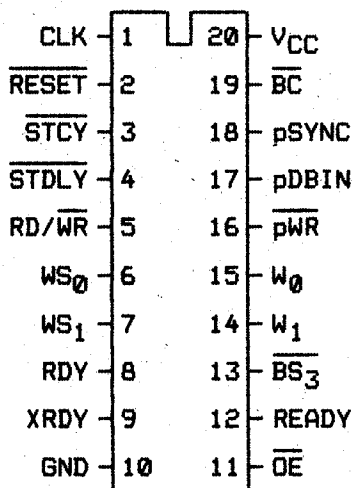


- \* Performs bus cycle timing for IEEE-696 temporary masters
- \* Directly generates  $\overline{pSYNC}$ ,  $\overline{pDBIN}$  and  $\overline{pWR}$  strobes
- \* Programmable number of wait states in addition to external wait inputs
- \* Three-state outputs directly drive control bus

16R801, 16R801A  
TOP VIEW



description

The 16R801 provides all IEEE-696 bus timing signals for temporary masters, with the exception of  $\overline{pSTVAL}$ \*. The user must supply the  $\overline{pSTVAL}$ \* signal, as it relates to the status bus which is not generated by the 16R801. All bus cycle timing is derived from the CLK pin, which is usually the same signal as the bus clock. Bus cycles are started by bringing the STCY pin low, prior to the rising edge of CLK. An optional idle state may be inserted before the first  $\overline{pSYNC}$  state by setting the STDLY pin low. A read or write cycle will be generated, depending on the level of the RD/WR input pin. Wait states are generated by either programming the WS<sub>0</sub> and WS<sub>1</sub> pins, or by bringing one of the ready pins RDY or XRDY low. If wait states are generated by both methods, the wait states requested by the RDY or XRDY pins are honored first.

pin description

- CLK** Clock input. All timing is referenced to the rising edge of this clock. In most applications, the CLK input is the same signal used to generate the bus  $\phi$  signal.
- RESET** Reset input. Active low. Resets all outputs to their inactive levels on the next rising edge of CLK. RESET will override any cycle currently in progress.
- STCY** Start cycle. Active low. Starts a new bus cycle on the next rising edge of CLK. Sampled whenever no bus cycle is currently in progress, or during the last bus state of the current bus cycle. If STCY is inactive on the rising edge of the last bus state of a current cycle, the current cycle terminates and no new cycle is started.

# TYPES 16R801, 16R801A

## IEEE-696 BUS STATE SEQUENCER

**STDLY** Start cycle delay. Active low. Causes the first active bus state (pSYNC) to be delayed one clock if the new cycle was not immediately preceded by another cycle. This mode is generally used the IEEE-696 DMA protocol is implemented at high speeds (above 5 MHz) where proper address and status set-up time may not be possible when a temporary master first takes control of the bus. This signal is not sampled when multiple bus cycles are performed consecutively.

**RD/WR** Read / write control input. Defines a read cycle if high or a write cycle if low. Must remain stable during bus state two (pDBIN or pWR active), but may change during the last bus state (BS<sub>3</sub>).

**WS<sub>0</sub>, WS<sub>1</sub>** Wait state select inputs. Up to three wait states may be programmed into the current cycle according to the chart below:

| WS <sub>1</sub> | WS <sub>0</sub> | Number of wait states |
|-----------------|-----------------|-----------------------|
| 0               | 0               | None                  |
| 0               | 1               | 1                     |
| 1               | 0               | 2                     |
| 1               | 1               | 3                     |

Wait states programmed in this manner are inserted in addition to externally requested wait states. Externally requested wait states are honored first, followed by programmed wait states, if any. The WS<sub>0</sub> and WS<sub>1</sub> inputs must be stable before the start of bus state two.

**RDY, XRDY** Ready inputs. Active high. Both RDY and XRDY inputs must be high in order to complete a bus cycle. If either inputs are low when bus state two is entered, a wait state is inserted. Wait states will continue to be inserted as long as either ready input is low. Ready inputs are not sampled during programmed wait states.

**READY** Ready output. Active high. Synchronized version of the RDY and XRDY inputs.

**BS<sub>3</sub>** Bus state three output. Active low. Goes active during the last bus state of the current cycle.

**W<sub>0</sub>, W<sub>1</sub>** Programmed wait state counter outputs. Indicate the current down count of programmed wait states. Loaded after bus state one.

**TYPES 16R801, 16R801A**  
**IEEE-696 BUS STATE SEQUENCER**

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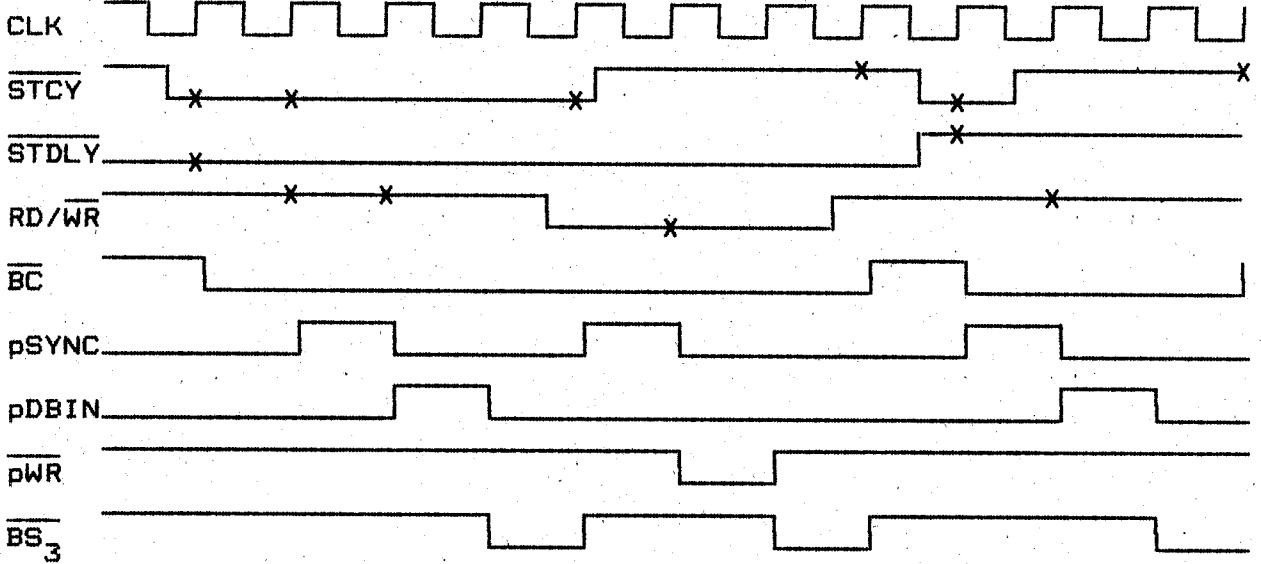
- $\overline{pWR}$**  Write strobe. Active low. Goes active for one clock period following pSYNC if RD/ $\overline{WR}$  is low. May be extended an indefinite number of clock periods by inserting wait states. May be directly connected to the  $\overline{pWR}$  bus signal if desired.
- pDBIN** Read strobe. Active high. Goes active for one clock period following pSYNC if RD/ $\overline{WR}$  is high. May be extended an indefinite number of clock periods by inserting wait states. May be directly connected to the pDBIN bus signal if desired.
- pSYNC** First bus state sync. Active high. Goes active for one clock period at the beginning of each bus cycle. May be directly connected to the pSYNC bus signal if desired.
- BC** Bus cycle output. Active low when a bus cycle is in progress. Remains active as long as bus cycles continue.  $\overline{BC}$  is inactive when no bus cycles are in progress. A high to low transition on this output indicates the start of a new bus cycle after an inactive period.

# TYPES 16R801, 16R801A

## IEEE-696 BUS STATE SEQUENCER

### examples of state sequences

WS0 = WS1 = 0, RDY = XRDY = 1



STDLY = 0

