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- **High-Performance Fixed-Point Digital** Signal Processors (DSPs) - TMS320C62x<sup>™</sup>
	- **-- 5-, 4-, 3.33-ns Instruction Cycle Time**
	- **-- 200-, 250-, 300-MHz Clock Rate**
	- **-- Eight 32-Bit Instructions/Cycle**
	- **-- 1600, 2000, 2400 MIPS**
- D **C6202 and C6203B GLS Ball Grid Array (BGA) Packages are Pin-Compatible With the C6204 GLW BGA Package<sup>Ü</sup>**
- D **C6202B and C6203B GNZ and GNY Packages are Pin-Compatible**
- **VelociTI™ Advanced Very-Long-Instruction-Word (VLIW) C62x**™ **DSP Core**
	- **-- Eight Highly Independent Functional Units:**
		- **-- Six ALUs (32-/40-Bit)**
		- **-- Two 16-Bit Multipliers (32-Bit Result)**
	- **-- Load-Store Architecture With 32 32-Bit General-Purpose Registers**
	- **-- Instruction Packing Reduces Code Size**
	- **-- All Instructions Conditional**
- $\bullet$  Instruction Set Features
	- **-- Byte-Addressable (8-, 16-, 32-Bit Data)**
	- **-- 8-Bit Overflow Protection**
	- **-- Saturation**
	- **-- Bit-Field Extract, Set, Clear**
	- **-- Bit-Counting**
	- **-- Normalization**
- **3M-Bit On-Chip SRAM** 
	- **-- 2M-Bit Internal Program/Cache (64K 32-Bit Instructions)**
	- **-- 1M-Bit Dual-Access Internal Data (128K Bytes)**
		- **-- Organized as Two 64K-Byte Blocks for Improved Concurrency**
- **9 32-Bit External Memory Interface (EMIF)** 
	- **-- Glueless Interface to Synchronous Memories: SDRAM or SBSRAM**
	- **-- Glueless Interface to Asynchronous Memories: SRAM and EPROM**
	- **-- 52M-Byte Addressable External Memory Space**
- **•** Four-Channel Bootloading **Direct-Memory-Access (DMA) Controller With an Auxiliary Channel**
- **Flexible Phase-Locked-Loop (PLL) Clock Generator**
- **32-Bit Expansion Bus (XBus)** 
	- **-- Glueless/Low-Glue Interface to Popular PCI Bridge Chips**
	- **-- Glueless/Low-Glue Interface to Popular Synchronous or Asynchronous Microprocessor Buses**
	- **-- Master/Slave Functionality**
	- **-- Glueless Interface to Synchronous FIFOs and Asynchronous Peripherals**
- **Three Multichannel Buffered Serial Ports (McBSPs)**
	- **-- Direct Interface to T1/E1, MVIP, SCSA Framers**
	- **-- ST-Bus-Switching Compatible**
	- **-- Up to 256 Channels Each**
	- **-- AC97-Compatible**
	- **-- Serial-Peripheral Interface (SPI) Compatible (Motorola**™**)**
- **Two 32-Bit General-Purpose Timers**
- D **IEEE-1149.1 (JTAGá) Boundary-Scan-Compatible**
- D **352-Pin BGA Package (GJL) (C6202)**
- D **352-Pin BGA Package (GNZ) (C6202B)**
- D **384-Pin BGA Package (GLS) (C6202)**
- D **384-Pin BGA Package (GNY) (C6202B)**
- D **0.18-**μ**m/5-Level Metal Process (C6202) 0.15-**μ**m/5-Level Metal Process (C6202B) -- CMOS Technology**
- D **3.3-V I/Os, 1.8-V Internal (C6202) 3.3-V I/Os, 1.5-V Internal (C6202B)**



Please be aware that an important notice concerning availability, standard warranty, and use in critical applications of Texas Instruments semiconductor products and disclaimers thereto appears at the end of this data sheet.

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Motorola is a trademark of Motorola, Inc.

Other trademarks are the property of their respective owners.

 $\dagger$  For more details, see the GLS BGA package bottom view.

á IEEE Standard 1149.1-1990 Standard-Test-Access Port and Boundary Scan Architecture.

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### **GJL, GNZ, GLS, and GNY BGA packages**

**GJL 352-PIN BALL GRID ARRAY (BGA) PACKAGE (BOTTOM VIEW) [C6202 only]**





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#### **GJL, GNZ, GLS, and GNY BGA packages (continued)**

**GNZ 352-PIN BALL GRID ARRAY (BGA) PACKAGE (BOTTOM VIEW) [C6202B only]**



**GLS 384-PIN BGA PACKAGE (BOTTOM VIEW) [C6202 only]**



**The C6202 and C6203B GLS BGA packages are pin-compatible with the C6204 GLW package except that the inner row of balls (which are additional power and ground pins) are removed for the C6204 GLW package.**

**These balls are NOT applicable for the C6204 devices 340-pin GLW BGA package.**



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#### **GJL, GNZ, GLS, and GNY BGA packages (continued)**

**GNY 384-PIN BGA PACKAGE (BOTTOM VIEW) [C6202B only]**



#### **description**

The TMS320C6202 and TMS320C6202B devices are part of the TMS320C62x™ fixed-point DSP generation in the TMS320C6000™ DSP platform. The C62x™ DSP devices are based on the high-performance, advanced VelociTI™ very-long-instruction-word (VLIW) architecture developed by Texas Instruments (TI), making these DSPs an excellent choice for multichannel and multifunction applications.

The TMS320C62x™ DSP offers cost-effective solutions to high-performance DSP-programming challenges. The TMS320C6202/02B has a performance capability of up to 2400 million instructions per second (MIPS) at 300 MHz. The C6202/02B DSP possesses the operational flexibility of high-speed controllers and the numerical capability of array processors. These processors have 32 general-purpose registers of 32-bit word length and eight highly independent functional units. The eight functional units provide six arithmetic logic units (ALUs) for a high degree of parallelism and two 16-bit multipliers for a 32-bit result. The C6202/02B can produce two multiply-accumulates (MACs) per cycle. This gives a total of 600 million MACs per second (MMACS) for the C6202/02B device. The C6202/02B DSP also has application-specific hardware logic, on-chip memory, and additional on-chip peripherals.

The C6202/02B devices program memory consists of two blocks, with a 128K-byte block configured as memory-mapped program space, and the other 128K-byte block user-configurable as cache or memory-mapped program space. Data memory for the C6202/02B consists of two 64K-byte blocks of RAM.

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#### **description (continued)**

The C6202/02B device has a powerful and diverse set of peripherals. The peripheral set includes three multichannel buffered serial ports (McBSPs), two general-purpose timers, a 32-bit expansion bus (XBus) that offers ease of interface to synchronous or asynchronous industry-standard host bus protocols, and a glueless 32-bit external memory interface (EMIF) capable of interfacing to SDRAM or SBSRAM and asynchronous peripherals.

The C62x™ devices have a complete set of development tools which includes: a new C compiler, an assembly optimizer to simplify programming and scheduling, and a Windows™ debugger interface for visibility into source code execution.

#### **device characteristics**

Table 1 provides an overview of the TMS320C6202, TMS320C6202B, TMS320C6203B, and the TMS320C6204 pin-compatible DSPs. The table shows significant features of each device, including the capacity of on-chip RAM, the peripherals, the execution time, and the package type with pin count, etc. This data sheet primarily focuses on the functionality of the TMS320C6202/02B devices although it also identifies to the user the pin-compatibility of the C6202 and C6203B GLS, and the C6204 GLW BGA packages. This data sheet also identifies the pin-compatibility of the C6202B and the C6203B GNZ and GNY packages. For the functionality information on the TMS320C6203B device, see the TMS320C6203B Fixed-Point Digital Signal Processor data sheet (literature number SPRS086). For the functionality information on the TMS320C6204 device, see the TMS320C6204 Fixed-Point Digital Signal Processor data sheet (literature number SPRS152). And for more details on the C6000™ DSP device part numbers and part numbering, see Table 16 and Figure 4.

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### **device characteristics (continued)**



#### **Table 1. Characteristics of the Pin-Compatible DSPs**

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#### **C62x**™ **device compatibility**

The TMS320C6202, C6202B, C6203B, and C6204 devices are pin-compatible; thus, making new system designs easier and providing faster time to market. The following list summarizes the C62x DSP device characteristic differences:

Core Supply Voltage (1.8 V versus 1.7 V versus 1.5 V)

The C6202 device core supply voltage is 1.8 V while the C6202B, C6203B, C6204 devices have core supply voltages of 1.5 V. Furthermore, the C6203B-300 speed devices (GNY and GNZ packages) also have a 1.7-V core supply voltage.

Device Clock Speeds

The C6202B and C6203B devices run at -250 and -300 MHz clock speeds (with a C620xBGNZA extended temperature device that also runs at -250 MHz), while the C6202 device runs at -200 and -250 MHz, and the C6204 device runs at -200 MHz clock speed.

**PLL Options Availability** 

Table 1 identifies the available PLL multiply factors [e.g., CLKIN x1 (PLL bypassed), x4, etc.] for each of the C62x DSP devices. For additional details on the PLL clock module and specific options for the C6202/02B devices, see the Clock PLL section of this data sheet.

For additional details on the PLL clock module and specific options for the C6203B device, see the Clock PLL section of the TMS320C6203B Fixed-Point Digital Signal Processor Data Sheet (literature number SPRS086).

And for additional details on the PLL clock module and specific options for the C6204 device, see the Clock PLL section of the TMS320C6204 Fixed-Point Digital Signal Processor Data Sheet (literature number SPRS152).

**•** On-Chip Memory Size

The C6202/02B, C6203B, and C6204 devices have different on-chip program memory and data memory sizes (see Table 1).

**McBSPs** 

The C6202, C6202B, and C6203B devices have three McBSPs while the C6204 device has two McBSPs on-chip.

For a more detailed discussion on migration concerns, and similarities/differences between the C6202, C6202B, C6203B, and C6204 devices, see the How to Begin Development Today and Migrate Across the TMS320C6202/02B/03B/04 DSPs Application Report (literature number SPRA603).



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#### **functional and CPU (DSP core) block diagram**

<sup>†</sup> For additional details on the PLL clock module and specific options for the C6202/02B devices, see Table 1 and the Clock PLL section of this data sheet.



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#### **CPU (DSP core) description**

The CPU fetches VelociTI advanced very-long instruction words (VLIW) (256 bits wide) to supply up to eight 32-bit instructions to the eight functional units during every clock cycle. The VelociTI VLIW architecture features controls by which all eight units do not have to be supplied with instructions if they are not ready to execute. The first bit of every 32-bit instruction determines if the next instruction belongs to the same execute packet as the previous instruction, or whether it should be executed in the following clock as a part of the next execute packet. Fetch packets are always 256 bits wide; however, the execute packets can vary in size. The variable-length execute packets are a key memory-saving feature, distinguishing the C62x CPU from other VLIW architectures.

The CPU features two sets of functional units. Each set contains four units and a register file. One set contains functional units .L1, .S1, .M1, and .D1; the other set contains units .D2, .M2, .S2, and .L2. The two register files each contain 16 32-bit registers for a total of 32 general-purpose registers. The two sets of functional units, along with two register files, compose sides A and B of the CPU [see the functional and CPU (DSP core) block diagram and Figure 1]. The four functional units on each side of the CPU can freely share the 16 registers belonging to that side. Additionally, each side features a single data bus connected to all the registers on the other side, by which the two sets of functional units can access data from the register files on the opposite side. While register access by functional units on the same side of the CPU as the register file can service all the units in a single clock cycle, register access using the register file across the CPU supports one read and one write per cycle.

Another key feature of the C62x CPU is the load/store architecture, where all instructions operate on registers (as opposed to data in memory). Two sets of data-addressing units (.D1 and .D2) are responsible for all data transfers between the register files and the memory. The data address driven by the .D units allows data addresses generated from one register file to be used to load or store data to or from the other register file. The C62x CPU supports a variety of indirect addressing modes using either linear- or circular-addressing modes with 5- or 15-bit offsets. All instructions are conditional, and most can access any one of the 32 registers. Some registers, however, are singled out to support specific addressing or to hold the condition for conditional instructions (if the condition is not automatically "true"). The two .M functional units are dedicated for multiplies. The two .S and .L functional units perform a general set of arithmetic, logical, and branch functions with results available every clock cycle.

The processing flow begins when a 256-bit-wide instruction fetch packet is fetched from a program memory. The 32-bit instructions destined for the individual functional units are "linked" together by "1" bits in the least significant bit (LSB) position of the instructions. The instructions that are "chained" together for simultaneous execution (up to eight in total) compose an execute packet. A "0" in the LSB of an instruction breaks the chain, effectively placing the instructions that follow it in the next execute packet. If an execute packet crosses the 256-bit-wide fetch-packet boundary, the assembler places it in the next fetch packet, while the remainder of the current fetch packet is padded with NOP instructions. The number of execute packets within a fetch packet can vary from one to eight. Execute packets are dispatched to their respective functional units at the rate of one per clock cycle and the next 256-bit fetch packet is not fetched until all the execute packets from the current fetch packet have been dispatched. After decoding, the instructions simultaneously drive all active functional units for a maximum execution rate of eight instructions every clock cycle. While most results are stored in 32-bit registers, they can be subsequently moved to memory as bytes or half-words as well. All load and store instructions are byte-, half-word, or word-addressable.



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**Figure 1. TMS320C62x CPU (DSP Core) Data Paths**



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#### **memory map summary**

Table 2 shows the memory map address ranges of the C6202/02B device. The C6202/02B device has the capability of a MAP 0 or MAP 1 memory block configuration. These memory block configurations are set up at reset by the boot configuration pins (generically called BOOTMODE[4:0]). For the C6202/02B device, the BOOTMODE configuration is handled, at reset, by the expansion bus module (specifically XD[4:0] pins). For more detailed information on the C6202/02B device settings, which include the device boot mode configuration at reset and other device-specific configurations, see TMS320C620x/C670x DSP Boot Modes and Configuration (literature number SPRU642).



#### **Table 2. TMS320C6202/02B Memory Map Summary**



#### **peripheral register descriptions**

Table 3 through Table 13 identify the peripheral registers for the C6202/02B device by their register names, acronyms, and hex address or hex address range. For more detailed information on the register contents, bit names, and their descriptions, see the peripheral reference guide referenced in TMS320C6000 DSP Peripherals Overview Reference Guide (literature number SPRU190).



#### **Table 3. EMIF Registers**

#### **Table 4. DMA Registers**



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### **peripheral register descriptions (continued)**



### **Table 4. DMA Registers (Continued)**

### **Table 5. Expansion Bus (XBUS) Registers**





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### **peripheral register descriptions (continued)**

#### **Table 6. Interrupt Selector Registers**



#### **Table 7. Peripheral Power-Down Control Register**



#### **Table 8. McBSP 0 Registers**





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### **peripheral register descriptions (continued)**

#### **Table 9. McBSP 1 Registers**



#### **Table 10. McBSP 1 Registers**





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### **peripheral register descriptions (continued)**

#### **Table 11. McBSP 2 Registers**



#### **Table 12. Timer 0 Registers**



### **Table 13. Timer 1 Registers**





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#### **DMA synchronization events**

The C6202/C6202B DMA supports up to four independent programmable DMA channels. The four main DMA channels can be read/write synchronized based on the events shown in Table 14. Selection of these events is done via the RSYNC and WSYNC fields in the Primary Control registers of the specific DMA channel. For more detailed information on the DMA module, associated channels, and event-synchronization, see the TMS320C620x/C670x DSP Program and Data Memory Controller / Direct Memory Access (DMA) Comtroller Reference Guide (literature number SPRU577).



#### **Table 14. TMS320C6202/02B DMA Synchronization Events**



#### **interrupt sources and interrupt selector**

The C62x DSP core supports 16 prioritized interrupts, which are listed in Table 15. The highest-priority interrupt is INT 00 (dedicated to RESET) while the lowest-priority interrupt is INT 15. The first four interrupts (INT\_00--INT\_03) are non-maskable and fixed. The remaining interrupts (INT\_04--INT\_15) are maskable and default to the interrupt source specified in Table 15. The interrupt source for interrupts 4--15 can be programmed by modifying the selector value (binary value) in the corresponding fields of the Interrupt Selector Control registers: MUXH (address 0x019C0000) and MUXL (address 0x019C0004).



#### **Table 15. C6202/02B DSP Interrupts**

 $\dagger$  Interrupts INT 00 through INT 03 are non-maskable and fixed.

á Interrupts INT\_04 through INT\_15 are programmable by modifying the binary selector values in the Interrupt Selector Control registers fields. Table 15 shows the default interrupt sources for Interrupts INT\_04 through INT\_15. For more detailed information on interrupt sources and selection, see TMS320C6000 DSP Interrupt Selector Reference Guide (literature number SPRU646).



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#### **signal groups description**



<sup>†</sup> CLKMODE1 and CLKMODE2 are NOT available on the C6202 device GJL package. CLKMODE2 is also NOT available on the GNZ package for the C6202B device.

**Figure 2. CPU (DSP Core) Signals**



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#### **signal groups description (continued)**







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#### **signal groups description (continued)**



**Figure 3. Peripheral Signals (Continued)**



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 $\frac{1}{1}$  = Input, O = Output, Z = High Impedance, S = Supply Voltage, GND = Ground

<sup>á</sup> For the C6202 GJL package only, the C11 pin is ground (VSS). For all C62x™ GNZ packages, the C11 pin is CLKMODE1.

§ For the C6202 GLS package, the CLKMODE2 (A14) and CLKMODE1 (A9) pins are internally unconnected.

¶ PLLV, PLLG, and PLLF are not part of external voltage supply or ground. See the Clock PLL section for information on how to connect these pins.

 $# A =$  Analog Signal (PLL Filter)

|| For emulation and normal operation, pull up EMU1 and EMU0 with a dedicated 20-kΩ resistor. For boundary scan, pull down EMU1 and EMU0 with a dedicated 20-kΩ resistor.



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 $^{\dagger}$  I = Input, O = Output, Z = High Impedance, S = Supply Voltage, GND = Ground

 $^\ddagger$  For the C6202 GJL package only, the C11 pin is ground (V<sub>SS</sub>). For all C62x™ GNZ packages, the C11 pin is CLKMODE1.



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 $\dagger$  I = Input, O = Output, Z = High Impedance, S = Supply Voltage, GND = Ground

#### **development support**

TI offers an extensive line of development tools for the TMS320C6000 DSP platform, including tools to evaluate the performance of the processors, generate code, develop algorithm implementations, and fully integrate and debug software and hardware modules.

The following products support development of C6000™ DSP-based applications:

#### **Software Development Tools:**

Code Composer Studio™ Integrated Development Environment (IDE) including Editor C/C++/Assembly Code Generation, and Debug plus additional development tools Scalable, Real-Time Foundation Software (DSP/BIOS™), which provides the basic run-time target software needed to support any DSP application.

#### **Hardware Development Tools:**

Extended Development System (XDS™) Emulator (supports C6000 DSP multiprocessor system debug) EVM (Evaluation Module)

For a complete listing of development-support tools for the TMS320C6000 DSP platform, visit the Texas Instruments web site on the Worldwide Web at http://www.ti.com uniform resource locator (URL). For information on pricing and availability, contact the nearest TI field sales office or authorized distributor.

Code Composer Studio, DSP/BIOS, XDS, and TMS320 are trademarks of Texas Instruments.



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#### **device and development-support tool nomenclature**

To designate the stages in the product development cycle, TI assigns prefixes to the part numbers of all TMS320 DSP devices and support tools. Each TMS320 DSP commercial family member has one of three prefixes: TMX, TMP, or TMS. Texas Instruments recommends two of three possible prefix designators for support tools: TMDX and TMDS. These prefixes represent evolutionary stages of product development from engineering prototypes (TMX/TMDX) through fully qualified production devices/tools (TMS/TMDS).

Device development evolutionary flow:

- **TMX** Experimental device that is not necessarily representative of the final device's electrical specifications
- **TMP** Final silicon die that conforms to the device's electrical specifications but has not completed quality and reliability verification
- **TMS** Fully qualified production device

Support tool development evolutionary flow:

- **TMDX** Development-support product that has not yet completed Texas Instruments internal qualification testing.
- **TMDS** Fully qualified development-support product

TMX and TMP devices and TMDX development-support tools are shipped against the following disclaimer:

"Developmental product is intended for internal evaluation purposes."

TMS devices and TMDS development-support tools have been characterized fully, and the quality and reliability of the device have been demonstrated fully. TIís standard warranty applies.

Predictions show that prototype devices (TMX or TMP) have a greater failure rate than the standard production devices. Texas Instruments recommends that these devices not be used in any production system becausetheir expected end-use failure rate still is undefined. Only qualified production devices are to be used.

TI device nomenclature also includes a suffix with the device family name. This suffix indicates the package type (for example, GLS), the temperature range (for example, blank is the default commercial temperature range), and the device speed range in megahertz (for example, -250 is 250 MHz).

Table 16 lists the device orderable part numbers (P/Ns) and Figure 4 provides a legend for reading the complete device name for any member of the TMS320C6000 DSP platform. For more information on the C6202/02B device orderable P/Ns, visit the Texas Instruments web site on the Worldwide web at http://www.ti.com URL, or contact the nearest TI field sales office or authorized distributor.



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#### **device and development-support tool nomenclature (continued)**

#### **Table 16. TMS320C6202/02B Device Part Numbers (P/Ns) and Ordering Information**





 $\uparrow$  BGA = Ball Grid Array

#### **Figure 4. TMS320C6000**™ **DSP Platform Device Nomenclature (Including TMS320C6202 and C6202B)**

MicroStar BGA is a trademark of Texas Instruments.


#### **documentation support**

Extensive documentation supports all TMS320 DSP family devices from product announcement through applications development. The types of documentation available include: data sheets, such as this document, with design specifications; complete user's reference quides for all devices and tools; technical briefs; development-support tools; on-line help; and hardware and software applications. The following is a brief, descriptive list of support documentation specific to the C6000 DSP devices:

The TMS320C6000 CPU and Instruction Set Reference Guide (literature number SPRU189) describes the C6000 CPU (DSP core) architecture, instruction set, pipeline, and associated interrupts.

The TMS320C6000 DSP Peripherals Overview Reference Guide (literature number SPRU190) briefly describes the functionality of the peripherals available on the C6000 DSP platform of devices, such as the 64-/32-/16-bit external memory interfaces (EMIFs), 32-/16-bit host-port interfaces (HPIs), multichannel buffered serial ports (McBSPs), direct memory access (DMA), enhanced direct-memory-access (EDMA) controller, expansion bus (XBus), peripheral component interconnect (PCI), clocking and phase-locked loop (PLL); and power-down modes.

The How to Begin Development Today and Migrate Across the TMS320C6202/02B/03B/04 DSPs Application Report (literature number SPRA603) describes the migration concerns and identifies the similarities and differences between the C6202, C6202B, C6203B, and C6204 C6000 DSP devices.

The TMS320C6202, TMS320C6202B Digital Signal Processors Silicon Errata (literature number SPRZ152) describes the known exceptions to the functional specifications for particular silicon revisions of the TMS320C6202 device . There are currently no known silicon advisories on the TMS320C6202B device.

The Using IBIS Models for Timing Analysis Application Report (literature number SPRA839) describes how to properly use IBIS models to attain accurate timing analysis for a given system.

The tools support documentation is electronically available within the Code Composer Studio™ IDE. For a complete listing of the latest C6000 DSP documentation, visit the Texas Instruments web site on the Worldwide Web at http://www.ti.com uniform resource locator (URL).

#### **clock PLL**

All of the internal C6202/02B clocks are generated from a single source through the CLKIN pin. This source clock either drives the PLL, which multiplies the source clock in frequency to generate the internal CPU clock, or bypasses the PLL to become the internal CPU clock.

To use the PLL to generate the CPU clock, the external PLL filter circuit must be properly designed. Figure 5, and Table 17 through Table 20 show the external PLL circuitry for either x1 (PLL bypass) or x4 PLL multiply modes. Figure 6 shows the external PLL circuitry for a system with ONLY x1 (PLL bypass) mode.

To minimize the clock jitter, a single clean power supply should power both the C6202/02B device and the external clock oscillator circuit. Noise coupling into PLLF directly impacts PLL clock jitter. The minimum CLKIN rise and fall times should also be observed. For the input clock timing requirements, see the Input and Output Clocks electricals section.



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#### **clock PLL (continued)**



Ü CLKMODE1 and CLKMODE2 pins are not applicable (N/A) to the C6202 GJL package. The CLKMODE2 pin is also N/A on the C6202B GNZ package.

- NOTES: A. Keep the lead length and the number of vias between pin PLLF, pin PLLG, R1, C1, and C2 to a minimum. In addition, place all PLL components (R1, C1, C2, C3, C4, and EMI Filter) as close to the C6000 DSP device as possible. Best performance is achieved with the PLL components on a single side of the board without jumpers, switches, or components other than the ones shown.
	- B. For reduced PLL jitter, maximize the spacing between switching signals and the PLL external components (R1, C1, C2, C3, C4, and the EMI Filter).
	- C. The 3.3-V supply for the EMI filter must be from the same 3.3-V power plane supplying the I/O voltage,  $DV_{DD}$ .
	- D. EMI filter manufacturer: TDK part number ACF451832-333, 223, 153, 103. Panasonic part number EXCCET103U.

#### **Figure 5. External PLL Circuitry for Either PLL Multiply Modes or x1 (Bypass) Mode**



Ü CLKMODE1 and CLKMODE2 pins are not applicable (N/A) to the C6202 GJL package. The CLKMODE2 pin is also N/A on the C6202B GNZ package.

- NOTES: A. For a system with ONLY PLL x1 (bypass) mode, short the PLLF to PLLG.
	- B. The 3.3-V supply for PLLV must be from the same 3.3-V power plane supplying the I/O voltage, DV<sub>DD</sub>.

#### **Figure 6. External PLL Circuitry for x1 (Bypass) PLL Mode Only**



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### **clock PLL (continued)**

#### Table 17. TMS320C6202 GLS and C6202B GNY Packages PLL Multiply and Bypass (x1) Options<sup>†</sup>



 $\dagger$  f(CPU Clock) = f(CLKIN) x (PLL mode)

á For the C6202 GLS package, the CLKMODE2 (A14) and CLKMODE1 (A9) pins are internally unconnected.

#### **Table 18. TMS320C6202 GJL and TMS320C6202B GNZ Packages PLL Multiply and Bypass (x1) Options<sup>Ü</sup>**



 $\frac{1}{1}$  f(CPU Clock) = f(CLKIN) x (PLL mode)

§ CLKMODE2 and CLKMODE1 pins are not available on the C6202 GJL package.

The CLKMODE2 pin is not available (N/A) on the C6202B GNZ package.

#### Table 19. TMS320C6202 PLL Component Selection Table<sup>†</sup>



<sup>†</sup> Under some operating conditions, the maximum PLL lock time may vary by as much as 150% from the specified typical value. For example, if the typical lock time is specified as 100 μs, the maximum value may be as long as 250 μs.



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#### **clock PLL (continued)**



#### Table 20. TMS320C6202B PLL Component Selection Table<sup>†</sup>

<sup>†</sup> Under some operating conditions, the maximum PLL lock time may vary by as much as 150% from the specified typical value. For example, if the typical lock time is specified as 100 μs, the maximum value may be as long as 250 μs.

 $\pm$  CLKMODE x1, x4, x6, x7, x8, x9, x10, and x11 apply to the C6202B GNY devices. The C6202B GNZ device is restricted to x1, x4, x8, and x10 multiply factors.

#### **power-down mode logic**

Figure 7 shows the power-down logic on for the 6202/6202B.







#### **triggering, wake-up, and effects**

The power-down modes and their wake-up methods are programmed by setting the PWRD field (bits 10--15) of the control status register (CSR). The PWRD field of the CSR is shown in Figure 8 and described in Table 21. When writing to the CSR, all bits of the PWRD field should be set at the same time. Logic 0 should be used when writing to the reserved bit (bit 15) of the PWRD field. The CSR is discussed in detail in the TMS320C6000 CPU and Instruction Set Reference Guide (literature number SPRU189).





Legend: R/W-x = Read/write reset value

NOTE: The shadowed bits are not part of the power-down logic discussion and therefore are not covered here. For information on these other bit fields in the CSR register, see the TMS320C6000 CPU and Instruction Set Reference Guide (literature number SPRU189).

#### **Figure 8. PWRD Field of the CSR Register**

Power-down mode PD1 takes effect eight to nine clock cycles after the instruction that sets the PWRD bits in the CSR.

If PD1 mode is terminated by a non-enabled interrupt, the program execution returns to the instruction where PD1 took effect. If PD1 mode is terminated by an enabled interrupt, the interrupt service routine will be executed first, then the program execution returns to the instruction where PD1 took effect. The GIE bit in CSR and the NMIE bit in the interrupt enable register (IER) must also be set in order for the interrupt service routine to execute; otherwise, execution returns to the instruction where PD1 took effect upon PD1 mode termination by an enabled interrupt.

PD2 and PD3 modes can only be aborted by device reset. Table 21 summarizes all the power-down modes.



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**triggering, wake-up, and effects (continued)**



#### **Table 21. Characteristics of the Power-Down Modes**

<sup>†</sup> On the C6202/C6202B, both the PD2 and PD3 signals assert the PD pin for external recognition of these two power-down modes.

á When entering PD2 and PD3, all functional I/O will remain in the previous state. However, for peripherals which are asynchronous in nature (HPI) or peripherals with an external clock source (McBSP, XBUS, timers), output signals may transition in response to stimulus on the inputs. Peripheral operation may not perform as intended under these conditions.

#### **peripheral power-down mode for TMS320C6202/6202B**

The C6202/C6202B has the ability to turn off clocks to individual peripherals on the device. This feature allows the user to selectively turn off peripherals which are not being used for a specific application and not pay the extra price in power consumption for unused peripherals.

The Figure 9 title displays the peripheral power down register address location and Figure 9 itself shows the register fields.



Legend: R/W-x = Read/write reset value

#### **Figure 9. Peripheral Power-Down Control Register (PDCTL) for TMS320C6202/6202B (019C 0200h)**



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#### **peripheral power-down mode for TMS320C6202/6202B (continued)**

Table 22 lists and describes the fields in the peripheral power-down control register (PDCTL).

#### **Table 22. Power-Down Control Register (PDCTL) Field Descriptions**



The user must be careful to not disable a portion of the device which is being used, since the peripheral becomes non-operational once disabled. A clock-off mode can be entered and exited depending on the needs of the application. For example, if an application does not need the serial ports, the ports can be disabled and then re-enabled when needed. While a peripheral is in power-down mode, no writes to the peripheral's registers will occur; and reads from the peripheral will produce invalid data.

When re-enabling any of the peripheral power-down bits, the CPU should wait at least 5 additional clock cycles before attempting to access that peripheral.

#### **power-supply sequencing**

TI DSPs do not require specific power sequencing between the core supply and the I/O supply. However, systems should be designed to ensure that neither supply is powered up for extended periods of time (>1 second) if the other supply is below the proper operating voltage.

#### **system-level design considerations**

System-level design considerations, such as bus contention, may require supply sequencing to be implemented. In this case, the core supply should be powered up at the same time as, or prior to (and powered down after), the I/O buffers. This is to ensure that the I/O buffers receive valid inputs from the core before the output buffers are powered up, thus, preventing bus contention with other chips on the board.



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#### **power-supply design considerations**

A dual-power supply with simultaneous sequencing can be used to eliminate the delay between core and I/O power up. A Schottky diode can also be used to tie the core rail to the I/O rail (see Figure 10).



**Figure 10. Schottky Diode Diagram**

Core and I/O supply voltage regulators should be located close to the DSP (or DSP array) to minimize inductance and resistance in the power delivery path. Additionally, when designing for high-performance applications utilizing the C6000 platform of DSPs, the PC board should include separate power planes for core, I/O, and ground, all bypassed with high-quality low-ESL/ESR capacitors.

On systems using C62x and C67x DSPs, the core may consume in excess of 2 A per DSP until the I/O supply powers on. This extra current results from uninitialized logic within the DSP(s). A normal current state returns once the I/O power supply turns on and the CPU sees a clock pulse. Decreasing the amount of time between the core supply power-up and the I/O supply power-up reduces the effects of the current draw. If the external supply to the DSP core cannot supply the excess current, the minimum core voltage may not be achieved until after normal current returns. This voltage starvation of the core supply during power up does not affect run-time operation. Voltage starvation can affect power supply systems that gate the I/O supply via the core supply, causing the I/O supply to never turn on. During the transition from excess to normal current, a voltage spike may be seen on the core supply. Care must be taken when designing overvoltage protection circuitry on the core supply to not restart the power sequence due to this spike. Otherwise, the supply may cycle indefinitely.



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### **IEEE 1149.1 JTAG compatibility statement**

For compatibility with IEEE 1149.1 JTAG programmers, the TRST pin may need to be externally pulled up via a 1-kΩ resistor. For these C62x devices, this pin is internally pulled down, holding the JTAG port in reset by default. This is typically only a problem in systems where the DSP shares a scan chain with some other device. Some JTAG programmers for these other devices do not actively drive TRST high, leaving the scan chain inoperable while the C62x JTAG port is held in reset. TI emulators do drive TRST high, so the external pullup resistor is not needed in systems where TI emulators are the only devices that control JTAG scan chains on which the DSP(s) reside. If the system has other devices in the same scan chain as the DSP, and the programmer for these devices does not drive TRST high, then an external 1-k $\Omega$  pullup resistor is required.

With this external 1-kΩ pullup resistor installed, care must be taken to keep the DSP in a usable state under all circumstances. When TRST is pulled up, the JTAG driver must maintain the TMS signal high for 5 TCLK cycles, forcing the DSP(s) into the test logic reset (TLR) state. From the TLR state, the DSP's data scan path can be put in bypass (scan all 1s into the IR) to scan the other devices. The TLR state also allows normal operation of the DSP. If operation without anything driving the JTAG port is desired, the pullup resistor should be jumpered so that it can be engaged for programming the other devices and disconneted for running without a JTAG programmer or emulator.



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 $\dagger$  Stresses beyond those listed under "absolute maximum ratings" may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated under "recommended operating conditions" is not implied. Exposure to absolute-maximum-rated conditions for extended periods may affect device reliability.

NOTE 1: All voltage values are with respect to  $V_{SS}$ .

### **recommended operating conditions**



#### **electrical characteristics over recommended ranges of supply voltage and operating case temperature (unless otherwise noted)**



<sup>‡</sup> TMS and TDI are not included due to internal pullups. TRST is not included due to internal pulldown.

§ Measured with average activity (50% high / 50% low power). For more details on CPU, peripheral, and I/O activity, see the TMS320C62x/C67x Power Consumption Summary application report (literature number SPRA486).



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**Figure 11. Test Load Circuit for AC Timing Measurements**

#### **signal transition levels**

All input and output timing parameters are referenced to 1.5 V for both "0" and "1" logic levels.



**Figure 12. Input and Output Voltage Reference Levels for ac Timing Measurements**

All rise and fall transition timing parameters are referenced to  $V_{|L}$  MAX and  $V_{|H}$  MIN for input clocks, and V<sub>OL</sub> MAX and V<sub>OH</sub> MIN for output clocks.



**Figure 13. Rise and Fall Transition Time Voltage Reference Levels**



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## **PARAMETER MEASUREMENT INFORMATION (CONTINUED)**

#### **timing parameters and board routing analysis**

The timing parameter values specified in this data sheet do not include delays by board routings. As a good board design practice, such delays must always be taken into account. Timing values may be adjusted by increasing/decreasing such delays. TI recommends utilizing the available I/O buffer information specification (IBIS) models to analyze the timing characteristics correctly. To properly use IBIS models to attain accurate timing analysis for a given system, see the Using IBIS Models for Timing Analysis Application Report (literature number SPRA839). If needed, external logic hardware such as buffers may be used to compensate any timing differences.

For inputs, timing is most impacted by the round-trip propagation delay from the DSP to the external device and from the external device to the DSP. This round-trip delay tends to negatively impact the input setup time margin, but also tends to improve the input hold time margins (see Table 23 and Figure 14).

Figure 14 represents a general transfer between the DSP and an external device. The figure also represents board route delays and how they are perceived by the DSP and the external device.



#### **Table 23. Board-Level TImings Example (see Figure 14)**



 $\dagger$  Control signals include data for Writes.

 $\ddagger$  Data signals are generated during Reads from an external device.





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### **INPUT AND OUTPUT CLOCKS**

#### timing requirements for CLKIN (PLL used)<sup>†‡§</sup> (see Figure 15)



<sup>†</sup> The reference points for the rise and fall transitions are measured at  $V_{IL}$  MAX and  $V_{IH}$  MIN.

# M = the PLL multiplier factor (x4, x6, x7, x8, x9, x10, or x11) for C6202 GLS and C6202B GNY only.

 $M =$  the PLL multiplier factor (x4, x6, x8, or x10) for C6202B GNZ only.

For more details, see the Clock PLL section of this data sheet.

 $\frac{1}{3}$  C = CLKIN cycle time in ns. For example, when CLKIN frequency is 50 MHz, use C = 20 ns.

# timing requirements for CLKIN [PLL bypassed (x1)]<sup>†</sup> (see Figure 15)



<sup>†</sup> The reference points for the rise and fall transitions are measured at  $V_{II}$  MAX and  $V_{IH}$  MIN.

<sup>1</sup> C = CLKIN cycle time in ns. For example, when CLKIN frequency is 50 MHz, use C = 20 ns. The maximum CLKIN cycle time is PLL bypass mode (x1) is 200 MHz.



Figure 15. CLKIN Timings



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## **INPUT AND OUTPUT CLOCKS (CONTINUED)**

### **timing requirements for XCLKIN<sup>Ü</sup> (see Figure 16)**



 $\overline{P} = 1/CPU$  clock frequency in nanoseconds (ns).



**Figure 16. XCLKIN Timings**

## **switching characteristics over recommended operating conditions for CLKOUT2áß (see Figure 17)**



 $\overline{P} = 1/CPU$  clock frequency in ns.

 $\,$  The reference points for the rise and fall transitions are measured at V<sub>OL</sub> MAX and V<sub>OH</sub> MIN.



**Figure 17. CLKOUT2 Timings**



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## **INPUT AND OUTPUT CLOCKS (CONTINUED)**

## switching characteristics over recommended operating conditions for XFCLK<sup>+‡</sup> (see Figure 18)



 $\overline{P} = 1/CPU$  clock frequency in ns.

 $\overrightarrow{P}$  D = 8, 6, 4, or 2; FIFO clock divide ratio, user-programmable



**Figure 18. XFCLK Timings**



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## **ASYNCHRONOUS MEMORY TIMING**

### timing requirements for asynchronous memory cycles<sup>†‡§¶</sup> (see Figure 19 - Figure 22)



To ensure data setup time, simply program the strobe width wide enough. ARDY is internally synchronized. If ARDY does meet setup or hold time, it may be recognized in the current cycle or the next cycle. Thus, ARDY can be an asynchronous input.

‡ RS = Read Setup, RST = Read Strobe, RH = Read Hold, WS = Write Setup, WST = Write Strobe, WH = Write Hold. These parameters are programmed via the EMIF CE space control registers.

 $\frac{1}{2}$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

If The sum of RS and RST (or WS and WST) must be a minimum of 4 in order to use ARDY input to extend strobe width.



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### **ASYNCHRONOUS MEMORY TIMING (CONTINUED)**

### switching characteristics over recommended operating conditions for asynchronous memory cycles<sup>†‡§¶</sup> (see Figure 19 - Figure 22)



 $+$  RS = Read Setup, RST = Read Strobe, RH = Read Hold, WS = Write Setup, WST = Write Strobe, WH = Write Hold. These parameters are programmed via the EMIF CE space control registers.

 $\overline{P}$  = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

§ The sum of RS and RST (or WS and WST) must be a minimum of 4 in order to use ARDY input to extend strobe width.

<sup>1</sup> Select signals include:  $\overline{\text{CEx}}$ ,  $\overline{\text{BE[3:0]}}$ ,  $\overline{\text{EA[21:2]}}$ ,  $\overline{\text{AOE}}$ ; and for writes, include ED[31:0], with the exception that  $\overline{\text{CEx}}$  can stay active for an additional 7P ns following the end of the cycle.

![](_page_52_Picture_9.jpeg)

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![](_page_53_Figure_2.jpeg)

### **ASYNCHRONOUS MEMORY TIMING (CONTINUED)**

**Figure 20. Asynchronous Memory Read Timing (ARDY Used)**

![](_page_53_Picture_5.jpeg)

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![](_page_54_Figure_2.jpeg)

### **ASYNCHRONOUS MEMORY TIMING (CONTINUED)**

![](_page_54_Figure_4.jpeg)

![](_page_54_Figure_5.jpeg)

![](_page_54_Figure_6.jpeg)

![](_page_54_Picture_7.jpeg)

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## **SYNCHRONOUS-BURST MEMORY TIMING**

### **timing requirements for synchronous-burst SRAM cycles for C6202 devices (see Figure 23)**

![](_page_55_Picture_378.jpeg)

### **switching characteristics over recommended operating conditions for synchronous-burst SRAM cycles for C6202 devicesÜá (see Figure 23 and Figure 24)**

![](_page_55_Picture_379.jpeg)

 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SSADS, SSOE, and SSWE, respectively, during SBSRAM accesses.

§ For the first write in a series of one or more consecutive adjacent writes, the write data is generated one CLKOUT2 cycle early to accommodate the ED enable time.

![](_page_55_Picture_10.jpeg)

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## **SYNCHRONOUS-BURST MEMORY TIMING (CONTINUED)**

### **timing requirements for synchronous-burst SRAM cycles C6202B devices (see Figure 23)**

![](_page_56_Picture_376.jpeg)

### **switching characteristics over recommended operating conditions for synchronous-burst SRAM cycles for C6202B devicesÜá (see Figure 23 and Figure 24)**

![](_page_56_Picture_377.jpeg)

 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SSADS, SSOE, and SSWE, respectively, during SBSRAM accesses.

§ For the first write in a series of one or more consecutive adjacent writes, the write data is generated one CLKOUT2 cycle early to accommodate the ED enable time.

![](_page_56_Picture_10.jpeg)

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![](_page_57_Figure_2.jpeg)

### **SYNCHRONOUS-BURST MEMORY TIMING (CONTINUED)**

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SSADS, SSOE, and SSWE, respectively, during SBSRAM accesses.

#### **Figure 23. SBSRAM Read Timing**

![](_page_57_Figure_6.jpeg)

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SSADS, SSOE, and SSWE, respectively, during SBSRAM accesses.

#### **Figure 24. SBSRAM Write Timing**

![](_page_57_Picture_9.jpeg)

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### **SYNCHRONOUS DRAM TIMING**

### **timing requirements for synchronous DRAM cycles for C6202 devices (see Figure 25)**

![](_page_58_Picture_412.jpeg)

### **switching characteristics over recommended operating conditions for synchronous DRAM cycles for C6202 devicesÜá (see Figure 25--Figure 30)**

![](_page_58_Picture_413.jpeg)

 $\overline{P} = 1/CPU$  clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

§ For the first write in a series of one or more consecutive adjacent writes, the write data is generated one CLKOUT2 cycle early to accommodate the ED enable time.

![](_page_58_Picture_10.jpeg)

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## **SYNCHRONOUS DRAM TIMING (CONTINUED)**

#### **timing requirements for synchronous DRAM cycles for C6202B devices (see Figure 25)**

![](_page_59_Picture_414.jpeg)

### **switching characteristics over recommended operating conditions for synchronous DRAM cycles for C6202B devicesÜá (see Figure 25--Figure 30)**

![](_page_59_Picture_415.jpeg)

 $\overline{P} = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

§ For the first write in a series of one or more consecutive adjacent writes, the write data is generated one CLKOUT2 cycle early to accommodate the ED enable time.

![](_page_59_Picture_10.jpeg)

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![](_page_60_Figure_2.jpeg)

### **SYNCHRONOUS DRAM TIMING (CONTINUED)**

t SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

**Figure 25. Three SDRAM READ Commands**

![](_page_60_Figure_6.jpeg)

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

#### **Figure 26. Three SDRAM WRT Commands**

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![](_page_61_Figure_2.jpeg)

**SYNCHRONOUS DRAM TIMING (CONTINUED)**

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

**Figure 27. SDRAM ACTV Command**

![](_page_61_Figure_6.jpeg)

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

#### **Figure 28. SDRAM DCAB Command**

![](_page_61_Picture_9.jpeg)

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![](_page_62_Figure_2.jpeg)

### **SYNCHRONOUS DRAM TIMING (CONTINUED)**

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

#### **Figure 29. SDRAM REFR Command**

![](_page_62_Figure_6.jpeg)

<sup>†</sup> SDCAS/SSADS, SDRAS/SSOE, and SDWE/SSWE operate as SDCAS, SDRAS, and SDWE, respectively, during SDRAM accesses.

**Figure 30. SDRAM MRS Command**

![](_page_62_Picture_9.jpeg)

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### **HOLD/HOLDA TIMING**

### **timing requirements for the HOLD/HOLDA cycles<sup>Ü</sup> (see Figure 31)**

![](_page_63_Picture_265.jpeg)

 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

### **switching characteristics over recommended operating conditions for the HOLD/HOLDA cyclesÜá (see Figure 31)**

![](_page_63_Picture_266.jpeg)

 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á EMIF Bus consists of CE[3:0], BE[3:0], ED[31:0], EA[21:2], ARE, AOE, AWE, SDCAS/SSADS, SDRAS/SSOE, SDWE/SSWE, and SDA10. § All pending EMIF transactions are allowed to complete before HOLDA is asserted. The worst case for this is an asynchronous read or write with external ARDY used or a minimum of eight consecutive SDRAM reads or writes when RBTR8 = 1. If no bus transactions are occurring, then the minimum delay time can be achieved. Also, bus hold can be indefinitely delayed by setting NOHOLD = 1.

![](_page_63_Figure_10.jpeg)

<sup>†</sup> EMIF Bus consists of CE[3:0], BE[3:0], ED[31:0], EA[21:2], ARE, AOE, AWE, SDCAS/SSADS, SDRAS/SSOE, SDWE/SSWE, and SDA10.

**Figure 31. HOLD/HOLDA Timing**

![](_page_63_Picture_13.jpeg)

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### **RESET TIMING**

### **timing requirements for reset<sup>Ü</sup> (see Figure 32)**

![](_page_64_Picture_357.jpeg)

 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á This parameter applies to CLKMODE x1 when CLKIN is stable, and applies to CLKMODE x4 only when CLKIN and PLL are stable for C6202. This parameter applies to CLKMODE x4, x6, x7, x8, x9, x10, and x11 when CLKIN and PLL are stable for C6202B GNY devices.

This parameter applies to CLKMODE x4, x6, x8, and x10 only when CLKIN and PLL are stable for C6202B GNZ devices.

§ This parameter applies to CLKMODE x4 only (it does not apply to CLKMODE x1) for C6202. This parameter applies to CLKMODE x4, x6, x7, x8, x9, x10, and x11 only (it does not apply to CLKMODE x1) for C6202B GNY devices. This parameter applies to CLKMODE x4, x6, x8, and x10 only (it does not apply to CLKMODE x1) for C6202B GNZ devices. The RESET signal is not connected internally to the clock PLL circuit. The PLL, however, may need up to 250 μs to stabilize following device power up or after PLL configuration has been changed. During that time, RESET must be asserted to ensure proper device operation. See the Clock PLL section for PLL lock times.

¶ XD[31:0] are the boot configuration pins during device reset.

## **switching characteristics over recommended operating conditions during resetÜ# (see Figure 32)**

![](_page_64_Picture_358.jpeg)

<sup> $\dagger$ </sup> P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

# High group consists of: XFCLK, HOLDA<br>Low group consists of: IACK, INUM[3:0]

Low group consists of: IACK, INUM[3:0], DMAC[3:0], PD, TOUT0, and TOUT1<br>
Z group consists of: EA[21:2], ED[31:0], CE[3:0], BE[3:0], ARE, AWE, A

EA[21:2], ED[31:0], CE[3:0], BE[3:0], ARE, AWE, AOE, SDCAS/SSADS, SDRAS/SSOE, SDWE/SSWE, SDA10, CLKX0, CLKX1, CLKX2, FSX0, FSX1, FSX2, DX0, DX1, DX2, CLKR0, CLKR1, CLKR2, FSR0, FSR1, FSR2, XCE[3:0], XBE[3:0]/XA[5:2], XOE, XRE, XWE/XWAIT, XAS, XW/R, XRDY, XBLAST, XHOLD, and XHOLDA

![](_page_64_Picture_17.jpeg)

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![](_page_65_Figure_2.jpeg)

# XD[31:0] are the boot configuration pins during device reset. Figure 32. Reset Timing

![](_page_65_Picture_4.jpeg)

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### **EXTERNAL INTERRUPT TIMING**

### **timing requirements for interrupt response cycles<sup>Ü</sup> (see Figure 33)**

![](_page_66_Picture_255.jpeg)

 $\overline{P} = 1/CPU$  clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

### **switching characteristics over recommended operating conditions during interrupt response cycles<sup>Ü</sup> (see Figure 33)**

![](_page_66_Picture_256.jpeg)

 $\overline{P} = 1/CPU$  clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

![](_page_66_Figure_9.jpeg)

**Figure 33. Interrupt Timing**

![](_page_66_Picture_11.jpeg)

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## **EXPANSION BUS SYNCHRONOUS FIFO TIMING**

### **timing requirements for synchronous FIFO interface (see Figure 34, Figure 35, and Figure 36)**

![](_page_67_Picture_364.jpeg)

### **switching characteristics over recommended operating conditions for synchronous FIFO interface (see Figure 34, Figure 35, and Figure 36)**

![](_page_67_Picture_365.jpeg)

 $\dagger$  XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during synchronous FIFO accesses.

<sup>‡</sup> XWE/XWAIT operates as the write-enable signal XWE during synchronous FIFO accesses.

![](_page_67_Figure_9.jpeg)

 $\dagger$  FIFO read (glueless) mode only available in  $XCE3$ .

<sup>‡</sup> XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during synchronous FIFO accesses.

§ XWE/XWAIT operates as the write-enable signal XWE during synchronous FIFO accesses.

### **Figure 34. FIFO Read Timing (Glueless Read Mode)**

![](_page_67_Picture_14.jpeg)

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![](_page_68_Figure_2.jpeg)

### **EXPANSION BUS SYNCHRONOUS FIFO TIMING (CONTINUED)**

<sup>†</sup> XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during synchronous FIFO accesses.

\* XWE/XWAIT operates as the write-enable signal XWE during synchronous FIFO accesses.

Figure 35. FIFO Read Timing

![](_page_68_Figure_7.jpeg)

<sup>†</sup> XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during synchronous FIFO accesses.

\* XWE/XWAIT operates as the write-enable signal XWE during synchronous FIFO accesses.

Figure 36. FIFO Write Timing

![](_page_68_Picture_11.jpeg)

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### **EXPANSION BUS ASYNCHRONOUS PERIPHERAL TIMING**

### timing requirements for asynchronous peripheral cycles<sup>†‡§¶</sup> (see Figure 37-Figure 40)

![](_page_69_Picture_37.jpeg)

To ensure data setup time, simply program the strobe width wide enough. XRDY is internally synchronized. If XRDY does meet setup or hold time, it may be recognized in the current cycle or the next cycle. Therefore, XRDY can be an asynchronous input.

‡ RS = Read Setup, RST = Read Strobe, RH = Read Hold, WS = Write Setup, WST = Write Strobe, WH = Write Hold. These parameters are programmed via the XBUS XCE space control registers.

§ P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

If The sum of RS and RST (or WS and WST) must be a minimum of 4 in order to use XRDY input to extend strobe width.

![](_page_69_Picture_9.jpeg)

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### **EXPANSION BUS ASYNCHRONOUS PERIPHERAL TIMING (CONTINUED)**

### switching characteristics over recommended operating conditions for asynchronous peripheral cycles <sup>†‡§¶</sup> (see Figure 37-Figure 40)

![](_page_70_Picture_49.jpeg)

 $+$  RS = Read Setup, RST = Read Strobe, RH = Read Hold, WS = Write Setup, WST = Write Strobe, WH = Write Hold. These parameters are programmed via the XBUS XCE space control registers.

 $\frac{1}{2}P = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

§ The sum of RS and RST (or WS and WST) must be a minimum of 4 in order to use XRDY input to extend strobe width.

<sup>1</sup> Select signals include:  $\overline{XCEx}$ ,  $\overline{XBE[3:0]/XA[5:2]}$ ,  $\overline{XOE}$ ; and for writes, include XD[31:0], with the exception that  $\overline{XCEx}$  can stay active for an additional 7P ns following the end of the cycle.

![](_page_70_Picture_9.jpeg)

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![](_page_71_Figure_2.jpeg)

#### **EXPANSION BUS ASYNCHRONOUS PERIPHERAL TIMING (CONTINUED)**

† XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during expansion bus asynchronous peripheral accesses.

<sup>‡</sup> XWE/XWAIT operates as the write-enable signal XWE during expansion bus asynchronous peripheral accesses.

§ XRDY operates as active-high ready input during expansion bus asynchronous peripheral accesses.

#### Figure 37. Expansion Bus Asynchronous Peripheral Read Timing (XRDY Not Used)

![](_page_71_Figure_8.jpeg)

 $\frac{1}{1}$  XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during expansion bus asynchronous peripheral accesses.

\* XWE/XWAIT operates as the write-enable signal XWE during expansion bus asynchronous peripheral accesses. § XRDY operates as active-high ready input during expansion bus asynchronous peripheral accesses.

#### Figure 38. Expansion Bus Asynchronous Peripheral Read Timing (XRDY Used)

![](_page_71_Picture_12.jpeg)
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## **EXPANSION BUS ASYNCHRONOUS PERIPHERAL TIMING (CONTINUED)**

 $\frac{1}{1}$  XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during expansion bus asynchronous peripheral accesses.

<sup>‡</sup> XWE/XWAIT operates as the write-enable signal XWE during expansion bus asynchronous peripheral accesses.

§ XRDY operates as active-high ready input during expansion bus asynchronous peripheral accesses.

#### **Figure 39. Expansion Bus Asynchronous Peripheral Write Timing (XRDY Not Used)**



<sup>†</sup> XBE[3:0]/XA[5:2] operate as address signals XA[5:2] during expansion bus asynchronous peripheral accesses.

á XWE/XWAIT operates as the write-enable signal XWE during expansion bus asynchronous peripheral accesses.

§ XRDY operates as active-high ready input during expansion bus asynchronous peripheral accesses.

#### **Figure 40. Expansion Bus Asynchronous Peripheral Write Timing (XRDY Used)**



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## **EXPANSION BUS SYNCHRONOUS HOST-PORT TIMING**

### **timing requirements with external device as bus master (see Figure 41 and Figure 42)**



 $\dagger$  XW/R input/output polarity selected at boot.

 $\dagger$  XBLAST input polarity selected at boot

§ XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

### **switching characteristics over recommended operating conditions with external device as bus master¶ (see Figure 41 and Figure 42)**



 $\P P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use  $P = 4$  ns.$ 

# XRDY operates as active-low ready input/output during host-port accesses.



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# **EXPANSION BUS SYNCHRONOUS HOST-PORT TIMING (CONTINUED)**

<sup>†</sup> XW/R input/output polarity selected at boot

á XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

ß XBLAST input polarity selected at boot

¶ XRDY operates as active-low ready input/output during host-port accesses.

**Figure 41. External Host as Bus Master-Read** 



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## **EXPANSION BUS SYNCHRONOUS HOST-PORT TIMING (CONTINUED)**

 $\dagger$  XW/R input/output polarity selected at boot

 $\pm$  XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

**§ XBLAST** input polarity selected at boot

¶ XRDY operates as active-low ready input/output during host-port accesses.

#### **Figure 42. External Host as Bus Master-Write**



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## **EXPANSION BUS SYNCHRONOUS HOST-PORT TIMING (CONTINUED)**

## **timing requirements with C62x**™ **as bus master (see Figure 43, Figure 44, and Figure 45)**



<sup>†</sup> XRDY operates as active-low ready input/output during host-port accesses.

#### **switching characteristics over recommended operating conditions with C62x as bus master (see Figure 43, Figure 44, and Figure 45)**



<sup>‡</sup> XW/R input/output polarity selected at boot.

§ XBLAST output polarity is always active low.

¶ XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

# XWE/XWAIT operates as XWAIT output signal during host-port accesses.



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<sup>†</sup> XW/R input/output polarity selected at boot

<sup>‡</sup> XBLAST output polarity is always active low.

§ XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

**TXWE/XWAIT** operates as **XWAIT** output signal during host-port accesses.



 $\dagger$  XW/R input/output polarity selected at boot

<sup>‡</sup> XBLAST output polarity is always active low.

§ XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

**TAWE/XWAIT** operates as **XWAIT** output signal during host-port accesses.





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## **EXPANSION BUS SYNCHRONOUS HOST-PORT TIMING (CONTINUED)**

 $\dagger$  XW/R input/output polarity selected at boot

á XBLAST output polarity is always active low.

§ XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

¶ Internal arbiter enabled

# Internal arbiter disabled

|| This diagram illustrates XBOFF timing. Bus arbitration timing is shown in Figure 48 and Figure 49.

#### Figure 45. C62x as Bus Master-BOFF Operation<sup>||</sup>



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## **EXPANSION BUS ASYNCHRONOUS HOST-PORT TIMING**

## **timing requirements with external device as asynchronous bus master<sup>Ü</sup> (see Figure 46 and Figure 47)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

<sup>‡</sup> Expansion bus select signals include XCNTL and XR/W.

§ XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

#### **switching characteristics over recommended operating conditions with external device as asynchronous bus master<sup>Ü</sup> (see Figure 46 and Figure 47)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.



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<sup>†</sup> XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

á XW/R input/output polarity selected at boot



#### **Figure 46. External Device as Asynchronous Master-Read**

<sup>†</sup> XBE[3:0]/XA[5:2] operate as byte-enables XBE[3:0] during host-port accesses.

á XW/R input/output polarity selected at boot

#### Figure 47. External Device as Asynchronous Master-Write



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## **XHOLD/XHOLDA TIMING**

#### **timing requirements for expansion bus arbitration (internal arbiter enabled)<sup>Ü</sup> (see Figure 48)**



 $\overline{P} = 1/CPU$  clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

#### **switching characteristics over recommended operating conditions for expansion bus arbitration (internal arbiter enabled)Üá (see Figure 48)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á XBus consists of XBE[3:0]/XA[5:2], XAS, XW/R, and XBLAST.

§ All pending XBus transactions are allowed to complete before XHOLDA is asserted.



<sup>†</sup> XBus consists of  $\overline{XBE[3:0]}$ /XA[5:2],  $\overline{XAS}$ , XW/R, and XBLAST.

#### **Figure 48. Expansion Bus Arbitration-Internal Arbiter Enabled**



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## **XHOLD/XHOLDA TIMING (CONTINUED)**

#### **switching characteristics over recommended operating conditions for expansion bus arbitration (internal arbiter disabled)<sup>Ü</sup> (see Figure 49)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á XBus consists of XBE[3:0]/XA[5:2], XAS, XW/R, and XBLAST.



<sup>†</sup> XBus consists of  $\overline{XBE[3:0]}$ /XA[5:2],  $\overline{XAS}$ , XW/R, and XBLAST.

#### **Figure 49. Expansion Bus Arbitration-Internal Arbiter Disabled**



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING**

#### **timing requirements for McBSPÜá (see Figure 50)**



<sup>†</sup> CLKRP = CLKXP = FSRP = FSXP = 0. If the polarity of any of the signals is inverted, then the timing references of that signal are also inverted.  $p = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

§ The maximum bit rate for the C6202/02B device is 100 Mbps or CPU/2 (the slower of the two). Care must be taken to ensure that the AC timings specified in this data sheet are met. The maximum bit rate for McBSP-to-McBSP communications is 100 MHz; therefore, the minimum CLKR/X clock cycle is either twice the CPU cycle time (2P), or 10 ns (100 MHz), whichever value is larger. For example, when running parts at 250 MHz (P = 4 ns), use 10 ns as the minimum CLKR/X clock cycle (by setting the appropriate CLKGDV ratio or external clock source). When running parts at 100 MHz (P = 10 ns), use 2P = 20 ns (50 MHz) as the minimum CLKR/X clock cycle. The maximum bit rate for McBSP-to-McBSP communications applies when the serial port is a master of the clock and frame syncs (with CLKR connected to CLKX, FSR connected to FSX,  $CLKXM = FSSM = 1$ , and  $CLKRM = FSRM = 0$ ) in data delay 1 or 2 mode  $(R/XDATAOLY = 01b$  or 10b) and the other device the McBSP communicates to is a slave.

 $\textsuperscript{1}$  The minimum CLKR/X pulse duration is either (P-1) or 4 ns, whichever is larger. For example, when running parts at 250 MHz (P = 4 ns), use 4 ns as the minimum CLKR/X pulse duration. When running parts at 100 MHz ( $P = 10$  ns), use ( $P-1$ ) = 9 ns as the minimum CLKR/X pulse duration.



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**



#### switching characteristics over recommended operating conditions for McBSP<sup>†‡</sup> (see Figure 50)

 $\dagger$  CLKRP = CLKXP = FSRP = FSXP = 0. If the polarity of any of the signals is inverted, then the timing references of that signal are also inverted.  $<sup>‡</sup>$  Minimum delay times also represent minimum output hold times.</sup>

 $§$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

¶ The maximum bit rate for the C6202/02B device is 100 Mbps or CPU/2 (the slower of the two). Care must be taken to ensure that the AC timings specified in this data sheet are met. The maximum bit rate for McBSP-to-McBSP communications is 100 MHz; therefore, the minimum CLKR/X clock cycle is either twice the CPU cycle time (2P), or 10 ns (100 MHz), whichever value is larger. For example, when running parts at 250 MHz (P = 4 ns), use 10 ns as the minimum CLKR/X clock cycle (by setting the appropriate CLKGDV ratio or external clock source). When running parts at 100 MHz (P = 10 ns), use 2P = 20 ns (50 MHz) as the minimum CLKR/X clock cycle. The maximum bit rate for McBSP-to-McBSP communications applies when the serial port is a master of the clock and frame syncs (with CLKR connected to CLKX, FSR connected to FSX,  $CLKXM = FSXM = 1$ , and  $CLKRM = FSRM = 0$ ) in data delay 1 or 2 mode  $(R/XDATAOLY = 01b$  or 10b) and the other device the McBSP communicates to is a slave.

 $# C = H$  or  $L$ 

S = sample rate generator input clock = P if CLKSM =  $1 (P = 1/CPU$  clock frequency)

- = sample rate generator input clock =  $P_{c}$ clks if CLKSM = 0 ( $P_{c}$ clks = CLKS period)
- H = CLKX high pulse width =  $(CLKGDV/2 + 1) * S$  if CLKGDV is even
	- $=$  (CLKGDV + 1)/2  $*$  S if CLKGDV is odd or zero
- L =  $CLKX$  low pulse width =  $(CLKGDV/2) * S$  if CLKGDV is even
	- $=$  (CLKGDV  $+$  1)/2  $*$  S if CLKGDV is odd or zero

CLKGDV should be set appropriately to ensure the McBSP bit rate does not exceed the 100-MHz limit.



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**Figure 50. McBSP Timings**



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**

## **timing requirements for FSR when GSYNC = 1 (see Figure 51)**





**Figure 51. FSR Timing When GSYNC = 1**



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**

#### **timing requirements for McBSP as SPI master or slave: CLKSTP = 10b, CLKXP = 0Üá (see Figure 52)**



 $\overline{P} = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

#### **switching characteristics over recommended operating conditions for McBSP as SPI master or slave: CLKSTP = 10b, CLKXP = 0Üá (see Figure 52)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

 $\$  S = sample rate generator input clock = P if CLKSM = 1 (P = 1/CPU clock frequency)

= sample rate generator input clock = P\_clks if CLKSM = 0 (P\_clks = CLKS period)

- $T = CLKX$  period =  $(1 + CLKGDV) * S$
- H =  $CLKX$  high pulse width =  $(CLKGDV/2 + 1) * S$  if  $CLKGDV$  is even

= (CLKGDV + 1)/2 \* S if CLKGDV is odd or zero

L = CLKX low pulse width =  $(CLKGDV/2) * S$  if CLKGDV is even

 $=$  (CLKGDV  $+$  1)/2  $*$  S if CLKGDV is odd or zero

CLKGDV should be set appropriately to ensure the McBSP bit rate does not exceed the 100-MHz limit.

¶ FSRP = FSXP = 1. As a SPI master, FSX is inverted to provide active-low slave-enable output. As a slave, the active-low signal input on FSX and FSR is inverted before being used internally.

 $CLKXM = FSXM = 1$ ,  $CLKRM = FSRM = 0$  for master McBSP

 $CLKXM = CLKRM = FSXM = FSRM = 0$  for slave McBSP

# FSX should be low before the rising edge of clock to enable slave devices and then begin a SPI transfer at the rising edge of the master clock (CLKX).



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**

#### **timing requirements for McBSP as SPI master or slave: CLKSTP = 11b, CLKXP = 0Üá (see Figure 53)**



 $\overline{P} = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

 $\pm$  For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

#### **switching characteristics over recommended operating conditions for McBSP as SPI master or slave: CLKSTP = 11b, CLKXP = 0Üá (see Figure 53)**



 $^{\dagger}$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

 $\pm$  For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

 $§ S =$  sample rate generator input clock = P if CLKSM = 1 (P = 1/CPU clock frequency)

 $=$  sample rate generator input clock = P clks if CLKSM = 0 (P clks = CLKS period)

 $T = CLKX$  period =  $(1 + CLKGDV) * S$ 

- $H = CLKX$  high pulse width =  $(CLKGDV/2 + 1) * S$  if CLKGDV is even
	- $=$  (CLKGDV + 1)/2  $*$  S if CLKGDV is odd or zero
- L =  $CLKX$  low pulse width =  $(CLKGDV/2) * S$  if  $CLKGDV$  is even

= (CLKGDV + 1)/2 \* S if CLKGDV is odd or zero

The maximum transfer rate for SPI mode is limited to the above AC timing constraints.

¶ FSRP = FSXP = 1. As a SPI master, FSX is inverted to provide active-low slave-enable output. As a slave, the active-low signal input on FSX and FSR is inverted before being used internally.

CLKXM = FSXM = 1, CLKRM = FSRM = 0 for master McBSP

 $CLKXM = CLKRM = FSXM = FSRM = 0$  for slave McBSP

# FSX should be low before the rising edge of clock to enable slave devices and then begin a SPI transfer at the rising edge of the master clock (CLKX).



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**







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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**

#### **timing requirements for McBSP as SPI master or slave: CLKSTP = 10b, CLKXP = 1Üá (see Figure 54)**



 $\overline{P} = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

 $\pm$  For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

#### **switching characteristics over recommended operating conditions for McBSP as SPI master or slave: CLKSTP = 10b, CLKXP = 1Üá (see Figure 54)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

á For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

 $§ S =$  sample rate generator input clock = P if CLKSM = 1 (P = 1/CPU clock frequency)

= sample rate generator input clock = P\_clks if CLKSM = 0 (P\_clks = CLKS period)

 $T = CLKX$  period =  $(1 + CLKGDV) * S$ 

 $H = CLKX$  high pulse width =  $(CLKGDV/2 + 1) * S$  if CLKGDV is even

 $=$  (CLKGDV + 1)/2  $*$  S if CLKGDV is odd or zero

 $L = CLKX$  low pulse width = (CLKGDV/2) \* S if CLKGDV is even

 $=$  (CLKGDV + 1)/2  $*$  S if CLKGDV is odd or zero

The maximum transfer rate for SPI mode is limited to the above AC timing constraints.

¶ FSRP = FSXP = 1. As a SPI master, FSX is inverted to provide active-low slave-enable output. As a slave, the active-low signal input on FSX and FSR is inverted before being used internally.

 $CLKXM = FSXM = 1$ ,  $CLKRM = FSRM = 0$  for master McBSP

 $CLKXM = CLKRM = FSXM = FSRM = 0$  for slave McBSP

# FSX should be low before the rising edge of clock to enable slave devices and then begin a SPI transfer at the rising edge of the master clock (CLKX).



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**

#### **timing requirements for McBSP as SPI master or slave: CLKSTP = 11b, CLKXP = 1Üá (see Figure 55)**



 $\overline{P} = 1$ /CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

 $\pm$  For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

#### **switching characteristics over recommended operating conditions for McBSP as SPI master or slave: CLKSTP = 11b, CLKXP = 1Üá (see Figure 55)**



 $^{\dagger}$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

 $\pm$  For all SPI slave modes, CLKG is programmed as 1/2 of the CPU clock by setting CLKSM = CLKGDV = 1.

 $§ S =$  sample rate generator input clock = P if CLKSM = 1 (P = 1/CPU clock frequency)

= sample rate generator input clock = P clks if  $CLKSM = 0$  (P clks = CLKS period)

 $T = CLKX$  period =  $(1 + CLKGDV) * S$ 

 $H = CLKX$  high pulse width = (CLKGDV/2 + 1) \* S if CLKGDV is even

 $=$  (CLKGDV + 1)/2  $*$  S if CLKGDV is odd or zero

- $L = CLKX$  low pulse width = (CLKGDV/2)  $*$  S if CLKGDV is even
	- $=$  (CLKGDV + 1)/2  $*$  S if CLKGDV is odd or zero

CLKGDV should be set appropriately to ensure the McBSP bit rate does not exceed the 100-MHz limit.

¶ FSRP = FSXP = 1. As a SPI master, FSX is inverted to provide active-low slave-enable output. As a slave, the active-low signal input on FSX and FSR is inverted before being used internally.

 $CLKXM = FSXM = 1$ ,  $CLKRM = FSRM = 0$  for master McBSP

 $CLKXM = CLKRM = FSXM = FSRM = 0$  for slave McBSP

# FSX should be low before the rising edge of clock to enable slave devices and then begin a SPI transfer at the rising edge of the master clock (CLKX).



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## **MULTICHANNEL BUFFERED SERIAL PORT TIMING (CONTINUED)**







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## **DMAC, TIMER, POWER-DOWN TIMING**

#### switching characteristics over recommended operating conditions for DMAC outputs<sup>†</sup> **(see Figure 56)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.



#### **Figure 56. DMAC Timing**

## **timing requirements for timer inputs<sup>Ü</sup> (see Figure 57)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.

#### switching characteristics over recommended operating conditions for timer outputs<sup>†</sup> **(see Figure 57)**



 $\dagger$  P = 1/CPU clock frequency in ns. For example, when running parts at 250 MHz, use P = 4 ns.



**Figure 57. Timer Timing**



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## **DMAC, TIMER, POWER-DOWN TIMING (CONTINUED)**

### switching characteristics over recommended operating conditions for power-down outputs<sup>†</sup> **(see Figure 58)**



**Figure 58. Power-Down Timing**



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## **JTAG TEST-PORT TIMING**

#### **timing requirements for JTAG test port (see Figure 59)**



## **switching characteristics over recommended operating conditions for JTAG test port (see Figure 59)**





**Figure 59. JTAG Test-Port Timing**



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## **REVISION HISTORY**

This data sheet revision history highlights the technical changes made to the SPRS104H device-specific data sheet to make it an SPRS104I revision.

**SCOPE:** This document has been revised to add information pertaining to power-down mode logic.





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## **THERMAL/MECHANICAL DATA**

The mechanical package diagrams that follow the tables reflect the most current released mechanical data available for the designated devices.

#### **thermal resistance characteristics (GJL-352 S-PBGA package) [C6202 only]**



 $<sup>†</sup>$  m/s = meters per second</sup>

#### **thermal resistance characteristics (GLS-384 S-PBGA package) ) [C6202 only]**



 $\dagger$  m/s = meters per second

#### **thermal resistance characteristics (GNZ-352 S-PBGA package) [C6202B only]**



 $<sup>†</sup>$  m/s = meters per second</sup>

## **thermal resistance characteristics (GNY-384 S-PBGA package) [C6202B only]**



 $<sup>†</sup>$  m/s = meters per second</sup>





## **PACKAGING INFORMATION**





# **PACKAGE OPTION ADDENDUM**



**(1)** The marketing status values are defined as follows:

**ACTIVE:** Product device recommended for new designs.





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**LIFEBUY:** TI has announced that the device will be discontinued, and a lifetime-buy period is in effect. **NRND:** Not recommended for new designs. Device is in production to support existing customers, but TI does not recommend using this part in a new design. **PREVIEW:** Device has been announced but is not in production. Samples may or may not be available. **OBSOLETE:** TI has discontinued the production of the device.

**(2)** Eco Plan - The planned eco-friendly classification: Pb-Free (RoHS), Pb-Free (RoHS Exempt), or Green (RoHS & no Sb/Br) - please check<http://www.ti.com/productcontent>for the latest availability information and additional product content details.

**TBD:** The Pb-Free/Green conversion plan has not been defined.

Pb-Free (RoHS): TI's terms "Lead-Free" or "Pb-Free" mean semiconductor products that are compatible with the current RoHS requirements for all 6 substances, including the requirement that lead not exceed 0.1% by weight in homogeneous materials. Where designed to be soldered at high temperatures. TI Pb-Free products are suitable for use in specified lead-free processes. Pb-Free (RoHS Exempt): This component has a RoHS exemption for either 1) lead-based flip-chip solder bumps used between the die and package, or 2) lead-based die adhesive used between the die and leadframe. The component is otherwise considered Pb-Free (RoHS compatible) as defined above.

Green (RoHS & no Sb/Br): TI defines "Green" to mean Pb-Free (RoHS compatible), and free of Bromine (Br) and Antimony (Sb) based flame retardants (Br or Sb do not exceed 0.1% by weight in homogeneous material)

**(3)** MSL, Peak Temp. - The Moisture Sensitivity Level rating according to the JEDEC industry standard classifications, and peak solder temperature.

**(4)** There may be additional marking, which relates to the logo, the lot trace code information, or the environmental category on the device.

**(5)** Multiple Device Markings will be inside parentheses. Only one Device Marking contained in parentheses and separated by a "~" will appear on a device. If a line is indented then it is a continuation of the previous line and the two combined represent the entire Device Marking for that device.

<sup>(6)</sup> Lead/Ball Finish - Orderable Devices may have multiple material finish options. Finish options are separated by a vertical ruled line. Lead/Ball Finish values may wrap to two lines if the finish value exceeds the maximum column width.

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ZNZ (S-PBGA-N352)

PLASTIC BALL GRID ARRAY



NOTES:

A.

- All linear dimensions are in millimeters. This drawing is subject to change without notice. В.
- C. Flip chip application only.
- Substrate color may vary. D.
- E. This package is lead-free.



# **MECHANICAL DATA**

MPBG139B – JUNE 2000 – REVISED FEBRUARY 2002

#### **GNY (S-PBGA-N384) PLASTIC BALL GRID ARRAY**



NOTES: A. All linear dimensions are in millimeters.

- B. This drawing is subject to change without notice.
- C. Flip chip application only
- D. Substrate color may vary



MPBG069D – SEPTEMBER 1998 – REVISED MARCH 2002

#### **GJL (S-PBGA-N352) PLASTIC BALL GRID ARRAY**



NOTES: A. All linear dimensions are in millimeters.

- B. This drawing is subject to change without notice.
- C. Thermally enhanced plastic package with heat slug (HSL)
- D. Flip chip application only
- E. Possible protrusion in this area, but within 3,50 max package height specification
- F. Falls within JEDEC MO-151/AAL-1



GLS (S-PBGA-N384)

PLASTIC BALL GRID ARRAY



- NOTES: А. All linear dimensions are in millimeters.
	- This drawing is subject to change without notice. В.
	- Thermally enhanced plastic package with heat slug (HSL).  $C.$
	- D. Flip chip application only.



# **MECHANICAL DATA**

MPBG181D – MARCH 2001 – REVISED DECEMBER 2002

#### **GNZ (S–PBGA–N352) PLASTIC BALL GRID ARRAY**



NOTES: A. All linear dimensions are in millimeters.

- B. This drawing is subject to change without notice.
- C. Flip chip application only.
- D. Substrate color may vary.


ZNY (S-PBGA-N384)

PLASTIC BALL GRID ARRAY



- This drawing is subject to change without notice. Β.
	- $\mathbb{C}$ . Flip chip application only.
	- Substrate color may vary. D.
	- E. Pb-Free BGA Ball only.



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