



Intel[®] IQ80321 I/O Processor Evaluation Platform

Board Manual

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Contents

1	Introduction	13
1.1	Document Purpose and Scope.....	13
1.2	Related Documents	13
1.3	Electronic Information	14
1.4	Component References.....	14
1.5	Terms and Definitions.....	15
1.6	Intel® 80321 I/O Processor.....	16
1.7	Intel® IQ80321 Evaluation Platform Board Features	18
2	Getting Started	19
2.1	Kit Content	19
2.2	Hardware Installation	19
2.2.1	First-Time Installation and Test.....	19
2.2.2	Power and Backplane Requirements	19
2.3	Factory Settings	20
2.4	Development Strategy	20
2.4.1	Supported Tool Buckets	20
2.4.2	Contents of the Flash.....	20
2.5	Target Monitors.....	21
2.5.1	Redhat Redboot.....	21
2.5.2	ARM Firmware Suite.....	22
2.5.2.1	ARM Angel	23
2.5.2.1.1	Semihosting (File I/O)	23
2.6	Host Communications Examples	24
2.6.1	Serial-UART Communication.....	24
2.6.2	Ethernet-Network Communication	24
2.6.3	JTAG Debug Communication	25
2.6.4	GNUPro GDB/Insight.....	26
2.6.4.1	Communicating with Redboot	26
2.6.4.2	Connecting with GDB.....	28
2.6.5	ARM Extended Debugger	29
3	Hardware Reference Section	31
3.1	Functional Diagram.....	31
3.2	Board Form-Factor/Connectivity	32
3.3	Power.....	33
3.4	Memory Subsystem	34
3.4.1	DDR SDRAM	34
3.4.1.1	Battery Backup.....	34
3.4.2	Flash Memory Requirements.....	35
3.5	Intel® 80321 I/O Processor Operation Mode	36
3.6	Interrupt Routing.....	37
3.7	Intel® IQ80321 Evaluation Platform Board Peripheral Bus.....	38
3.7.1	Flash ROM.....	39
3.7.2	UART	40
3.7.3	HEX Display.....	41

3.7.4	Rotary Switch.....	42
3.7.5	Battery Status	43
3.8	Debug Interface	44
3.8.1	Console Serial Port.....	44
3.8.2	Ethernet Port.....	44
3.8.2.1	Intel® 82544EI Gigabit Ethernet Controller	44
3.8.3	JTAG Debug.....	45
3.8.3.1	JTAG Port	45
3.8.4	Logic-Analyzer Connectors.....	45
3.8.5	Mictor J3F2.....	46
3.8.6	Mictor J2F1	47
3.8.7	Mictor J1C1.....	48
3.8.8	Mictor J3C1.....	49
3.8.9	Mictor J2C1.....	50
3.9	Board Reset Scheme.....	51
3.10	Switches and Jumpers.....	52
3.10.1	Switch Summary.....	52
3.10.2	PCIX Initialization Summary	53
3.10.2.1	User Defined Switches	53
3.10.2.2	PCI-X Bridge Initialization Signals	53
3.10.3	Default Switch Settings - Visual.....	54
3.10.4	Jumper Summary	55
3.10.5	Connector Summary.....	55
3.10.6	General Purpose Input/Output Header	55
3.10.7	Secondary PCI/PCI-X Operation Settings	56
3.10.8	Primary PCI/PCI-X Operation Settings.....	56
3.10.9	Detail Descriptions of Switches/Jumpers.....	57
3.10.9.1	Switch S7E1- 2/3	57
3.10.9.1.1	S7E1-2: RST_MODE	57
3.10.9.1.2	S7E1-3: RETRY.....	57
3.10.9.1.3	Operation Setting Summary Descriptions.....	57
3.10.9.2	Switch S7E1- 4/5	58
3.10.9.2.1	Switch S7E1 - 4	58
3.10.9.2.2	Switch S7E1 - 5	58
3.10.9.3	Switch S7E1- 6/7	58
3.10.9.4	Switch S7E1- 8	59
3.10.9.5	Switch S8E1- 2	60
3.10.9.6	Switch S8E1- 3	60
3.10.9.7	Switch S8E1- 4	60
3.10.9.8	Switch S8E1- 5	61
3.10.9.8.1	Switch S8E1 - 5: Descriptions.....	61
3.10.9.9	Switch S8E1- 6	61
3.10.9.10	Switch S8E1- 7	62
3.10.9.11	Switch S8E1- 8	62
3.10.9.12	Switch S8E2 - 1/2	63
3.10.9.13	Switch S8E2 - 4	63
3.10.9.14	Switch S9E1 - 1:3	64
3.10.9.15	Switch S9E1 - 4	64
3.10.9.16	Switch S1D1 - 1/2	65
3.10.9.17	Switch S4D1 - 1/2	65
3.10.9.18	Switch S4D1 - 3/4	65
3.10.9.19	Jumper J1G2	66

	3.10.9.20 Jumper J3E1	66
	3.10.9.21 Jumper J3G1	66
	3.10.9.22 Jumper J9E1	67
	3.10.9.23 Jumper J9F1	67
4	External RAID Section	69
4.1	Private Device Configuration	69
4.2	Interrupt Routing	70
5	Software Reference	71
5.1	DRAM	71
5.2	Components on the Peripheral Bus	71
5.2.1	Flash ROM	72
5.2.2	UART	73
5.2.3	Rotary Switch	73
5.2.4	HEX Display	74
5.3	Ethernet	76
5.4	Board Support Package (BSP) Examples	77
5.4.1	Intel® 80321 I/O Processor Memory Map	77
5.4.2	Redboot* Intel® IQ80321 Memory Map	78
5.4.3	Redboot Intel® IQ80321 Physical Memory Map - Visual	79
5.4.4	Redboot Intel® IQ80321 Virtual Memory Map - Visual	80
5.4.5	Redboot Intel® IQ80321 Files	81
5.4.6	Redboot Intel® IQ80321 DDR Memory Initialization Sequence	82
5.4.7	Redboot Switching	83
A	IQ80310 and IQ80321 Comparisons	85
B	Getting Started and Debugger	87
B.1	Introduction	87
B.1.1	Purpose	87
B.1.2	Necessary Hardware and Software	87
B.1.3	Related Documents	87
B.1.4	Related Web Sites	88
B.2	Setup	89
B.2.1	Hardware Setup	89
B.2.2	Software Setup	90
B.3	New Project Setup	91
B.3.1	Creating a New Project	91
B.3.2	Configuration	92
B.4	Flashing with JTAG	93
B.4.1	Overview	93
B.4.2	Using Flash Programmer	94
B.5	Debugging Out of Flash	95
B.6	Building an Executable File From Example Code	95
B.7	Running the Code Lab Debugger	96
B.7.1	Launching and Configuring Debugger	96
B.7.2	Manually Loading and Executing an Application Program	97
B.7.3	Displaying Source Code	97
B.7.4	Using Breakpoints	98
B.7.5	Stepping Through the Code	99

B.7.6	Setting Code Lab Debug Options	99
B.8	Exploring the Code Lab Debug Windows	100
B.8.1	Toolbar Icons	100
B.8.2	Workspace Window	100
B.8.3	Source Code	100
B.8.4	Debug and Console Windows	100
B.8.5	Memory Window	100
B.8.6	Registers Window	101
B.8.7	Watch Window	101
B.8.8	Variables Window	101
B.9	Debugging Basics	102
B.9.1	Overview	102
B.9.2	Hardware and Software Breakpoints	102
B.9.2.1	Software Breakpoints	102
B.9.2.2	Hardware Breakpoints	102
B.9.3	Exceptions/Trapping	103
C	Getting Started and Debugger	105
C.1	Introduction	105
C.1.1	Purpose	105
C.1.2	Necessary Hardware and Software	105
C.1.3	Related Documents	105
C.1.4	Related Web Sites	106
C.2	Setup	107
C.2.1	Hardware Setup	107
C.2.2	Software Setup	108
C.3	New Project Setup	109
C.3.1	Creating a New Project	109
C.3.2	Configuration	110
C.4	Flashing with JTAG	111
C.4.1	Overview	111
C.4.2	Using Flash Programmer	112
C.5	Debugging Out of Flash	113
C.6	Building an Executable File From Example Code	113
C.7	Running the Code Lab Debugger	114
C.7.1	Launching and Configuring Debugger	114
C.7.2	Manually Loading and Executing an Application Program	114
C.7.3	Displaying Source Code	115
C.7.4	Using Breakpoints	115
C.7.5	Stepping Through the Code	116
C.7.6	Setting Code Lab Debug Options	116
C.8	Exploring the Code Lab Debug Windows	117
C.8.1	Toolbar Icons	117
C.8.2	Workspace Window	117
C.8.3	Source Code	117
C.8.4	4 Debug and Console Windows	117
C.8.5	Memory Window	117
C.8.6	Registers Window	118
C.8.7	Watch Window	118
C.8.8	Variables Window	118



C.9	Debugging Basics	119
C.9.1	Overview	119
C.9.2	Hardware and Software Breakpoints	119
C.9.2.1	Software Breakpoints	119
C.9.2.2	Hardware Breakpoints	119
C.9.3	C.9.3 Exceptions/Trapping	120

Figures

1	Intel® 80321 I/O Processor Block Diagram	16
2	Serial-UART Communication	24
3	Ethernet-Network Communication.....	24
4	JTAG Debug Communication	25
5	Functional Block Diagram.....	31
6	Board Form Factor	32
7	External Interrupt Routing to Intel® 80321 I/O Processor.....	37
8	Intel® IQ80321 Evaluation Platform Board Peripheral Bus Topology.....	38
9	Flash Connection on Peripheral Bus	39
10	UART Connection on the Peripheral Bus	40
11	HEX Display Connection on the Peripheral Bus.....	41
12	Rotary Switch Connection on the Peripheral Bus.....	42
13	Battery Status Buffer on Peripheral Bus	43
14	JTAG Port Pin-out	45
15	RESET Sources	51
16	PCI-X Routing Diagram on Secondary PCI-X Bridge.....	53
17	IDSEL Routing for Private Device Configuration	69
18	Interrupt Routing for Private Device Configuration	70
19	Flash Connection to Peripheral Bus	72
20	UART Connection to Peripheral Bus	73
21	Hex Display Connection to Peripheral Bus.....	74
22	7-Segment Display Bit Definition	74
23	Register Bitmap: 7-Segment Display MSB FE84 0000h (Write Only)	74
24	Register Bitmap: 7-Segment Display LSB FE85 0000h (Write Only)	75
25	Intel® 80321 I/O Processor Memory Map.....	77
26	Redboot Intel® IQ80310 Physical Memory Map	79
27	Redboot Intel® IQ80310 Virtual Memory Map	80
28	Intel® IQ80321 Hardware Setup Flow Chart.....	89
29	Software Flow Diagram	90
30	Intel® IQ80321 Hardware Setup Flow Chart.....	107
31	Software Flow Diagram	108

Tables

1	Intel® 80321 I/O Processor Related Documentation List.....	13
2	Electronic Information.....	14
3	Component Reference.....	14
4	Terms and Definitions.....	15
5	Summary of Features.....	18
6	Form-Factor/Connectivity Features.....	32
7	Power Features.....	33
8	DDR Memory Features.....	34
9	Supported DIMM Types.....	34
10	Flash Memory Requirements.....	35
11	Peripheral Bus Features.....	38
12	Flash ROM Features.....	39
13	UART Features.....	40
14	HEX Display on the Peripheral Bus.....	41
15	Rotary Switch Requirements.....	42
16	Battery Status Buffer Requirements.....	43
17	Logic Analyzer Connection.....	45
18	Micor J3F2 Signal/Pins.....	46
19	Micor J2F1 Signal/Pins.....	47
20	Micor J1C1 Signal/Pins.....	48
21	Micor J3C1 Signal/Pins.....	49
22	Micor J2C1 Signal/Pins.....	50
23	Reset Requirements/Schemes.....	51
24	Switch Summary.....	52
25	Switch S7E1.....	54
26	Switch S8E1.....	54
27	Switch S8E2.....	54
28	Switch S9E1.....	54
29	Switch S1D1.....	54
30	Switch S4D1.....	54
31	Jumper Summary.....	55
32	Connector Summary.....	55
33	GPIO Header (J3F1) Definition.....	55
34	Secondary PCI/PCI-X Operation Settings.....	56
35	Primary PCI/PCI-X Operation Settings.....	56
36	Switch S7E1- 2/3: General Descriptions.....	57
37	Switch S7E1-2: RST_MODE: Settings and Operation Mode.....	57
38	Switch S7E1-3: RETRY: Settings and Operation Mode.....	57
39	RST_MODE and RETRY Operation Setting Summary.....	57
40	Switch S7E1 - 4/5: Descriptions.....	58
41	Switch S7E1 - 4: Settings and Operation Mode.....	58
42	Switch S7E1 - 5: Settings and Operation Mode.....	58
43	Switch S7E1 - 6/7: Descriptions.....	58
44	Switch S7E1 - 6/7: Settings and Operation Mode.....	58
45	Switch S7E1 - 8: Descriptions.....	59
46	Switch S7E1 - 8: Settings and Operation Mode.....	59
47	Switch S8E1 - 2: Descriptions.....	60
48	Switch S8E1 - 2: Settings and Operation Mode.....	60
49	Switch S8E1 - 3: Descriptions.....	60

50	Switch S8E1 - 3: Settings and Operation Mode	60
51	Switch S8E1 - 4: Descriptions	60
52	Switch S8E1 - 4: Settings and Operation Mode	60
53	Switch S8E1 - 5: Settings and Operation Mode	61
54	Switch S8E1 - 5: Driver Mode Output Impedances	61
55	Switch S8E1 - 6: Descriptions	61
56	Switch S8E1 - 6: Settings and Operation Mode	61
57	Switch S8E1 - 6: Driver Mode Output Impedances	61
58	Switch S8E1 - 7: Descriptions	62
59	Switch S8E1 - 7: Settings and Operation Mode	62
60	Switch S8E1 - 8: Descriptions	62
61	Switch S8E1 - 8: Settings and Operation Mode	62
62	Switch S8E2 - 1/2: Descriptions	63
63	Switch S8E2 - 1/2: Settings and Operation Mode	63
64	Switch S8E2 - 4: Descriptions	63
65	Switch S8E2 - 4: Settings and Operation Mode	63
66	Switch S9E1 - (1:3) Descriptions	64
67	Switch S9E1 - (1:3) Settings and Operation Mode	64
68	Switch S9E1 - 4: Descriptions	64
69	Switch S9E1 - 4: Settings and Operation Mode	64
70	Switch S1D1 - 1/2: Descriptions	65
71	Switch S1D1 - 1/2: Settings and Operation Mode	65
72	Switch S4D1 - 1/2: Descriptions	65
73	Switch S4D1 - 1/2: Settings and Operation Mode	65
74	Switch S4D1 - 3/4: Descriptions	65
75	Switch S4D1 - 3/4: Settings and Operation Mode	65
76	Jumper J1G2: Descriptions	66
77	Jumper J1G2: Settings and Operation Mode	66
78	Jumper J3E1: Descriptions	66
79	Jumper J3E1: Settings and Operation Mode	66
80	Jumper J3G1: Descriptions	66
81	Jumper J3G1: Settings and Operation Mode	66
82	Jumper J9E1: Descriptions	67
83	Jumper J9E1: Settings and Operation Mode	67
84	Jumper J9F1: Descriptions	67
85	Jumper J9F1: Settings and Operation Mode	67
86	Private Device Configuration Requirements	69
87	Interrupt Routing for Secondary PCI-X Private Device	70
88	DDR Memory Bias Voltage Minimum/Maximum Values	71
89	UART Register Settings	73
90	Intel® IQ80310 and Intel® IQ80321 Evaluation Platform Board Comparisons	85
91	Related Documents	87
92	Related Documents	105

Revision History

Date	Revision	Description
April 2003	008	Changed name and references of Tester1LED to Tester321LED.
March 2003	007	Revised Appendix B, "Getting Started and Debugger" . Added Appendix C, "Getting Started and Debugger" .
November 2002	006	Added Warning to Section 3.8.4, "Logic-Analyzer Connectors" through Section 3.8.9, "Mictor J2C1" .
21 October 2002	005	Updated typographical errors in Appendix B, "Getting Started and Debugger" .
07 October 2002	004	Added Section 3.10.2, "PCIX Initialization Summary" . Added Appendix B, "Getting Started and Debugger" .
August 2002	003	Replaced Section 5, "Software Reference" .
May 2002	002	Corrected various typographical errors. Updated Notes in Table 24 , added Spare for S9E1-3. Revised Table 26 , Table 27 and Table 30 . Revised Factory Default in Table 62 . Corrected Switch nomenclature in Table 66 / Table 67 and Table 74 / Table 75 .
February 2002	001	Initial Release.



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1.1 Document Purpose and Scope

This document describes the Intel® IQ80321 Evaluation Platform Board. This platform is targeted for the Intel® 80321 I/O processor (80321). The board serves as both an evaluation platform for developers using 80321 as well as a Customer Reference Board.

The IQ80321 is intended for rapid intelligent I/O development. It is based on the 80321, a single-function device that integrates the Intel® XScale™ core (ARM* architecture compliant) with intelligent peripherals including a PCI bus application bridge.

1.2 Related Documents

Table 1. Intel® 80321 I/O Processor Related Documentation List

Document	Number
<i>Intel® 80321 I/O Processor Developer's Manual</i>	273517
<i>Intel® 80321 I/O Processor Datasheet</i>	273518
<i>Intel® 80321 I/O Processor Design Guide</i>	273520
<i>Intel® 80321 I/O Processor Specification Update</i>	273519
<i>Intel® 80321 I/O Processor Product Brief</i>	273525
<i>Migrating from the Intel® 80310 I/O Processor Chipset to the Intel® 80321 I/O Processor Application Note</i>	273524
<i>Intel® 80321 I/O Processor Initialization Application Note</i>	273522
<i>Intel® Flash Recovery Utility (FRU) Reference Manual</i>	273551
<i>PCI Local Bus Specification, Revision 2.2</i>	http://www.pcisig.com/specifications
<i>PCI-X Addendum to the PCI Local Bus Specification, Revision 1.0a</i>	

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(1-800-548-4725) or visit the Intel website at <http://www.intel.com>

1.3 Electronic Information

Table 2. Electronic Information

Support Type	Location/Contact
The Intel World-Wide Web (WWW) Location:	http://www.intel.com
Customer Support (US and Canada):	800-628-8686

1.4 Component References

Table 3 provides additional information on the major components of IQ80321.

Table 3. Component Reference

Component	Part Number	Additional Information
Intel® StrataFlash®	28F640J3A	<ul style="list-style-type: none"> Manufacturer: Intel Corporation URL: http://developer.intel.com/design/flcomp/prodbref/298044.htm
Gigabit Ethernet	82544GC	<ul style="list-style-type: none"> Manufacturer: Intel Corporation URL: http://developer.intel.com/design/network/products/lan/controllers/82544.htm Intel® 82544EI/82544GC Gigabit Ethernet Controller Software Developer's Manual
Rotary Switch	DR FC 16	<ul style="list-style-type: none"> Manufacturer: NKK* URL: http://us.switchzone.com/series.asp
Hex Display	HDSP-G211	<ul style="list-style-type: none"> Manufacturer: Agilent Technologies* URL: http://www.semiconductor.agilent.com/cgi-bin/morpheus/home/home.jsp?pSection=LED
UART	TL 16550C	<ul style="list-style-type: none"> Manufacturer: Texas instruments* URL: http://focus.ti.com/docs/prod/productfolder.jhtml?genericPartNumber=TL16C550C
PCI-X Bridge	IBM 21P100BGC	<ul style="list-style-type: none"> Manufacturer: IBM* IBM 133 PCI-X Bridge URL: http://www.chips.ibm.com/products/storage/pci_x/

1.5 Terms and Definitions

Table 4. Terms and Definitions

Acronym/Term	Definition
ARM	Refers to both the microprocessor architecture and the company that licenses it.
CRB	Customer Reference Board
ICE	In-Circuit Emulator – A piece of hardware used to mimic all the functions of a microprocessor.
JTAG	Joint Test Action Group – A hardware port supplied on Intel® XScale™ microarchitecture evaluation boards used for in-depth testing and debugging.
PPCI-X	Primary PCI-X.
PSU	Power Supply Unit
SPCI-X	Secondary PCI-X.

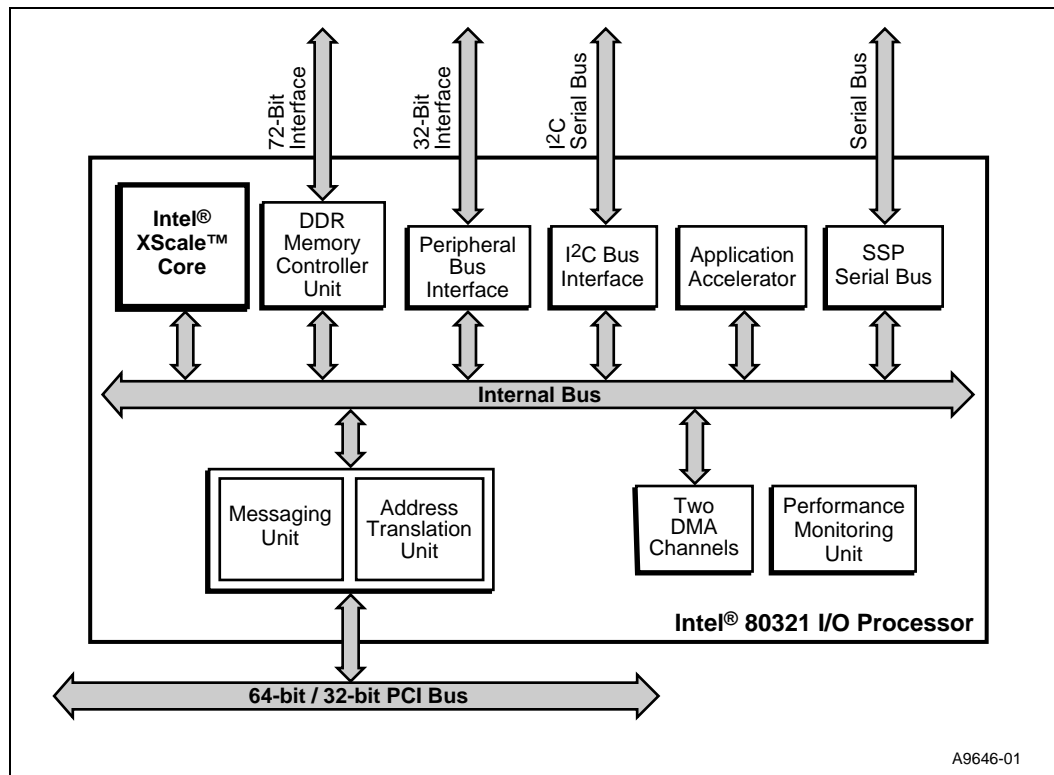
1.6 Intel® 80321 I/O Processor

About the Intel® 80321 I/O processor.

The Intel® 80321 I/O processor combines the Intel® XScale™ core with powerful new features to create an intelligent I/O processor. This single-function PCI device is fully compliant with the *PCI Local Bus Specification*, Revision 2.2. The Intel® 80321 I/O processor-specific features include:

- Intel® XScale™ core
- PCI - Local Memory Bus Address Translation Unit (ATU)
- I₂O* Messaging Unit (MU)
- Direct Memory Access (DMA) Controller
- Peripheral Bus Interface (PBI) Unit
- Integrated Memory Controller Unit (MCU)
- Performance Monitor Unit (PMU)
- Application Accelerator Unit (AAU)
- Two I²C Bus Interface Units (BIU)
- Synchronous Serial Port (SSP) Unit
- Eight General Purpose Input Output (GPIO) Ports

Figure 1. Intel® 80321 I/O Processor Block Diagram



It is an integrated processor that addresses the needs of intelligent I/O applications and helps reduce intelligent I/O system costs.

The PCI Bus is an industry standard, high performance low latency system bus. The 80321 PCI Bus is capable of 133 MHz operation in PCI-X mode as defined by the *PCI-X Addendum to the PCI Local Bus Specification*, Revision 1.0a. Also, the processor supports a 66 MHz conventional PCI mode as defined by the *PCI Local Bus Specification*, Revision 2.2. The addition of the Intel® XScale™ core brings intelligence to the PCI bus application bridge.

The 80321 is a single function PCI device. This function represents the address translation unit. The address translation unit is an “application bridge” as defined by the *PCI-X Addendum to the PCI Local Bus Specification*, Revision 1.0a. The 80321 contains PCI configuration space accessible through the PCI bus.

80321 core is based upon the Intel® XScale™ core. The core processor operates at a maximum frequency of 600 MHz. The instruction cache is 32 Kbytes (KB) in size and is 32-way set associative. Also, the core processor includes a data cache that is 32 KB and is 32-way set associative and a mini data cache that is 2 KB and is 2-way set associative.

The 80321 includes eight General Purpose I/O (GPIO) pins.

1.7 Intel® IQ80321 Evaluation Platform Board Features

Table 5. Summary of Features

Feature	Definition
Battery Backup Unit:	Battery back up circuit for SDRAM – 64 MB for 72 hours.
Ethernet Port:	Gigabit Ethernet Debugging/Download Port (using Intel® 82544).
Flash ROM:	8 MB Flash ROM 3.3 V – 16-bit Flash I/F.
Form & Factor:	Modified PCI long-card format – one Secondary PCI-X (SPCI-X) Expansion slots (right angel connector).
General Purpose I/O:	GPIO Pins are used as described in the appropriate section in this document
Hex Display:	Two 7-segment Hex LED displays.
JTAG Port:	ARM compliant JTAG Header.
Logic Analyzer:	Logic analyzer (mictor) interface on: <ul style="list-style-type: none"> • SPCI-X bus • Peripheral Bus Interposer Card may be used for the memory bus – Information supplied separately.
Memory:	<ul style="list-style-type: none"> • PC1600 Double Data Rate (DDR) SDRAM (Clock rate: 100 MHz). • 128 MB 64-bit (expandable to 1 GB). • DIMM socket.
Onboard Power:	Board sources +1.25 V, +2.5 V, +3.3 V, +5 V, +12 V, and -12 V from primary PCI connector. <ul style="list-style-type: none"> • All core voltages are derived from 3.3 V supply.
PCI-X Bridge:	IBM PCI-X Bridge.
Power LED:	Power on (green) and FAIL (red) LED indicators.
Primary PCI:	64 bits 133/100/66 MHz PCI-X or PCI 66 MHz
RAID Support	Support for “RAID” Implementation – Ability to make the devices plugged in the secondary expansion slots “Private”.
Secondary PCI:	<ul style="list-style-type: none"> • 1 x 64-bit PCI-X connector - 66 MHz. • Intel® 82544 Gigabit Ethernet Controller also on the secondary PCI-X.
Serial Port:	One Serial Console Port (16C550 Compatible).

The IQ80321 is a software development environment for Intel® 80321 I/O processor.

2.1 Kit Content

The IQ80321 Kit contains the following items:

- Intel® IQ80321 Evaluation Platform Board
- Code|Lab* Development Environment from Accelerated Technology Incorporated*
- JTAG Emulation unit
- Serial Cable
- Evaluation Software Bundle

2.2 Hardware Installation

Warning: Static charges can severely damage the boards. Be sure you are properly grounded before removing the board from the anti-static bag.

2.2.1 First-Time Installation and Test

For first-time installation, visually inspect the IQ80321 for any damage made during shipment. Follow the host system manufacturer instructions for installing a PCI adapter. The board is a full-length PCI/PCI-X adapter and requires a PCI/PCI-X slot free from obstructions. The extended height of the board requires the cover of the PC to be kept off.

2.2.2 Power and Backplane Requirements

The IQ80321 requires a 3.3 V supply coming through the PCI/PCI-X primary connector. The board can be plugged into either a backplane or a desktop PCI/PCI-X slot. When using a backplane, an ATX rated power supply is required. The IQ80321 only draws from the 3.3 V line of the power supply. Most ATX power supply units (PSUs) regulate off the 5 V signal. When there is nothing drawing from the 5.5 V signal most ATX PSU do not supply the 3.3 V correctly. To overcome this, it is recommended to put a load on the 5.5 V line of the PSU. An old IDE Hard drive can be used for this.

Caution: When plugging the power supply into the backplane, make sure that the power supply is disconnected from the mains. Most ATX PSUs supply 5 V standby current even when turned Off, backplane damage is possible.

2.3 Factory Settings

Make sure that the switch/jumper settings are set to proper positions as explained in [Section 3.10](#), “Switches and Jumpers” on page 52.

2.4 Development Strategy

2.4.1 Supported Tool Buckets

For developing and debugging software application, the production version of the IQ80321 kit includes the Code|Lab Development Environment. Support for the Code|Lab development environment is available from ATI*. Please refer to the enclosed package.

The kit also contains evaluation copies for several Software Development Tools. These tools are for evaluation purposes and do not include any support. Please contact the vendor directly for additional information and support. They include:

- ARM Developer Suite (ADS) and ARM Firmware Suite (AFS)
- Redhat* GNUPro tools
- LynuxWorks* Embedded Linux RTOS and Development Tools
- Monta Vista* Embedded Linux RTOS and Development Tools
- WindRiver* VxWorks* RTOS and Tornado* Development Tools
- Accelerated Technology Inc*, Nucleus Plus* RTOS and Development Tools

2.4.2 Contents of the Flash

The production version of the board contains a trio image for Redhat Redboot*, ARM Angel*, and ATI Code|Lab Monitor. All early sample/engineering boards have the Redboot target monitor.

2.5 Target Monitors

2.5.1 Redhat Redboot

RedBoot* is an acronym for “Red Hat Embedded Debug and Bootstrap”, and is the standard embedded system debug/bootstrap environment from Red Hat, replacing the previous generation of debug firmware: CygMon and GDB stubs. It provides a bootstrap environment for a range of embedded operating systems, such as embedded Linux and eCos*, and includes facilities such as network downloading and debugging. It also provides a simple Flash file system for boot images.

RedBoot provides a set of tools for downloading and executing programs on embedded target systems, as well as tools for manipulating the target system's environment. It can be used for both product development (debug support) and for end product deployment (Flash and network booting).

Here are some highlights of RedBoot capabilities:

- Boot scripting support
- Simple command line interface for RedBoot configuration and management, accessible via serial (terminal) or Ethernet (telnet) (see [Section 2.6.4, “GNUPro GDB/Insight” on page 26](#))
- Integrated GDB stubs for connection to a host-based debugger (GDB/Insight) via serial or Ethernet. (Ethernet connectivity is limited to local network only)
- Attribute Configuration - user control of aspects such as system time and date (when applicable), default Flash image to boot from, default fail-safe image, static IP address, etc.
- Configurable and extensible, specifically adapted to the target environment
- Network bootstrap support including setup and download, via BOOTP, DHCP and TFTP
- X/Y-Modem support for image download via serial
- Power On Self Test

2.5.2 ARM Firmware Suite

The ARM Firmware Suite is a package of low-level routines and libraries that have been designed to help developers rapidly bring up applications and operating systems on Intel® XScale™ microarchitecture-based development platforms, such as the IQ80321.

AFS consists of two parts:

1. μ HAL, the ARM standard board API, which is low-level firmware, designed to provide a common set of functions across IQ80321. These include
 - System initialization software.
 - Simple polled serial drivers.
 - LED support.
 - Timer support.
 - Interrupt Controller support.

μ HAL manages all the variables associated with the IQ80321. This is provided in source form for users to embed and distribute in their own products running on an 80321. Included also as sources and with object distribution rights are:

- A simple boot monitor.
 - Event chaining libraries, low level ADS C++ support libraries, benchmarking and demonstration applications.
 - Angel* debug target and host communication software that allows inter-working with ARM Developer Suite.
2. On top of μ HAL, AFS provides some useful applications, demos and example operating systems such as μ COS-II. The applications are currently.
 - Flash Library supporting a range of commonly used Flash parts.
 - Flash management utilities including support for multiple Flash images using the ARM Flash format standard.
 - PCI Library that fully initializes the PCI subsystem and provides device driver primitives.
 - DHCP Client over Ethernet of the fast download of binary images into Flash or RAM.
 - Full on line documentation.
 - Example OS ports.

2.5.2.1 ARM Angel

Angel is one of the debug monitor programs for 80321. It is provided in source and binary form with the ARM Software Development Toolkit. It features:

- Debug capability, including memory inspection, image download and execution, break-pointing and single step
- CPU and board startup and basic exception handling
- A full ANSI C library, using semihosting (file I/O Operation) to provide services from the host which are not available on the target
- A full source distribution for users in developing standalone applications

Angel interfaces with the ARM Developer Suite in two ways:

- SW Debuggers use the interface library (Remote_A) to communicate with an Angel target when debugging or executing code.
- Application code uses software interrupt (SWI) calls to request services of Angel either directly or via the toolkit C library.

2.5.2.1.1 Semihosting (File I/O)

The ARM debuggers support a feature known as semihosting to enable a target system which does not support various features required by the ANSI C library to use the features of the host instead. A simple example of this is the use of a host “window” to provide a system console, to which the output of printf(), etc..., can be written.

Semihosting is supported in Angel using a set of SWI calls which the ARM C library uses messages over the CLIB channel of the target<=>host link, and appropriate code in the host library (Remote_A.dll under Windows) which interprets and executes these requests.

For information on the SWI calls, see the *ARM SDT Reference Manual* (DUI 0041B) section 8.3: Angel C Library Support (SWIs)

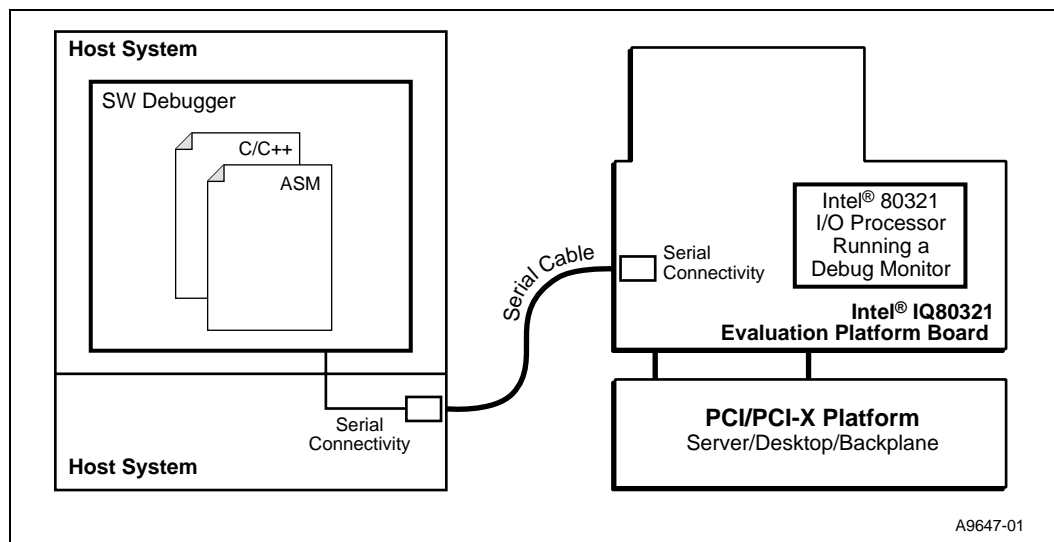
2.6 Host Communications Examples

How to communicate to the host.

2.6.1 Serial-UART Communication

Using a serial connection:

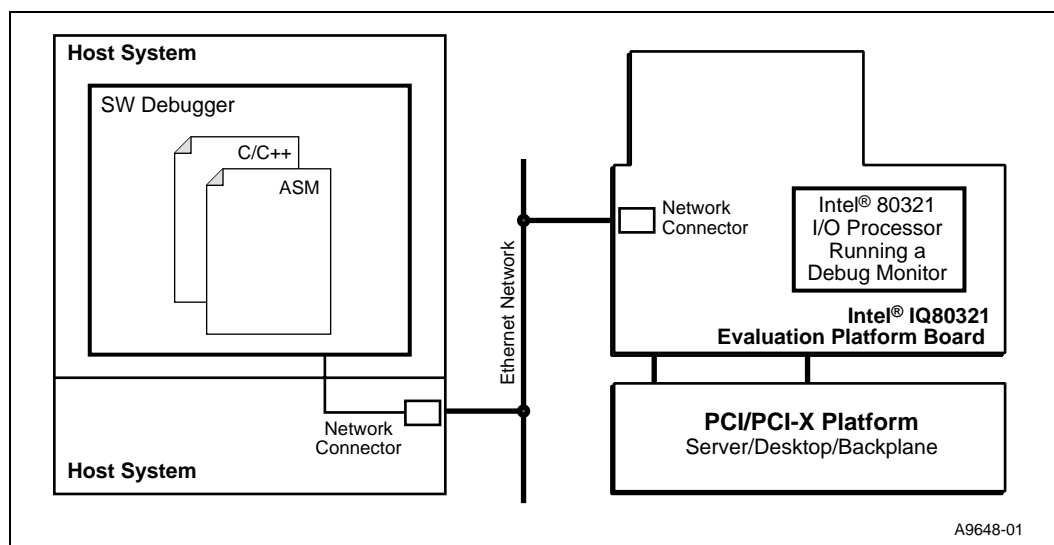
Figure 2. Serial-UART Communication



2.6.2 Ethernet-Network Communication

Using a network connection:

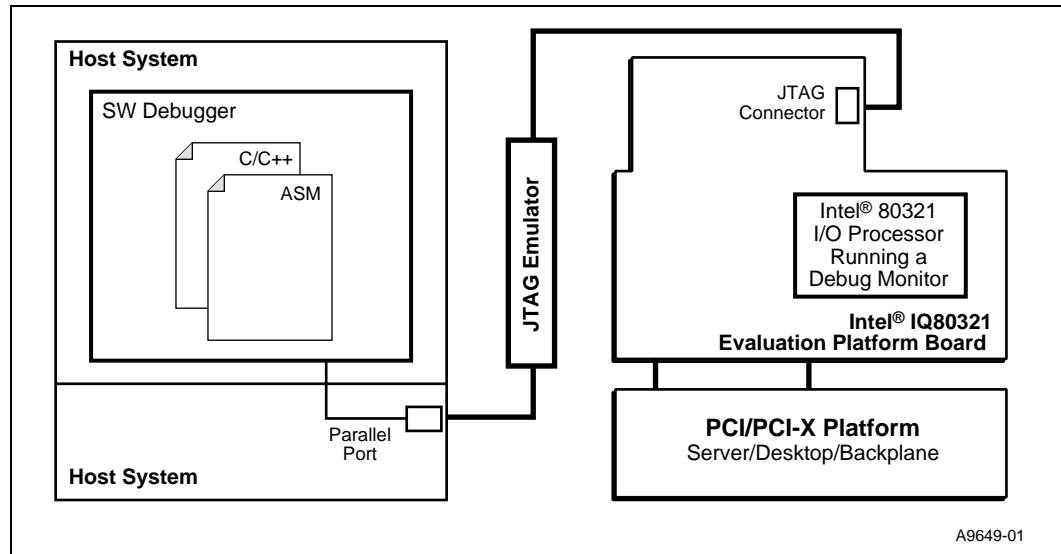
Figure 3. Ethernet-Network Communication



2.6.3 JTAG Debug Communication

Using a JTAG Emulator:

Figure 4. JTAG Debug Communication



2.6.4 GNUPro GDB/Insight

2.6.4.1 Communicating with Redboot

Hardware Setup:

- Host with UNIX/Linux or Win32 installed
- Intel® IQ80321 Evaluation Platform Board with serial cable
- Redhat Redboot monitor Flashed to the platform board

Recommended Mapping of UART Ports to Host Com Ports

- Host port connected to the platform board UART.

The following communication tools can be used:

- Win32 using HyperTerminal
- UNIX using Kermit
- Linux using Miniport
- Solaris using Tip

Redboot Monitor startup:

Description: terminal emulator runs on host and communicates with the board via the serial cable.

Start: Power up the Intel® IQ80321 Evaluation Platform Board. While the 'reset' is asserted, the two 7-segment LEDs sequentially display "88", "A0" through "A6", followed by "SL" (Scrub loop). When RedBoot is successfully booted, it displays the characters "A1" on the LEDs. When the final state of "A1" does not occur, reset the processor again.

The time for reset is approximately 1 or 2 seconds.

Win32 on Host Connecting with HyperTerminal.

To bring up a HyperTerminal session on a Win32 platform: Go to Start, Programs, Accessories, Communications, HyperTerminal

- HyperTerminal setup screens:
 - “Connection Description” Panel:
 - Enter name.
 - “Connect To” Panel:
 - Select host com2 port (or whichever port you are using).
 - Port Settings:
 - Bits per second: 115200
 - Data Bits: 8
 - Parity: none
 - Stop Bits: 1
 - Flow Control: none
 - Start HyperTerminal:
 - Select Call from HyperTerminal panel.
 - Reset or power up IQ80321 board.
 - The Host screen reads:

```
RedBoot(tm) debug environment - built dd:mm:yy, Mon dd 2001
Platform: IQ80321
Copyright (C) 2000, Red Hat, Inc.
RAM: 0xa0000000-0xa2000000
FLASH: 0x00000000 - 0x00800000, 64 blocks of 0x00020000 bytes each.
IP: 192.168.0.1, Default server: 0.0.0.0
RedBoot>
```

For further information on the GDB/Insight Debugger, refer to the content of the GNUPro CD and/or the GNUPro Debugging Tools manual. This setup assumes that Redboot is Flashed on the board.

2.6.4.2 Connecting with GDB

Below are the GDB commands entered from the command prompt. Be sure system path is set to access “xscale-elf-gdb.exe”. File name in example “hello”. Bold type represents input by user:

>**xscale-elf-gdb -nw hello**¹

- Start GDB executable, loads debug information and symbols.

(GDB) **set remotebaud 115200**

- Set baud rate for the IQ80321.

Connect COM port:

- When using Windows command prompt:

(GDB) **target remote com1**

Example: screen output from board to host (GDB) target remote com1:

Remote debugging using com1.

(GDB)

- When using Linux

(GDB) **target remote /dev/ttyS0**

(GDB) **load**

- Load the program to the board, may have to wait a few seconds.

(GDB) **break main**

- Set breakpoint at main.

(GDB) **continue**

- Start the program using 'continue' verse the usual 'run'.
- Program hits break at main() and wait.

1. To be supplied separately.

2.6.5 ARM Extended Debugger

For further information on the AXD Debugger, refer to the content of the ARM ADS. This setup assumes that Angel is Flashed on the board:

Description: Terminal emulator runs on host and communicates with the board via the serial cable.

Start: Power up the target board. After the 'reset' is asserted, the two 7-segment LEDs display blank. The time for reset is approximately 1 or 2 seconds.

Assumptions: ARM Developer Suite (ADS) is loaded to Win32 Host, Angel is Flashed to ROM, Host com port is connected to board serial port ## and compiled project file Worcester.mcp¹ exists.

Following are the steps from setup to running a project file that has been previously created and named Worcester.mcp:

1. From Windows start menu:
 - a. Programs -> ARM Developer Suite v1.1 -> Metrowerks CodeWarrior
2. From CodeWarrior open project and start debugger:
 - a. File -> Open (All files) -> Worcester.mcp
 - b. Project -> Enable Debugger
 - c. Project -> Debug (AXD Interface comes up)
3. From AXD (ARM extended debugger) configure and connect:
 - a. Connect Host to Target with serial cable
Options -> Configure Target ... -> Set Target Environment = ADP
Select Configure
Select... , ARM Serial Driver, OK
Endian: Little
Configure... , Serial Port:= COM1, Baud Rate:=115200, OK, OK, OK
 - b. Load Image and Start
On AXD menu: File -> Load Image... -> File name: Cyclone.axf -> Open ->
 - c. Execute -> Select Go, Breakpoints
4. The LEDs now Flashes '80321'. You can set breakpoints and step to control speed or stop location.

1. To be supplied separately.

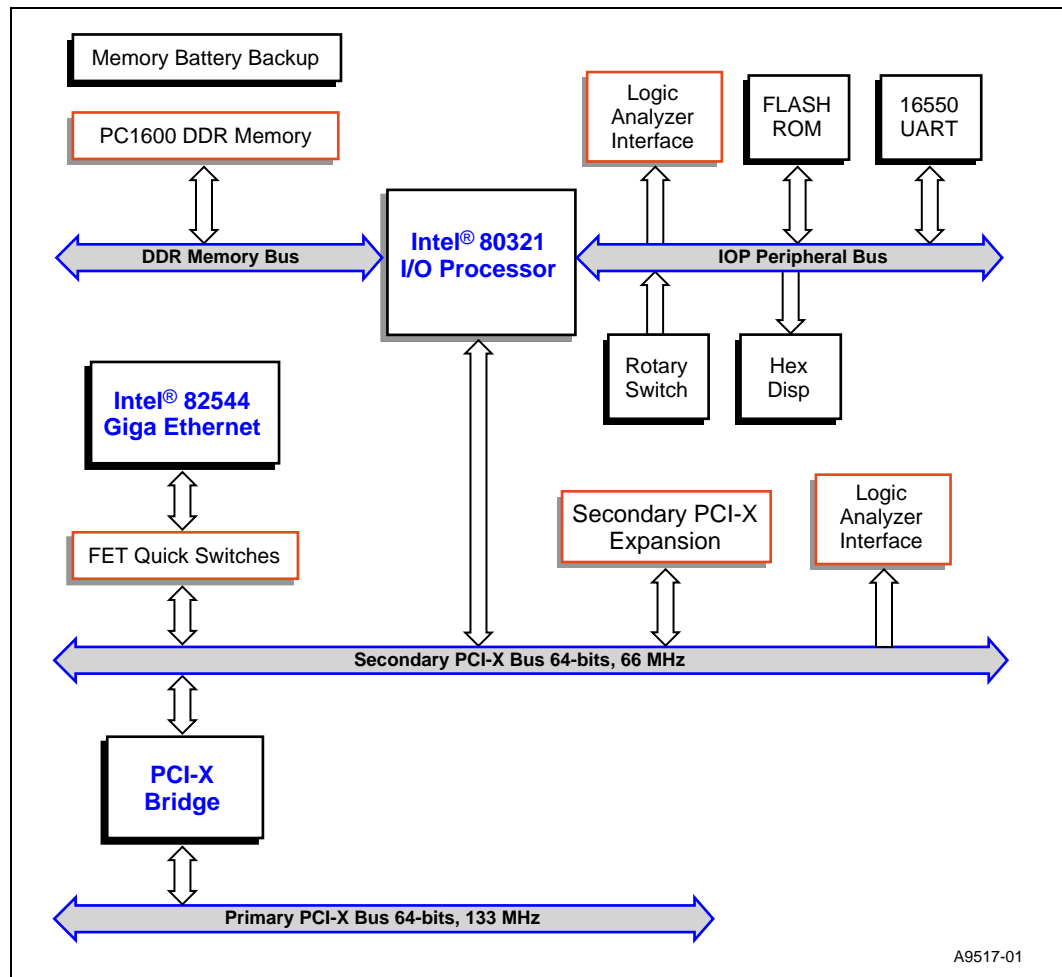


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3.1 Functional Diagram

Figure 5 shows the functional block for the IQ80321.

Figure 5. Functional Block Diagram



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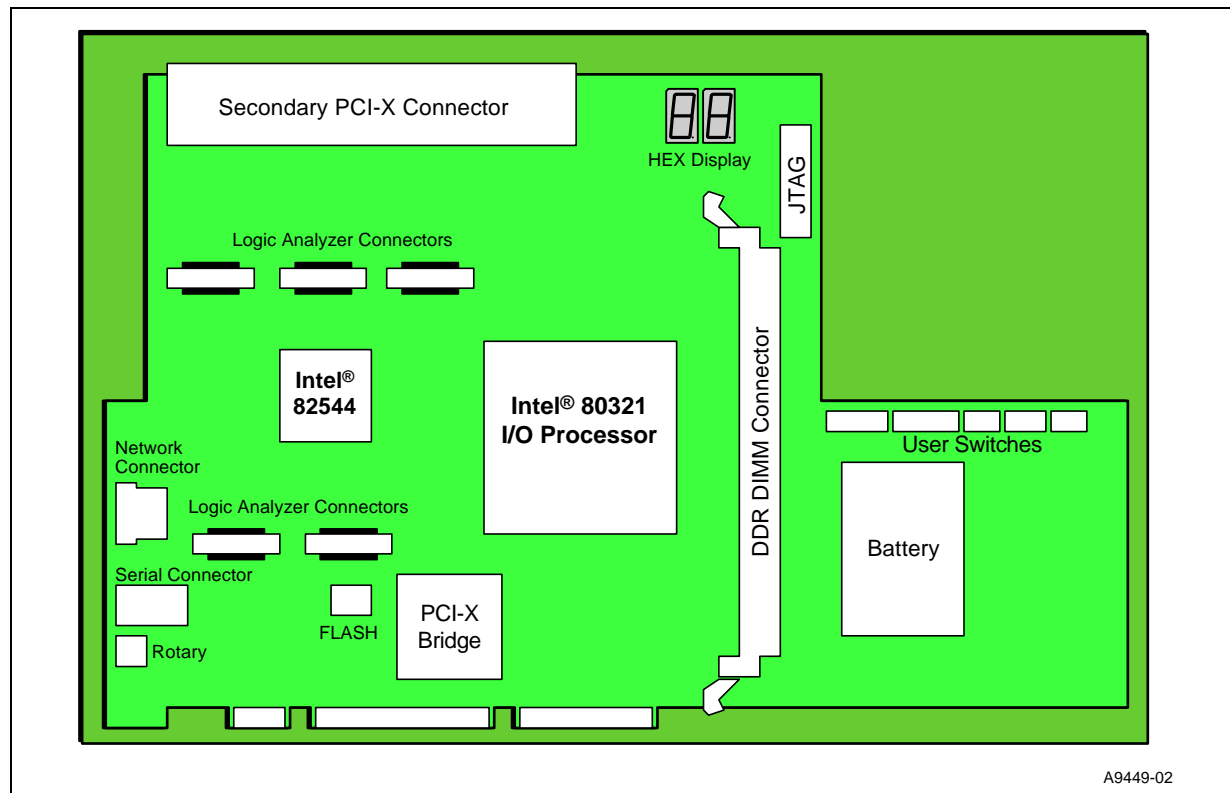
3.2 Board Form-Factor/Connectivity

Table 6 summarizes the form-factor and connectivity features for the IQ80321.

Table 6. Form-Factor/Connectivity Features

Description
The Intel® IQ80321 Evaluation Platform Board is a full-size PCI card with form factor depicted by Figure 6.
The IQ80321s connects to the Primary PCI-X (PPCI-X) bus a PCI-X.
The IQ80321 has one PCI-X expansion slot.
The IQ80321 uses the Intel® 82544 Gigabit Ethernet Controller for network connectivity.
The IQ80321 can electrically isolate the Intel® 82544 Gigabit Ethernet Controller on the SPCI-X bus using user switches.
The IQ80321 has one serial port/UART (compatible with 16C550).
The IQ80321 has one JTAG port compliant with ARM Multi-ICE 20-pin connector standard. The JTAG is targeted for the Intel® XScale™ core and is used for software debug purposes.

Figure 6. Board Form Factor



A9449-02

3.3 Power

The IQ80321 draws power from the PCI-X bus. The power requirements for the IQ80321 are shown in Table 7 below. The numbers do not include the power required by a PCI-X card mounted on the expansion slot.

Table 7. Power Features

Voltage	Typical Current	Maximum Current
+3.3 V	TBD V	TBD V
+5 V	TBD A	TBD A
+12 V	TBD mA	TBD mA
-12 V	TBD mA	TBD mA

Note: Does not include the power required by a PCI-X card mounted on the expansion slot.

3.4 Memory Subsystem

Memory subsystem consists of the SDRAM as well as the Flash memory subsystems.

3.4.1 DDR SDRAM

The DDR SDRAM interface consists of a 64-bit wide data path to support 1.6 GB/sec throughput. An 8-bit Error Correction Code (ECC) is stored into the DDR SDRAM array along with the data and is checked when the data is read.

Table 8. DDR Memory Features

Description
The board features two banks of DDR SDRAM in the form of one two-bank dual inline memory module (DIMM), only Un-buffered PC1600 DIMMs.
The Intel® IQ80321 Evaluation Platform Board has a single DIMM connector supporting the DIMM arrangements listed in Table 9 .

Table 9. Supported DIMM Types

Type	Size	Type	Size
DDR200 (PC1600)	8MX64	CL2DIMM	(64 MB)
DDR200	16MX64	CL2 DIMM	(128 MB)
DDR200	32MX64	CL2 DIMM	(256 MB)
DDR200	8MX72	CL2 ECC DIMM	(64 MB)
DDR200	16MX72	CL2 ECC DIMM	(128 MB)
DDR200	32MX72	CL2 ECC DIMM	(256 MB)
DDR200			(1 GB)

3.4.1.1 Battery Backup

Battery backup is provided to save any information in DDR during a power failure. The evaluation board contains a Li-ion battery, a charging circuit and a regulator circuit.

DDR technology provides enabling data preservation through the self-refresh command. When the processor receives an active Primary PCI-X reset, the self-refresh command issues, driving SCKE signals low. Upon seeing this condition, the board logic circuit holds SCKE low before the processor loses power. Batteries maintain power to DDR and logic, to ensure self-refresh mode. When the circuit detects PRST# returning to inactive state, the circuit releases the hold on SCKE. Removing the battery can disable the battery circuit. When the battery remains in the platform when it is de-powered and/or removed from the chassis, the battery maintains DDR for about four hours. Once power is reapplied, the battery is fully charged.

3.4.2 Flash Memory Requirements

Total Flash memory size is 8 MB.

Table 10. Flash Memory Requirements

Description
Intel® IQ80321 Evaluation Platform Board Total Flash size is 8 MB
IQ80321 Flash technology is based on Intel Strata Flash family
IQ80321 Flash uses a 16-bit interface
IQ80321 Flash utilizes the 80321 Peripheral Bus
IQ80321 May be programmed using the PCI-X interface – Flash Recovery Utility (FRU) Utility
IQ80321 May be programmed using a RAM based software target monitor – Redhat Redboot and ARM Firmware Suite
IQ80321 May be programmed using a JTAG emulation/debug device



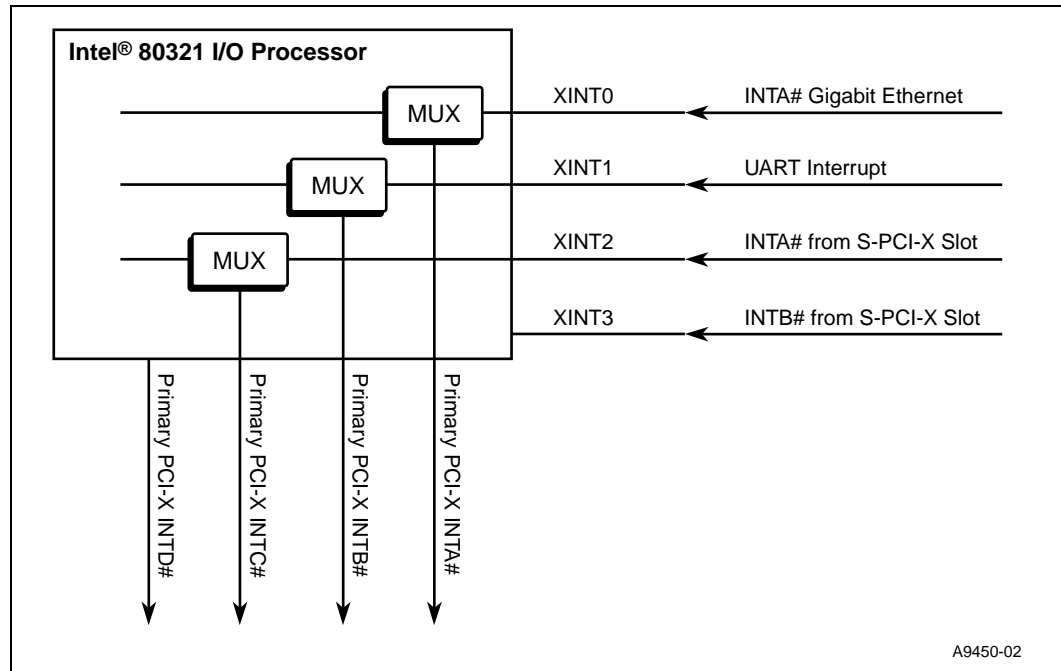
3.5 Intel® 80321 I/O Processor Operation Mode

Please refer to user switches section for mode setting during reset.

3.6 Interrupt Routing

The IQ80321 Interrupt routing.

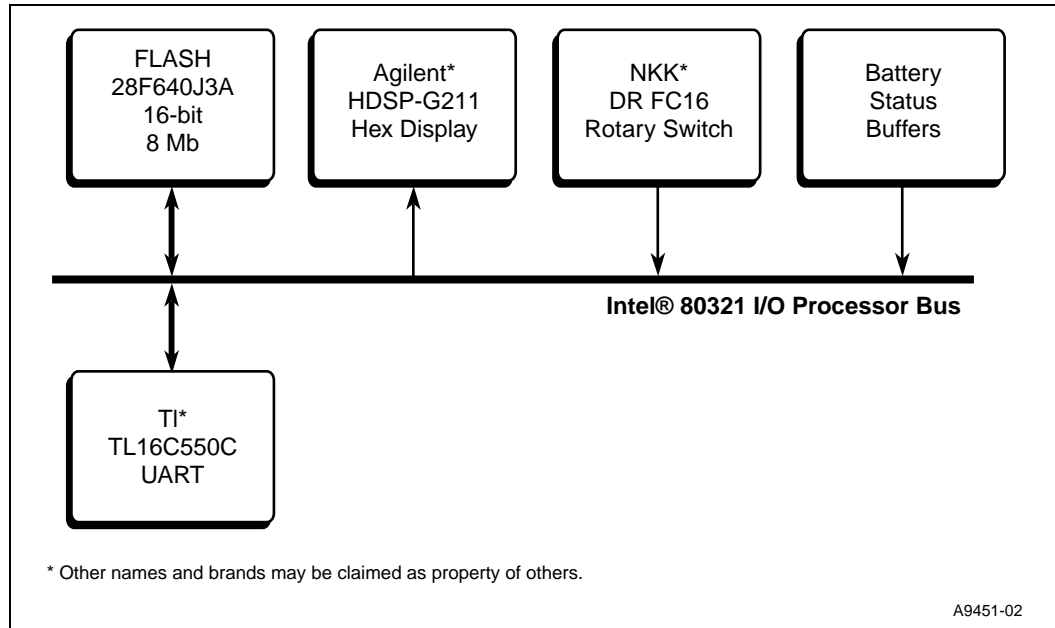
Figure 7. External Interrupt Routing to Intel® 80321 I/O Processor



3.7 Intel® IQ80321 Evaluation Platform Board Peripheral Bus

The IQ80321 populates the peripheral bus as depicted by Figure 8.

Figure 8. Intel® IQ80321 Evaluation Platform Board Peripheral Bus Topology



The devices on the bus include Flash ROM, UART, HEX display, and rotary switch.

Table 11. Peripheral Bus Features

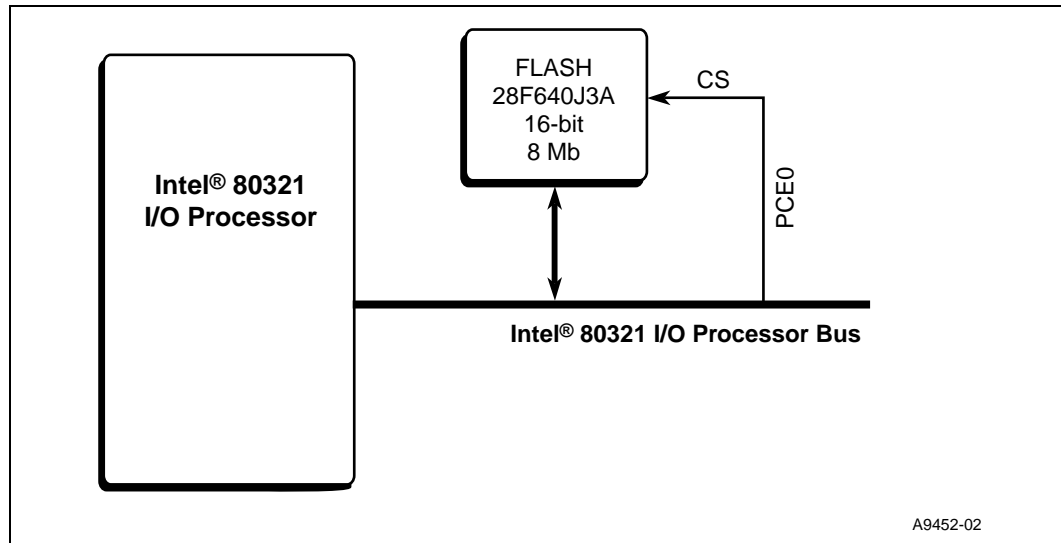
Description
The bus speed is targeted for 33 MHz operation
The bus is utilized for attaching debug and Flash devices.
The interfaces/devices that are utilized include one serial port, a rotary switch, a HEX Display

3.7.1 Flash ROM

Table 12. Flash ROM Features

Description
Flash is an Intel® StrataFlash® technology – Part number: 28F640
Flash size is 8 MB
The connection to the peripheral bus is depicted by Figure 9

Figure 9. Flash Connection on Peripheral Bus

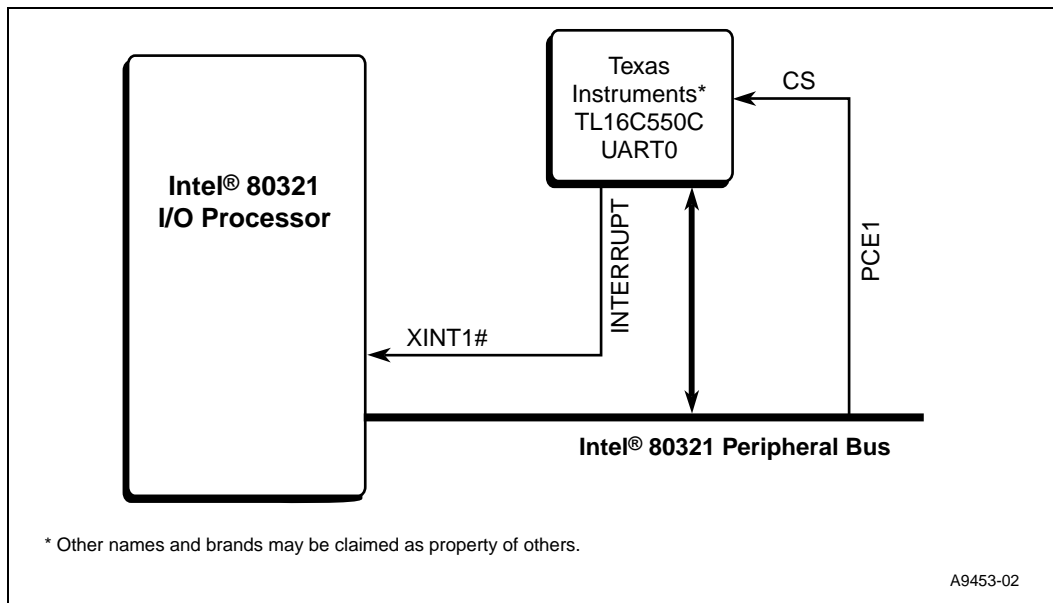


3.7.2 UART

Table 13. UART Features

Description
UART on the peripheral bus is part of the 16C550 family.
The connection to the peripheral bus is depicted by Figure 10.

Figure 10. UART Connection on the Peripheral Bus

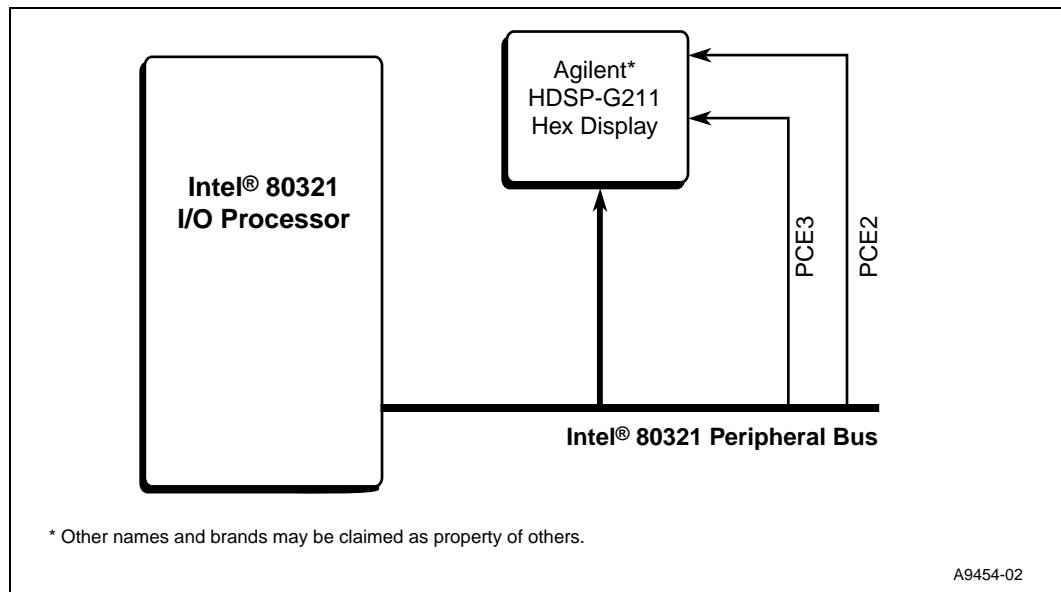


3.7.3 HEX Display

Table 14. HEX Display on the Peripheral Bus

Description
The Intel® IQ80321 Evaluation Platform Board includes a HEX Display unit on the peripheral bus. The HEX display contains two digits (MSB, LSB).
The connection to the peripheral bus is depicted by Figure 11.

Figure 11. HEX Display Connection on the Peripheral Bus



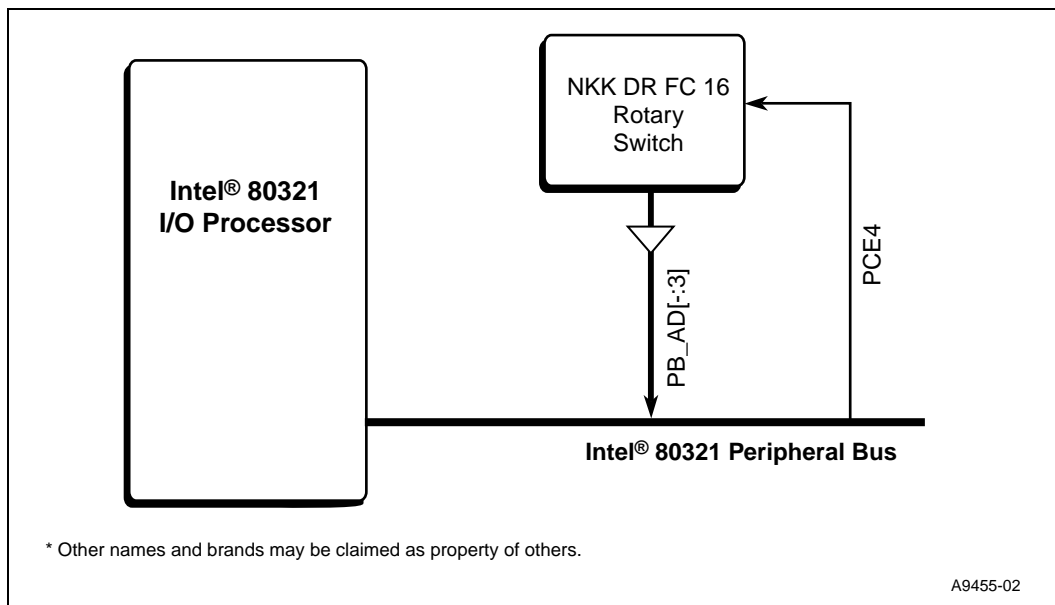
3.7.4 Rotary Switch

The IQ80321 provides a Rotary Switch for the user to select from different boot-up flavors.

Table 15. Rotary Switch Requirements

Description
Rotary switch has a 4-bit resolution (16 positions).
The connection to the peripheral bus is depicted by Figure 12 .

Figure 12. Rotary Switch Connection on the Peripheral Bus

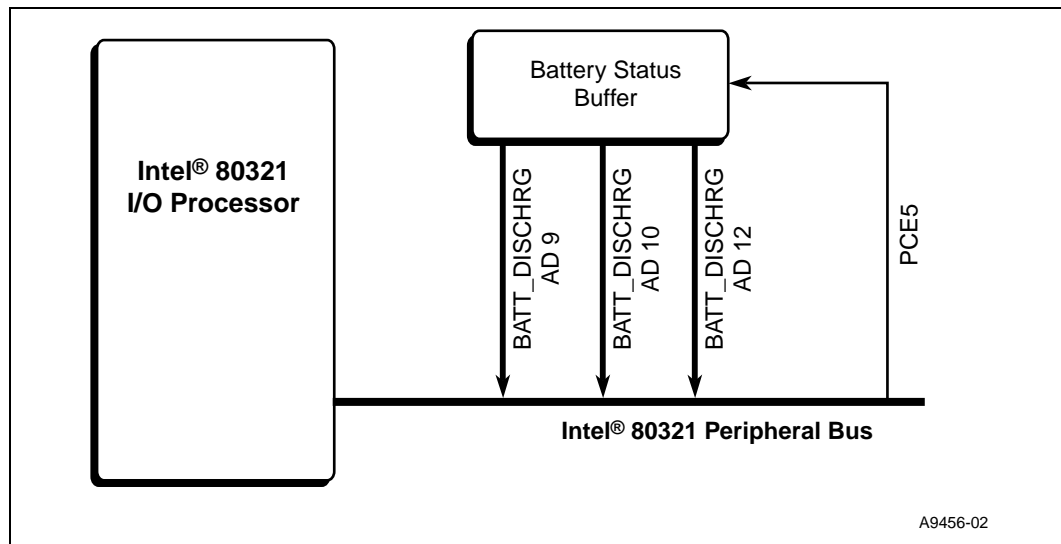


3.7.5 Battery Status

Table 16. Battery Status Buffer Requirements

Description
The Intel® IQ80321 Evaluation Platform Board provides the following status for the battery: <ul style="list-style-type: none"> • Battery-Present status-bit on PB data line 9 • Battery-Charge status-bit on PB data line 10 • Battery-Discharge status-bit on PB data line 12
The connection to the peripheral bus is depicted by Figure 13 .

Figure 13. Battery Status Buffer on Peripheral Bus



A9456-02

3.8 Debug Interface

3.8.1 Console Serial Port

The platform has one serial port for debug purposes as described in [Section 3.7, “Intel® IQ80321 Evaluation Platform Board Peripheral Bus”](#) on page 38.

3.8.2 Ethernet Port

The IQ80321 supports an Intel® 82544EI Gigabit Ethernet Controller on the secondary PCI-X bus.

3.8.2.1 Intel® 82544EI Gigabit Ethernet Controller

The Intel® 82544EI Gigabit Ethernet Controller is an integrated third-generation Ethernet LAN component capable of providing 1000, 100, and 10 Mb/s data rates. It is a single-chip device, containing both the MAC and PHY layer functions, and optimized for LAN on Motherboard (LOM) designs, enterprise networking, and Internet appliances that use the Peripheral Component Interconnect (PCI) and PCI-X bus back-planes.

The 82544EI utilizes a 32/64-bit, 33/66 MHz direct-interface to the PCI bus, compliant with the *PCI Local Bus Specification*, Revision 2.2. It also supports the *PCI-X Addendum to the PCI Local Bus Specification*, Revision 1.0a. The controller interfaces with the 80321 through on-chip command/status registers and using a shared memory area.

The physical layer circuitry provides an IEEE 802.3 Ethernet interface for 1000BASE-T, 100BASE-TX and 10BASE-T applications.

For programming information please refer to the *Intel® 82544EI/82544GC Gigabit Ethernet Controller Software Developer's Manual*.

3.8.3 JTAG Debug

The IQ80321 has a 20-pin JTAG connector that is in compliant with ARM Multi-ICE guidelines.

3.8.3.1 JTAG Port

Figure 14. JTAG Port Pin-out

VTref	1	2	Vsupply
nTRST	3	4	GND
TDI	5	6	GND
TMS	7	8	GND
TCK	9	10	GND
RTCK	11	12	GND
TDO	13	14	GND
nSRST	15	16	GND
DBGRRQ	17	18	GND
DBGACK	19	20	GND

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3.8.4 Logic-Analyzer Connectors

Warning: Be sure to fully understand the pin assignments of the particular logic analyzer being used before connecting to the Intel® IQ80310 Evaluation Platform Board. When voltage is applied, particularly to a NC pin, hardware damage can be incurred.

Table 17. Logic Analyzer Connection

Description
The Intel® IQ80321 Evaluation Platform Board has Mictor connectors for Logic Analyzer connection on the secondary PCI-X BUS.
The IQ80321 has Mictor connectors for Logic Analyzer connection on the Peripheral Bus.
The IQ80321 can facilitate placing a DDR Logic Analyzer Interface card – Connects to the DDR DIMM connector in place of the DIMM.

3.8.5 Mictor J3F2

Warning: Be sure to fully understand the pin assignments of the particular logic analyzer being used before connecting to the Intel® IQ80310 Evaluation Platform Board. When voltage is applied, particularly to a NC pin, hardware damage can be incurred.

Table 18. Micor J3F2 Signal/Pins

Schematic Signal Name	Mictor Pin Name	Mictor Pin Name	Schematic Signal Name
FLASH_SEL/RST_MODE*	1	2	PB_AD<13>
ROT_SW_SEL*	3	4	PB_AD<14>
MSB_LED_DEL*	5	6	PB_AD<15>
LSB_LED_SEL*	7	8	PB_AD<16>
UART_SEL/RETRY*	9	10	PB_AD<17>
FLASH_SEL/RST_MODE*	11	12	PB_AD<18>
PB_AD<0>	13	14	PB_AD<19>
PB_AD<1>	15	16	PB_AD<20>
PB_AD<2>	17	18	PB_AD<21>
PB_AD<3>	19	20	PB_AD<22>
PB_AD<4>	21	22	PB_AD<23>
PB_AD<5>	23	24	PB_AD<24>
PB_AD<6>	25	26	PB_AD<25>
PB_AD<7>	27	28	PB_AD<26>
PB_AD<8>	29	30	PB_AD<27>
PB_AD<9>	31	32	PB_AD<28>
PB_AD<10>	33	34	PB_AD<29>
PB_AD<11>	35	36	PB_AD<30>
PB_AD<12>	37	38	PB_AD<31>

3.8.6 Mictor J2F1

Warning: Be sure to fully understand the pin assignments of the particular logic analyzer being used before connecting to the Intel® IQ80310 Evaluation Platform Board. When voltage is applied, particularly to a NC pin, hardware damage can be incurred.

Table 19. Micor J2F1 Signal/Pins

Schematic Signal Name	Mictor Pin Name	Mictor Pin Name	Schematic Signal Name
	1	2	
	3	4	
	5	6	
	7	8	
FWE*	9	10	
PB_RST*	11	12	
HOLDA	13	14	
HOLD	15	16	
READY*	17	18	
BLAST*	19	20	
DEN*	21	22	
FOE*	23	24	
PB_CLK	25	26	
ADS*	27	28	
ALE	29	30	
F_A<0>	31	32	
F_A<1>	33	34	
F_A<2>	35	36	
F_A<3>	37	38	

3.8.7 Mictor J1C1

Warning: Be sure to fully understand the pin assignments of the particular logic analyzer being used before connecting to the Intel® IQ80310 Evaluation Platform Board. When voltage is applied, particularly to a NC pin, hardware damage can be incurred.

Table 20. Micor J1C1 Signal/Pins

Schematic Signal Name	Mictor Pin Name	Mictor Pin Name	Schematic Signal Name
	1	2	
	3	4	
	5	6	
S_AD<31>	7	8	S_AD<15>
S_AD<30>	9	10	S_AD<14>
S_AD<29>	11	12	S_AD<13>
S_AD<28>	13	14	S_AD<12>
S_AD<27>	15	16	S_AD<11>
S_AD<26>	17	18	S_AD<10>
S_AD<25>	19	20	S_AD<9>
S_AD<24>	21	22	S_AD<8>
S_AD<23>	23	24	S_AD<7>
S_AD<22>	25	26	S_AD<6>
S_AD<21>	27	28	S_AD<5>
S_AD<20>	29	30	S_AD<4>
S_AD<19>	31	32	S_AD<3>
S_AD<18>	33	34	S_AD<2>
S_AD<17>	35	36	S_AD<1>
S_AD<16>	37	38	S_AD<0>

3.8.8 Micror J3C1

Warning: Be sure to fully understand the pin assignments of the particular logic analyzer being used before connecting to the Intel® IQ80310 Evaluation Platform Board. When voltage is applied, particularly to a NC pin, hardware damage can be incurred.

Table 21. Micror J3C1 Signal/Pins

Schematic Signal Name	Micror Pin Name	Micror Pin Name	Schematic Signal Name
	1	2	
	3	4	
	5	6	
S_AD<63>	7	8	S_AD<47>
S_AD<62>	9	10	S_AD<46>
S_AD<61>	11	12	S_AD<45>
S_AD<60>	13	14	S_AD<44>
S_AD<59>	15	16	S_AD<43>
S_AD<58>	17	18	S_AD<42>
S_AD<57>	19	20	S_AD<41>
S_AD<56>	21	22	S_AD<40>
S_AD<55>	23	24	S_AD<39>
S_AD<54>	25	26	S_AD<38>
S_AD<53>	27	28	S_AD<37>
S_AD<52>	29	30	S_AD<36>
S_AD<51>	31	32	S_AD<35>
S_AD<50>	33	34	S_AD<34>
S_AD<49>	35	36	S_AD<33>
S_AD<48>	37	38	S_AD<32>

3.8.9 Mictor J2C1

Warning: Be sure to fully understand the pin assignments of the particular logic analyzer being used before connecting to the Intel® IQ80310 Evaluation Platform Board. When voltage is applied, particularly to a NC pin, hardware damage can be incurred.

Table 22. Micor J2C1 Signal/Pins

Schematic Signal Name	Mictor Pin Name	Mictor Pin Name	Schematic Signal Name
S_FRAME*	1	2	S_ACK64*
S_DEVSEL*	3	4	S_REQ64*
S_TRDY*	5	6	S_CLK0
S_C/BE<2>	7	8	S_C/BE<4>
S_C/BE<3>	9	10	S_C/BE<5>
	11	12	S_C/BE<6>
S_REQ*	13	14	S_C/BE<7>
S_GNT*	15	16	S_C/BE<0>
S_RST*	17	18	S_C/BE<1>
INTD*	19	20	S_SERR*
INTC*	21	22	S_PAR*
INTB*	23	24	S_PERR*
INTA*	25	26	S_LOCK*
	27	28	S_STOP*
	29	30	
	31	32	
	33	34	
	35	36	PWRDELAY
	37	38	VTT_DDR

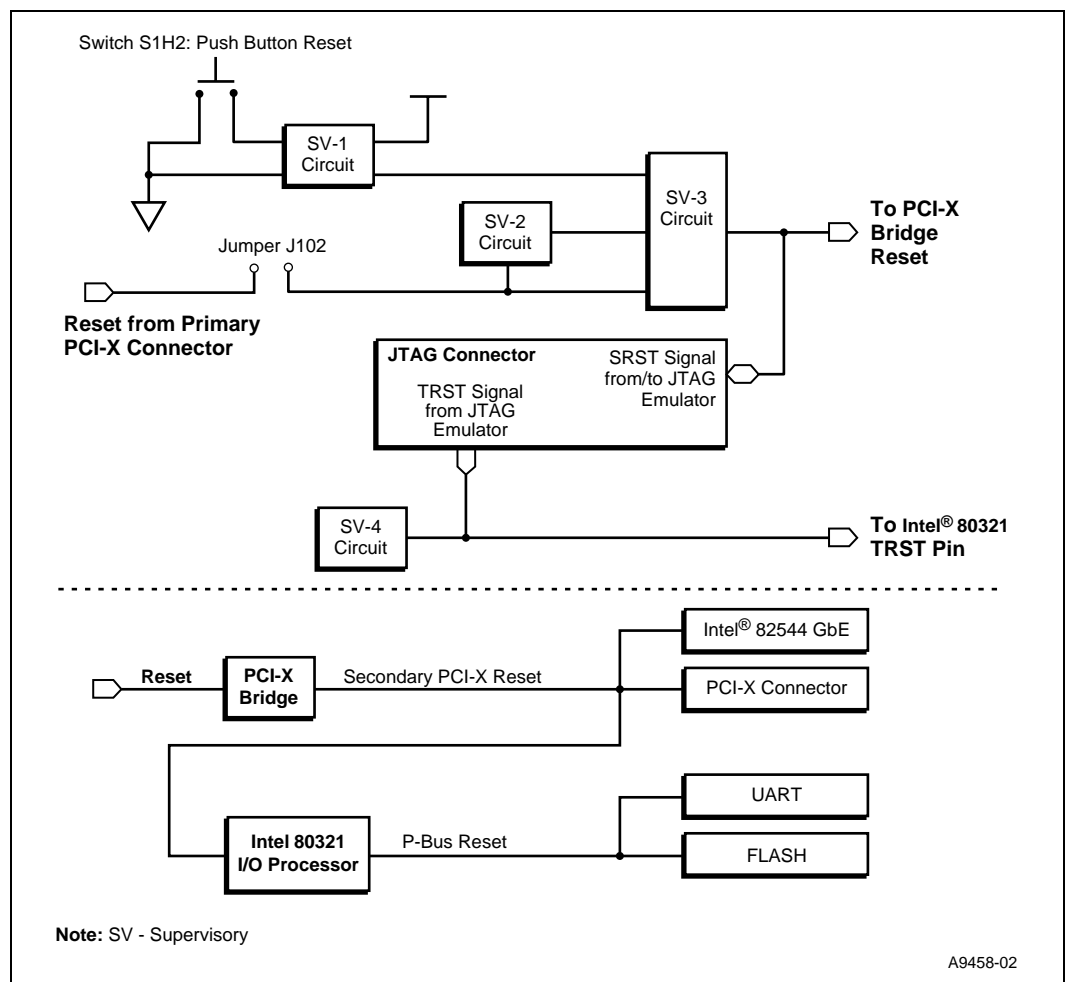
3.9 Board Reset Scheme

Figure 15 depicts the reset scheme for the IQ80321. Table 23 list the reset schemes for the IQ80321.

Table 23. Reset Requirements/Schemes

Description
Primary PCI reset, resets all devices on the board. It occurs during the power-up.
The SRST signal from the JTAG connector is a bi-directional signal that can force a reset similar to the power-up reset on the board.

Figure 15. RESET Sources



3.10 Switches and Jumpers

3.10.1 Switch Summary

Table 24. Switch Summary

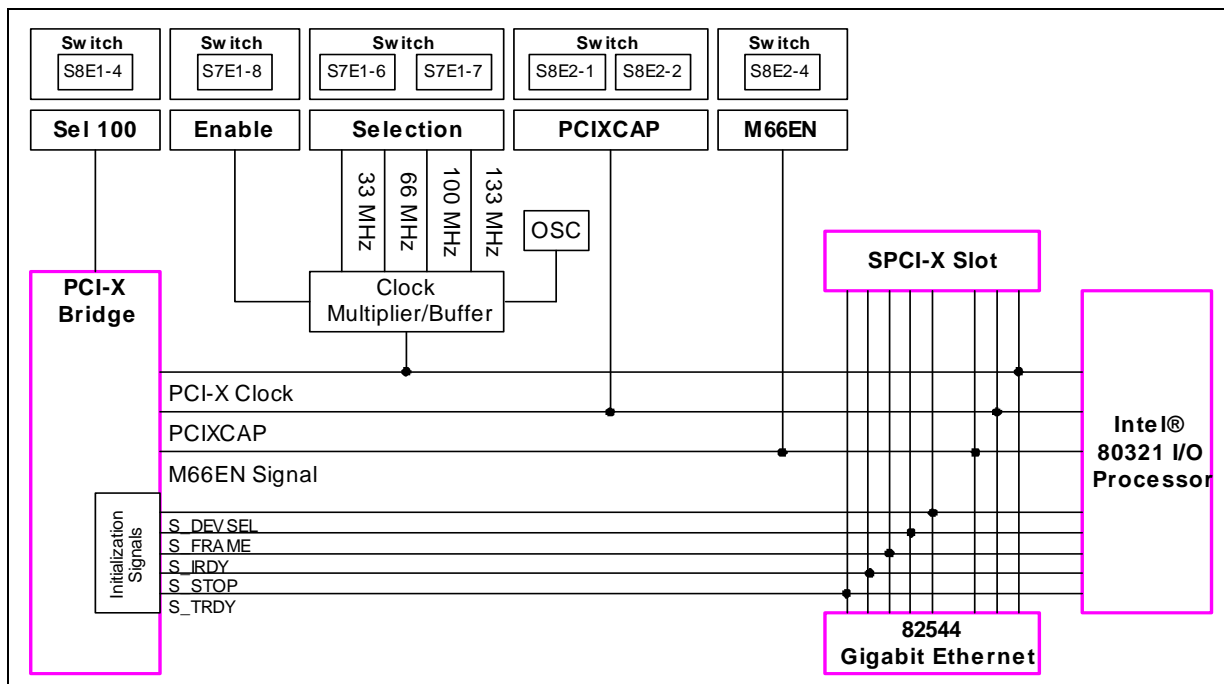
Switch	Association	Description	Factory Default
S7E1-1	-	<i>Spare</i>	Off
S7E1-2	IOP	RST_MODE: Sets IOP Reset-Mode operation	Off
S7E1-3	IOP	RETRY: Sets IOP RETRY-Mode operation	Off ^a
S7E1-4	SPCI-X Bus	IDSEL_EN_PCIX1: Enables GPIO IDSEL control for the PCI-X slot	Off
S7E1-5	SPCI-X Bus	IDSEL_EN_GBE: Enables GPIO IDSEL control for GBE NIC	Off
S7E1-6	SPCI-X Clock	Set SPCI-X clock configuration	Off
S7E1-7			On
S7E1-8	SPCI-X Clock	Enables SPCI-X clock circuit enable	Off
S8E1-1	-	<i>Spare</i>	Off
S8E1-2	SPCI-X Bus	QSWITCHEN: Quick-Switch to make GbE NIC visible on the SPCI-X bus	On
S8E1-3	PCI-X Bridge	S_INT_ARB_EN: Internal bridge arbiter operation	On
S8E1-4	PCI-X Bridge	S_SEL100: SPCI-X max operation frequency inductor	Off
S8E1-5	PCI-X Bridge	S_DRVR_MODE: Driver impedance selection for SPCI-X bus	On
S8E1-6	PCI-X Bridge	P_DRVR_MODE: Driver impedance selection for PPCI-X bus	On
S8E1-7	PCI-X Bridge	IDSEL_REROUTE_EN: Sets the value of SPCI-X private dev mask	Off ^a
S8E1-8	PCI-X Bridge	OPAQUE-EN: controls OPAQUE memory register	Off
S8E2-1	SPCI-X Bus	PCIXCAP: Force PCI-X capability for SPCI-X Bus	Off
S8E2-2			On
S8E2-3	-	<i>Spare</i>	Off ^b
S8E2-4	SPCI-X Bus	M66EN: Forces the PCI 66 or 33 operation for SPCI-X Bus	Off
S9E1-1	PCI-X Bridge	PCIXCAP: Set Primary PCI-X capability for the bridge	Off
S9E1-2			Off
S9E1-3	-	<i>Spare</i>	On
S9E1-4	PCI-X Bridge	M66EN: Forces the PCI 66 or 33 operation for the primary side	Off
S1D1-1	DDR Memory	SPD EEPROM: Configure serial EEPROM Address Range	Off
S1D1-2			Off
S1D1-3			Off
S1D1-4	-	<i>Spare</i>	Off
S4D1-1	SPCI-X Bus	Selects Private/Public IDSEL routing for PCI-X expansion slot	On ^{a, c}
S4D1-2			Off ^{a, c}
S4D1-3	SPCI-X Bus	Selects Private/Public IDSEL routing for GBE NIC	On ^{a, d}
S4D1-4			Off ^{a, d}
S1H2	Board Reset	Push-Button Reset – for debug use	Bounce

- Use opposite settings when using an 80300-BP Backplane from Cyclone Micro Systems or most other PCI-X backplanes (switches S7E1-3, S8E1-7, S4D1-1, 2, 3, 4).
- On FAB C boards S8E2-3 is not a spare and it must be turned on.
- Switches S4D1-1 and 2 have to always be opposite of each other.
- Switches S4D1-3 and 4 have to always be opposite of each other.

3.10.2 PCI-X Initialization Summary

Figure 16 shows a routing guidance on how PCI-X mode is determined/implemented on the secondary side of the PCI-X bridge. The Intel® 80321 I/O processor (80321), GbE device, and the PCI-X expansion slot all reside on this bus.

Figure 16. PCI-X Routing Diagram on Secondary PCI-X Bridge



3.10.2.1 User Defined Switches

User can set the PCIXCAP signal to force one of the following modes:

- PCI-X 100/133
- PCI-X 66
- PCI

The IQ80321 platform is by default set to operate this bus in PCI-X 66 MHz mode. The loading on the secondary PCI-X bus may result in marginal operation when speed is greater than that.

When an expansion card is placed on the PCI-X expansion slot, the mode is based on the least capable device on the bus. For example, when the bus is forced to be PCI-X 66 capable and then places a PCI 66 card in the expansion slot, then the bus is configured as PCI 66.

Important: The clock selection is manually configured. Pay close attention to setting this up correctly.

Important: All settings must be done prior to power-up/reset.

3.10.2.2 PCI-X Bridge Initialization Signals

The On-board PCI-X bridge samples the PCIXCAP, SEL100, and M66EN signals to drive/indicate the correct mode to the secondary bus devices. The 80321 uses these signals to set its internal PLs, providing correct frequency to the Intel® XScale™ core, as well as internal, peripheral, and DDR buses.

3.10.3 Default Switch Settings - Visual

Table 25. Switch S7E1

Off	Off	Off ^a	Off	Off	Off	On	Off
S7E1 1	S7E1 2	S7E1 3	S7E1 4	S7E1 5	S7E1 6	S7E1 7	S7E1 8

a. Use opposite settings when using an 80300-BP Backplane from Cyclone Micro Systems or most other PCI-X backplanes (switches S7E1-3, S8E1-7, S4D1-1, 2, 3, 4).

Table 26. Switch S8E1

Off	On	On	Off	On	On	Off	Off
S8E1 1	S8E1 2	S8E1 3	S8E1 4	S8E1 5	S8E1 6	S8E1 7	S8E1 8

Table 27. Switch S8E2

Off	On	Off	Off
S8E2 1	S8E2 2	S8E2 3	S8E2 4

Table 28. Switch S9E1

Off	Off	On	Off
S9E1 1	S9E1 2	S9E1 3	S9E1 4

Table 29. Switch S1D1

Off	Off	Off	Off
S1D1 1	S1D1 2	S1D1 3	S1D1 4

Table 30. Switch S4D1

On ^{a,b}	Off ^{a,b}	On ^{a,c}	Off ^{a,c}
S4D1 1	S4D1 2	S4D1 3	S4D1 4

- a. Use opposite settings when using an 80300-BP Backplane from Cyclone Micro Systems or most other PCI-X backplanes (switches S7E1-3, S8E1-7, S4D1-1, 2, 3, 4).
- b. Switches S4D1-1 and 2 have to always be opposite of each other.
- c. Switches S4D1-3 and S4D1-4 have to always be opposite of each other.

3.10.4 Jumper Summary

Table 31. Jumper Summary

Jumper	Association	Description	Factory Default
J1G2	PPCI-X Reset	Can isolated the PCI-X reset from getting to the board.	2-3
J3E1	SPCI-X Clock	Enables spread-spectrum on the SPCI-X clock.	2-3
J3G1	PCI-X Bridge	Enables Bridge access from the SPCI-X side.	2-3
J9E1	PCI-X Bridge	Enables Base Address Register (BAR).	2-3
J9F1	PCI-X Bridge	Allows user to control initialization sequence on the bridge.	2-3

3.10.5 Connector Summary

Table 32. Connector Summary

Connector	Description
J1F1	RJ45 Network Connector for GbE NIC
J1G1	RJ11 Serial Port Connector for UART
J7A1	20-Pin JTAG Debug Connector
J1C1	Logic analyzer Mictor Connector for SPCI-X Bus
J2C1	Logic analyzer Mictor Connector for SPCI-X Bus
J3C1	Logic analyzer Mictor Connector for SPCI-X Bus
J2F1	Logic analyzer Mictor Connector for Intel® 80321 I/O processor Peripheral Bus
J3F2	Logic analyzer Mictor Connector for 80321 Peripheral Bus
J3F1	General Purpose I/O (GPIO) Header – GPIO 0-2
J1A1	Secondary PCI-X Expansion Slot
J1B1	Secondary PCI-X Expansion Slot – Not Populated
J2H1	Primary PCI/PCI-X Edge Connector
J6G1	DDR DIMM Connector
J8H1	Connector for Battery

3.10.6 General Purpose Input/Output Header

The board has three programmable general-purpose I/O pins (GPIO 0-3 on the 80321). These pins are connected to a 6-pin, 2.54 mm (0.100") header (connector J3F1).

Table 33. GPIO Header (J3F1) Definition

Pin	Signal	Pin	Signal
1	GPIO0	4	GND
2	GPIO1	5	GND
3	GPIO2	6	GND

3.10.7 Secondary PCI/PCI-X Operation Settings

Table 34. Secondary PCI/PCI-X Operation Settings

S7E1-6	S7E1-7	S7E1-8	S8E1-4	S8E1-5	S8E2-1	S8E2-2	S8E2-4	Operation Mode
Off	Off	Off	On	Off	Off	Off	Off	PCI-X 133MHz ^a
On	Off	Off	Off	On	Off	Off	Off	PCI-X 100MHz ^b
Off	On	Off	Off	On	Off	On	Off	PCI-X 66MHz
Off	On	Off	^c	On	On	^c	Off	PCI 66MHz
On	On	Off	^c	On	On	^c	On	PCI 33MHz

- a. 133 MHz operation is not planned.
- b. 100 MHz operation is marginal due to the number of PCI-X loads and has not been validated. The results may vary depending on what devices plug into the expansion slot.
- c. don't care.

3.10.8 Primary PCI/PCI-X Operation Settings

Table 35. Primary PCI/PCI-X Operation Settings

S9E1-1	S9E1-2	S9E1-3	S9E1-4	S8E1-6	Operation Mode
Off	Off	On	Off	Off	PCI-X 133 MHz

3.10.9 Detail Descriptions of Switches/Jumpers

3.10.9.1 Switch S7E1- 2/3

Table 36. Switch S7E1- 2/3: General Descriptions

Switch	Association	Description	Factory Default
S7E1-2	IOP	RST_MODE: Sets IOP Reset-Mode operation.	Off
S7E1-3	IOP	RETRY: Sets IOP RETRY-Mode operation.	Off

3.10.9.1.1 S7E1-2: RST_MODE

RESET MODE is latched at the de-asserting edge of P_RST# and it determines when the 80321 is held in reset until the Intel® XScale™ core Reset bit is cleared in the PCI Configuration and Status Register.

Table 37. Switch S7E1-2: RST_MODE: Settings and Operation Mode

S7E1-2	Operation Mode
Off	1 Pulled Up: Don't hold in reset (Default mode).
On	0 Pulled Down: Hold in reset.

3.10.9.1.2 S7E1-3: RETRY

RETRY is latched at the de-asserting edge of P_RST# and it determines when the Primary PCI interface disable PCI configuration cycles by signaling a Retry until the Configuration Cycle Retry bit is cleared in the PCI Configuration and Status Register.

Table 38. Switch S7E1-3: RETRY: Settings and Operation Mode

S7E1-3	Operation Mode
Off	1 Pulled Up: Retry enabled (Default mode).
On	0 Pulled Down: Configuration Cycles enabled.

3.10.9.1.3 Operation Setting Summary Descriptions

Table 39. RST_MODE and RETRY Operation Setting Summary

RST_MODE	RETRY	Init Mode	Primary PCI Interface	Intel® 80321 I/O Processor
0	0	Mode 0	Accepts Transactions	Held in Reset
0	1	Mode 1	Retries all Config Transactions	Held in Reset
1	0	Mode 2	Accepts Transactions	Initializes
1	1	Mode 3 (default)	Retries all Config Transactions	Initializes

3.10.9.2 Switch S7E1- 4/5

Table 40. Switch S7E1 - 4/5: Descriptions

Switch	Association	Description	Factory Default
S7E1-4	SPCI-X Bus	IDSEL_EN_PCIX1: Enables GPIO IDSEL control for the PCI-X slot.	Off
S7E1-5	SPCI-X Bus	IDSEL_EN_GBE: Enables GPIO IDSEL control for GBE NIC.	Off

3.10.9.2.1 Switch S7E1 - 4

This allows 80321 to hide the device in PCI-X Slot 1 under GPIO control.

Table 41. Switch S7E1 - 4: Settings and Operation Mode

S7E1-4	Operation Mode
Off	Disables IOP control over IDSEL for the secondary PCI-X connector.
On	Enables IOP control over IDSEL for the secondary PCI-X connector.

3.10.9.2.2 Switch S7E1 - 5

This allows 80321 to hide the GbE NIC under GPIO control.

Table 42. Switch S7E1 - 5: Settings and Operation Mode

S7E1-5	Operation Mode
Off	Disables IOP control over IDSEL for the GbE NIC.
On	Enables IOP control over IDSEL for the GbE NIC.

3.10.9.3 Switch S7E1- 6/7

Table 43. Switch S7E1 - 6/7: Descriptions

Switch	Association	Description	Factory Default
S7E1-6/7	SPCI-X Clock	Set SPCI-X clock configuration.	Off, On

Table 44. Switch S7E1 - 6/7: Settings and Operation Mode

S7E1-6	S7E1-7	Operation Mode
Off	Off	133 MHz
On	Off	100 MHz
Off	On	66 MHz
On	On	33 MHz

3.10.9.4 Switch S7E1- 8

Table 45. Switch S7E1 - 8: Descriptions

Switch	Association	Description	Factory Default
S7E1-8	SPCI-X Clock	Enables SPCI-X clock circuit enable.	Off

Table 46. Switch S7E1 - 8: Settings and Operation Mode

S7E1-8	Operation Mode
Off	Enable S_CLK<4..0>.
On	Disable S_S_CLK<4..0>.

3.10.9.5 Switch S8E1- 2

Turn On to enable on-board Gigabit Ethernet, otherwise Off for better PCI-X loading/performance.

Table 47. Switch S8E1 - 2: Descriptions

Switch	Association	Description	Factory Default
S8E1-2	SPCI-X Bus	QSWITCHEN: Quick-Switch to make GbE NIC visible on the SPCI-X bus.	On

Table 48. Switch S8E1 - 2: Settings and Operation Mode

S8E1-2	Operation Mode
Off	82544EI Isolated from secondary PCI-X bus.
On	82544EI Included on as a device on the secondary PCI-X bus.

3.10.9.6 Switch S8E1- 3

Close to enable bridge to be the arbiter.

Table 49. Switch S8E1 - 3: Descriptions

Switch	Association	Description	Factory Default
S8E1-3	PCI-X Bridge	S_INT_ARB_EN: Internal bridge arbiter operation.	On

Table 50. Switch S8E1 - 3: Settings and Operation Mode

S8E1-3	Operation Mode
Off	Disable internal bridge arbiter, use external arbiter.
On	Use internal arbiter.

3.10.9.7 Switch S8E1- 4

Used to choose between 100 MHz and 133 MHz maximum operating frequency on the secondary interface when in the PCI-X mode. It has no meaning in the PCI mode.

When the bridge initially samples a b'1' value on the S_PCIXCAP input, then all clients on the bus are capable of PCI-X 133 operation. The bridge then samples the S_SEL100 input to distinguish between the 66-100 MHz and the 100-133 MHz clock frequency ranges. When it detects a b'1' value on the S_SEL100 input, the bus is initialized with the PCI-X 100 initialization pattern. When the value is b'0', the PCI-X 133 initialization pattern is used. These two ranges allow adjustment of the clock frequency to account for bus loading conditions.

Since the internal PLL is bypassed in the PCI mode and the S_CLK input is used directly, the IBM 133 PCI-X Bridge R2.0 has no need to distinguish between the PCI 66 and PCI 33 modes. Therefore the bridge does not have an I/O pin for the M66EN signal on its secondary interface.

Table 51. Switch S8E1 - 4: Descriptions

Switch	Association	Description	Factory Default
S8E1-4	PCI-X Bridge	S_SEL100: SPCI-X max operation frequency indictor.	Off

Table 52. Switch S8E1 - 4: Settings and Operation Mode

S8E1-4	Operation Mode
Off	1: 100 MHz.
On	0: 133 MHz.

3.10.9.8 Switch S8E1- 5

When this input is pulled high (off), the bridge changes the output impedance of the drivers to the opposite state than was assumed by default, as shown in [Table 54](#) below:

3.10.9.8.1 Switch S8E1 - 5: Descriptions

Switch	Association	Description	Factory Default
S8E1-5	PCI-X Bridge	S_DRVR_MODE: Driver impedance selection for SPCI-X bus.	On

Table 53. Switch S8E1 - 5: Settings and Operation Mode

S8E1-5	Operation Mode
Off	PCI 66, PCI-X 66/100: 40 Ω impedance. PCI-X 133: 20 Ω impedance.
On	PCI 66, PCI-X 66/100: 20 Ω impedance. PCI-X 133: 40 Ω impedance.

Table 54. Switch S8E1 - 5: Driver Mode Output Impedances

Secondary Bus Mode	Default Driver Mode (S_DRVR_MODE=0, On)	Driver Mode when (S_DRVR_MODE=1, Off)
Conventional PCI	Multi-point (20 Ω)	Point-to-point (40 Ω)
PCI-X 66	Multi-point (20 Ω)	Point-to-point (40 Ω)
PCI-X 100	Multi-point (20 Ω)	Point-to-point (40 Ω)
PCI-X 133	Point-to-point (40 Ω)	Multi-point (20 Ω)

3.10.9.9 Switch S8E1- 6

When this input is pulled high (off), the bridge changes the output impedance of the drivers to the opposite state than was assumed by default, as shown in [Table 57](#) below:

Table 55. Switch S8E1 - 6: Descriptions

Switch	Association	Description	Factory Default
S8E1-6	PCI-X Bridge	P_DRVR_MODE: Driver impedance selection for PPCI-X bus.	Off

Table 56. Switch S8E1 - 6: Settings and Operation Mode

S8E1-6	Operation Mode
Off	PCI 66, PCI-X 66/100: 20 Ω impedance. PCI-X 133: 40 Ω impedance.
On	PCI 66, PCI-X 66/100: 40 Ω impedance. PCI-X 133: 20 Ω impedance.

Table 57. Switch S8E1 - 6: Driver Mode Output Impedances

Primary Bus Mode	Default Driver Mode (P_DRVR_MODE=0, On)	Driver Mode when (P_DRVR_MODE=1, Off)
Conventional PCI	Multi-point (20 Ω)	Point-to-point (40 Ω)
PCI-X 66	Multi-point (20 Ω)	Point-to-point (40 Ω)
PCI-X 100	Multi-point (20 Ω)	Point-to-point (40 Ω)
PCI-X 133	Point-to-point (40 Ω)	Multi-point (20 Ω)

3.10.9.10 Switch S8E1- 7

Used to enable the IDSEL reroute function at **reset** or **power-up**. The reset value of the secondary bus private device mask register is modified according to the tie value of the IDSEL_REROUTE_EN pin.

0 = on: reset value of the secondary bus private device mask register is x'00000000'.
1 = off: reset value of the secondary bus private device mask register is x'22F20000'.

Table 58. Switch S8E1 - 7: Descriptions

Switch	Association	Description	Factory Default
S8E1-7	PCI-X Bridge	IDSEL_REROUTE_EN: Sets the value of SPCI-X private device mask.	Off

Table 59. Switch S8E1 - 7: Settings and Operation Mode

S8E1-7	Operation Mode
Off	PCI-X Bridge hides the devices that using private space address lines.
On	PCI-X Bridge does not hide any devices.

3.10.9.11 Switch S8E1- 8

Used to enable the opaque memory region at **reset** or **power-up**. The reset value of bit 0 of the opaque memory enable register is modified according to the tie value of the OPAQUE_EN pin.

0 = on: reset value of bit 0 of the opaque memory enable register is b'0'.
1 = off: reset value of bit 0 of the opaque memory enable register is b'1'.

This register enables the opaque memory base, opaque memory limit, opaque memory base upper 32 bits, and the opaque memory limit upper 32 bits registers. These registers specify a range of 64-bit memory addresses that are used exclusively on the secondary PCI bus and are not to be accepted by the bridge on either the primary or secondary interfaces.

Table 60. Switch S8E1 - 8: Descriptions

Switch	Association	Description	Factory Default
S8E1-8	PCI-X Bridge	OPAQUE-EN: controls OPAQUE memory register.	Off

Table 61. Switch S8E1 - 8: Settings and Operation Mode

S8E1-1	Operation Mode
Off	Enables opaque.
On	No opaque.

3.10.9.12 Switch S8E2 - 1/2

This feature forces the PCI-X Capability pins for the expansion slot to force a configuration on the Secondary PCI-X bus.

Table 62. Switch S8E2 - 1/2: Descriptions

Switch	Association	Description	Factory Default
S8E2-1/2	SPCI-X Bus	PCIXCAP: Force PCI-X capability for SPCI-X Bus	Off, On

Table 63. Switch S8E2 - 1/2: Settings and Operation Mode

S8E2-1	S8E2-2	Operation Mode
Off	Off	PCI-X 133/100
Off	On	PCI-X 66
On	x	PCI 66

3.10.9.13 Switch S8E2 - 4

Table 64. Switch S8E2 - 4: Descriptions

Switch	Association	Description	Factory Default
S8E2-4	SPCI-X Bus	M66EN: Forces the PCI 66 or 33 operation for SPCI-X Bus.	Off

Table 65. Switch S8E2 - 4: Settings and Operation Mode

S8E2-4	Operation Mode
Off	PCI 66
On	PCI 33

3.10.9.14 Switch S9E1 - 1:3

Table 66. Switch S9E1 - (1:3) Descriptions

Switch	Association	Description	Factory Default
S9E1-1:3	PCI-X Bridge	PCIXCAP: Set Primary PCI-X capability for the bridge.	Off, Off, On

Table 67. Switch S9E1 - (1:3) Settings and Operation Mode

S9E1-1	S9E1-2	S9E1-3	Operation Mode
Off	Off	On	PCI-X 133/100.
Off	On	On	PCI-X 66.
Off	On	Off	PCI 66.

3.10.9.15 Switch S9E1 - 4

Table 68. Switch S9E1 - 4: Descriptions

Switch	Association	Description	Factory Default
S9E1-4	PCI-X Bridge	M66EN: Forces the PCI 66 or 33 operation for the primary side.	Off

Table 69. Switch S9E1 - 4: Settings and Operation Mode

S9E1-4	Operation Mode
Off	PCI 66
On	PCI 33

3.10.9.16 Switch S1D1 - 1/2

Switches 1 and 2 have to always be opposite of each other.

Table 70. Switch S1D1 - 1/2: Descriptions

Switch	Association	Description	Factory Default
S1D1-1 2 3	DDR Memory	SPD EEPROM: Configure serial EEPROM Address Range.	Off, Off, Off

Table 71. Switch S1D1 - 1/2: Settings and Operation Mode

S1D1-1	S1D1-2	S1D1-3	Operation Mode
Off	Off	Off	Pulled up
On	On	On	Pulled down

3.10.9.17 Switch S4D1 - 1/2

Switches 1 and 2 have to always be opposite of each other.

Table 72. Switch S4D1 - 1/2: Descriptions

Switch	Association	Description	Factory Default
S4D1-1, 2	SPCI-X Bus	Selects Private/Public IDSEL routing for PCI-X expansion slot.	On, Off

Table 73. Switch S4D1 - 1/2: Settings and Operation Mode

S4D1-1	S4D1-2	Operation Mode
On	Off	Private space AD line used as IDSEL for PCI-X expansion slot.
Off	On	Public space AD line used as IDSEL for PCI-X expansion slot.

3.10.9.18 Switch S4D1 - 3/4

Switches 3 and 4 have to always be opposite of each other.

Table 74. Switch S4D1 - 3/4: Descriptions

Switch	Association	Description	Factory Default
S4D1-3, 4	SPCI-X Bus	Selects Private/Public IDSEL routing for GbE NIC.	On, Off

Table 75. Switch S4D1 - 3/4: Settings and Operation Mode

S4D1-3	S4D1-4	Operation Mode
On	Off	Private space AD line used as IDSEL for GbE NIC.
Off	On	Public space AD line used as IDSEL for GbE NIC.

3.10.9.19 Jumper J1G2

Table 76. Jumper J1G2: Descriptions

Jumper	Association	Description	Factory Default
J1G2	PPCI-X Reset	Can isolated the PCI-X reset from getting to the board.	2-3

Table 77. Jumper J1G2: Settings and Operation Mode

J1G2	Operation Mode
Pins 1,2	P_RST (primary side reset) disconnected from reset circuitry.
Pins 2,3	P_RST (primary side reset) used to reset board.

3.10.9.20 Jumper J3E1

Table 78. Jumper J3E1: Descriptions

Jumper	Association	Description	Factory Default
J3E1	SPCI-X Clock	Enables spread-spectrum on the SPCI-X clock.	2-3

Table 79. Jumper J3E1: Settings and Operation Mode

J3E1	Operation Mode
Pins 1,2	Spread-spectrum enabled.
Pins 2,3	Spread-spectrum disabled.

3.10.9.21 Jumper J3G1

Initialization Device Select:

Used as a chip select during configuration read and write transactions on the secondary bus. Applications that do not require access to the bridge configuration registers from the secondary bus pull this pin low.

Table 80. Jumper J3G1: Descriptions

Jumper	Association	Description	Factory Default
J3G1	PCI-X Bridge	S_IDSEL: Enables Bridge access from the SPCI-X side.	2-3

Table 81. Jumper J3G1: Settings and Operation Mode

J3G1	Operation Mode
Pins 1,2	Uses S_IDSEL as chip select during configuration read and write transactions on the secondary bus.
Pins 2,3	S_IDSEL is pulled down for application that do not require access to bridge configuration registers from secondary bus.

3.10.9.22 Jumper J9E1

Base Address Register Enable:

Used to enable the base address register at **reset** or **power-up**. The 64-bit register located at offsets x'10' and x'14' is used to claim a 1 MB memory region when enabled. The register returns all zeroes to read accesses and the associated memory region is not claimed when disabled.

0 = (1-2): BAR disabled, register reads returns 0s, no memory region claimed.

1 = (2-3): BAR enabled, bits 63:20 can be written by software to claim a 1 MB memory region.

Table 82. Jumper J9E1: Descriptions

Jumper	Association	Description	Factory Default
J9E1	PCI-X Bridge	BAR_EN: Enables Base Address Register (BAR)	2-3

Table 83. Jumper J9E1: Settings and Operation Mode

J9E1	Operation Mode
Pins 1,2	Pulled up. BAR disabled, register reads return 0s, no memory region claimed.
Pins 2,3	Pulled down. BAR enabled, bits 63:20 can be written by software to claim a 1 MB memory region.

3.10.9.23 Jumper J9F1

Primary Configuration Busy:

Controls the reset and power up value of bit 2 of the miscellaneous control register. Used to sequence initialization with regard to the primary and secondary buses for applications that require access to the bridge configuration registers from the secondary bus. When pulled high, the configuration commands received on the primary bus are retried until such time as bit 2 of the miscellaneous control register is set to b'0' by a configuration write initiated from the secondary bus. Applications that do not require access to the bridge configuration registers from the secondary bus pull this signal to ground.

0 = (2-3): Reset value of bit 2 of the miscellaneous control register is b'0'.

1 = (1-2): Reset value of bit 2 of the miscellaneous control register is b'1'.

Table 84. Jumper J9F1: Descriptions

Jumper	Association	Description	Factory Default
J9F1	PCI-X Bridge	P_CFG_BUSY: Allows user to control initialization sequence on the bridge.	2-3

Table 85. Jumper J9F1: Settings and Operation Mode

J9F1	Operation Mode
Pins 1,2	Pulled up. Reset value of bit 2 of the miscellaneous control register to b'0'.
Pins 2,3	Pulled down. Reset value of bit 2 of the miscellaneous control register to b'1'.



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The IQ80321 provides the capability for the user to develop RAID applications. There is a requirement to provide the ability of making the secondary PCI-X devices private and the ability to route the interrupt lines. The following requirements describe this capability.

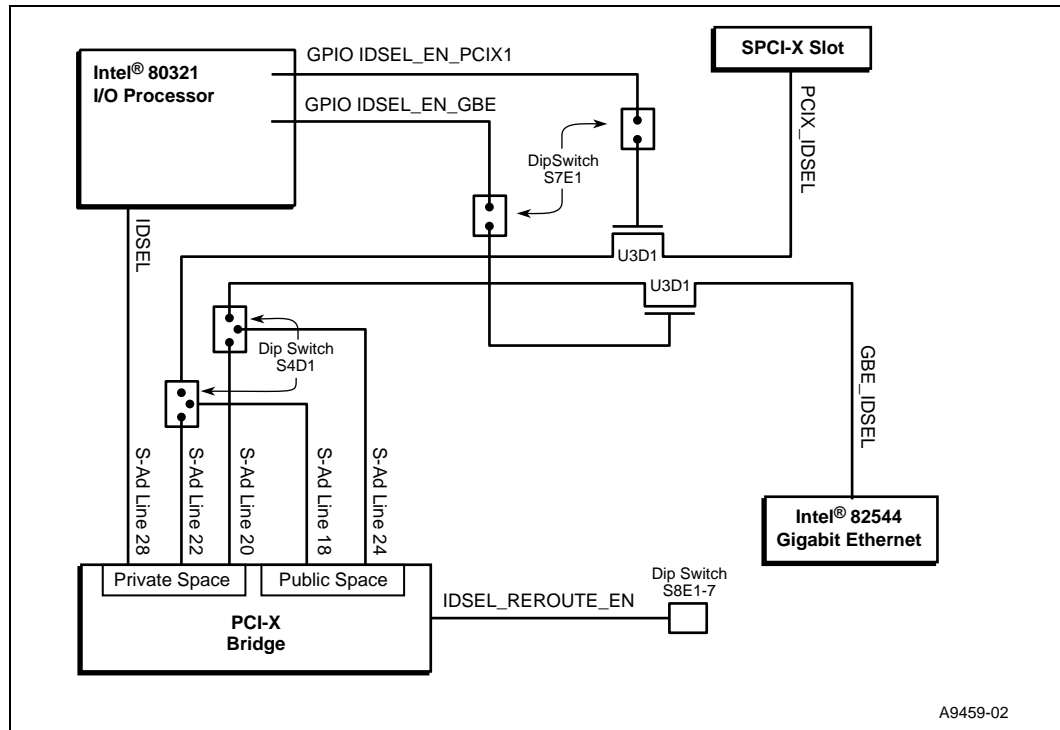
4.1 Private Device Configuration

The devices on the SPCI-X bus (Expansion Slot and Intel® 82544 Gigabit Ethernet Controller) are configured as private devices based on Table 86 requirements.

Table 86. Private Device Configuration Requirements

Description
The Secondary PCI-X Expansion slot is configured as private by either the Intel® 80321 I/O processor (Using a GPIO pin) or IBM PCI-X Bridge.
The Intel® 82544 Gigabit Ethernet Controller is configured as private by either the 80321 (Using a GPIO pin) or IBM PCI-X Bridge.
The device configuration scheme is based on Figure 17.

Figure 17. IDSEL Routing for Private Device Configuration



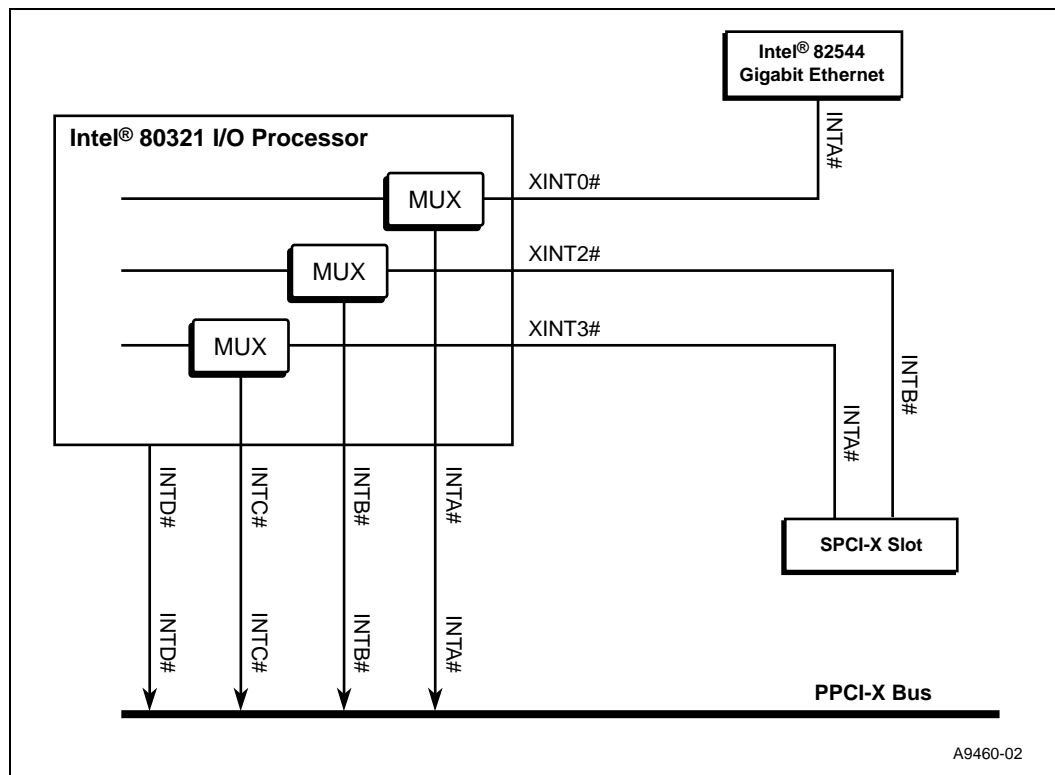
4.2 Interrupt Routing

The interrupt lines for devices on the SPCI-X bus (Expansion Slot and Intel® 82544 Gigabit Ethernet Controller) are routed based on requirements.

Table 87. Interrupt Routing for Secondary PCI-X Private Device

Number	Description
4.2.1	The INTA# and INTB# of PCI-X Expansion Slot are routed to XINT0# and XINT1# External Interrupt inputs on the Intel® 80321 I/O processor.
4.2.2	The INTA# of Intel 82544 Controller is routed to XINT2# External Interrupt input on the 80321.
4.2.3	The interrupt routing scheme is based on Figure 18 .

Figure 18. Interrupt Routing for Private Device Configuration



5.1 DRAM

For DDR SDRAM Sizes and Configurations, see section 7.2.2.1, table 139 of the *Intel® 80321 I/O Processor Developer's Manual*. [Table 89](#) provides DDR SDRAM Address Register Definitions, while this sections also contains multiple examples of Address Register Programming.

See the *Intel® 80321 I/O Processor Design Guide*, section 7.1, table 16 for supported DDR and SDRAM configurations.

The Intel® 80321 I/O processor (80321) supports 2.5 V DDR memory. [Table 88](#) lists the minimum/maximum values for the DDR memory bias voltages:

Table 88. DDR Memory Bias Voltage Minimum/Maximum Values

Symbol	Parameter	Voltages		Units
		Minimum	Maximum	
V _{CC25}	2.5 V Supply Voltage	2.3	2.7	V
V _{REF}	Memory I/O Reference Voltage	1.15	1.35	V
V _{TT}	DDR Memory Termination Voltage	V _{REF} - 0.04	V _{REF} + 0.04	V

For all registers relating to DRAM and other MCU related registers, see section 7.6, Table 149 of the *Intel® 80321 I/O Processor Developer's Manual*.

5.2 Components on the Peripheral Bus

The 80321 has a peripheral bus which contains the following peripheral devices:

- Flash ROM
- UART
- Rotary Switch
- Hex Display

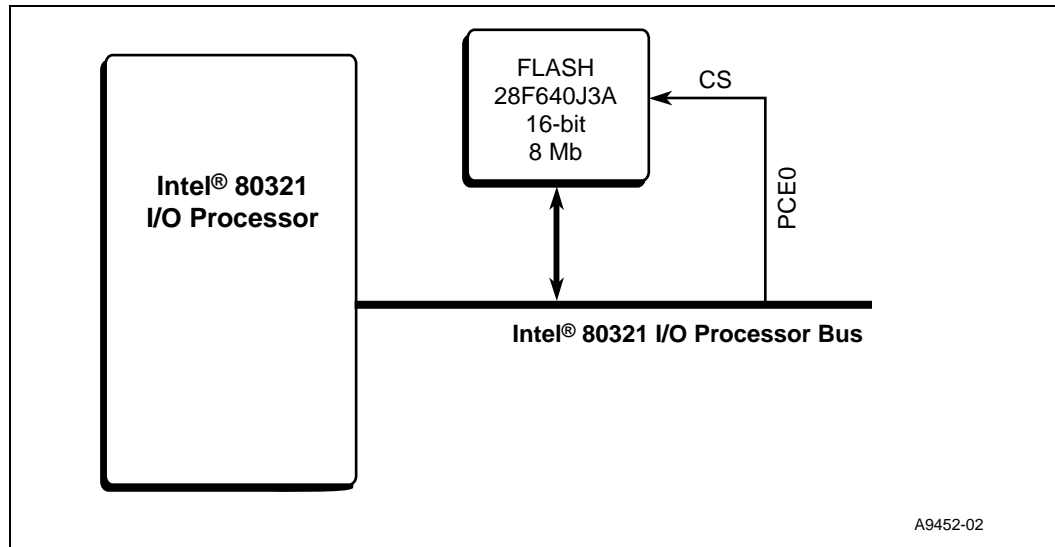
Peripheral memory-Mapped Register Locations for the Peripheral Bus Interface Unit can be found in the *Intel® 80321 I/O Processor Developer's Manual*, Section 7.5, Table 298, sheet 7 of 12. The appropriate Base address and Limit registers must be set for each of the six chip enables (PCE0-5). Each peripheral and its corresponding PCE# are described in this section.

All registers associated with the PBI can be found in the *Intel® 80321 I/O Processor Developer's Manual*, section 8.6, table 128.

5.2.1 Flash ROM

The Flash ROM is an 8 MB Intel® StrataFlash® (part# 38F640) that sits on the Peripheral Bus and is accessed using PCE0.

Figure 19. Flash Connection to Peripheral Bus



Under normal operation, the very first instruction access by the Intel® XScale™ core begins at location 0x0 on the 80321 Internal Bus. By default, address 0x0 is pointing to PCE0 where flash is located.

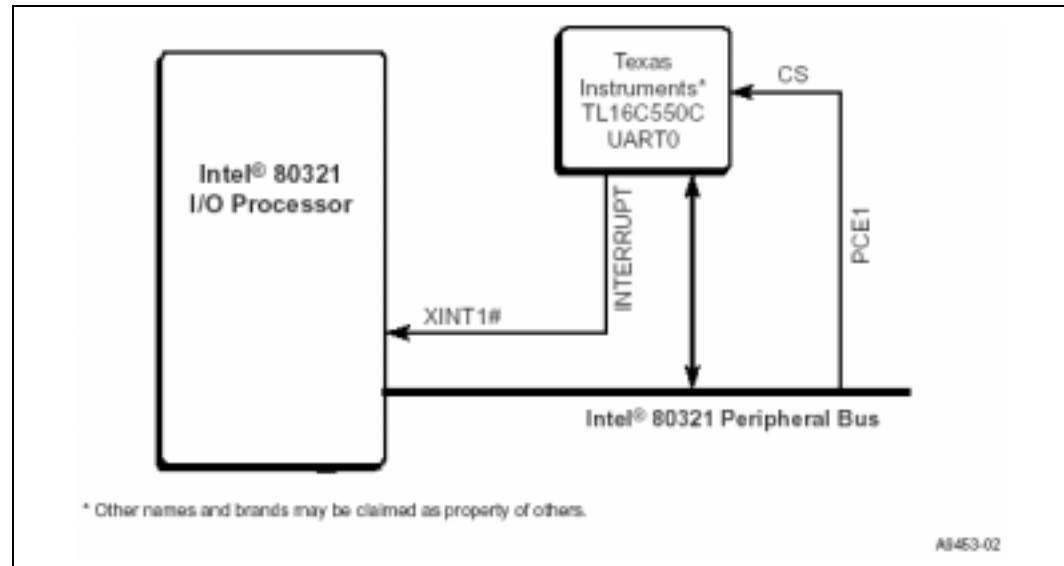
See the *Intel® Flash Recovery Utility (FRU) Reference Manual* for details on how to upload / download Flash images:

<http://iopd.intel.com/tools/IQ80321-CD/IQ/FlashProgramming/FRU/FRU60Manual.pdf>

5.2.2 UART

The UART is a TL16C550C. It sits on the Peripheral Bus and is accessed using PCE1 and XINT1# as shown in Figure 20:

Figure 20. UART Connection to Peripheral Bus



See datasheet at the following link for more information and a pin layout of this device:
<http://focus.ti.com/docs/prod/productfolder.jhtml?genericPartNumber=TL16C550C>.

Table 89. UART Register Settings

Address	Read Register	Write Register
FE81 0000H	Receive Holding Register	Transmit Holding Register
FE81 0001H	Unused	Interrupt Enable Register
FE81 0002H	Interrupt Status Register	FIFO Control Register
FE81 0003H	Unused	Line Control Register
FE81 0004H	Unused	Modem Control Register
FE81 0005H	Line Status Register	Unused
FE81 0006H	Modem Status Register	Unused
FE81 0007H	Scratchpad Register	Scratchpad Register

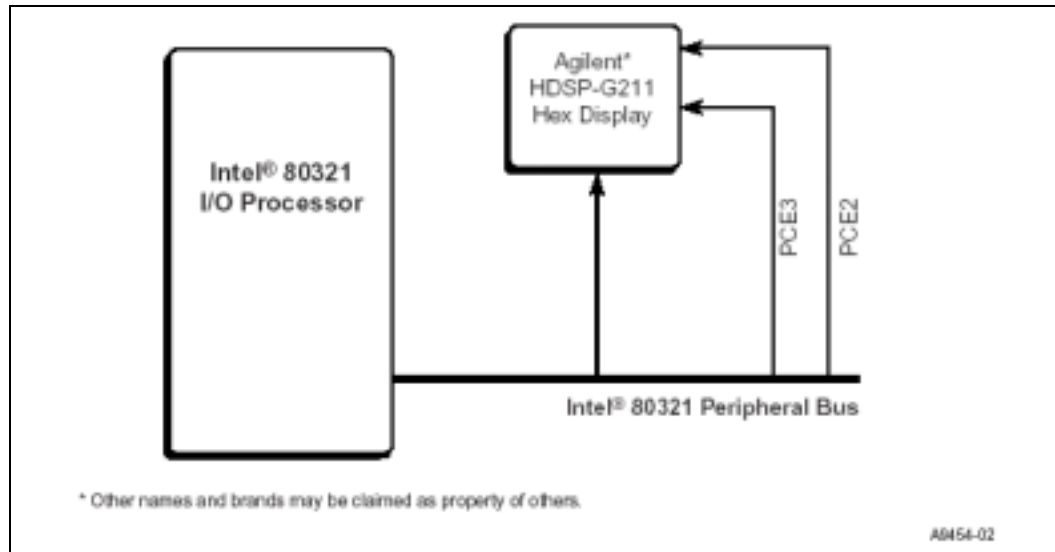
5.2.3 Rotary Switch

The Rotary switch changes the value of a memory mapped register so it can be read later from software. For example, it can be used to allow the user to select from various boot-up flavors. The Rotary Switch is accessed using Peripheral Chip Enable #4 (PCE4) through PC_AD[0:3].

5.2.4 HEX Display

The HEX Display is an Agilent* HDSP-G211, which allows for monitoring of two digits. It sits on the Peripheral Bus and is accessed using PCE2 and PCE3 as shown here:

Figure 21. Hex Display Connection to Peripheral Bus



Redboot* uses address range 0xFE84 0000 - 0xFE84 0FFF for the left 7-segment LED (PCE3) and address range 0xFE85 0000 - 0xFE85 0FFF for the right 7-segment LED (PCE2).

Figure 22. 7-Segment Display Bit Definition

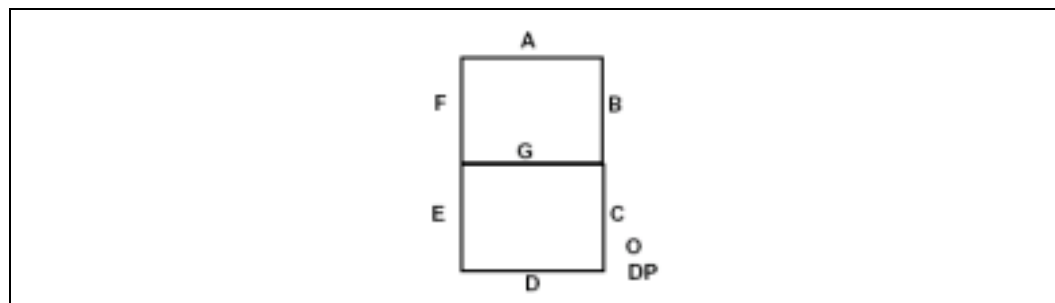


Figure 23. Register Bitmap: 7-Segment Display MSB FE84 0000h (Write Only)

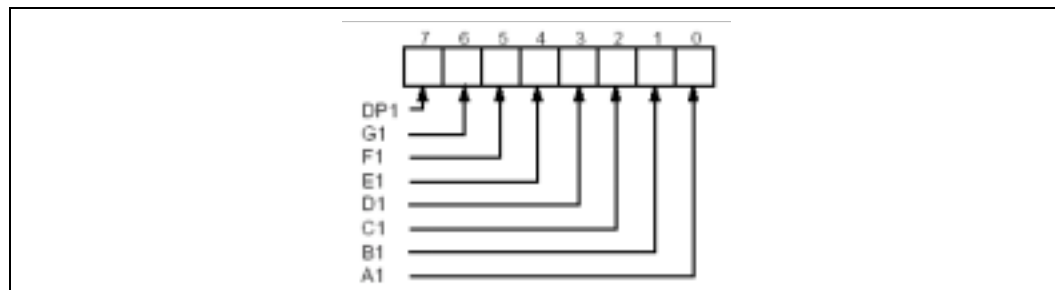
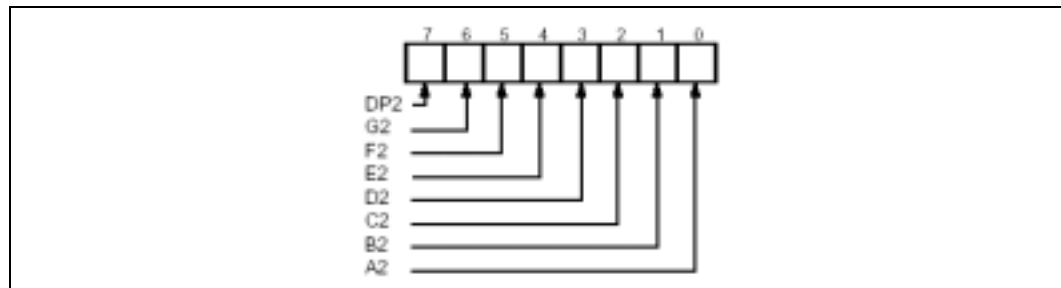


Figure 24. Register Bitmap: 7-Segment Display LSB FE55 0000h (Write Only)



5.3 Ethernet

The 82544EI utilizes a 32/64-bit, 33/66 MHz direct-interface to the PCI bus. The controller interfaces with the 80321 through on-chip command/status registers and using a shared memory area.

The intended usage of this chip is for high speed upload, download, and debugging. It is also used for developing network storage applications. ARM-AFS, Redboot, VxWorks* and other standard OSs come with support for this chip.

For more detail see [Section 3.8.2](#) of this manual for a detailed description of the onboard Ethernet controller. For programming information please refer to the *Intel® 82544EI/82544GC Gigabit Ethernet Controller Software Developer's Manual*.

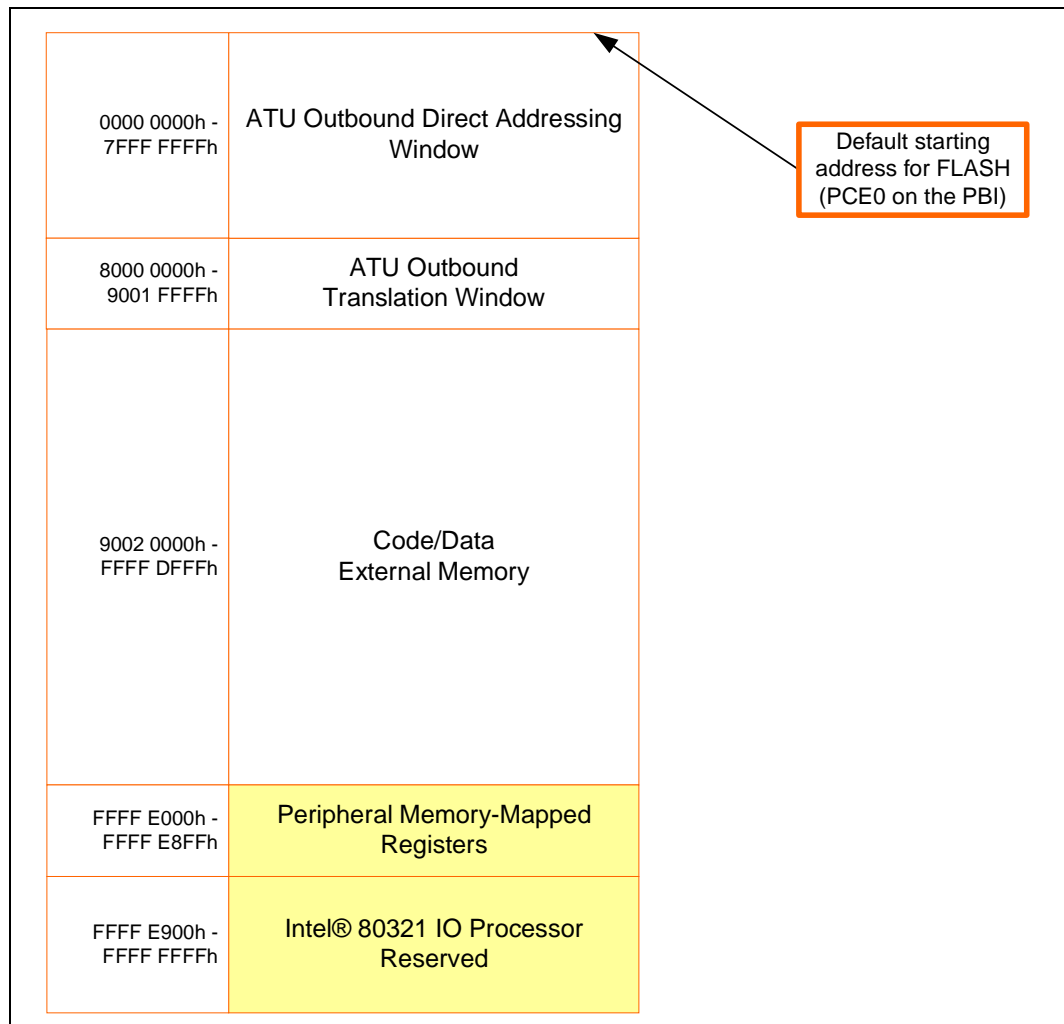
5.4 Board Support Package (BSP) Examples

Examples provided in this section are based on the Red Hat* Redboot software running on the IQ80321 board.

5.4.1 Intel® 80321 I/O Processor Memory Map

Figure 25 depicts the memory space for the IQ80321 (before Redboot boots):

Figure 25. Intel® 80321 I/O Processor Memory Map



5.4.2 Redboot* Intel® IQ80321 Memory Map

The virtual memory maps use a C, B, and X column to indicate the caching policy for the region.

X	C	B	Description
0	0	0	Un-cached/Un-buffered
0	0	1	Un-cached/Buffered
0	1	0	Cached/Buffered Write Through, Read Allocate
0	1	1	Cached/Buffered Write Back, Read Allocate
1	0	0	Invalid -- not used
1	0	1	Un-cached/Buffered No write buffer coalescing
1	1	0	Mini D-Cache - Policy set by Auxiliary Control Register
1	1	1	Cached/Buffered Write Back, Read/Write Allocate

Physical Address Range	Description
0x0000 0000 - 0x7FFF FFFF	ATU Outbound Direct Window
0x8000 0000 - 0x900F FFFF	ATU Outbound Translate Windows
0xa000 0000 - 0xBFFF FFFF	SDRAM
0xf000 0000 - 0xF080 0000	FLASH (PBIU ^a CS0 ^b)
0xfe80 0000 - 0xFE80 0FFF	UART (PBIU CS1)
0xfe84 0000 - 0xFE84 0FFF	Left 7-segment LED (PBIU CS3)
0xfe85 0000 - 0xFE85 0FFF	Right 7-segment LED (PBIU CS2)
0xfe8d 0000 - 0xFE8D 0FFF	Rotary Switch (PBIU CS4)
0xfe8f 0000 - 0xFE8F 0FFF	Battery Status (PBIU CS5)
0xffff 0000 - 0xFFFF FFFF	Intel® 80321 I/O Processor Memory Mapped Registers

- a. PBIU: Intel® 80321 I/O processor Peripheral Bus Interface Unit.
b. CS: Chip-Select for the PBIU on Intel® 80321 I/O processor.

Default Virtual Map	X	C	B	Description
0x00000000 - 0x1ffffff	1	1	1	SDRAM
0x20000000 - 0x9ffffff	0	0	0	Outbound Direct Window
0xa0000000 - 0xb0ffffff	0	0	0	Outbound Translate Windows
0xc0000000 - 0xdffffff	0	0	0	Un-cached alias for SDRAM
0xe0000000 - 0xe0ffffff	1	1	1	Cache flush region (no phys memory)
0xf0000000 - 0xf0800000	0	1	0	Flash (PBIU CS0)
0xfe800000 - 0xfe800fff	0	0	0	UART (PBIU CS1)
0xfe840000 - 0xfe840fff	0	0	0	Left 7-segment LED (PBIU CS3)
0xfe850000 - 0xfe850fff	0	0	0	Right 7-segment LED (PBIU CS2)
0xfe8d0000 - 0xfe8d0fff	0	0	0	Rotary Switch (PBIU CS4)
0xfe8f0000 - 0xfe8f0fff	0	0	0	Battery Status (PBIU CS5)
0xffff0000 - 0xfffffff	0	0	0	Intel® 80321 I/O processor Memory Mapped Registers

5.4.3 Redboot Intel® IQ80321 Physical Memory Map - Visual

Figure 26. Redboot Intel® IQ80310 Physical Memory Map

0000 0000h - 7FFF FFFFh	ATU Outbound Direct Addressing Window	
8000 0000h - 9001 FFFFh	ATU Outbound Translation Window	
9002 0000h - FFFF DFFFh Code/Data External Memory	A000 0000h to size of the DIMM	SDRAM (DDR)
	F000 0000h - F080 0000h	FLASH (8 Meg)
	FE80 0000h	UART
	FE84 0000h	7-segment 0 (W)
	FE85 0000h	7-segment 1 (W)
	FE8D 0000h	Rotary Switch (R)
	FE8F 0000h	Battery Status (R)
FFFF E000h - FFFF E8FFh	Peripheral Memory-Mapped Registers	
FFFF E900h - FFFF FFFFh	Intel® 80321 IO Processor Reserved	

5.4.4 Redboot Intel® IQ80321 Virtual Memory Map - Visual

Figure 27. Redboot Intel® IQ80310 Virtual Memory Map

0x00000000 - 0x1fffffffff	SDRAM (DDR)
0x20000000 - 0x9fffffffff	ATU Outbound Direct Addressing Window
0xa0000000 - 0xb00fffffffff	ATU Outbound Translation Window
0xc0000000 - 0xdfffffffff	Un-cached alias for SDRAM
0xe0000000 - 0xe00fffffffff	Cache flush region (no physical memory)
0xF0000000 - 0xF0800000	FLASH (8 Meg)
0xFE800000	UART
0xFE840000	7-segment 0 (W)
0xFE850000	7-segment 1 (W)
0xFE8D0000	Rotary Switch (R)
0xFE8F0000	Battery Status (R)
0xFFFFE000 - 0xFFFFE8FF	Peripheral Memory-Mapped Registers

5.4.5 Redboot Intel® IQ80321 Files

Attached in the kit, find a copy of the Red Hat eCos for Intel® 80321 I/O processor CD. Once the CD is installed, you may find:

- **The Redboot initialization code source files** from the following location:
From the installed directory:
..\Red Hat\eCos\packages\hal\arm\xscale\iq80321\current\include
- **The Redboot binary image files** (downloadable onto Flash) from the following location:
From the installed directory:
..\Red Hat\eCos\loaders\iq80321

To access Red Hat GNUPro tools including Redboot binaries and source code, you may also go to the following location on the Intel site:

- http://developer.intel.com/design/intelxscale/dev_tools/020523/

5.4.6 Redboot Intel® IQ80321 DDR Memory Initialization Sequence

In order to set the correct ECC bits, a DDR memory system (DIMM or discrete components) must be written to with a known value. This process requires 64-bit writes to the entire DDR memory intended for use. The following explains the sequence for memory initialization by Redboot on an IQ80321 board with an ECC DIMM. It also includes an example for the scrub (ECC initialization) code.

Initialization Sequence:

1. Disable interrupts. (Technically they are disabled at reset, but for soft reset this is included.
2. Init PBIU (Peripheral Bus Interface Unit) chip selects.
3. Enable I cache.
4. Move Flash to 0xF0000000.
5. Set TTB and Enable MMU.
6. Read DIM for memory parameters.
7. Set Memory Drive Strengths.
8. Set Memory Parameters.
9. Delay.
10. Turn DDRAM on.
11. Delay.
12. Enable Data Cache.
13. Enable BTB.
14. Flush all.
15. Clear ECC error logs.
16. Battery Test.
17. Enable ECC.
18. Scrub loop: Write zeros to all memory locations

```
mov    r8, r4        // save DRAM size
mov    r0, #-1
mov    r1, #-1
mov    r2, #-1
mov    r3, #-1
mov    r4, #-1
mov    r5, #-1
mov    r6, #-1
mov    r7, #-1

ldr    r11, = SDRAM_BASE

// scrub Loop
0:
stmia  r11!, {r0-r7}
subs  r12, r12, #32
bne   0
```

5.4.7 Redboot Switching

- S8E1-2 ON: Enable GbE on the SPCI-X Bus.
- S8E1-7 OFF: PCI-X Bridge hides devices using Private Space Address lines.
- S4D1 ON-OFF-ON-OFF: GbE and Expansion Slot Private Space.

All other switches are left in default positions.



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IQ80310 and IQ80321 Comparisons A

This appendix provides a brief description for differences between IQ80321 and IQ80310. Please also refer to application note: *Migrating from the Intel® 80310 I/O Processor Chipset to the Intel® 80321 I/O Processor Application Note 273562.*

Table 90. Intel® IQ80310 and Intel® IQ80321 Evaluation Platform Board Comparisons

Features	Intel® IQ80321 Evaluation Platform Board "Worcester"	Intel® IQ80310 Evaluation Platform Board "Cyclone"
I/O Processor	Intel® 80321 I/O processor	Intel® 80310 I/O processor chipset -Consists of Intel® 80200 processor and Intel® 80312 I/O companion chip
Core/Microprocessor Technology	Intel® XScale™ microarchitecture	Intel® XScale™ microarchitecture
Memory Technology	PC1600 DDR SDRAM (100 MHz Clock)	PC100 SDRAM (100 MHz Clock)
Form Factor	Extended PC board that attaches to a PC/Server/Backplane – One PCI-X Expansion Slot	Extended PC board that attaches to a PC/Server/Backplane – Two PCI Expansion Slots
PC/Server/Backplane Connection	PCI-X 133-MHz/64-Bits or PCI 66 MHz/64 Bits	PCI 66 MHz/64 Bits
Expansion Card Slot	One PCI-X 133-MHz/64-bit	Two PCI 66 MHz/64 bits
PCI/PCI-X Bridge	IBM PCI-X Bridge Reference: IBM 133 PCI-X Bridge http://www.chips.ibm.com/	Integrated PCI bridge in 80312.
Interrupt Routing	External interrupts are routed through the XINT pins on the 80321. They include INTA, INTB form PCI-X expansion slot, INTA from 82544 GBE, and UART interrupt – Steering and Status registers are in 80321 – see <i>Intel® 80321 I/O Processor Developer's Manual</i>	UART1, UART2, External Timer, and Secondary INTD are multiplexed in the CPLD and connected to 80312 external interrupt (XINT3). Secondary PCI INTA, B, C are straight through connection to 80312 XINT0, 1, 2.
Timers	Internal to 80321 – Refer to <i>Intel® 80321 I/O Processor Developer's Manual</i>	In CPLD
Local/Peripheral Bus	32-bit/33-100MHz multiplexed bus with six chip-enables, Synch/Asynchronous (IQ80321 operates in 33 MHz Asynchronous mode) – Refer to PBI section in <i>Intel® 80321 I/O Processor Developer's Manual</i>	8-bit multiplexed Flash-bus with two chip-enables
Flash Memory	16-bit, 8 MB accessed through Peripheral Bus with chip-enable 0 (PCE0)	8-bit, 8 MB accessed trough Flash-Bank 1 with chip-enable 1 (RCE1)
Serial Debug Port	One UART on the Peripheral bus – 16C550 device	Two UART on the Flash bank with some logic in the CPLD – 16C550 device
Network Debug Port	Intel® 82544 GbE on the PCI-X bus	Intel® 82559 PRO100 device on the secondary PCI Bus
Rotary Switch	Same	Same
LED HEX Display	Same	Same
JTAG	20-PIN ARM Compliant	
Logic Analyzer Connection		



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B.1 Introduction

This appendix pertains to Code|Lab version 2.2 and earlier, which uses the Microsoft Visual Studio 6.0. For Code|Lab version 2.3 and later, refer to [Appendix C, “Getting Started and Debugger”](#).

B.1.1 Purpose

The purpose of this appendix is to help the user setup and become familiar with the Intel® IQ80321 Evaluation Platform Board (IQ80321) some of the development tools. This appendix steps the user through an example program using:

- Code|Lab EDE
- Code|Lab EDE debugger
- Macraigor* Raven* JTAG

This exercise includes hardware and software setup, and it includes compiling, linking, executing, and debugging with the development tools. Using example code, the exercise tours the major features of the debugger, explores some of the basics of debugging, gains a general understanding of the ATI* development tools, and tours the prerequisites for developing a new application.

B.1.2 Necessary Hardware and Software

This example uses the ATI Code|Lab plug-in for Microsoft* Visual Studio 6.0, the GNU* Pro compiler, the Macraigor Raven JTAG, and the IQ80321.

B.1.3 Related Documents

Table 91. Related Documents

Document Title	Document #
<i>Intel® 80321 I/O Processor Developer's Manual</i>	273517
<i>Intel® 80200 Processor based on Intel® XScale™ Microarchitecture Developer's Manual</i>	273411
<i>Intel® IQ80321 Evaluation Platform Board Manual</i>	273521
<i>Hot-Debug for Intel® XScale™ Core Debug White Paper</i>	273539
ARM Assemblers Guide (http://www.arm.com/support/574FKU/\$File/ADS_AssemblerGuide_B.pdf)	
ADS Debug Target Guide (http://www.arm.com/support/574FWT/\$File/ADS_DebugTargetGuide_D.pdf)	
Code Lab Debug for ARM ^a	

a. This document installs to C:\Ati\docs\codelab debug.pdf.

Many of these documents load as part of ATI Code|Lab install (Start/Programs/ Accelerated Technology/Documentation). This menu contains both the ARM* ADS and Code|Lab documents.

B.1.4 Related Web Sites

- Macraigor: <http://www.ocdemon.net/>
- http://developer.intel.com/design/intelxscale/dev_tools/020523/index.htm
- <http://developer.intel.com/design/iio/80321.htm>
- <http://developer.intel.com/design/iio/docs/iop321.htm>
- <http://developer.intel.com/design/iio/swsup/Tester321LED.htm>

B.2 Setup

B.2.1 Hardware Setup

Use [Figure 28](#) and the rest of the *Intel® IQ80321 Evaluation Platform Board Manual*, to set up the hardware.

- Connect the Raven to the host via the parallel port and to the evaluation board via the 20-pin JTAG connector.

Note: The parallel port must be configured to EPP mode for the Macraigor Raven to work properly.

The parallel port setting can be changed in the BIOS setup program or in Control Panel. More information on the Raven can be found at the Macraigor web site. Test software for the Raven is free and available for download at:

http://www.ocdemon.net/Merchant2/merchant.mv?Screen=CTGY&Store_Code=MTS&Category_Code=pinouts.

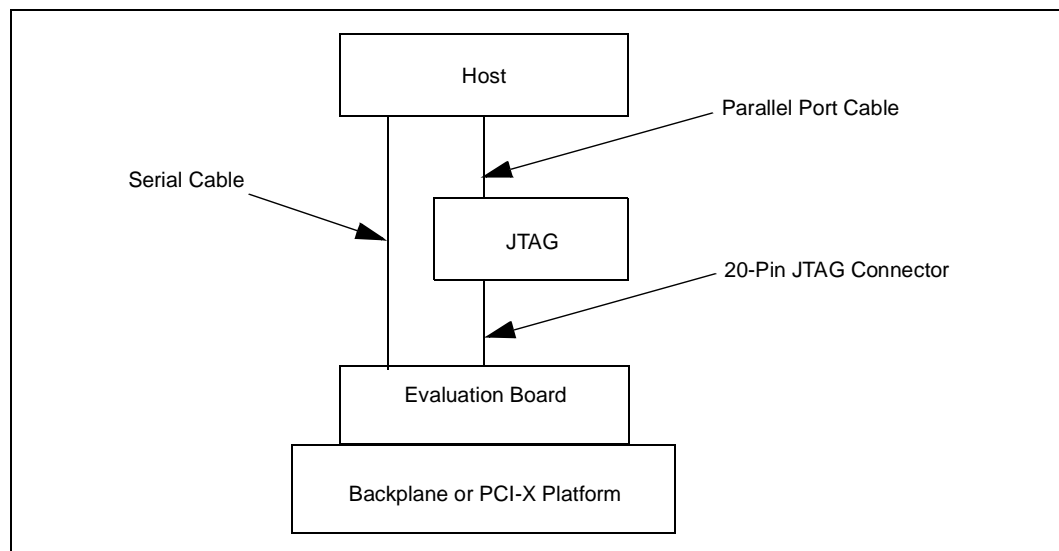
- Connect a serial cable from the evaluation board to the host.

Note: The serial cable connects to the evaluation board with an RJ11 connector and connects to the host computer serial port via an RJ11 to DB9F adaptor. The serial port configuration is covered in the configuration section below.

- The IQ80321 plugs into a bus master PCI or PCI-X slot on the backplane or platform.

Note: There are many dip switches on the evaluation board which are used to configure the IBM bridge. Use the dip switch and jumper sections of the *Intel® IQ80321 Evaluation Platform Board Manual*, section 3.10.2 to configure these switches. A work sheet is highly recommended when working out the switch settings, Since there are a large number of switches, a record of the settings and the reasons for their selection very useful. Check the system requirements of Microsoft Visual Studio and ATI Code|Lab to make sure that the host is sufficient. The platform or backplane must have a 3.3 volt PCI-X or PCI slot. The evaluation board is not 5 volt tolerant and damage occurs when 5 volts are applied.

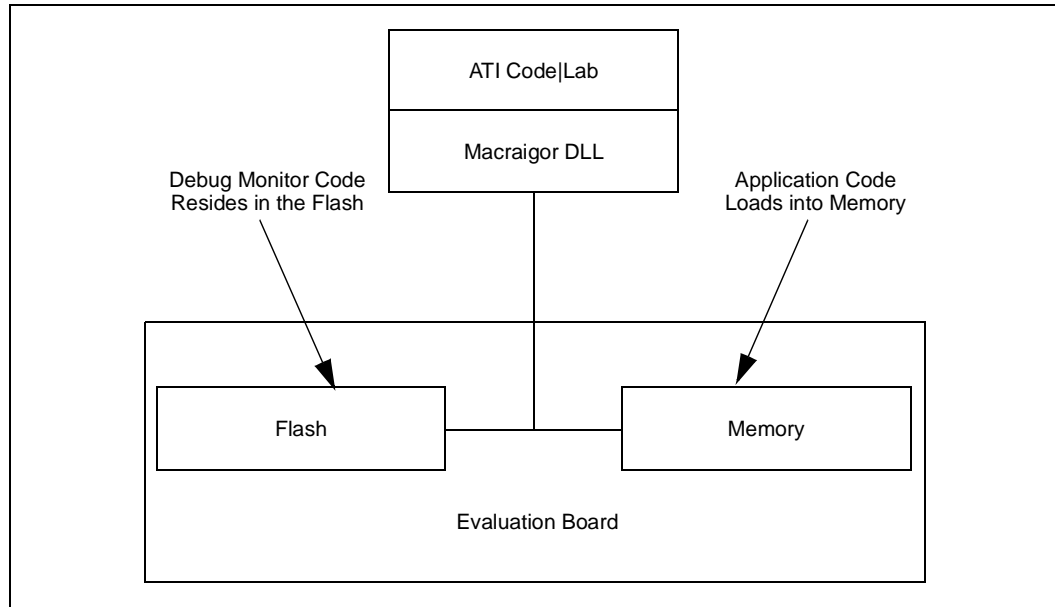
Figure 28. Intel® IQ80321 Hardware Setup Flow Chart



B.2.2 Software Setup

ATI Code|Lab is a plug-in to Microsoft Visual Studio 6.0; therefore, Microsoft Visual Studio 6.0 must be installed on the host system before installing ATI Code|Lab. To load ATI Code|Lab, run setup.exe under the program directory. Do not install over an old version of ATI Code|Lab. When necessary, uninstall the old Code|Lab with Add/Remove Programs under the Control Panel before starting the new installation. To view the soft copies of document, Adobe Acrobat Reader is needed. The latest version can be downloaded at (<http://www.adobe.com>).

Figure 29. Software Flow Diagram



B.3 New Project Setup

B.3.1 Creating a New Project

1. Launch Code|Lab EDE and select “Tools/Customize/Add-ins/Macro Files”.
 - a. Check “Code|Lab EDE” and click **Close**.
2. Select “File/New.../Project”, then “Code|Lab EDE Project Wizard”
 - a. Fill-in the **Project Name** box with “Tester321LED”
 - b. Set an appropriate **Location** path.

Note: The directory “Tester321LED” is created under the path specified in the **Location** box.

- c. Click **OK**.
3. In the Code|Lab EDE Project Wizard Window:
 - a. Expand the **Redhat GNU Tools for XScale** item.
 - b. Select the appropriate evaluation board.
4. Click **Finish**, then **OK** on the next window.
5. From <http://developer.intel.com/design/iio/swsup/Tester321LED.htm>, download the following zip file (.../Tester321LED) from the Software Support section, containing the example code files to the newly created project folder:
Tester321LED.zip
blink.c
blink.h
led.c
led.h
6. Add the newly downloaded files to the project:
 - a. Go to the “FileView” tab in the Code|Lab environment.
 - b. Right click “Tester321LED Files”.
 - c. Click “Add Files to Project...”.
 - d. Select the four files from step 5.
 - e. Click **OK**.

B.4 Flashing with JTAG

B.4.1 Overview

Code|Lab and the Raven are capable of reading from, writing to, and erasing the contents of the Flash on the evaluation board. The board comes with RedBoot loaded in the Flash. RedBoot is the RedHat debug monitor which initializes the board and has some debug and diagnostic functions. It is capable of serial communication with the console of a debug program or with Microsoft HyperTerminal, and it prepares the board for accepting an application program.

Code|Lab invokes a Flash programmer written by Macraigor. More information on the Flash programmer is located at:

http://www.ocdemon.net/Merchant2/merchant.mvc?Screen=CTGY&Store_Code=MTS&Category_Code=Software.

This Flash programmer only supports certain file formats: Intel Hex, Motorola srec and standard elf (executable and linking format). RedBoot.s19 and RedBoot.srec are both srec files. Worcester.i32 is an ARM BootMonitor Intel Hex file. BootMonitor is an ARM version of a debug monitor, which is similar but not identical to RedBoot.

Macraigor offers conversion tools to convert existing file types to a supported file type. These conversion tools are located at:

```
C:\ATI\codelab\codelab Debug\Macraigor\Flash Programmer
```

The ReadMe.txt file describes the conversions tools. BinToS19.exe converts binary files to srec files and MakeIntelHex.exe converts a.out files to Intel Hex files. When using the BinToS19.exe conversion tool, use 0x0 for the starting address. For example, at the CMD prompt in the directory where BinToS19.exe is located, the command line looks like this:

```
C:\ATI\codelab\codelab Debug\Macraigor\Flash Programmer>bintos19  
C:\temp\redboot_ROM.bin 0x0 c:\temp\redboot_ROM.s19
```

B.4.2 Using Flash Programmer

Note: The parallel port must be set to EPP mode or the Macraigor Raven will not work properly.

Download the RedBoot executable files from the following location:

[http://developer.intel.com/design/intelxscale/dev_tools/020523/RedBoot Debug Monitor for the Intel® IQ80310/IQ80321 boards](http://developer.intel.com/design/intelxscale/dev_tools/020523/RedBoot%20Debug%20Monitor%20for%20the%20Intel%20IQ80310/IQ80321%20boards)

1. Double click on the “Code|Lab Debug” icon on the desktop.
The Connection Window appears.
2. Select Macraigor JTAG Connect
 - a. click **Setup**.
3. Select “ARM XScale”, correct LPT port, and “Raven” (do not press **OK**).
4. Click **Additional Options...**, check **Enable Option**, then press **Configure**
The Console Options windows now appears.
5. Console Port: (Set appropriately)
Baud Rate: 115200
Data Bits: 8
Parity: None
Stop Bits: 1
Then Press **OK,OK, OK** (this returns to the Connect window).
6. Now press **Connect**.
Assembly code now visible.
7. Select “Memory/Flash...”
The OCDemon Flash Memory Programmer window appears.
8. The Flash programmer needs a file which is architecture specific, in this case. In the Flash programmer window, select “File/Open”, then choose the file “XscaleVerde.ocd” at “C:\ATI\codelab\codelab Debug\Macraigor\”.
9. Click the **Program** button.
10. Click **Browse** and “Files of type:” **All Files**, then choose the “redboot_ROM.srec” file (downloaded [http://developer.intel.com/design/intelxscale/dev_tools/020523/RedBoot Debug Monitor for the Intel® IQ80310/IQ80321 boards](http://developer.intel.com/design/intelxscale/dev_tools/020523/RedBoot%20Debug%20Monitor%20for%20the%20Intel%20IQ80310/IQ80321%20boards) and uncompressed from developer.com).
11. Check box “Erase Target Flash Sector(s) Before Programming”.
12. Click **OK**
The Flash now programs and verifies; click **Close** when 100% complete.
13. Cycle power to the board to see that the LEDs on the board sequence “8.8.”, “A5”, “A6”, “S.L”, then “A1”.
This is the normal LED sequence of RedBoot. The board may need to be reset more than once.

Explore the other features of the Flash programming window. The contents of the Flash can be erased, copied to a file on the host, and verified against a file on the host.

B.5 Debugging Out of Flash

JTAG debuggers can be used on two levels; with or without the source code. When the Flash is programmed, the debugger can monitor the executable code, halt it, step through it, and monitor the memory and registers. The executable code is disassembled so that the assembly code can be examined.

Debugging with source code allows the user to examine the C code that is being executed. This requires that the source code is available and linked by the debugger to the executable code that is running on the evaluation board.

B.6 Building an Executable File From Example Code

1. Launch Code|Lab EDE and open the “Tester321LED” Workspace.
2. Click on “Tester321LED files” in the “File/View” window.
3. Click “Build/Clean”. This deletes the old .o files.
4. Click Build/Rebuild All.
5. When there are errors, carefully go back through [Section B.3.2, “Configuration”](#).

B.7 Running the Code|Lab Debugger

This section is provided to get the system up and running in the Code|Lab Debug environment, but it is not intended as a full-functional tutorial. Please refer to the *ATI Code|Lab Debug Reference Manual* for more detailed information.


B.7.1 Launching and Configuring Debugger

1. In EDE, click on the icon that looks like a red bug.
 - a. The “Connect” dialog appears.
2. When not configured from [Section B.4.2, “Using Flash Programmer”](#), go to [Section B.4.2](#) and perform steps 2-5.
3. When running version 1.5 of the Code|Lab Debugger or earlier, a script must be specified under the “Configure Macraigor JTAG Connection” Window:
 - a. Check the Script Options box
 - b. hit **Browse**
 - c. then locate the following:
”C:\Ati\boards\IQ80321\Plus\Demo\Init_IQ80321.vbs”
 - d. hit **OK**

Note: This script adds delay between the JTAG initialization and the launching of RedBoot so that the boot is successful after hitting Go.

4. Press **Connect** to enter debug mode.
 - a. The Code|Lab Debug environment appears with the Assembly window open.

Note: Mouseovers are available for most of the toolbar icons. (Leave the mouse over the debug icons across the top on the toolbar to see a brief explanation of each.)

5. Click on the go icon  and let RedBoot boot (takes a minute) until you get the RedBoot prompt “RedBoot>” in the Console window (click the Console tab at the bottom of the Debug window to view the Console window).
6. From the console window:
 - a. type “diag”.
 - b. hit “Enter”.
The RedBoot Diagnostic function is invoked.
Try out a few of the tests as desired.
7. Close the Debugger and EDE environment.
8. Reset the board (cycle power).

B.7.2 Manually Loading and Executing an Application Program

1. Launch the Code|Lab Debug Environment from the desktop icon.
2. Ensure “File.../Program Load Options/Load Executable and Symbols” is checked.
3. file, program load options, load executable and symbols.
 - a. Select “file, open program, browse”.
 - b. go find c:\<Redboot downloaded Files>...\Test1LED\O\Test1LED.elf.
4. Hit Go (80, 3, 32, and 21 cycle on the LEDs).
5. Cycle power on the board.

B.7.3 Displaying Source Code

1. Launch the Code|Lab EDE Debugger and open the “Tester321LED” ELF program.

Note: Use the File/Recent Programs menu for quick access.



2. Select the “Files” view in the lower tab of the Workspace window.
3. Bring up “blink.c” and “led.c” source code by double-clicking each filename.
4. Use the “Windows” Menu to arrange the windows, or maximize, minimize, and resize manually as desired.
5. Press the “Mixed” tab at the bottom of the “blink.c” window. Notice that the assembly along with each C statement.
6. Press the “Source” tab to revert back to C code only.

B.7.4 Using Breakpoints

Note the small gray circles on the sidebar beside each line of source code. Single-click any of these gray circles and a red dot appears. The red dot represents a breakpoint. Single-click the red dot to remove it, or click the “Remove all breakpoints” icon.






Place a breakpoint on the following lines of code in “blink.c”:

```
displayLED(leds[8],leds[0]);          /* LED display '80'    */
displayLED(leds[0],leds[3]);          /* LED display '03'    */
displayLED(leds[3],leds[2]);          /* LED Display '32'    */
displayLED(leds[2],leds[1]);          /* LED display '21'    */
displayLED(leds[16],leds[16]);        /* LED display ' '     */
```

1. Click the “Go” icon.
The yellow arrow stops at the first break point and the HEX display does not change.
2. Click the “Go” icon again.
The last instruction has now been executed and an “80” is displayed.
3. Continue on in this fashion, watching the lines execute only as they are called, while the yellow arrow shows exactly what line is up next in execution.
4. Click the “Remove all breakpoints” icon .
5. Press “Go” again and notice that the program loop is infinite.
6. Press the “Halt” icon  to stop execution.
7. Close the debugger and cycle power to the board.



B.7.5 Stepping Through the Code

The “led.c” file contains a function that is called from code in “blink.c”. This exercise steps through the code and utilizes a few of the most common step tools.

1. Launch the debugger, open Tester321LED, and open the “blink.c” and “led.c” files.
2. Set a breakpoint on the following line in “blink.c”:
`displayLED(leds[8],leds[0]); /* LED display '80'*/`
3. Press Go.
Program execution sits on the first breakpoint.
4. Press the “Step Over” icon  and notice how execution jumps over the function call to the next line of execution.
5. Now try the “Step Into” icon  and note that the pointer has now jumped *into* the function “displayLED”, which is located in the “led.c” file.
6. Press the “Step Over” icon again and watch the pointer advance within the function to the next executable line.
7. Now press the “Step Out of” icon  and notice how execution leaves the called function and waits on the next executable line in “blink.c”.
8. The animate icon  can also be used to provide a “Step Into” effect that occurs at a specified time interval (default of 1 second). This can be modified in the “Settings” section of the “View/Options” menu. Experiment with this as desired.
9. Use Halt  to stop the animate mode before the next breakpoint.
10. Also note that Go can be pressed at any time to continue execution from the current line to the next breakpoint or program end.

B.7.6 Setting Code|Lab Debug Options

Besides the Animate debug time interval setting briefly mentioned in step 8 of the previous exercise, many useful options can be accessed from the “View/Options” menu.

1. Experiment here by bringing up the Registers window (click  and change the view options between binary and decimal; for example).
Hint: Settings tab, Interface, Radix
2. Also try bringing up the Memory window (click ) and change the number of columns between 4 and 2 and notice the changes.
Hint: Settings tab, Memory Window, Number of Columns

Note: Press window icons a second time to remove them from view.

Again, there are many features of the debug environment not discussed here. Please see the Code|Lab manuals for a full description of debug features.

B.8 Exploring the Code|Lab Debug Windows

This section discusses some basics of the debug environment. Some of these windows and concepts have been dealt with during previous exercises in this manual. However, many new windows are also discussed and basic interaction exercises are given. Begin this section by launching the Code|Lab Debugger environment and connection via the JTAG port.

B.8.1 Toolbar Icons

Placing the mouse arrow on any icon displays the text function of that icon. When the icon launches a special window (i.e., Watch, Memory, Call Trace, etc.), the icon brings that window up on the first click and removes the window when pressed again.

B.8.2 Workspace Window

Click on the Workspace icon. Click on the Files and Browse tabs and examine the contents. Note that there are more files than the original source files. When you double-click on the source files, `blink.c` and `led.c`, the source window appears for that file. When you double-click on an included file, the debugger is not be able to find the file.

B.8.3 Source Code

The source code windows are opened by double-clicking on the source files in the Workspace window under the files tab. Viewing of mixed Assembly and C code or C code only, is controlled by the tabs at the bottom of these windows.

B.8.4 Debug and Console Windows

The Debug window displays debugger activity messages while the Debug tab is displayed. Script commands can be entered manually at the top of the window. Serial output is displayed while the Console tab is active. Commands for the running application can be entered at the top of this window.

B.8.5 Memory Window

Click on the Memory window icon. Change the address at the top of the window to `0xffffe100` and click on the green arrow to the right (or press Enter). This changes the viewable starting address of the Memory window. The ATU header begins at `0xffffe100` and contains a known number (8086). Also look at the base and limit registers for the memory and Flash devices, at `0xffffe508` and `ffffe688` respectively, since they were initialized by RedBoot. Use the *Intel® 80321 I/O Processor Developer's Manual*, to see what the values mean.

Note: The tabs at the bottom allow the selection of two memory regions to observe.

B.8.6 Registers Window

Close all the active windows, then bring up the Registers window. Resize the this window and its columns to get a good view of all the registers. Notice that there is a Flags tab at the bottom of this window. This is useful for seeing the system flags defined by the CPSR. These are important especially during conditional code execution (see the ARM Architecture Reference Manual for more detail), but the flags are not changed during this exercise.

Click on the registers tab of the registers window and click the Animate icon. Notice how the register values change during program execution (red values are those that were modified during the last execution cycle). Click the Halt icon at any time, then try right clicking a register row and selecting “Go To Memory”. Notice how the Memory window is brought up and the address contained in that register is shown.

Click on the registers tab. Red means that the register value changed since the last fetch as opposed to black which represents no change. Register values can be manually changed in this window.

B.8.7 Watch Window

It is often useful during the debugging process to keep an eye on a few select program variables.

1. Open the Tester321LED Program and bring up “led.c”.
2. Click the “Watch” icon to bring up the Watch window.
3. Now add the “left” and “right” variables from “led.c” to the watch window.

Note: For each variable double click the variable name to highlight it, then drag it to the watch window.

4. Click the “Animate” icon and observe the changes.

Note: When focus goes back to the Assembly window during this process, try putting a breakpoint in led.c, then hit Go.

B.8.8 Variables Window

The Variables behaves very similarly to the Watch window, except that simply shows all active variables. Bring up the Variables window, click Animate, and watch the changes.

B.9 Debugging Basics

B.9.1 Overview

Debuggers allow developers to interrogate application code by allowing program flow control, data observation, and data manipulation. The flow control functions include the ability to single-step through the code, step into functions, step over functions, and run to breakpoint (hardware or software). The data observation and manipulation functions include access to memory, registers, and variables. The combination of the flow control and data functions allows the developer to debug problems as they occur or to validate the application code. As the size of an application grows, the need to be able to narrow down the cause of a problem to a few lines of code is imperative.

Debuggers have a finite set of capabilities and limitations. Debuggers can give insight that is difficult to obtain without them, but they can fail when they are not used within the limits of their functionality. They are intrusive by definition. They are software programs that interact with software monitors or hardware (JTAG) to control a target program. Ultimately, the debugger works best when the developer understands what it can and can not do and uses it within those constraints.

B.9.2 Hardware and Software Breakpoints

The following section provides a brief overview of breakpoints. See the *Intel® 80321 I/O Processor Developer's Manual*, for more detailed information.

B.9.2.1 Software Breakpoints

Software breakpoints are setup and utilized via debugger utilities (such as Code|Lab). The abilities of software breakpoints were seen in [Section B.7](#) of this Guide. Program execution can be halted at a particular line of code, stepped through, and executed again to the next breakpoint via debuggers. During this process, register values, memory address contents, variable contents, and many other useful pieces of information can be monitored.

B.9.2.2 Hardware Breakpoints

Hardware breakpoints step and breakpoint in code in either ROM or RAM without altering the code, stacks, or other target information. Hardware breakpoints handle difficult issues, by providing the ability to set the processor conditions that cause the program to halt. Use hardware breakpoints to locate problems such as reentrance, obscure timing, etc.

The 80321 contains two instruction breakpoint address registers (IBCR0 and IBCR1), one data breakpoint address register (DBR0), one configurable data mask/address register (DBR1), and one data breakpoint control register (DBCON). The 80321 also supports a 256 entry, trace buffer, that records program execution information. The registers to control the trace buffer are located in CP14.

B.9.3 Exceptions/Trapping

A debug exception causes the processor to re-direct execution to a debug event handling routine.

The Intel® 80200 processor debug architecture defines the following debug exceptions:

- instruction breakpoint
- data breakpoint
- software breakpoint
- external debug break
- exception vector trap
- trace-buffer full break

When a debug exception occurs, the processor actions depend on whether the debug unit is configured for Halt mode or Monitor mode.



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Getting Started and Debugger

C

C.1 Introduction

This appendix pertains to Code|Lab version 2.3 and later which uses Microsoft's Visual Studio .NET. For Code|Lab version 2.2 and earlier, refer to appendix B.

C.1.1 Purpose

The purpose of this appendix is to help the user setup and become familiar with the Intel® IQ80321 Evaluation Platform Board (IQ80321) and, other related hardware and software. This appendix steps the user through an example program using:

- Code|Lab EDE
- Code|Lab EDE debugger
- Macraigor* Raven* JTAG

This programming also includes:

- software setup
- compiling
- linking
- debugging example code

The user tours the major features of the debugger and explores some of the basics of debugging. By the end of this exercise, the user has been given a general understanding of the ATI* development tools and can begin working on new applications.

C.1.2 Necessary Hardware and Software

This example uses the ATI Code|Lab plug-in for Microsoft* Visual Studio, the GNU* Pro compiler, the Macraigor Raven JTAG connector, and the IQ80321.

C.1.3 Related Documents

Table 92. Related Documents

Document Title	Document #
Intel® 80321 I/O Processor Developer's Manual	273517
Intel® 80200 Processor based on Intel® XScale™ Microarchitecture Developer's Manual	273411
Intel® IQ80321 Evaluation Platform Board Manual	273521
Hot-Debug for Intel® XScale™ Core Debug White Paper	273539
ARM Assemblers Guide (http://www.arm.com/support/574FKU/\$File/ADS_AssemblerGuide_B.pdf)	
ADS Debug Target Guide (http://www.arm.com/support/574FWT/\$File/ADS_DebugTargetGuide_D.pdf)	
Code Lab Debug for ARM ^a	

a. This document installs to C:\Ati\docs\codelab debug.pdf.

Many of these documents load as part of ATI Code|Lab install (Start/Programs/ Accelerated Technology/Documentation). This menu contains both the ARM* ADS and Code|Lab documents.

C.1.4 Related Web Sites

- Macraigor: <http://www.ocdemon.net/>
- http://developer.intel.com/design/intelxscale/dev_tools/020523/index.htm
- <http://developer.intel.com/design/iio/80321.htm>
- <http://developer.intel.com/design/iio/docs/iop321.htm>
- <http://developer.intel.com/design/iio/swsup/Tester321LED.htm>

C.2 Setup

C.2.1 Hardware Setup

Use Figure 28 and the rest of the *Intel® IQ80321 Evaluation Platform Board Manual*, to set up the hardware.

- Connect the Raven to the host via the parallel port and to the evaluation board via the 20-pin JTAG connector.

Note: The parallel port must be configured to EPP mode for the Macraigor Raven to work properly.

The parallel port setting can be changed in the BIOS setup program or in Control Panel. More information on the Raven can be found at the Macraigor web site. Test software for the Raven is free and available for download at:

http://www.ocdemon.net/Merchant2/merchant.mv?Screen=CTGY&Store_Code=MTS&Category_Code=pinouts.

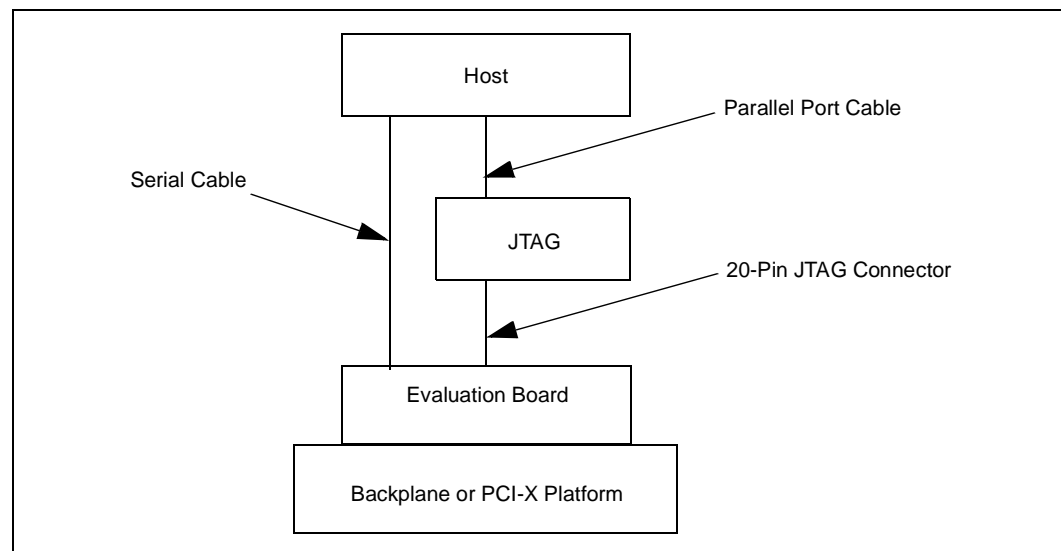
- Connect a serial cable from the evaluation board to the host.

Note: The serial cable connects to the evaluation board with an RJ11 connector and connects to the host computer serial port via an RJ11 to DB9F adaptor. The serial port configuration is covered in the configuration section below.

- The IQ80321 plugs into a bus master PCI or PCI-X slot on the backplane or platform.

Note: There are many dip switches on the evaluation board which are used to configure the IBM bridge. Use the dip switch and jumper sections of the *Intel® IQ80321 Evaluation Platform Board Manual*, section 3.10.2 to configure these switches. A work sheet is highly recommended when working out the switch settings, Since there are a large number of switches, a record of the settings and the reasons for their selection very useful. Check the system requirements of Microsoft Visual Studio and ATI Code|Lab to make sure that the host is sufficient. The platform or backplane must have a 3.3 volt PCI-X or PCI slot. The evaluation board is not 5 volt tolerant and damage occurs when 5 volts are applied.

Figure 30. Intel® IQ80321 Hardware Setup Flow Chart



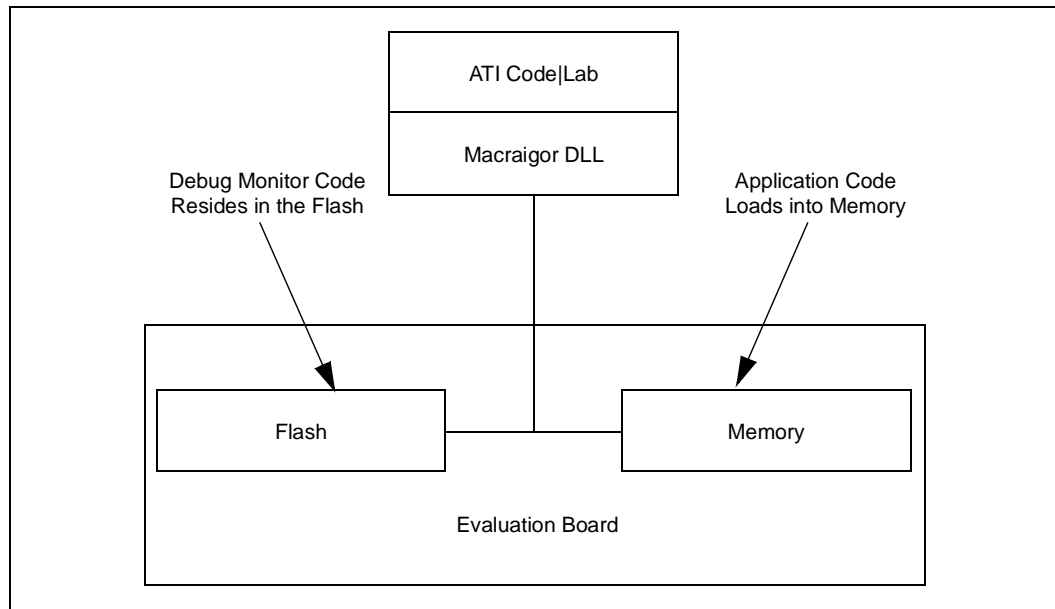
C.2.2 Software Setup

ATI Code|Lab is a plug-in to Microsoft Visual Studio .NET, therefore Microsoft Visual Studio .NET must already be loaded on the system. To load ATI Code|Lab, run setup.exe under the program directory.

Note: Do not install over an old version of ATI Code|Lab. When necessary, uninstall Code|Lab with Add/Remove programs under the Control Panel before reinstalling.

To view the soft copies of document, Adobe Acrobat Reader is needed. The latest version can be downloaded at (<http://www.adobe.com>).

Figure 31. Software Flow Diagram



C.3 New Project Setup

C.3.1 Creating a New Project

1. Launch Code|Lab EDE for .NET.
2. On the Start Page, select “New Project”.
 - a. The “New Projects” window appears.
 - b. Select “Code|Lab Projects” under Project Types and name the project “Project80321” in the name field.

Note: The directory “Project80321” is created under the path specified in the Location box.

- c. Click OK.
3. In the Code|Lab EDE Project Wizard Window:
 - a. Select “Redhat GNU Tools for XScale” under “Build Toolset”.
 - b. Select IQ80321 under “Project Template”.
 - c. Select “Application” under “Project Type”.
 - d. Click “Finish”.
4. Close the “Start Page” by clicking on the X in the top right corner of the Start Page window.
5. The new project is now in the “Solution Explorer” window. When this window is not open, open it by “View, Solution Explorer”.
6. Right click on “Project 80321” and select “Save Project80321”.
7. From <http://developer.intel.com/design/iio/swsup/Tester321LED.htm>, download the following zip file (.../Tester321LED) from the Software Support section, containing the example code files to the newly created project folder:
 - Tester321LED.zip
 - blink.c
 - blink.h
 - led.c
 - led.h

These files can be placed in any directory on the hard drive.

8. Add the newly downloaded files to the project:
 - a. In the “Solution Explorer” window, right click on “Project80321” and select “Add, Add Existing Item”.
 - b. In the “Add Existing Item” window, use the drop-down menu under “Look In” to find the four files listed in step 7 on the hard drive. Select all four files and click “open”. The “Solution Explorer” window now shows these files under “Project80321”.

C.3.2 Configuration

Examine the main menu of Code|Lab EDE for .NET.

- File
- Project
- code|lab EDE
- Tools
- Help
- Edit
- View
- Build, Debug
- Window

Since Code|Lab is a plug-in to Visual Studio, some of these menu items are Visual Studio and some are specific to Code|Lab. Click on any of these menu items and the drop-down menu displays the subordinate menu items. Many of these items have defined tool bar symbols, function keys, and keyboard patterns as alternatives.

Note: Projects can be built under the “code|lab EDE” menu or under the “build” menu. Always use the “code|lab EDE” menu to perform Code|Lab project builds. Builds under the “build” menu invoke the Visual Studio C compiler.

1. On the main menu, select “code|lab EDE, Configuration”.
2. When the “code|lab EDE Configuration” window appears, click on each of the words in the left box. Notice that the rest of the window changes when you click on different parts of the menu tree. This is a typical feature of Code|Lab EDE for .NET.
3. Click on Toolsets.
4. Click on the drop-down arrow and select “RedHat GNU Tools for XScale”. The build tool paths now appear in the box and must be modified as stated below in bold. Note that the assembler and the linker are invoked by GCC.
 - a. “Compiler path: $\$(ToolDir)\BIN\XSCALE-ELF-GCC.EXE$ ”.
 - b. “Assembler path: $\$(ToolDir)\BIN\XSCALE-ELF-GCC.EXE$ ”.
 - c. “Linker path: $\$(ToolDir)\BIN\XSCALE-ELF-GCC.EXE$ ”.
 - d. “Librarian path: $\$(ToolDir)\BIN\XSCALE-ELF-AR.EXE$ ”.
5. In the left box, click on “Debugging, General”. When the checkboxes are available in your version, set all four debug options to “false”.
6. Click “Apply” and click “OK”.
7. On the main menu, click “code|lab EDE, Project Settings”.
8. When the “code|lab Project Settings” window appears, click on “C/C++/Assembler” in the left box. Use the drop-down arrow to select “C compiler” for “Build Tool”.
9. Edit the command line box at the bottom so that it contains the following:
`-v -Wall -specs=redboot.specs -gdwarf-2 -O0 -c -mcpu=xscale $\$(InputRelPath)$ -o $\$(OutDir)\$(InputName)\$(OutputExt)$`
10. Use the drop-down arrow to select “Assembler” for “Build Tool. Edit the command line box at the bottom so that it contains the following:
`-v -specs=redboot.specs -o $\$(OutDir)\$(InputName)\$(OutputExt)$ $\$(InputRelPath)$`
11. In the left box, click on “Linker”. Edit the command line box at the bottom so that it contains the following:
`-v -specs=redboot.specs -o $\$(OutDir)\$(ProjectName).elf$ $\$(ObjectFiles)$ $\$(Libraries)$`
12. Click “Apply” and then click “OK”.
13. In the “Solution Explorer” window, right click “Project80321” and select “Save Project80321”.

C.4 Flashing with JTAG

C.4.1 Overview

CodeLab and Raven are capable of reading from, writing to, and erasing the contents of the Flash on the evaluation board. The board comes with RedBoot loaded in the Flash. RedBoot is the RedHat debug monitor which initializes the board and has some debug and diagnostic functions. It is capable of serial communication with the console of a debug program or with Microsoft HyperTerminal, and it prepares the board for accepting an application program.

CodeLab invokes a Flash programmer written by Macraigor. More information on the Flash programmer is located at:

http://www.ocdemon.net/Merchant2/merchant.mv?Screen=CTGY&Store_Code=MTS&Category_Code=Software.

This Flash programmer only supports certain file formats: Intel Hex, Motorola srec and standard elf (executable and linking format). RedBoot.s19 and RedBoot.srec are both srec files. Worcester.i32 is an ARM BootMonitor Intel Hex file. BootMonitor is an ARM version of a debug monitor, which is similar but not identical to RedBoot.

Macraigor offers conversion tools to convert existing file types to a supported file type. These conversion tools are located at:

```
C:\ATI\codelab\codelab Debug\Macraigor\Flash Programmer
```

The ReadMe.txt file describes the conversions tools. BinToS19.exe converts binary files to srec files and MakeIntelHex.exe converts a.out files to Intel Hex files. When using the BinToS19.exe conversion tool, use 0x0 for the starting address. For example, at the CMD prompt in the directory where BinToS19.exe is located, the command line looks like this:

```
C:\ATI\codelab\codelab Debug\Macraigor\Flash Programmer>bintos19  
C:\temp\redboot_ROM.bin 0x0 c:\temp\redboot_ROM.s19
```

C.4.2 Using Flash Programmer

Note: The parallel port must be set to EPP mode or the Macraigor Raven will not work properly.

Download the RedBoot executable files from the following location:

[http://developer.intel.com/design/intelxscale/dev_tools/020523/RedBoot Debug Monitor](http://developer.intel.com/design/intelxscale/dev_tools/020523/RedBoot%20Debug%20Monitor) for the Intel® IQ80310/IQ80321 boards

1. Double click on the “Code|Lab Debug” icon on the desktop.
The Connection Window appears.
2. Select Macraigor JTAG Connect
 - a. Click Setup.
3. Select “ARM XScale”, correct LPT port, and “Raven” (do not press OK).
4. Click Additional Options..., check Enable Option, then press Configure
The Console Options windows now appears.
5. Console Port: (Set appropriately)
Baud Rate: 115200
Data Bits: 8
Parity: None
Stop Bits: 1
Then Press OK, OK, OK (this returns to the Connect window).
6. Now press Connect.
Assembly code now visible.
7. Select “Memory/Flash...”
The OCDemon Flash Memory Programmer window appears.
8. The Flash programmer needs a file which is architecture specific, in this case. In the Flash programmer window, select “File/Open”, then choose the file “XscaleVerde.ocd” at:
“C:\MGC\Embedded\codelab\codelab Debug\Macraigor”.
9. Click the Program button.
10. Click Browse and “Files of type:” All Files, then choose the “redboot_ROM.srec” file
(downloaded and uncompressed from developer.com).
11. Check box “Erase Target Flash Sector(s) Before Programming”.
12. Click Program.
The Flash now programs and verifies; click Close when 100% complete.
13. Cycle power to the board to see that the LEDs on the board sequence “8.8.”, “A5”, “A6”, “S.L”, then “A1”.

This is the normal LED sequence of RedBoot. The board may need to be reset more than once. Explore the other features of the Flash programming window. The contents of the Flash can be erased, copied to a file on the host, and verified against a file on the host.

C.5 Debugging Out of Flash

JTAG debuggers can be used on two levels; with or without the source code. When the Flash is programmed, the debugger can monitor the executable code, halt it, step through it, and monitor the memory and registers. The executable code is disassembled so that the assembly code can be examined.

Debugging with source code allows the user to examine the C code that is being executed. This requires that the source code is available and linked by the debugger to the executable code that is running on the evaluation board.

C.6 Building an Executable File From Example Code

1. Launch Code|Lab EDE and open “Project80321”.
2. Select “code|lab EDE, Rebuild Project”.

Note: A project can have more than one solution, but in this example, there is only one solution for the project, so there is no difference between “Build Project” and “Build Solution” in this example.

Note: Rebuild cleans and builds. Clean deletes the old .o files in the project and build compiles, links, and produces the executable files.

3. When there are errors, carefully go back through [Section B.3.2, “Configuration”](#).

C.7 Running the Code|Lab Debugger

This section is provided to get the system up and running in the Code|Lab Debug environment, but it is not intended as a full-functional tutorial. Please refer to the ATI Code|Lab Debug Reference Manual for more detailed information.

C.7.1 Launching and Configuring Debugger

1. In EDE, click on the icon that looks like a red bug. The “Connect” window appears.
2. When not configured from [Section B.4.2, “Using Flash Programmer”](#), go to [Section C.4.2](#) and perform steps 2-5.
3. Press Connect to enter debug mode.
 - a. The Code|Lab Debug environment appears with the Assembly window open.

Note: Mouseovers are available for most of the toolbar icons. (Leave the mouse over the debug icons across the top on the toolbar to see a brief explanation of each.)

4. Click on the go icon and let RedBoot boot (takes a minute) until the RedBoot prompt “RedBoot>” appears in the Console window (click the Console tab at the bottom of the Debug window to view the Console window).
5. From the console window:
 - a. type “diag”.
 - b. hit “Enter”.

The RedBoot Diagnostic function is invoked.

Try out a few of the tests as desired.

6. Close the Debugger and EDE environment.
7. Reset the board (cycle power).

C.7.2 Manually Loading and Executing an Application Program

1. Launch the Code|Lab Debug Environment from the desktop icon.
2. Ensure “File.../Program Load Options/Load Executable and Symbols” is checked.
3. file, program load options, load executable and symbols.
 - a. Select “file, open program, browse”.
 - b. go find c:\<Redboot downloaded Files>...\Test1LED\O\Test1LED.elf.
4. Hit Go (80, 3, 32, and 21 cycle on the LEDs).
5. Cycle power on the board.

C.7.3 Displaying Source Code

1. Launch the Code|Lab EDE Debugger and open the “Tester321LED” ELF program.

Note: Use the File/Recent Programs menu for quick access.

2. Select the “Files” view in the lower tab of the Workspace window.
3. Bring up “blink.c” and “led.c” source code by double-clicking each filename.
4. Use the “Windows” Menu to arrange the windows, or maximize, minimize, and resize manually as desired.
5. Press the “Mixed” tab at the bottom of the “blink.c” window. Notice that the assembly along with each C statement.
6. Press the “Source” tab to revert back to C code only.

C.7.4 Using Breakpoints

Note the small gray circles on the sidebar beside each line of source code. Single-click any of these gray circles and a red dot appears. The red dot represents a break point. Single-click the red dot to remove it, or click the “Remove all breakpoints” icon.

Place a breakpoint on the following lines of code in “blink.c”:

```
displayLED(leds[8],leds[0]); /* LED display '80' */  
displayLED(leds[0],leds[3]); /* LED display '03' */  
displayLED(leds[3],leds[2]); /* LED Display '32' */  
displayLED(leds[2],leds[1]); /* LED display '21' */  
displayLED(leds[16],leds[16]); /* LED display ' ' */
```

1. Click the “Go” icon.
The yellow arrow stops at the first break point and the HEX display does not change.
2. Click the “Go” icon again.
The last instruction has now been executed and an “80” is displayed.
3. Continue on in this fashion, watching the lines execute only as they are called, while the yellow arrow shows exactly what line is up next in execution.
4. Click the “Remove all breakpoints” icon.
5. Press “Go” again and notice that the program loop is infinite.
6. Press the “Halt” icon to stop execution.
7. Close the debugger and cycle power to the board.

C.7.5 Stepping Through the Code

The “led.c” file contains a function that is called from code in “blink.c”. This exercise steps through the code and utilizes a few of the most common step tools.

1. Launch the debugger, open Tester321LED, and open the “blink.c” and “led.c” files.
2. Set a breakpoint on the following line in “blink.c”: `displayLED(leds[8],leds[0]); /* LED display '80'*/`
3. Press Go.
Program execution sit on the first breakpoint.
4. Press the “Step Over” icon and notice how execution jumps over the function call to the next line of execution.
5. Now try the “Step Into” icon and note that the pointer has now jumped into the function “displayLED”, which is located in the “led.c” file.
6. Press the “Step Over” icon again and watch the pointer advance within the function to the next executable line.
7. Now press the “Step Out of” icon and notice how execution leaves the called function and waits on the next executable line in “blink.c”.
8. The animate icon can also be used to provide a “Step Into” effect that occurs at a specified time interval (default of 1 second). This can be modified in the “Settings” section of the “View/Options” menu. Experiment with this as desired.
9. Use Halt to stop the animate mode before the next breakpoint.
10. Also note that Go can be pressed at any time to continue execution from the current line to the next breakpoint or program end.

C.7.6 Setting Code|Lab Debug Options

Besides the Animate debug time interval setting briefly mentioned in step 8 of the previous exercise, many useful options can be accessed from the “View/Options” menu.

1. Experiment here by bringing up the Registers window (click and change the view options between binary and decimal; for example).

Hint: Settings tab, Interface, Radix

2. Also try bringing up the Memory window (click) and change the number of columns between 4 and 2 and notice the changes.

Hint: Settings tab, Memory Window, Number of Columns

Note: Press window icons a second time to remove them from view.

Again, there are many features of the debug environment not discussed here. Please see the Code|Lab manuals for a full description of debug features.

C.8 Exploring the Code|Lab Debug Windows

This section discusses some basics of the debug environment. Some of these windows and concepts have been dealt with during previous exercises in this manual. However, many new windows are also discussed and basic interaction exercises are given. Begin this section by launching the Code|Lab Debugger environment and connection via the JTAG port.

C.8.1 Toolbar Icons

Placing the mouse arrow on any icon displays the text function of that icon. When the icon launches a special window (i.e., Watch, Memory, Call Trace, etc.), the icon brings that window up on the first click and removes the window when pressed again.

C.8.2 Workspace Window

Click on the Workspace icon. Click on the Files and Browse tabs and examine the contents. Note that there are more files than the original source files. When you double-click on the source files, `blink.c` and `led.c`, the source window appears for that file. When you double-click on an included file, the debugger is not able to find the file.

C.8.3 Source Code

The source code windows are opened by double-clicking on the source files in the Workspace window under the files tab. Viewing of mixed Assembly and C code or C code only, is controlled by the tabs at the bottom of these windows.

C.8.4 4 Debug and Console Windows

The Debug window displays debugger activity messages while the Debug tab is displayed. Script commands can be entered manually at the top of the window. Serial output is displayed while the Console tab is active. Commands for the running application can be entered at the top of this window.

C.8.5 Memory Window

Click on the Memory window icon. Change the address at the top of the window to `0xffffe100` and click on the green arrow to the right (or press Enter). This changes the viewable starting address of the Memory window. The ATU header begins at `0xffffe100` and contains a known number (8086). Also look at the base and limit registers for the memory and Flash devices, at `0xffffe508` and `ffffe688` respectively, since they were initialized by RedBoot. Use the *Intel® 80321 I/O Processor Developer's Manual*, to see what the values mean.

Note: The tabs at the bottom allow the selection of two memory regions to observe.

C.8.6 Registers Window

Close all the active windows, then bring up the Registers window. Resize the this window and its columns to get a good view of all the registers. Notice that there is a Flags tab at the bottom of this window. This is useful for seeing the system flags defined by the CPSR. These are important especially during conditional code execution (see the *ARM Architecture Reference Manual* for more detail), but the flags are not changed during this exercise.

Click on the registers tab of the registers window and click the Animate icon. Notice how the register values change during program execution (red values are those that were modified during the last execution cycle). Click the Halt icon at any time, then try right clicking a register row and selecting “Go To Memory”. Notice how the Memory window is brought up and the address contained in that register is shown.

Click on the registers tab. Red means that the register value changed since the last fetch as opposed to black which represents no change. Register values can be manually changed in this window.

C.8.7 Watch Window

It is often useful during the debugging process to keep an eye on a few select program variables.

1. Open the Tester321LED Program and bring up “led.c”.
2. Click the “Watch” icon to bring up the Watch window.
3. Now add the “left” and “right” variables from “led.c” to the watch window.

Note: For each variable double click the variable name to highlight it, then drag it to the watch window.

4. Click the “Animate” icon and observe the changes.

Note: When focus goes back to the Assembly window during this process, try putting a breakpoint in led.c, then hit Go.

C.8.8 Variables Window

The Variables behaves very similarly to the Watch window, except that it shows all active variables. Bring up the Variables window, click Animate, and watch the changes.

C.9 Debugging Basics

C.9.1 Overview

Debuggers allow developers to interrogate application code by allowing program flow control, data observation, and data manipulation. The flow control functions include the ability to single-step through the code, step into functions, step over functions, and run to breakpoint (hardware or software). The data observation and manipulation functions include access to memory, registers, and variables. The combination of the flow control and data functions allows the developer to debug problems as they occur or to validate the application code. As the size of an application grows, the need to be able to narrow down the cause of a problem to a few lines of code is imperative.

Debuggers have a finite set of capabilities and limitations. Debuggers can give insight that is difficult to obtain without them, but they can fail when they are not used within the limits of their functionality. They are intrusive by definition. They are software programs that interact with software monitors or hardware (JTAG) to control a target program. Ultimately, the debugger works best when the developer understands what it can and can not do and uses it within those constraints.

C.9.2 Hardware and Software Breakpoints

The following section provides a brief overview of breakpoints. See the *Intel® 80321 I/O Processor Developer's Manual*, for more detailed information.

C.9.2.1 Software Breakpoints

Software breakpoints are setup and utilized via debugger utilities (such as Code|Lab). The abilities of software breakpoints were seen in [Section C.7](#) of this Guide. Program execution can be halted at a particular line of code, stepped through, and executed again to the next breakpoint via debuggers.

During this process, register values, memory address contents, variable contents, and many other useful pieces of information can be monitored.

C.9.2.2 Hardware Breakpoints

Hardware breakpoints step and breakpoint in code in either ROM or RAM without altering the code, stacks, or other target information. Hardware breakpoints handle difficult issues, by providing the ability to set the processor conditions that cause the program to halt. Use hardware breakpoints to locate problems such as reentrance, obscure timing, etc.

The 80321 contains two instruction breakpoint address registers (IBCR0 and IBCR1), one data breakpoint address register (DBR0), one configurable data mask/address register (DBR1), and one data breakpoint control register (DBCON). The 80321 also supports a 256 entry, trace buffer, that records program execution information. The registers to control the trace buffer are located in CP14.

C.9.3 C.9.3 Exceptions/Trapping

A debug exception causes the processor to re-direct execution to a debug event handling routine. The Intel® 80200 processor debug architecture defines the following debug exceptions:

- instruction breakpoint
- data breakpoint
- software breakpoint
- external debug break
- exception vector trap
- trace-buffer full break

When a debug exception occurs, the processor actions depend on whether the debug unit is configured for Halt mode or Monitor mode.



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