CS4630

CrystalClear™ SoundFusion® PCI Audio Accelerator

Features

- 420 MIPs SLIMD™ DSP Architecture with increased internal memory for greater performance
- Hardware acceleration for Microsoft DirectSound® and DirectSound3D® Positional Audio
- Sensaura™ 3-D, 2 or 4 channel audio
- EAX™ 1.0 enhanced environmental audio standard
- Unlimited-Voice Wavetable Synthesis with Effects including DLS support
- Acoustic Echo Cancellation Hardware Acceleration for NetMeeting™
- 10 Band Graphic Equalization
- High Quality Hardware Sample Rate Conversion (90+ dB Dynamic Range)
- PC/PCI, DDMA, and CrystalClear Legacy Support (CCLS™)
- PCI 2.1 Compliant PCI Interface
- Full duplex, 128 Stream DMA Interface with Hardware Scatter/Gather Support
- PCI Power Management (D0 through $D3_{cold}$), APM 1.2, and ACPI 1.0
- Power Management Event (PME#) Generation within D0-$D3_{cold}$
- Dual AC '97 2.1 Codec Interface
- Asynchronous Digital Serial Interface (ZV Port)
- S/PDIF Digital Input and Output support for PCM and AC3 encoded 5.1 Channel Formats
- DirectInput™ Joystick and MPU-401 MIDI In/Out
- 3.3 V / 2.5 V Power Supply (5 V tolerant I/O)
- PC 98 and PC 99 Compliant

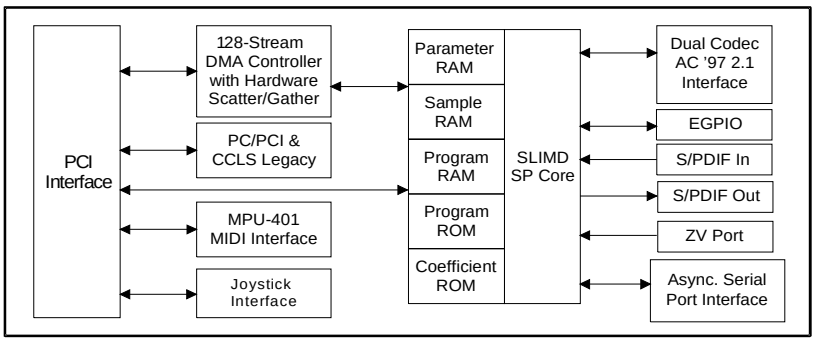
Description

The CS4630 is a high performance upgrade to the CS4624 PCI audio accelerator. With support for legacy compatibility modes, the CS4630 enables real mode DOS compatibility within PCI-only audio subsystems. This device, combined with application and driver software, provides a complete system solution for hardware acceleration of Microsoft's DirectSound, DirectSound3D, DirectInput, and Wavetable Synthesis. WDM drivers provide support for both Windows 98® and Windows 2000®.

The CS4630 is based on the Cirrus Logic CrystalClear™ Stream Processor (SP) DSP core. The SP core is optimized for digital audio processing, and is powerful enough to handle complex signal processing tasks such as Sensaura 3D, 4-channel output, and hardware wavetable synthesis. The SP core is supported by a bus mastering PCI interface and a built-in dedicated DMA engine with hardware scatter-gather support. These support functions ensure extremely efficient transfer of audio data streams to and from host-based memory buffers, providing a system solution with maximum performance and minimal host CPU loading.

ORDERING INFORMATION

CS4630-CM 128-pin MQFP 14x20x2.85 mm



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CIRRUS LOGIC®
P.O. Box 17847, Austin, Texas 78760
(512) 445 7222 FAX: (512) 445 7581
http://www.cirrus.com

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1. CHARACTERISTICS/SPECIFICATIONS

ABSOLUTE MAXIMUM RATINGS PCIGND = CGND = CRYGND = 0 V, all voltages with respect to 0 V)

Parameter		Symbol	Min	Typ	Max	Unit
Power Supplies		PCIVDD	-	-	4.6	V
		CVDD	-	-	TBD	V
		CRYVDD	-	-	4.6	V
		VDD5REF	-	-	5.5	V
Total Power Dissipation	(Note 1)		-	-	TBD	W
Input Current per Pin, DC (Except supply pins)			-	-	TBD	mA
Output current per pin, DC			-	-	TBD	mA
Input voltage	(Note 2)		TBD	-	TBD	V
Ambient temperature (power applied)	(Note 3)		-45	-	85	°C
Storage temperature			-55	-	150	°C

Notes: 1. Includes all power generated by AC and/or DC output loading.
2. The power supply pins are at recommended maximum values. XTALI & XTALO are at 3.6 V maximum.
3. At ambient temperatures above 70° C, total power dissipation must be limited to less than 0.4 Watts.

WARNING: Operation beyond these limits may result in permanent damage to the device. Normal operation is not guaranteed at these extremes.

RECOMMENDED OPERATING CONDITIONS (PCIGND = CGND = CRYGND = 0 V, all voltages with respect to 0 V)

Parameter		Symbol	Min	Typ	Max	Unit
Power Supplies		PCIVDD	3	3.3	3.6	V
		CVDD	2.25	2.5	2.75	V
		CRYVDD	3	3.3	3.6	V
		VDD5REF	3/4.75	3.3/5	3.6/5.25	V
Internal DSP Frequency	CS4630		-	-	140	MHz
Operating Ambient Temperature		T_A	0	25	70	°C

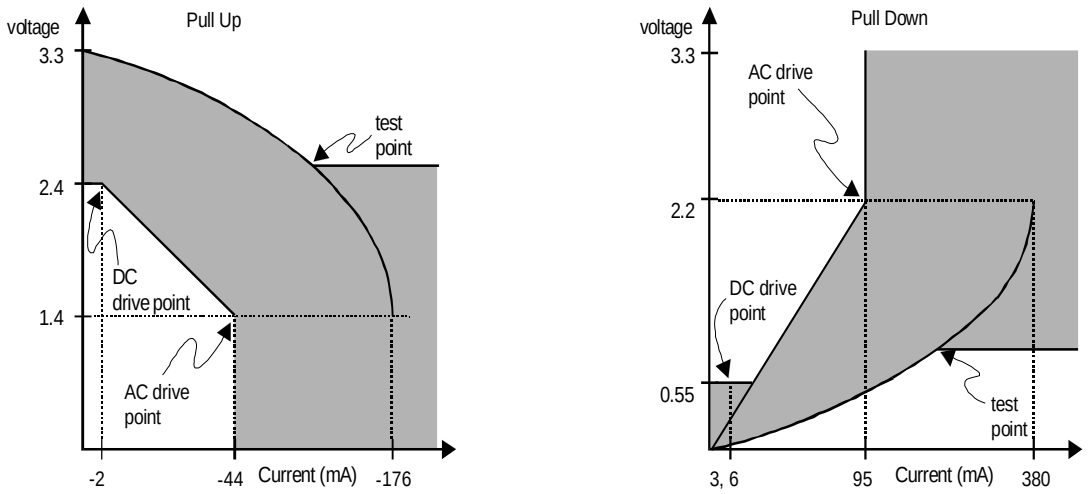
Specifications are subject to change without notice.

AC CHARACTERISTICS (PCI SIGNAL PINS ONLY) (T_A = 0° to 70° C;

PCIVDD = CRYVDD = 3.3 V; CVDD = 2.5 V; VDD5REF = 5 V; PCIGND = CGND = CRYGND = 0 V;
Logic 0 = 0 V, Logic 1 = 3.3 V; Reference levels = 1.4 V; unless otherwise noted; (Note 4))

Parameter			Symbol	Min	Max	Unit
Switching Current High		(Note 5)	I_{OH}			
		0 < Vout < 1.4		-44	-	mA
		1.4 < Vout < 2.4			-	mA
				-		
		3.1 < Vout < 3.3			Note 7	
Switching Current Low		(Note 5)	I_{OL}			
		Vout > 2.2		95	-	mA
		2.2 > Vout > 0.55		Vout/0.023	-	mA
		0.71 > Vout > 0		-	Note 8	
Low Clamp Current		-5 < Vin < -1	I_{CL}		-	mA
Output rise slew rate	0.4 V - 2.4 V load	(Note 6)	slewr	1	5	V/ns
Output fall slew rate	2.4 V - 0.4 V load	(Note 6)	slewf	1	5	V/ns

Notes:
4. Specifications guaranteed by characterization and not production testing.
5. Refer to V/I curves in Figure 1. Specification does not apply to PCICLK and RST# signals. Switching Current High specification does not apply to SERR#, PME#, and INTA# which are open drain outputs.
6. Cumulative edge rate across specified range. Rise slew rates do not apply to open drain outputs.
7. Equation A: I_{OH} = 11.9 * (Vout - 5.25) * (Vout + 2.45) for 3.3 V > Vout > 3.1 V
8. Equation B: I_{OL} = 78.5 * Vout * (4.4 - Vout) for 0 V < Vout < 0.71 V



Equation A:

$I_{OH} = 11.9*(Vout-5.25)*(Vout+2.45)$
$for\ 3.3V > Vout > 3.1V$

Equation B:

$I_{OL} = 78.5*Vout*(4.4-Vout)$
$for\ 0V < Vout < 0.71V$

Figure 1. AC Characteristics

DC CHARACTERISTICS (T_A = 0° to 70° C; PCIVDD = CRYVDD = 3.3 V; CVDD = 2.5 V; VDD5REF = 5 V; PCIGND = CGND = CRYGND = 0 V; all voltages with respect to 0 V unless otherwise noted)

Parameter			Symbol	Min	Typ	Max	Unit
PCI Interface Signal Pins							
High level input voltage			V_{IH}	2	-	5.75	V
Low level input voltage			V_{IL}	-0.5	-	0.8	V
High level output voltage	Iout = -2 mA		V_{OH}	2.4	-	-	V
Low level output voltage	Iout = 3 mA, 6 mA	(Note 9)	V_{OL}	-	-	0.55	V
High level leakage current	Vin = 2.7 V	(Note 10)	I_{IH}	-	-	70	µA
Low level leakage current	Vin = 0.5 V	(Note 10)	I_{IL}	-	-	-70	µA
Non-PCI Interface Signal Pins (Except XTALO)							
High level input voltage		XTALI Other Pins	V_{IH}	2.3 2	3.3 -	4.0 5.75	V V
Low level input voltage		XTALI Other Pins (Note 14)	V_{IL}	-0.5 -0.5	0 -	0.8 0.8	V V
High level output voltage	Iout = -3.5 mA	(Notes 11, 12)	V_{OH}	2.4	-	-	V
Low level output voltage	Iout = 3.5 mA	(Note 12)	V_{OL}	-	-	0.4	V
High level leakage current	Vin = 5.25 V	(Note 12)	I_{IH}	-	-	10	µA
Low level leakage current	Vin = 0	(Note 12)	I_{IL}	-	-	-10	µA

Parameter			Min	Typ	Max	Unit
Power Supply Pins (Outputs Unloaded)						
Power Supply Current: PCIVDD/CRYVDD Total(CVDD	VDD5REF	(Notes 4,13)	- - -	TBD TBD TBD	- TBD	mA mA
Low Power Mode Supply Current			-	TBD	-	mA

Notes:
9. The following signals are tested to 6 mA: FRAME#, TRDY#, IRDY#, DEVSEL#, STOP#, SERR#, PERR#, and INTA#. All other PCI interface signals are tested to 3 mA.
10. Input leakage currents include hi-Z output leakage for all bi-directional buffers with three-state outputs.
11. For open drain pins, high level output voltage is dependent on external pull-up used and number of attached gates.
12. All inputs that do not include internal pull-ups or pull-downs, must be externally driven for proper operation. If an input is not driven, it should be tied to power or ground, depending on the particular function. If an I/O pin is not driven and programmed as an input, it should be tied to power or ground through its own resistor.
13. Typical values are given as average current with typical SP task execution and data streaming. Current values vary dramatically based on the software running on the SP.
14. Vih for the Joystick position inputs (JACX JACY JBCX JBCY) is dependent on the joystick rate.

PCI INTERFACE PINS (T_A =0° to 70° C; PCIVDD = CRYVDD = 3.3 V; CVDD = 2.5 V; VDD5REF = 5 V; PCIGND = CGND = CRYGND = 0 V; Logic 0 = 0 V, Logic 1 = 3.3 V; Timing reference levels = 1.4 V)

Parameter		Symbol	Min	Max	Unit
PCICLK cycle time		t_{cyc}	30	-	ns
PCICLK high time		t_{high}	11	-	ns
PCICLK low time		t_{low}	11	-	ns
PCICLK to signal valid delay - bused signals	(Note 18)	t_{val}	2	11	ns
PCICLK to signal valid delay - point to point	(Note 18)	$t_{val(p+p)}$	2	12	ns
Float to active delay	(Note 15)	t_{on}	1	-	ns
Active to Float delay	(Note 15)	t_{off}	-	28	ns
Input Set up Time to PCICLK - bused signals	(Note 18)	t_{su}	7	-	ns
Input Set up Time to PCICLK - point to point	(Note 18)	$t_{su(p+p)}$	10, 12	-	ns
Input hold time for PCICLK		t_h	0	-	ns
Reset active time after PCICLK stable	(Note 16)	$t_{rst-clk}$	100	-	µs
Reset active to output float delay	(Notes 15, 16, 17)	$t_{rst-off}$	-	30	ns

Notes: 15. For Active/Float measurements, the Hi-Z or “off” state is when the total current delivered is less than or equal to the leakage current. Specification is guaranteed by design, not production tested.

16. RST# is asserted and de-asserted asynchronously with respect to PCICLK.
17. All output drivers are asynchronously floated when RST# is active.
18. REQ# and GNT# are point to point signals. All other PCI signals are considered bused signals.

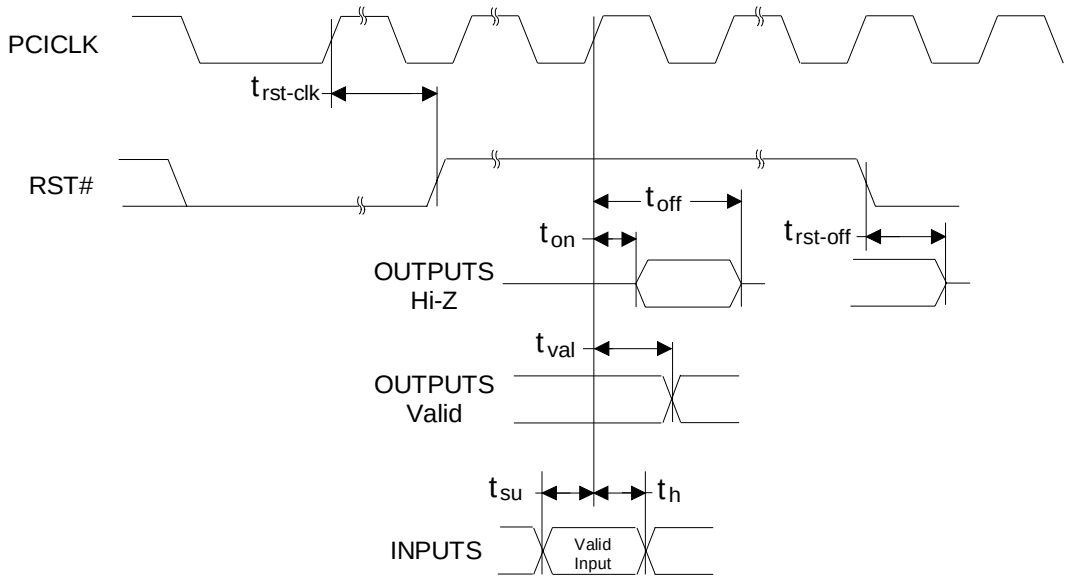


Figure 2. PCI Timing Measurement Conditions

AC '97 SERIAL INTERFACE TIMING (T_A = 0 to 70° C; PCIVDD = CRYVDD = 3.3 V; CVDD = 2.5 V;VDD5REF = 5 V; PCIGND = CGND = CRYGND = 0 V; Logic 0 = 0 V, Logic 1 = 3.3 V; Timing reference levels = 1.4 V; unless otherwise noted)

Parameter	Symbol	Min	Typ	Max	Unit
ABITCLK/ABITCLK2 cycle time	t_{aclk}	78	81.4	-	ns
ABITCLK/ABITCLK2 rising to ASDOUT/ADSOUT2 valid	t_{pd5}	-	17	25	ns
ASDIN/ASDIN2 valid to ABITCLK/ABITCLK2 falling	t_{s5}	10	-	-	ns
ASDIN/ASDIN2 hold after ABITCLK/ABITCLK2 falling	t_{h5}	5	-	-	ns
PCICLK rising to ARST#/ARST2# valid	t_{pd6}	-	10	-	ns

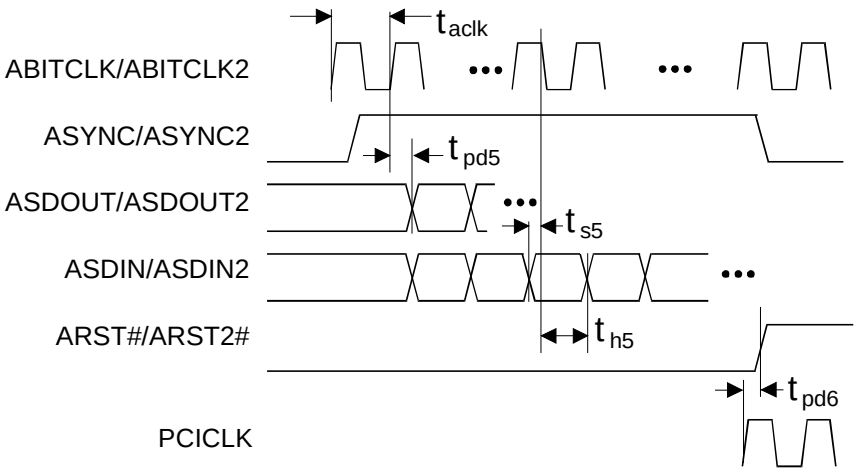


Figure 3. AC '97 Configuration Timing Diagram

ZV PORT TIMING

Parameter	Symbol	Min	Max	Unit
ZLRCK delay after ZSCLK rising	t_{slrd}	2	-	ns
ZLRCK setup before ZSCLK rising	t_{slrs}	32	-	ns
ZSCLK low period	t_{sclk}	22	-	ns
ZSCLK high period	t_{sclkh}	22	-	ns
ZSDATA setup to ZSCLK rising	t_{sdlrs}	32	-	ns
ZSDATA hold after ZSCLK rising	t_{sdh}	2	-	ns

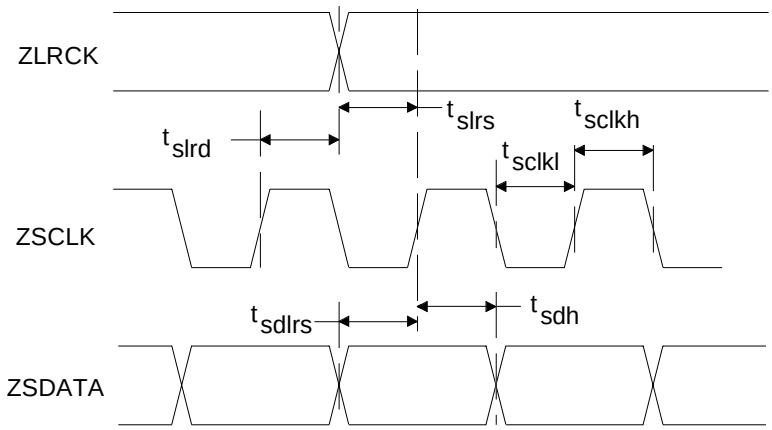


Figure 4. ZV PORT

INDEPENDENT TIMING ENVIRONMENT (T_A = 0 to 70° C; PCIVDD = CRYVDD = 3.3 V; CVDD = 2.5V; VDD5REF = 5 V; PCIGND = CGND = CRYGND = 0 V; Logic 0 = 0V, Logic 1 = 3.3 V; Timing reference levels = 1.4 V; XTALI = 12.288 MHz; unless otherwise noted)

Parameter	Symbol	Min	Typ	Max	Units
SCLK output cycle time	t_{sclk}	312	326	-	ns
FSYNC output cycle time (@SCLK falling edge)	t_{fsync}	20000	20833	-	ns
SCLK falling to FSYNC transition	t_{pd7}	-45	2	45	ns
LRCLK output cycle time (@ SCLK rising edge)	t_{lrclk}	20000	20833	-	ns
SCLK rising to LRCLK transition	t_{pd8}	-45	2	45	ns
SCLK falling to SDOUT/SDO2/SDO3 valid	t_{pd9}	-	2	45	ns
SDIN/SDIN2 valid to SCLK rising (SI1F2-0: 010, SI2F1-0: 00)	t_{s6}	30	-	-	ns
SDIN/SDIN2 hold after SCLK rising (SI1F2-0: 010, SI2F1-0: 00)	t_{h6}	30	-	-	ns
SDIN/SDIN2 valid to SCLK falling (SI1F2-0: 011, SI2F1-0: 01)	t_{s7}	30	-	-	ns
SDIN/SDIN2 hold after SCLK falling (SI1F2-0: 011, SI2F1-0: 01)	t_{h7}	30	-	-	ns
XTAL frequency		12.287	12.288	12.289	MHz
XTALI high time (Note 4)		35	-	-	ns
XTALI low time (Note 4)		35	-	-	ns
MCLK output frequency (Note 4)		12.287	12.288	12.289	MHz

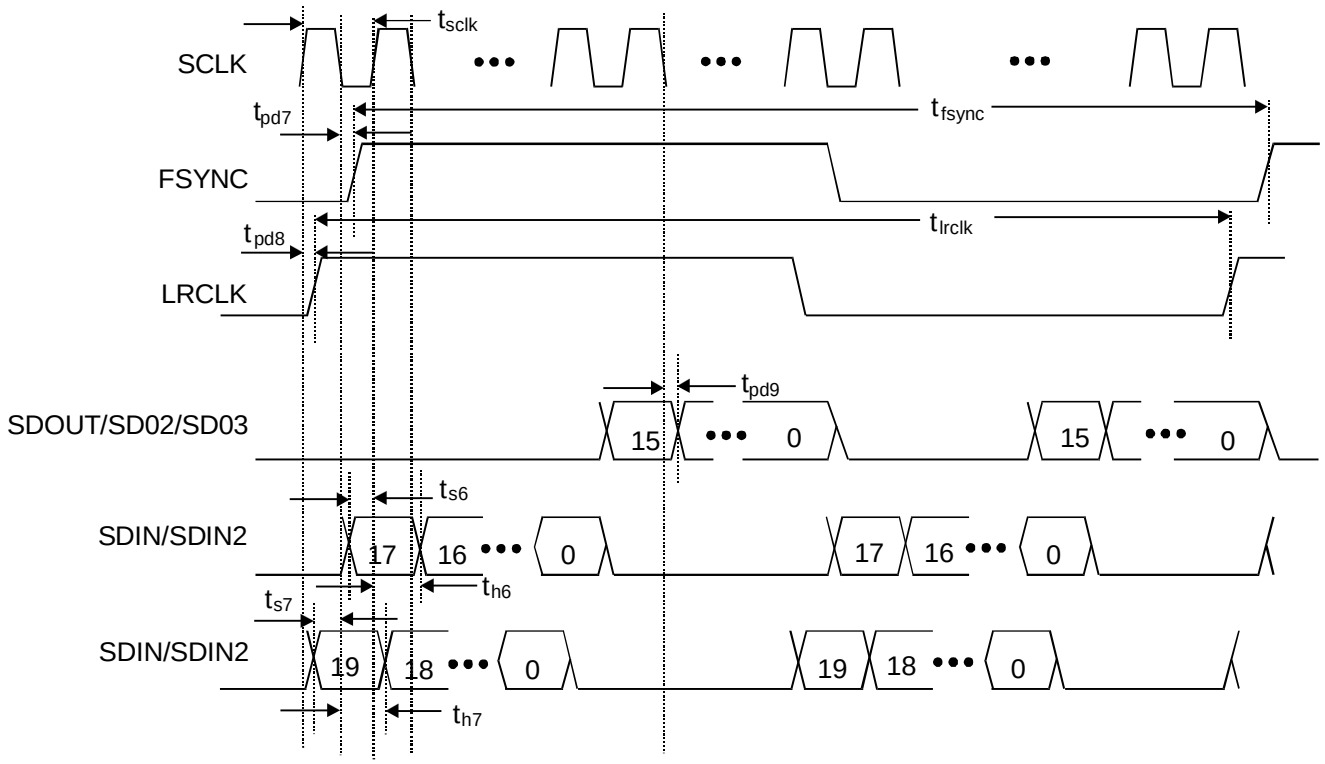


Figure 5. Independent Timing Configuration

EEPROM TIMING CHARACTERISTICS (T_A = 0 to 70 °C, PCIVDD = CRYVDD = 3.3 V; CVDD = 2.5V; VDD5REF = 5 V; PCIGND = CGND = CRYGND = 0 V; Logic 0 = 0 V, Logic 1 = 3.3 V; Timing reference levels = 1.4 V; PCI clock frequency = 33 MHz; unless otherwise noted (Note 4))

Parameter	Symbol	Min	Max	Units
EECLK Low to EEDAT Data Out Valid	t_{AA}	0	7.0	µs
Start Condition Hold Time	$t_{HD:STA}$	5.0	-	µs
EECLK Low	t_{LEECLK}	10	-	µs
EECLK High	t_{HEECLK}	10	-	µs
Start Condition Setup Time (for a Repeated Start Condition)	$t_{SU:STA}$	5.0	-	µs
EEDAT In Hold Time	$t_{HD:DAT}$	0	-	µs
EEDAT In Setup Time	$t_{SU:DAT}$	250	-	ns
EEDAT/EECLK Rise Time (Note 19)	t_R	-	1	µs
EEDAT/EECLK Fall Time	t_F	-	300	ns
Stop Condition Setup Time	$t_{SU:STO}$	5.0	-	µs
EEDAT Out Hold Time	t_{DH}	0	-	µs

Notes: 19. Rise time on EEDAT is determined by the capacitance on the EEDAT line with all connected gates and the required external pull-up resistor. Nominal values based on 4.7k and 22pF.

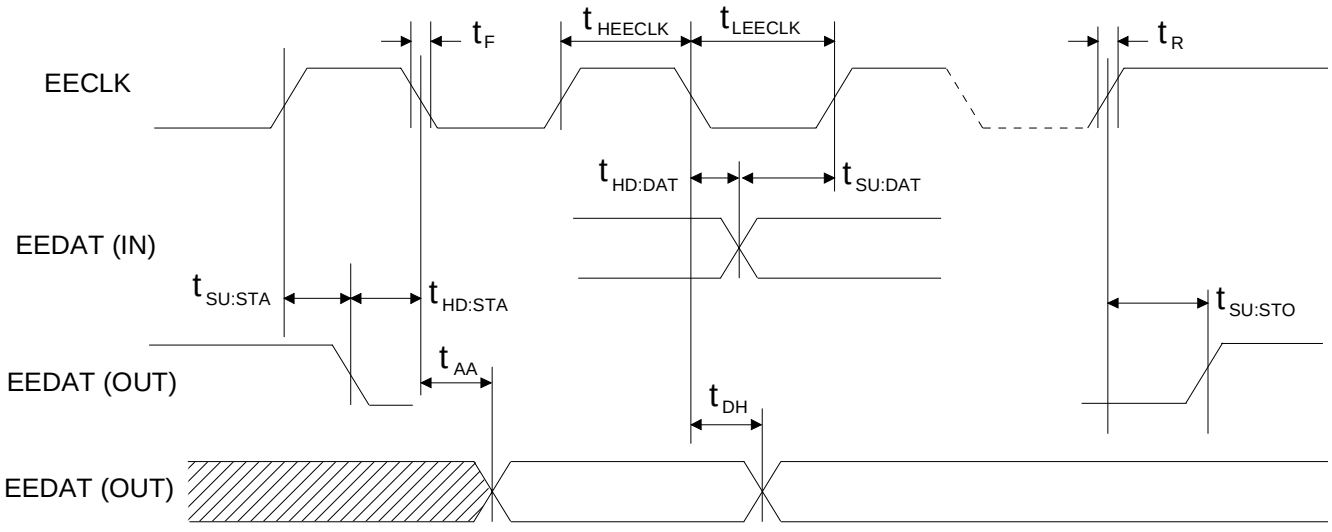


Figure 6. EEPROM Timing

2. OVERVIEW

The CS4630 is a high performance audio accelerator DSP for the PCI bus. This device, combined with application and driver software, provides a complete system solution for cost effective acceleration of Microsoft's DirectSound, Direct Sound3D, DirectInput, MIDI playback via Wavetable Synthesis with reverberation and chorus effects processing, and more. The following features can be enabled via updated device driver:

- Primary AC '97 Interface now 2.1 compatible
- 2nd AC '97 codec support
- Increased on-board memory for enhanced algorithm execution and greater concurrency
- 128 DMA Streams Supported
- PCI Power Management Event Support(D0-$D3_{cold}$)
- Support for wake-up event via AC 97 2.1 Link

There are three main functional blocks within the CS4630: the Stream Processor, the PCI Interface, and the DMA Engine. A block diagram of the CS4630 device is shown in Figure 7. The Stream Processor (SP) is a high speed custom Digital Signal Processor (DSP) core specifically designed for audio signal processing. This extremely powerful DSP core is capable of running complex algorithms and a number of different signal processing algorithms simultaneously. This high concurrency capability is valuable for applications such as immersive 3D games, which may play a number of DirectSound streams, a number of DirectSound3D streams, and a MIDI music sequence simultaneously.

Separate RAM memories are included on-chip for the SP program code (PROGRAM RAM), parameter data (PARAMETER RAM), and audio sample data (SAMPLE RAM). Two ROM memories store coefficients for sample rate conversion and audio decompression algorithms (COEFFICIENT ROM) and common algorithm code (PROGRAM ROM).

The RAM-based DSP architecture of the CS4630 ensures maximum system flexibility. The software function/feature mix can be adapted to meet the requirements of a variety of different applications, such as DirectX™ games, DVD movie playback, or DOS applications. This RAM-based architecture also provides a means for future system upgrades,

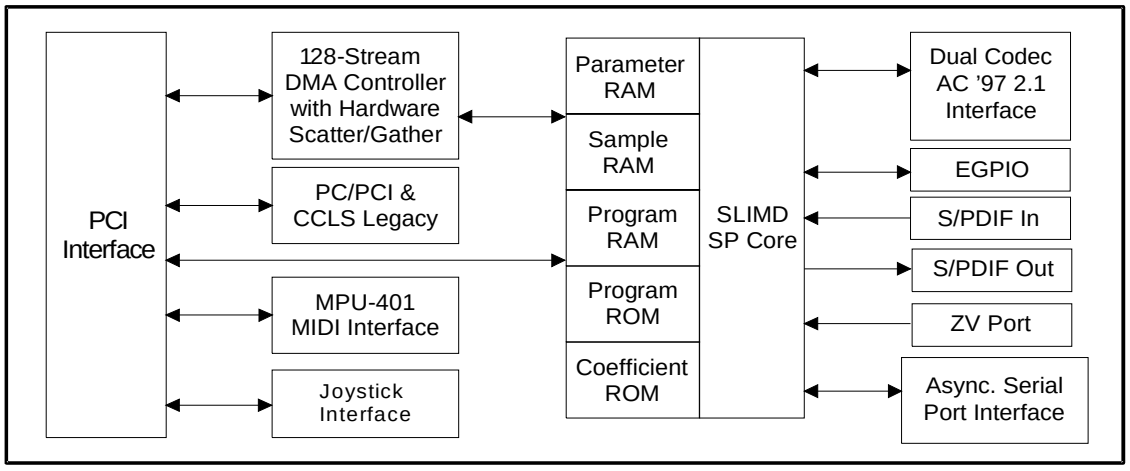


Figure 7. CS4630 Block Diagram

allowing the addition of new or upgraded functionality through software updates.

The CS4630 provides an extremely efficient bus mastering interface to the PCI bus. The PCI Interface function allows economical burst mode transfers of audio data between host system memory buffers and the CS4630 device. Program code and parameter data are also transferred to the CS4630 over the PCI interface.

The DMA Engine provides dedicated hardware to manage transfer of up to 128 concurrent audio/data streams to and from host memory buffers. The DMA Engine provides hardware scatter-gather support, allowing simple buffer allocation and management. This implementation improves system efficiency by minimizing the number of host interrupts.

The CS4630 supports a variety of audio I/O configurations including a single CS4297/97A/98/99 CrystalClear AC '97 Codec or dual CS4297/97A/98/99 codecs where the second codec is used to support 4-Channel audio or resides in a portable's docking station. The system's flexibility is further enhanced by the inclusion of a bi-directional serial MIDI port, a joystick port, a hardware volume control interface, a ZV Port interface, and a serial data port which allows connection of an optional external EEPROM device.

2.1 Stream Processor DSP Core

The CS4630 Stream Processor (SP) is a custom DSP core design which is optimized for processing and synthesizing digital audio data streams. The SP features a Somewhat Long Instruction Multiple Data (SLIMD) modified dual Harvard architecture. The device uses a 40-bit instruction word and operates on 32-bit data words. The SP includes two Multiply-Accumulate (MAC) blocks and one 16-bit Arithmetic and Logic Unit (ALU). The SP core is conservatively rated at 420 Million Instructions per second (420 MIPS) when running at an 140 MHz internal clock speed. The MAC units perform dual 20-bit by 16-bit multiplies and have 40-bit accumulators, providing higher quality than typical 16-bit DSP architectures.

A programmable Phase Locked Loop (PLL) circuit generates the high frequency internal SP clock from a lower frequency input clock. The input to the PLL may be from a crystal oscillator circuit or the serial port clock ABITCLK/SCLK. Clock control circuitry allows gating of clocks to various internal functional blocks to conserve power during power conservation modes, as well as during normal modes of operation when no tasks are being executed.

2.2 Legacy Support

Legacy games are supported by CrystalClear Legacy Support (CCLS), DDMA, or PC/PCI interface.

In both motherboard and add-in card designs, CCLS and DDMA provide support for legacy games by providing a hardware interface that supports a Sound Blaster Pro™ compatible interface, as well as support for FM, MPU-401, and joystick interfaces. These hardware interfaces provide PCI-only games compatibility for real-mode DOS and Windows DOS box support.

For motherboard designs, PC/PCI can be used by connecting the PCGNT# and PCREQ# pins to the appropriate pins on the south bridge motherboard chip. The PC/PCI interface is compliant with Intel's PC/PCI spec. (version 1.2). The BIOS must enable the PC/PCI mechanism at boot time on both the CS4630 and the south bridge.

3. SYSTEM ARCHITECTURES

A typical system diagram depicting connection of the CS4630 to the CrystalClear CS4297/97A/98/99 AC '97 Codec is given in Figure 8. All analog audio inputs and outputs are connected to the CS4297/97A/98/99. Audio data is passed between the CS4297/97A/98/99 and the CS4630 over the serial AC-Link. The CS4630 provides a hardware interface for connection of a joystick and MIDI devices. A second diagram, Figure 9, depicts the CS4630 supporting dual AC '97 codecs in a portable design. The AC '97 interface is connected to the primary AC '97 codec in the portable and is used for all audio I/O inside and connected to the portable. The AC '97 interface is sent across to the docking station which contains a second AC '97 2.0/2.1 codec, used when the portable is in the docking station. Software can disable the audio I/O paths on the portable that are superseded by docking station I/O and enable the paths needed in the docking station. Note that both interfaces are needed in systems where the CD-ROM analog input is in the portable and the Line In/Out jacks on the docking stations are used. Using the AC '97 digital link across the dock maintains the absolute highest audio quality along with a standard well-defined non-proprietary interface that will last through many system generations.

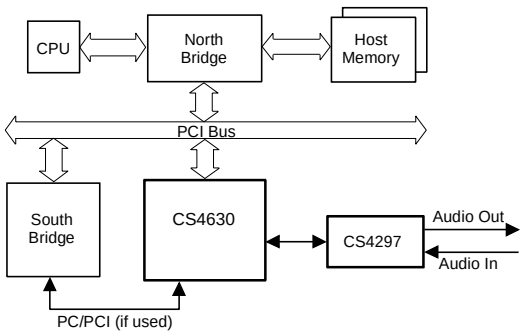


Figure 8. AC '97 Codec Interface

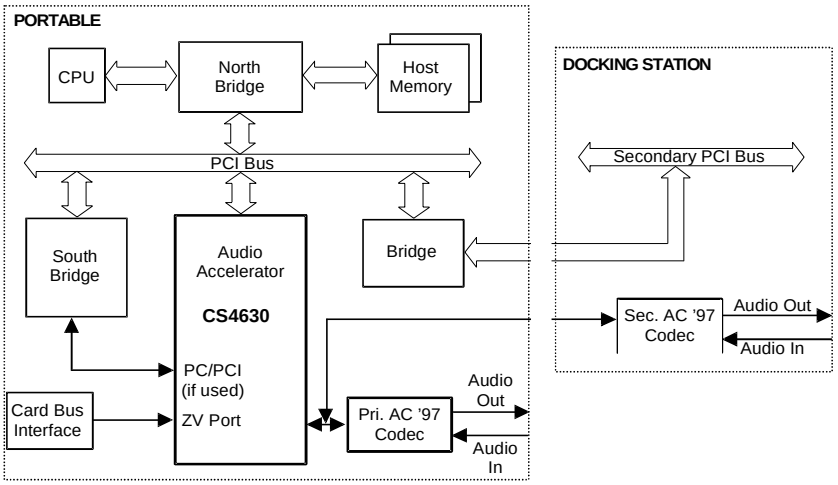


Figure 9. Portable Docking Station Scenario

4. HOST INTERFACE

The CS4630 host interface is comprised of two separate interface blocks which are memory mapped into host address space. The interface blocks can be located anywhere in the host 32-bit physical address space. The interface block locations are defined by the addresses programmed into the two Base Address Registers in the PCI Configuration Space. These base addresses are normally set up by the system's Plug and Play BIOS. The first interface block (located by Base Address 0) is a 4 kByte register block containing general purpose configuration, control, and status registers for the device. The second interface block (located by Base Address 1) is a 1 MByte block which maps all of the internal RAM memories (SP Program RAM, Parameter RAM, and Sample RAM) into host memory space. This allows the host to directly peek and poke RAM locations on the device. The relationship between the Base Address Registers in the CS4630 PCI Configuration Space and the host memory map is depicted in Figure 10.

The bus mastering PCI bus interface complies with the PCI Local Bus Specification (version 2.1).

4.1 PCI bus Transactions

As a target of a PCI bus transaction, the CS4630 supports the Memory Read (from internal registers or memory), Memory Write (to internal registers or memory), Configuration Read (from CS4630 configuration registers), Configuration Write (to CS4630 configuration registers), Memory Read Multiple (aliased to Memory Read), Memory Read Line (aliased to Memory Read), the Memory Write and Invalidate (aliased to Memory Write) transfer cycles, and I/O Read, I/O Write cycles (for legacy audio support). The Interrupt Acknowledge, Special Cycles, and Dual Address Cycle transactions are not supported.

As Bus Master, the CS4630 generates the Memory Read Multiple, Memory Write, I/O Read and I/O Write transactions. The Memory Read, Configuration Read, Configuration Write, Memory Read Line, Memory Write and Invalidate, Interrupt Ac-

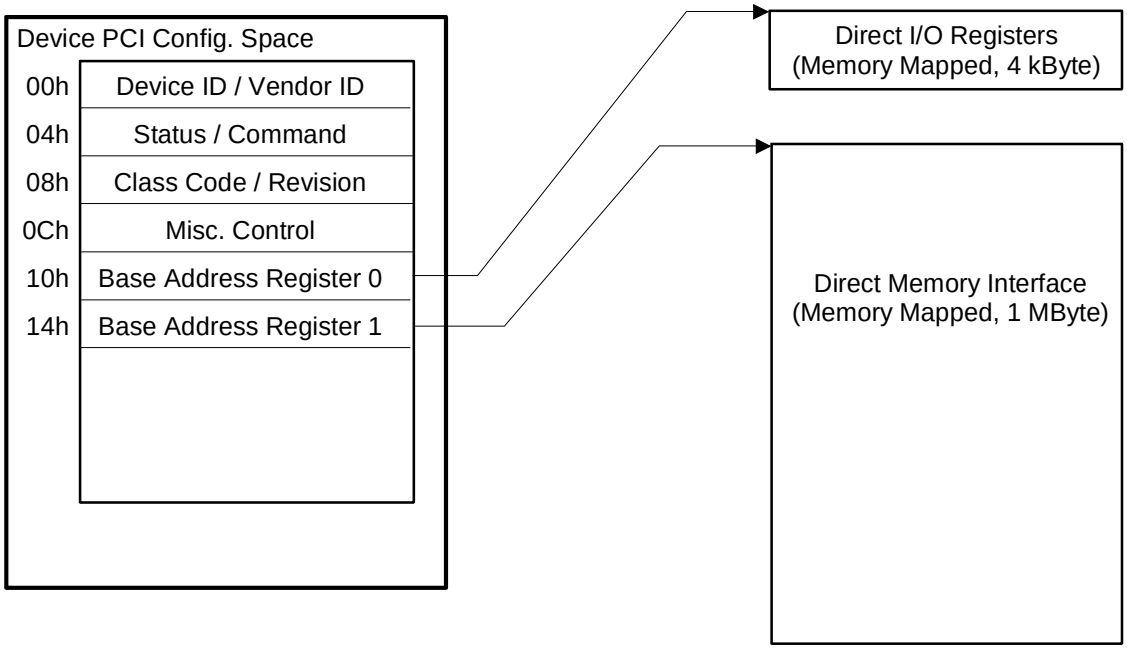


Figure 10. Host Interface Base Address Registers

knowledge, Special Cycles, and Dual Address Cycle transactions are not generated.

The PCI bus transactions supported by the CS4630 device are summarized in Table 1. Note that no Target Abort conditions are signalled by the device. Byte, Word, and Doubleword transfers are supported for Configuration Space accesses. Only Doubleword transfers are supported for Register or Memory area accesses. Bursting is not supported for host-initiated transfers to/from the CS4630 internal register space, RAM memory space, or PCI configuration space (disconnect after first phase of transaction is completed).

Initiator	Target	Type	PCI Dir
Host	Registers (BA0)	Mem Write	In
Host	Registers (BA0)	Mem Read	Out
Host	Memories (BA1)	Mem Write	In
Host	Memories (BA1)	Mem Read	Out
Host	Config Space 1	Config Write	In
Host	Config Space 1	Config Read	Out
Host	Legacy H/W	I/O Write	In
Host	Legacy H/W	I/O Read	Out
CS46XX	Host System	Mem Write	Out
CS46XX	Host System	Mem Read	In
CS46XX	South Bridge	I/O Write	Out
CS46XX	South Bridge	I/O Read	In

Table 1. PCI Interface Transaction Summary

4.2 Configuration Space

The content and format of the PCI Configuration Space is given in Table 2.

Byte 3	Byte 2	Byte 1	Byte 0	Offset
Device ID: R/O, 6003h		Vendor ID: R/O, 1013h		00h
Status Register, bits 15-0: Bit 15 Detected Parity Error: Error Bit Bit 14 Signalled SERR: Error Bit Bit 13 Received Master Abort: Error Bit Bit 12 Received Target Abort: Error Bit Bit 11 Signalled Target Abort: Error Bit Bit 10-9 DEVSEL Timing: R/O, 10b (slow) Bit 8 Data Parity Error Detected: Error Bit Bit 7 Fast Back to Back Capable: R/O 0 Bit 6 User Definable Features: R/O 0 Bit 5 66MHz Bus: R/O 0 Bit 4 New Capabilities: R/O 1 Bit 3-0Reserved: R/O 0000 Reset Status State: 0410h Write of 1 to any error bit position clears it.		Command Register, bits 15-0: Bit 15-10: Reserved, R/O 0 Bit 9 Fast B2B Enable: R/O 0 Bit 8 SERR Enable: R/W, default 0 Bit 7 Wait Control: R/O 0 Bit 6 Parity Error Response: R/W, default 0 Bit 5 VGA Palette Snoop: R/O 0 Bit 4 MWI Enable: R/O 0 Bit 3 Special Cycles: R/O 0 Bit 2 Bus Master Enable: R/W, default 0 Bit 1 Memory Space Enable: R/W, default 0 Bit 0 IO Space Enable: R/O 0		04h
Class Code: R/O 040100h Class 04h (multimedia device), Sub-class 01h (audio), Interface 00h			Revision ID: R/O 01h	08h
BIST: R/O 0	Header Type: Bit 7: R/O 0 Bit 6-0: R/O 0 (type 0)	Latency Timer: Bit 7-3: R/W,default 0 Bit 2-0: R/O 0	Cache Line Size: R/O 0	0Ch
Base Address Register 0 Device Control Register space, memory mapped. 4 kByte size Bit 31-12: R/W, default 0. Compare address for register space accesses Bit 11 - 4: R/O 0, specifies 4 kByte size Bit 3: R/O 0, Not Prefetchable (Cacheable) Bit 2-1: R/O 00, Location Type - Anywhere in 32 bit address space Bit 0: R/O 0, Memory space indicator				10h
Base Address Register 1 Device Memory Array mapped into host system memory space, 1 MByte size Bit 31-20: R/W, default 0. Compare address for memory array accesses Bit 19 - 4: R/O 0, specifies 1 MByte size Bit 3: R/O 0, Not Prefetchable (Cacheable) Bit 2-1: R/O 00, Location Type - Anywhere in 32 bit address space Bit 0: R/O 0, Memory space indicator				14h
Base Address Register 2: R/O 00000000h, Unused				18h
Base Address Register 3: R/O 00000000h, Unused				1Ch
Base Address Register 4: R/O 00000000h, Unused				20h
Base Address Register 5: R/O 00000000h, Unused				24h
Cardbus CIS Pointer: R/O 00000000h, Unused				28h

Table 2. PCI Configuration Space

Byte 3	Byte 2	Byte 1	Byte 0	Offset
Subsystem ID R/O Defaults to 0000h if EEPROM is not present, otherwise loaded from the EEPROM. Writable via Configuration Space Offset 0xFEh or BA0:4B4h.		Subsystem Vendor ID R/O Defaults to 0000h if EEPROM is not present, otherwise loaded from the EEPROM. Writable via Configuration Space Offset 0xFCh or BA0:4B4h.		2Ch
Expansion ROM Base Address: R/O 00000000h, Unused				30h
Reserved: R/O 00000000h				34h
Reserved: R/O 00000000h				38h
Max_Lat: R/O 18h 24 x 0.25uS = 6 uS	Min_Gnt: R/O 04h 4 x 0.25uS = 1uS	Interrupt Pin: R/O 01h, INTA used	Interrupt Line: R/W, default 0	3Ch
PMC Bit 15: PME# from D3cold: R/O 0(default) or 1(configurable) Bit 14: PME# from D3hot: R/O 0(default) or 1(configurable) Bit 13: PME# from D2: R/O 0(default) or 1(configurable) Bit 12: PME# from D1: R/O 0(default) or 1(configurable) Bit 11: PME# from D0: R/O 0(default) or 1(configurable) Bit 10: D2 support: R/O 1 Bit 9: D1 support: R/O 1 Bit 8-6:Aux Current: R/O 000(default) or configurable Bit 5: Device Specific init: R/O 1 Bit 4: Auxiliary power: R/O 0 Bit 3: PME# clock: R/O 0 Bit 2-0: Version: R/O 010		Next Item Pointer: R/O 0h	Capability ID: R/O 1h	40h
Data: R/O 0	PMCSR_BSE: R/O 0	PMCSR Bit 15: PME# status: R/W 0 Bit 14-13: Data scale: R/O 00 Bit 12-9: Data select: R/O 0000 Bit 8: PME_En: R/W 0 Bit 7-2: Reserved: R/O 000000 Bit 1-0: Power state: R/W 00		44h
Dynamic Config Register Bit 31: PME Support Shadow bit: R/W 0 Bit 30: Reserved: R/W 0 Bits 29-27: Aux Current Shadow bits: R/O 000 Bits 26-24: Reserved: R/O 000 Bits 23-16: Dynamic CNFG bits 23-16: R/W 0h		Dynamic Config Register Bits 15-0: Dynamic CNFG bits 15-0: R/W 0h		F8h
Subsystem ID shadow register 0FEh W/O shadow Subsystem ID (0x2E)		Subsystem Vendor ID shadow register 0FCh W/O shadow Subsystem ID (0x2C)		FCh

Table 2. PCI Configuration Space *(cont.)*

4.3 Subsystem Vendor ID Fields

The Subsystem ID and Subsystem Vendor ID configuration fields can be loaded in two different ways. For systems using an EEPROM, typically add-in cards, the EEPROM auto loads the data. For a system using BIOS, typically mother boards, the Configuration Space is loaded at offset FCh (see Table 2). Once these values are loaded they will appear in the Configuration Space offset 2Ch. The Subsystem ID and Subsystem Vendor ID fields in the PCI Configuration Space default to value 0000h unless an external EEPROM device is detected or unless the host has written to the appropriate internal register to program the values.

4.4 Dynamic Config Register

The Dynamic Configuration Register is primarily used to configure the hardware to support the generation of the PME# signal to the PCI bus and store the particular hardware configuration. Bit 31, PME_Support Shadow, shadows bits 14-11 of the configuration space PMC Register at offset 42h. Bits 29-27 will shadow bits 8-6 of the PMC Register if the Vaux_Sense pin is high indicating auxillary power is available. Otherwise, bits 8-6 will be set to ‘000’b. Bits 23-0 are general purpose Read/Write bits and the definitions will be determined by the driver.

The Dynamic Configuration Register bits can be loaded in two different ways. For systems using an EEPROM typically add-in cards, the EEPROM auto loads the data. For a system using BIOS, typically mother boards, the Dynamic Configuration Register is loaded at offset F8h (see Table 2). The Dynamic Configuration Register bits will default to value 0000h unless an external EEPROM device is detected or unless the host has written to the appropriate internal register to program the values.

4.5 Interrupt Signal

The CS4630 PCI Interface includes an interrupt controller function which receives interrupt requests from multiple sources within the CS4630 device, and presents a single interrupt line (INTA) to the host system. Interrupt control registers in the CS4630 provide the host interrupt service routine with the ability to identify the source of the interrupt and to clear the interrupt sources. In the CS4630, the single external interrupt is expanded by the use of “virtual channels”. Each data stream which is read from or written to a modular buffer is assigned a virtual channel number. This virtual channel number is signalled by the DMA subsystem anytime the associated modular buffer pointer passes the mid-point or wraps around. Virtual channels are also used for message passing between the CS4630 and the host.

5. SERIAL PORT CONFIGURATIONS

A flexible serial audio interface is provided which allows connection to external Analog-to-Digital Converters (ADCs), Digital-to-Analog Converters (DACs) or Codecs (combined ADC and DAC functions) in several different configurations. The serial audio interface includes a primary input/output port with dedicated serial data pins (SDIN, SDOUT), two auxiliary audio output ports (SDO2, SDO3) which share pins with the joystick interface button input functions, and one auxiliary audio input port (SDIN2). Each of these digital audio input and output pins carry two channels of audio data. These two channels may comprise the left and right channels of a stereo audio signal, or two independent monaural audio signals.

Each digital audio channel is internally buffered through a 16 sample x 20-bit FIFO. The data format for the serial digital audio ports varies depending on the configuration. The primary configuration includes a CS4630 plus a CS4297/97A/98/99.

The CS4630 communicates with the CS4297/97A/98/99 over the AC-link as specified in the Intel, Audio Codec '97 Specification (revision 2.1). A block diagram for the AC '97 Controller configuration is given in Figure 11. In this configuration, the AC '97 Codec is the timing master for the digital audio link. The ASDOUT output supports data transmission on all ten possible sample slots (output slots 3 - 12). The ASDIN input supports receiving of audio sample data on all input sample slots (input slots 3 - 12). The SDO2 and SDO3 serial outputs and the SDIN2 serial input are not supported in this configuration. In the dual AC '97 system, the primary AC '97 codec is connected as in the single codec case; however, a second CS4297A/98/99 is connected to a completely separate serial data in pin ASDIN2. A block diagram

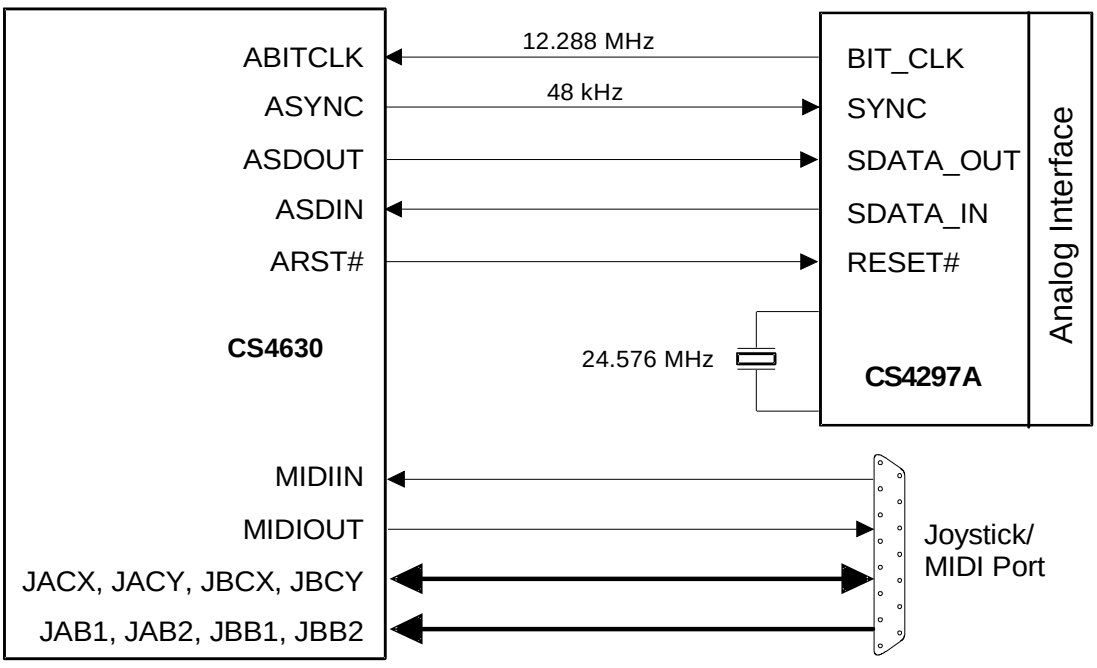


Figure 11. AC '97 Codec Connection Diagram

depicting the Dual AC '97 codec configuration as a docking station is given in Figure 9. In this scenario, the first codec is used in the portable for traditional functions such as analog support for the portable's Line In, Mic In, and Line Out jacks. The AC Link to the dock is buffered and sent across to the docking station to support a second CS4297A/98/99 that supports the dock's analog jacks. When the system gets a message that the docking station is attached, the software can replace the portable's analog jack control for the docking station's jacks seemlessly. Using a standard AC Link for the docking station support maintains the highest quality of audio over analog docking station scenarios. In addition, since the AC Link is a standard, the docking station can be utilized over a number of portable generations without concern for obsolescence.

The signal connections between the CS4630 and the dual Codecs are shown in Figure 12. In this configuration, both AC '97 codecs run off the same ABITCLK with the primary AC '97 Codec being the timing master for the first AC Link and for the CS4630. The secondary CS4297/97A/98/99 and the CS4630 are slaves to the incoming ABITCLK. Full FIFO buffers for both codecs are supported.

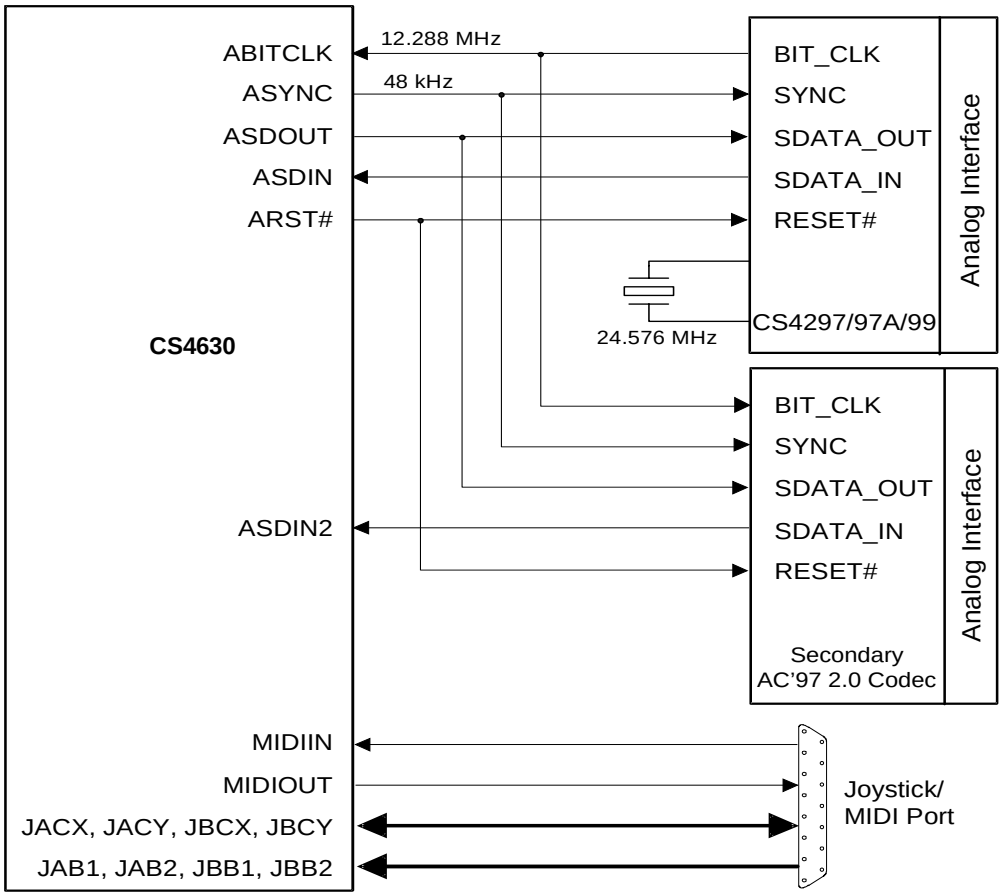


Figure 12. Dual AC '97 Codec Connection Diagram

6. GAME PORT

6.1 MIDI Port

In the AC '97 controller configuration, a bi-directional MIDI interface is provided to allow connection of external MIDI devices. The MIDI interface includes 16-byte FIFOs for the MIDI transmit and receive paths.

6.2 Joystick Port

In the AC '97 controller configuration, a joystick port is provided. The joystick port supports four "coordinate" channels and four "button" channels. The coordinate channels provide joystick positional information to the host, and the button channels provide user button event information. The joystick interface is capable of operating in the traditional "polled" mode, but also provides a "hardware accelerated" mode of operation wherein internal counters are provided to assist the host with coordinate position determination. The Joystick schematic is illustrated in Figure 13.

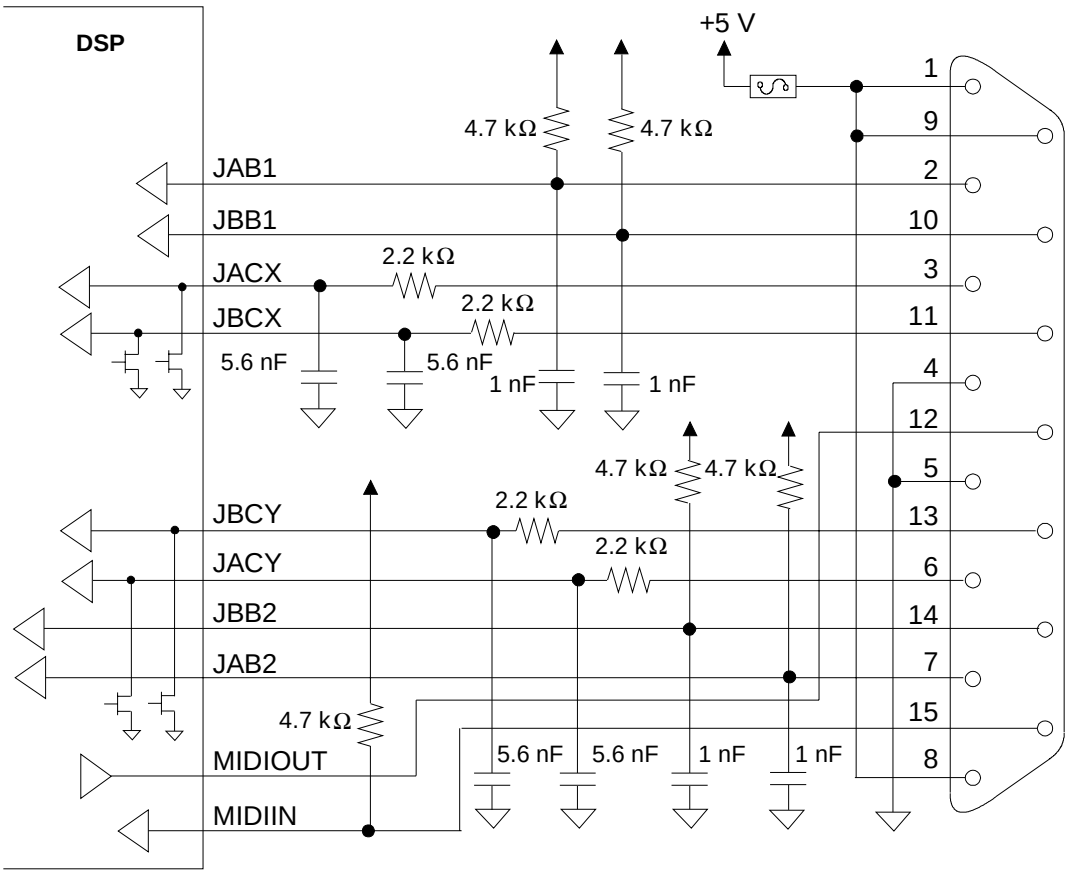


Figure 13. Joystick Logic

7. EEPROM INTERFACE

The EEPROM configuration interface allows the connection of an optional external EEPROM device to provide power-up configuration information. The external EEPROM is not required for proper operation; however, in some applications power-up configuration settings other than the default values may be required to support specific operating system compatibility requirements.

After a hardware reset, an internal state machine in the CS4630 will automatically detect the presence of an external EEPROM device (assuming EEPDIS is low) and load the Subsystem ID and Subsystem Vendor ID fields, along with two bytes of general configuration information, into internal registers. At power-up, the CS4630 will attempt to read from the external device, and will check the data received from the device for a valid signature header. If the header data is invalid, the data transfer is aborted. After power-up, the host can read or write from/to the EEPROM device by accessing specific registers in the CS4630. Cirrus Logic provides software to read and write the EEPROM.

The two-wire interface for the optional external EEPROM device is depicted in Figure 14. During data transfers, the data line (EEDAT) can change state only while the clock signal (EECLK) is low. A state change of the data line while the clock signal is high indicates a start or stop condition to the EEPROM device.

The EEPROM device read access sequence is shown in the Figure 15. The timing follows that of a random read sequence. The CS4630 first performs a "dummy" write operation, then generates a start condition followed by the slave device address and the byte address of zero. The CS4630 always begins access at byte address zero and continues access a byte at a time, using a sequential read, until all needed bytes in the EEPROM are read. Since only a maximum of 12 bytes are needed, the smallest EEPROM available will suffice.

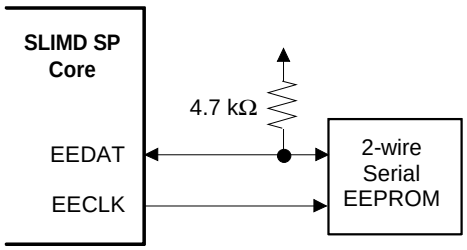


Figure 14. External EEPROM Connection

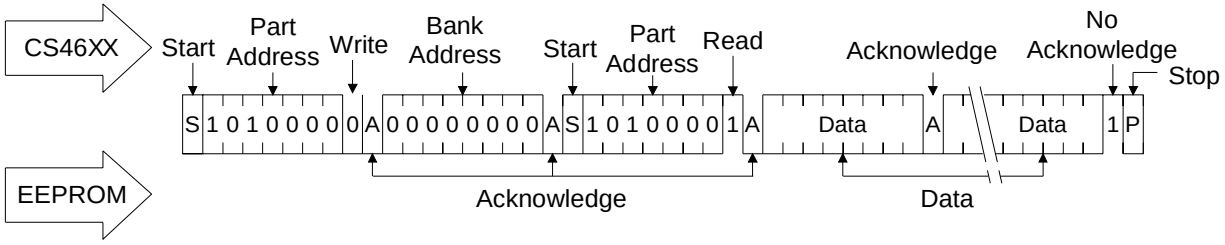


Figure 15. EEPROM Read Sequence

8. GENERAL PURPOSE I/O PINS

Many of the CS4630 signal pins are internally multiplexed to serve different functions depending on the environment in which the device is being used. Several of the CS4630 signal pins may be used as general purpose I/O pins when not required for other specific functions in a given application.

8.1 EGPIO

In addition to the GPIO pins on the CS4630, extended general purpose I/O has been added. Four EGPIO pins are not multiplexed, EGPIO[7, 2:0]; whereas; EGPIO[6:3] are shared with the asynchronous serial port. When this second async. serial port is not used, all the EGPIO pins are available. These pins have extended functionality in that any EGPIO pin can be programmed to cause a power management wake-up event on the PME# signal. These pins also can be programmed as:

- input or output,
- edge or level sensitive (sticky),
- active high or low input,
- CMOS or open-drain output

9. ZV PORT SERIAL INTERFACE

The ZV PORT interface consists of three input pins: ZLRCK, ZSCLK, and ZSDATA. ZLRCK is the Left/Right clock indicating which channel is currently being received. ZSCLK is the serial bit clock where ZLRCK and ZSDATA change on the falling edge and serial data is internally latched on the rising edge. Note that the serial data starts one ZSCLK period after ZLRCK transitions. Figure 16 illustrates the clocking on the ZV PORT pins.

10. CONSUMER IEC-958 DIGITAL INTERFACE (S/PDIF)

The CS4630 supports the industry standard IEC-958 consumer digital interface. Sometimes this standard is referred to as S/PDIF, which refers to an older version of this standard. This output provides an interface, external to the PC, for storing digital audio (as in a DAT or recordable CD-ROM) or playing digital audio from digital speakers.

Figure 17 illustrates the circuit necessary for implementation of the IEC-958 consumer interface.

An external buffer is required to drive the current needed for the 75 Ω interface. A current driver is implemented to increase the transmission range of the coaxial circuitry.

Figure 18 illustrates an optional fiber optic circuit. The optical circuit connects directly to the CS4630 and no additional current driver is needed.

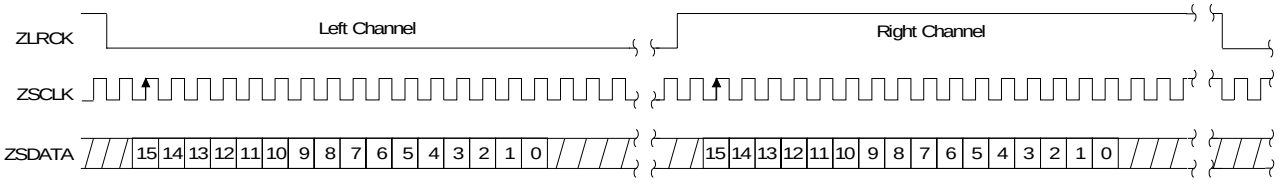


Figure 16. ZV Port Clocking Format

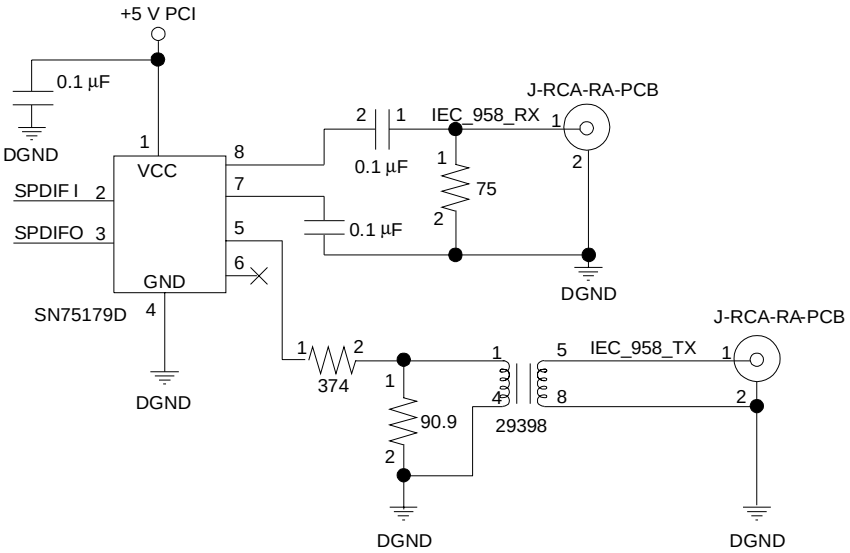


Figure 17. IEC Consumer Interface Implementation Circuit

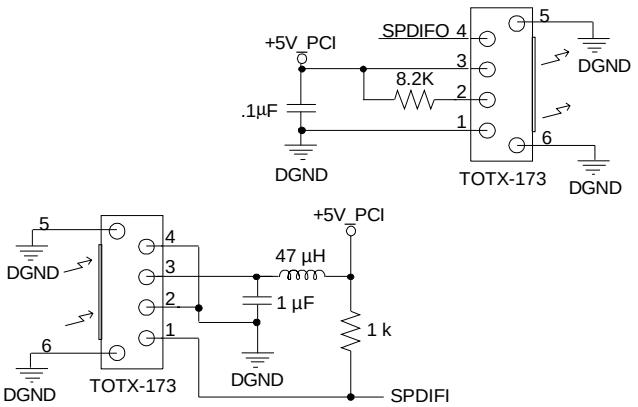


Figure 18. Optional Fiber Optic Circuit

11. PCI POWER MANAGEMENT

The CS4630 supports the PCI Bus Power Management Interface Specification (version 1.1). The CS4630 supports all power states and is capable of PME# generation from D0 - $D3_{hot}$, and $D3_{cold}$ provided auxillary 3.3V power is available

The PCI power management specification defines four major power states: D0 (fully on), D1, D2, and D3 (fully off). The D3 state is divided into two substates, D3hot and D3cold. D3cold differs from D3hot in that the normal PCI bus Vcc power sources are turned off.

11.1 D0 State

The D0 state is divided into two substates, D0active and D0uninitialized. The D0unitialized state describes a device that has just received a PCI RST# signal and has not yet been programmed; therefore, it is not consuming full power. The D0active state describes a device that has been programmed and is fully operational.

The CS4630 must initially be put into D0 before being used. Upon entering D0 from power on reset, or transition from D3cold, the CS4630 will be in an uninitialized state. Once initialized by the system software, it will transition to the D0active state.

CS4630 Operation during D0 state:

- Phase Lock Loop - Running
- SP Clock - Running
- SP RAM Clock - Running
- AC Link - Running

11.2 Dl State

Dl is used as a light sleep state. All necessary internal state information and data samples are preserved while in D1. The transition back to D0 state will occur within 100ms.

CS4630 Operation during D1 state:

- Phase Lock Loop - Running
- SP Clock - Stopped
- SP RAM Clock - Running
- AC Link - Running

11.3 D2 State

This state requires significant power savings while still retaining the abi1ity to recover to a previous condition. The transition back to D0 state will occur within 100ms.

CS4630 Operation during D2 state:

- Phase Lock Loop - Running
- SP Clock - Stopped
- SP RAM Clock - Stopped
- AC Link - Running

11.4 $D3_{hot}$ State

In this state, function context need not be maintained. When the CS4630 is brought back to D0 (the only legal state transition from D3), software will perform a full reinitialization of the CS4630 including its PCI Configuration Space.When programmed to D0 from D3, the CS4630 performs the equivalent of a warm reset and returns to the D0uninitialized state without PCI RST# being asserted.

CS4630 Operation during D3hot state:

- Phase Lock Loop - Stopped
- SP Clock - Stopped
- SP RAM Clock - Stopped
- AC Link - Stopped

11.5 $D3_{cold}$ State

When Vcc is removed from the PCI Bus and PCI RST# is asserted, the CS4630 will transition immediately to D3cold. When power is restored, PCI RST# will be de-asserted and the CS4630 will return to D0uninitialized state with a full PCI 2.1 compliant power on reset sequence whenever PME# has not been enabled.

If the CS4630 is enabled to generate a PME# event from the D3 power state, and an auxillary 3.3 V power source is available, no logic within the chip will be reset during the assertion of PCI RST# while the main system 3.3 V is removed.

CS4630 Operation during D3cold state:

- Phase Lock Loop - Stopped

- SP Clock - Stopped
- SP RAM Clock - Stopped
- AC Link - Stopped

11.6 CS4630 PME# Assertion

Two methods are supported by the CS4630 in generating a PME# event to the PCI Bus. Method one, with ABITCLK running, is primarily used when the SP is required to perform a processing task such as discriminating a valid Ring condition from the DAA or decode incoming Caller-ID information. The other method is used when maximum power savings is required (both ABITCLK and PCI CLK are off) and the SP is not needed for signal processing.

11.6.1 ABITCLK ON

The CS4630, with ABITCLK running, can assert PME# from the D0, D1, D2, D3hot and D3cold power management device states in response to software executing on the SP.

The CS4630 SP and logic that generates this internal event and asserts PME# is clocked from the AC '97 ABITCLK signal when connected to an AC '97 Codec. While in this mode, the AC Link is not allowed to be powered down by setting the PR4 bit the AC '97 codec. ABITCLK must be allowed to run.

CS4630 Operation with PME# generation enabled and ABITCLK running:

- Phase Lock Loop - Running at reduced rate
- SP Clock - Running at reduced rate
- SP RAM Clock - Running at reduced rate
- AC Link - Running

11.6.2 ABITCLK OFF

Due to the short recovery times from D1 and D2 power states, the CS4630 will only support assertion of PME# from the D3hot and D3cold power management device states while the codec is in PR4 power state with ABITCLK off. With ABITCLK off, the CS4630 will generate a PME# event in response to a low-to-high transition on the ASDIN or ASDIN2 pin when the CS4630 is configured for AC '97 operation and the AC link is down (codec in PR4). Codecs compliant with the AC '97 2.0 specification use this mechanism to signal a wake-up event to the AC '97 controller.

CS4630 Operation with PME# generation enabled and ABITCLK stopped

- Phase Lock Loop - Stopped
- SP Clock - Stopped
- SP RAM Clock - Stopped
- AC Link - Stopped

11.7 On Card Vaux Switching Logic

Three new signal I/O are required for support of PME generation from D3cold on the CS4630 device. Vaux_Sense is an input pin used by the PCI Configuration Registers to determine if 3.3 Vaux is present on the PCI Bus. The signal level on this pin determines the value presented in the Power Management Capabilities register at offset 0x42. Vaux_Sense will contain an internal pull-down resistor to maintain backwards compatibility.

PCIVdd_Sense is an input pin used to sense the main system 3.3 V to determine when $D3_{cold}$ power state has begun and to block the PCI RST# signal from causing a reset condition to critical logic. PCIVdd_Sense will contain an internal pull-down resistor to maintain backwards compatibility. An output pin, Vaux_Sel, is used to control external power MOSFET transistors which switch the CS4630's voltage supply from Main 3.3 Vcc to 3.3 Vaux. If 3.3 Vaux is used to supply power during D3cold and VDD5REF is tied to +5 V, then a low V_f Schottky diode, similar to a standard BAT54 device, is required to be placed in series with the VDD5REF signal. No diode is require if VDD5REF is tied to 3.3 Vaux.

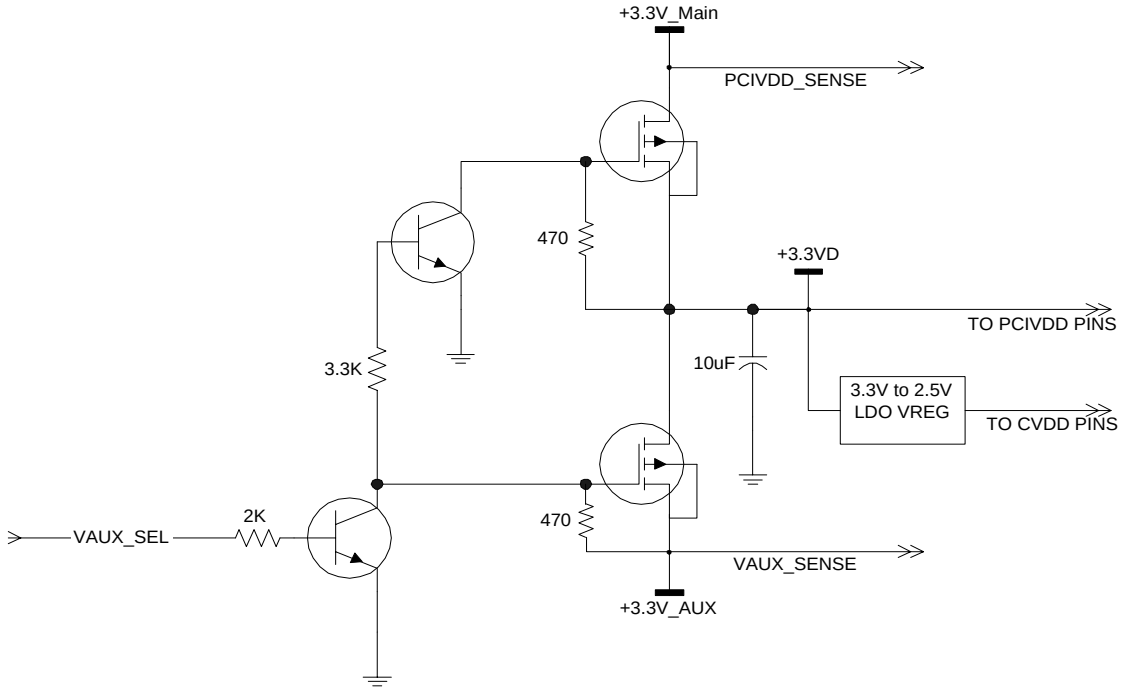
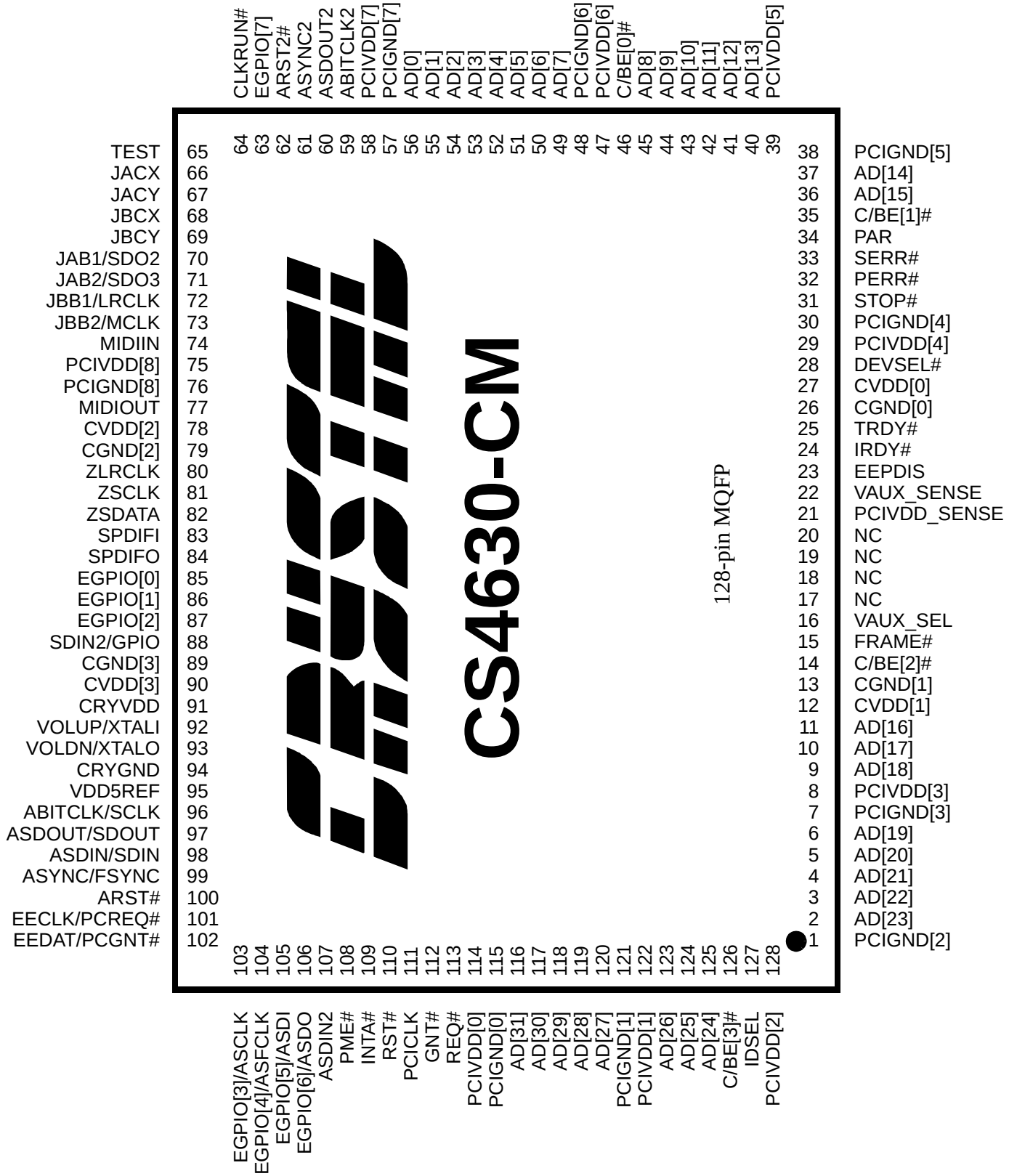


Figure 19. On-Card 3.3Vaux Switching Logic

12. PIN DESCRIPTION



12.1 PCI Interface

AD[31:0] - Address / Data Bus, I/O

These pins form the multiplexed address/data bus for the PCI interface.

C/BE[3:0]# - Command Type / Byte Enables, I/O

These four pins are the multiplexed command/byte enables for the PCI interface. During the address phase of a transaction, these pins indicate cycle type. During the data phases of a transaction, active low byte enable information for the current data phase is indicated. These pins are inputs during slave operation and they are outputs during bus mastering operation.

PAR - Parity, I/O, Active High

The Parity pin indicates even parity across AD[31:0] and C_BE[3:0] for both address and data phases. The signal is delayed one PCI clock from either the address or data phase for which parity is generated.

FRAME# - Cycle Frame, I/O, Active Low

FRAME# is driven by the current PCI bus master to indicate the beginning and duration of a transaction.

IRDY# - Initiator Ready, I/O, Active Low

IRDY# is driven by the current PCI bus master to indicate that as the initiator it is ready to transmit or receive data (complete the current data phase).

TRDY# - Target Ready, I/O, Active Low

TRDY# is driven by the current PCI bus target to indicate that as the target device it is ready to transmit or receive data (complete the current data phase).

STOP# - Transition Stop, I/O, Active Low

STOP# is driven active by the current PCI bus target to indicate a request to the master to stop the current transaction.

IDSEL - Initialize Device Select, Input, Active High

IDSEL is used as a chip select during PCI configuration read and write cycles.

DEVSEL# - Device Select, I/O, Active Low

DEVSEL# is driven by the PCI bus target device to indicate that it has decoded the address of the current transaction as its own chip select range.

REQ# - Master Request, Three-State Output, Active Low

REQ# indicates to the system arbiter that this device is requesting access to the PCI bus. This pin is high-impedance when RST# is active.

GNT# - Master Grant, Input, Active Low

GNT# is driven by the system arbiter to indicate to the device that the PCI bus has been granted.

PERR# - Parity Error, I/O, Active Low

PERR# is used for reporting data parity errors on the PCI bus.

SERR# - System Error, Open Drain Output, Active Low

SERR# is used for reporting address parity errors and other catastrophic system errors.

INTA# - Host Interrupt A (for SP), Open Drain Output, Active Low

INTA# is the level triggered interrupt pin dedicated to servicing internal device interrupt sources.

PCICLK - PCI Bus Clock, Input

PCICLK is the PCI bus clock for timing all PCI transactions. All PCI synchronous signals are generated and sampled relative to the rising edge of this clock.

RST# - PCI Device Reset, Active Low

RST# is the PCI bus master reset.

VDD5REF: Clean 5 V (or 3.3 V) Power Supply

VDD5REF is the power connection pin for the 5 V PCI pseudo supply for the PCI bus drivers. This pin enables the PCI interface to support and be tolerant of 5 Volt signals. It must be connected to +5 Volts. If the System PCI Bus is known to support only +3.3 V signal levels, then this pin can be connected to +3.3 V or +3.3 V_Aux when supporting PME generation from D3cold.

PCIVDD[8:0] - PCI Bus Driver Power Supply

PCIVDD pins are the PCI driver power supply pins. These pins must have a nominal +3.3 Volts.

PCIGND[8:0] - PCI Bus Driver Ground Pins

PCIGND pins are the PCI driver ground reference pins.

12.2 PCI Power Management Interface Pins

PME# - PCI Power Management Event, Open Drain Output, Active Low

PME# signals a power management event. This signal can go low because of an AC ‘97 2.0 Codec or SP software.

VAUX_SEL - Select 3.3 Vaux, Output, Active High

This pin is used to switch the on-card power MOSFET's to support 3.3 Vaux supply when implementing PME# generation from $D3_{cold}$ power management state.

PCIVDD_SENSE - Sense Main System 3.3 V, Input, Active High, Weak Internal Pulldown

This pin is used to determine the presence of the main 3.3 V supply. This signal is used in implementing PME# generation from $D3_{cold}$ power management state. If not used, leave unconnected.

VAUX_SENSE - Sense 3.3 Vaux, Input, Active High, Weak Internal Pulldown

This pin is used to determine the presence of the auxiliary 3.3 Vaux supply. This signal is used in implementing PME# generation from $D3_{cold}$ power management state. If not used, leave unconnected.

12.3 External Interface Pins

TEST - Test Mode Strap, Input, Active High

This pin is sampled at reset for test mode entry. If it is high at reset, test mode is enabled. This pin must be pulled to ground for normal operation.

EEDAT/PCGNT# - EEPROM Data Line / PC/PCI Grant, I/O

For add-in card designs, this is the data line for external serial EEPROM containing device configuration data. When used with an external EEPROM (EEPDIS must be low), a 4.7 kΩ pullup resistor is required. In motherboard designs using PC/PCI, this pin is the PC/PCI serialized grant input. In designs with neither of the above requirements, this pin can be used as a general purpose input or open drain output (GPIO2).

EECLK/PCREQ# - EEPROM Clock Line / PC/PCI Request, Output

For add-in card designs, this is the clock line for external serial EEPROM containing device configuration data (EEPDIS must be low). In motherboard designs using PC/PCI, this pin is the PC/PCI serialized request output. In designs with neither of the above requirements, this pin can be used as a general purpose output pin (GPOUT).

EEPDIS - EEPROM Disable, Input, Active High

This strapping pin, when tied high, disables the EEPROM interface. When low, the CS4630 checks at power-up for an external EEPROM on the EECLK and EEDAT pins.

SDIN2/GPIO - Serial Data Input 2 / General Purpose I/O Pin, I/O

This dual function pin defaults as a general purpose I/O pin. In non-AC '97 system configurations, this pin can function as a second stereo digital data input pin if enabled.

VOLUP/XTALI - Volume-Up Button / Crystal In, Input

This dual function pin is either the volume-up button control input or the crystal oscillator input pin, depending on system configuration. This pin may also be used as a general purpose input if its primary function is not needed.

VOLDN/XTALO - Volume-Down Button / Crystal Output, I/O

This dual function pin is either the volume-down button control input or the crystal oscillator output pin, depending on system configuration. This pin may also be used as a general purpose input if its primary function is not needed.

12.4 Clock / Miscellaneous

CLKRUN# - Optional System Clock Control, Open Drain Output, Active Low

CLKRUN# is an optional PCI signal defined for mobile operations. This is a Bidirectional pin indicating that the PCI clock is required. This signal pin is not available on the add-in card connector.

CRYVDD - Crystal & PLL Power Supply

Power pin for crystal oscillator and internal phase locked loop. This pin must be connected to a nominal +3.3 Volts.

CRYGND - Crystal & PLL Ground Supply

Ground pin for crystal oscillator and internal phase locked loop.

JACX, JACY, JBCX, JBCY - Joystick A and B X/Y Coordinates, I/O

These pins are the 4 axis coordinates for the joystick port. These pins may also be used as general purpose inputs or open drain outputs if their primary function is not needed.

JAB1/SDO2 - Joystick A Button 1 / Serial Data Output 2, I/O

This dual function pin defaults as JAB1 (button 1 input for joystick A). In non-AC ’97 system configurations, this pin can function as a second stereo digital data output pin if enabled. This pin can also be a general purpose polled input if a second data output stream is not required.

JAB2/SDO3 - Joystick A Button 2 / Serial Data Output 3, I/O

This dual function pin defaults as JAB2 (button 2 input for joystick A). In non-AC ’97 system configurations, this pin can function as a third stereo digital data output pin if enabled. This pin can also be a general purpose polled input if a third data output stream is not required.

JBB1/LRCLK - Joystick B Button 1 / L/R Framing Clock, I/O

This dual function pin defaults as JBB1 (button 1 input for joystick B). In non-AC ’97 system configurations, this pin can function as a left/right framing clock output pin for SDO2 and SDO3. This pin can also be used as a general purpose polled input if alternate data output streams are not required.

JBB2/MCLK - Joystick B Button 2 / Master Clock, I/O

This dual function pin defaults as JBB2 (button 2 input for joystick B). In non-AC '97 system configurations, this pin can function as a master (256x sample rate) output clock if enabled. This pin can also be used as a general purpose polled input if alternate data output streams are not required.

MIDIIN - MIDI Data Input

This is the serial input pin for the internal MIDI port.

MIDIOUT - MIDI Data Output

This is the serial output pin for the internal MIDI port.

CVDD[3:0] - Core Power Supply

Core/Stream Processor power pins. These pins must be connected to a nominal +2.5 Volts.

CGND[3:0] - Core Ground Supply

Core/Stream Processor ground reference pins.

NC - No Connect

Do not connect any signal to this pin.

12.5 Serial Codec Interface

ABITCLK/SCLK - Primary AC '97 Bit Clock / Serial Audio Data Clock, I/O

Master timing clock for serial audio data. In AC '97 configurations, this pin is an input which drives the timing for the AC '97 interface, along with providing the source clock for the CS4630. In external DAC configurations, it's an output, providing the serial bit clock.

ASYNC/FSYNC - Primary AC '97 Frame Sync / Serial Audio Frame Sync, I/O

Framing clock for serial audio data. In AC '97 configurations, this pin is an output which indicates the framing for the AC '97 link. In external DAC configurations, this pin is an FSYNC output, providing the left/right framing clock.

ASDOUT/SDOUT - Primary AC '97 Data Out / Serial Audio Data Out, Output

AC '97 serial data out/Serial audio output data.

ARST# - Primary AC '97 Reset, Output, Active Low

AC '97 link reset pin. This pin also functions as a general purpose reset output in non-AC '97 configurations and will follow RST# to ground, but must be forced high by software.

ASDIN/SDIN - Primary AC '97 Data In / Serial Audio Data In, Input, Weak Internal Pulldown

AC '97 (2.1) Serial audio input data for the primary AC '97 Codec

ASDIN2 - Second AC '97 Data In, Input, Weak Internal Pulldown

AC '97 (2.1) Serial audio input data for the second AC '97 Codec. The other AC link pins are either shared with the first AC '97 interface or connected to the second complete AC '97 interface listed below.

ABITCLK2 - Second AC '97 Link Bit Clock, Input, Weak Internal Pulldown

Master timing clock for the second AC '97 serial link.

ASYNC2 - Second AC '97 Link Frame Sync, Output

Framing clock for second AC '97 link serial audio data. This pin is an output which indicates the framing for the second AC '97 link.

ASDOUT2 - Second AC '97 Link Data Out, Output

AC '97 serial data out/Serial audio output data.

ARST2# - Second AC '97 Link Reset, Output, Active Low

Second AC '97 link reset pin. This pin also functions as a general purpose reset output in non-AC '97 configurations and will follow **RST#** to ground, but must be forced high by software.

12.6 ZV Port Serial Interface

ZSCLK - ZV Port Serial Clock, Input, Weak Internal Pulldown

ZV Port serial bit clock.

ZLRCLK - ZV Port Left/Right Clock, Input, Weak Internal Pulldown

ZV Port left/right channel delineation.

ZSDATA - ZV Port Serial Data In, Input, Weak Internal Pulldown

ZV Port serial data input pin.

12.7 Consumer Digital Audio I/O (S/PDIF)

SPDIFO - Consumer Digital Audio Out, Output

This CMOS pin outputs serial data that conforms to the IEC-958 consumer format. The data is bi-phase mark encoded and requires external drivers.

SPDIFI - Consumer Digital Audio In, Input, Weak Internal Pulldown

This pin receives asynchronous serial data that conforms to the IEC-958 consumer format. The data should be bi-phase mark encoded.

12.8 Asynchronous Serial Interface and Enhanced General Purpose I/O

ASCLK/EGPIO[3] - Async. Serial Port Clock / Enhanced Gen. Purpose I/O, I/O

Serial Clock that controls the asynchronous serial interface. As ASCLK, this pin can be either an asynchronous input bit clock or, when the AC '97 interface is enabled, can be an output programmed for a frequency of ABITCLK/4. When not used as an asynchronous port bit clock, this pin is enhanced general purpose I/O bit 3 (see EGPIO[7, 2:0] for more details).

ASFCLK/EGPIO[4] - Async. Serial Frame Clock / Enhanced Gen. Purpose I/O, I/O

Serial Frame signal that delineates left from right data. As ASFLCK, this pin can be either an input L/R framing clock that must be synchronous to ASCLK, or when the AC '97 interface is enabled, an output fixed at ASCLK/64. When not used as an asynchronous port framing signal, this pin is enhanced general purpose I/O bit 4 (see EGPIO[7, 2:0] for more details).

ASDI/EGPIO[5] - Async. Serial Port Data In / Enhanced Gen. Purpose I/O, I/O

When used as ASDI, stereo data is clocked with ASCLK with ASFCLK delineating left from right. Otherwise, this pin is enhanced general purpose I/O bit 5 (see EGPIO[7, 2:0] for more details).

ASDO/EGPIO[6] - Async. Serial Port Data Out / Enhanced Gen. Purpose I/O, I/O

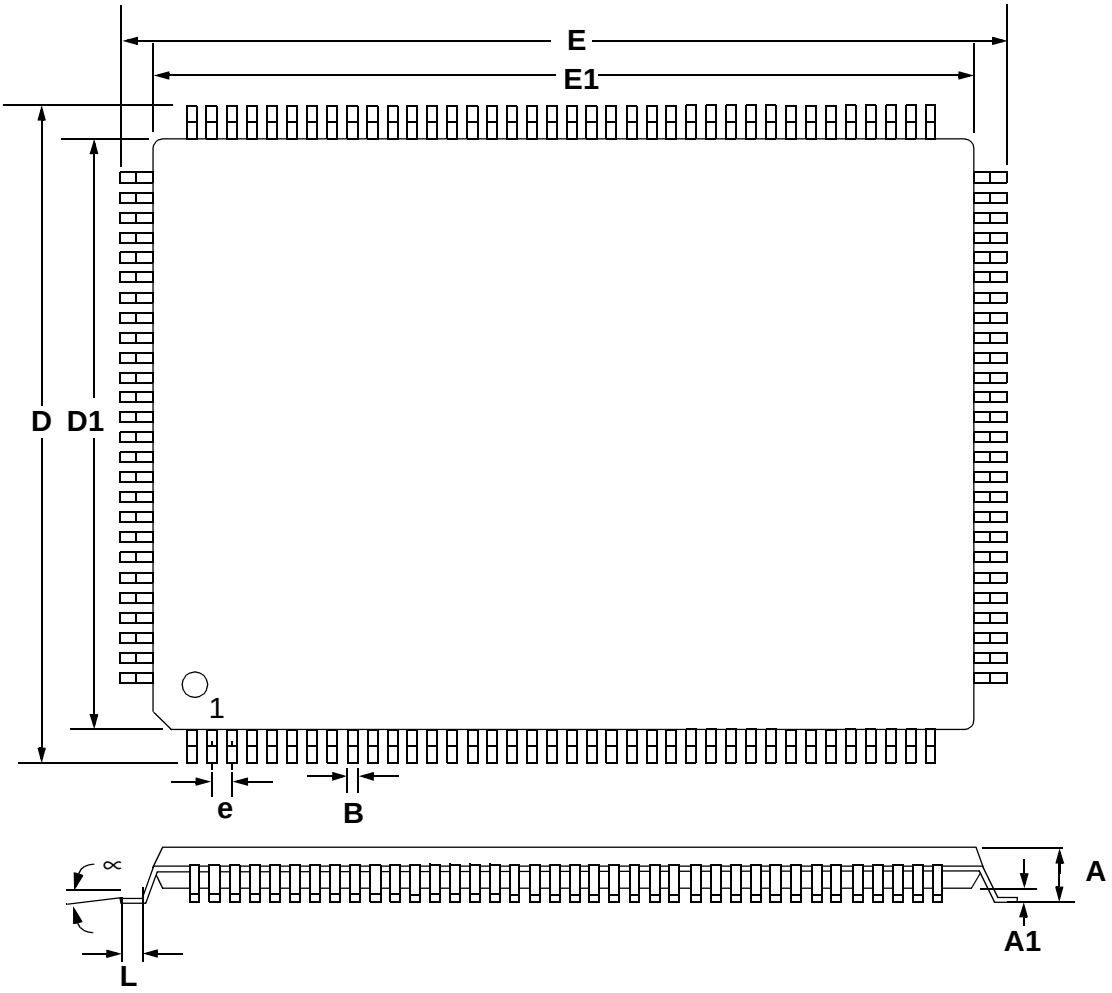
When used as ASDO, stereo data is clocked using ASCLK with ASFCLK delineating left from right. Otherwise, this pin is enhanced general purpose I/O bit 6 (see EGPIO[7, 2:0] for more details).

EGPIO[7, 2:0] - Extended General Purpose I/O Bits, I/O

These bits along with bits EGPIO[6:3] have extended programmability and can be used for any application such as modem DAA control. Programmability features include: direction, polarity, level/edge and sensitive.

13. PACKAGE OUTLINE

128L MQFP PACKAGE DRAWING



	INCHES		MILLIMETERS	
DIM	MIN	MAX	MIN	MAX
A	---	0.134	---	3.400
A1	0.010	---	0.250	---
B	0.007	0.011	0.170	0.270
D	0.669	0.685	17.000	17.400
D1	0.547	0.555	13.900	14.100
E	0.906	0.921	23.000	23.400
E1	0.783	0.791	19.900	20.100
e*	0.016	0.024	0.400	0.600
∝	0.000°	7.000°	0.00°	7.00°
L	0.029	0.041	0.730	1.030

* Nominal pin pitch is 0.50 mm

Controlling dimension is mm.
JEDEC Designation: MS022


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Analog
™