PCI-X ECC mode, these signals are ECC signals.</li> <li>If the PCI-X® bus is not in ECC mode but is in single slot mode, Dev[B,A]:0x40[SSS_L] is asserted (low) and these signals are treated as unused ECC signals (outputs disabled, input receivers disabled).</li> <li>If the PCI-X® bus is in parity mode and is not in single slot mode and if the internal arbiter is enabled for this bus, these signals are available as additional REQ lines:                      [B,A]_ECC3 --&gt; [B,A]_REQ_L3                      [B,A]_ECC2 --&gt; [B,A]_REQ_L2</li> </ul>	I/O	VIO

Pin Name	I/O Cell Type	Power Plane
<b>Alternate Function. Description.</b>		
[B,A]_ECC[5,4]  <b>[B,A]_GNT_L[3,2].</b> <ul style="list-style-type: none"> <li>If the PCI-X® bus is in PCI-X ECC mode, these signals are ECC signals.</li> <li>If the PCI-X® bus is not in ECC mode but is in single slot mode, Dev[B,A]:0x40[SSS_L] is asserted (low) and these signals are treated as unused ECC signals (outputs disabled, input receivers disabled).</li> <li>If the PCI-X® bus is in parity mode and is not in single slot mode and if the internal arbiter is enabled for this bus, these signals are available as additional GNT lines: [B,A]_ECC5 --&gt; [B,A]_GNT_L3 [B,A]_ECC4 --&gt; [B,A]_GNT_L2</li> </ul>	I/O	VIO
[B,A]_GNT_L0  <b>[B,A]_P_REQ_L.</b> If Dev[B,A]:0x48[EXTARB_L] is asserted (low), this signal is used as the preemptable REQ_L to the arbiter.	O	V33
[B,A]_GNT_L1  <b>[B,A]_IDSEL.</b> When Dev[B,A]:0x40[SSS_L] is asserted (low), this is an output and the PCI-X® IDSEL signal for slot 0.  Note: The AMD-8132 tunnel is always device 0 on the secondary PCI bus. So, this IDSEL is asserted for configuration accesses to device 1 on the secondary PCI bus, corresponding to AD[17] in the type 0 configuration access.  <b>[B,A]_NP_REQ_L.</b> If Dev[B,A]:0x48[EXTARB_L] is asserted (low), this signal is used as the non-preemptable REQ_L to the arbiter.	O	V33
[B,A]_GNT_L4  <b>[B,A]_HPSORLC.</b> When Dev[B,A]:0x48[HPEN] is set, this is the [B,A]_HPSORLC output to a TPS2340A compatible controller. See section 1.3.7.	O	V33
[B,A]_PCIXCAP  <b>[B,A]_HPSID.</b> If Dev[B,A]:0x48[HPEN] is asserted, this is the hot-plug serial input data output for the TPS2340A. See section 1.3.7.3.1.  <b>[B,A]_HP_SID.</b> If Dev[B,A]:0x48[HPEN] is asserted, this is the hot-plug serial input data output for the TPS2342. See section 1.3.7.3.1.	I/O	V33
[B,A]_PCLK[1]  <b>[B,A]_VIOEN.</b> If Dev[B,A]:0x40[SSS_L] is asserted (low), this is an output and is the [B,A]_VIOEN signal for the VIO[B,A] power controller. See section 7.1.4.	O	V33

Pin Name	I/O Cell Type	Power Plane
<b>Alternate Function. Description.</b>		
[B,A]_PCLK[4]		
<b>[B,A]_BUSEN_L.</b> When Dev[B,A]:0x48[HPEN] and Dev[B,A]:0x40[SSS_L] are asserted, this is the BUSEN_L input. See section 1.3.7.2.	I/O	V33
<b>VIO[B,A]_OVERRIDE_DELAY.</b> When Dev[B,A]:0x48[HPEN] is not asserted and Dev[B,A]:0x40[SSS_L] is asserted (low), this is the VIO[B,A]_OVERRIDE_DELAY input. See section 7.1.4.	I/O	V33
[B,A]_REQ_L0	I	V33
<b>[B,A]_P_GNT_L.</b> If Dev[B,A]:0x48[EXTARB_L] is asserted (low), this signal is used as the preemptable GNT_L from the arbiter.		
[B,A]_REQ_L1		
<b>[B,A]_NP_GNT_L.</b> If Dev[B,A]:0x48[EXTARB_L] is asserted (low), this signal is used as the non-preemptable GNT_L from the arbiter.	I/O	V33
<b>[B,A]_VIOSEL.</b> When Dev[B,A]:0x48:[HPEN] is not asserted and Dev[B,A]:0x40[SSS_L] is asserted (low), this is an output and is the [B,A]_VIOSEL signal for the VIO[B,A] power controller. See section 7.1.4.	I/O	V33
<b>CLKEN_L.</b> When Dev[B,A]:0x48[HPEN] and Dev[B,A]:0x40[SSS_L] are asserted, this is the CLKEN_L input.	I/O	V33
[B,A]_REQ_L4		
<b>[B,A]_HPSOLC.</b> When a hot-plug controller is connected to the bridge this is an output: <ul style="list-style-type: none"> <li>• [B,A]_HPSOLC for a TPS2340A compatible controller. See section 1.3.7.</li> <li>• [B,A]_HP_LC for a TPS2342 compatible controller. See section 1.3.7.</li> </ul>	I/O	V33
[B,A]_RESET_L		
<b>[B,A]_HP_RST_L.</b> This a reset output to the TPS2342.	O	V33
<b>[B,A]_HPSORR_L.</b> This is a reset output to the TPS2340A. Note: The function does not change for the different hot-plug controllers, but the controllers name the signal differently .	O	V33
HPSIC		
<b>A_HP_CLK.</b> When DevA:0x48[HP_IS_TPS2342] is asserted, this signal is the hot-plug serial bus clock for bus A.	O	V33
HPSIL_L		
<b>B_HP_CLK.</b> When DevA:0x48[HP_IS_TPS2342] is asserted, this signal is the hot-plug serial bus clock for bus B.	O	V33



Pin Name	I/O Cell Type	Power Plane
<b>Alternate Function.</b> Description.		
HPSOC		
<b>B_HP_SOD.</b> When DevA:0x48[HP_IS_TPS2342] is asserted, this is the bridge B hot-plug serial data output to a TPS2342 controller.	O	V33
HPSOD		
<b>A_HP_SOD.</b> When DevA:0x48[HP_IS_TPS2342] is asserted, this is the bridge A hot-plug serial data output to a TPS2342 controller.	O	V33

## 2.7 AMD-8132™ Tunnel Configurations: Their Effect on Alternate Functions

The AMD-8132 tunnel can be used in several different configurations. The following tables show how the AMD-8132 tunnel signals are used in these configurations. The configuration choices are:

- Whether a bus is using an internal arbiter or an external arbiter.
- Whether a bus is single slot or multi-slot. See the discussion of Dev[B,A]:0x40[SSS\_L] in section 3.2.
- Whether a bus is capable of running in PCI-X ECC mode.
- Whether a bus is hot-plug capable. See the discussion of Dev[B,A]:0x48[HPEN] in section 3.2.
- Whether a hot-plug capable bus is using the TPS2340A or the TPS2342. See the discussion of Dev[B,A]:0x48[HP\_IS\_TPS2342] in section 3.2.
- Whether a hot-plug capable bus is using one hot-plug power controller or two.

### 2.7.1 Internal Arbiter

#### 2.7.1.1 Single Slot: Mode 2

Capable of operating in PCI-X Mode 2, PCI-X Mode 1 with ECC, PCI-X Mode 1 with parity, and conventional PCI. A bus capable of running in PCI-X Mode 2 must only have a single slot or device and must connect [B,A]\_GNT\_L1 (alternative function [B,A]\_IDSEL) to the IDSEL pin of the slot or device. A bus capable of running in PCI-X Mode 2 or PCI-X Mode 1 with ECC must connect [B,A]\_ECC[5:2] to the ECC[5:2] pins of the slots/devices.

Pin Name	A and B PCI-X® Mode 2 Single Slot Not Hot-Plug	A and B PCI, PCI-X® Mode 1 Single Slot One Hot-Plug TPS2340A	A and B PCI, PCI-X® Mode 2 Single Slot One Hot-Plug TPS2342
A_ECC2	A_ECC2	A_ECC2	A_ECC2
A_ECC3	A_ECC3	A_ECC3	A_ECC3
A_ECC4	A_ECC4	A_ECC4	A_ECC4
A_ECC5	A_ECC5	A_ECC5	A_ECC5
A_GNT_L0	A_GNT_L0	A_GNT_L0	A_GNT_L0
A_GNT_L1	A_IDSEL	A_IDSEL	A_IDSEL
A_GNT_L4	--	A_HPSORLC	--
A_PCLK1	A_VIOEN	--	--
A_PCLK4	VIOA_OVERRIDE_DELAY	A_BUSEN_L	A_BUSEN_L
A_REQ_L0	A_REQ_L0	A_REQ_L0	A_REQ_L0
A_REQ_L1	A_VIOSEL	A_CLKEN_L	A_CLKEN_L
A_REQ_L4	--	A_HPSOLC	A_HP_LC
A_PCIXCAP	A_PCIXCAP	A_HPSID	A_HP_SID
B_ECC2	B_ECC2	B_ECC2	B_ECC2
B_ECC3	B_ECC3	B_ECC3	B_ECC3
B_ECC4	B_ECC4	B_ECC4	B_ECC4
B_ECC5	B_ECC5	B_ECC5	B_ECC5
B_GNT_L0	B_GNT_L0	B_GNT_L0	B_GNT_L0
B_GNT_L1	B_IDSEL	B_IDSEL	B_IDSEL
B_GNT_L4	--	B_HPSORLC	--
B_PCLK1	B_VIOEN	--	--
B_PCLK4	VIOB_OVERRIDE_DELAY	B_BUSEN_L	B_BUSEN_L
B_REQ_L0	B_REQ_L0	B_REQ_L0	B_REQ_L0
B_REQ_L1	B_VIOSEL	B_CLKEN_L	B_CLKEN_L
B_REQ_L4	--	B_HPSOLC	B_HP_LC
B_PCIXCAP	B_PCIXCAP	B_HPSID	B_HP_SID
HPSIC	--	HPSIC	A_HP_CLK
HPSIL_L	--	HPSIL_L	B_HP_CLK
HPSOC	--	HPSOC	B_HP_SOD
HPSOD	--	HPSOD	A_HP_SOD

### 2.7.1.2 Multiple Slots: Mode 1 ECC

Capable of running in PCI-X Mode 1 with ECC, PCI-X Mode 1 with parity, and conventional PCI. A bus capable of running in PCI-X Mode 1 with ECC must connect [B,A]\_ECC[5:2] to the ECC[5:2] pins of the slots/devices. A non-single-slot system capable of running in PCI-X Mode 1 with ECC must provide pullups on [B,A]\_ECC[3:2] since these will be treated as PCI requests until the bus is configured in ECC mode. Up to three slots are supported if not in hot-plug mode, up to two slots are supported in hot-plug mode.

Pin Name	A and B PCI-X® Mode 1 Two or Three Slot Not Hot-Plug	A and B PCI-X® Mode 1 Two Slot One Hot-Plug TPS2340A Per Bus	A and B PCI-X® Mode 1 Two Slot One Hot-Plug TPS2342 Per Bus
A_ECC2	A_ECC2	A_ECC2	A_ECC2
A_ECC3	A_ECC3	A_ECC3	A_ECC3
A_ECC4	A_ECC4	A_ECC4	A_ECC4
A_ECC5	A_ECC5	A_ECC5	A_ECC5
A_GNT_L0	A_GNT_L0	A_GNT_L0	A_GNT_L0
A_GNT_L1	A_GNT_L1	A_GNT_L1	A_GNT_L1
A_GNT_L4	A_GNT_L4	A_GNT_L4	A_GNT_L4
A_PCLK1	A_PCLK1	A_PCLK1	A_PCLK1
A_PCLK4	A_PCLK4	A_PCLK4	A_PCLK4
A_REQ_L0	A_REQ_L0	A_REQ_L0	A_REQ_L0
A_REQ_L1	A_REQ_L1	A_REQ_L1	A_REQ_L1
A_REQ_L4	A_REQ_L4	A_REQ_L4	A_REQ_L4
A_PCIXCAP	A_PCIXCAP	A_HPSID	A_HP_SID
B_ECC2	B_ECC2	B_ECC2	B_ECC2
B_ECC3	B_ECC3	B_ECC3	B_ECC3
B_ECC4	B_ECC4	B_ECC4	B_ECC4
B_ECC5	B_ECC5	B_ECC5	B_ECC5
B_GNT_L0	B_GNT_L0	B_GNT_L0	B_GNT_L0
B_GNT_L1	B_GNT_L1	B_GNT_L1	B_GNT_L1
B_GNT_L4	B_GNT_L4	B_GNT_L4	B_GNT_L4
B_PCLK1	B_PCLK1	B_PCLK1	B_PCLK1
B_PCLK4	B_PCLK4	B_PCLK4	B_PCLK4
B_REQ_L0	B_REQ_L0	B_REQ_L0	B_REQ_L0
B_REQ_L1	B_REQ_L1	B_REQ_L1	B_REQ_L1
B_REQ_L4	B_REQ_L4	B_REQ_L4	B_REQ_L4
B_PCIXCAP	B_PCIXCAP	B_HPSID	B_HP_SID
HPSIC	--	HPSIC	A_HP_CLK
HPSIL_L	--	HPSIL_L	B_HP_CLK
HPSOC	--	HPSOC	B_HP_SOD
HPSOD	--	HPSOD	A_HP_SOD

### 2.7.1.3 Multiple Slots: Mode1 Without ECC

Capable of running in PCI-X Mode 1 with parity, and conventional PCI. In this mode the [B,A]\_ECC[5:2] pins are available as extra [B,A]\_REQ\_L[3:2] and [B,A]\_GNT\_L[3:2] signals and up to five devices are supported. Up to four devices are supported in hot-plug mode.

Pin Name	A and B PCI, PCI-X® Multi-Slot Mode Not Hot-Plug	A and B PCI, PCI-X® Multi-Slot Mode One or Two Hot-Plug TPS2340A Per Bus	A and B PCI, PCI-X® Multi-Slot Mode One or Two Hot-Plug TPS2342 Per Bus
A_ECC2	A_REQ_L2	A_REQ_L2	A_REQ_L2
A_ECC3	A_REQ_L3	A_REQ_L3	A_REQ_L3
A_ECC4	A_GNT_L2	A_GNT_L2	A_GNT_L2
A_ECC5	A_GNT_L3	A_GNT_L3	A_GNT_L3
A_GNT_L0	A_GNT_L0	A_GNT_L0	A_GNT_L0
A_GNT_L1	A_GNT_L1	A_GNT_L1	A_GNT_L1
A_GNT_L4	A_GNT_L4	A_HPSORLC	--
A_PCLK1	A_PCLK1	A_PCLK1	A_PCLK1
A_PCLK4	A_PCLK4	--	--
A_REQ_L0	A_REQ_L0	A_REQ_L0	A_REQ_L0
A_REQ_L1	A_REQ_L1	A_REQ_L1	A_REQ_L1
A_REQ_L4	A_REQ_L4	A_HPSOLC	A_HP_LC
A_PCIXCAP	A_PCIXCAP	A_HPSID	A_HP_SID
B_ECC2	B_REQ_L2	B_REQ_L2	B_REQ_L2
B_ECC3	B_REQ_L3	B_REQ_L3	B_REQ_L3
B_ECC4	B_GNT_L2	B_GNT_L2	B_GNT_L2
B_ECC5	B_GNT_L3	B_GNT_L3	B_GNT_L3
B_GNT_L0	B_GNT_L0	B_GNT_L0	B_GNT_L0
B_GNT_L1	B_GNT_L1	B_GNT_L1	B_GNT_L1
B_GNT_L4	B_GNT_L4	B_HPSORLC	--
B_PCLK1	B_PCLK1	B_PCLK1	B_PCLK1
B_PCLK4	B_PCLK4	--	--
B_REQ_L0	B_REQ_L0	B_REQ_L0	B_REQ_L0
B_REQ_L1	B_REQ_L1	B_REQ_L1	B_REQ_L1
B_REQ_L4	B_REQ_L4	B_HPSOLC	B_HP_LC
B_PCIXCAP	B_PCIXCAP	B_HPSID	B_HP_SID
HPSIC	--	HPSIC	A_HP_CLK
HPSIL_L	--	HPSIL_L	B_HP_CLK
HPSOC	--	HPSOC	B_HP_SOD
HPSOD	--	HPSOD	A_HP_SOD

## **2.7.2 External Arbiter**

### **2.7.2.1 Single Slot**

Single slot PCI-X Mode 2 is not supported with an external arbiter.

## 2.7.2.2 Multiple Slots: Mode 1

Capable of running in PCI-X Mode 1 with ECC, PCI-X Mode 1 with parity, and conventional PCI. A bus capable of running in PCI-X Mode 1 with ECC must connect [B,A]\_ECC[5:2] to ECC[5:2] pins of the slots/devices. In external arbiter mode, [B,A]\_ECC[5:2] are never used as request/grant signals, so up to 4 slots can be supported as PCI-X Mode 1 with ECC (limited by electrical constraints).

Pin Name	A and B Two Slot PCI-X® Mode 1 Not Hot-Plug	A and B Two Slot PCI-X® Mode 1 One or Two Hot-Plug TPS2340A Per Bus	A and B Two Slot PCI-X® Mode 1 One or Two Hot-Plug TPS2342 Per Bus
A_ECC2	A_ECC2	A_ECC2	A_ECC2
A_ECC3	A_ECC3	A_ECC3	A_ECC3
A_ECC4	A_ECC4	A_ECC4	A_ECC4
A_ECC5	A_ECC5	A_ECC5	A_ECC5
A_GNT_L0	A_P_REQ_L	A_P_REQ_L	A_P_REQ_L
A_GNT_L1	A_NP_REQ_L	A_NP_REQ_L	A_NP_REQ_L
A_GNT_L4	--	A_HPSORLC	--
A_PCLK1	A_PCLK1	A_PCLK1	A_PCLK1
A_PCLK4	A_PCLK4	--	--
A_REQ_L0	A_P_GNT_L0	A_P_GNT_L0	A_P_GNT_L0
A_REQ_L1	A_NP_GNT_L1	A_NP_GNT_L1	A_NP_GNT_L1
A_REQ_L4	--	A_HPSOLC	A_HP_LC
A_PCIXCAP	A_PCIXCAP	A_HPSID	A_HP_SID
B_ECC2	B_ECC2	B_ECC2	B_ECC2
B_ECC3	B_ECC3	B_ECC3	B_ECC3
B_ECC4	B_ECC4	B_ECC4	B_ECC4
B_ECC5	B_ECC5	B_ECC5	B_ECC5
B_GNT_L0	B_P_REQ_L0	B_P_REQ_L0	B_P_REQ_L0
B_GNT_L1	B_NP_REQ_L1	B_NP_REQ_L1	B_NP_REQ_L1
B_GNT_L4	--	B_HPSORLC	--
B_PCLK1	B_PCLK1	B_PCLK1	B_PCLK1
B_PCLK4	B_PCLK4	--	--
B_REQ_L0	B_P_GNT_L	B_P_GNT_L	B_P_GNT_L
B_REQ_L1	B_NP_GNT_L	B_NP_GNT_L	B_NP_GNT_L
B_REQ_L4	--	B_HPSOLC	B_HP_LC
B_PCIXCAP	B_PCIXCAP	B_HPSID	B_HP_SID
HPSIC	--	HPSIC	A_HP_CLK
HPSIL_L	--	HPSIL_L	B_HP_CLK
HPSOC	--	HPSOC	B_HP_SOD
HPSOD	--	HPSOD	A_HP_SOD





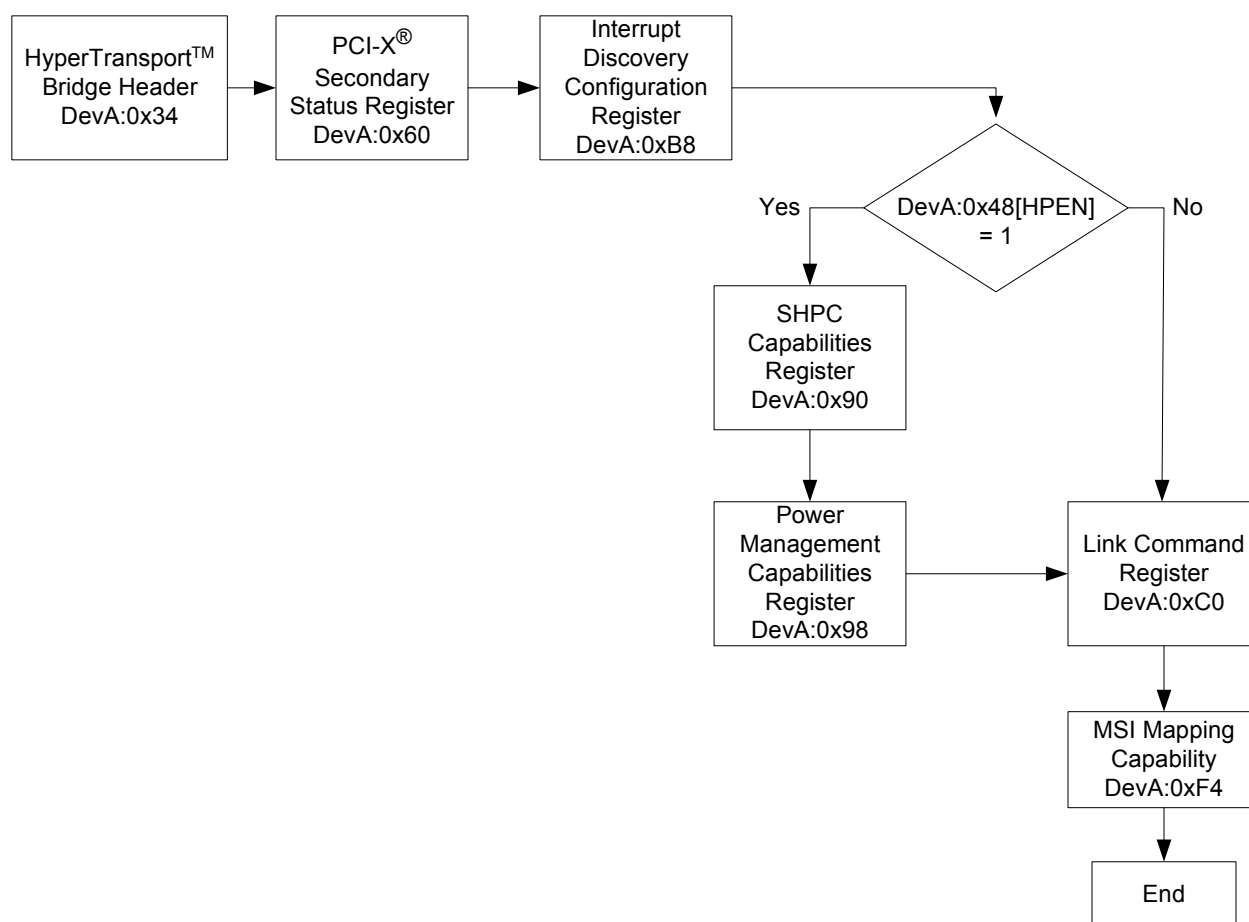
## Chapter 3 Registers

### 3.1 Register Overview

The AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel includes several sets of registers accessed through a variety of address spaces. Except where otherwise noted, all registers are reset to their default values by LDTRESET\_L.

Configuration and status information specific to HyperTransport technology is mapped into configuration space using the capabilities list methodology described in the *PCI Local Bus Specification, Rev 2.3*. Figure 17 is an example of the capability block chain for device A.

**Figure 17. Example Capability Block Chain: Device A.**



#### 3.1.1 Configuration Space

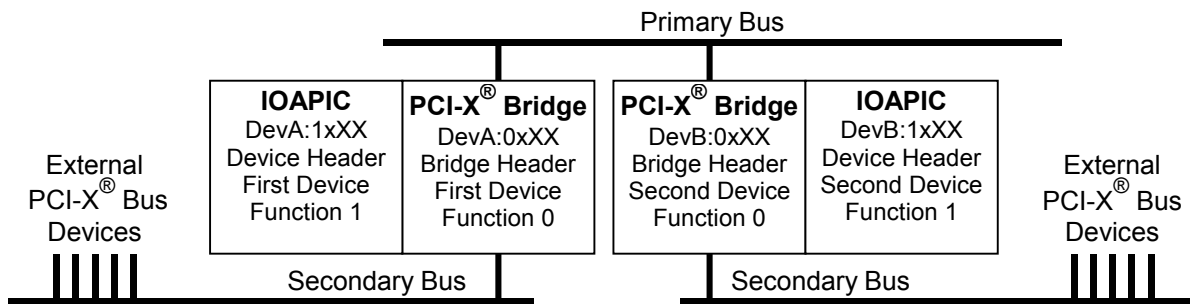
The address space for the AMD-8132 tunnel configuration registers is broken up into devices, functions, and offsets as defined by *HyperTransport™ I/O Link Specification, Rev 2.0*. The address space is accessed by HyperTransport-defined type 0 configuration or extended configuration cycles. The device number is mapped

into bits[15:11] of the configuration address. The function number is mapped into bits[10:8] of the configuration address. The offset is mapped to bits[7:0] of the configuration address.

The address space for the AMD-8132 tunnel configuration space can be reached with either a HyperTransport type 0 access, or with an extended HyperTransport type 0 access. When using an extended type 0 access, all registers with an address above 255 bytes are reserved.

The following diagram shows the devices in configuration space as viewed by software.

**Figure 18. Configuration Space.**



Device A, above, is programmed to be DevA:0xC0[BUID] and device B is DevA:0xC0[BUID] plus 1. See the Link Command register for details. Also see section 1.3.5 HyperTransport™ Requests Claimed by the Bridges.

### 3.1.2 Register Naming and Description Conventions

Configuration register locations are referenced with mnemonics that take the form of Dev[A|B]:[7:0]x[FF:0], where the first bracket contains the device, the second bracket contains the function number, and the last bracket contains the offset.

The AMD-8132 tunnel does not claim configuration register accesses to unimplemented functions within its devices, they are forwarded to the other side of the tunnel. Accesses to unimplemented register locations within implemented functions are claimed, those registers are Reserved.

**Table 3. Register Naming Conventions**

Device	Function	Mnemonic	Registers
A	0	DevA:0xXX	PCI-PCI bridge A registers; link and PCI-X® capabilities block.
A	1	DevA:1xXX	IOAPIC for PCI-X® bridge A.
B	0	DevB:0xXX	PCI-PCI bridge B registers; PCI-X® capabilities block.
B	1	DevB:1xXX	IOAPIC for PCI-X® bridge B.

Other register locations (e.g., memory mapped registers) are referenced with an assigned mnemonic that specifies the address space and offset. These mnemonics start with four characters that identify the space followed by characters that identify the offset within the space.

**Table 4. Memory Mapped Address Spaces**

Base Address Register	Size (bytes)	Mnemonic	Registers
Dev[B,A]:1x10/48	4K	APIC[B,A]:XX	IOAPIC registers. Base address register at offset 10h enabled by Dev[B,A]:1x44[OSVISBAR].
Dev[B,A]:0x10	4K	SHPC[B,A]:XX	Standard hot-plug controller register set. Access is enabled by Dev[B,A]:0x48[HPEN]. Access to these registers is provided through both memory space and configuration space. To access through configuration space, Dev[B,A]:0x90[SELECT] specifies the DWORD offset and Dev[B,A]:0x94 provides the DWORD data port.

Register fields within register locations are also identified with a name or bit group in brackets following the register location mnemonic.

**Table 5. Register Attributes**

Type	Description
Read or Read Only	Capable of being read by software. Read Only implies that the register cannot be written to by software.
Write	Capable of being written by software.
Set by Hardware	Register bit is set high by hardware.
Write Once	After LDTRESET_L, these registers may be written to once. After being written, they become Read Only until the next LDTRESET_L assertion. The Write Once control is byte based. So, for example, software may write each byte of a Write Once DWORD as four individual transactions. As each byte is written, that byte becomes Read Only.
Write 1 to clear	Software must write a 1 to the bit to clear it. Writing a 0 to these bits has no effect.
Write 1 only	Software can set the bit high by writing a 1 to it. However, subsequent writes of 0 have no effect. LDTRESET_L must be asserted in order to clear the bit.
Reserved	For AMD internal use only. When reading Reserved bits, ignore the data. When writing to Reserved bits, preserve the data and merge it with the write; failure to do this results in undefined behavior.
<b>Note:</b> Unless otherwise noted or described as being assigned a value at the assertion of PWROK, all registers are reset to their default values by LDTRESET_L.	

**Table 6. AMD-8132™ Tunnel Registers and Register Addresses**

Register Name	Register Address
PCI-X® Bridge Vendor and Device ID	Dev[B,A]:0x00
PCI-X Bridge Status and Command	Dev[B,A]:0x04
PCI-X Bridge Revision and Class Code	Dev[B,A]:0x08
PCI-X Bridge BIST-Header-Latency-Cache	Dev[B,A]:0x0C
PCI-X SHPC Base Address Low	Dev[B,A]:0x10
PCI-X SHPC Base Address High	Dev[B,A]:0x14
PCI-X Bridge Bus Numbers and Secondary Latency	Dev[B,A]:0x18
PCI-X Bridge Memory Base/Limit, I/O Base/Limit, and Secondary Status	Dev[B,A]:0x[30:1C]
PCI-X Bridge Capabilities Pointer	Dev[B,A]:0x34
PCI-X Bridge Interrupt and Bridge Control	Dev[B,A]:0x3C
PCI-X Miscellaneous	Dev[B,A]:0x40
PCI-X Scratch	Dev[B,A]:0x44
PCI-X Misc II and Pins Latched at Rising Edge of PWROK	Dev[B,A]:0x48
Prefetch Control	Dev[B,A]:0x4C
PCI-X Secondary Status	Dev[B,A]:0x60
PCI-X Bridge Status	Dev[B,A]:0x64
PCI-X Upstream Split Transaction	Dev[B,A]:0x68
PCI-X Downstream Split Transaction	Dev[B,A]:0x6C
PCI-X ECC Control and Status	Dev[B,A]:0x70
PCI-X ECC First Address	Dev[B,A]:0x74
PCI-X ECC Second Address	Dev[B,A]:0x78
PCI-X ECC Attribute	Dev[B,A]:0x7C
Misc Bridge Errors	Dev[B,A]:0x80
Misc Error Enables	Dev[B,A]:0x84
SHPC Capabilities	Dev[B,A]:0x90
SHPC Data	Dev[B,A]:0x94
Power Management Capabilities	Dev[B,A]:0x98
Power Management Status and Control	Dev[B,A]:0x9C
Extended Configuration Address Range	DevA:0xB4
Interrupt Discovery and Configuration	Dev[B,A]:0x[BC,B8]
HyperTransport™ Revision ID Capability Block	DevB:0xC0
Link Command	DevA:0xC0
Link Configuration and Control	DevA:0xC4 and DevA:0xC8

**Table 6. AMD-8132™ Tunnel Registers and Register Addresses (Continued)**

Register Name	Register Address
Link Revision, Errors, and Frequency Capability 0	DevA:0xCC
Feature, Link Errors, and Frequency Capability 1	DevA:0xD0
Error Handling and Link Enumeration	DevA:0xD4
Link Non-Prefetchable Memory Space Extension	DevA:0xD8
Tunnel Control	DevA:0xDC
Clock Control	DevA:0xF0
MSI Mapping Capability Block Header	Dev[B,A]:0xF4
MSI Mapping Capability Block Lower Address	Dev[B,A]:0xF8
MSI Mapping Capability Block Upper Address	Dev[B,A]:0xFC
IOAPIC Vendor and Device ID	Dev[B,A]:1x00
IOAPIC Status and Command	Dev[B,A]:1x04
IOAPIC Revision and Class Code	Dev[B,A]:1x08
IOAPIC Device BIST-Header-Latency-Cache	Dev[B,A]:1x0C
IOAPIC Base Address Low	Dev[B,A]:1x10 and Dev[B,A]:1x48
IOAPIC Base Address High	Dev[B,A]:1x14 and Dev[B,A]:1x4C
IOAPIC Device Subsystem ID and Subsystem Vendor ID	Dev[B,A]:1x2C
Pointer to Capabilities Block	Dev[B,A]:1x34
IOAPIC Control	Dev[B,A]:1x44
HyperTransport Revision Capabilities Block	Dev[B,A]:1x50
PCI-X PHY Compensation Control	Dev[B,A]:1x[94,90,8C,88,84,80]
Link PHY Compensation Control	Dev[B,A]:1x[D8,D4,C8,C4,C0]
Performance Counters and Control	DevA:1x[AC,A8,A4,A0]
IOAPIC Register Space	APIC[B,A]:00[7:0]
SHPC Base Offset	SHPC[B,A]:00
SHPC Slots Available I	SHPC[B,A]:04
SHPC Slots Available II	SHPC[B,A]:08
SHPC Slot Configuration	SHPC[B,A]:0C
SHPC Secondary Bus Configuration	SHPC[B,A]:10
SHPC Command and Status	SHPC[B,A]:14
SHPC Interrupt Locator	SHPC[B,A]:18
SHPC SERR Locator	SHPC[B,A]:1C
SHPC SERR-INT	SHPC[B,A]:20
SHPC Logical Slot	SHPC[B,A]:[30,2C,28,24]

## 3.2 PCI-X® Bridge Configuration Registers

These registers are located in PCI configuration space in the first device (device A) and second device (device B), function 0. See section 3.1.2 for a description of the register naming convention.

### PCI-X® Bridge Vendor and Device ID

Dev[B,A]:0x00

Default: 7458 1022h

Attribute: Read Only

Bits	Description
31:16	<b>Device ID.</b> PCI bridge device ID is 7458.
15:0	<b>Vendor ID.</b> AMD's vendor ID is 1022.

### PCI-X® Bridge Status and Command

Dev[B,A]:0x04

Default: 0010 0000h

Attribute: See Below

Bits	Description
31	<b>Detected Parity Error [DPE].</b> Read. Set by hardware. Write 1 to clear. Set if the AMD-8132™ tunnel accepts a HyperTransport™ read response or posted request with data error indicated. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
30	<b>Signalled System Error [SSE].</b> Read. Set by hardware. Write 1 to clear. 1 = A system error was signalled (both links were flooded with sync packets) due to error detection by this device. This bit cannot be set unless Dev[B,A]:0x04[SERREN] is high. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
29	<b>Received Master Abort [RMA].</b> Read. Set by hardware. Write 1 to clear. 1 = A request sent to the host bus received a master abort. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
28	<b>Received Target Abort [RTA].</b> Read. Set by hardware. Write 1 to clear. 1 = A request sent to the host bus received a target abort. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
27	<b>Signalled Target Abort [STA].</b> Read. Set by hardware. Write 1 to clear. 1 = A target abort was signalled to the host. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
26:25	Reserved.
24	<b>Master Data Uncorrectable Error [MDPE].</b> Read. Set by hardware. Write 1 to clear. Set if the AMD-8132 tunnel issues a HyperTransport™ posted request or accepts a HyperTransport response with data error indicated and Dev[B,A]:0x04[PERSP] is set. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
23:21	Reserved.
20	<b>Capabilities Pointer.</b> Read Only. This bit is fixed in the high state.

19	<p><b>Interrupt Status [INTSTATUS].</b> Read Only. Status of interrupts generated by the AMD-8132 tunnel. If this bit is a 1, then the AMD-8132 tunnel has detected an SHPC interrupt, a fatal error, or a nonfatal error, and is configured to drive this interrupt onto the [B,A]_PIRQA_L, [B,A]_PIRQB_L, or [B,A]_PIRQC_L interrupt pins respectively, unless gated by the interrupt disable bit [INTDISABLE].</p> <p>Note: This bit is set regardless of the state of the interrupt disable bit; i.e., if the interrupt disable bit is set but all other conditions that would cause interrupt pins to be asserted are true, then this bit is still set.</p>
18:11	Reserved.
10	<p><b>Interrupt Disable [INTDISABLE].</b> Read-Write. Disables assertion of [B,A]_PIRQA_L, [B,A]_PIRQB_L, and [B,A]_PIRQC_L by the AMD-8132 tunnel. Other devices may still assert these interrupts; the AMD-8132 tunnel response to those assertions is not affected by this bit.</p> <p>0 = Enable assertion of [B,A]_PIRQA_L, [B,A]_PIRQB_L, and [B,A]_PIRQC_L. This bit is 0 after LDTRESET_L.</p> <p>1 = Disable assertion of [B,A]_PIRQA_L, [B,A]_PIRQB_L, and [B,A]_PIRQC_L.</p>
9	Reserved.
8	<p><b>SERR_L Enable [SERREN].</b> Read-Write.</p> <p>0 = Dev[B,A]:0x04[SSE] cannot be set high and the AMD-8132 tunnel does not initiate flooding the links with sync packets although it can still propagate sync flooding.</p> <p>1 = Dev[B,A]:0x04[SSE] is enabled to be set high and the AMD-8132 tunnel is enabled to flood the links with sync packets in response to detected system errors.</p>
7	Reserved.
6	<p><b>Parity Error Response [PERSP].</b> Read-Write. Enables setting Dev[B,A]:0x04[MDPE] because of data errors on the HyperTransport™ chain. Enables the propagation of data errors from the PCI/PCI-X® bus to the HyperTransport chain in target done responses. If clear, MDPE may never be set and target done responses from PCI/PCI-X are always issued with the data error bit clear.</p>
5	Reserved.
4	<p><b>Memory Write And Invalidate Enable [MWIEN].</b> Read-Write. Enables the generation of the Memory Write and Invalidate command on the PCI bus.</p>
3	<p><b>Special Cycle Enable.</b> Read Only. This bit is hardwired low.</p>
2	<p><b>PCI Master Enable [MASEN].</b> Read-Write.</p> <p>0 = Disables secondary bus masters from initiating cycles to the host but does not block interrupt packet generation by the AMD-8132 tunnel.</p> <p>1 = Enables secondary bus masters to initiate cycles to the host.</p>
1	<p><b>Memory Enable [MEMEN].</b> Read-Write.</p> <p>0 = Not enabled.</p> <p>1 = Enables access to the secondary bus memory space and to the SHPC register space through the memory space BAR, Dev[B,A]:0x10. This bit does not affect access to SHPC registers through configuration space Dev[B,A]:0x[94:90].</p>
0	<p><b>I/O Enable [IOEN].</b> Read-Write. 1 = Enables access to the secondary bus I/O space.</p>

**PCI-X® Bridge Revision and Class Code**

**Dev[B,A]:0x08**

Default: A1: 0604 0?01h, B1: 0604 0?11h, B2: 0604 0?12h

Attribute: Read Only

Bits	Description
31:8	<b>CLASSCODE.</b> Provides the bridge class code as defined in <i>PCI Local Bus Specification, Rev 2.3</i> . Bits[3:1] of this field are zero. DevA:0x08[8] is the same as DevA:0x48[COMPAT]. DevB:0x08[8] is zero.
7:0	<b>REVISION.</b> AMD-8132™ tunnel revision— 01h = revision A1, 11h = revision B1, and 12h = revision B2.

**PCI-X® Bridge BIST-Header-Latency-Cache**

**Dev[B,A]:0x0C**

Default: 0081 0000h

Attribute: See Below

Bits	Description
31:24	<b>BIST.</b> Read Only. These bits are fixed at their default values.
23:16	<b>HEADER.</b> Read Only. These bits are fixed at their default values.
15:8	<b>LATENCY.</b> Read-Write. These bits control no hardware.
7:0	<b>CACHE.</b> Read-Write. This register is used to control the generation of Memory Read Line, Memory Read Multiple, and Memory Write and Invalidate commands to the PCI bus. HyperTransport™ reads to prefetchable memory of more than one doubleword, but less than or equal to the next boundary aligned to the value of this register, generate Memory Read Line on PCI. If reading past the boundary, Memory Read Multiple is generated. HyperTransport posted writes generate Memory Write and Invalidate PCI commands if the write will write to every byte in the cache line, and if Dev[B,A]:0x04[MWIEN] is asserted.  Note: Only 8 or 16 doubleword cache line sizes are supported. If the register is set to any value other than 8 or 16, then no Memory Read Line, Memory Read Multiple, or Memory Write and Invalidate commands will be issued on PCI.

**PCI-X® SHPC Base Address Low**

**Dev[B,A]:0x10**

Default: 0000 000?h

Attribute: See Below

Bits	Description
31:12	<b>SHPC Base Address Register [SHPCBAR] Low.</b> Read-Write. These bits specify bits [31:12] of the memory address space of the SHPC register set SHPC[B,A]:XX. If Dev[B,A]:0x48[HPEN] is low, the SHPCBAR is forced to read only 0.
11:0	<b>Hardwired.</b> Read Only. <ul style="list-style-type: none"> <li>If Dev[B,A]:0x48[HPEN] is high, these bits read 004h to indicate a 4-Kbyte block of 64-bit, non-prefetchable memory space.</li> <li>If Dev[B,A]:0x48[HPEN] is low, these bits read all 0s.</li> </ul>



**PCI-X® SHPC Base Address High****Dev[B,A]:0x14**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	<b>SHPC Base Address Register [SHPCBAR] High.</b> These bits specify bits [63:32] of the memory address space of the SHPC register set SHPC[B,A]:XX. If Dev[B,A]:0x48[HPEN] is low, the SHPCBAR is forced to read only 0.

**PCI-X® Bridge Bus Numbers and Secondary Latency****Dev[B,A]:0x18**

Default: ?000 0000h

Attribute: See Below

Bits	Description
31:27	<b>Secondary Latency Timer [SECLAT[7:3]].</b> Read-Write. The default value of SECLAT[7:0] after the deassertion of LDTRESET_L is 00h when the bridge is in conventional PCI mode and 40h when the bridge is in PCI-X® mode. <ul style="list-style-type: none"> <li>In conventional PCI mode, this functions per the <i>PCI Local Bus Specification, Rev 2.3</i>.</li> <li>In PCI-X mode, the latency timer is not used when the AMD-8132 tunnel is the master of host-initiated transactions to the PCI-X bus. In PCI-X mode, the latency timer limits the number of clocks that the AMD-8132 tunnel owns the bus as the completer (master) only during split completions. For these transactions, the latency timer counts while [B,A]_FRAME_L is asserted. If the latency timer exceeds SECLAT and the arbiter has deasserted the grant signal for the AMD-8132 tunnel because another master is requesting the bus, then the transaction is disconnected by the AMD-8132 tunnel at the next convenient 128-byte boundary.</li> </ul> <p>Note: This register is not reset on a secondary ([B,A]_RESET_L) reset assertion. If the bus mode is changed between PCI and PCI-X through a secondary reset event, it is the responsibility of software to set SECLAT for the new mode.</p>
26:24	<b>Secondary Latency Timer [SECLAT[2:0]].</b> Read Only (000b).
23:16	<b>Subordinate PCI Bus Number [SUBBUS].</b> Read-Write.
15:8	<b>Secondary PCI Bus Number [SECBUS].</b> Read-Write.
7:0	<b>Primary PCI Bus Number [PRIBUS].</b> Read-Write.

**PCI-X® Bridge Memory Base/Limit, I/O Base/Limit, and Secondary Status****Dev[B,A]:0x[30:1C]**

These registers specify the address windows for I/O space Dev[B,A]:0x1C and Dev[B,A]:0x3; non-prefetchable memory space Dev[B,A]:0x20; and prefetchable memory space Dev[B,A]:0x24, Dev[B,A]:0x28, and Dev[B,A]:0x2C. These address windows are for transactions mapped from the HyperTransport link address space to the secondary PCI bus.

The links support 25 bits of I/O space. PCI-X supports 32 bits of I/O space. Host accesses to the link-defined I/O region are mapped to the PCI-X I/O window with the 7 MSB always zero. PCI-X I/O accesses in which any of the 7 MSBs are other than zero are ignored. The PCI-X I/O space window is defined as follows:

```
PCI-X IO window =
{Dev[B,A]:0x30[31:16], Dev[B,A]:0x1C[15:12], 12'hFFF} >= {7'h00,address[24:0]} >=
{Dev[B,A]:0x30[15:0], Dev[B,A]:0x1C[7:4], 12'h000};
```

The links and PCI-X support 40 bits of non-prefetchable memory space. The PCI-X non-prefetchable memory space window is defined as follows:

```
PCI-X non-prefetchable memory window =
{24'h00, DevA:0xD8[15:8], Dev[B,A]:0x20[31:20], 20'hF_FFFF} >= address >=
{24'h00, DevA:0xD8[7:0], Dev[B,A]:0x20[15:4], 20'h0_0000};
```

The links and PCI-X support 64 bits of prefetchable memory space. All link memory mapped I/O space may be within the PCI-X prefetchable memory window. The PCI-X prefetchable memory space window is defined as follows:

```
PCI-X prefetchable memory window =
{Dev[B,A]:0x2C[31:0], Dev[B,A]:0x24[31:20], 20'hF_FFFF} >= address >=
{Dev[B,A]:0x28[31:0], Dev[B,A]:0x24[15:4], 20'h0_0000};
```

These windows may also be altered by Dev[B,A]:0x3C[VGAEN, ISAEN].

When the address from either the host or a secondary bus master is inside one of the windows, then the transaction is assumed to be intended for a target that sits on the secondary bus. Therefore, the following transactions are possible:

- Host-initiated transactions inside the windows are routed to the secondary bus.
- Secondary PCI-initiated transactions inside the windows are not claimed by the AMD-8132 tunnel.
- Host-initiated transactions outside the windows are passed through the tunnel or master aborted if the AMD-8132 tunnel is at the end of a chain.
- Secondary PCI-initiated transactions outside the windows are claimed by the AMD-8132 tunnel and passed to the host.

For example: if IOBASE > IOLIM and Dev[B,A]:0x3C[VGAEN] is 0, then no host-initiated I/O space transactions are forwarded to the secondary bus and all secondary PCI bus-initiated I/O space (not configuration) transactions are forwarded to the host. If MEMBASE > MEMLIM and PMEMBASE > PMEMLIM and Dev[B,A]:0x3C[VGAEN] is 0, then no host-initiated memory space transactions are forwarded to the secondary bus and all secondary PCI bus-initiated memory space transactions are forwarded to the host.

The windows may be overridden for compatibility traffic, enabled by DevA:0x48[COMPAT] as defined in the *HyperTransport™ I/O Link Specification, Rev 2.0*.

**Dev[B,A]:0x1C**

Default: 0220 01F1h

Attribute: See Below

Bits	Description
31	<b>Detected Uncorrectable Error [DPE].</b> Read. Set by hardware. Write 1 to clear. Set if the AMD-8132™ tunnel detects an uncorrectable error on the PCI-X® bus during an address/attribute cycle, or while accepting read data or write data. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
30	<b>Received System Error [RSE].</b> Read. Set by hardware. Write 1 to clear. 1 = The AMD-8132 tunnel detected either [B,A]_SERR_L or [B,A]_SHPC_SERR asserted. In order to clear this bit, these signals must be deasserted. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
29	<b>Received Master Abort [RMA].</b> Read. Set by hardware. Write 1 to clear. 1 = The AMD-8132 tunnel received a master abort as a master on the secondary bus. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
28	<b>Received Target Abort [RTA].</b> Read. Set by hardware. Write 1 to clear. 1 = The AMD-8132 tunnel received a target abort as a master on the secondary PCI bus. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
27	<b>Signalled Target Abort [STA].</b> Read. Set by hardware. Write 1 to clear. 1 = The AMD-8132 tunnel generated a target abort as a target on the secondary PCI bus. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
26:25	<b>Device Select Timing.</b> Read Only. These bits are hardwired to indicate medium decoding speed.
24	<b>Master Data Uncorrectable Error [MDPE].</b> Read. Set by hardware. Write 1 to clear. 1 = The AMD-8132 tunnel sets this bit if Dev[B,A]:0x3C[PEREN] is set and one of these conditions occurs: <ul style="list-style-type: none"> <li>• An uncorrectable error is detected during a data phase of a read.</li> <li>• The detection of [B,A]_PERR_L asserted during a write as a master on the secondary bus.</li> </ul> Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
23	<b>Fast Back-to-Back Enable [FBBEN].</b> Read Only. This bit is fixed low, indicating the AMD-8132 tunnel does not support fast back-to-back transactions.
22:16	Read Only. These bits are fixed in their default state.
15:12	<b>IO Limit Address [IOLIM].</b> Address bits[15:12]. See Dev[B,A]:0x[30:1C].
11:8	Read Only. Returns 0001 indicating the I/O upper limit is implemented.
7:4	<b>IO Base Address [IOBASE].</b> Address bits[15:12]. See Dev[B,A]:0x[30:1C].
3:0	Read Only. Returns 0001 indicating the I/O upper base is implemented.

**Dev[B,A]:0x20**

Default: 0000 FFF0h

Attribute: See Below

Bits	Description
31:20	<b>Non-Prefetchable Memory Limit Address [MEMLIM]</b> . Address bits[31:20]. See Dev[B,A]:0x[30:1C].
19:16	Reserved.
15:4	<b>Non-Prefetchable Memory Base Address [MEMBASE]</b> . Address bits[31:20]. See Dev[B,A]:0x[30:1C].
3:0	Reserved.

**Dev[B,A]:0x24**

Default: 0001 FFF1h

Attribute: Read-Write

Bits	Description
31:20	<b>Prefetchable Memory Limit Address [PMEMLIM]</b> . Address bits[31:20]. See Dev[B,A]:0x[30:1C].
19:16	Read Only. Returns 0001 indicating prefetchable memory limit upper is implemented.
15:4	<b>Prefetchable Memory Base Address [PMEMBASE]</b> . Address bits[31:20]. See Dev[B,A]:0x[30:1C].
3:0	Read Only. Returns 0001 indicating prefetchable memory base upper is implemented.

**Dev[B,A]:0x28**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	<b>Prefetchable Memory Base Address [PMEMBASE]</b> . Address bits[63:32]. See Dev[B,A]:0x[30:1C].

**Dev[B,A]:0x2C**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	<b>Prefetchable Memory Limit Address [PMEMLIM]</b> . Address bits[63:32]. See Dev[B,A]:0x[30:1C].

**Dev[B,A]:0x30**

Default: 0000 FFFFh

Attribute: Read-Write

Bits	Description
31:16	<b>IO Limit Address [IOLIM]</b> . Address bits[31:16]. See Dev[B,A]:0x[30:1C].
15:0	<b>IO Base Address [IOBASE]</b> . Address bits[31:16]. See Dev[B,A]:0x[30:1C].

**PCI-X® Bridge Capabilities Pointer****Dev[B,A]:0x34**

Default: 0000 0060h

Attribute: Read Only

Bits	Description
31:8	Reserved.
7:0	<b>CAPABILITIES_PTR</b> . Points to the next capability block. See Dev[B,A]:0x60.

**PCI-X® Bridge Interrupt and Bridge Control****Dev[B,A]:0x3C**

Default: 0000 0?FFh

Attribute: See Below

Bits	Description
31:28	Reserved.
27	<b>Discard Timer Sync Flood Enable [DTSE]</b> . Read-Write. If Dev[B,A]:0x3C[DTS] is high and this bit is set, indicate an error as follows: <ul style="list-style-type: none"> <li>• If Dev[B,A]:0x04[SERREN] is asserted and Dev[B,A]:0x40[PCIErrorserrDisable] is deasserted, then Dev[B,A]:0x04[SSE] is set and the links are flooded with sync packets.</li> <li>• If Dev[B,A]:0x40[PCIErrornonfatalEn] or Dev[B,A]:0x40[PCIErrorfatalEn] is asserted, then assert the nonfatal or fatal signal respectively.</li> </ul>
26	<b>Discard Timer Status [DTS]</b> . Read. Set by hardware. Write 1 to clear. 1 = The secondary discard timer discard timer timed out. This bit is not capable of being set when the secondary bus is in PCI-X® mode. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
25	<b>Secondary Discard Timer [SDT]</b> . Read-Write. This bit is used to decrease the number of clocks used by the PCI-defined discard timer. 0 = Discard timer times out after 32K PCLK cycles. 1 = Discard timer times out after 1K PCLK cycles.
24:23	Reserved.
22	<b>Secondary Bus Reset [SBRST]</b> . Read-Write. 0 = [B,A]_RESET_L not asserted. 1 = [B,A]_RESET_L asserted; secondary PCI bus placed into reset state.
21	<b>Master Abort Response [MARSP]</b> . Read-Write. 0 = Master aborts to nonposted requests result in normal responses on the originating bus. Read responses are sent with the appropriate amount of data, which are all 1s. Posted requests from HyperTransport™ that are master aborted on PCI/PCI-X® are silently dropped. 1 = The responses to nonposted requests that come from the host bus or secondary bus that result in master aborts indicate a target abort to the initiating bus (through PCI bus protocol or link protocol). Master aborts on PCI/PCI-X result in the assertion of Dev[B,A]:0x80[DISCARDED_POST].

20	<p><b>VGA 16 Bit Decode [VGA16DEC].</b> Read-Write. Resets to 0.</p> <ul style="list-style-type: none"> <li>• If set, bits [15:10] are compared when decoding VGA-compatible I/O addresses.</li> <li>• If clear, address bits [15:10] are ignored; allowing VGA-compatible I/O addresses to alias through the first 64 Kbytes of I/O space.</li> </ul> <p>See bit 19, [VGAEN].</p>
19	<p><b>VGA Decoding Enable [VGAEN].</b> Read-Write.</p> <p>0 = The AMD-8132™ tunnel does not decode VGA-compatible address ranges.</p> <p>1 = Route host-initiated commands targeting VGA-compatible address ranges to the secondary bus. These include memory accesses from A0000h to BFFFFh and I/O accesses in which address bits [9:0] range from 3B0h to 3BBh or 3C0h to 3DFh. If Dev[B,A]:0x3C[VGA16DEC] is asserted, bits [15:10] are 0. If Dev[B,A]:0x3C[VGA16DEC] is clear, bits [15:10] are ignored in the decode. Bits [31:16] are 0. Secondary bus accesses to these ranges are not claimed by the AMD-8132 tunnel.</p>
18	<p><b>ISA Decoding Enable [ISAEN].</b> Read-Write.</p> <p>0 = The PCI I/O window is the whole range specified by Dev[B,A]:0x1C[15:0] and Dev[B,A]:0x30.</p> <p>1 = The I/O address window specified by Dev[B,A]:0x1C[15:0] and Dev[B,A]:0x30 is limited to the first 256 bytes of each 1-Kbyte block specified; this only applies to the first 64 Kbytes of I/O space.</p>
17	<p><b>System Error Enable [SERREN].</b> Read-Write. If this bit is set and Dev[B,A]:0x04[SERREN] is set and Dev[B,A]:0x1C[RSE] is set (indicating that SERR assertion has been detected on the secondary bus), then the AMD-8132 tunnel responds by flooding both outgoing HyperTransport™ links with sync packets and setting Dev[B,A]:0x04[SSE].</p>
16	<p><b>Uncorrectable Error Response Enable [PEREN].</b> Read-Write. Enables setting Dev[B,A]:0x1C[MDPE] in response to uncorrectable errors on the local PCI/PCI-X® bus. See Chapter 5 Error Conditions and Handling.</p>
15:8	<p><b>INTERRUPT_PIN.</b> Read Only.</p> <ul style="list-style-type: none"> <li>• If Dev[B,A]:0x48[HPEN] is low, then Dev[B,A]:0x3C[INTERRUPT_PIN] is 00h.</li> <li>• If Dev[B,A]:0x48[HPEN] is high, then Dev[B,A]:0x3C[INTERRUPT_PIN] is 01h.</li> </ul> <p>Note: When hot-plug mode is enabled, [B,A]_PIRQA_L can be asserted for hot-plug events.</p>
7:0	<p><b>INTERRUPT_LINE.</b> Read-Write. These bits control no internal logic.</p>

## PCI-X® Miscellaneous

Dev[B,A]:0x40

Default: 001F 0001h

Attribute: See Below

Bits	Description
31	<p><b>WriteChainEnable.</b> Read-Write. If this bit is asserted, allow multiple write packets from HyperTransport™ directed at this PCI bus to be chained together. See section 1.3.3.</p> <p>Note: Programming of this bit may vary based on platform requirements. This bit should be clear for systems with devices or device drivers that do not operate correctly if writes are combined by the AMD-8132 tunnel.</p>
30	<p><b>PCIMemWrBufMode.</b> Read-Write. After reset deasserts, value = 1.</p> <p>0 = The AMD-8132™ tunnel will retry PCI Memory Writes if it does not have at least one internal buffer available.</p> <p>1 = The AMD-8132 tunnel will retry PCI Memory Writes to the lower half of a 64-byte HyperTransport™ cache line if it does not have at least two internal buffers available. This behavior results in more efficient use of HyperTransport bus bandwidth for PCI Memory Writes when all byte enables are set.</p>
29	<p><b>ENABLE_SNOOP_HP.</b> Read-Write. If this bit is asserted, the SNOOP_HP bit is set whenever the PCI bus is disabled during hot-plug events. This bit is only used in single slot mode. When not in single slot mode, writing a 1 to this bit can result in undefined behavior.</p>
28	<p><b>SNOOP_HP.</b> Read. Set by hardware. Write 1 to clear. This bit is only set if ENABLE_SNOOP_HP is set, hot-plug is enabled for this bus, and this bus is disabled due to a hot-plug event. If this bit does become set, all operations intended for this PCI bus that would have been master aborted because this bus is disabled get a non-error response instead. For the period of time that SNOOP_HP is set, the behavior is the same as if MARSP was not set; except that the data returned on the HyperTransport™ bus is all 0s instead of all 1s. This bit is only used in single slot mode.</p> <p>Note: This bit should be cleared by software writing a 1 to this location after the bus is re-enabled.</p>
27	<p><b>NONPOSTFPEN.</b> Read-Write. Resets to 0.</p> <p>0 = Disable forward progress logic for PCI/PCI-X® nonposted request buffers.</p> <p>1 = Enable forward progress logic for PCI/PCI-X® nonposted request buffers. The AMD-8132 tunnel ensures each PCI/PCI-X master continues to make forward progress in the event more nonposted requests are being received than the AMD-8132 tunnel can accept simultaneously. If only one nonposted buffer is available, it will be reserved for the PCI/PCI-X master that has been waiting longest. All other devices will be retried until that master gets its request accepted by the AMD-8132 tunnel or until additional buffers become available. This logic should not be enabled when the AMD-8132 tunnel is in external arbiter mode since the internal arbiter grants are used to track which device is the current bus master.</p>
26	<p><b>POSTFPEN.</b> Read-Write. Resets to 0.</p> <p>0 = Disable forward progress logic for PCI/PCI-X® posted buffers.</p> <p>1 = Enable forward progress logic for PCI/PCI-X® posted buffers. The AMD-8132 tunnel ensures each PCI/PCI-X master continues to make forward progress in the event more posted requests are being received than the AMD-8132 tunnel can accept simultaneously. If only enough posted buffers are available to satisfy one PCI/PCI-X master they will be reserved for the PCI/PCI-X master waiting the longest. All other devices will be retried until that master gets its request accepted by the AMD-8132 tunnel or until additional buffers become available. This logic should not be enabled when the AMD-8132 tunnel is in external arbiter mode since the internal arbiter grants are used to track which device is the current bus master.</p>

25	<b>MSIErrorNonfatalEn.</b> Read-Write. Resets to 0. When this bit is set, it causes a nonfatal error interrupt to be issued whenever Dev[B,A]:0x80[DROPPED_MSI] is asserted.
24	<b>MSIErrorFatalEn.</b> Read-Write. Resets to 0. When this bit is set, it causes a fatal error interrupt to be issued whenever Dev[B,A]:0x80[DROPPED_MSI] is asserted.
23	<b>PCIErrorNonfatalEn.</b> Read-Write. Resets to 0. When this bit is set, it causes a nonfatal error interrupt to be sent whenever one of the error conditions listed in the description of PCIErrorSerrDisable occurs.
22	<b>PCIErrorFatalEn.</b> Read-Write. Resets to 0. When this bit is set, it bit causes a fatal error interrupt to be sent whenever one of the error conditions listed in the description of PCIErrorSerrDisable occurs.
21	<b>PCIErrorSerrDisable.</b> Read-Write. Resets to 0. When this bit is set, it prevents errors detected on the secondary bus from causing HyperTransport™ sync flood. The gated errors are: <ul style="list-style-type: none"> <li>• Address or attribute phase uncorrectable error while the AMD-8132 tunnel is a potential target of the operation and secondary parity error response is enabled. Indicated by the assertion of Dev[B,A]:0x80[ADDR_OR_ATTR_ERR], qualified with Dev[B,A]:0x3C[PEREN].</li> <li>• Detecting a master abort, qualified by Dev[B,A]:0x3C[MARSP]; target abort, or PERR_L assertion ,qualified by Dev[B,A]:0x3C[PEREN], while the AMD-8132 tunnel is the master for a posted write operation. Indicated by the assertion of Dev[B,A]:0x80[DISCARDED_POST].</li> <li>• Detecting a master abort, qualified by Dev[B,A]:0x3C[MARSP], or target abort while the AMD-8132 tunnel is the master for a split completion operation. Indicated by the assertion of Dev[B,A]:0x60[SCD].</li> <li>• Detecting an uncorrectable error while the AMD-8132 tunnel is the target of a split completion message, qualified by Dev[B,A]:0x3C[PEREN]. Indicated by the assertion of Dev[B,A]:0x80[SCM_PAR_ERR].</li> <li>• The secondary discard timer timed out, qualified by Dev[B,A]:0x3C[DTSE]. Indicated by the assertion of Dev[B,A]:0x3C[DTS].</li> </ul>
20:16	<b>PCLKEN[4:0].</b> Read-Write. Each of these bits controls a [B,A]_PCLK[4:0] signal. Bit 16 controls PCLK 0, bit 17 controls PCLK1, and so forth. 0 = The PCLK signal is forced low. The intended use is to disable PCLK signals that correspond to unimplemented PCI-X® devices or slots. 1 = The PCLK signal is enabled to toggle.
15	Reserved.
14	<b>DIS64.</b> Read-Write. If this bit is a 1, the AMD-8132 tunnel only generates and responds to transactions on this PCI bus as a 32-bit device. The AMD-8132 tunnel never asserts [B,A]_REQ64_L in the address phase and never asserts [B,A]_ACK64_L while asserting [B,A]_DEVSEL_L.
13	<b>DISPU.</b> Read-Write. If this bit is a 1, internal pullups on this PCI bus are disabled and external pullups must be provided.



12:8	<p><b>PFEN[4:0]_L.</b> Read-Write. Prefetch Enables (active low). Each of these bits apply to the master attached to one [B,A]_REQ_L/GNT_L pair, Dev[B,A]:0x40[PFEN0_L] applies to [B,A]_REQ0_L/GNT_L[0] and so forth. In external arbiter mode, PFEN[0]_L applies to all external masters.</p> <p>0 = Prefetching is enabled for the specified external master in conventional PCI mode, as controlled by the fields in the prefetch control register Dev[B,A]:0x4C.</p> <p>1 = Prefetching is not enabled. All types of memory reads from the given master result in requests being issued to the HyperTransport™ chain for the initial PCI beat only, and are completed as non-burst accesses on PCI. This field is ignored when the bridge is in PCI-X® mode, Dev[B,A]:0x60[SCF] is not zero. It is expected that these bits are normally left at 0. See section 1.3.4.</p>
7	Reserved. Must be set to 1 by BIOS.
6	Reserved.
5	Reserved.
4	<p><b>Non-Zero Sequence ID [NZSEQID].</b> Read-Write.</p> <p>0 = The SeqID value is 0h in the upstream link requests resulting from the bridge's external PCI/PCI-X® master read sequences.</p> <p>1 = The SeqID value is not 0h in the upstream link requests resulting from the bridge's external PCI/PCI-X master read sequences. Instead, a unique SeqID is assigned in the range 8h-Fh for each read sequence outstanding on the PCI/PCI-X bus. Setting these bits high may reduce host memory efficiency and bandwidth. It is not expected that these bits will need to be set; the order in which read requests are delivered to destinations does not matter in most cases. For details see the SeqID definition in <i>HyperTransport™ I/O Link Specification, Rev 2.0</i>.</p>
3	Note: Reserved.

<p>2</p>	<p><b>Single Slot Support [SSS_L].</b> Read Only. This CSR being asserted (low) indicates there is a single slot present. If it is inactive, there may be multiple slots present. This CSR is latched from [B,A]_GNT_L4 at the rising edge of PWROK and the information is used for several purposes:</p> <ul style="list-style-type: none"> <li>• Hot-Plug: If the bridge is in hot-plug mode as specified by Dev[B,A]:0x48[HPEN] and SSS_L is low, then the bridge supports a single hot-plug slot without external isolation switches. In this mode, external isolation switches between the AMD-8132 tunnel and the slot are not required and should not be used. See section 1.3.7. If the bridge is in hot-plug mode as specified by Dev[B,A]:0x48[HPEN] and SSS_L is high, then the bridge requires external isolation switches for all hot-plug slots.</li> <li>• PCIXCAP: If SSS_L is low, this indicates there is a single slot present and it may be a PCI-X® Mode 2 capable slot. The bridge will compare the PCIXCAP input to the five voltage levels used by PCI-X Mode 2 devices. If SSS_L is high, this indicates there may be multiple slots present. If there are multiple slots present, then they cannot be Mode 2 capable (the MODE2 connector pin must not be asserted to these slots). The bridge will compare the PCIXCAP input to the three voltage levels used by PCI-X Mode 1 devices.</li> <li>• PCI-X Mode 2: If SSS_L is low, then there is only one slot. This slot is required to use [B,A]_REQ_L0, [B,A]_GNT_L0, and [B,A]_PCLK0, rather than any of the other REQ/GNT/CLK signals. In this mode, [B,A]_GNT_L1 is redefined to be an IDSEL line for an external device; [B,A]_REQ_L1 is redefined to be a VIOSEL signal for the power supply; and [B,A]_PCLK1 is redefined to be a VIOEN signal for the power supply. If SSS_L is high, [B,A]_GNT_L1 and [B,A]_REQ_L1 are available for use as request lines for PCI slots and [B,A]_PCLK1 is available for use as a PCI clock.</li> </ul>
<p>1</p>	<p><b>Conventional PCI Mode Frequency [CPCI66].</b> Read Only. If Dev[B,A]:0x60[SCF] = 0h, then the bridge is in conventional PCI mode and this bit is valid. Otherwise, its state is undefined. 0 = [B,A]_PCLK[4:0] toggle at 33 MHz. 1 = [B,A]_PCLK[4:0] toggle at 66 MHz. Note: The default state for this field is determined by strapping options described in section 2.5.</p>
<p>0</p>	<p><b>Non-IOAPIC Mode [NIOAMODE].</b> Read-Write. This bit is used to enable [B,A]_PIRQ[D,C,B,A]_L to the NIOAIRQ[D,C,B,A]_L pins. 0 = The state of the PIRQ[D:A]_L pins are not OR'd into the NIOAIRQ[D:A]_L pins. See the equation below. 1 = The state of the PIRQ[D:A]_L pin from the bridge is OR'd with the state from the other bridge and passed to the NIOAIRQ[D:A]_L pin. This is shown in the following equations:  <math display="block">\text{NIOAIRQA\_L} = \sim ( \text{DevA:0x40 [NIOAMODE]} \ \&amp; \ \sim \text{A\_PIRQA\_L} \ \&amp; \ \text{RDRA0 [IM]} \   \ \text{DevB:0x40 [NIOAMODE]} \ \&amp; \ \sim \text{B\_PIRQA\_L} \ \&amp; \ \text{RDRB0 [IM]} ) ;</math> <math display="block">\text{NIOAIRQB\_L} = \sim ( \text{DevA:0x40 [NIOAMODE]} \ \&amp; \ \sim \text{A\_PIRQB\_L} \ \&amp; \ \text{RDRA1 [IM]} \   \ \text{DevB:0x40 [NIOAMODE]} \ \&amp; \ \sim \text{B\_PIRQB\_L} \ \&amp; \ \text{RDRB1 [IM]} ) ;</math> <p>Similarly for NIOAIRQ[C and D]_L, where RDR[B,A][3:0][IM] is the interrupt mask field of the redirection register (see section 3.6), [B,A] = the bridge letter; [3:0] = the redirection register index. Note: The NIOAIRQ[D:A]_L pins are open drain outputs. So a high on the PIRQ input is translated to the high impedance state on the NIOAIRQ output. See section 1.3.2 for more details about interrupt routing. It is expected that this bit is normally left high by system BIOS.</p> </p>

**PCI-X® Scratch****Dev[B,A]:0x44**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	These bits control no hardware.

**PCI-X® Misc II and Pins Latched at Rising Edge of PWROK****Dev[B,A]:0x48**

The values for bits 7:0 in this register are latched at the rising edge of PWROK.

Default: 0000 00??h

Attribute: See Below

Bits	Description
31:24	<b>LPMARBCOUNT.</b> Read-Write. In PCI-X® Mode 2, this is the number of idle cycles counted prior to putting the PCI-X arbiter in low power mode.
23	<b>LPMARBENABLE.</b> Read-Write. Setting this bit to 1 allows the PCI-X® Mode 2 arbiter to go into low power mode. Note: If this bit is set, Dev[B,A]_LPMARBCOUNT should be set to a value other than 0; otherwise results are undefined.
22	<b>SERR Fatal Enable.</b> Read-Write. When asserted, this bit causes the fatal error interrupt to be asserted whenever Dev[B,A]:0x1C[RSE] (indicating SERR assertion detected on the secondary bus) is asserted. Note: There is no SERR Flood Enable because this function is covered by Dev[B,A]:0x3C[SERREN].
21	<b>SERR Nonfatal Enable.</b> Read-Write. When asserted, this bit causes the nonfatal error interrupt to be asserted whenever Dev[B,A]:0x1C[RSE] (indicating SERR assertion detected on the secondary bus) is asserted.
20	<b>PERR Flood Enable.</b> Read-Write. When asserted and [B,A]:0x04[SERREN] is asserted, this bit causes the link to be flooded with sync packets whenever [B,A]:0x80[PERR_OBSERVED] is asserted.
19	<b>PERR Fatal Enable.</b> Read-Write. When asserted, this bit causes the fatal error interrupt to be asserted whenever [B,A]:0x80[PERR_OBSERVED] is asserted.
18	<b>PERR Nonfatal Enable.</b> Read-Write. When asserted, this bit causes the nonfatal error interrupt to be asserted whenever [B,A]:0x80[PERR_OBSERVED] is asserted.
17	<b>Correctable Fatal Enable.</b> Read-Write. When asserted, this bit causes the fatal error interrupt to be asserted whenever a correctable error (Dev[B,A]:0x70[ECC Error Corrected] is 1 and Dev[B,A]:0x70[ECC Error Phase] is not 0) is detected on the PCI-X® bus.
16	<b>Correctable Nonfatal Enable.</b> Read-Write. When asserted, this bit causes the nonfatal error interrupt to be asserted whenever a correctable error (Dev[B,A]:0x70[ECC Error Corrected] is 1 and Dev[B,A]:0x70[ECC Error Phase] is not 0) is detected on the PCI-X® bus.

15	<p><b>CLEARPCILOG_L.</b> Read-Write.</p> <ul style="list-style-type: none"> <li>• If this bit is asserted (0), it causes the following PCI/PCI-X® bus log bits to get cleared immediately after they are set: Dev[B,A]:0x80[SCM_PAR_ERR], Dev[B,A]:0x80[ADDR_OR_ATTR_ERR], and Dev[B,A]:0x80[DISCARDED_POST].</li> <li>• If this bit is deasserted (1), the log bits remain set until cleared by software or a PWROK deassertion.</li> </ul> <p>The purpose of this bit is to prevent the above log bits from causing unexpected sync flooding or fatal/nonfatal interrupt assertion in a system that only understands standard PCI-to-PCI bridge error reporting and doesn't query or clear these log bits following a warm reset. When this bit is in its default state, the log bits pulse and potentially cause sync flooding or fatal/nonfatal interrupts when the error initially happens, but there will be no leftover state. To preserve the log bits so they can be polled after a warm reset, set this bit to 1.</p> <p>Note: Reset by PWROK, not LDTRESET_L.</p>
14	<p><b>INTx_PACKET_EN.</b> Read-Write.</p> <ul style="list-style-type: none"> <li>• When this CSR is set, transitions on the pins [B,A]_PIRQ[D,C,B,A]_L create INTx virtual wire packets as specified in <i>HyperTransport™ I/O Link Specification, Rev 2.0</i>.</li> <li>• When this CSR is cleared, no INTx virtual wire packets are generated.</li> </ul> <p>Default = 0.</p>
13	Reserved.
12	<p><b>PARKATHOST.</b> Read-Write. This bit controls the parking behavior of the AMD-8132™ tunnel internal PCI/PCI-X® arbiter.</p> <ul style="list-style-type: none"> <li>• When asserted, the arbiter grants the PCI/PCI-X bus to the AMD-8132 tunnel when there is no request asserted.</li> <li>• When deasserted, the bus remains granted to the last bus master when there is no request.</li> <li>• This bit has no effect in external arbiter mode, Dev[B,A]:0x48[EXTARB_L] = 0.</li> </ul>
11	<p><b>SHPC_PI_1.</b> SHPC Programming Interface 1. If this bit is set, the AMD-8132 tunnel uses an SHPC Programming Interface (PI) of 1 instead of 2 and provides the functions and CSRs associated with PI = 1 instead of PI = 2. Intended for use with older SHPC device drivers which do not support SHPC PI = 2.</p> <p>Note: The value of this bit should not be changed after any SHPC commands have been issued. If it does change, results are undefined.</p>
10	<p><b>PCIX100.</b> Read-Write. If this bit is set, PCI-X® Mode 1 operates at 100 MHz instead of 133 MHz; PCI-X mode 2 operates at 200 MHz instead of 266 MHz. The default value of this bit is determined by straps on PCIXA_100 for DevA:0x48[PCIX100] and PCIXB_100 for DevB:0x48[PCIX100].</p> <p>If the value of this bit or Dev[B,A]:0x48[PSLOW_L] is written to after initial power-up, this change only affects the PCI/PCI-X clock through the following sequence:</p> <ol style="list-style-type: none"> <li>1. Write the new value to Dev[B,A]:0x48[PCIX100] or Dev[B,A]:0x48[PSLOW_L]; this will not directly modify the PCI clock speed.</li> <li>2. Set Dev[B,A]:0x3C[SBRST]; this will cause the clock frequency to change to the new value.</li> <li>3. Wait at least 1 ms to allow the PCI devices to lock to the new clock frequency.</li> <li>4. Clear Dev[B,A]:0x3C[SBRST].</li> </ol>

9	<p><b>SCF25.</b> Read Only. This bit can be used to determine the actual PCI clock speed, used in conjunction with Dev[B,A]:0x40[CPCI66] and Dev[B,A]:0x60[SCF].</p> <ul style="list-style-type: none"> <li>• If this bit is set, then when Dev[B,A]:0x60[SCF] = 0, the clock speed is 25 or 50 rather than 33 or 66.</li> <li>• When Dev[B,A]:0x60[SCF] is 1 or 5, the clock speed is 50 rather than 66.</li> </ul> <p>The value of this register is determined by the value in Dev[B,A]:0x48[PSLOW_L], but the value in Dev[B,A]:0x48[SCF25] is not updated until after the sequence described in Dev[B,A]:0x48[PCIX100].</p>
8	Reserved.
7	<p><b>PSLOW_L.</b> Read-Write. If this bit is 0, conventional PCI runs at either 25 MHz or 50 MHz instead of 33 MHz or 66 MHz; 66 MHz PCI-X® runs at 50 MHz instead of 66 MHz. Higher PCI-X speeds are unaffected by this bit, see section 4.2.2. This bit generally defaults to 1 at cold reset, unless the following is detected on A_COMPAT:</p> <p>If A_COMPAT is high at the rising edge of PWROK, stays high for at least an additional 120 ns and then goes low prior to LDTRESET_L deassertion, Dev[B,A]:0x48[PSLOW_L] defaults to 0. If the value of A_COMPAT or Dev[B,A]:0x48[PSLOW_L] is written to after initial power-up in non hot-plug mode, this change only affects the PCI/PCI-X clock through the following sequence:</p> <ol style="list-style-type: none"> <li>1. Write the new value to Dev[B,A]:0x48[PCIX100] or Dev[B,A]:0x48[PSLOW_L]; this will not directly modify the PCI clock speed.</li> <li>2. Set Dev[B,A]:0x3C[SBRST]; this will cause the clock frequency to change to the new value.</li> <li>3. Wait at least 1 ms to allow the PCI devices to lock to the new clock frequency.</li> <li>4. Clear Dev[B,A]:0x3C[SBRST].</li> </ol> <p>If the PCI bus is in hot-plug mode and needs to be run at 25 MHz or 50 MHz, then software should write 0 to PSLOW_L after initial powerup and before writing to SHPC[B,A]:0x0C[NSI]. The frequency change occurs immediately and software should wait 1 ms to allow the PCI devices to lock the new clock frequency.</p> <p>Note: The state of this signal is captured during a cold reset at the rising edge of LDTRESET_L (see section 4.2.1). The state of this signal is recaptured at any cold reset but is not recaptured during warm resets.</p>
6	Reserved. Note:
5	Reserved. Note:
4	Reserved. Note:
3	<p><b>EXTARB_L.</b> Read-Write. Setting this bit to 0 allows the use of an external PCI/PCI-X® arbiter. HPSIL_L controls the default state for both DevA:0x48[EXTARB_L] and DevB:0x48[EXTARB_L].</p> <ul style="list-style-type: none"> <li>• If HPSIL_L is 1 at the rising edge of PWROK, then EXTARB_L is reset to 1.</li> <li>• If HPSIL_L is 0 at the rising edge of PWROK, then EXTARB_L is reset to 0.</li> </ul> <p>Note: This bit is not affected by LDTRESET_L.</p>
2	<p><b>Hot-Plug Enable [HPEN].</b> Read Only. This bit captures and inverts the state of [B,A]_REQ_L4 at the rising edge of PWROK.</p> <p>0 = Hot-plug mode is not enabled on this bridge. 1 = Hot-plug mode is enabled on this bridge. See section 1.3.7.</p> <p>Note: This bit is not affected by LDTRESET_L.</p>

1	<p><b>HP_IS_TPS2342.</b> Read Only. This bit captures the state of HPSOD at the rising edge of PWROK. It only has meaning if DevA:0x48[HPEN] or DevB:0x48[HPEN] is asserted.                  0 = Interface to TPS2340A.                  1 = Interface to TPS2342.                  Note: This bit only exists in DevA:0x48 and is reserved in DevB:0x48. This bit is not affected by LDTRESET_L.</p>
0	<p><b>Compatibility Bus [COMPAT].</b> Read-Write.                  1 = The AMD-8132 tunnel routes all host initiated accesses in which the link-defined compat bit is set to the secondary bus. The default state of this bit is latched off of A_COMPAT at the trailing edge of PWROK reset.                  Note: This bit only exists in DevA:0x48 and is reserved in DevB:0x48. This bit is not affected by LDTRESET_L.</p>

**Prefetch Control**

**Dev[B,A]:0x4C**

This register specifies the prefetching policy when a bridge is in conventional PCI mode. Bits [28:0] are ignored in PCI-X mode. For more information see section 1.3.4.

Default: E700 2C00h

Attribute: Read-Write

Bits	Description
31:29	<p><b>Outstanding Inbound Delayed/Split Request Limit [OUTSTDELREQ].</b> Resets to 111b. This field controls the number of outstanding inbound nonposted delayed (in PCI mode) or split (in PCI-X® mode) requests the bridge can handle at once. The maximum number outstanding is given by OUTSTDELREQ+1. Additional nonposted requests beyond that number are retried until one of those currently outstanding completes on the PCI/ PCI-X bus. In the case of PCI, a nonposted read is not complete in the bridge until all prefetched data is either returned to the PCI bus or discarded.</p>
28	<p><b>Discard Prefetch Data on Master Address Change [DPDMAC].</b> If set, unrequested prefetch data for a particular master is discarded any time that master issues a request that does not hit the outstanding unrequested prefetches. When running with an external arbiter, all requests are treated as coming from the same master.</p>
27	<p><b>Memory Read Alias Enable [MRD_ALIAS].</b></p> <ul style="list-style-type: none"> <li>• If set, the various flavors of memory read command and states of REQ64_L are treated as interchangeable for purposes of determining whether a read may reconnect to complete a delayed transaction after data has transferred. The initial reconnection must always match the command and REQ64_L exactly, as required by the PCI specification. When this bit is set, and DPDMMD_L/ DPDTD are in a state allowing data to be retained in the prefetch buffers following a disconnect, subsequent memory reads are allowed to reconnect to the buffer regardless of the specific memory read command or value of REQ64_L.</li> <li>• If clear, the read command and REQ64_L must match exactly on both the initial and subsequent reconnections.</li> </ul>
26:24	<p><b>Unrequested Prefetch Timer [URP_TIMER].</b> Resets to 111b. This field controls the number of cycles unrequested prefetch data will be held following a master or target disconnect; assuming that disconnect itself does not cause the prefetch data to be discarded (see DMDMD_L and DPDTD). If the master does not reissue the request within 2^(URP_TIMER+4) PCI cycles, the data is discarded. This field allows the discard timeout to range from 2^4 to 2^11 cycles.</p>

23:22	Reserved.
21	<p><b>Single Delayed Request Per Master [SDRPM].</b> When this bit is asserted in PCI mode, each master is only allowed to have a single delayed request outstanding at a time. Additional inbound nonposted requests are retried until the first one either completes or is discarded.</p> <ul style="list-style-type: none"> <li>• When running with an external arbiter, all requests are treated as coming from the same master.</li> <li>• When this bit is clear, masters are allowed to use all available delayed request buffers up to the limit set by Dev[B,A]:0x4C[OUTSTDELREQ].</li> </ul> <p>Note: This bit should not be set unless all Dev[B,A]:0x4C[DPDMD_L] bits are 0.</p>
20:16	<p><b>Discard Prefetch Data on Master Disconnect [DPDMD[4:0]_L].</b> Active low. There is one DPDMD_L bit for each PCI master, as described for Dev[B,A]:0x40[PFEN_L].</p> <p>If asserted (0), the AMD-8132™ tunnel discards prefetch data for a particular request if the master disconnects that request after transferring data as required by the PCI-To-PCI Bridge Architecture Specification, Revision 1.2, section 5.6.2, Stale Data. The discard includes prefetch data already prefetched into the AMD-8132 tunnel and outstanding prefetch requests that complete after the disconnect.</p> <p>If deasserted (1), the AMD-8132 tunnel retains prefetch data for a particular request if the master disconnects that request after transferring data in violation of the PCI-To-PCI Bridge Architecture Specification. This setting should not be used unless the system can guarantee that the stale prefetch data hazard can be avoided by the requester. For devices and device drivers that may use retained data in the AMD-8132 tunnel buffers that has become stale, the system must be configured to flush these buffers. Besides the DPDMD_L bits, the AMD-8132 tunnel prefetch controls (such as the DPDMAC bit, the URP_TIMER value, the PFDISC_4K bit, and the DPDH bit) may allow system designers to guarantee their particular PCI devices and device drivers will not receive stale prefetch data but verification of correct device operation is the responsibility of the system designer.</p> <p>The deasserted (1) setting can provide significantly increased PCI read bandwidth to PCI devices and device drivers that can safely use it. For example: a PCI device that master disconnects when it fills a relatively small on-chip buffer, but is actually trying to do a read data transfer much larger than its small buffer allows it to do as a single operation on the PCI bus, would perform better if the AMD-8132 tunnel retains prefetch data after its master disconnect.</p>
15	<p><b>Discard Prefetch Data on Target Disconnect [DPDTD].</b> If set, the AMD-8132 tunnel discards prefetch data for a request if it is forced to disconnect that request as a target after transferring data. The discard includes prefetch data already prefetched into the AMD-8132 tunnel and outstanding prefetch requests that complete after the disconnect.</p> <p>Note: DPDTD should only be set if all DPDMD_L (Dev[B,A]:0x4C[20:16]) bits are 0 for that bridge. Setting DPDTD when any DPDMD_L bits are set may result in undefined behavior.</p>
14	<p><b>PFDISC_4K.</b></p> <p>0 = Prefetches can cross a 4-Kbyte boundary. 1 = Prefetches stop when reaching a 4-Kbyte boundary.</p>
13	<p><b>Continuous Prefetch Enable For Memory Read Multiple Request [CPFEN_MRM].</b> Enabled at reset. When a master initiates a burst read to the host with a memory read multiple command code, this bit specifies whether continuous prefetching is enabled.</p> <p>0 = There are no new requests for prefetch data after the initial batch specified by IPF_MRM. 1 = One new request for a cache line of prefetch data is sent to the host by the AMD-8132 tunnel when data from an earlier cache line is transferred to the requesting master over the PCI bus (as long as prefetching isn't stopped for some other reason).</p>

12:10	<b>Initial Prefetch For Memory Read Multiple Request [IPF_MRM].</b> Resets to 3. This register specifies the number of additional cache line prefetches (after the initial fetch of up to one cache line) when a PCI master initiates a burst read to the host with a Memory Read Multiple (MRM) command code. Hitting an address boundary that prefetching is prevented from crossing may stop prefetching sooner. If prefetching is disabled in Dev[B,A]:0x40[PFEN_L], then the value of this register is ignored. 0 = No additional prefetches; 1 = 1 additional prefetch; 2 = 2 additional prefetches, and so forth.
9	<b>Continuous Prefetch Enable For Memory Read Line Request [CPFEN_MRL].</b> Disabled at reset. See bit 13, CPFEN_MRM.
8:6	<b>Initial Prefetch For Memory Read Line Request [IPF_MRL].</b> Disabled at reset. See bits 12:10, IPF_MRM.
5	<b>Memory Read Prefetch Enable. [MRPFEN].</b> Disabled at reset. <ul style="list-style-type: none"> <li>• If this bit is set, allow prefetching for Memory Read (MR) commands using the MRL IPF, and CPF controls.</li> <li>• If this bit is clear, MRs are treated as not prefetchable.</li> </ul>
4:1	Reserved.
0	<b>Discard Unrequested Prefetch Data Upon Host Request [DPDH].</b> 0 = Host requests do not affect prefetching. 1 = If the AMD-8132 tunnel issues a host request to the PCI bus, then all unrequested prefetch data is discarded. The master is allowed to reconnect and transfer the requested prefetch data and then be disconnected.  Note: Programming of this bit may vary based on platform requirements. This bit can be programmed high by system BIOS to protect against stale prefetch data scenarios as described in the PCI specification.



**PCI-X® Secondary Status**
**Dev[B,A]:0x60**

Default: 6??? B807h

Attribute: See Below

Bits	Description																																																																				
31	<b>PCI-X® 533 Capable.</b> Read Only. This bit indicates whether the bridge secondary interface is capable of PCI-X® 533 operation. 0 = Not capable. 1 = Capable.																																																																				
30	<b>PCI-X 2.0 Capable.</b> Read Only. This bit indicates whether the bridge secondary interface is capable of PCI-X 2.0 operation. 0 = Not capable. 1 = Capable.																																																																				
29:28	<b>PCI-X Capabilities List Item Version.</b> Read Only. Always reads 10b. This value indicates that ECC is supported in both PCI-X® Mode 1 and PCI-X® Mode 2.																																																																				
27:26	Reserved.																																																																				
25:22	<b>Secondary Bus Mode And Frequency [SCF].</b> Read Only. This register enables configuration software to determine to which mode and, in PCI-X® mode, frequency the bridge set the secondary bus the last time secondary [B,A]_RESET_L was asserted. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Register</th> <th>Mode</th> <th>Error Protection</th> <th>Max Clock MHz</th> </tr> </thead> <tbody> <tr><td>0h</td><td>Conventional PCI</td><td>Parity</td><td>N/A</td></tr> <tr><td>1h</td><td>PCI-X Mode 1</td><td>Parity</td><td>66</td></tr> <tr><td>2h</td><td>PCI-X Mode 1</td><td>Parity</td><td>100</td></tr> <tr><td>3h</td><td>PCI-X Mode 1</td><td>Parity</td><td>133</td></tr> <tr><td>4h</td><td>PCI-X Mode 1</td><td>ECC</td><td>Reserved</td></tr> <tr><td>5h</td><td>PCI-X Mode 1</td><td>ECC</td><td>66</td></tr> <tr><td>6h</td><td>PCI-X Mode 1</td><td>ECC</td><td>100</td></tr> <tr><td>7h</td><td>PCI-X Mode 1</td><td>ECC</td><td>133</td></tr> <tr><td>8h</td><td>PCI-X 266</td><td>ECC</td><td>Reserved</td></tr> <tr><td>9h</td><td>PCI-X 266 (Not Supported)</td><td>ECC</td><td>66</td></tr> <tr><td>Ah</td><td>PCI-X 266 (Mode 2)</td><td>ECC</td><td>100</td></tr> <tr><td>Bh</td><td>PCI-X 266 (Mode 2)</td><td>ECC</td><td>133</td></tr> <tr><td>Ch</td><td>PCI-X2 533</td><td>ECC</td><td>Reserved</td></tr> <tr><td>Dh</td><td>PCI-X2 533 (Not Supported)</td><td>ECC</td><td>66</td></tr> <tr><td>Eh</td><td>PCI-X2 533 (Not Supported)</td><td>ECC</td><td>100</td></tr> <tr><td>Fh</td><td>PCI-X2 533 (Not Supported)</td><td>ECC</td><td>133</td></tr> </tbody> </table>	Register	Mode	Error Protection	Max Clock MHz	0h	Conventional PCI	Parity	N/A	1h	PCI-X Mode 1	Parity	66	2h	PCI-X Mode 1	Parity	100	3h	PCI-X Mode 1	Parity	133	4h	PCI-X Mode 1	ECC	Reserved	5h	PCI-X Mode 1	ECC	66	6h	PCI-X Mode 1	ECC	100	7h	PCI-X Mode 1	ECC	133	8h	PCI-X 266	ECC	Reserved	9h	PCI-X 266 (Not Supported)	ECC	66	Ah	PCI-X 266 (Mode 2)	ECC	100	Bh	PCI-X 266 (Mode 2)	ECC	133	Ch	PCI-X2 533	ECC	Reserved	Dh	PCI-X2 533 (Not Supported)	ECC	66	Eh	PCI-X2 533 (Not Supported)	ECC	100	Fh	PCI-X2 533 (Not Supported)	ECC	133
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21	<b>Split Request Delayed [SRD].</b> Read Only. Hardwired low. The AMD-8132™ tunnel automatically limits the number of upstream link read requests to the number of downstream buffers available; so there is no reason to limit the number of ADQs in read requests it accepts. Default = 0																																																																				
20	<b>Split Completion Overrun [SCO].</b> Read Only. Hardwired low. The AMD-8132 tunnel automatically limits the number of downstream PCI-X® read requests to the number of upstream response buffers available; so there is no reason to terminate a split completion. Default = 0																																																																				

19	<b>Unexpected Split Completion [USC].</b> Read Only. Always 0. Default = 0
18	<b>Split Completion Discarded [SCD].</b> Read. Set by hardware. Write 1 to clear. 1 = The bridge discarded a split completion moving toward the secondary bus because the requester would not accept it. Default = 0 Note: Cleared by PWROK, not LDTRESET_L.
17	<b>133 MHz Capable.</b> Read Only. This bit is hardwired high to indicate support for 133 MHz.
16	<b>64-bit Device.</b> Read Only. The value of this register is the inverse of Dev[B,A]:0x40[DIS64].
15:8	<b>Capabilities Pointer.</b> Read Only. Points to the next capability block. See Dev[B,A]:0x[BC,B8].
7:0	<b>Capability ID.</b> Read Only. Specifies the capability ID for PCI-X® configuration space.

**PCI-X® Bridge Status**

**Dev[B,A]:0x64**

Default: A1: 0003 0000h, Bx: 0003 0008h

Attribute: See Below

Bits	Description
31:30	Reserved.
29	<b>Device ID Messaging Capable.</b> Read Only. This bit is zero, indicating the bridge does not forward Device ID Messages between the primary and secondary interfaces.
28:22	Reserved.
21	<b>Split Request Delayed [SRD].</b> Read Only. Hardwired low. The AMD-8132™ tunnel automatically limits the number of downstream PCI-X® read requests to the number of upstream buffers available; so there is no reason to limit the number of ADQs in read requests it accepts.
20	<b>Split Completion Overrun.</b> Read Only. This bit is hardwired low; it has no meaning since the primary bus is not PCI-X®.
19	<b>Unexpected Split Completion.</b> Read Only. This bit is hardwired low; it has no meaning since the primary bus is not PCI-X®.
18	<b>Split Completion Discarded.</b> Read Only. This bit is hardwired low; it has no meaning since the primary bus is not PCI-X®.
17	<b>133 MHz Capable.</b> This bit is set high arbitrarily; it has no meaning since the primary bus is not PCI-X®.
16	<b>64-bit Device.</b> Read Only. This bit is set high arbitrarily; it has no meaning since the primary bus is not PCI-X®.
15:8	<b>Bus Number.</b> Read Only. These bits reflect the state of Dev[B,A]:0x18[PRIBUS].
7:3	<b>Device Number.</b> Read Only. For DevA, these bits reflect the state of DevA:0xC0[BUID]. For DevB, these bits reflect the state of DevA:0xC0[BUID] plus 1.
2:0	<b>Function Number.</b> Read Only. This is 0h to reflect the value of this function.

**PCI-X® Upstream Split Transaction****Dev[B,A]:0x68**

Default: A1: FFFF 000Eh, Bx: FFFF 000Dh

Attribute: See Below

Bits	Description
31:16	<b>Upstream Split Transaction Commitment Limit [USTCL].</b> Read-Write. This register controls no hardware. The AMD-8132™ tunnel automatically limits the number of upstream HyperTransport™ link read requests to the number of downstream buffers available; so there is no reason to limit the number of ADQs in read requests it accepts. This field is required to be greater than or equal to Dev[B,A]:0x68[USTC]. A value of FFFFh specifies that there is no limit. It is expected that this register will be left at its default value by software.
15:0	<b>Upstream Split Transaction Capacity [USTC].</b> Read Only. This field specifies the number of downstream response ADQs that can be stored for completion on the secondary bus.

**PCI-X® Downstream Split Transaction****Dev[B,A]:0x6C**

Default: FFFF 0002h

Attribute: See Below

Bits	Description
31:16	<b>Downstream Split Transaction Commitment Limit [DSTCL].</b> Read-Write. This register controls no hardware. The AMD-8132™ tunnel automatically limits the number of downstream PCI-X® read requests to the number of upstream buffers available; so there is no reason to limit the number of ADQs in read requests it generates. This field is required to be greater than or equal to Dev[B,A]:0x6C[DSTC]. A value of FFFFh specifies that there is no limit. It is expected that this register will be left at its default value by software.
15:0	<b>Downstream Split Transaction Capacity [DSTC].</b> Read Only. This field specifies the number of upstream response ADQs that can be stored for completion to the link.

**PCI-X® ECC Control and Status**

**Dev[B,A]:0x70**

This register displays primary interface information if the Select Secondary ECC Registers bit is cleared, and secondary interface information if the Select Secondary ECC Registers bit is set. Since the primary interface is not PCI-X, it will never receive an ECC error and these registers return 0s if the Select Secondary ECC Registers bit is cleared. See bit 0 in this register.

Default: ?000 0000h

Attribute: See Below

Bits	Description
31	<p><b>ECC Mode.</b> PCI-X® Mode 1: Read-Write. PCI-X® Mode 2: Read Only. Conventional PCI: Read Only. Unless the ECC Control Update Enable bit = 1 in the data pattern being written, writes to this register do not affect this bit.</p> <ul style="list-style-type: none"> <li>• If this bit = 0, the PCI-X interface of the bridge is in parity mode.</li> <li>• If this bit = 1, the PCI-X interface of the bridge is in ECC mode.</li> </ul> <p>In PCI-X Mode 2 this bit is always 1. In Conventional PCI mode, this bit is always 0.</p>
30	<p><b>Disable Single-Bit-Error Correction.</b> Read-Write.</p> <ul style="list-style-type: none"> <li>• If the PCI bus is in ECC mode and this bit = 0, correctable errors occurring on that interface are corrected.</li> <li>• If this bit = 1, correctable errors that occur on the PCI bus are not corrected and are treated as uncorrectable errors (including the setting of status bits and assertion of error indicator signals on the bus).</li> </ul> <p>Writes to this register do not affect this bit unless the ECC Control Update Enable bit is a 1 in the data pattern being written. Default = 0</p>
29	Reserved.
28	<p><b>ECC Control Update Enable.</b> Write. This bit always reads as a 0.</p> <ul style="list-style-type: none"> <li>• If this bit is 1 during a write to this configuration register, the Disable Single-Bit-Error Correction and ECC mode bits are also updated (written).</li> <li>• If this bit is 0 in a write, the Disable Single-Bit-Error Correction and ECC mode bits are not updated.</li> </ul>
27:24	<p><b>Error Upper Attributes.</b> Read Only. If the ECC Error Phase register is non-zero, this register indicates the contents of the C/BE_L[3:0] bus for the attribute phase of the transaction that included the error.</p> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>
23:20	<p><b>Error Second Command.</b> Read Only. If the ECC Error Phase register is non-zero and the transaction that included the error used a dual address cycle, this register indicates the contents of the C/BE[3:0]_L bus for the second address phase of the transaction that included the error.</p> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>
19:16	<p><b>Error First (or only) Command.</b> Read Only. If the ECC Error Phase register is non-zero, this register indicates the contents of the C/BE_L[3:0] bus for the first (or only) address phase of the transaction that included the error.</p> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>

15:8	<p><b>Syndrome.</b> Read Only. The syndrome indicates information about the bit or bits in error. For 32-bit transfers, E6 to E0 are the syndrome sequence. For 64-bit transfers, E7 to E0 are the syndrome sequence. For details see section 5.1.2 of <i>PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a</i>.</p> <table border="0"> <thead> <tr> <th><u>Bit</u></th> <th><u>Syndrome</u></th> </tr> </thead> <tbody> <tr> <td>8</td> <td>E0</td> </tr> <tr> <td>9</td> <td>E1</td> </tr> <tr> <td>10</td> <td>E2</td> </tr> <tr> <td>11</td> <td>E3</td> </tr> <tr> <td>12</td> <td>E4</td> </tr> <tr> <td>13</td> <td>E5</td> </tr> <tr> <td>14</td> <td>E6</td> </tr> <tr> <td>15</td> <td>E7 for 64-bit data, 0b for 32-bit data</td> </tr> </tbody> </table> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>	<u>Bit</u>	<u>Syndrome</u>	8	E0	9	E1	10	E2	11	E3	12	E4	13	E5	14	E6	15	E7 for 64-bit data, 0b for 32-bit data
<u>Bit</u>	<u>Syndrome</u>																		
8	E0																		
9	E1																		
10	E2																		
11	E3																		
12	E4																		
13	E5																		
14	E6																		
15	E7 for 64-bit data, 0b for 32-bit data																		
7	<p><b>ECC Error Corrected.</b> Read Only.</p> <p>0 = The captured error was not corrected.  1 = The captured error was corrected.</p> <ul style="list-style-type: none"> <li>• If the ECC Error Phase register is non-zero, this bit indicates whether the error that was captured was corrected. Correctable ECC errors occurring while the Disable Single-Bit-Error Correction bit is 0 are the only errors that are corrected.</li> <li>• If the ECC Error Phase register is zero, this bit is undefined.</li> </ul> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>																		
6:4	<p><b>ECC Error Phase.</b> Write 1 to clear.</p> <ul style="list-style-type: none"> <li>• If the bridge detects either a correctable or uncorrectable ECC error, this register indicates in which phase of the transaction the error occurred. For data phase errors, this register indicates whether it was a 32-bit data error (7-bit ECC) or 64-bit data error (8-bit ECC).</li> <li>• If this register is set to 0, the bridge is enabled to latch information about an ECC error. If the device detects an error, it latches the phase of the error in this register and stores status information for the error in the ECC Status, ECC Address, and ECC Attribute registers. Writing a 1 to any of these bits clears this register and enables the bridge to capture the next error.</li> </ul> <table border="0"> <thead> <tr> <th><u>Register</u></th> <th><u>ECC Error Phase</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>No error</td> </tr> <tr> <td>1</td> <td>First 32 bits of address</td> </tr> <tr> <td>2</td> <td>Second 32 bits of address</td> </tr> <tr> <td>3</td> <td>Attribute phase</td> </tr> <tr> <td>4</td> <td>32-bit data phase</td> </tr> <tr> <td>5</td> <td>64-bit data phase</td> </tr> <tr> <td>6</td> <td>Reserved</td> </tr> <tr> <td>7</td> <td>Reserved</td> </tr> </tbody> </table> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>	<u>Register</u>	<u>ECC Error Phase</u>	0	No error	1	First 32 bits of address	2	Second 32 bits of address	3	Attribute phase	4	32-bit data phase	5	64-bit data phase	6	Reserved	7	Reserved
<u>Register</u>	<u>ECC Error Phase</u>																		
0	No error																		
1	First 32 bits of address																		
2	Second 32 bits of address																		
3	Attribute phase																		
4	32-bit data phase																		
5	64-bit data phase																		
6	Reserved																		
7	Reserved																		

3	<p><b>Additional Uncorrectable ECC Error.</b> Write 1 to clear. This bit is set if the bridge detects an uncorrectable ECC error while already indicating some other ECC error (i.e., the ECC Error Phase register is non-zero). Once set, this bit remains set until software writes a 1 to this location.          0 = No additional uncorrectable ECC error detected.          1 = One or more additional uncorrectable ECC errors detected.          Note: This register is cleared by PWROK, not by LDTRESET_L.</p>
2	<p><b>Additional Correctable ECC Error.</b> Write 1 to clear. This bit is set if the bridge detects a correctable ECC error while already indicating some other ECC error (i.e., the ECC Error Phase register is non-zero). Once set, this bit remains set until software writes a 1 to this location.          0 = No additional correctable ECC error detected.          1 = One or more additional correctable ECC errors detected.          Note: This register is cleared by PWROK, not by LDTRESET_L.</p>
1	<p><b>Error Present in Other ECC Register Bank.</b> Read Only. If this bit = 1, the ECC error logging registers for the other interface hold information about an ECC error.</p> <ul style="list-style-type: none"> <li>• If the Select Secondary ECC Registers bit is 1, the primary ECC error logging registers hold information about an ECC error for the primary interface. Since the primary bus is HyperTransport™ and not PCI-X®, this is always 0.</li> <li>• If the Select Secondary ECC Registers bit is 0, the secondary ECC error logging registers hold information about an ECC error for the secondary interface.</li> </ul> <p>Note: This register is cleared by PWROK, not by LDTRESET_L.</p>
0	<p><b>Select Secondary ECC Registers.</b> Read-Write. There is a single Select Secondary ECC Registers bit that controls reading and writing of both primary and secondary ECC registers in the bridge.</p> <ul style="list-style-type: none"> <li>• If this bit is 1, reading from the ECC error logging registers (ECC Control and Status, ECC First Address, ECC Second Address, and ECC Attribute registers) reads the values latched for the secondary interface.</li> <li>• If the bit is 1 in the data written to the ECC Control and Status register, the ECC Control and Status register for the secondary interface is affected.</li> <li>• If this bit is 0, reading from the ECC error logging registers reads the values latched for the primary interface. Since the primary interface is HyperTransport™ and not PCI-X®, there will never be an ECC error on the primary interface.</li> <li>• If this bit is 0 in the data written to the ECC Control and Status register, the ECC Control and Status register for the primary interface is affected. Since the primary interface is HyperTransport, there are no relevant ECC registers.</li> </ul>

**PCI-X® ECC First Address****Dev[B,A]:0x74**

Default: 0000 0000h

If the Select Secondary ECC Registers bit Dev[B.A]:0x70[0] is cleared, this register displays primary interface information. If the Select Secondary ECC Registers bit is set, this register displays secondary interface information. Since the primary interface is not PCI-X, it never receives an ECC error and these registers return undefined values if the Select Secondary ECC Registers bit is cleared. The description below assumes that the Select Secondary ECC Registers bit is set. If the ECC Error Phase register for the interface is zero, the register contents are undefined.

Regardless of the type, length, or width of the transaction, or the phase in which the error occurred, the ECC First Address register records the least significant 32 bits of the address. Registers that store information from the failing transaction always store information directly from the bus (uncorrected), even if error correction is possible. These registers are Read Only.

**Note:** This register is cleared by PWROK, not by LDTRESET\_L.

**PCI-X® ECC Second Address****Dev[B,A]:0x78**

Default: 0000 0000h

If the Select Secondary ECC Registers bit Dev[B.A]:0x70[0] is cleared, this register displays primary interface information. If the Select Secondary ECC Registers bit is set, this register displays secondary interface information. Since the primary interface is not PCI-X, it never receives an ECC error and these registers return undefined values if the Select Secondary ECC Registers bit is cleared. The description below assumes that the Select Secondary ECC Registers bit is set. If the ECC Error Phase register for the interface is zero, the register contents are undefined.

If the transaction used a dual address cycle, the Second 32 Bits of Address register records the most significant 32 bits of the address. If the transaction used a single address cycle, the contents of the Second 32 Bits of Address register are 0. Registers that store information from the failing transaction always store information directly from the bus (uncorrected), even if error correction is possible. These registers are Read Only.

**Note:** This register is cleared by PWROK, not by LDTRESET\_L.

**PCI-X® ECC Attribute**

**Dev[B,A]:0x7C**

Default: 0000 0000h

If the Select Secondary ECC Registers bit Dev[B.A]:0x70[0] is cleared, this register displays primary interface information. If the Select Secondary ECC Registers bit is set, this register displays secondary interface information. Since the primary interface is not PCI-X, it never receives an ECC error and these registers return undefined values if the Select Secondary ECC Registers bit is cleared. The description below assumes that the Select Secondary ECC Registers bit is set.

- If the ECC Error Phase register for the PCI bus is non-zero (indicating that an error has been captured), the ECC Attribute register indicates the contents of the AD[31:00] bus for the attribute phase of the transaction that included the error.
- If the ECC Error Phase register is zero, the contents of this register are undefined.

This register records the contents of the bus during the attribute phase, regardless of the type or length of the transaction, or the phase in which the error occurred. Registers that store information from the failing transaction always store information directly from the bus (uncorrected), even if error correction is possible. This register is Read Only.

**Note:** This register is cleared by PWROK, not by LDTRESET\_L.

**Misc Bridge Errors**

**Dev[B,A]:0x80**

Default: 0000 0000h

Attribute: See Below

Bits	Description
31:20	Reserved.
19	<b>Primary Signalled Master Abort.</b> Read. Write 1 to clear. This bit is set if the AMD-8132™ tunnel is the end of chain device and the AMD-8132 tunnel receives a nonposted operation on the HyperTransport™ bus that goes to the end of chain. This bit exists only in DevA:0x80 and is reserved in DevB:0x80. Note: Reset by PWROK, not LDTRESET_L.
18	<b>PCI Busy Time Out Error.</b> Read. Reset the AMD-8132 tunnel PCI bridge and write 1 to clear. This bit is set if the AMD-8132 tunnel detects that the PCI-X® bus has been non-idle (FRAME# or IRDY# asserted) for 49152 PCI clocks. Note: Reset by PWROK, not LDTRESET_L.
17	<b>SCM_Class 1_TargetAbortError.</b> Read. Write 1 to clear. This bit is set if the AMD-8132 tunnel receives a Split Completion Message of Class 1, index 01h (Target Abort). Note: Reset by PWROK, not LDTRESET_L.
16	<b>SCM_Class2_ByteCountOutOfRangeError.</b> Read. Write 1 to clear. This bit is set if the AMD-8132 tunnel receives a Split Completion Message of Class 2, index 00h (Byte Count Out of Range). Note: Reset by PWROK, not LDTRESET_L.



15	<b>SCM_Class 2_DeviceSpecificError.</b> Read. Write 1 to clear. This bit is set if the AMD-8132™ tunnel receives a Split Completion Message of Class 2, index 8Xh (Device-Specific Error). Note: Reset by PWROK, not LDTRESET_L.
14	<b>DROPPED_MSI.</b> Set by hardware. Read. Write 1 to clear. This bit is set whenever an MSI request is dropped due to an uncorrectable data error. Note: Reset by PWROK, not LDTRESET_L.
13	<b>CLASS2_SCM_ERR_CLEAR.</b> Write Only. Write 1 to clear CLASS2_SCM_ERR bit.
12:10	<b>CLASS2_MSG_IDXHI.</b> Read Only. Set by hardware. This register indicates the top three bits of the message index of the first detected Class 2 split completion message that was not an uncorrectable split write data error. If Dev[B,A]:0x80[CLASS2_SCM_ERR] is not asserted, this register is undefined. Note: Reset by PWROK, not LDTRESET_L.
9	<b>CLASS2_SCM_ERR.</b> Read. Set by hardware. Write 1 to bit 13 (CLASS2_SCM_ERR_CLEAR) to clear. A Class 2 (completer error) split completion message was received that was not an uncorrectable split write data error (the message index did not equal 1). The message index of the first detected Class 2 split completion message that was not an uncorrectable split write data error is recorded in Dev[B,A]:0x80[CLASS2_MSG_IDX]. Note: Reset by PWROK, not LDTRESET_L.
8:4	<b>CLASS2_MSG_IDXLO.</b> Read Only. Set by hardware. This indicates the bottom five bits of the message index of the first detected Class 2 split completion message that was not an uncorrectable split write data error. If Dev[B,A]:0x80[CLASS2_SCM_ERR] is not asserted, this register is undefined. Note: Reset by PWROK, not LDTRESET_L.
3	<b>SCM_PAR_ERR.</b> Read. Set by hardware. Write 1 to clear. Cleared by hardware immediately after assertion if Dev[B,A]:0x48[CLEARPCILOG_L] is asserted (0). This bit is set if the AMD-8132 tunnel detects an uncorrectable error in the data phase while receiving a split completion message. Note: Reset by PWROK, not LDTRESET_L.
2	<b>ADDR_OR_ATTR_ERR.</b> Read. Set by hardware. Write 1 to clear. Cleared by hardware immediately after assertion if Dev[B,A]:0x48[CLEARPCILOG_L] is asserted (0). This bit is set if the AMD-8132 tunnel detects an uncorrectable error on the PCI bus during an address or attribute phase. Note: Reset by PWROK, not LDTRESET_L.
1	<b>DISCARDED_POST.</b> Read. Set by hardware. Write 1 to clear. Resets to 0. Cleared by hardware immediately after assertion if Dev[B,A]:0x48[CLEARPCILOG_L] is asserted (0). Indicates the bridge was forced to discard a posted request it was trying to forward to PCI/PCI-X® due to receiving a master abort, target abort, or uncorrectable data error on the transfer. Note: Reset by PWROK, not LDTRESET_L.
0	<b>PERR_OBSERVED.</b> Read. Set by hardware. Write 1 to clear. This bit is set whenever PERR_L is asserted on PCI-X® bus [B,A] and remains set until cleared by software. This bit is also used in the equations for the fatal and nonfatal interrupts. See DevA:0xDC and Chapter 5. Note: This bit is set whenever PERR_L is asserted regardless of whether the AMD-8132 tunnel or another device asserted it. Reset by PWROK, not LDTRESET_L.

**Misc Error Enables**

**Dev[B,A]:0x84**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:17	Reserved.
16	<b>Discarded Post Log Override.</b> When asserted, this bit causes the discarded post log bit Dev[B,A]:0x80[1] to be set if, due to receiving a master abort or a target abort, the bridge is forced to discard a posted request it was trying to forward to PCI/PCI-X® even if the master abort mode bit Dev[B,A]:0x3C[21] is cleared.
15	<b>Received Secondary Master Abort Nonfatal Enable.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x1C[29] is set.
14	<b>Received Secondary Master Abort Fatal Enable.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x1C[29] is set.
13	<b>Primary Signalled Master Abort Fatal Enable.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit DevA:0x80[19] is set. Note: This CSR only exists in DevA. This bit is Reserved in DevB.
12	<b>Primary Signalled Master Abort Nonfatal Enable.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit DevA:0x80[19] is set. Note: This CSR only exists in DevA. This bit is Reserved in DevB.
11	<b>PCI Busy Time Out Fatal Enable.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[18] is set. Depending on how the secondary bus hangs, the AMD-8132 tunnel can be involved in the operation in such a way that the error log bit will be set but the system software interrupt cannot be issued from the AMD-8132 tunnel to the HyperTransport™ bus because internal resources are in use as part of the hung bus operation, thus blocking the interrupt packet.
10	<b>PCI Busy Time Out Nonfatal Enable.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[18] is set. Depending on how the secondary bus hangs, the AMD-8132 tunnel can be involved in the operation in such a way that the error log bit will be set but the system software interrupt cannot be issued from the AMD-8132 tunnel to the HyperTransport™ bus because internal resources are in use as part of the hung bus operation, thus blocking the interrupt packet.
9	<b>Signalled Secondary Target Abort Nonfatal Enable.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x1C[27] is set.
8	<b>Signalled Secondary Target Abort Fatal Enable.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x1C[27] is set.
7	<b>Received Secondary Target Abort Nonfatal Enable.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x1C[28] is set.
6	<b>Received Secondary Target Abort Fatal Enable.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x1C[28] is set.
5	<b>SCM_Class 1_TargetAbortErrNonfatalEn.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[17] is set.
4	<b>SCM_Class 1_TargetAbortErrFatalEn.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[17] is set.

3	<b>SCM_Class 2_ByteCountOutOfRangeNonfatalEn.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[16] is set.
2	<b>SCM_Class 2_ByteCountOutOfRangeFatalEn.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[16] is set.
1	<b>SCM_Class 2_DeviceSpecificErrNonfatalEn.</b> When asserted, this bit causes nonfatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[15] is set.
0	<b>SCM_Class 2_DeviceSpecificErrFatalEn.</b> When asserted, this bit causes fatal error interrupt assertion whenever the log bit Dev[B,A]:0x80[15] is set.

**SHPC Capabilities****Dev[B,A]:0x90**

This register is reserved if Dev[B,A]:0x48[HPEN] is low.

Default: 0000 980Ch

Attribute: See Below

Bits	Description
31	<b>Controller Interrupt Pending [CIP].</b> Read Only. 0 = All bits in SHPC[B,A]:18 are cleared. 1 = One or more bits in SHPC[B,A]:18 are set.
30	<b>Controller System Error Pending [CSERRP].</b> Read Only. 0 = All bits in SHPC[B,A]:1C are cleared. 1 = One or more bits in SHPC[B,A]:1C are set.
29:24	Reserved.
23:16	<b>DWORD Select [SELECT].</b> Read-Write. Specifies the DWORD from the SHPC[B,A]:XX register set that is accessible through Dev[B,A]:0x94. 00h selects SHPC[B,A]:00; 01h selects SHPC[B,A]:04; and so on.
15:8	<b>Capabilities Pointer.</b> Read Only. Points to the next capability block. See Dev[B,A]:0x98.
7:0	<b>Capability ID.</b> Read Only. Specifies the capabilities ID for SHPC.

**SHPC Data****Dev[B,A]:0x94**

This register is reserved if Dev[B,A]:0x48[HPEN] is low.

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	<b>SHPC Data Port [DATA].</b> Accesses to this port access the register of the SHPC[B,A]:XX register set indexed by Dev[B,A]:0x90[SELECT].

**Power Management Capabilities****Dev[B,A]:0x98**

This register is reserved if Dev[B,A]:0x48[HPEN] is low.

Default: 480A C001h

Attribute: Read Only

Bits	Description
31:27	<b>PME Support [PMES]</b> . Indicates PME_L support in device state D0 (system state S0) and device state D3 hot (system state S1).
26	<b>D2 Support [D2S]</b> . Indicates that D2 device power state is not supported.
25	<b>D1 Support [D1S]</b> . Indicates that D1 device power state is not supported.
24:22	<b>Auxiliary Current Requirements [AUXCR]</b> . Indicates there is no requirement for auxiliary current since the D3 cold device power state is not supported.
21	<b>Device Specific Initialization [DSI]</b> . Indicates there is no special initialization requirement.
20	Reserved.
19	<b>PME Clock [PMECLK]</b> . Indicates the PCI clock is required for PME_L generation.
18:16	<b>Version</b> . Specifies the PCI function complies with <i>PCI Bus Power Management Interface Specification, Rev 1.1</i> .
15:8	<b>Capabilities Pointer</b> . Points to the next capability block. See Dev[B,A]:0xC0.
7:0	<b>Capability ID</b> . Specifies the Capabilities ID for PCI Power Management.

**Power Management Status and Control****Dev[B,A]:0x9C**

This register is reserved if Dev[B,A]:0x48[HPEN] is low.

Default: 0000 0000h

Attribute: See Below

Bits	Description
31:24	Reserved.
23	<b>Bus Power/Clock Control Enable [BPCC_EN]</b> . Read Only. Indicates the bus power/clock control policies defined in section 4.7.1 of the <i>PCI Bus Power Management Interface Specification, Rev. 1.1</i> , have been disabled.
22:16	Reserved.
15	<b>PME_L Status [PME_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when [B,A]_PME_L is asserted as a result of an SHPC PME event. See SHPC[B,A]:20.
14:9	Reserved.
8	<b>PME Enable [PME_EN]</b> . Read-Write. 0 = Not enabled. 1 = Enables [B,A]_PME_L assertion if Dev[B,A]:0x9C[PME_STS] is set.
7:2	Reserved.
1:0	<b>Power State [PWRS]</b> . Read-Write. Indicates the current power state of the function. 00b = D0. 11b = D3 hot. If software attempts to write unsupported state to this field (01b = D1 or 10b = D2), the write operation completes normally on the bus; however, the data is discarded and no state change occurs.

**Extended Configuration Address Range**

**DevA:0xB4**

**Note:** This register only exists in device A.

Default: 0000 07F0h

Attribute: Read-Write

Bits	Description
31:11	Reserved.
10:0	<p>The HyperTransport™ defined address range for extended configuration space is FE_0xxx_xxxx (Type 0) and FE_1xxx_xxxx (Type 1). There is a mechanism in the AMD-8132™ tunnel allowing this address range to be redefined to a different location. DevA:0xB4[10:0] redefines bits [39:29] of this address space. Bits [63:40] of the address space are still required to be 0, and bit [28] still distinguishes between Type 0 and Type 1.</p> <p>If the address is redefined via DevA:0xB4, a HyperTransport operation that matches this redefined address space will have the identical behavior to the specified HyperTransport behavior for accesses to FE_0xxx_xxxx or FE_1xxx_xxxx.</p> <p>All HyperTransport devices that can be the target of an extended configuration access should have their address ranges programmed to accept the same address range (for address bits [63:29]). This address range must be defined in the processor/host such that the generated HyperTransport operations have the same attributes as configuration accesses (non-posted, single DW, or smaller).</p>

**Interrupt Discovery and Configuration**

**Dev[B,A]:0x[BC,B8]**

These two locations provide access to a superset of the IOAPIC register space defined in section 3.6 in this document. Dev[B,A]:0xB8[INDEX] provides the index and Dev[B,A]:0xBC provides the data port. The definition of the indexed registers is as described in section 3.6. Some fields of the IDRDR register are identical to RDR fields (IM, IV, POL, TM, DM, MT, DEST, IRR); these represent duplicate access to the same physical registers (not duplicate registers). Other IDRDR fields (INTRINFO, PASSPW) represent new functionality. Legal values of 0xB8[INDEX] are 0x10 to 0x1D. Even values cause accesses to 0xBC to access the low 32 bits of the corresponding IDRDR. Incrementing the even value by one causes accesses to 0xBC to access the upper 32 bits of the corresponding IDRDR. For more information see *HyperTransport™ I/O Link Specification, Rev 2.0* and section 1.3.2 in this document.

**Dev[B,A]:0xB8.**

Default: 8000 ??08h

Attribute: See Below

Bits	Description
31:24	<b>Capability Type.</b> Read Only. This field is hardwired to indicate the HyperTransport™ link-defined interrupt discovery and configuration block.
23:16	<b>INDEX.</b> Read-Write. Specifies the register accessed through the Dev[B,A]:0xBC dataport. This index references the same registers as APIC[B,A]:00[7:0] described in section 3.6, with the exception that it references the IDRDR view of registers 10h through 1Dh instead of the RDR view described in section 3.4.

15:8	<b>Capabilities Pointer.</b> Read Only. Points to the next capability block. The value of this register varies as follows: <ul style="list-style-type: none"> <li>• If Dev[B,A]:0x48[HPEN] = 0, then Dev[B,A]:0xB8[15:8] = C0h (HyperTransport™ capability block).</li> <li>• If Dev[B,A]:0x48[HPEN] = 1, then Dev[B,A]:0xB8[15:8] = 90h (hot-plug capability block).</li> </ul>
7:0	<b>Capability ID.</b> Read only. Specifies this is a HyperTransport™ capabilities block.

**IDRDR.**

Default: 0000 0000 F800 0001h

Attribute: See Below

Bits	Description
63	<b>IRR.</b> Read. Set by hardware. Cleared by hardware or Write 1 to clear. This bit provides duplicate access to RDR[IRR] described in section 3.6. However, writing a 1 to this bit clears this register; which is not the case with RDR[IRR].
62	<b>PASSPW.</b> Read-Write. The state of this bit is reflected in the PassPW bit of the HyperTransport™ link interrupt request packet.
61:56	Reserved.
55:24	<b>INTRINFO[55:24].</b> Read-Write. IntrInfo[55:24] in the HyperTransport™ link interrupt request packet.
23:16	<b>IV.</b> Read-Write. IntrInfo[23:16] in the HyperTransport™ link interrupt request packet; this provides duplicate access to RDR[IV] described in section 3.6.
15:8	<b>DEST.</b> Read-Write. IntrInfo[15:8] in the HyperTransport™ link interrupt request packet; this provides duplicate access to RDR[DEST] described in section 3.6.
7	<b>INTRINFO[7].</b> Read-Write. IntrInfo[7] in the HyperTransport™ link interrupt request packet.
6	<b>DM.</b> Read-Write. IntrInfo[6] in the HyperTransport™ link interrupt request packet; this provides duplicate access to RDR[DM] described in section 3.6.
5	<b>TM.</b> Read-Write. IntrInfo[5] in the HyperTransport™ link interrupt request packet; this provides duplicate access to RDR[TM] described in section 3.6.
4:2	<b>MT.</b> Read-Write. IntrInfo[4:2] in the HyperTransport™ link interrupt request packet. Accesses to RDR[MT] described in section 3.6. result in translated accesses to this field. See RDR[MT].
1	<b>POL.</b> Read-Write. This bit provides duplicate access to RDR[POL] described in section 3.6. This bit is Read Only for IDRDR indices of 0x18, 0x1A, 0x1C (internal interrupts are always active high).
0	<b>IM.</b> Read-Write. This bit provides duplicate access to RDR[IM] described in section 3.6.

**HyperTransport™ Revision ID Capability Block****DevB:0xC0****Note:**This is the version of the HyperTransport capability block for device B.

Default: A1: 8825 F408h, Bx: 8840 F408h

Attribute: Read Only

Bits	Description
31:24	<b>Capability Type.</b> Capability type is Revision ID.

23:16	<b>Revision ID.</b> Indicates to which rev of the <i>HyperTransport™/O Link Specification</i> the AMD-8132™ tunnel is compliant. Note: Rev A1 of the AMD-8132 tunnel only indicates support for <i>HyperTransport™/O Link Specification, Rev 1.05</i> .
15:8	<b>Capabilities Pointer.</b> Points to the next capability block in the chain. See Dev[B,A]:0xF4.
7:0	<b>Capability ID.</b> Capability ID is 08, indicating HyperTransport™.

**Link Command**

**DevA:0xC0**

**Note:**This is the version of the HyperTransport capability block for device A. Registers 0xC4 through 0xF0 only exist for device A.

Default: 0040 F408h

Attribute: See Below

Bits	Description
31:29	<b>Capability Type.</b> Read Only. Indicates slave/primary interface.
28	<b>Drop On Uninitialized Link [DOUI].</b> Read-Write. This bit specifies the behavior of transactions that are sent to uninitialized links. For transactions that are received by the AMD-8132™ tunnel and forwarded to a side of the tunnel: 0 = When DevA:0x[C4/C8][INITCPLT and ENDOCH] for that side of the tunnel are both low, transactions remain in buffers awaiting transmission indefinitely (waiting for INITCPLT to be set high). 1 = When DevA:0x[C4/C8][INITCPLT and ENDOCH] for that side of the tunnel are both low, transactions behave as if ENDOCH were high. Note: This bit is cleared by PWROK reset but not by LDTRESET_L.
27	<b>Default Direction [DEFDIR].</b> Read-Write. 0 = Send secondary PCI bus master requests to the link host as specified by DevA:0xC0[MASHST]. 1 = Send secondary PCI bus master requests to the opposite side of the tunnel.
26	<b>Master Host [MASHST].</b> Read. Set and cleared by hardware. This bit indicates which link is the path to the master (or only) host bridge on the HyperTransport™ chain. 0 = The hardware cleared this bit as a result of a write command from side 0 of the tunnel to any of the bytes of DevA:0xC0[31:16]. 1 = The hardware set this bit as a result of a write command from side 1 of the tunnel to any of the bytes of DevA:0xC0[31:16].
25:21	<b>UnitID Count.</b> Read Only. Specifies the number of UnitIDs used by the AMD-8132 tunnel (two).
20:16	<b>Base UnitID [BUID].</b> Read-Write. Specifies the link protocol base UnitID for bridge A. Bridge B is assigned BUID+1. Setting BUID ≥ 1Fh results in undefined behavior. The AMD-8132 tunnel logic uses this value to determine the UnitIDs for HyperTransport™ link request and response packets, and the DeviceID to respond to in configuration requests. When a new value is written to this field, the response includes a UnitID that is based on the new value in this register.
15:8	<b>Capabilities Pointer.</b> Read Only. Points to next capability block. See Dev[B,A]:0xF4.
7:0	<b>Capability ID.</b> Read Only. Capability ID is 08, indicating HyperTransport™.



**Link Configuration and Control****DevA:0xC4 and DevA:0xC8**

DevA:0xC4 applies to side 0 of the tunnel and DevA:0xC8 applies to side 1 of the tunnel. The default value for bit 5 may vary, see the Descriptions.

Default: ??11 0020h

Attribute: See Below

Bits	Description
31	Reserved.
30:28	<p><b>Link Width Out [LWO]</b>. Read-Write. Specifies the operating width of the outgoing link. Legal values are:</p> <p>001b (16 bits)            000b (8 bits)            101b (4 bits)            100b (2 bits)            111b (not connected).</p> <p>Note: This field is cleared by PWROK reset but not by LDTRESET_L. The default value of this field depends on the widths of the links of the connecting device, per the link specification. After this field is updated, the link width does not change until either LDTRESET_L is asserted or a link disconnect sequence occurs through an LDTSTOP_L assertion.</p>
27	Reserved.
26:24	<p><b>Link Width In [LWI]</b>. Read-Write. Specifies the operating width of the incoming link. Legal values are:</p> <p>001b (16 bits)            000b (8 bits)            101b (4 bits)            100b (2 bits)            111b (not connected)</p> <p>Note: This field is cleared by PWROK reset but not by LDTRESET_L. The default value of this field depends on the widths of the links of the connecting device, per the link specification. After this field is updated, the link width does not change until either LDTRESET_L is asserted or a link disconnect sequence occurs through an LDTSTOP_L assertion.</p>
23	Reserved.
22:20	<b>Max Link Width Out</b> . Read Only. Specifies the maximum width of the outgoing link to 16 bits.
19	Reserved.
18:16	<b>Max Link Width In</b> . Read Only. Specifies the maximum width of the incoming link to 16 bits.
15	<b>64-Bit Address Enable [64BEn]</b> . Read-Write.
14	<p><b>Extended Control Time During Initialization [EXTCTL]</b>. Read-Write. Specifies the time that L[1,0]_CTLOUT_[H,L]0 is held asserted during the initialization sequence that follows an LDTSTOP_L deassertion after L[1,0]_CTLIN_[H,L]0 is detected asserted.</p> <p>0 = At least 16 bit times.            1 = About 50 microseconds.</p> <p>Note: This bit is cleared by PWROK reset but not by LDTRESET_L. See section 4.2.1.2.</p>

13	<p><b>Link Three-State Enable [LDT3SEN].</b> Read-Write.</p> <p>0 = During the LDTSTOP_L disconnect sequence the link transmitter signals are driven but in an undefined state, and the link receiver signals are assumed to be driven.</p> <p>1 = During the LDTSTOP_L disconnect sequence, the link transmitter signals are placed into the high impedance state and the receivers are prepared for the high impedance mode. For the receivers, this includes cutting power to the receiver differential amplifiers and ensuring that there are no resultant high-current paths in the circuits.</p> <p>Note: This bit is cleared by PWROK reset but not by LDTRESET_L. AMD recommends that this bit be set high in single-processor systems and be set low in multi-processor systems.</p>
12:10	Reserved.
9:8	<p><b>CRC Error [CRCERR].</b> Read. Set by hardware. Write 1 to clear.</p> <p>1 = Hardware detected a CRC error on the incoming link. Bit[9] applies to the upper byte of the link and bit[8] applies to the lower byte.</p> <p>Note: This bit is cleared by PWROK reset but not by LDTRESET_L.</p>
7	<p><b>Transmitter Off [TXOFF].</b> Read. Write 1 only.</p> <p>1 = No output signals on the link toggle. The input link receivers are disabled and the pins may float.</p>
6	<p><b>End Of Chain [ENDOCH].</b> Read. Write 1 only or set by hardware.</p> <p>1 = The link is not part of the logical HyperTransport™ chain. Packets issued or forwarded to this HyperTransport link are either dropped or result in an NXA error response. Packets received from this HyperTransport link are ignored and CRC is not checked. If the transmitter is still enabled (TXOFF not asserted), then it drives only NOP packets with good CRC. ENDOCH can be set by writing a 1 to it or it may be set by hardware if the HyperTransport link is determined to be disconnected at the rising edge of LDTRESET_L during a cold reset.</p>
5	<p><b>Initialization Complete [INITCPLT].</b> Read Only. This bit is set by hardware when low-level HyperTransport™ link initialization has successfully completed. If there is no device on the other end of the HyperTransport link, or if the device on the other side of the HyperTransport link is unable to properly perform HyperTransport link initialization, then the bit is not set.</p> <p>Note: This bit is cleared when LDTRESET_L is asserted; it is not cleared when LDTSTOP_L is asserted.</p>
4	<p><b>Link Failure [LKFAIL].</b> Read. Set by hardware. Write 1 to clear. This bit is set high by hardware when an error is detected on the link that causes the AMD-8132 tunnel to issue sync flood or if the HyperTransport™ link is not used in the system.</p> <p>Note: This bit is cleared by PWROK reset, not by LDTRESET_L.</p>
3	<p><b>CRC Error Command [CRCERRCMD].</b> Read-Write. This bit is intended to be used to check the CRC failure detection logic of the device on the other side of the link.</p> <p>0 = Transmitted CRC values match the values calculated per the link specification.</p> <p>1 = The HyperTransport™ link transmission logic generates erroneous CRC values.</p>
2	Reserved. CRC test mode is not supported.
1	<p><b>CRC Flood Enable [CRCFEN].</b> Read-Write.</p> <p>0 = CRC errors do not result in sync packets or setting the LKFAIL bit.</p> <p>1 = If DevA:0x04[SERREN] is also enabled, CRC errors (in HyperTransport™ link 0 for DevA:0xC4[CRCFEN]; in HyperTransport link 1 for DevA:0xC8[CRCFEN]) result in sync packets to both outgoing HyperTransport links and the LKFAIL bit is set.</p>
0	Reserved.

**Link Revision, Errors, and Frequency Capability 0****DevA:0xCC**

Default: A1: 007D 0025h, Bx: 007D 0040h

Attribute: See Below

Bits	Description
31:16	<b>Link 0 Frequency Capability [FREQCAP0]</b> . Read Only. These bits indicate that side 0 of the tunnel supports 200, 400, 500, 600, 800, and 1000 MHz link frequencies.
15	<b>CTL Timeout</b> . Read-Write. Resets to 0. This bit indicates how long CTL can be low before indicating a protocol error. A value of 0 in this bit = one millisecond; a value of 1 = one second.
14	<b>End of Chain Error</b> . Read. Write 1 to clear. This bit indicates that a posted request or response packet has been given to this transmitter to issue when link 0 is the end of chain or a 64-bit posted request reaches link 0 with 64-bit support disabled. Receiving a device message with the silent drop bit set does not set this bit. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.
13	<b>Overflow Error</b> . Read. Write 1 to clear. This bit indicates a receive buffer overflow error has been detected on link 0. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.
12	<b>Protocol Error</b> . Read. Write 1 to clear. This bit indicates a protocol error has been detected on link 0. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.
11:8	<b>Link 0 Frequency [FREQ0]</b> . Read-Write. Specifies the link side 0 transmit frequency. Legal values are 0h (200 MHz), 2h (400 MHz), 3h (500 MHz), 4h (600 MHz), 5h (800 MHz), and 6h (1000 MHz). Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the link frequency does not change until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.
7:0	<b>REVISION</b> . Read Only. Indicates to which rev of the <i>HyperTransport™/O Link Specification</i> the AMD-8132™ tunnel is compliant. Note: Rev A1 of the AMD-8132 tunnel only indicates support for <i>HyperTransport™/O Link Specification, Rev 1.05</i> .

**Feature, Link Errors, and Frequency Capability 1****DevA:0xD0**

Default: 007D 0012h

Attribute: See Below

Bits	Description
31:16	<b>Link 1 Frequency Capability [FREQCAP1]</b> . Read Only. These bits indicate that side 1 of the tunnel supports 200, 400, 500, 600, 800, and 1000 MHz link frequencies.
15	<b>CTL Timeout</b> . Read-Write. Resets to 0. This bit indicates how long CTL can be low before indicating a protocol error. A value of 0 in this bit = one millisecond; a value of 1 = one second.
14	<b>End of Chain Error</b> . Read-Write. Write 1 to clear. This bit indicates that a posted request or response packet has been given to this transmitter to issue when link 1 is the end of chain or a 64-bit request reaches link 1 with 64-bit support disabled. Receiving a device message with the silent drop bit set does not set this bit. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.

13	<b>Overflow Error.</b> Read-Write. Write 1 to clear. This bit indicates a receive buffer overflow error has been detected on link 1. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.
12	<b>Protocol Error.</b> Read-Write. Write 1 to clear. This bit indicates a protocol error has been detected on link 1. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.
11:8	<b>Link 1 Frequency [FREQ1].</b> Read-Write. Specifies the link side 1 transmit frequency. Legal values are 0h (200 MHz), 2h (400 MHz), 3h (500 MHz), 4h (600 MHz), 5h (800 MHz), and 6h (1000 MHz). Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the link frequency does not change until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.
7:6	Reserved.
5	<b>UnitId Reorder Disable.</b> Read-Write. When set, for the purpose of ordering the AMD-8132™ tunnel will treat all packets as being from the same UnitId. When clear, the AMD-8132 tunnel is able to perform limited reordering among packets from different sources.
4	<b>64 Bit Addressing.</b> Read Only. The AMD-8132 tunnel supports 64-bit HyperTransport™ addresses.
3	<b>Extended CTL Time Required.</b> Read Only. The AMD-8132 tunnel does not require an extended CTL assertion period following a link disconnect.
2	<b>CRC Test Mode.</b> Read Only. The AMD-8132 tunnel does not support CRC test mode.
1	<b>LDTSTOP.</b> Read Only. The AMD-8132 tunnel supports the LDTSTOP-based link disconnection protocol.
0	<b>Isoc.</b> Read Only. The AMD-8132 tunnel does not support isochronous flow control.

**Error Handling and Link Enumeration**

**DevA:0xD4**

Default: 0000 0000h

Attribute: See Below

Bits	Description
31	Reserved.
30	<b>CRC Error Nonfatal Enable.</b> Read-Write. When asserted, this bit causes nonfatal error interrupt assertion whenever any of the CRCERR bits are asserted in either of the link control registers DevA:0xC4 or DevA:0xC8.
29	<b>Response Error Nonfatal Enable.</b> Read Only. Always 0. The AMD-8132™ tunnel never reports response errors.
28	<b>End of Chain Error Nonfatal Enable.</b> Read-Write. When asserted, this bit causes nonfatal error interrupt assertion whenever the end of chain error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
27	<b>Overflow Error Nonfatal Enable.</b> Read-Write. When asserted, this bit causes nonfatal error interrupt assertion whenever the overflow error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.

26	<b>Protocol Error Nonfatal Enable.</b> Read-Write. When asserted, this bit causes nonfatal error interrupt assertion whenever the protocol error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
25	<b>Response Error.</b> Read Only. Always 0. The AMD-8132 tunnel never reports response errors.
24:23	Reserved.
22	<b>CRC Error Fatal Enable.</b> Read-Write. When asserted, this bit causes fatal error interrupt assertion whenever any of the CRCERR bits are asserted in either of the link control registers DevA:0xC4 or DevA:0xC8.
21	<b>Response Error Fatal Enable.</b> Read Only. Always 0. The AMD-8132 tunnel never reports response errors.
20	<b>End of Chain Error Fatal Enable.</b> Read-Write. When asserted, this bit causes fatal error interrupt assertion whenever the end of chain error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
19	<b>Overflow Error Fatal Enable.</b> Read-Write. When asserted, this bit causes fatal error interrupt assertion whenever the overflow error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
18	<b>Protocol Error Fatal Enable.</b> Read-Write. When asserted, this bit causes fatal error interrupt assertion whenever the protocol error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
17	<b>Overflow Error Flood Enable.</b> Read-Write. If DevA:0x04[SERREN] is enabled, when asserted this bit causes the link to be flooded with sync packets whenever the overflow error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
16	<b>Protocol Error Flood Enable.</b> Read-Write. If DevA:0x04[SERREN] is enabled, when asserted this bit causes the link to be flooded with sync packets whenever the protocol error bit is asserted in one of the link error registers DevA:0xCC or DevA:0xD0.
15:0	<b>Enumeration Scratchpad [ESP].</b> Read-Write. This field controls no hardware within the AMD-8132 tunnel. Note: This bit is cleared by PWROK reset, not by LDTRESET_L.

### Link Non-Prefetchable Memory Space Extension

DevA:0xD8

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:16	Reserved.
15:8	<b>Non-Prefetchable Upper Memory Limit [NPUML].</b> This field provides bits[39:32] of the non-prefetchable memory space address limit specified by Dev[B,A]:0x20[MEMLIM]. See Dev[B,A]:0x1C. Note: NPUML and NPUMB are both device A registers but they affect both device A and device B non-prefetchable memory ranges. It is recommended that these registers are left at 0.

7:0	<p><b>Non-Prefetchable Upper Memory Base [NPUMB].</b> This field provides bits[39:32] of the non-prefetchable memory space address base specified by Dev[B,A]:0x20[MEMBASE]. See Dev[B,A]:0x1C.</p> <p>Note: NPUML and NPUMB are both device A registers but they affect both device A and device B non-prefetchable memory ranges. It is recommended that these registers are left at 0.</p>
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**Tunnel Control**

**DevA:0xDC**

Default: 0303 000Ch

Attribute: See Below

Bits	Description
31:27	<p><b>RxLookahd1.</b> Read-Write. Resets to 0. This field allows software to cause the link 1 receive sync FIFO to look at data ahead of the FIFO entries that its edge synchronizers currently show as valid. This value indicates the minimum number of receive clock edges to be received in the time the edge synchronizer takes to operate, thus hiding some part of the synchronizer latency. Default = 0 (meaning no lookahead, and is therefore safe)</p> <p>Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the new value is not applied to the logic until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.</p>
26	<p><b>RxHwLookahdEn1.</b> Read-Write. Resets to 0. Setting this bit enables hardware generation of lookahead values based on sampled frequency. If this bit is 0, the software-written value in RxLookahd1 is used. BIOS is expected to set this bit to 1.</p> <p>Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the new value is not applied to the logic until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.</p>
25:24	<p><b>TxSlack1.</b> Read-Write. This register adds slack to synchronization time in the link 1 transmit clock forwarding FIFO in units of 1.5 ns. Slack is added to the minimum time that data must be valid in the FIFO before it is safe to look at in the Tx domain. This field is expected to be written to 0 by BIOS for lowest-latency operation. Default = 4.5 ns (most conservative operation)</p> <p>Note: This bit is initialized by PWROK reset, not by LDTRESET_L. After this field is updated, the new value is not applied to the logic until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.</p>
23:19	<p><b>RxLookahd0.</b> Read-Write. Resets to 0. This field allows software to cause the link 0 receive sync FIFO to look at data ahead of the FIFO entries that its edge synchronizers currently show as valid. This value indicates the minimum number of receive clock edges to be received in the time the edge synchronizer takes to operate, thus hiding some part of the synchronizer latency. Default = 0 (meaning no lookahead, and is therefore safe)</p> <p>Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the new value is not applied to the logic until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.</p>
18	<p><b>RxHwLookahdEn0.</b> Read-Write. Resets to 0. Setting this bit enables hardware generation of lookahead values based on sampled frequency. If this bit is 0, the software-written value in RxLookahd0 is used. BIOS is expected to set this bit to 1.</p> <p>Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the new value is not applied to the logic until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.</p>

17:16	<p><b>TxSlack0.</b> Read-Write. This register adds slack to synchronization time in the link 0 transmit clock forwarding FIFO in units of 1.5 ns. Slack is added to the minimum time that data must be valid in the FIFO before it is safe to look at in the Tx domain. This field is expected to be written to 0 by BIOS for lowest-latency operation.</p> <p>Default = 4.5 ns (most conservative operation)</p> <p>Note: This bit is cleared by PWROK reset, not by LDTRESET_L. After this field is updated, the new value is not applied to the logic until either LDTRESET_L is asserted or a link disconnect sequence occurs through LDTSTOP_L.</p>
15:12	<p><b>RxFreq1.</b> Read Only. Contains the link frequency, as determined by the link 1 receiver, for the transmitter to which it is connected. This field is only valid if DevA:0xC8[INITCPLT] is set. It uses the same frequency encodings as DevA:0xCC[FREQ0] with the addition that 1h is also a legal encoding indicating 300 MHz.</p>
11:8	<p><b>RxFreq0.</b> Read Only. Contains the link frequency, as determined by the link 0 receiver, for the transmitter to which it is connected. This field is only valid if DevA:0xC4[INITCPLT] is set. It uses the same frequency encodings as DevA:0xCC[FREQ0] with the addition that 1h is also a legal encoding indicating 300 MHz.</p>
7	<p><b>Upstream Response Data Error Disable.</b> Read-Write. Resets to 0. When set, this bit prevents the tunnel from issuing RdResponse or TgtDone packets to the HyperTransport™ chain containing the Data Error encoding on the error bits. Instead, packets that would normally be issued with a Data Error encoding are issued as normal (no error) responses. This bit does not affect packets being forwarded through the tunnel.</p>
6	<p><b>Downstream Post Data Error Disable.</b> Read-Write. Resets to 0. When set, this bit causes the tunnel to ignore the data error bit in received HyperTransport™ posted request packets. The bit is still preserved in forwarded packets, but the tunnel treats the packet as if the bit were 0.</p>
5	<p><b>Chain Disable.</b> Read-Write. Resets to 0. When set, this bit causes the tunnel to ignore the chain bit in received HyperTransport™ posted request packets. The bit is still preserved in forwarded packets, but the tunnel treats the packet as if the bit were 0.</p>
4	<p><b>DBLINSRATE.</b> Read-Write.</p> <ul style="list-style-type: none"> <li>• If clear (default), the maximum insertion rate onto a busy HyperTransport™ link for packets originating from the two bridges is computed according to the fairness algorithm given in <i>HyperTransport™ I/O Link Specification, Rev 2.0</i>.</li> <li>• If set, the maximum insertion rate is double the specification-calculated rate.</li> </ul>
3:2	<p><b>Posted Weight.</b> Read-Write. Resets to 11b. Arbitration between virtual channels to send packets to any output port (either HyperTransport™ link or the PCI buses) uses a weighted round-robin scheme: nonposted requests and responses having unit weight and posted requests weighted more weakly. The weight used for posted requests is determined by this CSR and is equal to <math>2^{-PW}</math>. Setting this CSR to 0 results in posted requests having equal weight with the other two virtual channels. With the default value, posted requests have 1/8th the weight of other channels.</p>
1	<p><b>Stream Disable 1-to-0.</b> Read-Write.</p> <p>0 = Begin sending packets without waiting for all data to be received. If data is not available for transmission when needed, NOPs will be inserted on link 0.</p> <p>1 = Require all data associated with a posted request or response to be received from link 1 before the packet can be forwarded to link 0.</p> <p>Note: The default value is to stream for lower latency. In general, the bits should only get set when the link bandwidths on each side are mismatched.</p>

0	<p><b>Stream Disable 0-to-1.</b> Read-Write.</p> <p>0 = Begin sending packets without waiting for all data to be received. If data is not available for transmission when needed, NOPs will be inserted on link 1.</p> <p>1 = Require all data associated with a posted request or response to be received from link 0 before the packet can be forwarded to link 1.</p> <p>Note: The default value is to stream for lower latency. In general, the bits should only get set when the link bandwidths on each side are mismatched.</p>
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**Clock Control**

**DevA:0xF0**

See section 4.1.2 for details on clock gating. AMD system recommendations for System Management Action Field (SMAF) codes are: 0=ACPI C2; 1=ACPI C3; 2=FID/VID change; 3=ACPI S1; 4=ACPI S3; 5=Throttling; 6=ACPI S4/S5. AMD recommends setting this register to 0004\_0008h to gate clocks during S1.

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:19	Reserved.
18	<p><b>Clock Gate Enable [CGEN].</b></p> <p>0 = Not enabled.</p> <p>1 = Internal clock gating, as specified by bits[7:0] of this register, is enabled.</p>
17	Reserved.
16	Reserved.
15:8	Reserved.
7:0	<p><b>Internal Clock Gating System Management Action Fields [ICGSMAF].</b> Each of the bits of this field correspond to SMAF values captured in STOP_GRANT cycles from the host. For each bit:</p> <p>0 = No power reduction while LDTSTOP_L is asserted.</p> <p>1 = When LDTSTOP_L is asserted after a STOP_GRANT cycle in which the SMAF field matches the ICGSMAF bit that is asserted, then the AMD-8132™ tunnel power is reduced through gating of internal clocks.</p> <p>For example: if clock gating is required for SMAF values of 3 and 5, then ICGSMAF[3, 5] must be high. See section 4.1.2.</p>



**MSI Mapping Capability Block Header****Dev[B,A]:0xF4**

Default: A800 0008h

Attribute: See Below

Bits	Description
31:24	Read Only. 0xA8 indicates this is an MSI/MSI-X Mapping Capability Block.
23:18	Reserved.
17	A1: Reserved. B1: Read Only. 0 indicates the MSI window may be located anywhere in 64-bit memory mapped space.
16	<b>MSI_ENABLE.</b> Read-Write. If this bit is a 1, PCI and PCI-X® MSI/MSI-Xs are mapped to HyperTransport™ interrupts as specified in this capability block.
15:8	<b>Next Capabilities Pointer.</b> Read Only (0x00). All 0s indicates this is the last capability block for this device/function.
7:0	<b>Capability ID.</b> Read Only. Capability ID is 08, indicating HyperTransport™.

**MSI Mapping Capability Block Lower Address****Dev[B,A]:0xF8**

Default: FEE0 0000h

Attribute: See Below

Bits	Description
31:20	<b>Lower Address.</b> Read-Write. This stores address bits 31:20 of the MSI/MSI-X address range.
19:0	Reserved.

**MSI Mapping Capability Block Upper Address****Dev[B,A]:0xFC**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	<b>Upper Address.</b> This stores address bits 63:32 of the MSI/MSI-X address. If the enable bit in Dev[B,A]:0xF4[MSI_ENABLE] is set and a PCI memory write transaction or a PCI-X® memory write or memory write block matches the address created by concatenating this upper address with the lower address (address bits 19:0 are ignored when matching these addresses), then the PCI operation is an MSI/MSI-X and is translated to a HyperTransport™ interrupt as described in section 1.3.2.3.

### 3.3 PCI-X® IOAPIC Configuration Registers

These registers are located in PCI configuration space: function 1 in the first device (device A) and function 1 in the second device (device B).

- See section 3.1.2 for a description of the register naming convention.

- See *82093AA I/O Advanced Programmable Interrupt Controller (IOAPIC) Product Data* for more information.

The IOAPIC registers have two modes of operation:

1. If Dev[B,A]:1x44[OSVISBAR] is a 0, then the IOAPIC register space is not accessible through a standard BAR, but only through the memory range defined in Dev[B,A]:1x48. In this mode Dev[B,A]:1x04[MASEN] and Dev[B,A]:1x04[MEMEN] have no effect.
2. If Dev[B,A]:1x44[OSVISBAR] is a 1, then the IOAPIC register space is accessible through a standard BAR location and is also accessible through the same memory range defined in Dev[B,A]:1x48. In this mode, Dev[B,A]:1x04[MASEN] and Dev[B,A]:1x04[MEMEN] function as stated in their bit descriptions

**IOAPIC Vendor and Device ID**

**Dev[B,A]:1x00**

Default: 7459 1022h

Attribute: Read Only

Bits	Description
31:16	<b>Device ID.</b> IOAPIC device ID is 7459.
15:0	<b>Vendor ID.</b> AMD's vendor ID is 1022.

**IOAPIC Status and Command**

**Dev[B,A]:1x04**

Default: 0200 0000h

Attribute: See Below

Bits	Description
31:3	Read Only. These bits are fixed in their default state.
2	<b>PCI Master Enable [MASEN].</b> Read-Write. 0 = Not enabled. 1 = Enables IOAPIC to initiate interrupt requests to the host.  Note: Dev[B,A]:1x44[IOAEN] must be high to enable interrupt requests, regardless of the state of this bit. If Dev[B,A]:1x44[OSVISBAR] = 0, then the state of this bit is ignored.
1	<b>Memory Enable [MEMEN].</b> Read-Write. 0 = Not enabled. 1 = Enables access to the memory space specified by DevA:1x10.  Note: If Dev[B,A]:1x44[OSVISBAR] = 0, then the state of this bit is ignored. Dev[B,A]:1x44[IOAEN] must be high to enable access to the register space, regardless of the state of this bit.
0	<b>IO Enable.</b> Read Only. This bit is fixed in the low state.

**IOAPIC Revision and Class Code****Dev[B,A]:1x08**

Default: A1: 0800 1001h, Bx: 0800 1011h

Attribute: Read Only

Bits	Description
31:8	<b>CLASSCODE.</b> Provides the IOAPIC class code.
7:0	<b>REVISION.</b> AMD-8132™ tunnel revision. 01h = revision Ax. 11h = revision B1.

**IOAPIC Device BIST-Header-Latency-Cache****Dev[B,A]:1x0C**

Default: 0000 0000h

Attribute: Read Only

Bits	Description
31:24	<b>BIST.</b> These bits are fixed at their default values.
23:16	<b>HEADER.</b> These bits are fixed at their default values.
15:8	<b>LATENCY.</b> These bits are fixed at their default values.
7:0	<b>CACHE.</b> These bits are fixed at their default values.

**Note: IOAPIC Base Address Registers.** Offsets 10h/14h and 48h/4Ch provide access to the same 8-byte register. Offsets 48h/4Ch are always accessible. However, offsets 10h/14h can be disabled from read and write access through Dev[B,A]:1x44[OSVISBAR].

**IOAPIC Base Address Low****Dev[B,A]:1x10 and Dev[B,A]:1x48**

Default: 0000 000?h

Attribute: See Below

Bits	Description
31:12	<b>IOAPIC Base Address Register [IOABAR] Low.</b> Read-Write. These bits specify address space bits [31:12] of the IOAPIC register set APIC[B,A]:XX.
11:0	Read Only. <ul style="list-style-type: none"> <li>If Dev[B,A]:1x44[OSVISBAR] is high, these bits read 004h to indicate a 4-Kbyte block of 64-bit, non-prefetchable memory space.</li> <li>If Dev[B,A]:1x44[OSVISBAR] is low, these bits read all 0s.</li> </ul>

**IOAPIC Base Address High**

**Dev[B,A]:1x14 and Dev[B,A]:1x4C**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:0	<b>IOAPIC Base Address Register [IOABAR] High.</b> These bits specify address space bits [63:32] of the IOAPIC register set APIC[B,A]:XX.

**IOAPIC Device Subsystem ID and Subsystem Vendor ID**

**Dev[B,A]:1x2C**

Default: 0000 0000h

Attribute: Read; Write Once

Bits	Description
31:16	<b>Subsystem ID.</b> This field controls no hardware.
15:0	<b>Subsystem Vendor ID.</b> This field controls no hardware.

**Pointer to Capabilities Block**

**Dev[B,A]:1x34**

Default: 0000 0050h

Attribute: Read Only

Bits	Description
31:8	Reserved.
7:0	<b>Capabilities Pointer.</b> Points to HyperTransport™ Revision Capability Block.

**IOAPIC Control**

**Dev[B,A]:1x44**

Default: 0000 0000h

Attribute: Read-Write

Bits	Description
31:2	Reserved.
1	<b>IOAPIC Enable [IOAEN].</b> 0 = Not enabled. 1 = Access to the IOAPIC registers pointed to by Dev[B,A]:1x10/48 is enabled and the IOAPIC is enabled to generate interrupt requests.
0	<b>Operating System Visible Base Address Register [OSVISBAR].</b> 0 = Dev[B,A]:1x10 is not visible; reads provide all zeros and writes are ignored. The state of Dev[B,A]:1x04[MASEN, MEMEN] are also ignored. 1 = The IOAPIC BAR is read-write accessible through Dev[B,A]:1x10 and Dev[B,A]:1x04[MASEN, MEMEN] function as specified.

**HyperTransport™ Revision Capabilities Block****Dev[B,A]:1x50**

Default: A1: 8825 0008h, Bx: 8840 0008h

Attribute: Read Only

Bits	Description
31:24	<b>Capability Type.</b> Indicates this capability block is a HyperTransport™ Revision ID Capability Block.
23:16	<b>Revision ID.</b> Indicates to which rev of the <i>HyperTransport™/O Link Specification</i> the AMD-8132™ tunnel is compliant. Note: Rev A1 of the AMD-8132 tunnel only indicates support for <i>HyperTransport™/O Link Specification, Rev 1.05</i> .
15:8	<b>Capabilities Pointer.</b> (0x00) All 0s indicates this is the last capability block for this device/function.
7:0	<b>Capability ID.</b> This is a HyperTransport™ Capability Block.

## 3.4 PHY Compensation Control

### PCI-X® PHY Compensation Control

Dev[B,A]:1x[94,90,8C,88,84,80]

#### Dev[B,A]:1x80 Horizontal

Default: See individual fields.

Attribute: See Below

Bits	Description
31	Reserved.
30	<b>COMPOFFSETPADD.</b> Read-Write. <ul style="list-style-type: none"> <li>Setting this bit to 1 to causes COMPOFFSETP to be added to the result of the compensation averager.</li> <li>Setting this bit to 0 causes COMPOFFSETP to be subtracted from the result of the compensation averager.</li> </ul> Default = 0
29:25	Reserved.
24:20	<b>COMPPAVGP.</b> Read Only. The most recent result from the pullup compensation moving averager.
19:15	Reserved.
14:10	<b>COMPOFFSETP.</b> Read-Write. This value is combined with the result of the pullup compensation averager, the manner of combination depending upon the state of COMPOFFSETPADD. <ul style="list-style-type: none"> <li>If Dev[B,A]:1x90[COMPOVERRIDEP] is 0, the result gets driven to the pullup compensation resistors. The result in case of overflow/underflow is 0xF/0x0.</li> <li>If Dev[B,A]:1x90[COMPOVERRIDEP] is 1, this value gets driven directly to the PCI compensation pullup resistors. COMPOVERRIDE takes precedence over COMPOFFSETPADD. Values greater than 0x11 are rounded down to 0x11 before being used.</li> </ul> Default: A1 = 0x00 if the pin CMPOVR is clear at PWROK, 0x10 otherwise. B1 = 0 if the pin CMPOVR is clear at PWROK, 0x8 otherwise.
9:5	Reserved.
4:0	Reserved.

#### Dev[B,A]:1x84 Horizontal

Default: See individual fields.

Attribute: See Below

Bits	Description
31:25	Note: Reserved.
24	<b>COMPOVERRIDEI.</b> Read-Write. Setting this bit causes Dev[B,A]:1x90[4:0] COMPOFFSETI to be driven directly to the compl ports on the pclamp pads. The results of the averager are ignored. Default = value of CMPOVR pin at PWROK
23:0	<b>COMPCOUNT.</b> Read Only. This counter increments each time the PCI compensation resistors get updated with a new value. It rolls to 0 when all 1s has been reached. Note: This value is derived from the horizontal component of the calibration mechanism.

**Dev[B,A]:1x88 Vertical**

Default: See individual fields.

Attribute: See Below

Bits	Description
31	Reserved.
30	<b>COMPOFFSETPADD.</b> Read-Write. <ul style="list-style-type: none"> <li>Setting this bit to 1 to causes COMPOFFSETP to be added to the result of the compensation averager.</li> <li>Setting this bit to 0 causes COMPOFFSETP to be subtracted from the result of the compensation averager.</li> </ul> Default = 0
29:25	Reserved.
24:20	<b>COMPPAVGP.</b> Read Only. The most recent result from the pullup compensation moving averager.
19:15	Reserved.
14:10	<b>COMPOFFSETP.</b> Read-Write. This value is combined with the result of the pulldown compensation averager, the manner of combination depending upon the state of COMPOFFSETPADD. <ul style="list-style-type: none"> <li>If Dev[B,A]:1x94[COMPOVERRIDEP] is 0, the result gets driven to the pulldown compensation resistors. The result in case of overflow/underflow is 0xF/0x0.</li> <li>If Dev[B,A]:1x94[COMPOVERRIDEP] is 1, this value gets driven directly to the PCI compensation pullup resistors. COMPOVERRIDE takes precedence over COMPOFFSETPADD. Values greater than 0x11 are rounded down to 0x11 before being used.</li> </ul> Default: A1 = 0x00 if the pin CMPOVR is clear at PWROK, 0x10 otherwise. B1 = 0 if the pin CMPOVR is clear at PWROK, 0x8 otherwise.
9:5	Reserved.
4:0	Reserved.

**Dev[B,A]:1x8C Vertical**

Default: See individual fields.

Attribute: See Below

Bits	Description
31	Reserved.
30	Note: Reserved.
29	Note: Reserved.
28	Note: Reserved.
27:25	Reserved.
24	<b>COMPOVERRIDEI.</b> Read-Write. Setting this bit causes Dev[B,A]:1x94[4:0] COMPOFFSETI to be driven directly to the compl ports on the pclamp pads. The results of the averager are ignored. Default = value of CMPOVR pin at PWROK
23:0	Note: Reserved.

**Dev[B,A]:1x90 Horizontal**

Default: See individual fields.

Attribute: See Below

Bits	Description
31:13	Reserved.
12	Reserved.
11	Reserved.
10	<b>COMPOFFSETIADD.</b> Read-Write. <ul style="list-style-type: none"> <li>• Setting this bit to 1 to causes COMPOFFSETI to be added to the result of the compensation averager.</li> <li>• Setting this bit to 0 causes COMPOFFSETI to be subtracted from the result of the compensation averager.</li> </ul> Default = 0b
9:5	<b>COMPPAVGI.</b> Read Only. The most recent result from the compl moving averager.
4:0	<b>COMPOFFSETI.</b> Read-Write. This value is combined with the result of the horizontal compl compensation averager, the manner of the combination depending upon the state of COMPOFFSETIADD. <ul style="list-style-type: none"> <li>• If COMPOVERRIDEI is 0, this result gets driven to compl of the pclamps. In case of overflow/underflow, the result is 00000b/11111b.</li> <li>• If COMPOVERRIDEI is 1, this value gets driven to compl of the pclamps. COMPOVERRIDEI takes precedence over COMPOFFSETIADD.</li> </ul> Default = 0x00 if the pin CMPOVR is clear at PWROK, 0x10 otherwise.



**Dev[B,A]:1x94 Vertical**

Default: See individual fields.

Attribute: See Below

Bits	Description
31:18	Reserved.
17	Note: Reserved.
16:13	Note: Reserved.
12	Reserved.
11	Reserved.
10	<p><b>COMPOFFSETIADD.</b> Read-Write.</p> <ul style="list-style-type: none"> <li>Setting this bit to 1 causes COMPOFFSETI to be added to the result of the compensation averager.</li> <li>Setting this bit to 0 causes COMPOFFSETI to be subtracted from the result of the compensation averager.</li> </ul> <p>Default = 0b</p>
9:5	<p><b>COMPPAVGI.</b> Read Only. The most recent result from the compl moving averager.</p>
4:0	<p><b>COMPOFFSETI.</b> Read-Write. This value is combined with the result of the vertical compl compensation averager, the manner of the combination depending upon the state of COMPOFFSETIADD.</p> <ul style="list-style-type: none"> <li>If COMPOVERRIDEI is 0, this result gets driven to compl of the pclamps. In case of overflow/underflow, the result is 00000b/11111b.</li> <li>If COMPOVERRIDEI is 1, this value gets driven to compl of the pclamps. COMPOVERRIDEI takes precedence over COMPOFFSETIADD.</li> </ul> <p>Default = 0x00 if the pin CMPOVR is clear at PWROK, 0x10 otherwise.</p>

**Link PHY Compensation Control****Dev[B,A]:1x[D8,D4,C8,C4,C0]****Dev[B,A]:1xC0**

Default: See individual fields.

Attribute: Read-Write

Bits	Description
31:30	<p><b>TXADJMODE.</b> Same functional description as Dev[B,A]:0xC8[IREFADJMODE], but applied to TX[3:0]ADJ. Values written to this CSR do not take effect until a 1 has been written to Dev[B,A]:1xC4[TXUPDATE].</p> <p>Default = 00b if the pin CMPOVR is clear at PWROK, 11b otherwise.</p> <p>Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>
29:28	Note: Reserved.
27:22	Note: Reserved.
21:15	<p><b>TX1ADJ.</b> The actual adjustment value that gets applied according to the setting of TXADJMODE. Values written to this CSR do not take effect until a 1 has been written to TXUPDATE.</p> <ul style="list-style-type: none"> <li>A write to this CSR updates it with the written value.</li> <li>A read from this CSR returns the most recently calculated TX1 result.</li> </ul> <p>Default = 0000000b</p> <p>Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>

14:13	Note: Reserved.
12:7	Reserved. Note:
6:0	<p><b>TX0ADJ.</b> For TX0, the actual adjustment value that gets applied according to the setting of TXADJMODE. Values written to this CSR do not take effect until a 1 has been written to TXUPDATE.</p> <ul style="list-style-type: none"> <li>• A write to this CSR updates it with the written value.</li> <li>• A read from this CSR returns the most recently calculated TX1 result.</li> </ul> <p>Default = 1000000b Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>

**Dev[B,A]:1xC4**

Default: See individual fields.

Attribute: Read-Write

Bits	Description
31	Reserved.
30	<p><b>TXUPDATE.</b> A write of 0 followed by a write of 1 to this CSR causes the values in other TX CSRs to take effect allowing an atomic update despite the fact TX CSRs occupy more than one doubleword. Default = 0</p>
29:28	Note: Reserved.
27:22	Note: Reserved.
21:15	<p><b>TX3ADJ.</b> Applied to TX3, the actual adjustment value that gets applied according to the setting of TXADJMODE. Values written to this CSR do not take effect until a 1 has been written to TXUPDATE.</p> <ul style="list-style-type: none"> <li>• A write to this CSR updates it with the written value.</li> <li>• A read from this CSR returns the most recently calculated TX3 result.</li> </ul> <p>Default = 0b Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>
14:13	Note: Reserved.
12:7	Note: Reserved.
6:0	<p><b>TX2ADJ.</b> Applied to TX2, the actual adjustment value that gets applied according to the setting of TXADJMODE. Values written to this CSR do not take effect until a 1 has been written to TXUPDATE.</p> <ul style="list-style-type: none"> <li>• A write to this CSR updates it with the written value.</li> <li>• A read from this CSR returns the most recently calculated TX2 result.</li> </ul> <p>Default = 1000000b Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>

**Dev[B,A]:1xC8**

Default: See individual fields.

Attribute: Read-Write

Bits	Description
31	Reserved.
30	Note: Reserved.

29	Note: Reserved.
28	Note: Reserved.
27	Note: Reserved.
26	Note: Reserved.
25	Note: Reserved.
24:23	<p><b>IREFADJMODE.</b> Encodings for adjustments:</p> <ul style="list-style-type: none"> <li>00 = No adjustment.</li> <li>01 = Add IREFADJ to calculated result before updating transmitters.</li> <li>10 = Subtract IREFADJ from calculated result before updating transmitters.</li> <li>11 = IREFADJ replaces calculated result.</li> </ul> <p>The addition and subtraction do not wrap.  Default = 00b if the pin CMPOVR is clear at PWROK, 11b otherwise.  Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>
22:17	Note: Reserved.
16:13	<p><b>IREFADJ.</b> Applied to IREF, the actual adjustment value that gets applied according to the setting of IREFADJMODE. Values written to this CSR do not take effect until a 1 has been written to 1xD8[IREFUPDATE].</p> <ul style="list-style-type: none"> <li>• A write to this CSR updates it with the written value.</li> <li>• A read from this CSR returns the most recently calculated IREF result.</li> </ul> <p>Default = 0111b  Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>
12:11	<p><b>RXADJMODE.</b> Encodings for adjustments applied to RX:</p> <ul style="list-style-type: none"> <li>00 = No adjustment.</li> <li>01 = Add IREFADJ to calculated result before updating transmitters.</li> <li>10 = Subtract IREFADJ from calculated result before updating transmitters.</li> <li>11 = IREFADJ replaces calculated result.</li> </ul> <p>The addition and subtraction do not wrap.  Default = 00b if the pin CMPOVR is clear at PWROK, 11b otherwise.  Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>
10:5	Note: Reserved.
4:0	<p><b>RXADJ.</b> Applied to RX, the actual adjustment value that gets applied according to the setting of RXADJMODE. Values written to this CSR do not take effect until a 1 has been written to 1xD8[RXUPDATE].</p> <ul style="list-style-type: none"> <li>• A write to this CSR updates it with the written value.</li> <li>• A read from this CSR returns the most recently calculated RX result.</li> </ul> <p>Default = 01000b  Note: Set to its default value at the rising edge of PWROK and unaffected by LDTRESET_L.</p>

**Dev[B,A]:1xD4**

Default: See individual fields.

Attribute: Read-Write

This block of CSRs provides a mechanism where by the HyperTransport calibration block can be controlled solely by reading and writing CSRs and is active when the CSR HT\_DIRECT is asserted.

Bits	Description
31	<b>HT_DIRECT.</b> <ul style="list-style-type: none"> <li>When asserted, the pins of the HyperTransport™ calibration block are controlled directly by the CSRs in the doubleword 1xD4.</li> <li>When clear, the HyperTransport calibration block is controlled by a block of hardware that automatically derives the HyperTransport calibration values before applying them to the pads.</li> </ul> Default = value of CMPOVR pin at rising edge of PWROK
30	Reserved.
29	Reserved.
28	Reserved.
27:22	Reserved.
21	Reserved.
20	Reserved.
19:16	<b>I_REF.</b> When HT_DIRECT is asserted, this CSR directly controls the I_REF port of the HyperTransport™ calibration block. Default = 0x0
15	<b>RX_REF_UPDATE.</b> When HT_DIRECT is asserted, this CSR directly controls the RX_REF_UPDATE port of the HyperTransport™ calibration block. Default = 0b
14:10	Reserved.
9	Reserved.
8	Reserved.
7	<b>TX_PHY_UPDATE.</b> When HT_DIRECT is asserted, this CSR directly controls the TX_PHY_UPDATE port of the HyperTransport™ calibration block. Default = 0b
6:0	Reserved.

**Dev[B,A]:1xD8**

Default: See individual fields.

Attribute: Read-Write

Bits	Description
31:30	Reserved.
29	<b>IREFUPDATE.</b> This csr should be set to 1 when a new set of IREF CSR values is present. This CSR is written to 0 by the hardware when it has absorbed the new values. The associated CSRs are Dev[B,A]:1xC8[IREFCOMPREF, IREFINVDIFFSE, IREFADJ]; Dev[B,A]:1xD0[IREFBYPINVDIFFSE]; Dev[B,A]:1xE0[IREF_MIN, IREF_MAX]. Default = 1b

28	<b>RXUPDATE.</b> This csr should be set to 1 when a new set of RX CSR values is present. This CSR is written to 0 by hardware when it has absorbed the new values. The associated CSRs are Dev[B,A]:1xC8[RXCOMPREF, RXADJ]; Dev[B,A]:1xD0[RXINVDIFFSE, Dev[B,A]:RXBYPINVDIFFSE]; Dev[B,A]:1xE0[RX_MIN, RX_MAX]. Default = 1b
27:21	Reserved.
20:14	Reserved.
13:7	Reserved.
6:0	Reserved.

## 3.5 Performance Counters

### Performance Counters and Control

**DevA:1x[AC,A8,A4,A0]**

The AMD-8132™ tunnel implements two performance counters, DevA:1x[A0,A4]. The counter DevA:1xA0 is controlled by register DevA:1xA8; the counter DevA:1xA4 is controlled by register DevA:1xAC. Both counters require the count enable bit DevA:1xA8[0] = 1 to start counting and otherwise work identically. The DevA:1xA4 counter also requires its own private enable bit DevA:1xAC[0] = 1 to start counting. The DevA:1xAC[0] bit has no effect on DevA:1xA0.

For the rest of this description:

- Counter0 refers to DevA:1xA0
- Counter1 refers to DevA:1xA4
- Control0 refers to DevA:1xA8
- Control1 refers to DevA:1xAC
- Counter refers to descriptions that apply to DevA:1xA0 or DevA:1xA4.
- Control refers to descriptions that apply to DevA:1xA8 or DevA:1xAC.

Both counters can access information from one of four sources:

- To access information from HyperTransport™ link 0: {Control[1],Control[4]} = 0
- To access information from HyperTransport™ link 1: {Control[1],Control[4]} = 1
- To access information from PCI/PCI-X® bus A: {Control[1],Control[4]} = 2
- To access information from PCI/PCI-X® bus B: {Control[1],Control[4]} = 3

The counter implemented is 36 bits. If Control[2] is zero, then the counter behaves as a 32-bit counter. The counter overflows if it exceeds 'hfff\_ffff' and a write to the counter will affect bits [31:0]. If Control[2] is one, then the counter behaves as a 36-bit counter with bits [35:4] readable in the Counter CSR. The counter overflows if it exceeds 'hf\_ffff\_ffff', and writes to the counter set bits [35:4] and clear bits [3:0].

Writing to the counter always clears the overflow bit.

The lower order bits of the control register often affect the meaning of the upper bits of the control register.

**DevA:1x[A0,A4] Counter**

Default: See individual fields.

Attribute: Read-Write

Bits	Description
31:0	<ul style="list-style-type: none"> <li>If Control[2] = 0, these are counter bits[31:0]. The count wraps to zero after FFFF_FFFFh and sets the overflow bit Control[3]. A write to the counter writes bits [31:0] and always clears the overflow bit Control[3].</li> <li>If Control[2] = 1, these are counter bits[35:4]. The count wraps to zero after F_FFFF_FFFFh and sets the overflow bit Control[3]. A write to the counter writes bits [35:4], sets bits [3:0] to zero, and always clears the overflow bit Control[3].</li> </ul> <p>Default = 0</p>

**DevA:1x[A8,AC] Counter Control**

Default: See individual fields.

Attribute: Read-Write

Bits	Description
31	<p><b>Counter Clear.</b> Writing a 1 to this bit sets Counter[35:0] to zero and clears the overflow bit Control[3]. Default = 0</p>
30:28	Reserved.
27:24	<p><b>PCI/PCI-X® Commands.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0, these bits are Reserved.</li> <li>If Control[1] = 1, Command [3:0] is compared with PCI CBE command bits. Counting commands is enabled by bit 23 in this register.</li> </ul> <p>Default = 0</p>
23	<p><b>Count Commands.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0, this bit is Reserved.</li> <li>If Control[1] = 1 and this bit is set to 0, the count commands defined in bits [27:24] are disabled. If Control[1] = 1 and this bit is set to 1, the count commands defined in bits [27:24] are enabled and controlled by Control[14:13].</li> </ul> <p>Default = 0</p>
22	<p><b>Count Command Buffers Almost Full / Count Source Tags.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0 and this bit is set to 0, counting the total command buffers used is enabled. If Control[1] = 0 and this bit is set to 1, counting the cycles when all but one of the command buffers are full is enabled.</li> <li>If Control[1] = 1 and this bit is set to 0, counting outbound PCI-X® tags in use or inbound source tags in use is disabled. If Control[1] = 1 and this bit is set to 1, counting outbound PCI-X tags in use or inbound source tags in use is enabled. The count can be the number of PCLK cycles that gpids_pclk has 0 free outbound PCI-X tags with the CountXTagsAllInUse signal indicating the maximum number of outbound nonposted requests (4) have already been split on PCI-X and are waiting for split completions. Or, the count can be the number of inbound source tags in use each PCLK. Controlled by Control[14:13]; takes precedence over Control[23].</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit affects Control[20:18].</p>

21	<p><b>Count Command Buffers Full / Count Nonposted Buffers Full.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting the total command buffers used is enabled. If Control[1] = 0 and this bit is set to 1, counting the cycles when all command buffers are full is enabled.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting full outbound nonposted FIFOs or the inbound nonposted stream count is disabled. If Control[1] = 1 and this bit is set to 1, counting full outbound nonposted FIFOs or the inbound nonposted stream count is enabled. The count can be the cycles in which the outbound nonposted request FIFO is full or the number of inbound nonposted request entries in use each PCLK. Controlled by Control[14:13]; takes precedence over Control[23:22].</li> </ul> <p>Default = 0 Note: If Control[1] = 0, this bit affects Control[20:18].</p>
20	<p><b>Count Response Buffers / Count Posted Buffer Full.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting response command buffers is disabled. If Control[1] = 0 and this bit is set to 1, counting response command buffers is enabled. Any combination of Control[20:18] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting the full outbound posted FIFOs or full inbound posted buffers is disabled. If Control[1] = 1 and this bit is set to 1, counting the full outbound posted FIFOs or full inbound posted buffers is enabled. The count is the cycles in which the outbound or inbound posted request FIFO is full. Controlled by Control[14:13]; takes precedence over Control[23:21].</li> </ul> <p>Default = 0 Note: If Control[1] = 0, this bit is affected by Control[22:21].</p>
19	<p><b>Count Nonposted Buffers / Count Doublewords Transferred.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting nonposted command buffers is disabled. If Control[1] = 0 and this bit is set to 1, counting nonposted command buffers is enabled. Any combination of Control[20:18] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting doublewords transferred is disabled. If Control[1] = 1 and this bit is set to 1, counting doublewords transferred is enabled. Controlled by Control[16:13]; takes precedence over Control[23:20].</li> </ul> <p>Default = 0 Note: If Control[1] = 0, this bit is affected by Control[22:21].</p>
18	<p><b>Count Posted Buffers / Count Disconnects.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting posted command buffers is disabled. If Control[1] = 0 and this bit is set to 1, counting posted command buffers is enabled. Any combination of Control[20:18] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting disconnects is disabled. If Control[1] = 1 and this bit is set to 1, counting disconnects is enabled. Controlled by Control[16:13]; takes precedence over Control[23:19].</li> </ul> <p>Default = 0 Note: If Control[1] = 0, this bit is affected by Control[22:21].</p>

17	<p><b>Count Target Done / Count Retries.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting target done commands is disabled. If Control[1] = 0 and this bit is set to 1, counting target done commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting retries is disabled. If Control[1] = 1 and this bit is set to 1, counting retries is enabled. Controlled by Control[16:13]; takes precedence over Control[23:18].</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
16	<p><b>Count Flushes / Count Reads.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting flush commands is disabled. If Control[1] = 0 and this bit is set to 1, counting flush commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting read operations is disabled. If Control[1] = 1 and this bit is set to 1, counting the read operation selected in Control[19:17] is enabled. Operations selected here do not affect operations selected by bits Control[22:20].</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
15	<p><b>Count Broadcasts / Count Writes.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting broadcast commands is disabled. If Control[1] = 0 and this bit is set to 1, counting broadcast commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting write operations is disabled. If Control[1] = 1 and this bit is set to 1, counting the write operation selected in Control[19:17] is enabled. Operations selected here do not affect operations selected by Control[22:20].</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
14	<p><b>Count Fences / Count Outbound Operations.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting fence commands is disabled. If Control[1] = 0 and this bit is set to 1, counting fence commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting outbound operations is disabled. If Control[1] = 1 and this bit is set to 1, counting outbound operations selected in Control[22:17] is enabled.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
13	<p><b>Count Nonposted Reads / Count Inbound Operations.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting nonposted read commands is disabled. If Control[1] = 0 and this bit is set to 1, counting nonposted read commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, counting inbound operations is disabled. If Control[1] = 1 and this bit is set to 1, counting inbound operations selected in Control[22:17] is enabled.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>



12	<p><b>Count Read Responses / Count Discards.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0 and this bit is set to 0, counting read response commands is disabled. If Control[1] = 0 and this bit is set to 1, counting read response commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>If Control[1] = 1 and this bit is set to 0, counting discards is disabled. If Control[1] = 1 and this bit is set to 1, counting the amount of discarded data (0h to Fh) is enabled for every PCLK where prefetched data gets discarded.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
11	<p><b>Count Nonposted Writes / Count Chained Posts.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0 and this bit is set to 0, counting nonposted write or RMW commands is disabled. If Control[1] = 0 and this bit is set to 1, counting nonposted write or RMW commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>If Control[1] = 1 and this bit is set to 0, counting chained posts is disabled. If Control[1] = 1 and this bit is set to 1, counting chained posts is enabled. The count is the number of packets (2, 3, or 4) chained together when a chained post transfers its first data on PCI/PCI-X®.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
10	<p><b>Count Posted Writes / Count Inbound Read Latency.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0 and this bit is set to 0, counting posted write commands is disabled. If Control[1] = 0 and this bit is set to 1, counting posted write commands is enabled. Any combination of Control[17:10] can be set, the count will be the total for all operations selected.</li> <li>If Control[1] = 1 and this bit is set to 0, counting inbound read latency is disabled. If Control[1] = 1 and this bit is set to 1, counting inbound read latency is enabled.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit is affected by Control[9:7].</p>
9	<p><b>Count Data Words / Count Wait State PCLKs.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0 and this bit is set to 0, counting commands is enabled. If Control[1] = 0 and this bit is set to 1, counting the data words associated with the commands selected in Control[17:10] is enabled.</li> <li>If Control[1] = 1 and this bit is set to 0, counting wait state PCLKs is disabled. If Control[1] = 1 and this bit is set to 1, counting wait state PCLKs is enabled.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit affects Control[17:10].</p>
8	<p><b>Bridge Destination / Count Idle PCLKs.</b></p> <ul style="list-style-type: none"> <li>If Control[1] = 0 and this bit is set to 0, counting operations whose destination is the GPI is disabled. If Control[1] = 0 and this bit is set to 1, counting operations whose destination is the GPI is enabled.</li> <li>If Control[1] = 1 and this bit is set to 0, counting idle PCLKs (no FRAME/IRDY/TRDY) is disabled. If Control[1] = 1 and this bit is set to 1, counting idle PCLKs (no FRAME/IRDY/TRDY) is enabled.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit affects Control[17:10].</p>

7	<p><b>Tunnel Destination.</b></p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, counting operations whose destination is the far (other side of the chip) transmitter is disabled.</li> <li>• If Control[1] = 0 and this bit is set to 1, counting operations whose destination is the far (other side of the chip) transmitter is enabled.</li> <li>• If Control[1] = 1, this bit is Reserved.</li> </ul> <p>Default = 0</p> <p>Note: If Control[1] = 0, this bit affects Control[17:10].</p>
6	<p><b>Count Clocks.</b></p> <ul style="list-style-type: none"> <li>• If this bit is set to 0, count information is determined by other Control bits.</li> <li>• If this bit is set to 1, only the total number of clocks since the counter was cleared are counted. So, if this bit is 1 and             <ul style="list-style-type: none"> <li>if Control[1] = 0, core clocks are counted.</li> <li>if Control[1] = 1, PCI/PCI-X® bus A clocks are counted.</li> <li>if Control[6] = 1, Control[30:7] are unused.</li> </ul> </li> </ul> <p>Default = 0</p>
5	<p><b>Assert Nonfatal Interrupt on Counter Overflow.</b></p> <ul style="list-style-type: none"> <li>• If this bit is set to 0, asserting a nonfatal interrupt on a counter overflow is disabled.</li> <li>• If this bit is set to 1, asserting a nonfatal interrupt on a counter overflow is enabled.</li> </ul> <p>Default = 0</p> <p>Note: Overflow for the 32- or 36-bit counter is defined by Control[2].</p>
4	<p><b>Counter Port Select.</b> Port selects are as follows:</p> <ul style="list-style-type: none"> <li>• If Control[1] = 0 and this bit is set to 0, HyperTransport™ link 0 is selected.</li> <li>• If Control[1] = 0 and this bit is set to 1, HyperTransport™ link 1 is selected.</li> <li>• If Control[1] = 1 and this bit is set to 0, PCI/PCI-X® bus A is selected.</li> <li>• If Control[1] = 1 and this bit is set to 1, PCI/PCI-X® bus B is selected.</li> </ul> <p>Default = 0</p>
3	<p><b>Counter Overflow.</b> Write 1 to clear.</p> <ul style="list-style-type: none"> <li>• If this bit is 0, the counter has not wrapped.</li> <li>• If this bit is 1, the counter has wrapped.</li> </ul> <p>Default = 0</p> <p>Note:          If the Counter Domain Select = 0, the count wraps to zero after FFFF_FFFFh and sets the overflow bit.          If the Counter Domain Select = 1, the count wraps to zero after F_FFFF_FFFFh and sets the overflow bit.</p>
2	<p><b>Counter Domain Select.</b></p> <ul style="list-style-type: none"> <li>• If this bit is set to 0, the DevA:1x[A0,A4] Counter CSR displays counter bits[31:0]. The count wraps to zero after FFFF_FFFFh and sets the Control[3] counter overflow bit. A write to the Counter CSR writes bits [31:0] and always clears the Control[3] counter overflow bit.</li> <li>• If this bit is set to 1, the DevA:1x[A0,A4] Counter CSR displays counter bits[35:4]. The count wraps to zero after F_FFFF_FFFFh and sets the Control[3] counter overflow bit. A write to the Counter CSR writes bits [35:4], sets bits [3:0] to zero, and always clears the Control[3] counter overflow bit.</li> </ul> <p>Default = 0</p>
1	<p><b>Select PCI/PCI-X®.</b></p> <ul style="list-style-type: none"> <li>• If this bit is set to 0, the counter counts information from HyperTransport™ link 0 or link 1.</li> <li>• If this bit is set to 1, the counter counts information from PCI/PCI-X® bus A or bus B.</li> </ul> <p>Default = 0</p>

0	<b>Counter Enable.</b> Enables/disables for this bit differ for Control0 and Control1 as follows:			
	<u>Control1[0]</u>	<u>Control0[0]</u>	<u>Counter1</u>	<u>Counter0</u>
	0	0	Disabled	Disabled
	0	1	Disabled	Enabled
	1	0	Disabled	Disabled
	1	1	Enabled	Enabled
	Default = 0			

## 3.6 IOAPIC Register Space

These registers are located in APIC[B,A]:XX memory space. The base address register for these registers is found at Dev[B,A]:1x48, and Dev[B,A]:1x10 if enabled.

- See section 3.1.2 for a description of the register naming convention.
- See section 1.3.2 for more details about interrupt operation.
- See Dev[B,A]:0x[BC,B8] for a description of alternative access to these registers and expanded programmability.
- See *82093AA I/O Advanced Programmable Interrupt Controller (IOAPIC) Product Data* for more information.

The IOAPIC register set supports 7 interrupts and corresponding redirection registers. The space is indexed through two memory-mapped ports:

- APIC[B,A]:00h (offset 00h of the address space indicated by Dev[B,A]:1x10/Dev[B,A]:1x48) provides the 8-bit index register.
- APIC[B,A]:10h (offset 10h of the address space indicated by Dev[B,A]:1x10/Dev[B,A]:1x48) provides the 32-bit data port. All accesses (reads or writes) to APIC registers must fit within a 32-bit aligned block.

Accesses that span multiple 32-bit blocks result in undefined behavior. Writes to APIC[B,A]:10h (the 32-bit data port) must be 32-bit aligned accesses, other than 32-bit writes result in undefined behavior. Reads provide all four bytes regardless of the byte enables.

Only bits 7:0 of APIC[B,A]:00 are used. The index written to APIC[B,A]:00 selects one from the following table.

APIC[B,A]: 00[7:0]	Description	Default																								
00h	<b>APIC ID Register.</b> Bits[31:24] are Read-Write; they control no hardware. All other bits are reserved.	0000 0000h																								
01h	<b>IOAPIC Version Register.</b> Bits[31:24] are reserved. Bits[23:16] Maximum Redirection Entry are Read Only. This field contains the entry number (0 being the lowest) of the highest entry in the I/O redirection table. The value is equal to one less than the number of redirection entries. This IOAPIC has 7 entries, so this value is 6h. Bits [15:8] are reserved. Bits [7:0] APIC Version are Read Only. The version number assigned to this IOAPIC is 11h.	0006 0011h																								
02h	<b>IOAPIC Arbitration ID Register.</b> Bits[31:24] are Read-Write; they control no hardware. All other bits are reserved.	0000 0000h																								
10h-1Dh	<b>RDR. Redirection Registers.</b> Each of the 7 redirection registers utilizes two indexes. Bits[63:32] are accessed through the odd indexes. Bits[31:0] are accessed through the even indexes. They are mapped to the interrupts as follows: <table border="0" style="margin-left: 20px;"> <tr> <td style="text-align: right;"><u>Pin</u></td> <td style="text-align: center;"><u>IO[B,A]00 for Bits[31:0]</u></td> <td style="text-align: center;"><u>IO[B,A]00 for Bits[63:32]</u></td> </tr> <tr> <td>[B,A]_PIRQA_L</td> <td style="text-align: center;">10h</td> <td style="text-align: center;">11h</td> </tr> <tr> <td>[B,A]_PIRQB_L</td> <td style="text-align: center;">12h</td> <td style="text-align: center;">13h</td> </tr> <tr> <td>[B,A]_PIRQC_L</td> <td style="text-align: center;">14h</td> <td style="text-align: center;">15h</td> </tr> <tr> <td>[B,A]_PIRQD_L</td> <td style="text-align: center;">16h</td> <td style="text-align: center;">17h</td> </tr> <tr> <td>[B,A]_Fatal</td> <td style="text-align: center;">18h</td> <td style="text-align: center;">19h</td> </tr> <tr> <td>[B,A]_Nonfatal</td> <td style="text-align: center;">1Ah</td> <td style="text-align: center;">1Bh</td> </tr> <tr> <td>[B,A]_SHPC_INTR</td> <td style="text-align: center;">1Ch</td> <td style="text-align: center;">1Dh</td> </tr> </table>	<u>Pin</u>	<u>IO[B,A]00 for Bits[31:0]</u>	<u>IO[B,A]00 for Bits[63:32]</u>	[B,A]_PIRQA_L	10h	11h	[B,A]_PIRQB_L	12h	13h	[B,A]_PIRQC_L	14h	15h	[B,A]_PIRQD_L	16h	17h	[B,A]_Fatal	18h	19h	[B,A]_Nonfatal	1Ah	1Bh	[B,A]_SHPC_INTR	1Ch	1Dh	Bits[63:32] = 0000 0000h  Bits[31:0] = 0001 0000h
<u>Pin</u>	<u>IO[B,A]00 for Bits[31:0]</u>	<u>IO[B,A]00 for Bits[63:32]</u>																								
[B,A]_PIRQA_L	10h	11h																								
[B,A]_PIRQB_L	12h	13h																								
[B,A]_PIRQC_L	14h	15h																								
[B,A]_PIRQD_L	16h	17h																								
[B,A]_Fatal	18h	19h																								
[B,A]_Nonfatal	1Ah	1Bh																								
[B,A]_SHPC_INTR	1Ch	1Dh																								
1Eh-FFh	Reserved.																									

**RDR.** Default: 0000 0000 0001 0000h. The redirection registers are defined as follows:

Bits	Description
63:56	<b>Destination [DEST].</b> Read-Write. IntrInfo[15:8] in the HyperTransport™ link interrupt request packet. <ul style="list-style-type: none"> <li>In physical mode, bits[59:56] specify the APIC ID of the target processor.</li> <li>In logical mode, bits[63:56] specify a set of processors.</li> </ul>
55:17	Reserved.
16	<b>Interrupt Mask [IM].</b> Read-Write. 1 = Interrupt is masked. <ul style="list-style-type: none"> <li>When the interrupt is specified to be in edge-sensitive mode and this bit transitions from 1 to 0, then no interrupt request is generated regardless of the state of the interrupt line.</li> <li>When the interrupt is specified to be in level-sensitive mode and the interrupt line is in the asserted state, then when this bit transitions from 1 to 0 an interrupt request is generated.</li> </ul> Note: The state of this bit is also used for the NIOAIRQ[D:A]_L pins; see Dev[B,A]:0x40[NIOAMODE].

15	<p><b>Trigger Mode [TM].</b> Read-Write. IntrInfo[5] in the HyperTransport™ link interrupt request packet.  0 = Edge sensitive.  1 = Level sensitive.</p> <p>Note: Normally, it is expected that this bit be programmed for level-sensitive interrupts. This bit is ignored for delivery modes of SMI, NMI, Init, and ExtINT, which are always treated as edge sensitive.</p>																											
14	<p><b>Interrupt Request Receipt [IRR].</b> Read Only. This bit is not defined for edge-triggered interrupts. For level-triggered interrupts, this bit is set by the hardware after an interrupt is detected. It is cleared by receipt of EOI as specified in section 1.3.2.</p>																											
13	<p><b>Polarity [POL].</b> Read-Write.</p> <ul style="list-style-type: none"> <li>• If this is a 0, the interrupt is active high.</li> <li>• If this is a 1, the interrupt is active low.</li> <li>• For the RDRs associated with [B,A]PIRQ[D,C,B,A]_L this bit applies to the polarity of the [B,A]PIRQ[D,C,B,A]_L pins as they enter the AMD-8132 tunnel. Normally, this bit is expected to be programmed for active low interrupts. This bit has no effect on the NIOAIRQ[D,C,B,A]_L pins.</li> <li>• For the RDRs associated with the fatal, nonfatal, and SHPC interrupts, this bit is reserved and always 0. These internal interrupts are always active high.</li> </ul>																											
12	<p><b>Delivery Status [DS].</b> Read Only.</p> <p>0 = Idle.  1 = Interrupt message pending.</p>																											
11	<p><b>Destination Mode [DM].</b> Read-Write. IntrInfo[6] in the HyperTransport™ link interrupt request packet.  0 = Physical mode.  1 = Logical mode.</p>																											
10:8	<p><b>Message Type [MT].</b> Read-Write. These bits are physically located in IDRDR[MT], see Dev[B,A]:0x[BC,B8]. Accesses to this field result in translated accesses to the register bits in IDRDR[MT]. The value in IDRDR[MT] becomes the IntrInfo[4:2] field in HyperTransport™ link interrupt request packets. The translation is as follows:</p> <table border="1"> <thead> <tr> <th><u>Access to RDR[MT]</u></th> <th><u>Interrupt type</u></th> <th><u>Value in IDRDR[MT]</u></th> </tr> </thead> <tbody> <tr> <td>000b</td> <td>Fixed</td> <td>000b</td> </tr> <tr> <td>001b</td> <td>Lowest priority</td> <td>001b</td> </tr> <tr> <td>010b</td> <td>SMI</td> <td>010b</td> </tr> <tr> <td>011b</td> <td>Reserved</td> <td>111b</td> </tr> <tr> <td>100b</td> <td>NMI</td> <td>011b</td> </tr> <tr> <td>101b</td> <td>Init</td> <td>100b</td> </tr> <tr> <td>110b</td> <td>Reserved</td> <td>101b</td> </tr> <tr> <td>111b</td> <td>ExtINT</td> <td>110b</td> </tr> </tbody> </table> <p>For example: a write of 111b to RDR[MT] results in a write of 110b in IDRDR[MT]. Subsequent reads of RDR[MT] provide 111b. Subsequent reads of IDRDR[MT] provide 110b. The value placed in link interrupt request packets is as specified in IDRDR[MT] (110b). A write of 110b in IDRDR[MT] would be read as 111b through RDR[MT].</p>	<u>Access to RDR[MT]</u>	<u>Interrupt type</u>	<u>Value in IDRDR[MT]</u>	000b	Fixed	000b	001b	Lowest priority	001b	010b	SMI	010b	011b	Reserved	111b	100b	NMI	011b	101b	Init	100b	110b	Reserved	101b	111b	ExtINT	110b
<u>Access to RDR[MT]</u>	<u>Interrupt type</u>	<u>Value in IDRDR[MT]</u>																										
000b	Fixed	000b																										
001b	Lowest priority	001b																										
010b	SMI	010b																										
011b	Reserved	111b																										
100b	NMI	011b																										
101b	Init	100b																										
110b	Reserved	101b																										
111b	ExtINT	110b																										
7:0	<p><b>Interrupt Vector [IV].</b> Read-Write. IntrInfo[23:16] in the HyperTransport™ link interrupt request packet.</p>																											

### 3.7 SHPC Working Registers

These registers are accessed through either indexed configuration space (see Dev[B,A]:0x90[SELECT] and Dev[B,A]:0x94[DATA]) or non-indexed memory space (see SHPC[B,A]:00). All accesses (reads or writes) to SHPC registers must fit within a 32-bit aligned block. Accesses that span multiple 32-bit blocks result in undefined behavior.

- If Dev[B,A]:0x48[HPEN] = 0 then the SHPC[B,A]:XX registers are all reserved.
- See section 3.1.2 for a description of the register naming convention.
- See the TPS\* hot-plug power controller product data sheets for more information.

#### SHPC Base Offset

SHPC[B,A]:00

Default: 0000 0000h

Attribute: Read Only

Bits	Description
31:0	<b>BASE_OFFSET.</b> This register is hardwired low to indicate the memory space base address of the SHPC register set is specified only by Dev[B,A]:0x10[SHPCBAR].

#### SHPC Slots Available I

SHPC[B,A]:04

Default: 0000 0000h

Attribute: Write Once

Bits	Description
31:29	Reserved.
28:24	<b>N_133PCIX.</b> Indicates the maximum number of hot-plug slots available to be enabled when the bus is running at 133 MHz in PCI-X® mode.
23:21	Reserved.
20:16	<b>N_100PCIX.</b> Indicates the maximum number of hot-plug slots available to be enabled when the bus is running at 100 MHz in PCI-X mode.
15:13	Reserved.
12:8	<b>N_66PCIX.</b> Indicates the maximum number of hot-plug slots available to be enabled when the bus is running at 66 MHz in PCI-X mode.
7:5	Reserved.
4:0	<b>N_33CONV.</b> Indicates the maximum number of hot-plug slots available to be enabled when the bus is running at 33 MHz in conventional PCI mode.

**SHPC Slots Available II****SHPC[B,A]:08**

Default: 0000 0000h

Attribute: Write Once

Bits	Description
31:28	Reserved.
27:24	Reserved.
23:20	Reserved.
19:16	<b>N_133PCIX266.</b> Indicates the maximum number of hot-plug slots to be enabled when the bus is running at 133 MHz PCI-X® 2.0. If [B,A]:0x48[SHPC_PI_1] is 1, then the write-once value written to this register should be 0s.
15:12	<b>N_100PCIX266.</b> Indicates the maximum number of hot-plug slots to be enabled when the bus is running at 100 MHz PCI-X 2.0. If [B,A]:0x48[SHPC_PI_1] is 1, then the write-once value written to this register should be 0s.
11:8	<b>N_66PCIX266.</b> Indicates the maximum number of hot-plug slots to be enabled when the bus is running at 66 MHz PCI-X 2.0. If [B,A]:0x48[SHPC_PI_1] is 1, then the write-once value written to this register should be 0s.
7:5	Reserved.
4:0	<b>N_66CONV.</b> Indicates maximum number of hot-plug slots available to be enabled when the bus is running at 66 MHz in conventional PCI mode.

**SHPC Slot Configuration****SHPC[B,A]:0C**

Default: 0000 0000h

Attribute: Write Once

Bits	Description
31	<b>Attention Button Implemented [ABI].</b> 0 = Hot-plug slots do not implement the attention button. 1 = Hot-plug slots implement the attention button.
30	<b>MRL Sensor Implemented [MRLSI].</b> 0 = Hot-plug slots do not implement the MRL sensor. 1 = Hot-plug slots implement the MRL sensor.
29	<b>Physical Slot Number Up/Down [PSN_UP].</b> 0 = Each external slot label decrements by 1 from the value in SHPC[B,A]:0C[PSN]. 1 = Each external slot label increments by 1 from the value in SHPC[B,A]:0C[PSN].
28:27	Reserved.
26:16	<b>Physical Slot Number [PSN].</b> Specifies the physical slot number of the device specified by SHPC[B,A]:0C[FDN].
15:13	Reserved.

12:8	<b>First Device Number [FDN].</b> Specifies the device number assigned to the first hot-plug slot on the secondary bridge bus.
7:5	Reserved.
4:0	<b>Number Of Slots Implemented [NSI].</b> Specifies the number of hot-plug slots on the bridge.

**SHPC Secondary Bus Configuration**

**SHPC[B,A]:10**

Default: 0?00 0?00h

Attribute: Read Only

Bits	Description																																																												
31:24	<b>SHPC Programming Interface.</b> Identifies the format of the SHPC working register set. The value read is 2 unless Dev[B,A]:0x48[SHPC_PI_1] = 1, in which case the value read is 1.																																																												
23:9	Reserved.																																																												
8	If Dev[B,A]:0x48[SHPC_PI_1] is a 0, this reads 1 indicating that this device supports Mode 1 ECC. If Dev[B,A]:0x48[SHPC_PI_1] is a 1, this is reserved and reads 0.																																																												
7:4	Reserved.																																																												
3:0	<p><b>MODE.</b> Indicates the current speed and mode at which the secondary bridge bus operates. MHz value below is the common clock.</p> <table border="1"> <thead> <tr> <th>Encoding</th> <th>Speed MHz</th> <th>Mode</th> <th>Data Transfer Rate</th> </tr> </thead> <tbody> <tr><td>0000b</td><td>33/25</td><td>Conventional PCI</td><td>N/A</td></tr> <tr><td>0001b</td><td>66/50</td><td>Conventional PCI</td><td>N/A</td></tr> <tr><td>0010b</td><td>66/50</td><td>PCI-X® Mode 1 with parity</td><td>N/A</td></tr> <tr><td>0011b</td><td>100</td><td>PCI-X Mode 1 with parity</td><td>N/A</td></tr> <tr><td>0100b</td><td>133</td><td>PCI-X Mode 1 with parity</td><td>N/A</td></tr> <tr><td>0101b</td><td>66/50</td><td>PCI-X Mode 1 with ECC</td><td>N/A</td></tr> <tr><td>0110b</td><td>100</td><td>PCI-X Mode 1 with ECC</td><td>N/A</td></tr> <tr><td>0111b</td><td>133</td><td>PCI-X Mode 1 with ECCN/A</td><td>N/A</td></tr> <tr><td>1000b</td><td>66/50</td><td>PCI-X Mode 2 ECC</td><td>DDR</td></tr> <tr><td>1001b</td><td>100</td><td>PCI-X Mode 2 ECC</td><td>DDR</td></tr> <tr><td>1010b</td><td>133</td><td>PCI-X Mode 2 ECCDDR</td><td></td></tr> <tr><td>1011b</td><td>66/50</td><td>PCI-X Mode 2 ECC</td><td>QDR</td></tr> <tr><td>1100b</td><td>100</td><td>PCI-X Mode 2 ECCQDR</td><td></td></tr> <tr><td>1101b</td><td>133</td><td>PCI-X Mode 2 ECC</td><td>QDR</td></tr> </tbody> </table> <p>1011b through 1111b are Reserved.</p> <p>Notes:</p> <ol style="list-style-type: none"> <li>See Dev[B,A]:0x48[PSLOW] for nominal speed settings of 33 or 66 MHz running at 25 or 50 MHz.</li> <li>If Dev[B,A]:0x48[SHPC_PI_1] is a 1, modes 0101b through 1010b are not valid.</li> </ol>	Encoding	Speed MHz	Mode	Data Transfer Rate	0000b	33/25	Conventional PCI	N/A	0001b	66/50	Conventional PCI	N/A	0010b	66/50	PCI-X® Mode 1 with parity	N/A	0011b	100	PCI-X Mode 1 with parity	N/A	0100b	133	PCI-X Mode 1 with parity	N/A	0101b	66/50	PCI-X Mode 1 with ECC	N/A	0110b	100	PCI-X Mode 1 with ECC	N/A	0111b	133	PCI-X Mode 1 with ECCN/A	N/A	1000b	66/50	PCI-X Mode 2 ECC	DDR	1001b	100	PCI-X Mode 2 ECC	DDR	1010b	133	PCI-X Mode 2 ECCDDR		1011b	66/50	PCI-X Mode 2 ECC	QDR	1100b	100	PCI-X Mode 2 ECCQDR		1101b	133	PCI-X Mode 2 ECC	QDR
Encoding	Speed MHz	Mode	Data Transfer Rate																																																										
0000b	33/25	Conventional PCI	N/A																																																										
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0010b	66/50	PCI-X® Mode 1 with parity	N/A																																																										
0011b	100	PCI-X Mode 1 with parity	N/A																																																										
0100b	133	PCI-X Mode 1 with parity	N/A																																																										
0101b	66/50	PCI-X Mode 1 with ECC	N/A																																																										
0110b	100	PCI-X Mode 1 with ECC	N/A																																																										
0111b	133	PCI-X Mode 1 with ECCN/A	N/A																																																										
1000b	66/50	PCI-X Mode 2 ECC	DDR																																																										
1001b	100	PCI-X Mode 2 ECC	DDR																																																										
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1011b	66/50	PCI-X Mode 2 ECC	QDR																																																										
1100b	100	PCI-X Mode 2 ECCQDR																																																											
1101b	133	PCI-X Mode 2 ECC	QDR																																																										

**SHPC Command and Status**

**SHPC[B,A]:14**

For bits [19:16] of this register, the Controller Command Error Code field consists of SHPC[B,A]:14[INVSM\_ERR, INVCMD\_ERR, MRLO\_ERR]. No bits or one bit of the Controller Command



Error Code field may be updated when SHPC[B,A]:16[BSY] transitions from 1 to 0, indicating command completion with an error. If a bit in the Controller Command Error Code field is set, then it remains set until the next 1 to 0 transition of BSY.

For bits [12:0] of this register, writes to SHPC[B,A]:14 are ignored if SHPC[B,A]:16[BSY] = 1.

Default: 0000h

Attribute: See Below

Bits	Description
31:20	Reserved.
19	<p><b>Invalid Speed/Mode [INVSM_ERR].</b> Read Only. This bit is set high when one of the following errors occurs:</p> <ul style="list-style-type: none"> <li>• The target slot specified by SHPC[B,A]:14[TGT] is not capable of running at the current speed or mode when the Slot Operation/Enable command is issued.</li> <li>• A slot on the bus is not capable of running at the current bus speed or mode when the Enable All Slots command is issued.</li> <li>• An enabled slot on the bus segment is not capable of running at the requested bus speed or mode when the Set Bus Segment Speed/Mode command is issued.</li> <li>• The Set Bus Segment Speed/Mode command is issued when the number of slots available at the requested bus speed or mode (specified by SHPC[B,A]:[08, 04]) is greater than zero and less than the number of slots enabled.</li> </ul>
18	<p><b>Invalid SHPC Command [INVCMD_ERR].</b> Read Only. This bit is set high when one of the following errors occurs:</p> <ul style="list-style-type: none"> <li>• A reserved command code is used.</li> <li>• The target slot specified by SHPC[B,A]:14[TGT] is zero or is greater than the SHPC[B,A]:0C[NSI] for any Slot Operation command.</li> <li>• The target slot specified by SHPC[B,A]:14[TGT] is greater than the number of slots available at the current bus speed or mode (specified by SHPC[B,A]:[08, 04]) when the Slot Operation/Enable command is issued.</li> <li>• The target slot specified by SHPC[B,A]:14[TGT] is enabled when the Slot Operation/Power Only command is issued.</li> <li>• One or more slots on the bus segment are already enabled when the Power Only All Slots or Enable All Slots command is issued.</li> <li>• The Set Bus Segment Speed/Mode command is issued when SHPC[B,A]:[08, 04] indicate no slots are available at the requested speed or mode.</li> </ul>
17	<p><b>MRL Open [MRLO_ERR].</b> Read Only. 1 = The MRL of the target slot specified by SHPC[B,A]:14[TGT] was open when the Slot Operation/Power Only or Slot Operation/Enable command was issued.</p>
16	<p><b>Controller Busy [BSY].</b> Read Only. 1 = An SHPC command (see SHPC[B,A]:14) is in progress.</p>
15:13	Reserved.
12:8	<p><b>Target Slot [TGT].</b> Read-Write. Specifies the slot to which SHPC[B,A]:14[CMD] is applied for the Slot Operation command.</p>
7:0	<p><b>SHPC Command Code [CMD].</b> Read-Write. Specifies the SHPC command to be executed; see Table 7. SHPC Command Codes.</p>

**Table 7. SHPC Command Codes**

Command Name	CMD[7:0]							
	Slot Operation		Attention Indicator		Power Indicator		Slot State	
Slot Operation	0	0						
Set Bus Segment Speed/Mode 1	0	1	0	0	0	Bus Speed/Mode 1		
Power Only All Slots	0	1	0	0	1	0	0	0
Enable All Slots	0	1	0	0	1	0	0	1
Set Bus Segment Speed/ Mode 2	0	1	0	1	Bus Speed Mode 2			

Decodings for SHPC command code fields are :

- Attention Indicator and Power Indicator specify LED states. 00b = No Change; 01b = On; 10b = Blink; 11b = Off.
- Slot State specifies the command to the slot. 00b = No Change; 01b = Power Only; 10b = Enable Slot; 11b = Disable Slot.
- Bus Speed/Mode 1 specifies the bridge speed and mode, as shown in Table 8.

**Table 8. Mode 1 Bus Speed Encodings**

Encoding	Speed MHz	Mode
000b	33/25	Conventional PCI with parity
001b	66/50	Conventional PCI with parity
010b	66	PCI-X® Mode 1 with parity
011b	100	PCI-X® Mode 1 with parity
100b	133	PCI-X® Mode 1 with parity

- Bus Speed/Mode 2 specifies the bridge speed, PCI-X mode, and ECC/parity mode, as shown in Table 9. MHz value in the following table is the common clock.

If Dev[B,A]:0x48[SHPC\_PI\_1] is 0, Bus Speed/Mode 1 and Bus Speed/Mode 2 are valid.

If Dev[B,A]:0x48[SHPC\_PI\_1] is 1, Bus Speed/Mode 1 commands are valid and Bus Speed/Mode 2 commands are invalid.

**Table 9. Mode 2 Bus Speed Encodings**

Encoding	Speed MHz	PCI-X® Mode	Error Handling	Data Transfer Rate
0000b	33/25	Conventional PCI	Parity	SDR
0001b	66/50	Conventional PCI	Parity	SDR
0010b	66/50	PCI-X® Mode 1	Parity	SDR
0011b	100	PCI-X® Mode 1	Parity	SDR
0100b	133	PCI-X® Mode 1	Parity	SDR
0101b	66/50	PCI-X® Mode 1	ECC	SDR

**Table 9. Mode 2 Bus Speed Encodings (Continued)**

Encoding	Speed MHz	PCI-X® Mode	Error Handling	Data Transfer Rate
0110b	100	PCI-X® Mode 1	ECC	SDR
0111b	133	PCI-X® Mode 1	ECC	SDR
1000b*	66	PCI-X® Mode 2	ECC	DDR
1001b	100	PCI-X® Mode 2	ECC	DDR
1010b	133	PCI-X® Mode 2	ECC	DDR
1011b*	66	PCI-X® Mode 2	ECC	QDR
1100b*	100	PCI-X® Mode 2	ECC	QDR
1101b*	133	PCI-X® Mode 2	ECC	QDR
1110b	Reserved			
1111b	Reserved			
*Not supported.				

**SHPC Interrupt Locator****SHPC[B,A]:18**

Default: 0000 0000h

Attribute: Read Only

Bits	Description
31:5	Reserved.
4:1	<b>Slot Interrupt Pending [IP[4:1]]</b> . Each bit <i>n</i> of this field corresponds to slot <i>n</i> . 1 = A slot status bit capable of generating interrupts is set and the corresponding interrupt mask is 0. Slot status bits capable of generating interrupts are SHPC[B,A]:[30, 2C, 28, 24][CPC_STS, IPF_STS, ABP_STS, MRLSC_STS, CPF_STS]. The corresponding interrupt masks are SHPC[B,A]:[30, 2C, 28, 24][CP_IM, IPF_IM, AB_IM, MRLS_IM, CPF_IM].
0	<b>Command Complete Interrupt Pending [CC_IP]</b> . 1 = SHPC[B,A]:20[CC_STS] is 1 and SHPC[B,A]:20[CC_IM] is 0.

**SHPC SERR Locator**

**SHPC[B,A]:1C**

Default: 0000 0000h

Attribute: Read Only

Bits	Description
31:5	Reserved.
4:1	<b>Slot SERR Pending [SERRP[4:1]]</b> . Each bit <i>n</i> of this field corresponds to slot <i>n</i> . 1 = A slot status bit capable of generating SERR is set and the corresponding SERR mask is 0. Slot status bits capable of generating SERR are SHPC[B,A]:[30, 2C, 28, 24][MRLSC_STS, CPF_STS]. The corresponding SERR masks are SHPC[B,A]:[30, 2C, 28, 24][MRLS_SERRM, CPF_SERRM].
0	<b>Arbiter SERR Pending [A_SERRP]</b> . 1 = SHPC[B,A]:20[ATOUT_STS] is 1 and SHPC[B,A]:20[A_SERRM] is 0.

**SHPC SERR-INT**

**SHPC[B,A]:20**

The SHPC interrupt shown below either generates an interrupt packet based on the SHPC\_INTR IOAPIC entry, or asserts the signal [B,A]\_PIRQA\_L if the SHPC\_INTR RDR[IM] is set and Dev[B,A]:0x04[INTDISABLE] is not set.

$$\text{SHPC\_WAKEUP} = (\text{SHPC}[B,A]:18[IP] \neq 0000b) \mid \sim\text{SHPC}[B,A]:20[CC\_IM] \ \& \ \text{SHPC}[B,A]:20[CC\_STS];$$

The SHPC interrupt shown below is routed to the [B,A]\_PIRQA\_L pin.

$$\text{SHPC\_INTR} = \sim\text{SHPC}[B,A]:20[GIM] \ \& \ \text{SHPC\_WAKEUP};$$

The SHPC system error shown below sets Dev[B,A]:0x1C[RSE] (also see Dev[B,A]:0x3C[SERREN]).

$$\text{SHPC\_SERR} = \sim\text{SHPC}[B,A]:20[GSERRM] \ \& \ ( (\text{SHPC}[B,A]:1C[SERRP] \neq 0000b) \mid \sim\text{SHPC}[B,A]:20[A\_SERRM] \ \& \ \text{SHPC}[B,A]:20[ATOUT\_STS] );$$

Default: 0000 000Fh

Attribute: See Below

Bits	Description
31:18	Reserved.
17	<b>Arbiter Timeout Status [ATOUT_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when an arbiter timeout is detected by the SHPC logic. The arbiter timeout occurs when the PCI bus is requested (from the internal arbiter) for a hot-plug operation and it is not granted for $2^{23}$ [B,A]_PCLK cycles.
16	<b>Command Completion Status [CC_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when an SHPC[B,A]:16[BSY] transition from 1 to 0 is detected.
15:4	Reserved.
3	<b>Arbiter SERR Mask [A_SERRM]</b> . Read-Write. 1 = SERR indication for arbiter timeout is disabled.
2	<b>Command Complete Interrupt Mask [CC_IM]</b> . Read-Write. 1 = SHPC interrupt generation for command completion is disabled.

1	<b>Global SERR Mask [GSERRM]</b> . Read-Write. 1 = SERR indication is disabled.
0	<b>Global Interrupt Mask [GIM]</b> . Read-Write. 1 = SHPC interrupt generation is disabled.

**SHPC Logical Slot****SHPC[B,A]:[30,2C,28,24]**

The offset for the SHPC LSR (Logical Slot Register) for slot 1 is 24h, for slot 2 is 28h, for slot 3 is 2Ch, and for slot 4 is 30h. The LSR is used instead of SHPC[B,A]:[30, 2C, 28, 24] in the description below. See SHPC[B,A]:20 for information about how these registers may affect interrupts, events, and system errors.

Default: 7F00 3F3Fh

Attribute: See Below

Bits	Description
31	Reserved.
30	<b>Connected Power Fault SERR Mask [CPF_SERRM]</b> . Read-Write. 0 = SERR generation is enabled when LSR[CPF_STS] is set. 1 = SERR generation is disabled when LSR[CPF_STS] is set.
29	<b>MRL Sensor SERR Mask [MRLS_SERRM]</b> . Read-Write. 0 = SERR generation is enabled when LSR[MRLSC_STS] is set. 1 = SERR generation is disabled when LSR[MRLSC_STS] is set.
28	<b>Connected Power Fault Interrupt Mask [CPF_IM]</b> . Read-Write. 0 = Interrupt generation is enabled when LSR[CPF_STS] is set. 1 = Interrupt generation is disabled when LSR[CPF_STS] is set.
27	<b>MRL Sensor Interrupt Mask [MRLS_IM]</b> . Read-Write. 0 = Interrupt generation is enabled when LSR[MRLSC_STS] is set. 1 = Interrupt generation is disabled when LSR[MRLSC_STS] is set.
26	<b>Attention Button Interrupt Mask [AB_IM]</b> . Read-Write. 0 = Interrupt generation is enabled when LSR[ABP_STS] is set. 1 = Interrupt generation is disabled when LSR[ABP_STS] is set.
25	<b>Isolate Power Fault Interrupt Mask [IPF_IM]</b> . Read-Write. 0 = Interrupt generation is enabled when LSR[IPF_STS] is set. 1 = Interrupt generation is disabled when LSR[IPF_STS] is set.
24	<b>Card Presence Interrupt Mask [CP_IM]</b> . Read-Write. 0 = Interrupt generation is enabled when LSR[CPC_STS] is set. 1 = Interrupt generation is disabled when LSR[CPC_STS] is set.
23:21	Reserved.
20	<b>Connected Power Fault Status [CPF_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when LSR[PF] changes from 0 to 1 while LSR[SS] = 10b (slot is enabled).
19	<b>MRL Sensor Change Status [MRLSC_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when LSR[MRLS] changes its value.
18	<b>Attention Button Press Status [ABP_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when LSR[AB] transitions from 0 to 1.
17	<b>Isolated Power Fault Status [IPF_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when LSR[PF] changes from 0 to 1 while LSR[SS] != 10b (slot is not in the enabled state).

16	<b>Card Presence Change Status [CPC_STS]</b> . Read. Set by hardware. Write 1 to clear. Set when LSR[PRSNT1_2] field changes value.
15	Reserved.
14:12	<b>PCI-X® Capability [PCI-X_CAP]</b> . Read-Only. Reflects the current PCI-X® capability of the add-in card. These bits are not valid if the slot is empty. 000b = Conventional PCI 001b = 66 MHz PCI-X Mode 1 010b = Reserved 011b = 133 MHz PCI-X Mode 1 100b = PCI-X Mode 2, 266 (DDR data transfer rate. Only valid if Dev[B,A]:0x48[SHPC_PI_1] is a 0.) 101b = PCI-X 2, 533 (QDR data transfer rate. Only valid if Dev[B,A]:0x48[SHPC_PI_1] is a 0.)
11:10	<b>PRSNT1_L/PRSNT2_L [PRSNT1_2]</b> . Read-Only. Reflects the current debounced state of the PRSNT1_L and PRSNT2_L pins on the slot. 00b = Card present, 7.5 W 01b = Card present, 25 W 10b = Card present, 15 W 11b = Slot Empty
9	<b>66 MHz Capable [M66_CAP]</b> . Read-Only. This bit is valid only when the slot is occupied and powered. 0 = Add-in card is capable of running at 33 MHz conventional mode only. 1 = Add-in card is capable of running at 66 MHz conventional mode.
8	<b>MRL Sensor [MRLS]</b> . Read-Only. Reflects the current state of the debounced MRL sensor. 0 = MRL sensor is closed. 1 = MRL sensor is open.
7	<b>Attention Button [AB]</b> . Read-Only. Reflects the current state of the debounced attention button. 0 = Attention button is released. 1 = Attention button is being pressed.
6	<b>Power Fault [PF]</b> . Read-Only. Reflects the current state of the power fault latch in the slot power control circuitry. 1 = Power fault (isolated or connected) is detected.
5:4	<b>Attention Indicator State [AIS]</b> . Read-Only. Reflects the current state of the attention indicator. 00b = Reserved 01b = On 10b = Blink 11b = Off
3:2	<b>Power Indicator State [PIS]</b> . Read-Only. Reflects the current state of the power indicator. 00b = Reserved 01b = On 10b = Blink 11b = Off
1:0	<b>Slot State [SS]</b> . Read-Only. Reflects the current state of the slot. 00b = Reserved 01b = Powered Only 10b = Enabled 11b = Disabled

## Chapter 4 Clocks and Reset

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### 4.1 Clocking

REFCLK\_[H,L] is required to be running for the AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel to operate. The AMD-8132 tunnel provides [B,A]\_PCLK[4:0] as the clocks to the secondary bus devices.

#### 4.1.1 Systemboard Requirements

The AMD-8132 tunnel provides:

- The PCI clocks for secondary bus devices, [B,A]\_PCLK[4:0].
- A PLL feedback for itself, [B,A]\_PLLCLKO to [B,A]\_PLLCLKI.

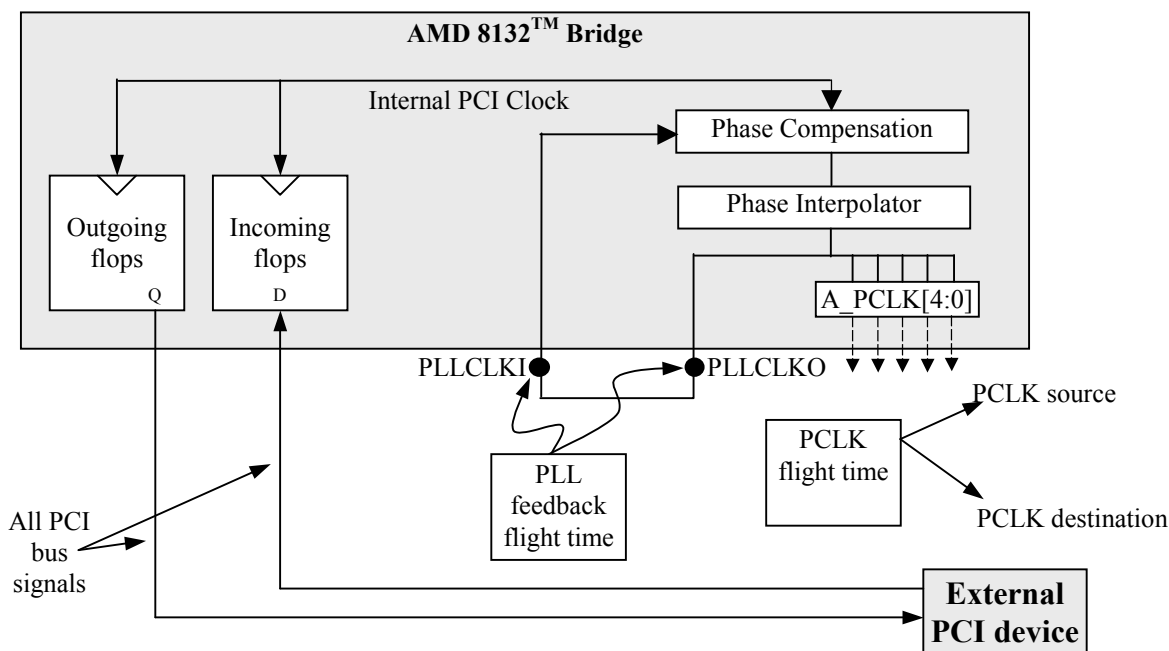
[B,A]\_PLLCLKO and [B,A]\_PCLK[4:0] run at the specified secondary bus frequency.

The systemboard is required to include a loopback connection from [B,A]\_PLLCLKO to [B,A]\_PLLCLKI. The length of this connection is required to be approximately the same as the length of the [B,A]\_PCLK traces from the AMD-8132 tunnel to the external PCI devices so the flight time of the [B,A]\_PCLK signals is the same as the flight time of the PLL feedback.

- The length of the connection from A\_PLLCLKO to A\_PLLCLKI should be the same as the length of the A\_PCLK signals.
- The length of the connection from B\_PLLCLKO to B\_PLLCLKI should be the same as the length of the B\_PCLK signals.

Flight time is defined as the time difference between the rising edge of the clock as observed at the source of the systemboard trace [B,A]\_PLLCLKO and [B,A]\_PCLK at the AMD-8132 tunnel, and the rising edge of the clock as observed at the destination of the systemboard trace [B,A]\_PLLCLKI at the AMD-8132 tunnel and [B,A]\_PCLK at the external device, as shown in Figure 19. The AMD-8132 tunnel is so designed for the purposes of meeting AC timing requirements. If the PCLK flight time matches the PLL feedback flight time, then PCLK as observed at the destination is equivalent to the PCI-defined PCLK signal to the AMD-8132 tunnel. Accordingly, the PLL feedback flight time is required to be the same as any of the PCLK trace flight times (for a bridge), within the skew limits specified by the PCI specifications for PCLK to different devices: 2 ns for conventional PCI 33 MHz; 1 ns for conventional PCI 66 MHz; 0.5 ns for all PCI-X mode frequencies.

Figure 19. Systemboard Clocking



### 4.1.2 Clock Gating

Internal clocks may be disabled during power-managed system states such as power-on suspend. It is required that all upstream requests initiated by the AMD-8132 tunnel be suspended while in this state.

To enable clock gating, DevA:0xF0[ICGSMAF] is programmed to the values in which clock gating is enabled. STOP\_GRANT cycles and STPCLK deassertion link broadcasts interact to define the window in which the AMD-8132 tunnel is enabled for clock gating during LDTSTOP\_L assertions. The system is placed into power-managed states by steps that include a broadcast over the links of the STOP\_GRANT cycle that includes the System Management Action Field (SMAF) followed by the assertion of LDTSTOP\_L.

When the AMD-8132 tunnel detects the STOP\_GRANT broadcast enabled for clock gating, it enables clock gating for the next assertion of LDTSTOP\_L. While exiting the power-managed state, the system is required to broadcast a STPCLK deassertion message. The AMD-8132 tunnel uses this message to disable clock gating during LDTSTOP\_L assertions. This is important because an LDTSTOP\_L assertion is not guaranteed to occur after the STOP\_GRANT broadcast is received. The clock gating window must be closed to insure that clock gating does not occur during STOP\_GRANT for LDTSTOP\_L assertions that are not associated with the power states specified by DevA:0xF0[ICGSMAF]. Only a single LDTSTOP\_L assertion may occur during the window. So, to summarize:

STOP\_GRANT broadcasts with SMAF fields specified by DevA:0xF0[ICGSMAF] enable the clock gating window and STPCLK deassertion broadcasts disable the window. If LDTSTOP\_L is asserted while the clock gating window is enabled, then clock gating occurs.



It is expected that clock gating is only employed during power-on suspend. Therefore, OS and driver software insure that no DMA or interrupt activity occurs. In addition, it is required that there be no host accesses to the bridges or internal registers in progress from the time that LDTSTOP\_L is asserted for clock gating until the link reconnects after LDTSTOP\_L is deasserted.

## 4.2 Reset and Initialization

### 4.2.1 HyperTransport™ Reset And Initialization

LDTRESET\_L and PWROK are both required to be low while power planes to the AMD-8132 tunnel are invalid and for at least 1 millisecond after the power planes are valid. Deassertion of PWROK is a cold reset. After PWROK is brought high, LDTRESET\_L is required to stay low for at least 1 additional millisecond. After LDTRESET\_L is brought high, the links go through the initialization sequence.

After a cold reset, the AMD-8132 tunnel can be reset by asserting LDTRESET\_L while PWROK remains high. This is referred to as a warm reset. LDTRESET\_L must be asserted for no less than 1 millisecond during a warm reset.

#### 4.2.1.1 LDTREQ\_L

LDTREQ\_L is an open-drain signal, that can be driven active (low) by any device on the HyperTransport chain.

LDTREQ\_L is asserted by the AMD-8132 tunnel whenever a transaction is in progress through it. If the internal arbiter is enabled, LDTREQ\_L is also asserted by the AMD-8132 tunnel whenever it sees an active PCI request. If an external arbiter is used, it has the responsibility of asserting LDTREQ\_L when a device requests the PCI bus.

#### 4.2.1.2 LDTSTOP\_L Link Re-Connect Sequence

The LDTSTOP\_L signal is used to put the HyperTransport links into a power-down state. This signal can also be used while reprogramming HyperTransport link frequency and width.

Per *HyperTransport™ I/O Link Specification, Rev 2.0*, when LDTSTOP\_L is deasserted it may not be detected by the AMD-8132 tunnel until the disconnect sequence is complete. If the disconnect sequence is already complete, then the deassertion of LDTSTOP\_L is detected immediately. After the AMD-8132 tunnel detects deassertion of LDTSTOP\_L, the following steps occur:

1. If the link transmit signals have been disabled (DevA:0x[C8:C4][LDT3SEN]), then they are enabled immediately and driven to the reset state (L[1,0]\_CTLOUT\_[H,L]0 deasserted; L[1,0]\_CADOUT\_[H,L][15:0] asserted).
2. There is a 1 microsecond pause.
3. If the link receive signals have been disabled (DevA:0x[C8:C4][LDT3SEN]), then they are enabled.
4. There is another 1 microsecond pause.
5. The AMD-8132 tunnel may assert L[1,0]\_CTLOUT\_[H,L]0 at this time. However, if there is a link frequency change, the AMD-8132 tunnel may pause to assure that internal PLLs are stable and then assert L[1,0]\_CTLOUT\_[H,L]0.

6. The AMD-8132 tunnel starts observing the state of L[1,0]\_CTLIN\_[H,L]0 and waits for it to assert before starting the next step.
7. Based on the state of DevA:0x[C8:C4][EXTCTL], the AMD-8132 tunnel holds L[1,0]\_CTLOUT\_[H,L]0 asserted for either a minimum of 16 additional bit times, or for approximately 50 additional microseconds.
8. The AMD-8132 tunnel then deasserts L[1,0]\_CTLOUT\_[H,L]0 and continues the initialization sequence per the link specification.

When DevA:0xCC[FREQ0] or DevA:0xD0[FREQ1] are changed, the new value for link frequency is not updated until either the start of a warm reset or the link is disconnected through LDTSTOP\_L. The internal phase lock loops may need to re-lock as a result of these changes, which may require up to 100 microseconds to complete. Warm resets are required to last at least 1 millisecond, so this is not an issue. However, the link disconnect sequence may be much faster. Consequently, if FREQ0 or FREQ1 are changed prior to an assertion of LDTSTOP\_L, then the AMD-8132 tunnel starts a 100 microsecond timer after the AMD-8132 tunnel is fully disconnected. If LDTSTOP\_L is deasserted prior to the expiration of the 100 microsecond timer, then the AMD-8132 tunnel holds the links in the reset state (CTL deasserted; CAD asserted) until it expires.

### 4.2.2 PCI/PCI-X® Reset

The AMD-8132 tunnel supplies reset to the PCI/PCI-X buses [B,A]\_RESET\_L. These signals are asserted any time that LDTRESET\_L is asserted and are also asserted if Dev[B,A]:0x3C[SBRST] is asserted, or if required by SHPC commands.

- For buses that are not capable of PCI-X Mode 2 operations, [B,A]\_RESET\_L is deasserted soon after the deassertion of LDTRESET\_L.
- For buses capable of PCI-X Mode 2 operation, the deassertion of [B,A]\_RESET\_L may be delayed after a cold reset to allow the VIO voltage to stabilize. See section 7.1.4.

The PCI-X initialization pattern is driven onto the PCI/PCI-X bus while [B,A]\_RESET\_L is asserted.

### 4.2.3 Non-Hot-Plug Initialization

The operational mode (conventional PCI, or PCI-X); ECC or parity mode for PCI-X Mode 1; and frequency of the PCI-X bridges ([B,A]\_PCLK[4:0]) are determined after a cold reset by

- the [B,A]\_PCIXCAP signals,
- the [B,A]\_M66EN signals, and
- by strapping resistors on [B,A]\_GNT\_L[4,1,0] (the A\_ signals specify bridge A and the B\_ signals specify bridge B).

For [B,A]\_GNT\_L[4,1,0]

- To select a 1, a pullup resistor to VDD33 is placed on the signal.
- To select a 0, a pulldown resistor to ground is placed on the signal.

The mode and frequency is determined while PWROK is low and held after PWROK is goes high. The options and associated selects are given in Table 10.

**Table 10. Non-Hot-Plug Operational Modes and Selects**

GNT_L4	GNT_L1	GNT_L0	PCIXCAP	M66EN	Mode	Frequency Supported	R/G/P
1	X	1	<.11 V33	0	Conventional PCI	33 MHz	[4:0]

**Table 10. Non-Hot-Plug Operational Modes and Selects (Continued)**

GNT_L4	GNT_L1	GNT_L0	PCIXCAP	M66EN	Mode	Frequency Supported	R/G/P
1	X	0	<.11 V33	0	Conventional PCI	25 MHz	[4:0]
1	X	1	<.11 V33	1	Conventional PCI	66 MHz	[4:0]
1	X	0	<.11 V33	1	Conventional PCI	50 MHz	[4:0]
1	X	1	>=.11 V33, <.89 V33	X	PCI-X® Mode 1	66 MHz	[4:0]**
1	X	0	>=.11 V33, <.89 V33	X	PCI-X® Mode 1	50 MHz	[4:0]**
1	1	X	>=.89 V33	X	PCI-X® Mode 1	100 MHz	[4:0]**
1	0	X	>=.89 V33	X	PCI-X® Mode 1	133 MHz	[4:0]**
0	X	1	<.11 V33	0	Conventional PCI	33 MHz	[0]
0	X	0	<.11 V33	0	Conventional PCI	25 MHz	[0]
0	X	1	<.11 V33	1	Conventional PCI	66 MHz	[0]
0	X	0	<.11 V33	1	Conventional PCI	50 MHz	[0]
0	1	X	>=.11 V33, <.30 V33	X	PCI-X® Mode 2	100 MHz	[0]
0	0	X	>=.11 V33, <.30 V33	X	PCI-X® Mode 2	133 MHz	[0]
0	1	X	>=.30 V33, <.60 V33	X	PCI-X® Mode 2 Double Data Rate	100/200 MHz*	[0]
0	0	X	>=.30 V33, <.60 V33	X	PCI-X® Mode 2 Double Data Rate	133/266 MHz*	[0]
0	X	1	>=.60 V33, <.89 V33	X	PCI-X® Mode 1	66.67 MHz	[0]
0	X	0	>=.60 V33, <.89 V33	X	PCI-X® Mode 1	50 MHz	[0]
0	1	X	>.89 V33	X	PCI-X® Mode 1	100 MHz	[0]
0	0	X	>.89 V33	X	PCI-X® Mode 1	133 MHz	[0]

**Notes:**

- \*For dual entries (nn/nn MHz), the first value indicates the common clock frequency, the second value indicates the data transfer rate.
- \*\*Only [4,1,0] are available in PCI-X Mode 1 with ECC.
- X means that the state does not matter to the AMD-8132 tunnel.
- The GNT\_L[4,1,0] columns show the value latched by the AMD-8132 tunnel while PWROK is low.
- The Supported R/G/P column indicates the sets of REQ\_L, GNT\_L, and PCLK signals supported by the AMD-8132 tunnel bridge in that mode. There may be other constraints, such as electrical requirements, that further limit the number of external devices supported. For example, in PCI-X Mode 1 at 100 MHz, 5 slots will not work

electrically, but all 5 sets of REQ\_L, GNT\_L, and PCLK signals are available. In this case the motherboard design can choose from any of the 5 sets of signals, and BIOS should turn off the unused PCLK outputs.

- Up to 5 sets of REQ\_L, GNT\_L, and PCLK may be functionally active in PCI-X Mode 1. However, 5 slots are only supported electrically if in 33 MHz conventional PCI. If there are 5 slots, M66EN and PCIXCAP should be grounded on the systemboard to the slots so all PCI cards properly initialize.
- If a bridge from the AMD-8132 tunnel supports PCI-X Mode 2 operations, then there must be a single PCI/PCI-X slot. This slot must have the MODE2 pin asserted. SSS\_L for this bridge must also be asserted (i.e., the AMD-8132 tunnel must know there is only one slot on this bus). IDSEL for this slot must be connected to [B,A]\_GNT\_L1 rather than to an AD line (PCI-X Mode 2 operation requires IDSEL lines to be distinct signals, not shared with AD signals). The power supply must be capable of providing 1.5 or 3.3 V to VIO[B,A] and must use [B,A]\_REQ\_L1 ([B,A]\_VIOSEL) and [B,A]\_PCLK[1] ([B,A]\_VIOEN) to control the VIO[B,A] voltage. See section 7.1.4.
- The state of the straps is reflected in Dev[B,A]:0x60[SCF] and Dev[B,A]:0x40[CPCI66] after a cold reset.
- If the systemboard supports PCI-X mode operation for a bridge, then a pullup resistor to VDD33 must be placed on the bridge PCIXCAP pin. To limit the frequency of a PCI-X-capable bridge to 66 MHz on a systemboard, the systemboard must also include a pulldown resistor from the bridge PCIXCAP pin to ground and must not indicate there is a single slot present (i.e., SSS\_L must not be asserted). The strapping options on GNT\_L[1] are used to distinguish between systems that support 100MHz and 133 MHz. In either of these two cases, the systemboard should include no pulldown resistors on PCIXCAP.

## 4.2.4 Hot-Plug Initialization

Bridges in hot-plug mode are always placed into 33 MHz conventional PCI mode after LDRESET\_L is asserted. The operational speed and mode are then initialized by software through the following steps:

1. Initialization of Write Once registers in the SHPC[B,A]:XX register block.
2. Optional execution of Power Only All Slots SHPC command.
3. Acquisition of the capabilities and presence information for each slot by observing the RST\_L, M66EN, PCIXCAP, PRSNT1\_L, and PRSNT2\_L signals.
4. Determination of the highest common bus frequency and mode that may be selected.
5. Execution of Set Bus Segment Speed/Mode SHPC command for the selected speed and mode.
6. Execution of Enable All Slots SHPC command.

This sequence is the same when hot-plug single-slot support is selected (Dev[B,A]:0x40[SSS\_L]). However, all of the slot signals are forced low until the slot is powered.

## Chapter 5 Error Conditions and Handling

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In general, for errors detected by the AMD-8132™ HyperTransport™ PCI-X®2.0 tunnel each detectable error condition sets one or more log bits that are persistent through warm reset and cleared by writing ones to them. The log bits are readable from software and may also be mapped to the various reporting methods listed in this chapter.

### 5.1 HyperTransport™ Interface Errors

#### 5.1.1 Sync Flood

Once its link receivers are initialized, if the AMD-8132 tunnel detects sync flooding in either link receiver, it propagates sync flooding out its active transmitters. No enables are required. No logging is performed.

#### 5.1.2 CRC Errors

HyperTransport CRC Errors are defined in *HyperTransport™ I/O Link Specification, Rev 2.0*, sections 10.1.1 and 10.1.2. When a CRC error is detected, logging of the error is delayed until L[1:0]\_CTLIN for the associated link asserts. If LDT\_RESET\_L asserts before L[1:0]\_CTLIN, the error status is lost. The error is logged by setting the appropriate DevA:0x[C4,C8][9:8] CRCERR bit, based on which link and byte lane detected the error.

The CRCERR bits for each link can be enabled to trigger sync flooding by setting the appropriate DevA:0x[C4,C8][1] CRCFEN bit. The CRCERR bits for both links can be enabled to trigger fatal or nonfatal interrupt assertion by setting the enables located at DevA:0xD4[22] or DevA:0xD4[30], respectively.

#### 5.1.3 Protocol Errors

HyperTransport protocol errors are defined in *HyperTransport™ I/O Link Specification, Rev 2.0*, section 10.1.3. In addition to all the conditions listed in the released HyperTransport specification, the AMD-8132 tunnel also detects orphan address extension protocol errors, as defined in *HyperTransport™ I/O Link Errata, Rev 1.05c*.

As required by *HyperTransport™ I/O Link Specification, Rev 2.0*, logging of all protocol errors other than CTL timeout is delayed until L[1:0]\_CTLIN for the associated link asserts. If LDT\_RESET\_L asserts before L[1:0]\_CTLIN, the error status is lost. Expiration of the CTL timer results in immediate logging of a protocol error. The error is logged by setting the appropriate DevA:0x[CC,D0][12] Protocol Error bit. The duration of CTL timer is controlled by DevA:0x[CC,D0][15].

The protocol error bits can be enabled to trigger sync flooding by setting DevA:0xD4[16]. The protocol error bits can be enabled to trigger fatal or nonfatal interrupt assertion by setting DevA:0xD4[18] or DevA:0xD4[26] respectively.

With the exception of CTL deassertion during CRC, all protocol errors cause the receiver to lock up and process no more incoming packets from that link if sync flooding is enabled.

## 5.1.4 Receive Buffer Overflow Errors

HyperTransport receive buffer overflow errors are defined in *HyperTransport™ I/O Link Specification, Rev 2.0*, section 10.1.4. The error is logged by setting the appropriate DevA:0x[CC,D0][13] Overflow Error bit. The overflow error bits can be enabled to trigger sync flooding by setting DevA:0xD4[17]. The overflow error bits can also be enabled to trigger fatal or nonfatal interrupt assertion by setting DevA:0xD4[19] or DevA:0xD4[27] respectively. All overflow errors cause the receiver to lock up and process no more incoming packets from that link if sync flooding is enabled.

## 5.1.5 End of Chain (EOC) Errors

End of Chain (EOC) receive buffer overflow errors are defined in *HyperTransport™ I/O Link Specification, Rev 2.0*, section 10.1.5. If the AMD-8132 tunnel receives a packet from a HyperTransport link that the routing rules indicate is to be forwarded to the far link, but the far transmitter is unable to transmit it, the packet is handled as an end of chain packet and dropped. Reasons for the transmitter to drop a packet are:

- The DevA:0x[C4,C8][6] ENDOCH bit for that transmitter is set.
- The DevA:0x[C4,C8][5] INITCPLT bit for that transmitter is clear and DevA:0xC0[28] DOUI is set.
- The packet is a request with an extended address and DevA:0x[C4,C8][15] 64BEn for that transmitter is clear.

All other transmitter conditions that prevent transmission are assumed to be temporary and cause the packets to remain queued for transmission, rather than being dropped.

Other actions taken depend on the type of packet that was dropped:

- Broadcasts, and DIMs with the Silent Drop bit set, are dropped silently. No other action is taken.
- All other posted requests and responses cause the DevA:0x[CC,D0][14] End Of Chain Error bit associated with the transmitter to be set. The EOC error bits can be enabled to trigger fatal or nonfatal interrupt assertion by setting DevA:0xD4[20] or DevA:0xD4[28] respectively.
- Nonposted requests cause the appropriate type of response packet to be generated, with a master abort error status.

## 5.1.6 Atomic Read-Modify-Write Requests

The AMD-8132 tunnel does not support atomic read-modify requests as a target. If an atomic read-modify request is received that targets one of the PCI/PCI-X bridges, the request is dropped and a target abort response returned from that bridge. Read-modify-writes that do not target the AMD-8132 bridges are forwarded through the tunnel normally.

## 5.1.7 Illegal Configuration and I/O Accesses

The AMD-8132 tunnel only supports HyperTransport nonposted reads and writes to its configuration and I/O spaces. These nonposted reads and writes must fall within a 32-bit-aligned block. Posted accesses to configuration or I/O spaces owned by the AMD-8132 tunnel result in undefined behavior. Nonposted reads or writes of greater than 1 DW, or atomic read-modify writes, result in the request being dropped and returning a target abort response. Accesses of greater than 1 DW to memory-mapped registers through AMD-8132 tunnel BARs (APIC or SHPC) result in undefined behavior.

If a legal HyperTransport configuration access is received that targets extended configuration space above the bottom 256 bytes on the PCI/PCI-X bus, but that bus is not in PCI-X Mode 2, then that access is dropped. Logging and response generation are performed as if that request had been issued on the PCI/PCI-X bus and received a master abort.

## 5.1.8 Posted Write Data Errors

If the AMD-8132 tunnel receives a posted write request with the data error bit set that targets either of the PCI/PCI-X bridges, it sets the Dev[B,A]:0x04[31] Detected Parity Error bit in the Status CSR corresponding to that bridge. If the request targets the bus below the bridge (as opposed to an internal register) and the global DevA:0xDC[6] Downstream Post Data Error Disable bit is clear, the data issued on the destination bus is poisoned.

## 5.1.9 Response Match Errors

HyperTransport response match errors are defined in the *HyperTransport™ I/O Link Specification, Rev 2.0*, section 10.1.7. The AMD-8132 implements no checking for response match errors. If a response is received with a UnitId indicating that it belongs to one of the AMD-8132 bridges, but it does not match an outstanding request from that bridge (i.e. SrcTag, Rd/Write, or Count), the resulting behavior is undefined.

## 5.1.10 Error Responses

### 5.1.10.1 Master Aborts

When a master abort response is received from HyperTransport to one of the PCI/PCI-X bridges, the Dev[B,A]:0x04[29] Received Master Abort (RMA) bit is set in the Status CSR corresponding to that bridge. The Dev[B,A]:0x80[19] Primary Signalled Master Abort bit is set in the Misc Bridge Errors CSR:

- If Dev[B,A]:0x84[12] Primary Signalled Master Abort Fatal Enable is set, a fatal interrupt is asserted.
- If Dev[B,A]:0x84[13] Primary Signalled Master Abort Nonfatal Enable is set, a nonfatal interrupt is asserted.

If the secondary bus is in PCI mode, the completion status returned to the delayed request depends on the state of the Dev[B,A]:0x3C[21] Master Abort Response (MARSP) bit in the Bridge Control CSR.

- If MARSP is 0, the operation is allowed to complete normally on the PCI bus. Reads receive the data from the HyperTransport chain, which according to *HyperTransport™ I/O Link Specification, Rev 2.0* should be all 1s.
- If MARSP is 1, a target abort is returned on the PCI bus.

If the secondary bus is in PCI-X mode, a bridge split completion master abort error message is generated (Class 1, index 00).

- If Dev[B,A]:0x84[14] Received Secondary Master Abort Fatal Enable is set, a fatal interrupt is asserted.
- If Dev[B,A]:0x84[15] Received Secondary Master Abort Nonfatal Enable is set, a nonfatal interrupt is asserted.

### 5.1.10.2 Target Aborts

When a target abort response is received from HyperTransport to one of the PCI/PCI-X bridges, the Dev[B,A]:0x04[28] Received Target Abort (RTA) is set in the Status CSR corresponding to that bridge.

- If Dev[B,A]:0x84[8] Signalled Secondary Target Abort Fatal Enable is set, a fatal interrupt is asserted.
- If Dev[B,A]:0x84[9] Signalled Secondary Target Abort Nonfatal Enable is set, a nonfatal interrupt is asserted.

The target abort status is forwarded to the secondary bus. If the secondary bus is in PCI mode, this is done by generating a target abort on that bus. If the secondary bus is in PCI-X mode, a bridge split completion target abort error message is generated (Class 1, index 01).

- If Dev[B,A]:0x84[14] Received Secondary Master Abort Fatal Enable is set, a fatal interrupt is asserted.
- If Dev[B,A]:0x84[15] Received Secondary Master Abort Nonfatal Enable is set, a nonfatal interrupt is asserted.

### 5.1.10.3 Data Errors

When a data error response is received from HyperTransport to one of the PCI/PCI-X bridges, the Dev[B,A]:0x04[24] Master Data Uncorrectable Error (MDPE) bit in the Status CSR corresponding to that bridge is set if the Dev[B,A]:0x04[6] Parity Error Response (PERSP) bit for that bridge is set. Further action depends on the response type.

A RdResponse with data error sets the Dev[B,A]:0x04[31] Detected Parity Error (DPE) bit in the Status CSR corresponding to that bridge. The read data is poisoned when it is returned to the PCI/PCI-X bus.

A TgtDone with data error returns a data error indication on the secondary bus. If the secondary bus is in PCI mode, the data error is indicated by asserting PERR# when the delayed write is reissued by the master and allowed to complete. If the secondary bus is in PCI-X mode, the data error is indicated by issuing a bridge split completion uncorrectable write data error message (Class 1, index 02).

## 5.2 PCI/PCI-X® Interface Errors

### 5.2.1 SERR\_L Assertion

Whenever the AMD-8132 tunnel detects the assertion of [B,A]\_SERR\_L by any device on the PCI/PCI-X bus, or detects [B,A]\_SHPC\_SERR, it sets the Dev[B,A]:0x1C[30] Received System Error (RSE) bit.

- RSE can be mapped to cause sync flooding by setting the Dev[B,A]:0x3C[17] System Error Enable (SERREN) bit in the Bridge Control CSR.
- RSE can be mapped to fatal/nonfatal error interrupt assertion by setting the Dev[B,A]:0x48[22,21] SERR Fatal/Nonfatal Enable bits.



## 5.2.2 Addressing Errors

### 5.2.2.1 Address/Byte Enable Mismatch

PCI-X MemRdDWORDs and PCI/PCI-X I/O reads and writes are required to have address bits [1:0] match the least-significant asserted byte enable in the request. When the AMD-8132 tunnel is the target of such a request, and the address and byte enables do not match, the AMD-8132 tunnel responds with an immediate target abort.

### 5.2.2.2 Bursts Across Address Range Boundaries

When the starting address of a PCI-X read burst indicates the AMD-8132 tunnel is the target, but the byte count carries the transaction across an address range boundary, the AMD-8132 tunnel splits the transaction and returns read data up to the boundary. It then issues a split completion error message of PCI-X Bridge Error (Class 1), Target Abort (index 01h). Write bursts in all modes and conventional PCI reads don't need to return errors for this case. They simply disconnect at the boundary, allowing the re-issued transaction to master abort if no other device responds. Range boundaries that are checked include:

- top of 64-bit memory address space;
- top of 40-bit memory address space (FD\_0000\_0000h);
- nonprefetchable memory base, if enabled (Dev[B,A]:0x[D8,20]);
- prefetchable memory base, if enabled (Dev[B,A]:0x[28,24]);
- base of VGA memory space, if enabled (A\_0000h).

## 5.2.3 PERR\_L Assertion

Whenever the AMD-8132 tunnel detects the assertion of [B,A]\_PERR\_L by any device on the PCI/PCI-X bus, including itself, it sets the Dev[B,A]:0x80[0] PERR\_OBSERVED bit.

- PERR\_OBSERVED can be mapped to cause sync flooding by setting the Dev[B,A]:0x48[20] PERR Flood Enable bit.
- PERR\_OBSERVED can be mapped to fatal/nonfatal error interrupt assertion by setting the Dev[B,A]:0x48[19,18] PERR Fatal/Nonfatal Enable bits.

Additional action may be taken on [B,A]\_PERR\_L assertion if it was driven in response to data driven by the AMD-8132 tunnel. The specific action depends on which type of operation the AMD-8132 tunnel was driving, as described in the following subsections.

### 5.2.3.1 PERR\_L Assertion on Posted Write Data

If [B,A]\_PERR\_L is asserted on posted write data from the AMD-8132 tunnel that the AMD-8132 tunnel did not intentionally poison, and the Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) in the Bridge Control CSR is set, the AMD-8132 tunnel sets the Dev[B,A]:0x80[1] DISCARDED\_POST bit in the Misc Bridge Errors CSR. If [B,A]\_PERR\_L is asserted for posted write data that the AMD-8132 tunnel put out poisoned, no additional action is taken.

If the Dev[B,A]:0x48[15] CLEARPCILOG\_L bit is set, DISCARDED\_POST only pulses high for a single cycle, rather than remaining high. DISCARDED\_POST can be mapped to cause sync flooding by clearing Dev[B,A]:0x40[21] PciErrorSerrDisable, or to fatal/nonfatal interrupt assertion by setting Dev[B,A]:0x40[22,23] PciErrorFatalEn/PciErrorNonFatalEn.

### 5.2.3.2 PERR\_L Assertion on Nonposted Write Data

If [B,A]\_PERR\_L is asserted on nonposted write data from the AMD-8132 tunnel, it sets the Dev[B,A]:0x1C[24] Master Data Uncorrectable Error (MDPE) bit in the Secondary Status CSR if the Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) bit in the Bridge Control CSR is set. When the TgtDone response is returned to HyperTransport, the AMD-8132 tunnel marks it as a data error response if the Dev[B,A]:0x04[6] Parity Error Response (PERSP) bit in the appropriate PCI-X Bridge Status and Command CSR is set, and the global DevA:0xDC[7] Upstream Response Data Error Disable bit is clear.

### 5.2.3.3 PERR\_L Assertion on Read or Split Completion Data

No additional action is taken if [B,A]\_PERR\_L is asserted on immediate read or split completion data from the AMD-8132 tunnel.

## 5.2.4 Parity/ECC Errors

Depending on bus mode, the AMD-8132 tunnel checks either parity or ECC on all address and attribute phases on the PCI/PCI-X bus and on all data for which it is the target.

In ECC modes, single-bit ECC errors are considered correctable if the secondary Dev[B,A]:0x70[30] Disable Single-Bit-Error Correction bit in the PCI-X ECC Error Control and Status CSR is clear. When a correctable error is detected, correction is performed and the secondary Dev[B,A]:0x70[7] ECC Error Corrected bit is set. The transaction then proceeds normally.

In parity modes, all parity errors are considered uncorrectable. In ECC modes, multi-bit ECC errors are uncorrectable, as are single bit errors if the disable single-bit-error correction bit is set. Detection of uncorrectable errors causes the Dev[B,A]:0x1C[31] Detected Uncorrectable Error (DPE) bit in the Bridge Control CSR to be set. Other actions are taken depending on the type of transaction and location of the error, as listed in the following uncorrectable error subsections.

In ECC modes, all correctable or uncorrectable ECC errors cause the following registers to be updated: Dev[B,A]:0x70[27:8,6:2] PCI-X ECC Control and Status, Dev[B,A]:0x[74,78] PCI-X ECC Addresses, and Dev[B,A]:0x7C PCI-X ECC Attribute.

### 5.2.4.1 Address/Attribute Phase Uncorrectable Errors

If the AMD-8132 tunnel detects an uncorrectable error in the address or attribute phase of a PCI/PCI-X transaction, it sets the Dev[B,A]:0x80[3] ADDR\_OR\_ATTR\_ERROR bit in the Misc. Bridge Errors CSR. Address decode is not affected by the error. The AMD-8132 tunnel asserts [B,A]\_DEVSEL\_L normally based on the address it received. However, it does not propagate the transaction to the HyperTransport chain; rather, it drops it and issues a target abort on the PCI/PCI-X bus.

If the Dev[B,A]:0x48[15] CLEARPCILOG\_L bit is set, ADDR\_OR\_ATTR\_ERROR only pulses high for a single cycle, rather than remaining high. The combination of ADDR\_OR\_ATTR\_ERROR and Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) in the Bridge Control CSR can be mapped to cause sync flooding by clearing Dev[B,A]:0x40[21] PciErrorSerrDisable, or to fatal/nonfatal interrupt assertion by setting Dev[B,A]:0x40[22,23] PciErrorFatalEn/PciErrorNonFatalEn.

### 5.2.4.2 Posted Write Data Phase Uncorrectable Errors

If the AMD-8132 tunnel detects an uncorrectable error in a data phase of a posted write for which it is the target, it forwards the data to HyperTransport normally but indicates a posted write data error on the packet containing the bad data beat. The AMD-8132 tunnel also asserts [B,A]\_PERR\_L for the bad beat if [B,A]\_PERR\_L is enabled.

### 5.2.4.3 Nonposted Write Data Phase Uncorrectable Errors

In conventional PCI mode, inbound nonposted writes are handled as delayed writes. That means data is latched when the master asserts [B,A]\_IRDY\_L, and the transaction retried (meaning [B,A]\_TRDY\_L is never asserted) until the operation completes on HyperTransport. Parity is checked on the incoming data at the time it is latched. If an error is detected, and the Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) bit in the Bridge Control CSR is set, [B,A]\_TRDY\_L is asserted to complete the transaction; [B,A]\_PERR\_L is also asserted. No new request is queued for transmission to HyperTransport and no outstanding delayed transaction state is affected.

If no parity error is detected on the PCI nonposted write when the data is latched, then it is compared against outstanding delayed transactions. If it matches an outstanding transaction which has completed on the HyperTransport chain, the AMD-8132 tunnel asserts [B,A]\_TRDY\_L to complete the operation on the PCI bus. When [B,A]\_TRDY\_L and [B,A]\_IRDY\_L are both asserted, the parity is checked again. If a parity error is detected and PEREN is set, [B,A]\_PERR\_L is asserted.

In the PCI-X modes, inbound nonposted writes are handled as split writes. As in conventional PCI mode, the data is latched when [B,A]\_IRDY\_L is asserted by the master. Normally, the AMD-8132 tunnel would then signal a split response. However, if the latched data contains an uncorrectable error and PEREN is set, the AMD-8132 tunnel asserts [B,A]\_TRDY\_L to signal normal completion instead, followed by [B,A]\_PERR\_L.

### 5.2.4.4 Read Data Phase Uncorrectable Errors

The AMD-8132 tunnel handles data phase uncorrectable errors on read data returning to it the same, regardless of whether they are part of a conventional PCI read, PCI-X immediate completion, or PCI-X split completion. If the Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) bit in the appropriate Bridge Control CSR is set, the AMD-8132 tunnel asserts [B,A]\_PERR\_L, and sets the Dev[B,A]:0x1C[24] Master Data Uncorrectable Error (MDPE) bit in the Secondary Status CSR. The read data is returned to the HyperTransport chain, but with a HyperTransport data error indicated in the response if the global DevA:0xDC[7] Upstream Response Data Error Disable bit is clear.

### 5.2.4.5 Split Completion Message Data Phase Uncorrectable Errors

When the AMD-8132 tunnel detects an uncorrectable error in the data phase of a split completion message targeting it, it sets the Dev[B,A]:0x80[3] SCM\_PAR\_ERR bit. If the Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) bit in the Bridge Control CSR is set, it asserts [B,A]\_PERR\_L, sets the Dev[B,A]:0x1C[24] Master Data Uncorrectable Error (MDPE) bit in the Secondary Status CSR, and discards the split completion, generating no response on HyperTransport. This causes the HyperTransport requester to hang, waiting for a response.

If the Dev[B,A]:0x48[15] CLEARPCILOG\_L bit is set, SCM\_PAR\_ERROR only pulses high for a single cycle, rather than remaining high. The combination of SCM\_PAR\_ERROR and Dev[B,A]:0x3C[16]

Uncorrectable Error Response Enable (PEREN) in the Bridge Control CSR can be mapped to cause sync flooding by clearing Dev[B,A]:0x40[21] PciErrorSerrDisable, or to fatal/nonfatal interrupt assertion by setting Dev[B,A]:0x40[22,23] PciErrorFatalEn/PciErrorNonFatalEn.

## 5.2.5 End of Chain Errors

PCI/PCI-X End of Chain errors occur when a request is received from the PCI/PCI-X bus, and the AMD-8132 tunnel address decode and routing controls are configured to accept that request and send it to a transmitter that is unable to take it, as described in section 5.1.5. In that case, the AMD-8132 tunnel does not assert [B,A]\_DEVSEL\_L, allowing the request to master abort on the PCI/PCI-X bus. No log bits are set.

## 5.2.6 PCI Discard Timeouts

When the secondary bus is in PCI mode, all inbound nonposted requests are handled as delayed requests. Each delayed request has a discard timer associated with it which starts running when the AMD-8132 tunnel has received a response from HyperTransport and is ready to return it to the PCI bus. The discard timer runs for either 1K or 32K PCI clock cycles, depending on the value of the Dev[B,A]:0x3C[25] Secondary Discard Timer (SDT) bit in the Bridge Control CSR. If the PCI master does not retry the transaction within that time, the contents of the delayed request buffer are flushed, and the Dev[B,A]:0x3C[26] Discard Timer Status [DTS] bit in the Bridge Control CSR is set.

DTS can be mapped to cause sync flooding if the Dev[B,A]:0x3C[27] Discard Timer Sync Flood Enable (DTSE) bit of the Bridge Control CSR is set, and Dev[B,A]:0x40[21] PciErrorSerrDisable is clear. DTS can be mapped to fatal/nonfatal interrupt assertion if DTSE is set, by setting PciErrorFatalEn/PciErrorNonFatalEn (Dev[B,A]:0x40[22,23]).

## 5.2.7 Master Aborts

If a master abort is received for a command issued onto the PCI/PCI-X bus by the AMD-8132 tunnel, the action taken depends on what the command was.

If the command was a posted request, the Dev[B,A]:0x1C[29] Received Master Abort (RMA) bit in the Secondary Status CSR is set. If Dev[B,A]:0x3C[21] Master Abort Response (MARSP) is set or if Dev[B,A]:0x84[16] Discarded Post Log Override is set, the AMD-8132 tunnel also sets the Dev[B,A]:0x80[1] DISCARDED\_POST bit in the Misc Bridge Errors CSR. If the Dev[B,A]:0x48[15] CLEARPCILOG\_L bit is set, DISCARDED\_POST only pulses high for a single cycle, rather than remaining high.

If the command was either a read or write nonposted request, RMA is set. The response generated back to the HyperTransport chain depends on MARSP. If MARSP is 0, a normal response is generated with all 1s data for reads. If MARSP is 1, a target abort response is generated. The Dev[B,A]:0x1C[29] Received Master Abort bit is set:

- If Dev[B,A]:0x84[14] Received Secondary Master Abort Fatal Enable is set, a fatal interrupt is asserted.
- If Dev[B,A]:0x84[15] Received Secondary Master Abort Nonfatal Enable is set, a nonfatal interrupt is asserted.

If the command was a PCI-X split completion, the AMD-8132 tunnel sets the Dev[B,A]:0x60[18] Split Completion Discarded (SCD) bit in the PCI-X Secondary Status CSR. DISCARDED\_POST and SCD can both

be mapped to cause sync flooding by clearing Dev[B,A]:0x40[21] PciErrorSerrDisable, or to fatal/nonfatal interrupt assertion by setting Dev[B,A]:0x40[22,23] PciErrorFatalEn/PciErrorNonFatalEn.

If HyperTransport requests to the AMD-8132 tunnel secondary PCI/PCI-X bus are received while that bus is in reset or the bus is disabled for a hot-plug event, the AMD-8132 tunnel responds as if the requests master aborted on the secondary bus. There is one exception: if the AMD-8132 tunnel secondary PCI/PCI-X bus is the system compatibility bus, the AMD-8132 tunnel stalls RdSized or WrSized requests that have the compat bit set until reset deasserts or the bus is re-enabled after a hot-plug event.

## 5.2.8 Target Aborts

If a target abort is received for a command issued onto the PCI/PCI-X bus by the AMD-8132 tunnel, the action taken depends on what the command was.

If the command was a posted request, the AMD-8132 tunnel sets the Dev[B,A]:0x1C[28] Received Target Abort (RTA) bit in the Secondary Status CSR, and the Dev[B,A]:0x80[1] DISCARDED\_POST bit in the Misc Bridge Errors CSR. If the Dev[B,A]:0x48[15] CLEARPCIOLOG\_L bit is set, DISCARDED\_POST only pulses high for a single cycle, rather than remaining high.

If the command was either a read or write nonposted request, the AMD-8132 tunnel sets RTA and returns a target abort response of the proper type to the HyperTransport chain.

- If Dev[B,A]:0x84[6] Received Target Abort Fatal Enable is set, a fatal interrupt is asserted.
- If 0x84[7] Received Target Abort Nonfatal Enable is set, a nonfatal interrupt is asserted.

If the command was a PCI-X split completion, the AMD-8132 tunnel sets the Dev[B,A]:0x60[18] Split Completion Discarded (SCD) bit in the PCIX Secondary Status CSR.

DISCARDED\_POST and SCD can both be mapped to cause sync flooding by clearing Dev[B,A]:0x40[21] PciErrorSerrDisable, or to fatal/nonfatal interrupt assertion by setting Dev[B,A]:0x40[22,23] PciErrorFatalEn/PciErrorNonFatalEn.

## 5.2.9 Split Completion Error Messages

Split Completion Messages are used to return status without data to split nonposted requests. There are three defined classes of SCM:

- Class 0 - Normal Completion
- Class 1 - PCI-X Bridge Error
- Class 2 - Completer Error

Within each class, an 8-bit message index identifies the specific message.

Class 0 defines only a single message: Normal write completion (index 00h). This is only a legal completion for write requests.

Class 1 defines 3 messages: Master Abort (00h), Target Abort (01h), and Uncorrectable Write Data Error (02h). The AMD-8132 tunnel handles each of these as if it had received the specified status in an immediate response, in terms of both log bit setting and response generation to HyperTransport. Uncorrectable Write Data Error is handled as if the target had asserted PERR# on the data transfer; it is only a legal completion for write requests. In addition, split completion messages of Class 1 Target Abort set the Dev[B,A]:0x84 SCM\_Class 1\_TargetAbortError bit in the Misc Bridge Errors CSR.

- If Dev[B,A]:0x84[4] SCM\_Class1\_TargetAbortError\_FatalEn is set, assert Fatal interrupt.

- If 0x84[5](SCM\_Class1\_TargetAbortError\_NonFatalEn) is set, assert Nonfatal interrupt.

Class 2 also defines 3 messages: Byte Count out of Range (00h), Uncorrectable Split Write Data Error (01h) and Device-Specific Error (8Xh). Uncorrectable Split Write Data Errors are handled exactly like Class 1 Uncorrectable Write Data Errors, and again are only legal completions for write requests. All Class 2 indices other than 01h cause the Dev[B,A]:0x80[9] CLASS2\_SCM\_ERR bit in the Misc Bridge Errors CSR to set. If CLASS2\_SCM\_ERR wasn't already set, the Dev[B,A]:0x80[12:10,8:4] CLASS2\_MSG\_IDX field is also loaded. They return target aborts to HyperTransport.

- Byte Count Out of Range (00h) returns Target Abort TgtDone to HyperTransport (Err[1:0]=01); sets Signalled Target Abort bit in Status register; sets CLASS2\_SCM\_ERR and loads CLASS2\_MSG\_IDX; and sets Byte Count Out of Range Error in Misc Bridge Errors.
  - If 0x84[2](SCM\_Class2\_ByteCountOutOfRangeError\_FatalEn) is set, assert Fatal interrupt.
  - If 0x84[3](SCM\_Class2\_ByteCountOutOfRangeError\_NonFatalEn) is set, assert Nonfatal interrupt.
- Device-Specific Error (8xh) returns Target Abort TgtDone to HyperTransport (Err[1:0]=01); sets Signalled Target Abort bit in Status register; sets CLASS2\_SCM\_ERR and loads CLASS2\_MSG\_IDX; and sets Device-Specific Error in Misc Bridge Errors.
  - If 0x84[0](SCM\_Class2\_DeviceSpecificError\_FatalEn) is set, assert Fatal interrupt.
  - If 0x84[1](SCM\_Class2\_DeviceSpecificError\_NonFatalEn) is set, assert Nonfatal interrupt.

All undefined cases including undefined message class, undefined message index for a particular message class, write-specific message index returned to a read request, or read completion returned to a write request, result in target aborts being returned to HyperTransport. No additional logging is performed.

## 5.2.10 Unexpected Split Completions

The AMD-8132 tunnel does not assert DEVSEL# for PCI-X split completions containing its Device ID, unless the completion's tag matches a request which the AMD-8132 tunnel has outstanding. Requests to the AMD-8132 tunnel Device ID which do not match any outstanding request tags are expected to master abort. However, no other checking is performed. A split completion to the AMD-8132 tunnel Device ID with a matching tag but of a type that doesn't match the original request, or with a non-matching byte count, results in undefined behavior.

## 5.2.11 PCI/PCI-X® Busy Time Out

If the PCI/PCI-X bus is not idle (FRAME# or IRDY# is asserted) for 4095 consecutive PCI/PCI-X bus clocks with no data transferred, then the PCI Busy Timeout Error bit in Misc Bridge Errors register will be set.

- If 0x84[10](PciBusyTimeoutError\_FatalEn) is set, assert Fatal interrupt.
- If 0x84[11](PciBusyTimeoutError\_NonFatalEn) is set, assert Nonfatal interrupt.

## 5.3 AMD-8132™ Tunnel Error Signaling Methods

### 5.3.1 HyperTransport™ Interface

#### 5.3.1.1 Sync Flood

Assuming both transmitters are active, the AMD-8132 tunnel always sync floods out both transmitters simultaneously. Sync flood initiation is enabled by the Dev[B,A]:0x04[8] SERR Enable bit in the PCI-X Bridge Status and Command CSR associated with the bridge the error came from. Sync floods caused by errors detected by the HyperTransport tunnel are always associated with bridge A. The AMD-8132 tunnel sets the Dev[B,A]:0x04[30] Signalled System Error bit in the same register when initiating sync flooding.

Sync flood propagation requires no enables and sets no log bits.

#### 5.3.1.2 Posted Write Data Errors

The AMD-8132 tunnel signals a posted write data error by setting the Data Error bit in the posted WrSized packet. It also logs this fact by setting the Dev[B,A]:0x04[24] Master Data Uncorrectable Error (MDPE) bit in the PCI-X Bridge Status and Command CSR corresponding to the bridge the posted write came from, if the Dev[B,A]:0x04[6] Parity Error Response (PERSP) bit in the same register is set.

#### 5.3.1.3 Error Responses

- **Master Abort.** The AMD-8132 tunnel indicates a master abort in a HyperTransport response by setting Error[1:0] in the response to 11b. The response packets carry the UnitId of PCI-X bridge A.
- **Target Abort.** The AMD-8132 tunnel indicates a target abort in a HyperTransport response by setting Error[1:0] in the response to 01b. Whenever a target abort response is issued, the Dev[B,A]:0x04[27] Signalled Target Abort bit (STA) in the appropriate PCI-X Bridge Status and Command CSR is set.
- **Data Error.** The AMD-8132 tunnel indicates a data error in a HyperTransport response by setting Error[1:0] in the response to 10b. The ability to issue response data errors can be globally disabled by setting the DevA:0xDC[7] Upstream Response Data Error Disable bit in the Tunnel Control CSR.

### 5.3.2 Fatal/Nonfatal Interrupts

For each bridge, the AMD-8132 tunnel has two logical interrupts: fatal and nonfatal. These interrupts can be used to indicate error conditions detected by that bridge. Error conditions detected by the tunnel are always associated with bridge A. Once a fatal or nonfatal interrupt is asserted, it remains asserted until software clears either the log or enable bits generating it.

Logical fatal and nonfatal interrupts can be mapped to HyperTransport interrupt packets through the interrupt redirection registers (RDRs) assigned to each (see section 3.6). If the Interrupt Mask (IM) bit in the RDR is set, indicating that no interrupt packet will be sent for that interrupt, the interrupts are mapped to pins. Fatal interrupt is asserted on [B,A]\_PIRQB\_L, and nonfatal interrupt on [B,A]\_PIRQC\_L. Assertion of interrupts on these pins can be blocked by setting the Dev[B,A]:0x04[10] Interrupt Disable (INTDISABLE) bit in the PCI-X Bridge Status and Command CSR. Assertions of the interrupt pins due to fatal/nonfatal interrupts are treated the same as assertions of those pins from external devices; they may result in HyperTransport interrupt packet

generation through the PIRQB/PIRQC RDRs, NIOAIRQB\_L/NIOAIRQC\_L assertion, or a HyperTransport INTx Virtual Wire Message packet.

### 5.3.3 PCI/PCI-X® Interface

#### 5.3.3.1 PERR# Assertion

Assertion of PERR# by the AMD-8132 tunnel is enabled by Dev[B,A]:0x3C[16] Uncorrectable Error Response Enable (PEREN) in the appropriate Bridge Control CSR. This assertion always causes the Dev[B,A]:0x80[0] PERR\_OBSERVED bit to be set, which may result in other actions.

#### 5.3.3.2 Target Aborts

Whenever the AMD-8132 tunnel signals a target abort on a PCI/PCI-X bus, it sets the Dev[B,A]:0x1C[27] Signalled Target Abort (STA) bit in the appropriate Secondary Status CSR.

#### 5.3.3.3 Split Completion Error Messages

The AMD-8132 tunnel is capable of generating one class of split completion error message: PCI-X Bridge Errors (Class 1). It is capable of generating all three message types: Master Abort, Target Abort, and Uncorrectable Write Data Error. When the AMD-8132 tunnel issues a Target Abort message, it sets the Dev[B,A]:0x1C[27] Signalled Target Abort (STA) bit in the appropriate Secondary Status CSR.

#### 5.3.3.4 Data Poisoning

Based on bus mode and data width, the AMD-8132 tunnel is capable of appropriately poisoning data it returns to the PCI/PCI-X bus by driving bad parity or ECC as follows:

- Parity, 32-bit: force bad PAR value on all data beats.
- Parity, 64-bit: force bad PAR, PAR64 values on all data beats.
- ECC, 32-bit: 7-bit ECC w/PEL inserted on all beats. For more about PEL, see *PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a*.
- ECC, 64-bit: 8-bit ECC w/PED inserted on all beats. For more about PED, see *PCI-X Protocol Addendum to the PCI Local Bus Specification, Rev 2.0a*.



## Chapter 6 Test

Test modes and their encodings for the AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel are given in Table 11.

**Table 11. TMODE[2:0] Encodings**

Mode	Test	TMODE[2:0]		
		NIOAIRQD_L	A_PIRQC_L	A_REQ_L0
Functional	0	x	x	x
Power-Down Mode	1	0	0	0

### 6.1 Power-Down Mode

In power-down mode, all outputs of the AMD-8132 tunnel are placed in their high-impedance state. All input receivers are turned off. All analog circuitry (such as PLLs and phase interpolators) is turned off.

**Note:** There is also a JTAG command that allows all outputs to be placed in their high impedance state, but which does not turn off input receivers and analog logic.

### 6.2 JTAG

The AMD-8132 tunnel supports JTAG using a standard JTAG port. While in JTAG mode, TEST and STRAPL[1:0] must be low. The PCI-X category 1 signals always have PCI-X Mode 1 electrical characteristics and the VIO voltage level supplied to the AMD-8132 tunnel must be 3.3 volts.

JTAG is controlled by the standard JTAG signals as defined in IEEE 1149.1. TCK is the clock, TRST\_L is the reset, TMS is the mode select, TDI is the data input, and TDO is the data output.

There are 5 instructions supported by the AMD-8132 tunnel:

1. **BYPASS.** Default mode entered any time TRST\_L is asserted. In this mode the TDI input is passed to the TDO output with a one-cycle register delay. This allows multiple components to be daisy chained on one JTAG chain.
2. **IDCODE.** Read the device ID code associated with the AMD-8132 tunnel.
3. **HIGHZ.** Other than TDO, all outputs of the AMD-8132 tunnel are in the high-impedance state.
4. **SAMPLE/PRELOAD.** Allows the state of all inputs to the AMD-8132 tunnel to be sampled in the boundary-scan register cells and then read by scanning out the JTAG boundary-scan chain. This mode also allows new values to be scanned into the boundary scan chain for subsequent use by the EXTEST instruction.
5. **EXTEST.** Drives the outputs of the AMD-8132 tunnel with the values that had previously been scanned into the boundary scan registers (using the SAMPLE/PRELOAD instruction).



## Chapter 7 Electrical Data

### 7.1 Power Requirements

#### 7.1.1 Absolute Ratings

The AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel is not designed to operate beyond the parameters shown in the following tables.

**Table 12. Absolute Maximum Ratings**

Power Plane	Minimum	Maximum	Comments
VDD	-0.5 V	1.6 V	
V33	-0.5 V	3.6 V	
VIO[B,A] Mode 1 (3.3V)	-0.5 V	3.6 V	
VIO[B,A] Mode 2 (1.5V)	-0.5 V	1.8 V	
VLDT	-0.5 V	1.7 V	
PLL_VDDA[1:2]	-0.5 V	3.6 V	

**Table 13. Temperature**

Temperature	Minimum	Maximum	Comments
T <sub>CASE</sub>		85 C	Operating range with heatsink.
T <sub>STORAGE</sub>	-65 C	150 C	

#### 7.1.2 Operating Ranges

The AMD-8132 tunnel is designed to provide functional operation if the voltage and temperature parameters are within the limits defined in the following table.

**Table 14. Operating Ranges**

Parameter	Minimum	Typical	Maximum	Units	Comments
VDD	1.14	1.2	1.26	V	
V33	3.135	3.3	3.465	V	
VIO[B,A] Mode 1	3.135	3.3	3.465	V	3.3 V
VIO[B,A] Mode 2	1.425	1.5	1.575	V	1.5 V

**Table 14. Operating Ranges (Continued)**

Parameter	Minimum	Typical	Maximum	Units	Comments
VIO[B,A] Mode 2			TBD	mV	1.5 V. Maximum sinusoidal amplitude at frequency range from 50 KHz to 20 MHz.
VLDT	1.14	1.2	1.26	V	
PLL_VDDA[1:2]	3.0	3.3	3.6		
PLL_VDDA[1:2] Peak-To-Peak			25	mV	Maximum sinusoidal amplitude at frequency range from 50 KHz to 20 MHz.

### 7.1.3 Current and Power Consumption

**Table 15. DC Current and Power Consumption**

Power Plane	Max Current	Max Power
PLL_VDDA1 (3.3 V)	6 mA	20 mW
PLL_VDDA2 (3.3 V)	12 mA	40 mW
V33 (3.3 V)	500 mA	1650 mW
VDD (1.2 V)	1100 mA	1320 mW
VIOA <ul style="list-style-type: none"> <li>• Conventional PCI or PCI-X Mode 1 (3.3 V)</li> <li>• PCI-X Mode 2 (1.5 V)</li> </ul>	550 mA 1250 mA	1815 mW 1875 mW
VIOB <ul style="list-style-type: none"> <li>• Conventional PCI or PCI-X Mode 1 (3.3 V)</li> <li>• PCI-X Mode 2 (1.5 V)</li> </ul>	550 mA 1250 mA	1815 mW 1875 mW
VLDT (1.2 V)	1100 mA	1320 mW

Maximum Total Power at nominal supply voltages: 8100 mW

### 7.1.4 Power Plane Sequencing

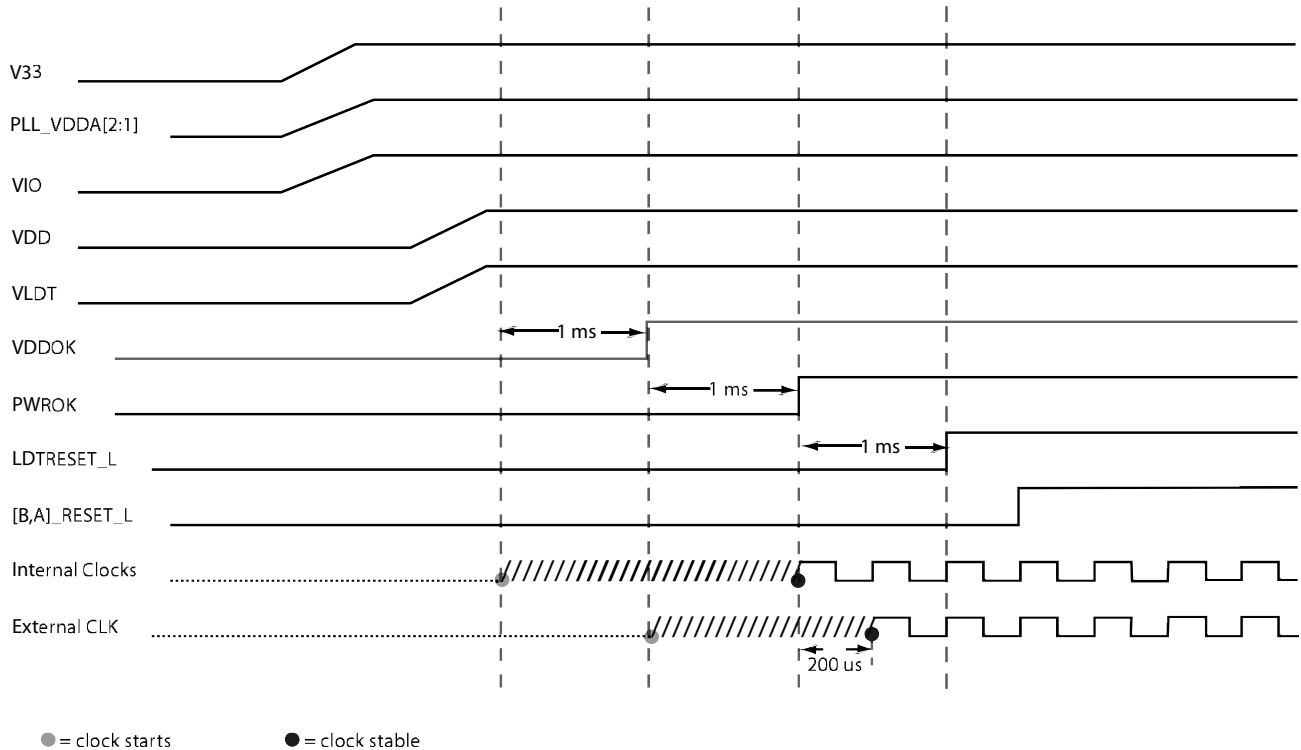
The power planes must be sequenced as follows

1. PLL\_VDDA[1:2] can ramp up at the same time as V33, or may be lagged behind by up to 100 milliseconds.
2. VLDT must always be less than V33.
3. VDD must always be less than V33. This power plane can be ramped up simultaneously with VLDT.
4. VDDOK must be deasserted until VDD and VLDT reach their nominal voltage levels.

5. VIO[B,A] must never be above 1.5 volts when the relevant PCI bus is in PCI-X Mode 2. These are hot-plug voltages and may ramp up and down during the appropriate hot-plug initialization/reset sequences. Care must be taken to ensure the plane never switches directly from 3.3 to 1.5 volts as the component can be damaged in the time it takes for the voltage to ramp down.
- For hot-plug systems capable of running in PCI-X Mode 2, this is accomplished by the TPS2342 using the 5V3VGA/B, VIOGA/B, and/or 15VGA/B signals.
  - For non hot-plug systems capable of running in PCI-X Mode 2, this is accomplished by the two pins [B,A]\_VIOSEL, alternate function of [B,A]\_REQ\_L1, and [B,A]\_VIOEN, alternate function of [B,A]\_PCLK[1]. The VIO[B,A] power plane should not be powered up until [B,A]\_VIOEN is asserted. When the AMD-8132 tunnel is first powered up, [B,A]\_VIOEN remains de-asserted until the rising edge of PWROK. At the rising edge of PWROK, the AMD-8132 tunnel determines the operating mode of the PCI buses and drives [B,A]\_VIOSEL accordingly. Thereafter, [B,A]\_VIOEN is asserted. To ensure that the VIO[B,A] has stabilized, the AMD-8132 tunnel then waits an additional 100 milliseconds before de-asserting [B,A]\_RESET\_L. This 100 millisecond delay only occurs for buses capable of running in PCI-X Mode 2 and can be overridden at any point by asserting VIO[B,A]\_OVERRIDE\_DELAY (alternate function of [B,A]\_PCLK[4]). VIO[B,A]\_OVERRIDE\_DELAY should only be asserted if VIO[B,A] is known to be stable. In systems that are not capable of running in PCI-X Mode 2, VIO[B,A] can be ramped to 3.3 volts simultaneously with V33.

The following figures are examples of legal power plane sequencing: Figure 20 for a system that is not Mode 2 capable; Figure 21 for a Mode 2 capable system.

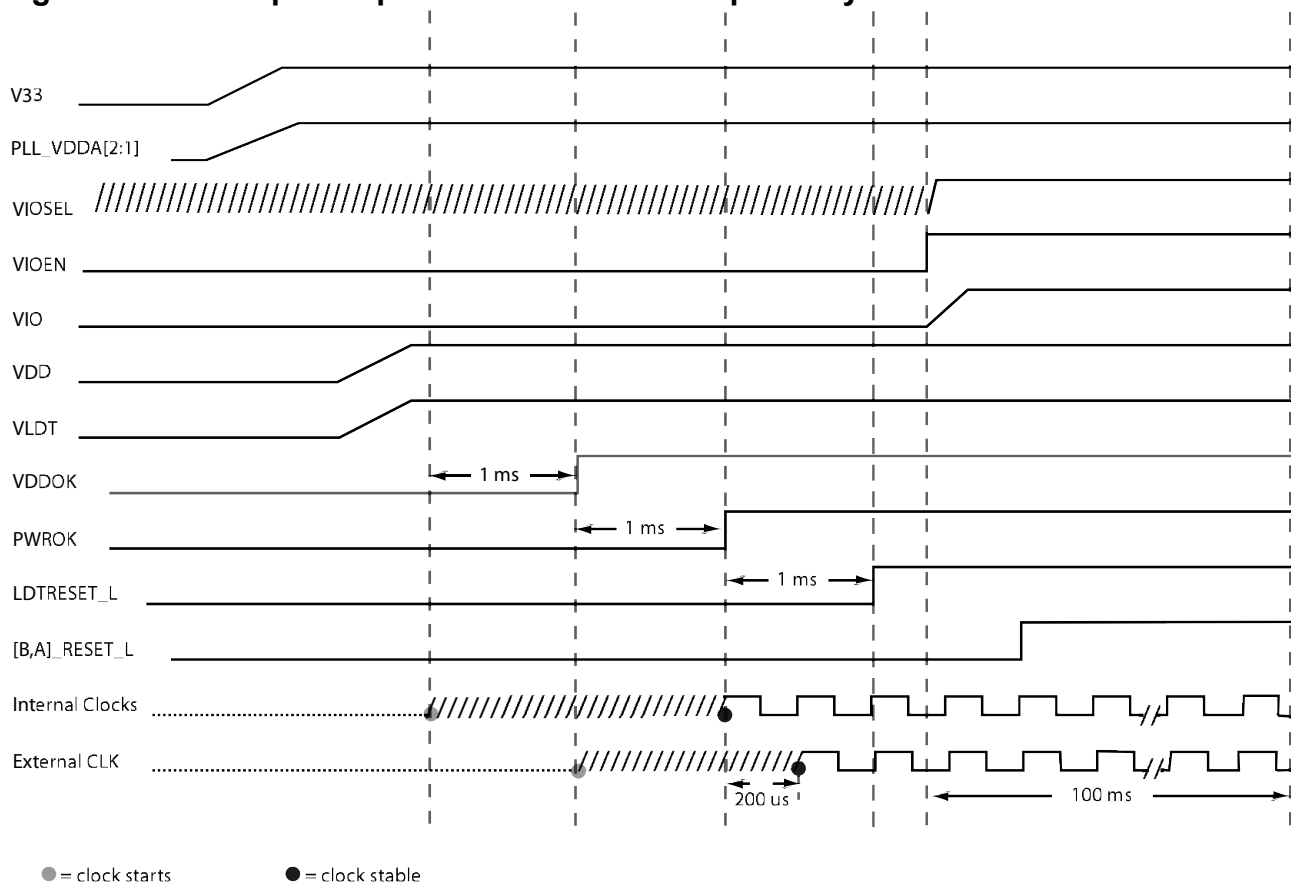
**Figure 20. Example Sequence for A Not Mode 2 Capable System**



Notes:

1. V33, PLL\_VDDA[2:1], VIO, VDD, and VLDT are power plane signals.
2. VDDOK, PWROK, and LDTRESET\_L are input signals.
3. [B,A]\_RESET\_L and the internal/external clocks are output signals.

**Figure 21. Example Sequence for A Mode 2 Capable System**



Notes:

1. V33, PLL\_VDDA[2:1], VIO, VDD, and VLDT are power plane signals.
2. VDDOK, PWROK, and LDRESET\_L are input signals.
3. [B,A]\_RESET\_L, VIOSEL, VIOEN, and the internal/external clocks are output signals.

## 7.2 Input Requirements for REFCLK\_[H,L]

### 7.2.1 REFCLK\_[H,L]: DC Requirements

**Table 16. REFCLK\_[H,L] DC Requirements**

Symbol	Description	Minimum	Maximum	Units
V <sub>IH</sub>	REFCLK_[H,L] input voltage high.	0.2	0.4	V
V <sub>IL</sub>	REFCLK_[H,L] input voltage low.	-0.4	-0.2	V

## 7.2.2 REFCLK\_[H,L]: AC Requirements

Table 17. REFCLK\_[H,L] AC Requirements

Symbol	Description	Minimum	Maximum	Units
$F_{REF}$	REFCLK_[H,L] frequency.	150	200	MHz
$T_{RF}$	REFCLK_[H,L] rise/fall slew rate.	2.0	10.0	V/ns
$V_{DIFF}$	Differential voltage measured (single-ended) at the clock test load.	0.4	0.8	V
$\Delta V_{DIFF}$	Change in differential voltage measured (single-ended) at the clock test load.	-0.05	0.05	V
$V_{DIFF}$ Peak-To-Peak	Peak to peak differential.	0.8	1.6	V
$V_{CM}$	Common mode voltage, measured at the clock test load.	-0.05	0.05	V
$\Delta V_{CM}$	Change in common mode voltage measured at the clock test load.	-0.05	0.05	V
$F_{SPREAD}$	REFCLK_[H,L] spread spectrum frequency change from $F_{REF}$ .	0	-0.5	%
$T_D$	REFCLK_[H,L] duty cycle.	45	55	%
$T_{CJ}$	REFCLK_[H,L] cycle to cycle jitter. The difference in the period of any two adjacent REFCLK_[H,L] cycles.	0	200	ps
$T_{AJ}$	REFCLK_[H,L] accumulated jitter. The difference between the clock edge and an ideal clock at the same frequency.	-1000	1000	ps
$T_{FS}$	Frequency stabilization from power-up (cold start).	0	3	ms
$R_{ON}$	Output impedance differential.	90	110	ohms

## 7.2.3 Differential Clock Test Load

A REFCLK\_[H,L] clock source that meets the AMD-8132 tunnel signal requirements listed in Table 17 can be characterized using the differential test load shown in Figure 22. The single-ended measurement definitions are shown in Figure 23.



Figure 22. Differential Test Load

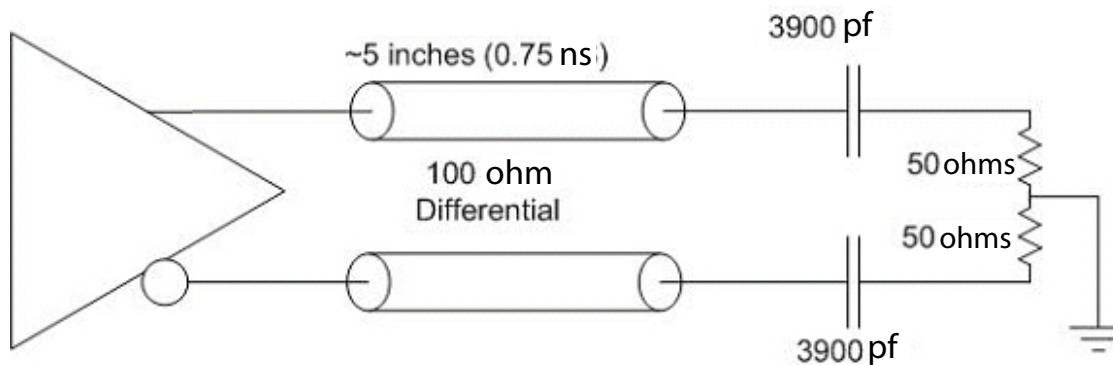
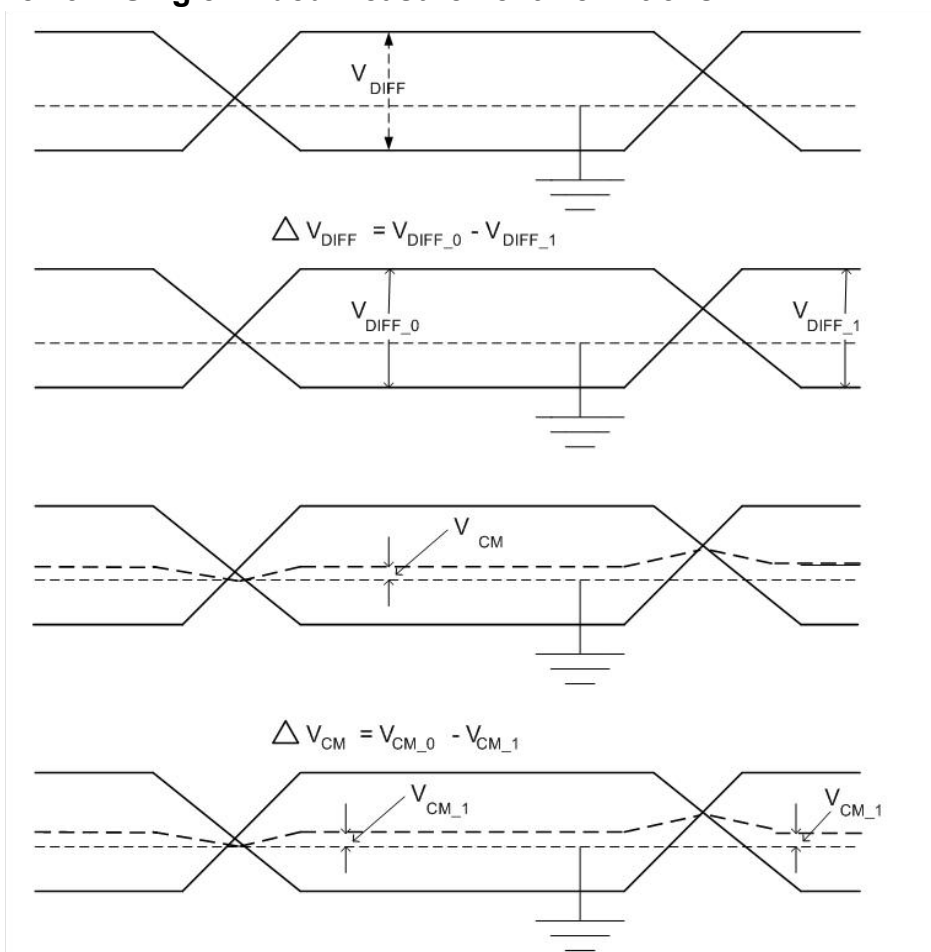


Figure 23. Single-Ended Measurement Definitions



## 7.3 3.3 Volt Signals

### 7.3.1 DC Characteristics: Signals on V33 Power Plane

Table 18. V33: DC Signal Characteristics

Symbol	Description	Minimum	Maximum	Units
V <sub>IH</sub>	Input voltage high.	0.5(V33)	V33 + 0.5	V
V <sub>IL</sub>	Input voltage low.	-0.5	0.35(V33)	V
V <sub>OH</sub>	Output voltage high.	0.9(V33)	0.5(V33)	V
V <sub>OL</sub>	Output voltage low.		0.1(V33)	V
I <sub>LI</sub>	Input leakage current.		+/- 10	uA
C <sub>IN</sub>	Input capacitance.		4	pf

### 7.3.2 AC Input Requirements: Signals on V33 Power Plane

Table 19. V33: AC Input Requirements

Symbol	Description	Minimum	Maximum	Units
T <sub>RF</sub>	Rise-fall slew rate measured from 0.35(V33) to 0.5(V33).	1.4	4	V/ns
V <sub>IH(AC)</sub>	Input voltage high.	0.5(V33)	V33+0.5	V
V <sub>IL(AC)</sub>	Input voltage low.	-0.5	0.35(V33)	V

## 7.4 Input Requirements for PCIXCAP

### 7.4.1 DC Input Requirements: PCIXCAP

Table 20. PCIXCAP: DC Input Requirements

Symbol	Description	Minimum	Maximum	Units
V <sub>IH</sub>	Input voltage high <sup>1</sup> .	0.5(V33)	V33+0.5	V
V <sub>IL</sub>	Input voltage low <sup>1</sup> .	-0.5	0.25(V33)	V
I <sub>LI</sub>	Input leakage current.		+/- 10	uA
C <sub>IN</sub>	Input capacitance.		4	pf
V <sub>PCI</sub>	[B,A]_PCIXCAP voltage in PCI mode.	-0.5	0.05(V33)	V

**Table 20. PCIXCAP: DC Input Requirements (Continued)**

Symbol	Description	Minimum	Maximum	Units
V <sub>PCIX66</sub>	[B,A]_PCIXCAP voltage in PCI-X® Mode 1 at 66 MHz.	0.68(V33)	0.83(V33)	V
V <sub>PCIX133</sub>	[B,A]_PCIXCAP voltage in PCI-X® Mode 1 at 133 MHz.	0.95(V33)	V33+0.5	V
V <sub>PCIX266</sub>	[B,A]_PCIXCAP voltage in PCI-X® Mode 2 at 266 MHz.	0.43(V33)	0.55(V33)	V
<b>Note:</b> 1. In hot-plug mode, after reset PCIXCAP is the serial data input from the hot-plug controller.				

## 7.4.2 AC Input Requirements: PCIXCAP

**Table 21. PCIXCAP: AC Input Requirements**

Symbol	Description	Minimum	Maximum	Units
T <sub>RF</sub>	Rise-fall slew rate measured from 0.25(V33) to 0.5(V33).	1.4	4	V/ns
V <sub>IH(AC)</sub>	Input voltage high <sup>1</sup> .	0.5(V33)	V33+0.5	V
V <sub>IL(AC)</sub>	Input voltage low <sup>1</sup> .	-0.5	0.25(V33)	V
<b>Note:</b> 1. In hot-plug mode, after reset PCIXCAP is the serial data input from the hot-plug controller.				

## 7.5 HyperTransport™ Signal Characteristics

See the *HyperTransport™ I/O Link Specification, Rev 2.0* for the electrical characteristics of the link signals PWROK, LDTREQ\_L, LDTRESET, and LDTSTOP\_L. Any deviation from this specification is listed in the *AMD-8132™ HyperTransport™ PCI-X® 2.0 Tunnel Revision Guide*.

## 7.6 PCI and PCI-X® Signal Characteristics

See *PCI-X Electrical and Mechanical Addendum to the PCI Local Bus Specification, Rev 2.0a (or higher)* for the electrical characteristics of PCI signals. Any deviation from this specification is listed in the *AMD-8132™ HyperTransport™ PCI-X® 2.0 Tunnel Revision Guide*.



# Chapter 8 Package and Pin Designations

### Figure 24. AMD-8132™ Tunnel: Ball Designations

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29				
A			VSS	L0_CTLI_N_L0	VSS	L0_CADI_N_L6	VSS	L0_CADI_N_L4	VSS	L0_CADI_N_L3	VSS	L0_CADI_N_L1	VSS	VLDT	REFCLK_H	VLDT	VSS	L1_CADO_UT_H1	VSS	L1_CADO_UT_H3	VSS	L1_CADO_UT_H4	VSS	L1_CADO_UT_H6	VSS	L1_CTL0_UT_H0	VSS			A			
B		L0_COMP_PD	NC	L0_CTLI_N_H0	L0_CADI_N_L7	L0_CADI_N_H6	L0_CADI_N_L5	L0_CADI_N_H4	L0_CLKI_N_L0	L0_CADI_N_H3	L0_CADI_N_L2	L0_CADI_N_H1	L0_CADI_N_L0	VLDT	REFCLK_L	VLDT	L1_CADO_UT_H0	L1_CADO_UT_L1	L1_CADO_UT_H2	L1_CADO_UT_L3	L1_CLKO_UT_H0	L1_CADO_UT_H5	L1_CADO_UT_L6	L1_CADO_UT_H7	L1_CTL0_UT_L0	VSS	L1_COMP_PD			B			
C		VSS	VSS	L0_COMP_PU	VDD	L0_CADI_N_H7	VDD	L0_CADI_N_H5	VDD	L0_CLKI_N_H0	VDD	L0_CADI_N_H2	VDD	L0_CADI_N_H0	VLDT	VSS	VLDT	L1_CADO_UT_L0	VDD	L1_CADO_UT_L2	VDD	L1_CLKO_UT_L0	VDD	L1_CADO_UT_L5	VDD	L1_CADO_UT_L7	VDD	L1_COMP_PU	VSS	VSS	C		
D		L0_CTL0_UT_H0	L0_CTL0_UT_L0	VDD	DIFFOUT_H	VDD	L0_CADI_N_L15	VSS	L0_CADI_N_L13	VSS	L0_CLKI_N_L1	VSS	L0_CADI_N_L10	VSS	L0_CADI_N_L8	VSS	L1_CADO_UT_H8	VSS	L1_CADO_UT_H10	VSS	L1_CLKO_UT_H1	VSS	L1_CADO_UT_H13	VSS	L1_CADO_UT_H15	VDD	VSS	VDD	L1_CTLI_N_H0	L1_CTLI_N_L0	D		
E		VSS	L0_CADO_UT_H7	L0_CADO_UT_L7	VDD	DIFFOUT_L	L0_CADI_N_H15	L0_CADI_N_L14	L0_CADI_N_H13	L0_CADI_N_L12	L0_CLKI_N_H1	L0_CADI_N_L11	L0_CADI_N_H10	L0_CADI_N_L9	L0_CADI_N_H8	VDD	L1_CADO_UT_L8	L1_CADO_UT_H9	L1_CADO_UT_L10	L1_CADO_UT_H11	L1_CLKO_UT_L1	L1_CADO_UT_H12	L1_CADO_UT_L13	L1_CADO_UT_H14	L1_CADO_UT_L15	VSS	VDD	L1_CADI_N_H7	L1_CADI_N_L7	VSS	E		
F		L0_CADO_UT_H6	L0_CADO_UT_L6	VDD	L0_CADO_UT_H15	L0_CADO_UT_L15	VDD	L0_CADI_N_H14	VDD	L0_CADI_N_H12	VDD	L0_CADI_N_H11	VDD	L0_CADI_N_H9	VDD	VSS	VDD	L1_CADO_UT_L9	VDD	L1_CADO_UT_L11	VDD	L1_CADO_UT_L12	VDD	L1_CADO_UT_L14	VDD	L1_CADI_N_H15	L1_CADI_N_L15	VDD	L1_CADI_N_H6	L1_CADI_N_L6	F		
G		VSS	L0_CADO_UT_H5	L0_CADO_UT_L5	VSS	L0_CADO_UT_H14	L0_CADO_UT_L14	VDD	VDDFB_L	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H14	L1_CADI_N_L14	VSS	L1_CADI_N_H5	L1_CADI_N_L5	VSS	G	
H		L0_CADO_UT_H4	L0_CADO_UT_L4	VDD	L0_CADO_UT_H13	L0_CADO_UT_L13	VDD	VSS	VDDFB_L	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H13	L1_CADI_N_L13	VDD	L1_CADI_N_H4	L1_CADI_N_L4	H	
J		VSS	L0_CLKO_UT_H0	L0_CLKO_UT_L0	VSS	L0_CADO_UT_H12	L0_CADO_UT_L12	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H12	L1_CADI_N_L12	VSS	L1_CLKI_N_H0	L1_CLKI_N_L0	VSS	J	
K		L0_CADO_UT_H3	L0_CADO_UT_L3	VDD	L0_CLKO_UT_H1	L0_CLKO_UT_L1	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CLKI_N_H1	L1_CLKI_N_L1	VDD	L1_CADI_N_H3	L1_CADI_N_L3	K	
L		VSS	L0_CADO_UT_H2	L0_CADO_UT_L2	VSS	L0_CADO_UT_H11	L0_CADO_UT_L11	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H11	L1_CADI_N_L11	VSS	L1_CADI_N_H2	L1_CADI_N_L2	VSS	L	
M		L0_CADO_UT_H1	L0_CADO_UT_L1	VDD	L0_CADO_UT_H10	L0_CADO_UT_L10	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H10	L1_CADI_N_L10	VDD	L1_CADI_N_H1	L1_CADI_N_L1	M	
N		VSS	L0_CADO_UT_H0	L0_CADO_UT_L0	VSS	L0_CADO_UT_H9	L0_CADO_UT_L9	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H9	L1_CADI_N_L9	VSS	L1_CADI_N_H0	L1_CADI_N_L0	VSS	N	
P		VLDT	VLDT	VLDT	L0_CADO_UT_H8	L0_CADO_UT_L8	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	L1_CADI_N_H8	L1_CADI_N_L8	VLDT	VLDT	VLDT	P	
R		VSS	VSS	VSS	VSS	VSS	VSS	VSS	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VSS	VSS	VSS	VSS	VSS	VSS	VSS	R
T		V33	V33	V33	LDTSTOP_L	LDTREQ_L	LDTRSE_T_L	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VDD	VSS	VSS	T	
U		TEST	TMS	TDO	TDI	VDDOK	PWROK	B_PLCLK_KI	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	HPSEL_L	U	
V		TCK	VSS	B_PCLK2	VI0B	TRST_L	VSS	B_PLCLK_KI	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	HPSEL_C	VI0A	V	
W		CMPOVR	B_PCIXC_AD	B_PCLK3	B_PCLK0	B_AD32	B_AD33	B_AD47	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	HPSEL_C	W	
Y		B_PCLK4	B_PCLK1	B_AD34	B_AD35	B_AD48_CBE_L5	B_AD46	B_AD51	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	HPSEL_C	Y
AA		B_AD36	VSS	B_AD37	VI0B	B_AD38	VSS	B_AD52	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	HPSEL_C	AA	
AB		B_AD39	B_AD49_CBE_L4	B_AD40	B_AD41	B_AD54	B_CBE_L7	B_AD55	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0B	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	VSS	VI0A	HPSEL_C	AB
AC		B_AD42	B_AD43	B_AD44	B_AD56	B_AD57	B_CBE_L5_AD48	B_AD50	B_FRAM_E_L	B_AD13	B_AD15	B_PAR_ECC0	B_ECC4	B_ECC5	B_REQ_L0	VSS	A_AD49_CBE_L4	A_AD52	A_CBE_L7	A_AD57	A_IRDY_L	A_REQ64_L_ECC6	A_ACK64_L_ECC1	A_PAR_ECC0	A_AD18	A_AD19	A_CBE_L3	A_AD28	A_AD29	A_REQ_L4	AC		
AD		B_AD45	VSS	B_AD58	VI0B	B_AD59	VSS	B_DEVSE_L_L	B_AD12	VSS	B_AD14	B_AD28	VSS	B_ECC3	B_PIROD_L	VSS	A_AD48_CBE_L5	A_AD47	VSS	A_AD56	A_AD51	VSS	A_AD0	A_AD14	VSS	A_AD15	VI0A	A_AD26	VSS	A_AD27	AD		
AE		B_AD60	B_AD61	B_CBE_L6	B_CBE_L4_AD49	B_SERR_L	B_IRDY_L	B_AD9	B_AD11	B_CBE_L1	B_AD16	B_CBE_L2	B_AD31	B_ECC2	B_REQ_L1	VSS	A_AD32	A_AD41	A_AD44	A_AD53	A_CBE_L5_AD48	A_AD50	A_FRAME_L	A_AD1	A_AD2	A_AD4	A_AD13	A_AD23	A_AD24	A_AD25	AE		
AF		B_AD62	B_AD63	B_AD53	VI0B	B_TRDY_L	VI0B	B_AD8	B_CAL	VI0B	B_AD19	B_AD27	VI0B	B_REQ_L4	B_PIROA_L	VSS	A_AD33	A_AD40	VI0A	A_AD54	A_AD62	VI0A	A_CAL	A_PERR_L	VI0A	A_AD5	VI0A	A_AD12	A_AD21	A_AD22	AF		
AG		B_PARR4_ECC7	VSS	B_STOP_L	B_PERR_L	B_AD1	B_AD3	B_AD5	B_AD10	B_AD20	B_CBE_L3	B_AD24	B_AD30	B_GNT_L1	B_GNT_L0	VSS	A_AD34	A_AD37	A_AD43	A_AD55	A_CBE_L6	A_AD61	A_CBE_L4_AD49	A_TRDY_L	A_AD3	A_AD7	A_AD8	A_AD10	VSS	A_AD20	AG		
AH		B_M66E_N	VSS	B_ACK64_L_ECC1	B_CBE_L0	VSS	B_AD6	B_AD17	VSS	B_AD22	B_AD25	VSS	B_GNT_L4	B_PIROB_L	VSS	A_AD35	A_AD38	VSS	A_AD46	A_AD59	VSS	A_PARR4_ECC7	A_DEVSE_L_L	VSS	A_AD6	A_CBE_L1	VSS	A_AD11			AH		
AJ			B_REC64_L_ECC6	B_AD0	B_AD2	B_AD4	B_AD7	B_AD18	B_AD21	B_AD23	B_AD26	B_AD29	B_RESET_L	B_PIROC_L	VSS	A_AD36	A_AD39	A_AD42	A_AD45	A_AD58	A_AD60	A_AD63	A_M66E_N	A_SERR_L	A_STOP_L	A_CBE_L0	A_AD9				AJ		

The following tables sort the AMD-8132™ HyperTransport™ PCI-X® 2.0 tunnel signals. Table 22 - Table 31 sort signals by location. Table 32 - Table 41 sort signals by name.

**Table 22. Signals Sorted by Location A - C**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
A3	VSS	B2	L0_COMP_PD	C1	VSS
A4	L0_CTLIN_L0	B3	NC	C2	VSS
A5	VSS	B4	L0_CTLIN_H0	C3	L0_COMP_PU
A6	L0_CADIN_L6	B5	L0_CADIN_L7	C4	VDD
A7	VSS	B6	L0_CADIN_H6	C5	L0_CADIN_H7
A8	L0_CADIN_L4	B7	L0_CADIN_L5	C6	VDD
A9	VSS	B8	L0_CADIN_H4	C7	L0_CADIN_H5
A10	L0_CADIN_L3	B9	L0_CLKIN_L0	C8	VDD
A11	VSS	B10	L0_CADIN_H3	C9	L0_CLKIN_H0
A12	L0_CADIN_L1	B11	L0_CADIN_L2	C10	VDD
A13	VSS	B12	L0_CADIN_H1	C11	L0_CADIN_H2
A14	VLDT	B13	L0_CADIN_L0	C12	VDD
A15	REFCLK_H	B14	VLDT	C13	L0_CADIN_H0
A16	VLDT	B15	REFCLK_L	C14	VLDT
A17	VSS	B16	VLDT	C15	VSS
A18	L1_CADOUT_H1	B17	L1_CADOUT_H0	C16	VLDT
A19	VSS	B18	L1_CADOUT_L1	C17	L1_CADOUT_L0
A20	L1_CADOUT_H3	B19	L1_CADOUT_H2	C18	VDD
A21	VSS	B20	L1_CADOUT_L3	C19	L1_CADOUT_L2
A22	L1_CADOUT_H4	B21	L1_CLKOUT_H0	C20	VDD
A23	VSS	B22	L1_CADOUT_L4	C21	L1_CLKOUT_L0
A24	L1_CADOUT_H6	B23	L1_CADOUT_H5	C22	VDD
A25	VSS	B24	L1_CADOUT_L6	C23	L1_CADOUT_L5
A26	L1_CTLOUT_H0	B25	L1_CADOUT_H7	C24	VDD
A27	VSS	B26	L1_CTLOUT_L0	C25	L1_CADOUT_L7
		B27	VSS	C26	VDD
		B28	L1_COMP_PD	C27	L1_COMP_PU
				C28	VSS
				C29	VSS

**Table 23. Signals Sorted by Location D - F**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
D1	L0_CTLOUT_H0	E1	VSS	F1	L0_CADOUT_H6
D2	L0_CTLOUT_L0	E2	L0_CADOUT_H7	F2	L0_CADOUT_L6
D3	VDD	E3	L0_CADOUT_L7	F3	VDD
D4	DIFFOUT_H	E4	VDD	F4	L0_CADOUT_H15
D5	VDD	E5	DIFFOUT_L	F5	L0_CADOUT_L15
D6	L0_CADIN_L15	E6	L0_CADIN_H15	F6	VDD
D7	VSS	E7	L0_CADIN_L14	F7	L0_CADIN_H14
D8	L0_CADIN_L13	E8	L0_CADIN_H13	F8	VDD
D9	VSS	E9	L0_CADIN_L12	F9	L0_CADIN_H12
D10	L0_CLKIN_L1	E10	L0_CLKIN_H1	F10	VDD
D11	VSS	E11	L0_CADIN_L11	F11	L0_CADIN_H11
D12	L0_CADIN_L10	E12	L0_CADIN_H10	F12	VDD
D13	VSS	E13	L0_CADIN_L9	F13	L0_CADIN_H9
D14	L0_CADIN_L8	E14	L0_CADIN_H8	F14	VDD
D15	VSS	E15	VDD	F15	VSS
D16	L1_CADOUT_H8	E16	L1_CADOUT_L8	F16	VDD
D17	VSS	E17	L1_CADOUT_H9	F17	L1_CADOUT_L9
D18	L1_CADOUT_H10	E18	L1_CADOUT_L10	F18	VDD
D19	VSS	E19	L1_CADOUT_H11	F19	L1_CADOUT_L11
D20	L1_CLKOUT_H1	E20	L1_CLKOUT_L1	F20	VDD
D21	VSS	E21	L1_CADOUT_H12	F21	L1_CADOUT_L12
D22	L1_CADOUT_H13	E22	L1_CADOUT_L13	F22	VDD
D23	VSS	E23	L1_CADOUT_H14	F23	L1_CADOUT_L14
D24	L1_CADOUT_H15	E24	L1_CADOUT_L15	F24	VDD
D25	VDD	E25	VSS	F25	L1_CADIN_H15
D26	VSS	E26	VDD	F26	L1_CADIN_L15
D27	VDD	E27	L1_CADIN_H7	F27	VDD
D28	L1_CTLIN_H0	E28	L1_CADIN_L7	F28	L1_CADIN_H6
D29	L1_CTLIN_L0	E29	VSS	F29	L1_CADIN_L6

**Table 24. Signals Sorted by Location G - J**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
G1	VSS	H1	L0_CADOUT_H4	J1	VSS
G2	L0_CADOUT_H5	H2	L0_CADOUT_L4	J2	L0_CLKOUT_H0
G3	L0_CADOUT_L5	H3	VDD	J3	L0_CLKOUT_L0
G4	VSS	H4	L0_CADOUT_H13	J4	VSS
G5	L0_CADOUT_H14	H5	L0_CADOUT_L13	J5	L0_CADOUT_H12
G6	L0_CADOUT_L14	H6	VDD	J6	L0_CADOUT_L12
G7	VDD	H7	VSS	J7	VDD
G8	VDDFB_H	H8	VDDFB_L	J8	VSS
G9	VDD	H9	VSS	J9	VDD
G10	VSS	H10	VDD	J10	VSS
G11	VDD	H11	VSS	J11	VDD
G12	VSS	H12	VDD	J12	VSS
G13	VDD	H13	VSS	J13	VDD
G14	VSS	H14	VDD	J14	VSS
G15	VDD	H15	VSS	J15	VDD
G16	VSS	H16	VDD	J16	VSS
G17	VDD	H17	VSS	J17	VDD
G18	VSS	H18	VDD	J18	VSS
G19	VDD	H19	VSS	J19	VDD
G20	VSS	H20	VDD	J20	VSS
G21	VDD	H21	VSS	J21	VDD
G22	VSS	H22	VDD	J22	VSS
G23	VDD	H23	VSS	J23	VDD
G24	L1_CADIN_H14	H24	VDD	J24	L1_CADIN_H12
G25	L1_CADIN_L14	H25	L1_CADIN_H13	J25	L1_CADIN_L12
G26	VSS	H26	L1_CADIN_L13	J26	VSS
G27	L1_CADIN_H5	H27	VDD	J27	L1_CLKIN_H0
G28	L1_CADIN_L5	H28	L1_CADIN_H4	J28	L1_CLKIN_L0
G29	VSS	H29	L1_CADIN_L4	J29	VSS



**Table 25. Signals Sorted by Location K - M**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
K1	L0_CADOUT_H3	L1	VSS	M1	L0_CADOUT_H1
K2	L0_CADOUT_L3	L2	L0_CADOUT_H2	M2	L0_CADOUT_L1
K3	VDD	L3	L0_CADOUT_L2	M3	VDD
K4	L0_CLKOUT_H1	L4	VSS	M4	L0_CADOUT_H10
K5	L0_CLKOUT_L1	L5	L0_CADOUT_H11	M5	L0_CADOUT_L10
K6	VDD	L6	L0_CADOUT_L11	M6	VDD
K7	VSS	L7	VDD	M7	VSS
K8	VDD	L8	VSS	M8	VDD
K9	VSS	L9	VDD	M9	VSS
K10	VDD	L10	VSS	M10	VDD
K11	VSS	L11	VDD	M11	VSS
K12	VDD	L12	VSS	M12	VDD
K13	VSS	L13	VDD	M13	VSS
K14	VDD	L14	VSS	M14	VDD
K15	VSS	L15	VDD	M15	VSS
K16	VDD	L16	VSS	M16	VDD
K17	VSS	L17	VDD	M17	VSS
K18	VDD	L18	VSS	M18	VDD
K19	VSS	L19	VDD	M19	VSS
K20	VDD	L20	VSS	M20	VDD
K21	VSS	L21	VDD	M21	VSS
K22	VDD	L22	VSS	M22	VDD
K23	VSS	L23	VDD	M23	VSS
K24	VDD	L24	L1_CADIN_H11	M24	VDD
K25	L1_CLKIN_H1	L25	L1_CADIN_L11	M25	L1_CADIN_H10
K26	L1_CLKIN_L1	L26	VSS	M26	L1_CADIN_L10
K27	VDD	L27	L1_CADIN_H2	M27	VDD
K28	L1_CADIN_H3	L28	L1_CADIN_L2	M28	L1_CADIN_H1
K29	L1_CADIN_L3	L29	VSS	M29	L1_CADIN_L1

**Table 26. Signals Sorted by Location N - R**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
N1	VSS	P1	VLDT	R1	VSS
N2	L0_CADOUT_H0	P2	VLDT	R2	VSS
N3	L0_CADOUT_L0	P3	VLDT	R3	VSS
N4	VSS	P4	L0_CADOUT_H8	R4	VSS
N5	L0_CADOUT_H9	P5	L0_CADOUT_L8	R5	VSS
N6	L0_CADOUT_L9	P6	VDD	R6	VSS
N7	VDD	P7	VSS	R7	VSS
N8	VSS	P8	VDD	R8	VSS
N9	VDD	P9	VSS	R9	VDD
N10	VSS	P10	VDD	R10	VSS
N11	VDD	P11	VSS	R11	VDD
N12	VSS	P12	VDD	R12	VSS
N13	VDD	P13	VSS	R13	VDD
N14	VSS	P14	VDD	R14	VSS
N15	VDD	P15	VSS	R15	VDD
N16	VSS	P16	VDD	R16	VSS
N17	VDD	P17	VSS	R17	VDD
N18	VSS	P18	VDD	R18	VSS
N19	VDD	P19	VSS	R19	VDD
N20	VSS	P20	VDD	R20	VSS
N21	VDD	P21	VSS	R21	VDD
N22	VSS	P22	VDD	R22	VSS
N23	VDD	P23	VSS	R23	VDD
N24	L1_CADIN_H9	P24	VDD	R24	VSS
N25	L1_CADIN_L9	P25	L1_CADIN_H8	R25	VSS
N26	VSS	P26	L1_CADIN_L8	R26	VSS
N27	L1_CADIN_H0	P27	VLDT	R27	VSS
N28	L1_CADIN_L0	P28	VLDT	R28	PLL_VDDA1
N29	VSS	P29	VLDT	R29	PLL_VDDA2

**Table 27. Signals Sorted by LocationT - V**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
T1	V33	U1	TEST	V1	TCK
T2	V33	U2	TMS	V2	VSS
T3	V33	U3	TDO	V3	B_PCLK2
T4	LDTSTOP_L	U4	TDI	V4	VIOB
T5	LDTREQ_L	U5	VDDOK	V5	TRST_L
T6	LDTRESET_L	U6	PWROK	V6	VSS
T7	VSS	U7	B_PLLCLKI	V7	B_PLLCLKO
T8	VDD	U8	VSS	V8	VIOB
T9	VSS	U9	VIOB	V9	VSS
T10	VDD	U10	VSS	V10	VIOB
T11	VSS	U11	VIOB	V11	VSS
T12	VDD	U12	VSS	V12	VIOB
T13	VSS	U13	VIOB	V13	VSS
T14	VDD	U14	VSS	V14	VIOB
T15	VSS	U15	VSS	V15	VSS
T16	VDD	U16	VSS	V16	VIOA
T17	VSS	U17	VIOA	V17	VSS
T18	VDD	U18	VSS	V18	VIOA
T19	VSS	U19	VIOA	V19	VSS
T20	VDD	U20	VSS	V20	VIOA
T21	VSS	U21	VIOA	V21	VSS
T22	VDD	U22	VSS	V22	VIOA
T23	VSS	U23	A_PIRQB_L	V23	A_REQ_L1
T24	HPSOD	U24	A_PLLCLKO	V24	VSS
T25	HPSIC	U25	STRAPL1	V25	A_PLLCLKI
T26	NIOAIRQD_L	U26	STRAPL0	V26	VIOA
T27	V33	U27	NIOAIRQB_L	V27	HPSOC
T28	V33	U28	NIOAIRQA_L	V28	VSS
T29	V33	U29	HPSIL_L	V29	NIOAIRQC_L

**Table 28. Signals Sorted by Location W - AA**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
W1	CMPOVR	Y1	B_PCLK4	AA1	B_AD36
W2	B_PCIXCAP	Y2	B_PCLK1	AA2	VSS
W3	B_PCLK3	Y3	B_AD34	AA3	B_AD37
W4	B_PCLK0	Y4	B_AD35	AA4	VIOB
W5	B_AD32	Y5	B_AD48__CBE_L5	AA5	B_AD38
W6	B_AD33	Y6	B_AD46	AA6	VSS
W7	B_AD47	Y7	B_AD51	AA7	B_AD52
W8	VSS	Y8	VIOB	AA8	VSS
W9	VIOB	Y9	VSS	AA9	VIOB
W10	VSS	Y10	VIOB	AA10	VSS
W11	VIOB	Y11	VSS	AA11	VIOB
W12	VSS	Y12	VIOB	AA12	VSS
W13	VIOB	Y13	VSS	AA13	VIOB
W14	VSS	Y14	VIOB	AA14	VSS
W15	VSS	Y15	VSS	AA15	VSS
W16	VSS	Y16	VIOA	AA16	VSS
W17	VIOA	Y17	VSS	AA17	VIOA
W18	VSS	Y18	VIOA	AA18	VSS
W19	VIOA	Y19	VSS	AA19	PCIXB_100
W20	VSS	Y20	VIOA	AA20	VSS
W21	VIOA	Y21	VSS	AA21	VIOA
W22	VSS	Y22	VIOA	AA22	VSS
W23	A_ECC5	Y23	A_CBE_L2	AA23	A_ECC2
W24	A_GNT_L1	Y24	A_ECC4	AA24	VSS
W25	A_RESET_L	Y25	A_PCLK3	AA25	A_ECC3
W26	A_PCLK1	Y26	A_PIRQC_L	AA26	VIOA
W27	A_PCLK4	Y27	A_PCLK0	AA27	A_GNT_L0
W28	A_PCIXCAP	Y28	A_PCLK2	AA28	VSS
W29	A_COMPAT	Y29	PME_L	AA29	A_PIRQA_L

**Table 29. Signals Sorted by Location AB - AD**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
AB1	B_AD39	AC1	B_AD42	AD1	B_AD45
AB2	B_AD49__CBE_L4	AC2	B_AD43	AD2	VSS
AB3	B_AD40	AC3	B_AD44	AD3	B_AD58
AB4	B_AD41	AC4	B_AD56	AD4	VIOB
AB5	B_AD54	AC5	B_AD57	AD5	B_AD59
AB6	B_CBE_L7	AC6	B_CBE_L5__AD48	AD6	VSS
AB7	B_AD55	AC7	B_AD50	AD7	B_DEVSEL_L
AB8	VIOB	AC8	B_FRAME_L	AD8	B_AD12
AB9	VSS	AC9	B_AD13	AD9	VSS
AB10	VIOB	AC10	B_AD15	AD10	B_AD14
AB11	VSS	AC11	B_PAR__ECC0	AD11	B_AD28
AB12	VIOB	AC12	B_ECC4	AD12	VSS
AB13	VSS	AC13	B_ECC5	AD13	B_ECC3
AB14	VIOB	AC14	B_REQ_L0	AD14	B_PIRQD_L
AB15	VSS	AC15	VSS	AD15	VSS
AB16	VIOA	AC16	A_AD49__CBE_L4	AD16	A_AD48__CBE_L5
AB17	VSS	AC17	A_AD52	AD17	A_AD47
AB18	VIOA	AC18	A_CBE_L7	AD18	VSS
AB19	PCIXA_100	AC19	A_AD57	AD19	A_AD56
AB20	VIOA	AC20	A_IRDY_L	AD20	A_AD51
AB21	VDD3FB_H	AC21	A_REQ64_L__ECC6	AD21	VSS
AB22	VIOA	AC22	A_ACK64_L__ECC1	AD22	A_AD0
AB23	A_AD16	AC23	A_PAR__ECC0	AD23	A_AD14
AB24	A_AD17	AC24	A_AD18	AD24	VSS
AB25	A_AD30	AC25	A_AD19	AD25	A_AD15
AB26	A_AD31	AC26	A_CBE_L3	AD26	VIOA
AB27	A_GNT_L4	AC27	A_AD28	AD27	A_AD26
AB28	A_PIRQD_L	AC28	A_AD29	AD28	VSS
AB29	A_REQ_L0	AC29	A_REQ_L4	AD29	A_AD27

**Table 30. Signals Sorted by Location AE - AG**

Ball	Signal Name	Ball	Signal Name	Ball	Signal Name
AE1	B_AD60	AF1	B_AD62	AG1	B_PAR64__ECC7
AE2	B_AD61	AF2	B_AD63	AG2	VSS
AE3	B_CBE_L6	AF3	B_AD53	AG3	B_STOP_L
AE4	B_CBE_L4__AD49	AF4	VIOB	AG4	B_PERR_L
AE5	B_SERR_L	AF5	B_TRDY_L	AG5	B_AD1
AE6	B_IRDY_L	AF6	VIOB	AG6	B_AD3
AE7	B_AD9	AF7	B_AD8	AG7	B_AD5
AE8	B_AD11	AF8	B_CAL	AG8	B_AD10
AE9	B_CBE_L1	AF9	VIOB	AG9	B_AD20
AE10	B_AD16	AF10	B_AD19	AG10	B_CBE_L3
AE11	B_CBE_L2	AF11	B_AD27	AG11	B_AD24
AE12	B_AD31	AF12	VIOB	AG12	B_AD30
AE13	B_ECC2	AF13	B_REQ_L4	AG13	B_GNT_L1
AE14	B_REQ_L1	AF14	B_PIRQA_L	AG14	B_GNT_L0
AE15	VSS	AF15	VSS	AG15	VSS
AE16	A_AD32	AF16	A_AD33	AG16	A_AD34
AE17	A_AD41	AF17	A_AD40	AG17	A_AD37
AE18	A_AD44	AF18	VIOA	AG18	A_AD43
AE19	A_AD53	AF19	A_AD54	AG19	A_AD55
AE20	A_CBE_L5__AD48	AF20	A_AD62	AG20	A_CBE_L6
AE21	A_AD50	AF21	VIOA	AG21	A_AD61
AE22	A_FRAME_L	AF22	A_CAL	AG22	A_CBE_L4__AD49
AE23	A_AD1	AF23	A_PERR_L	AG23	A_TRDY_L
AE24	A_AD2	AF24	VIOA	AG24	A_AD3
AE25	A_AD4	AF25	A_AD5	AG25	A_AD7
AE26	A_AD13	AF26	VIOA	AG26	A_AD8
AE27	A_AD23	AF27	A_AD12	AG27	A_AD10
AE28	A_AD24	AF28	A_AD21	AG28	VSS
AE29	A_AD25	AF29	A_AD22	AG29	A_AD20

**Table 31. Signals Sorted by Location AH - AJ**

<b>Ball</b>	<b>Signal Name</b>	<b>Ball</b>	<b>Signal Name</b>
AH2	B_M66EN	AJ3	B_REQ64_L__ECC6
AH3	VSS	AJ4	B_AD0
AH4	B_ACK64_L__ECC1	AJ5	B_AD2
AH5	B_CBE_L0	AJ6	B_AD4
AH6	VSS	AJ7	B_AD7
AH7	B_AD6	AJ8	B_AD18
AH8	B_AD17	AJ9	B_AD21
AH9	VSS	AJ10	B_AD23
AH10	B_AD22	AJ11	B_AD26
AH11	B_AD25	AJ12	B_AD29
AH12	VSS	AJ13	B_RESET_L
AH13	B_GNT_L4	AJ14	B_PIRQC_L
AH14	B_PIRQB_L	AJ15	VSS
AH15	VSS	AJ16	A_AD36
AH16	A_AD35	AJ17	A_AD39
AH17	A_AD38	AJ18	A_AD42
AH18	VSS	AJ19	A_AD45
AH19	A_AD46	AJ20	A_AD58
AH20	A_AD59	AJ21	A_AD60
AH21	VSS	AJ22	A_AD63
AH22	A_PAR64__ECC7	AJ23	A_M66EN
AH23	A_DEVSEL_L	AJ24	A_SERR_L
AH24	VSS	AJ25	A_STOP_L
AH25	A_AD6	AJ26	A_CBE_L0
AH26	A_CBE_L1	AJ27	A_AD9
AH27	VSS		
AH28	A_AD11		

**Table 32. Signals Sorted by Name A\_A - A\_M**

Pin Name	Pin	Pin Name	Pin	Pin Name	Pin
A_ACK64_L_ECC1	AC22	A_AD30	AB25	A_AD61	AG21
A_AD0	AD22	A_AD31	AB26	A_AD62	AF20
A_AD1	AE23	A_AD32	AE16	A_AD63	AJ22
A_AD2	AE24	A_AD33	AF16	A_CAL	AF22
A_AD3	AG24	A_AD34	AG16	A_CBE_L0	AJ26
A_AD4	AE25	A_AD35	AH16	A_CBE_L1	AH26
A_AD5	AF25	A_AD36	AJ16	A_CBE_L2	Y23
A_AD6	AH25	A_AD37	AG17	A_CBE_L3	AC26
A_AD7	AG25	A_AD38	AH17	A_CBE_L4_AD49	AG22
A_AD8	AG26	A_AD39	AJ17	A_CBE_L5_AD48	AE20
A_AD9	AJ27	A_AD40	AF17	A_CBE_L6	AG20
A_AD10	AG27	A_AD41	AE17	A_CBE_L7	AC18
A_AD11	AH28	A_AD42	AJ18	A_COMPAT	W29
A_AD12	AF27	A_AD43	AG18	A_DEVSEL_L	AH23
A_AD13	AE26	A_AD44	AE18	A_ECC2	AA23
A_AD14	AD23	A_AD45	AJ19	A_ECC3	AA25
A_AD15	AD25	A_AD46	AH19	A_ECC4	Y24
A_AD16	AB23	A_AD47	AD17	A_ECC5	W23
A_AD17	AB24	A_AD48_CBE_L5	AD16	A_FRAME_L	AE22
A_AD18	AC24	A_AD49_CBE_L4	AC16	A_GNT_L0	AA27
A_AD19	AC25	A_AD50	AE21	A_GNT_L1	W24
A_AD20	AG29	A_AD51	AD20	A_GNT_L4	AB27
A_AD21	AF28	A_AD52	AC17	A_IRDY_L	AC20
A_AD22	AF29	A_AD53	AE19	A_M66EN	AJ23
A_AD23	AE27	A_AD54	AF19		
A_AD24	AE28	A_AD55	AG19		
A_AD25	AE29	A_AD56	AD19		
A_AD26	AD27	A_AD57	AC19		
A_AD27	AD29	A_AD58	AJ20		
A_AD28	AC27	A_AD59	AH20		
A_AD29	AC28	A_AD60	AJ21		



**Table 33. Signals Sorted by Name A\_P - B\_A**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
A_PAR__ECC0	AC23	B_AD5	AG7	B_AD35	Y4
A_PAR64__ECC7	AH22	B_AD6	AH7	B_AD36	AA1
A_PCIXCAP	W28	B_AD7	AJ7	B_AD37	AA3
A_PCLK0	Y27	B_AD8	AF7	B_AD38	AA5
A_PCLK1	W26	B_AD9	AE7	B_AD39	AB1
A_PCLK2	Y28	B_AD10	AG8	B_AD40	AB3
A_PCLK3	Y25	B_AD11	AE8	B_AD41	AB4
A_PCLK4	W27	B_AD12	AD8	B_AD42	AC1
A_PERR_L	AF23	B_AD13	AC9	B_AD43	AC2
A_PIRQA_L	AA29	B_AD14	AD10	B_AD44	AC3
A_PIRQB_L	U23	B_AD15	AC10	B_AD45	AD1
A_PIRQC_L	Y26	B_AD16	AE10	B_AD46	Y6
A_PIRQD_L	AB28	B_AD17	AH8	B_AD47	W7
A_PLLCLKI	V25	B_AD18	AJ8	B_AD48__CBE_L5	Y5
A_PLLCLKO	U24	B_AD19	AF10	B_AD49__CBE_L4	AB2
A_REQ_L0	AB29	B_AD20	AG9	B_AD50	AC7
A_REQ_L1	V23	B_AD21	AJ9	B_AD51	Y7
A_REQ_L4	AC29	B_AD22	AH10	B_AD52	AA7
A_REQ64_L__ECC6	AC21	B_AD23	AJ10	B_AD53	AF3
A_RESET_L	W25	B_AD24	AG11	B_AD54	AB5
A_SERR_L	AJ24	B_AD25	AH11	B_AD55	AB7
A_STOP_L	AJ25	B_AD26	AJ11	B_AD56	AC4
A_TRDY_L	AG23	B_AD27	AF11	B_AD57	AC5
B_ACK64_L__ECC1	AH4	B_AD28	AD11	B_AD58	AD3
B_AD0	AJ4	B_AD29	AJ12	B_AD59	AD5
B_AD1	AG5	B_AD30	AG12	B_AD60	AE1
B_AD2	AJ5	B_AD31	AE12	B_AD61	AE2
B_AD3	AG6	B_AD32	W5	B_AD62	AF1
B_AD4	AJ6	B_AD33	W6	B_AD63	AF2
		B_AD34	Y3		

**Table 34. Signals Sorted by Name B\_C - L0\_CADIN**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
B_CAL	AF8	B_PIRQB_L	AH14	L0_CADIN_H10	E12
B_CBE_L0	AH5	B_PIRQC_L	AJ14	L0_CADIN_H11	F11
B_CBE_L1	AE9	B_PIRQD_L	AD14	L0_CADIN_H12	F9
B_CBE_L2	AE11	B_PLLCLKI	U7	L0_CADIN_H13	E8
B_CBE_L3	AG10	B_PLLCLKO	V7	L0_CADIN_H14	F7
B_CBE_L4__AD49	AE4	B_REQ_L0	AC14	L0_CADIN_H15	E6
B_CBE_L5__AD48	AC6	B_REQ_L1	AE14	L0_CADIN_L0	B13
B_CBE_L6	AE3	B_REQ_L4	AF13	L0_CADIN_L1	A12
B_CBE_L7	AB6	B_REQ64_L__ECC6	AJ3	L0_CADIN_L2	B11
B_DEVSEL_L	AD7	B_RESET_L	AJ13	L0_CADIN_L3	A10
B_ECC2	AE13	B_SERR_L	AE5	L0_CADIN_L4	A8
B_ECC3	AD13	B_STOP_L	AG3	L0_CADIN_L5	B7
B_ECC4	AC12	B_TRDY_L	AF5	L0_CADIN_L6	A6
B_ECC5	AC13	CMPOVR	W1	L0_CADIN_L7	B5
B_FRAME_L	AC8	DIFFOUT_H	D4	L0_CADIN_L8	D14
B_GNT_L0	AG14	DIFFOUT_L	E5	L0_CADIN_L9	E13
B_GNT_L1	AG13	HPSIC	T25	L0_CADIN_L10	D12
B_GNT_L4	AH13	HPSIL_L	U29	L0_CADIN_L11	E11
B_IRDY_L	AE6	HPSOC	V27	L0_CADIN_L12	E9
B_M66EN	AH2	HPSOD	T24	L0_CADIN_L13	D8
B_PAR__ECC0	AC11	L0_CADIN_H0	C13	L0_CADIN_L14	E7
B_PAR64__ECC7	AG1	L0_CADIN_H1	B12	L0_CADIN_L15	D6
B_PCIXCAP	W2	L0_CADIN_H2	C11		
B_PCLK0	W4	L0_CADIN_H3	B10		
B_PCLK1	Y2	L0_CADIN_H4	B8		
B_PCLK2	V3	L0_CADIN_H5	C7		
B_PCLK3	W3	L0_CADIN_H6	B6		
B_PCLK4	Y1	L0_CADIN_H7	C5		
B_PERR_L	AG4	L0_CADIN_H8	E14		
B_PIRQA_L	AF14	L0_CADIN_H9	F13		

**Table 35. Signals Sorted by Name L0\_CADOUT - L1\_CADIN**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
L0_CADOUT_H0	N2	L0_CADOUT_L14	G6	L1_CADIN_H14	G24
L0_CADOUT_H1	M1	L0_CADOUT_L15	F5	L1_CADIN_H15	F25
L0_CADOUT_H2	L2	L0_CLKIN_H0	C9	L1_CADIN_L0	N28
L0_CADOUT_H3	K1	L0_CLKIN_H1	E10	L1_CADIN_L1	M29
L0_CADOUT_H4	H1	L0_CLKIN_L0	B9	L1_CADIN_L2	L28
L0_CADOUT_H5	G2	L0_CLKIN_L1	D10	L1_CADIN_L3	K29
L0_CADOUT_H6	F1	L0_CLKOUT_H0	J2	L1_CADIN_L4	H29
L0_CADOUT_H7	E2	L0_CLKOUT_H1	K4	L1_CADIN_L5	G28
L0_CADOUT_H8	P4	L0_CLKOUT_L0	J3	L1_CADIN_L6	F29
L0_CADOUT_H9	N5	L0_CLKOUT_L1	K5	L1_CADIN_L7	E28
L0_CADOUT_H10	M4	L0_COMP_PD	B2	L1_CADIN_L8	P26
L0_CADOUT_H11	L5	L0_COMP_PU	C3	L1_CADIN_L9	N25
L0_CADOUT_H12	J5	L0_CTLIN_H0	B4	L1_CADIN_L10	M26
L0_CADOUT_H13	H4	L0_CTLIN_L0	A4	L1_CADIN_L11	L25
L0_CADOUT_H14	G5	L0_CTLOUT_H0	D1	L1_CADIN_L12	J25
L0_CADOUT_H15	F4	L0_CTLOUT_L0	D2	L1_CADIN_L13	H26
L0_CADOUT_L0	N3	L1_CADIN_H0	N27	L1_CADIN_L14	G25
L0_CADOUT_L1	M2	L1_CADIN_H1	M28	L1_CADIN_L15	F26
L0_CADOUT_L2	L3	L1_CADIN_H2	L27		
L0_CADOUT_L3	K2	L1_CADIN_H3	K28		
L0_CADOUT_L4	H2	L1_CADIN_H4	H28		
L0_CADOUT_L5	G3	L1_CADIN_H5	G27		
L0_CADOUT_L6	F2	L1_CADIN_H6	F28		
L0_CADOUT_L7	E3	L1_CADIN_H7	E27		
L0_CADOUT_L8	P5	L1_CADIN_H8	P25		
L0_CADOUT_L9	N6	L1_CADIN_H9	N24		
L0_CADOUT_L10	M5	L1_CADIN_H10	M25		
L0_CADOUT_L11	L6	L1_CADIN_H11	L24		
L0_CADOUT_L12	J6	L1_CADIN_H12	J24		
L0_CADOUT_L13	H5	L1_CADIN_H13	H25		

**Table 36. Signals Sorted by Name L1\_CADOUT - V33**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
L1_CADOUT_H0	B17	L1_CADOUT_L14	F23	REFCLK_H	A15
L1_CADOUT_H1	A18	L1_CADOUT_L15	E24	REFCLK_L	B15
L1_CADOUT_H2	B19	L1_CLKIN_H0	J27	VDDOK	U5
L1_CADOUT_H3	A20	L1_CLKIN_H1	K25	STRAPL0	U26
L1_CADOUT_H4	A22	L1_CLKIN_L0	J28	STRAPL1	U25
L1_CADOUT_H5	B23	L1_CLKIN_L1	K26	TCK	V1
L1_CADOUT_H6	A24	L1_CLKOUT_H0	B21	TDI	U4
L1_CADOUT_H7	B25	L1_CLKOUT_H1	D20	TDO	U3
L1_CADOUT_H8	D16	L1_CLKOUT_L0	C21	TEST	U1
L1_CADOUT_H9	E17	L1_CLKOUT_L1	E20	TMS	U2
L1_CADOUT_H10	D18	L1_COMP_PD	B28	TRST_L	V5
L1_CADOUT_H11	E19	L1_COMP_PU	C27	V33	T1
L1_CADOUT_H12	E21	L1_CTLIN_H0	D28	V33	T2
L1_CADOUT_H13	D22	L1_CTLIN_L0	D29	V33	T3
L1_CADOUT_H14	E23	L1_CTLOUT_H0	A26	V33	T27
L1_CADOUT_H15	D24	L1_CTLOUT_L0	B26	V33	T28
L1_CADOUT_L0	C17	LDTREQ_L	T5	V33	T29
L1_CADOUT_L1	B18	LDTRESET_L	T6		
L1_CADOUT_L2	C19	LDTSTOP_L	T4		
L1_CADOUT_L3	B20	NC	B3		
L1_CADOUT_L4	B22	NIOAIRQA_L	U28		
L1_CADOUT_L5	C23	NIOAIRQB_L	U27		
L1_CADOUT_L6	B24	NIOAIRQC_L	V29		
L1_CADOUT_L7	C25	NIOAIRQD_L	T26		
L1_CADOUT_L8	E16	PCIXA_100	AB19		
L1_CADOUT_L9	F17	PCIXB_100	AA19		
L1_CADOUT_L10	E18	PLL_VDDA1	R28		
L1_CADOUT_L11	F19	PLL_VDDA2	R29		
L1_CADOUT_L12	F21	PME_L	Y29		
L1_CADOUT_L13	E22	PWROK	U6		

**Table 37. Signals Sorted by Name VDD - VDD**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
VDD	G7	VDD	G9	VDD	K8
VDD	C4	VDD	G11	VDD	K10
VDD	C6	VDD	G13	VDD	K12
VDD	C8	VDD	G17	VDD	K14
VDD	C10	VDD	G19	VDD	K16
VDD	C12	VDD	G21	VDD	K18
VDD	C18	VDD	G23	VDD	K20
VDD	C20	VDD	H3	VDD	K22
VDD	C22	VDD	H6	VDD	K24
VDD	C24	VDD	H16	VDD	K27
VDD	C26	VDD	H10	VDD	L7
VDD	D3	VDD	H12	VDD	L9
VDD	D5	VDD	E15	VDD	L11
VDD	D25	VDD	H14	VDD	L13
VDD	D27	VDD	H18	VDD	L15
VDD	E4	VDD	H20	VDD	L17
VDD	E26	VDD	H22	VDD	L19
VDD	F3	VDD	H24	VDD	L21
VDD	F6	VDD	H27	VDD	L23
VDD	F8	VDD	J7	VDD	M3
VDD	F10	VDD	J9	VDD	M6
VDD	F12	VDD	J11	VDD	M8
VDD	F14	VDD	J13	VDD	M10
VDD	F16	VDD	J15	VDD	M12
VDD	F18	VDD	J17	VDD	M14
VDD	F20	VDD	J19	VDD	M16
VDD	F22	VDD	J21	VDD	M18
VDD	F24	VDD	J23	VDD	M20
VDD	F27	VDD	K3	VDD	M22
VDD	G15	VDD	K6	VDD	M24

**Table 38. Signals Sorted by Name VDD - VIOA**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
VDD	M27	VDD	T12	VIOA	W19
VDD	N7	VDD	T14	VIOA	W21
VDD	N9	VDD	T16	VIOA	Y16
VDD	N11	VDD	T18	VIOA	Y18
VDD	N13	VDD	T20	VIOA	Y20
VDD	N15	VDD	T22	VIOA	Y22
VDD	N17	VDDFB_H	G8		
VDD	N19	VDDFB_L	H8		
VDD	N21	VDD3FB_H	AB21		
VDD	N23	VIOA	AA17		
VDD	P6	VIOA	AA21		
VDD	P8	VIOA	AA26		
VDD	P10	VIOA	AB16		
VDD	P12	VIOA	AB18		
VDD	P14	VIOA	AB20		
VDD	P16	VIOA	AB22		
VDD	P18	VIOA	AD26		
VDD	P20	VIOA	AF18		
VDD	P22	VIOA	AF21		
VDD	P24	VIOA	AF24		
VDD	R9	VIOA	AF26		
VDD	R11	VIOA	U17		
VDD	R13	VIOA	U19		
VDD	R15	VIOA	U21		
VDD	R17	VIOA	V16		
VDD	R19	VIOA	V18		
VDD	R21	VIOA	V20		
VDD	R23	VIOA	V22		
VDD	T8	VIOA	V26		
VDD	T10	VIOA	W17		

**Table 39. Signals Sorted by Name VIOB - VSS**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
VIOB	AA4	VLDT	C14	VSS	AA15
VIOB	AA9	VLDT	P1	VSS	AA16
VIOB	AA11	VLDT	P2	VSS	AA18
VIOB	AA13	VLDT	P3	VSS	AA20
VIOB	AB8	VLDT	A16	VSS	AA22
VIOB	AB10	VLDT	B16	VSS	AA24
VIOB	AB12	VLDT	C16	VSS	AA28
VIOB	AB14	VLDT	P27	VSS	AB9
VIOB	AD4	VLDT	P28	VSS	AB11
VIOB	AF4	VLDT	P29	VSS	AB13
VIOB	AF6	VSS	F15	VSS	AB15
VIOB	AF9	VSS	H7	VSS	AB17
VIOB	AF12	VSS	A3	VSS	AC15
VIOB	U9	VSS	A5	VSS	AD2
VIOB	U11	VSS	A7	VSS	AD6
VIOB	U13	VSS	A9	VSS	AD9
VIOB	V4	VSS	A11	VSS	AD12
VIOB	V8	VSS	A13	VSS	AD15
VIOB	V10	VSS	A17	VSS	AD18
VIOB	V12	VSS	A19	VSS	AD21
VIOB	V14	VSS	A21	VSS	AD24
VIOB	W9	VSS	A23	VSS	AD28
VIOB	W11	VSS	A25	VSS	AE15
VIOB	W13	VSS	A27	VSS	AF15
VIOB	Y8	VSS	AA2	VSS	AG2
VIOB	Y10	VSS	AA6	VSS	AG15
VIOB	Y12	VSS	AA8	VSS	AG28
VIOB	Y14	VSS	AA10	VSS	AH3
VLDT	A14	VSS	AA12	VSS	AH6
VLDT	B14	VSS	AA14	VSS	AH9

**Table 40. Signals Sorted by Name VSS - VSS**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
VSS	AH12	VSS	G12	VSS	K13
VSS	AH15	VSS	G14	VSS	K15
VSS	AH18	VSS	G18	VSS	K17
VSS	AH21	VSS	G20	VSS	K19
VSS	AH24	VSS	G22	VSS	K21
VSS	AH27	VSS	G26	VSS	K23
VSS	AJ15	VSS	G29	VSS	L1
VSS	B27	VSS	H15	VSS	L4
VSS	C1	VSS	H9	VSS	L8
VSS	C2	VSS	H11	VSS	L10
VSS	C15	VSS	H13	VSS	L12
VSS	C28	VSS	H17	VSS	L14
VSS	C29	VSS	H19	VSS	L16
VSS	D7	VSS	H21	VSS	L18
VSS	D9	VSS	H23	VSS	L20
VSS	D11	VSS	J1	VSS	L22
VSS	D13	VSS	J4	VSS	L26
VSS	D15	VSS	J8	VSS	L29
VSS	D17	VSS	J10	VSS	M7
VSS	D19	VSS	J12	VSS	M9
VSS	D21	VSS	J14	VSS	M11
VSS	D23	VSS	J16	VSS	M13
VSS	D26	VSS	J18	VSS	M15
VSS	E1	VSS	J20	VSS	M17
VSS	E25	VSS	J22	VSS	M19
VSS	E29	VSS	J26	VSS	M21
VSS	G1	VSS	J29	VSS	M23
VSS	G4	VSS	K7	VSS	N1
VSS	G16	VSS	K9	VSS	N4
VSS	G10	VSS	K11	VSS	N8

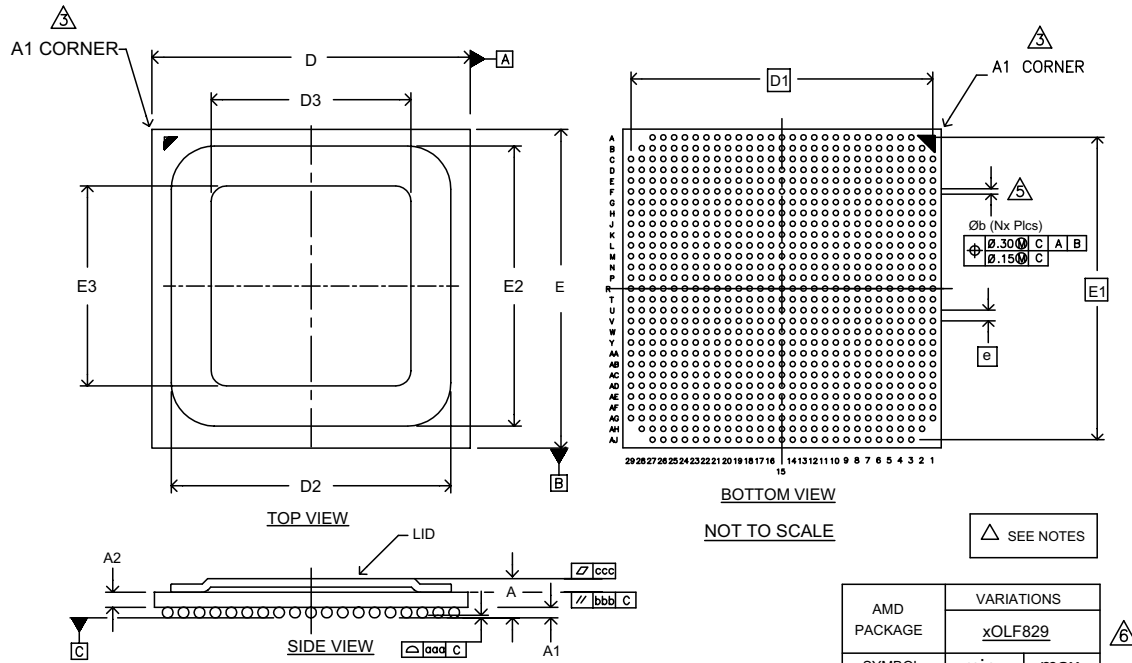


**Table 41. Signals Sorted by Name VSS - VSS**

Signal Name	Ball	Signal Name	Ball	Signal Name	Ball
VSS	N10	VSS	R18	VSS	V15
VSS	N12	VSS	R20	VSS	V17
VSS	N14	VSS	R22	VSS	V19
VSS	N16	VSS	R24	VSS	V21
VSS	N18	VSS	R25	VSS	V24
VSS	N20	VSS	R26	VSS	V28
VSS	N22	VSS	R27	VSS	W8
VSS	N26	VSS	T7	VSS	W10
VSS	N29	VSS	T9	VSS	W12
VSS	P7	VSS	T11	VSS	W14
VSS	P9	VSS	T13	VSS	W15
VSS	P11	VSS	T15	VSS	W16
VSS	P13	VSS	T17	VSS	W18
VSS	P15	VSS	T19	VSS	W20
VSS	P17	VSS	T21	VSS	W22
VSS	P19	VSS	T23	VSS	Y9
VSS	P21	VSS	U8	VSS	Y11
VSS	P23	VSS	U10	VSS	Y13
VSS	R1	VSS	U12	VSS	Y15
VSS	R2	VSS	U14	VSS	Y17
VSS	R3	VSS	U15	VSS	Y19
VSS	R4	VSS	U16	VSS	Y21
VSS	R5	VSS	U18		
VSS	R6	VSS	U20		
VSS	R7	VSS	U22		
VSS	R8	VSS	V2		
VSS	R10	VSS	V6		
VSS	R12	VSS	V9		
VSS	R14	VSS	V11		
VSS	R16	VSS	V13		

# 8.1 Package Specification

Figure 25. Package Mechanical Drawing.



GENERAL NOTES

1. All dimensions are specified in millimeters (mm).
2. Dimensioning and tolerancing per ASME-Y14.5M-1994.
3. This corner is marked with a triangle on both sides of the package identifies ball A1 corner and can be used for handling and orientation purposes.
4. Symbol "M" determines ball matrix size and "N" is number of balls.
5. Dimension "b" is measured at maximum solder ball diameter on a plane parallel to datum C.
6. "x" in front of package variation denotes non-qualified package per AMD 01-002.3.
7. The following features are not shown on drawings:
  - a) Marking on die, label on package
  - b) Laser elements
  - c) Die and passive fudicials

AMD PACKAGE	VARIATIONS	
	xOLF829	
SYMBOL	min.	max.
D/E	30.8	31.2
D1/E1	28.00 BSC.	
D2/E2	27.8	28.2
D3/E3	22.8	23.2
A	3.25	3.56
A1	0.40	0.60
A2	1.00	1.20
e	1.00 BSC	
Øb	0.50	0.70
M	29	
N	829	
aaa	0.200	
bbb	0.250	
ccc	0.125	
WT (gms)	XXX REF	

## Appendix A Ordering Part Number

