82596DX AND 82596SX HIGH-PERFORMANCE 32-BIT LOCAL AREA NETWORK COPROCESSOR

- **Performs Complete CSMA/CD Medium Access Control (MAC) Functions—Independently of CPU**
  - **— IEEE 802.3 (EOC) Frame Delimiting**
- **Supports Industry Standard LANs**
  - **— IEEE TYPE 10BASE-T (TPE), IEEE TYPE 10BASE5 (Ethernet*), IEEE TYPE 10BASE2 (Cheapernet), IEEE TYPE 1BASE5 (StarLAN), and the Proposed Standard TYPE 10BASE-F**
  - **— Proprietary CSMA/CD Networks Up to 20 Mb/s**
- **On-Chip Memory Management**
  - **— Automatic Buffer Chaining**
  - **— Buffer Reclamation after Receipt of Bad Frames; Optional Save Bad Frames**
  - **— 32-Bit Segmented or Linear (Flat) Memory Addressing Formats**
- **82586 Software Compatible**
- **Optimized CPU Interface**
  - **— 82596DX Bus Interface Optimized to Intel's 32-Bit i386™DX**
  - **— 82596SX Bus Interface Optimized to Intel's 16-Bit i386™SX**
  - **— Supports Big Endian and Little Endian Byte Ordering**
- **High-Performance 16-/32-Bit Bus Master Interface**
  - **— 66-MB/s Bus Bandwidth**
  - **— 33-MHz Clock, Two Clocks Per Transfer**
  - **— Bus Throttle Timers**
  - **— Transfers Data at 100% of Serial Bandwidth**
  - **— 128-Byte Receive FIFO, 64-Byte Transmit FIFO**
- **Network Management and Diagnostics**
  - **— Monitor Mode**
  - **— 32-Bit Statistical Counters**
- **Self-Test Diagnostics**
- **Configurable Initialization Root for Data Structures**
- **High-Speed, 5-V, CHMOS** IV Technology**
- **132-Pin Plastic Quad Flat Pack (PQFP) and PGA Package**

  (See Packaging Specifications Order Number: 240800-001, Package Type KU and A)

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*Ethernet is a registered trademark of Xerox Corporation.
**CHMOS is a patented process of Intel Corporation.

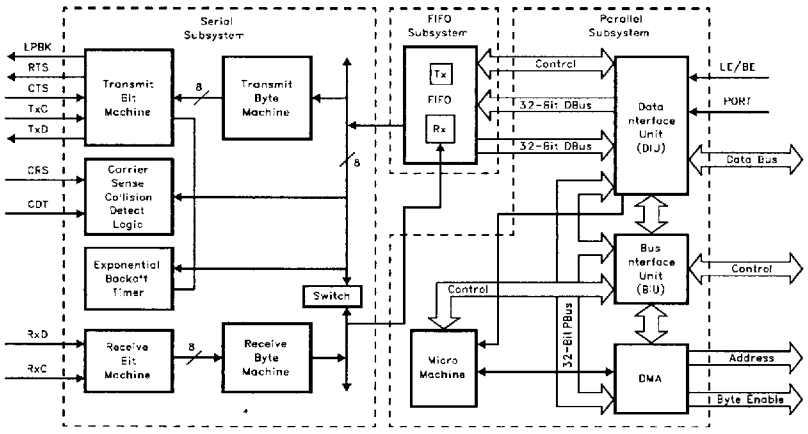

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Figure 1. 82596DX/SX Block Diagram

November 1995 Order Number: 290219-006

82596DX and 82596SX High-Performance 32-Bit Local Area Network Coprocessor

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INTRODUCTION

The 82596DX/SX is an intelligent, high-performance 32-bit Local Area Network coprocessor. The 82596DX/SX implements the CSMA/CD access method and can be configured to support all existing IEEE 802.3 standards—TYPEs 10BASE-T, 10BASE5, 10BASE2, 1BASE5, and 10BROAD36. It can also be used to implement the proposed standard TYPE 10BASE-F. The 82596DX/SX performs high-level commands, command chaining, and interprocessor communications via shared memory, thus relieving the host CPU of many tasks associated with network control. All time-critical functions are performed independently of the CPU, this increases network performance and efficiency. The 82596DX/SX bus interface is optimized for Intel's i386™ DX and i386™ SX microprocessors.

The 82596DX/SX implements all IEEE 802.3 Medium Access Control and channel interface functions, these include framing, preamble generation and stripping, source address generation, destination address checking, short-frame detection, and automatic length-field handling. Data rates up to 20 Mb/s are supported.

The 82596DX/SX provides a powerful host system interface. It manages memory structures automatically, with command chaining and bidirectional data chaining. An on-chip DMA controller manages four channels, this allows autonomous transfer of data blocks (buffers and frames) and relieves the CPU of byte transfer overhead. Buffers containing errored or collided frames can be automatically recovered without CPU intervention. The 82596DX/SX provides an upgrade path for existing 82586 software drivers by providing an 82586-software-compatible mode that supports the current 82586 memory structure. The 82596DX/SX also has a Flexible memory structure and a Simplified memory structure. The 82596DX/SX can address up to 4 gigabytes of memory. The 82596DX/SX supports Little Endian and Big Endian byte ordering.

The 82596DX/SX bus interface is optimized to Intel's i386™ DX and i386 SX microprocessors, providing a bus transfer rate of up to 66 MB/s at 33 MHz. The bus interface employs bus throttle timers to regulate 82596DX/SX bus use. Two large, independent FIFOs—128 bytes for Receive and 64 bytes for Transmit—tolerate long bus latencies and provide programmable thresholds that allow the user to optimize bus overhead for any worst-case bus latency.

The 82596DX/SX provides a wide range of diagnostics and network management functions, these include internal and external loopback, exception condition tallies, channel activity indicators, optional capture of all frames regardless of destination address (promiscuous mode), optional capture of errored or collided frames, and time domain reflectometry for locating fault points on the network cable. The statistical counters, in 32-bit segmented and linear modes, are 32-bits each and include CRC errors, alignment errors, overrun errors, resource errors, short frames, and received collisions. The 82596DX/SX also features a monitor mode for network analysis. In this mode the 82596DX/SX can capture status bytes, and update statistical counters, of frames monitored on the link without transferring the contents of the frames to memory. This can be done concurrently while transmitting and receiving frames destined for that station.

The 82596DX/SX can be used in both baseband and broadband networks. It can be configured for maximum network efficiency (minimum contention overhead) with networks of any length. Its highly flexible CSMA/CD unit supports address field lengths of zero through six bytes for IEEE 802.3/Ethernet frame delimitation. It also supports 16- or 32-bit cyclic redundancy checks. The CRC can be transferred directly to memory for receive, operations or dynamically inserted for transmit operations. The CSMA/CD unit can also be configured for full duplex operation for high throughput in point-to-point connections.

The 82596 C-Step incorporates several new features not found in previous steppings. The following is a summary of the 82596 C-step's new features.

- The 82596 C-step fixes Errata found in the A1 and B steppings.
- The 82596 C-step has improved AC timings over both the A and B steppings.
- The 82596 C-step has a New Enhanced Big Endian Mode where in Linear Addressing mode, true 32-bit Big Endian functionality is achieved. New Enhanced Big Endian Mode is enabled by setting bit 7 of the SYSBUS byte. This mode is software compatible with the big endian mode of the B-step with one exception—no 32-bit addresses need to be swapped by software in the C-step. In this new mode, the 82596 C-step treats 32-bit address pointers as true 32-bit entities and the SCB absolute address and statistical counters are still treated as two 16-bit big endian entities. Not setting this mode will configure the 82596 C-step to be 100% compatible to the A1-step bit endian mode.
- The 82596 C-step is hardware and software compatible to both the A1 and B steppings allowing for easy "drop-in" to current designs. Pinout and control structures remain unchanged.

The 82596DX/SX is fabricated with Intel's reliable, 5-V, CHMOS IV (Process 648.8) technology. It is available in a 132-pin PQFP or PGA package.

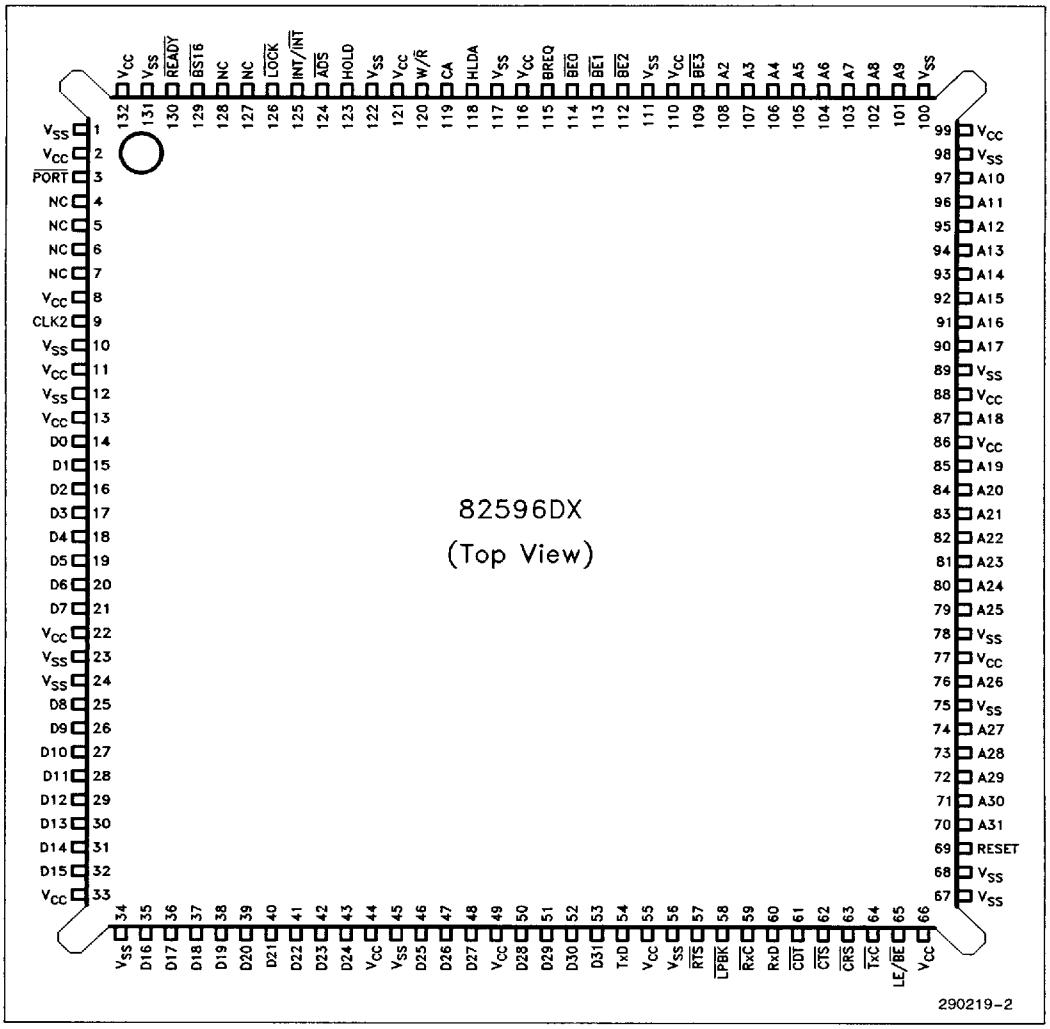


Figure 2a. 82596DX PQFP Pin Configuration

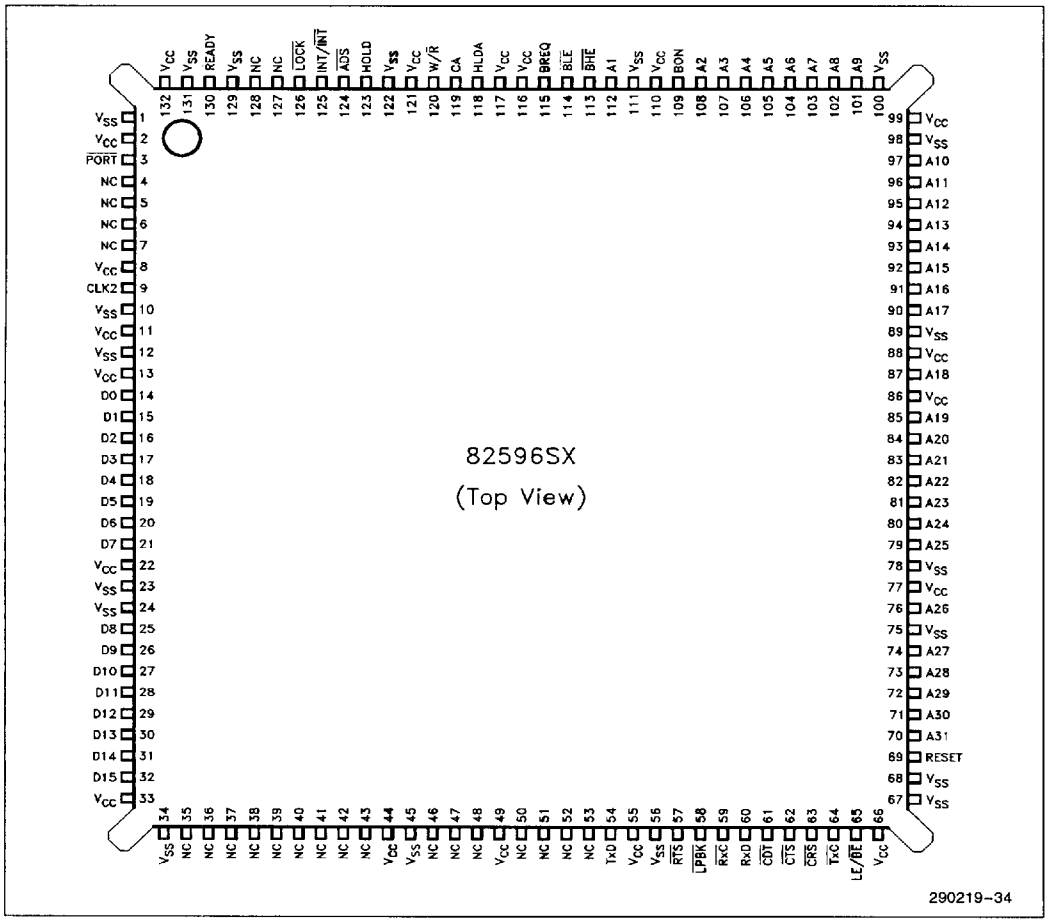


Figure 2b. 82596SX PQFP Pin Configuration

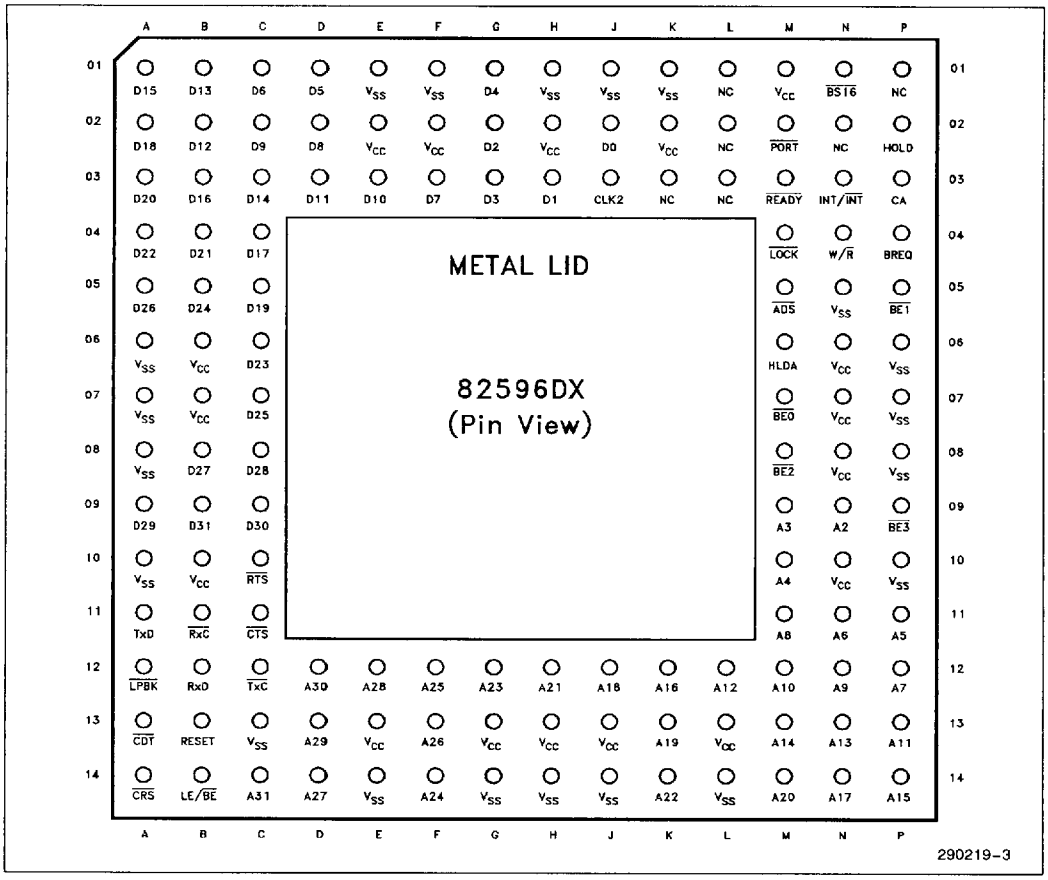


Figure 3a. 82596DX PGA Pin View Side

82596DX PGA Cross Reference by Pin Name

Address		Data		Control		Serial Interface		N/C	V_{CC}	V_{SS}
Signal	Pin No.	Signal	Pin No.	Signal	Pin No.	Signal	Pin No.	Pin No.	Pin No.	Pin No.
A_2	N9	D_0	J2	$\overline{ADS}$	M5	$\overline{CDT}$	A13	K3	B6	A6
A_3	M9	D_1	H3	$\overline{BE0}$	M7	$\overline{CRS}$	A14	L1	B7	A7
A_4	M10	D_2	G2	$\overline{BE1}$	P5	$\overline{CTS}$	C11	L2	B10	A8
A_5	P11	D_3	G3	$\overline{BE2}$	M8	$\overline{LPBK}$	A12	L3	E2	A10
A_6	N11	D_4	G1	$\overline{BE3}$	P9	$\overline{RTS}$	C10	N2	E13	C13
A_7	P12	D_5	D1	BREQ	P4	$\overline{RxC}$	B11	P1	F2	E1
A_8	M11	D_6	C1	$\overline{BS16}$	N1	$\overline{RxD}$	B12		G13	E14
A_9	N12	D_7	F3	CA	P3	$\overline{TxC}$	C12		H2	F1
A_{10}	M12	D_8	D2	CLK2	J3	TxD	A11		H13	G14
A_{11}	P13	D_9	C2	HLDA	M6				J13	H1
A_{12}	L12	D_{10}	E3	HOLD	P2				K2	H14
A_{13}	N13	D_{11}	D3	INT/$\overline{INT}$	N3				L13	J1
A_{14}	M13	D_{12}	B2	LE/$\overline{BE}$	B14				M1	J14
A_{15}	P14	D_{13}	B1	$\overline{LOCK}$	M4				N6	K1
A_{16}	K12	D_{14}	C3	$\overline{PORT}$	M2				N7	L14
A_{17}	N14	D_{15}	A1	$\overline{READY}$	M3				N8	N5
A_{18}	J12	D_{16}	B3	RESET	B13				N10	P6
A_{19}	K13	D_{17}	C4	W/$\overline{R}$	N4					P7
A_{20}	M14	D_{18}	A2							P8
A_{21}	H12	D_{19}	C5							P10
A_{22}	K14	D_{20}	A3							
A_{23}	G12	D_{21}	B4							
A_{24}	F14	D_{22}	A4							
A_{25}	F12	D_{23}	C6							
A_{26}	F13	D_{24}	B5							
A_{27}	D14	D_{25}	C7							
A_{28}	E12	D_{26}	A5							
A_{29}	D13	D_{27}	B8							
A_{30}	D12	D_{28}	C8							
A_{31}	C14	D_{29}	A9							
		D_{30}	C9							
		D_{31}	B9							

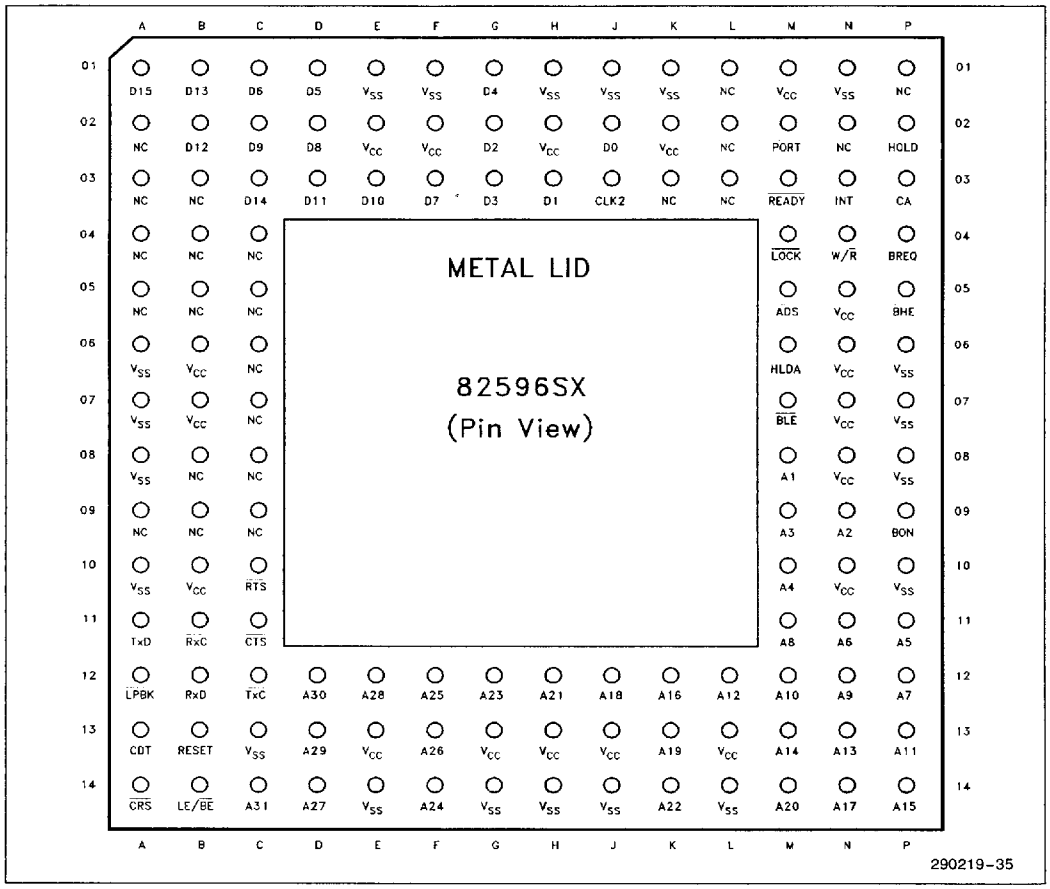


Figure 3b. 82596SX PGA Pin View Side

82596SX PGA Cross Reference by Pin Name

Address		Data		Control		Serial Interface		N/C	V_{CC}	V_{SS}
Signal	Pin No.	Signal	Pin No.	Signal	Pin No.	Signal	Pin No.	Pin No.	Pin No.	Pin No.
A_2	N9	D_0	J2	$\overline{ADS}$	M5	$\overline{CDT}$	A13	A2	B6	A6
A_3	M9	D_1	H3	$\overline{BLE}$	M7	$\overline{CRS}$	A14	A3	B7	A7
A_4	M10	D_2	G2	$\overline{BHE}$	P5	$\overline{CTS}$	C11	A4	B10	A8
A_5	P11	D_3	G3	BON	P9	$\overline{LPBK}$	A12	A5	E2	A10
A_6	N11	D_4	G1	BREQ	P4	$\overline{RTS}$	C10	A9	E13	C13
A_7	P12	D_5	D1	CA	P3	$\overline{RxC}$	B11	B3	F2	E1
A_8	M11	D_6	C1	CLK2	J3	$\overline{RxD}$	B12	B4	G13	E14
A_9	N12	D_7	F3	HLDA	M6	$\overline{TxC}$	C12	B5	H2	F1
A_{10}	M12	D_8	D2	HOLD	P2	TxD	A11	B8	H13	G14
A_{11}	P13	D_9	C2	INT/$\overline{INT}$	N3			B9	J13	H1
A_{12}	L12	D_{10}	E3	LE/$\overline{BE}$	B14			C4	K2	H14
A_{13}	N13	D_{11}	D3	$\overline{LOCK}$	M4			C5	L13	J1
A_{14}	M13	D_{12}	B2	$\overline{PORT}$	M2			C6	M1	J14
A_{15}	P14	D_{13}	B1	$\overline{RDY}$	M3			C7	N5	K1
A_{16}	K12	D_{14}	C3	RESET	B13			C8	N6	L14
A_{17}	N14	D_{15}	A1	W/$\overline{R}$	N04			C9	N7	N1
A_{18}	J12							K3	N8	P6
A_{19}	K13							L1	N10	P7
A_{20}	M14							L2		P8
A_{21}	H12							L3		P10
A_{22}	K14							N2		
A_{23}	G12							P1		
A_{24}	F14									
A_{25}	F12									
A_{26}	F13									
A_{27}	D14									
A_{28}	E12									
A_{29}	D13									
A_{30}	D12									
A_{31}	C14									

PIN DESCRIPTIONS

Symbol	PQFP Pin No.	Type	Name and Function
CLK2	9	I	**CLOCK.** The system clock input provides the fundamental timing for the 82596. It is internally divided by two to generate the 82596 clock. All external timing parameters are specified in reference to the rising edge of CLK2. For clock levels see D.C. Characteristics.
D31–D0	14–53	I/O	**DATA BUS.** The 32 Data Bus lines are bidirectional, tri-state lines that provide the general purpose data path between the 82596 and memory. With the 82596DX the bus can be either 16 or 32 bits wide; this is determined by the $\overline{BS16}$ signal which is static. The 82596 always drives all 32 data lines during Write operations, even with a 16-bit bus. D0–D31 are floated after a Reset or when the bus is not acquired. These lines are inputs during a CPU Port access; in this mode the CPU writes the next address to the 82596 through the Data lines. During $\overline{PORT}$ commands (Relocatable SCP, Self-Test, and Dump) the address must be aligned to a 16 byte boundary. This frees the D_3–D_0 lines so they can be used to distinguish the commands. The following is a summary of the decoding data.

D0	D1	D2	D3	D4–D31	Function
0	0	0	0	0000	Reset
0	1	0	0	ADDR	Relocatable SCP
1	0	0	0	ADDR	Self-Test
1	1	0	0	ADDR	Dump Command

(D15–D0)	14–32	I/O	These 16 Data Bus lines are bidirectional, tri-state lines that provide the entire data path for the 82596SX. In the 82596SX D16–D31 are not connected (NC).
A31–A2	70–108	O	**ADDRESS LINES.** These 30 tri-stated Address lines output the address bits required for memory operation. These lines are floated after a Reset or when the bus is not acquired.
A1	112	O	The 82596SX requires this additional address line to output the address bits required for memory operation.
$\overline{BE3}$–$\overline{BE0}$	109–114	O	**BYTE ENABLE.** (82596DX only.) These tri-stated signals are used to indicate which bytes are involved with the current memory access. The number of Byte Enable signals asserted indicates the physical size of the data being transferred (1, 2, 3, or 4 bytes). • $\overline{BE0}$ indicates D0–D7 • $\overline{BE1}$ indicates D8–D15 • $\overline{BE2}$ indicates D16–D23 • $\overline{BE3}$ indicates D24–D31 These lines are floated after a Reset or when the bus is not acquired.
$\overline{BHE}$, $\overline{BLE}$	113–114	O	(82596SX only.) These signals are the Byte High Enable and Byte Low Enable signals for the 82596SX.
BON	109	O	**BUS ON.** (82596SX only.) This signal is driven high when the 82596 is holding the bus. This signal is tri-stated when the bus is relinquished. BON has the same timing as the Byte Enables.

PIN DESCRIPTIONS (Continued)

Symbol	PQFP Pin No.	Type	Name and Function
W/$\overline{R}$	120	O	**WRITE/READ.** This dual-function pin is used to distinguish Write and Read cycles. This line is floated after a Reset or when the bus is not acquired.
$\overline{ADS}$	124	O	**ADDRESS STATUS.** This tri-state pin is used by the 82596 to indicate that a valid bus cycle has begun and that A31–A2, $\overline{BE3}$–$\overline{BE0}$, and W/$\overline{R}$ are being driven. It is asserted during t1 bus states. This line is floated after a Reset or when the bus is not acquired.
$\overline{RDY}$	130	I	**READY.** Active low. This signal is the acknowledgment from addressed memory that the transfer cycle can be completed. When high, it causes wait states to be inserted. It is ignored at the end of the first clock of the bus cycle's data cycle. This active-low signal does not have an internal pull-up resistor. This signal must meet the setup and hold times to operate correctly.
$\overline{LOCK}$	126	O	**LOCK.** This tri-state pin is used to distinguish locked and unlocked bus cycles. $\overline{LOCK}$ generates a semaphore handshake to the CPU. $\overline{LOCK}$ can be active for several memory cycles, it goes active during the first locked memory cycle (t1) and goes inactive at the last locked cycle (t2). This line is floated after a Reset or when the bus is not acquired. $\overline{LOCK}$ can be disabled via the sysbus byte in software.
$\overline{BS16}$	129	I	**BUS SIZE.** This signal allows the 82596DX to work with either 16- or 32-bit bytes. This signal is static and should be tied high for 32-bit operation or low for 16-bit operation. In Little Endian mode the D0–D15 lines are driven when $\overline{BS16}$ is inserted, in Big Endian mode the D16–D31 lines are driven.
HOLD	123	O	**HOLD.** The HOLD signal is active high, the 82596 uses it to request local bus mastership. In normal operation HOLD goes inactive before HLDA. The 82596 can be forced off the bus by deasserting HLDA or if the bus throttle timers expire.
HLDA	118	I	**HOLD ACKNOWLEDGE.** The HLDA signal is active high, it indicates that bus mastership has been given to the 82596. HLDA is internally synchronized; after HOLD is detected low, the CPU drives HLDA low. **NOTE** *Do not connect HLDA to V_{CC}—it will cause a deadlock.* A user wanting to give the 82596 permanent access to the bus should connect HLDA to HOLD. If HLDA goes inactive before HOLD, the 82596 will release the bus (by deasserting HOLD) within a specified number of system clocks.
BREQ	115	I	**BUS REQUEST.** This signal, when configured to an externally activated mode, is used to trigger the bus throttle timers.

PIN DESCRIPTIONS (Continued)

Symbol	PQFP Pin No.	Type	Name and Function
$\overline{PORT}$	3	I	**PORT.** When this signal is received, the 82596 latches the data on the data bus into an internal 32-bit register. When the CPU is asserting this signal it can write into the 82596 (via the data bus). This pin must be activated twice during all CPU Port access commands.
RESET	69	I	**RESET.** This active high, internally synchronized signal causes the 82596 to terminate current activity. The signal must be high for at least five system clock cycles. After five system clock cycles and four TxC clock cycles the 82596 will execute a Reset when it receives a high RESET signal. When RESET returns to low, the 82596 waits for the first CA signal and then begins the initialization sequence.
LE/$\overline{BE}$	65	I	**LITTLE ENDIAN/BIG ENDIAN.** This dual-function pin is used to select byte ordering. When LE/$\overline{BE}$ is high, little endian byte ordering is used; when low, big endian byte ordering is used for data in frames (bytes) and for control (SCB, RFD, CBL, etc.).
CA	119	I	**CHANNEL ATTENTION.** The CPU uses this pin to force the 82596 to begin executing memory resident Command blocks. The CA signal is internally synchronized. The signal must be high for at least one system clock. It is latched internally on the high to low edge and then detected by the 82596. The first CA after a Reset forces the 82596 into the initialization sequence beginning at location 00FFFFF6h or an SCP address written to the 82596 using CPU Port access. All subsequent CA signals cause the 82596 to begin executing new command sequences from the SCB.
INT/$\overline{INT}$	125	O	**INTERRUPT.** A high signal on this pin notifies the CPU that the 82596 is requesting an interrupt. This signal is an edge triggered interrupt signal, and can be configured to be active high or low.
V_{CC}	18 Pins (DX) 19 Pins (SX)		**POWER.** +5V ±10%.
V_{SS}	19 Pins (DX and SX)		**GROUND.** 0V.
TxD	54	O	**TRANSMIT DATA.** This pin transmits data to the serial link. It is high when not transmitting.
$\overline{TxC}$	64	I	**TRANSMIT CLOCK.** This signal provides the fundamental timing for the serial subsystem. The clock is also used to transmit data synchronously on the TxD pin. For NRZ encoding, data is transferred to the TxD pin on the high to low clock transition. For Manchester encoding, the transmitted bit center is aligned with the low to high transition. Transmit clock should always be running for proper device operation.

PIN DESCRIPTIONS (Continued)

Symbol	PQFP Pin No.	Type	Name and Function
$\overline{\text{LPBK}}$	58	O	**LOOPBACK.** This TTL-level control signal enables the loopback mode. In this mode serial data on the TxD input is routed through the 82C501 internal circuits and back to the RxD output without driving the transceiver cable. To enable this signal, both internal and external loopback need to be set with the Configure command.
RxD	60	I	**RECEIVE DATA.** This pin receives NRZ serial data only. It must be high when not receiving.
$\overline{\text{RxC}}$	59	I	**RECEIVE CLOCK.** This signal provides timing information to the internal shifting logic. For NRZ data the state of the RxD pin is sampled on the high to low transition of the clock.
$\overline{\text{RTS}}$	57	O	**REQUEST TO SEND.** When this signal is low the 82596 informs the external interface that it has data to transmit. It is forced high after a Reset or when transmission is stopped.
$\overline{\text{CTS}}$	62	I	**CLEAR TO SEND.** An active-low signal that enables the 82596 to send data. It is normally used as an interface handshake to $\overline{\text{RTS}}$. Asserting $\overline{\text{CTS}}$ high stops transmission. $\overline{\text{CTS}}$ is internally synchronized. If $\overline{\text{CTS}}$ goes inactive, meeting the setup time to the $\overline{\text{TxC}}$ negative edge, the transmission will stop and $\overline{\text{RTS}}$ will go inactive within, at most, two $\overline{\text{TxC}}$ cycles.
$\overline{\text{CRS}}$	63	I	**CARRIER SENSE.** This signal is active low, it is used to notify the 82596 that traffic is on the serial link. It is only used if the 82596 is configured for external Carrier Sense. In this configuration external circuitry is required for detecting traffic on the serial link. $\overline{\text{CRS}}$ is internally synchronized. To be accepted, the signal must remain active for at least two serial clock cycles (for CRSF = 0).
$\overline{\text{CDT}}$	61	I	**COLLISION DETECT.** This active-low signal informs the 82596 that a collision has occurred. It is only used if the 82596 is configured for external Collision Detect. External circuitry is required for collision detection. $\overline{\text{CDT}}$ is internally synchronized. To be accepted, the signal must remain active for at least two serial clock cycles (for CDTF = 0).

82596 AND HOST CPU INTERACTION

The 82596DX/SX and the host CPU communicate through shared memory. Because of its on-chip DMA capability, the 82596 can make data block transfers (buffers and frames) independently of the CPU; this greatly reduces the CPU byte transfer overhead.

NOTE:
The 82596DX and 82596SX differ in their address pin definitions and their data bus sizes. Information in this data sheet applies to both versions unless otherwise stated.

The 82596 is a multitasking coprocessor that comprises two independent logical units—the Command Unit (CU) and the Receive Unit (RU). The CU executes commands from shared memory. The RU handles all activities related to frame reception. The independence of the CU and RU enables the 82596 to engage in both activities simultaneously—the CU can fetch and execute commands from memory while the RU is storing received frames in memory. The CPU is only involved with this process after the CU has executed a sequence of commands or the RU has finished storing a sequence of frames.

The CPU and the 82596 use the hardware signals Interrupt (INT) and Channel Attention (CA) to initiate communication with the System Control Block (SCB), see Figure 4. The 82596 uses INT to alert the CPU of a change in the contents of the SCB, the CPU uses CA to alert the 82596.

The 82596 has a CPU Port Access state that allows the CPU to execute certain functions without accessing memory. The 82596 $\overline{\text{PORT}}$ pin and data bus pins are used to enable this feature. The CPU can directly activate four operations when the 82596 is in this state.

- Write an alternative System Configuration Pointer (SCP). This can be used when the 82596 cannot use the default SCP address space.
- Write a different Dump Command Pointer and execute Dump. This can be used for troubleshooting No Response problems.
- The CPU can reset the 82596 via software without disturbing the rest of the system.
- A self-test can be used for board testing; the 82596 will execute a self-test and write the results to memory.

82596 BUS INTERFACE

The 82596DX/SX has bus interface timings and pin definitions that are compatible with Intel's 32-bit i386 DX and i386 SX microprocessors. This eliminates the need for additional bus interface logic. Operating at 33 MHz, the 82596's bus bandwidth can be as high as 66 MB/s. Since Ethernet only requires 1.25 MB/s, this leaves a considerable amount of bandwidth for the CPU. The 82596 also has a bus throttle to regulate its use of the bus. Two timers can be programmed through the SCB: one controls the maximum time the 82596 can remain on the bus, the other controls the time the 82596 must stay off the bus (see Figure 5). The bus throttle can be programmed to trigger internally with HLDA or externally with BREQ. These timers can restrict the 82596 HOLD activation time and improve bus utilization.

82596 MEMORY ADDRESSING

The 82596 has a 32-bit memory address range, which allows addressing up to four gigabytes of memory. The 82596 has three memory addressing modes (see Table 1).

- **82586 Mode.** The 82596 has a 24-bit memory address range. The System Control Block, Command List, Receive Descriptor List, and Buffer Descriptors must reside in one 64-kB memory segment. Transmit and Receive buffers can reside in a 24-bit address space.
- **32-Bit Segmented Mode.** The 82596 has a 32-bit memory address range. The System Control Block, Command List, Receive Descriptor List, and Buffer Descriptors must reside in one 64-kB memory segment. Transmit and Receive buffers can reside in a 32-bit address space.
- **Linear Mode.** The 82596 has a 32-bit memory address range. Any memory structure can reside anywhere within the 32-bit memory address range.

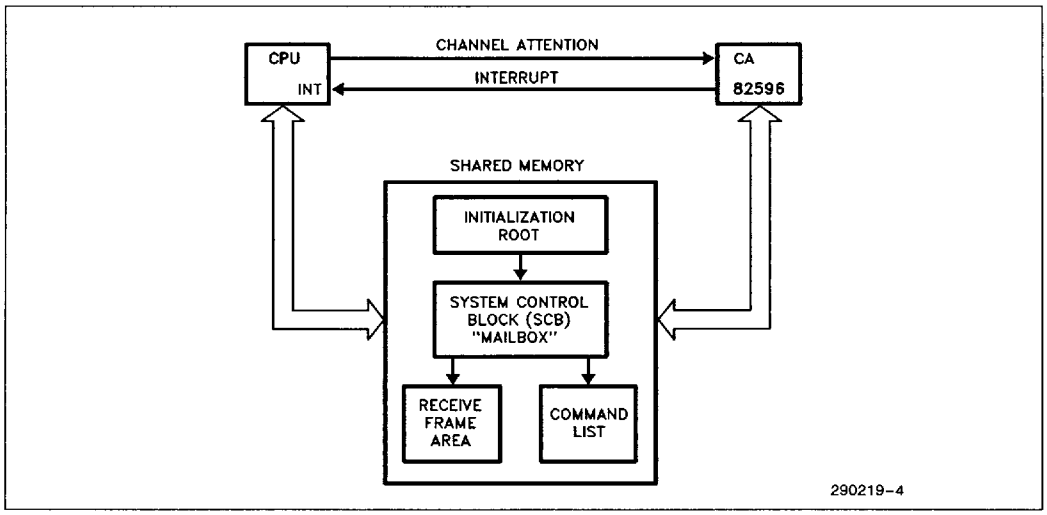


Figure 4. 82596 and Host CPU Intervention

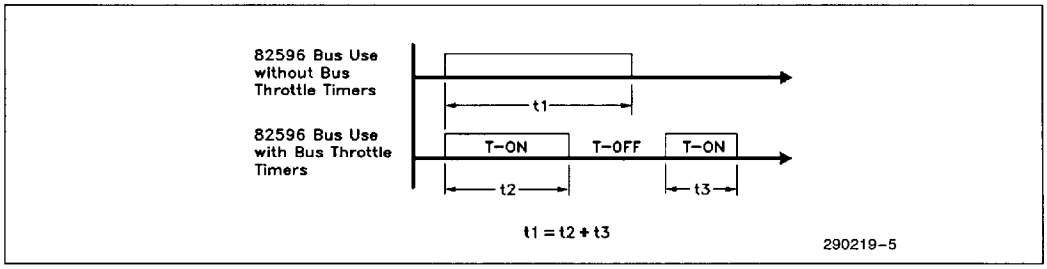


Figure 5. Bus Throttle Timers

Table 1. 82596 Memory Addressing Formats

Pointer or Offset	Operation Mode		
	82586	32-Bit Segmented	Linear
ISCP ADDRESS	24-Bit Linear	32-Bit Linear	32-Bit Linear
SCB ADDRESS	Base (24) + Offset (16)	Base (32) + Offset (16)	32-Bit Linear
Command Block Pointers	Base (24) + Offset (16)	Base (32) + Offset (16)	32-Bit Linear
Rx Frame Descriptors	Base (24) + Offset (16)	Base (32) + Offset (16)	32-Bit Linear
Tx Frame Descriptors	Base (24) + Offset (16)	Base (32) + Offset (16)	32-Bit Linear
Rx Buffer Descriptors	Base (24) + Offset (16)	Base (32) + Offset (16)	32-Bit Linear
Tx Buffer Descriptors	Base (24) + Offset (16)	Base (32) + Offset (16)	32-Bit Linear
Rx Buffers	24-Bit Linear	32-Bit Linear	32-Bit Linear
Tx Buffers	24-Bit Linear	32-Bit Linear	32-Bit Linear

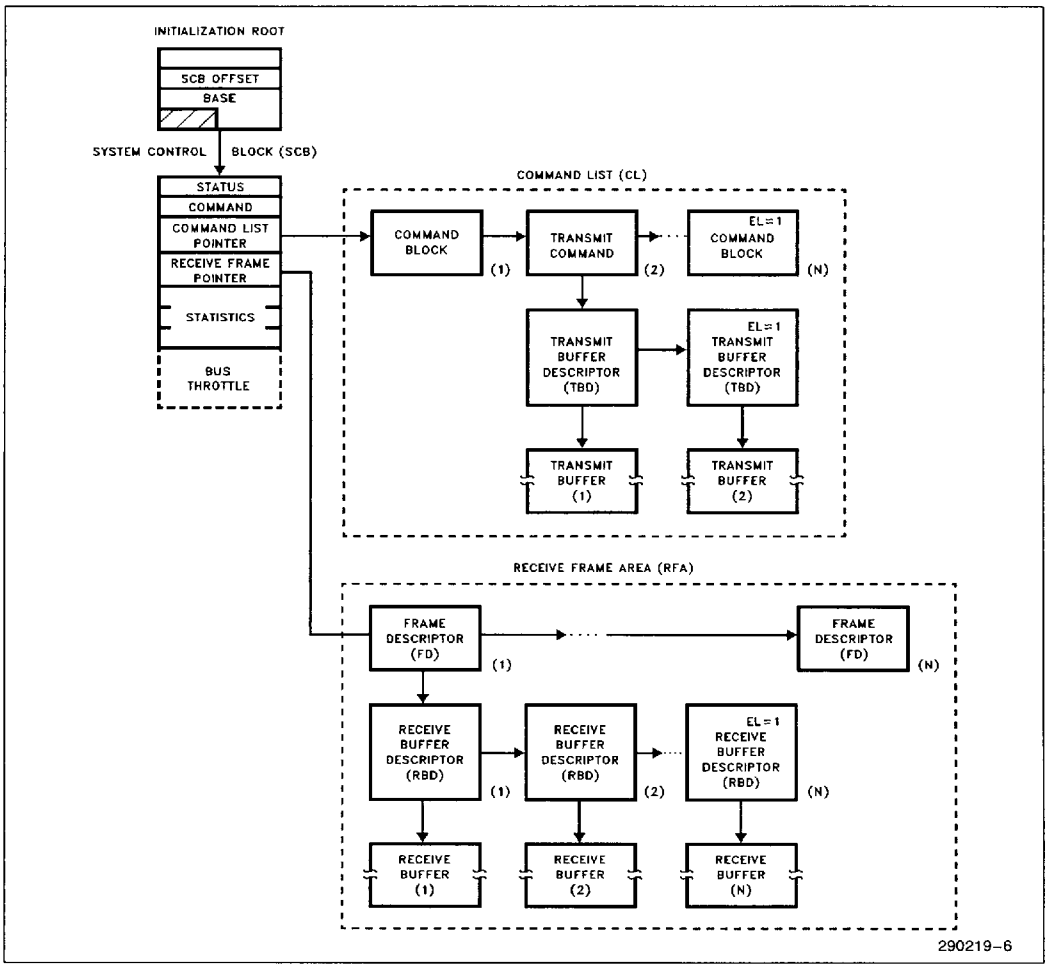


Figure 6. 82596 Shared Memory Structure

82596 SYSTEM MEMORY STRUCTURE

The Shared Memory structure consists of four parts: the Initialization Root, the System Control Block, the Command List, and the Receive Frame Area (see Figure 6).

The Initialization Root is in an established location known to the host CPU and the 82596 (00FFFFF6h). However, the CPU can establish the Initialization Root in another location by using the CPU Port access. This root is accessed during initialization, and points to the System Control Block.

The System Control Block serves as a bidirectional mail drop for the host CPU and the 82596 CU and RU. It is the central point through which the CPU and the 82596 exchange control and status information. The SCB has two areas. The first contains instructions from the CPU to the 82596. These include: control of the CU and RU (Start, Abort, Suspend, and Resume), a pointer to the list of CU commands, a pointer to the Receive Frame Area, a set of Interrupt Acknowledge bits, and the T-ON and T-OFF timers for the bus throttle. The second area contains status information the 82596 is sending to the CPU. Such as, the CU and RU states (Idle, Active

Ready, Suspended, No Receive Resources, etc.), interrupt bits (Command Completed, Frame Received, CU Not Ready, and RU Not Ready), and statistical counters.

The Command List functions as a program for the CU; individual commands are placed in memory units called Command Blocks (CBs). These CBs contain the parameters and status of specific high-level commands called Action Commands; e.g., Transmit or Configure.

Transmit causes the 82596 to transmit a frame. The Transmit CB contains the destination address, the length field, and a pointer to a list of linked buffers holding the frame that is to be constructed from several buffers scattered throughout memory. The Command Unit operates without CPU intervention; the DMA for each buffer, and the prefetching of references to new buffers, is performed in parallel. The CPU is notified only after a transmission is complete.

The Receive Frame Area is a list of Free Frame Descriptors (descriptors not yet used) and a list of user-prepared buffers. Frames arrive at the 82596 unsolicited; the 82596 must always be ready to receive and store them in the Free Frame Area. The Receive Unit fills the buffers when it receives frames, and reformats the Free Buffer List into received-frame structures. The frame structure is, for all practical purposes, identical to the format of the frame to be transmitted. The first Frame descriptor is referenced by the SCB. Unless the 82596 is configured to Save Bad Frames, the frame descriptor, and the associated buffer descriptor, which is wasted when a bad frame is received, are automatically reclaimed and returned to the Free Buffer List.

Receive buffer chaining (storing incoming frames in a linked buffer list) significantly improves memory utilization. Without buffer chaining, the user must allocate consecutive blocks of memory, each capable of containing a maximum frame (for Ethernet, 1518 bytes). Since an average frame is about 200 bytes, this is very inefficient. With buffer chaining, the user can allocate small buffers and the 82596 will only use those that are needed.

Figure 7 A–D illustrates how the 82596 uses the Receive Frame Area. Figure 7A shows an unused Receive Frame Area composed of Free Frame Descriptors and Free Receive Buffers prepared by the user. The SCB points to the first Frame Descriptor of the Frame Descriptor List. Figure 7B shows the same Receive Frame Area after receiving one frame. This first frame occupies two Receive Buffers and one Frame Descriptor—a valid received frame will only occupy one Frame Descriptor. After receiving this frame the 82596 sets the next Free Frame Descriptor RBD pointer to the next Free RBD. Figure 7C shows the RFA after receiving a second frame. In this example the second frame occupies only one Receive Buffer and one RFD. The 82596 again sets the RBD pointer. This process is repeated again in Figure 7D, showing the reception of another frame using one Receive Buffer; in this example there is an extra Frame Descriptor.

TRANSMIT AND RECEIVE MEMORY STRUCTURES

There are three memory structures for reception and transmission. The 82586 memory structure, the Flexible memory structure, and the Simplified memory structure. The 82586 mode is selected by configuring the 82596 during initialization. In this mode all the 82596 memory structures are compatible with the 82586 memory structures.

When the 82596 is not configured to the 82586 mode, the other two memory structures, Simplified and Flexible, are available for transmitting and receiving. These structures are selected by setting the S/F bit in the Transmit Command and/or the Receive Frame Descriptor (see Figures 29, 30, 41, and 42). It is recommended that any linked list of buffers be relegated to a single type—either simplified or flexible. The Simplified memory structure offers a simple structure for ease of programming (see Figure 8). All information about a frame is contained in one structure; for example, during reception the RFD and data field are contained in one structure.

The Flexible memory structure (see Figure 9) has a control field that allows the programmer to specify the amount of receive data the RFD will contain for receive operations and the amount of transmit data the Transmit Command Block will contain for transmit operations. For example, when the control field in the RFD is set to 20 bytes during a reception, the first 20 bytes of the data field are stored in the RFD (6 Bytes of Destination Address, 6 Bytes of Source Address, 2 Bytes of Length Field, and 6 Bytes of Data), and the remainder of the data field is stored in the Receive Data Buffers. This is useful for capturing frame headers when header information is contained in the data field. The header information can then be automatically stored in the RFD partitioned from the Receive Data Buffer.

The control field can also be used for the Transmit Command when the Flexible memory structure is used. The quantity of data field bytes to be transmitted from the Transmit Command Block is specified by the variable control field.

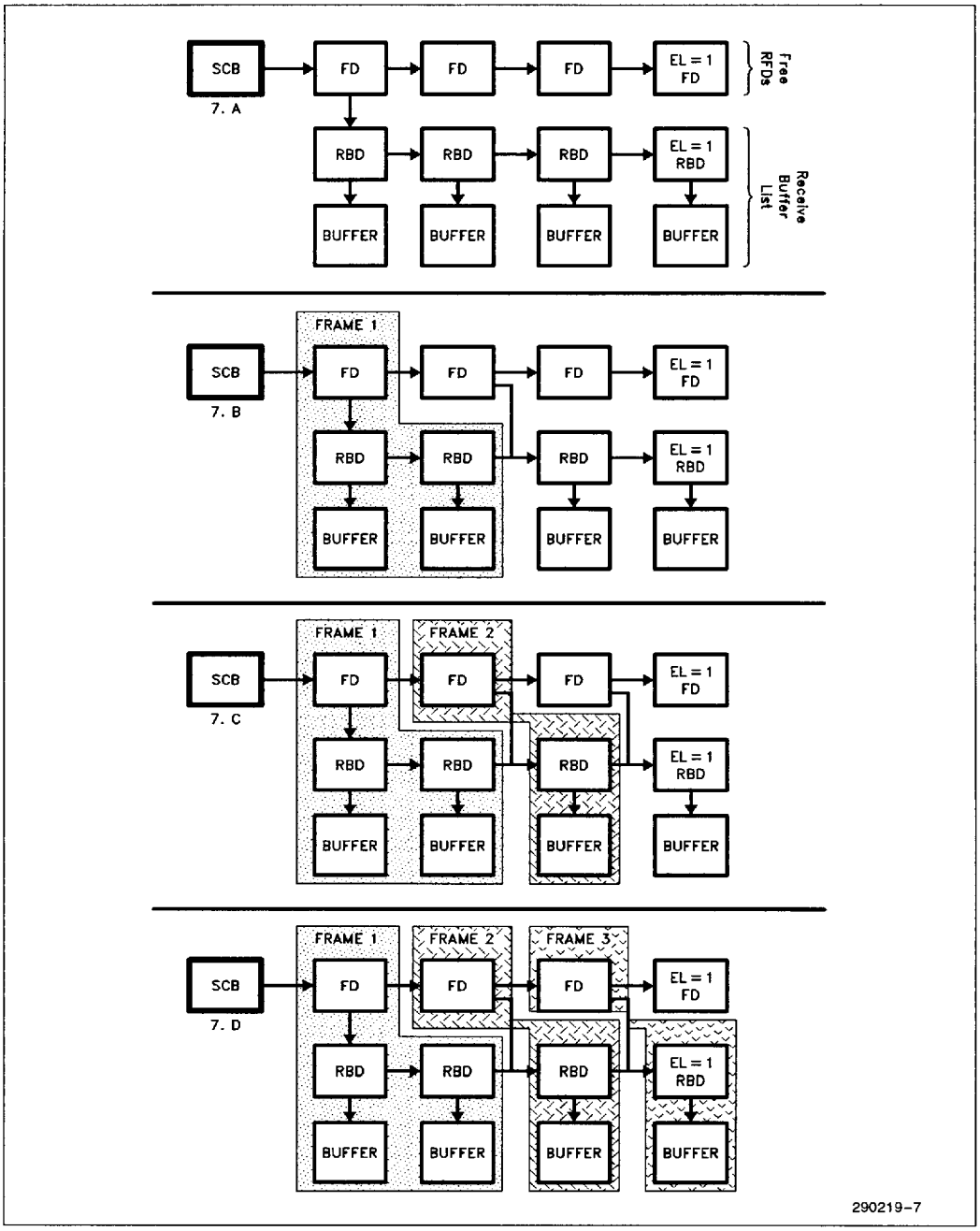


Figure 7. Frame Reception in the RFA

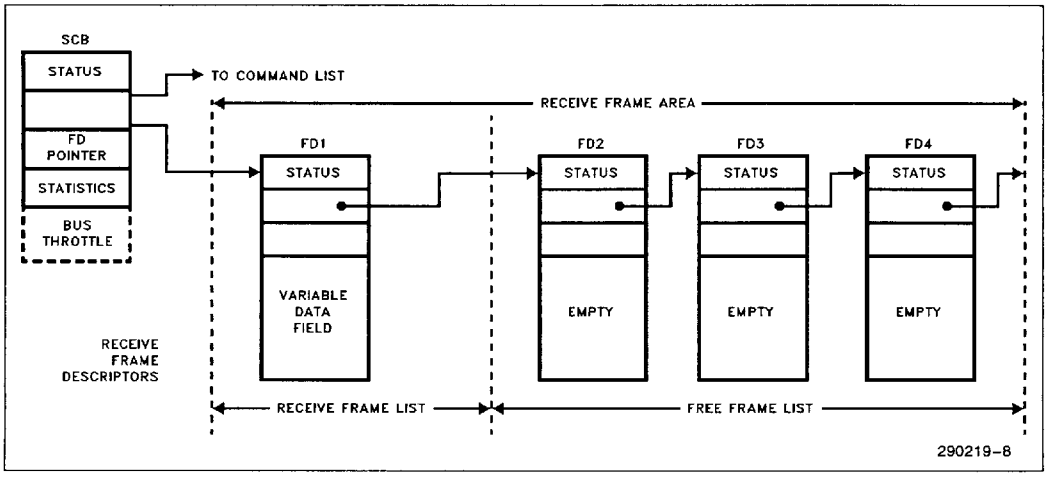


Figure 8. Simplified Memory Structure

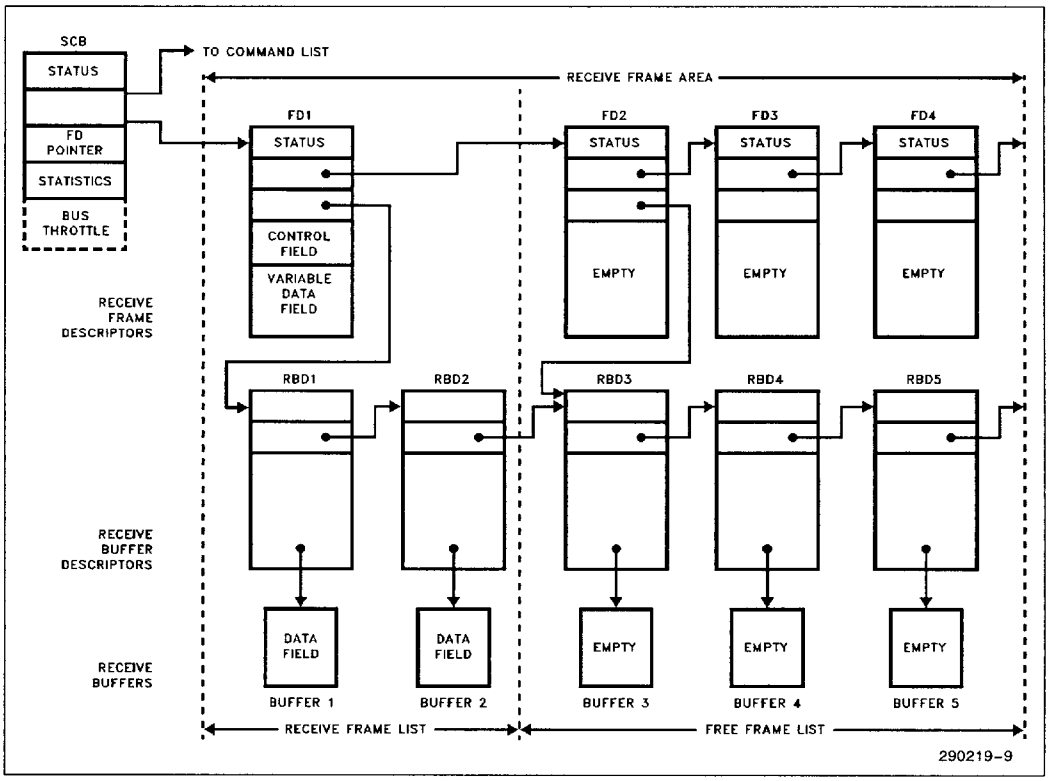


Figure 9. Flexible Memory Structure

TRANSMITTING FRAMES

The 82596 executes high-level Action Commands from the Command List in system memory. Action Commands are fetched and executed in parallel with the host CPU operation, thereby significantly improving system performance. The format of the Action Commands is shown in Figure 10. Figure 28 shows the 82586 mode, and Figures 29 and 30 shows the command formats of the Linear and 32-bit Segmented modes.

A single Transmit command contains, as part of the command-specific parameters, the destination address and length field of the transmitted frame and a pointer to buffer area in memory containing the data portion of the frame. The data field is contained in a memory data structure consisting of a buffer descriptor (BD) and a data buffer—or a linked list of buffer descriptors and buffers—as shown in Figure 11.

Multiple data buffers can be chained together using the BDs. Thus, a frame with a long data field can be transmitted using several (shorter) data buffers chained together. This chaining technique allows the system designer to develop efficient buffer management.

The 82596 automatically generates the preamble (alternating 1s and 0s) and start frame delimiter, fetches the destination address and length field from the Transmit command, inserts its unique address as the source address, fetches the data field specified by the Transmit command, and computes and appends the CRC to the end of the frame (see Figure 12). In the Linear and 32-bit Segmented mode the CRC can be optionally inserted on a frame-by-frame basis by setting the NC bit in the Transmit Command Block (see Figures 29 and 30).

The 82596 generates the standard End Of Carrier (EOC) start and end frame delimiters. In EOC, the start frame delimiter is 10101011 and the end frame delimiter is indicated by the lack of a signal after the last bit of the frame check sequence field has been transmitted. In EOC, the 82596 can be configured to extend short frames by adding pad bytes (7Eh) during transmission, according to the length field.

When a collision occurs, the 82596 manages the jam, random wait, and retry processes, reinitializing DMA pointers without CPU intervention. Multiple frames can be sent by linking the appropriate number of Transmit commands together. This is particularly useful when transmitting a message larger than the maximum frame size (1518 bytes for Ethernet).

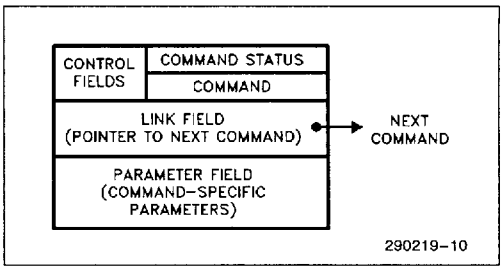


Figure 10. Action Command Format

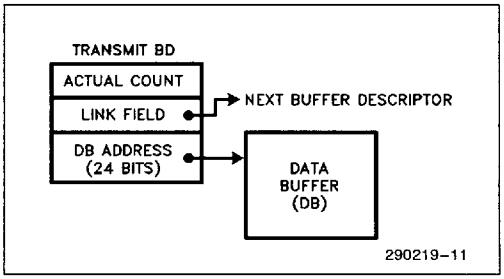


Figure 11. Data Buffer Descriptor and Data Buffer Structure

PREAMBLE	START FRAME DELIMITER	DESTINATION ADDRESS	SOURCE ADDRESS	LENGTH FIELD	DATA FIELD	FRAME CHECK SEQUENCE	END FRAME DELIMITER

Figure 12. Frame Format

RECEIVING FRAMES

To reduce CPU overhead, the 82596 is designed to receive frames without CPU supervision. The host CPU first sets aside an adequate receive buffer space and then enables the 82596 Receive Unit. Once enabled, the RU watches for arriving frames and automatically stores them in the Receive Frame Area (RFA). The RFA contains Receive Frame Descriptors, Receive Buffer Descriptors, and Data Buffers (see Figure 13). The individual Receive Frame Descriptors make up a Receive Descriptor List (RDL) used by the 82596 to store the destination and source addresses, the length field, and the status of each frame received (see Figure 14).

Once enabled, the 82596 checks each passing frame for an address match. The 82596 will recognize its own unique address, one or more multicast addresses, or the broadcast address. If a match is found the 82596 stores the destination and source addresses and the length field in the next available RFD. It then begins filling the next available Data Buffer on the FBL, which is pointed to by the current RFD, with the data portion of the incoming frame. As one Data Buffer is filled, the 82596 automatically fetches the next DB on the FBL until the entire frame is received. This buffer chaining technique is particularly memory efficient because it allows the system designer to set aside buffers to fit frames much shorter than the maximum allowable frame length. If AL-LOC = 1, or if the flexible memory structure is used, the addresses and length field can be placed in the receive buffer.

Once the entire frame is received without error, the 82596 does the following housekeeping tasks.

- The actual count field of the last Buffer Descriptor used to hold the frame just received is updated with the number of bytes stored in the associated Data Buffer.
- The next available Receive Frame Descriptor is fetched.
- The address of the next available Buffer Descriptor is written to the next available Receive Frame Descriptor.
- A frame received interrupt status bit is posted in the SCB.
- An interrupt is sent to the CPU.

If a frame error occurs, for example a CRC error, the 82596 automatically reinitializes its DMA pointers and reclaims any data buffers containing the bad frame. The 82596 will continue to receive frames without CPU help as long as Receive Frame Descriptors and Data Buffers are available.

82596 NETWORK MANAGEMENT AND DIAGNOSTICS

The behavior of data communication networks is normally very complex because of their distributed and asynchronous nature. It is particularly difficult to pinpoint a failure when it occurs. The 82596 has extensive diagnostic and network management functions that help improve reliability and testability. The 82596 reports on the following events after each frame is transmitted.

- Transmission successful.
- Transmission unsuccessful. Lost Carrier Sense.
- Transmission unsuccessful. Lost Clear to Send.
- Transmission unsuccessful. A DMA underrun occurred because the system bus did not keep up with the transmission.
- Transmission unsuccessful. The number of collisions exceeded the maximum allowed.
- Number of Collisions. The number of collisions experienced during transmission of the frame.
- Heartbeat Indicator. This indicates the presence of a heartbeat during the last Interframe Spacing (IFS) after transmission.

When configured to Save Bad Frames the 82596 checks each incoming frame and reports the following errors.

- CRC error. Incorrect CRC in a properly aligned frame.
- Alignment error. Incorrect CRC in a misaligned frame.
- Frame too short. The frame is shorter than the value configured for minimum frame length.
- Overrun. Part of the frame was not placed in memory because the system bus did not keep up with incoming data.
- Out of buffer. Part of the frame was discarded because of insufficient memory storage space.
- Receive collision. A collision was detected during reception and the destination address of the incoming frame passes 82596 address filtering. Collisions in the preamble are not counted.
- Length error. A frame not matching the frame length parameter was detected.

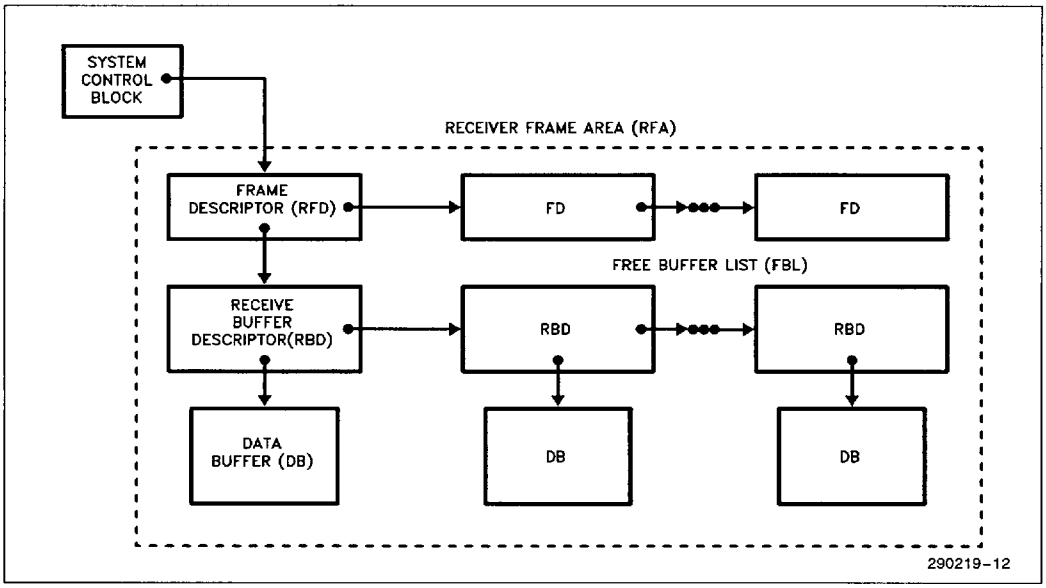


Figure 13. Receive Frame Area Diagram

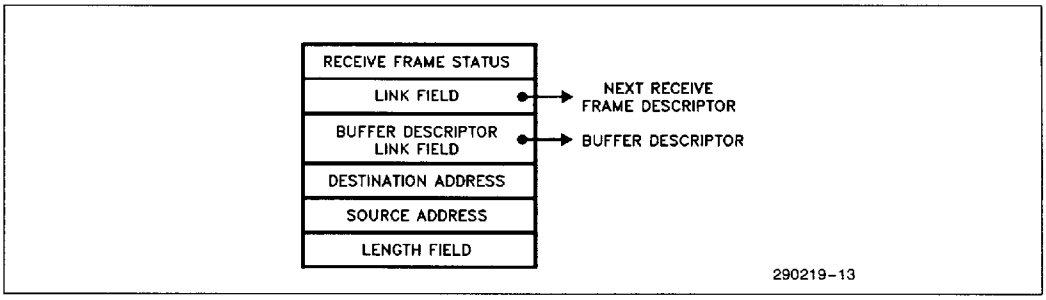


Figure 14. Receive Frame Descriptor

NETWORK PLANNING AND MAINTENANCE

To properly plan, operate, and maintain a communication network, the network management entity must accumulate information on network behavior. The 82596 provides a rich set of network-wide diagnostics that can serve as the basis for a network management entity.

Information on network activity is provided in the status of each frame transmitted. The 82596 reports the following activity indicators after each frame.

- Number of collisions. The number of collisions the 82596 experienced while attempting to transmit the frame.
- Deferred transmission. During the first transmission attempt the 82596 had to defer to traffic on the link.

The 82596 updates its 32-bit statistical counters after each received frame that both passes address filtering and is longer than the Minimum Frame Length configuration parameter. The 82596 reports the following statistics.

- CRC errors. The number of well-aligned frames that experienced a CRC error.
- Alignment errors. The number of misaligned frames that experienced a CRC error.
- No resources. The number of frames that were discarded because of insufficient resources for reception.
- Overrun errors. The number of frames that were not completely stored in memory because the system bus did not keep up with incoming data.
- Receive Collision counter. The number of collisions detected during receive. Collisions occurring before the minimum frame length will be counted as short frames. Collisions in the preamble will not be counted at all.
- Short Frame counter. The number of frames that were discarded because they were shorter than the configured minimum frame length.

Once again, these counters are not updated until the 82596 decodes a destination address match.

The 82596 can be configured to Promiscuous mode. In this mode it captures all frames transmitted on the network without checking the Destination Address. This is useful when implementing a monitoring station to capture all frames for analysis.

A useful method of capturing frame headers is to use the Simplified memory mode, configure the 82596 to Save Bad Frames, and configure the 82596 to Promiscuous mode with space in the RFD allocated for specific number of receive data bytes. The 82596 will receive all frames and put them in the RFD. Frames that exceed the available space in the RFD will be truncated, the status will be updated, and the 82596 will retrieve the next RFD. This allows the user to capture the initial data bytes of each frame (for instance, the header) and discard the remainder of the frame.

The 82596 also has a monitor mode for network analysis. During normal operation the receive function enables the 82596 to receive frames which pass address filtering. These frames must have the Start of Frame Delimiter (SFD) field and must be longer than the absolute minimum frame length of 5 bytes (6 bytes in case of Multicast address filtering). Contents and status of the received frames are transferred to memory. The monitor function enables the 82596 to simply evaluate the incoming frames. The 82596 can monitor the frames that pass or do not pass the address filtering. It can also monitor frames which do not have the SFD fields. The 82596 can be configured to only keep statistical information about monitor frames. Three options are available in the Monitor mode. These modes are selectable by the two monitor mode configuration bits available in the configuration command.

When the first option is selected, the 82596 receives good frames that pass address filtering and transfers them to memory while monitoring frames that do not pass address filtering or are shorter than the minimum frame size (these frames are not transferred to memory). When this option is used the 82596 updates six counters: CRC errors, alignment errors, no resource errors, overrun errors, short frames, and total good frames received.

When the second option is selected, the receive function is completely disabled. The 82596 monitors only those frames that pass address filterings and meet the minimum frame length requirement. When this option is used the 82596 updates six counters: CRC errors, alignment errors, total frames (good and bad), short frames, collisions detected, and total good frames.

When the third option is selected, the receive function is completely disabled. The 82596 monitors all frames, including frames that do not have a Start Frame Delimiter. When this option is used the 82596 updates six counter (CRC errors, alignment errors, total frames (good and bad), short frames, collisions detected, and total good frames.

STATION DIAGNOSTICS AND SELF-TEST

The 82596 provides a large set of diagnostic and network management functions. These include internal and external loopback and time domain reflectometry for locating fault points in the network cable. The 82596 ensures software reliability by dumping the contents of the 82596 internal registers into system memory. The 82596 has a self-test mode that enables it to run an internal self-test and place the results in system memory.

82586 SOFTWARE COMPATIBILITY

The 82596 has a software-compatible state in which all its memory structures are compatible with the 82586 memory structure. This includes all the Action Commands, the Receive Frame Area (including the RFD, Buffer Descriptors, and Data Buffers), the System Control Block, and the initialization procedures. There are two minor differences between the 82596 in the 82586-Compatible memory structure and the 82586.

- When the internal and external loopback bits in the Configure command are set to 11 the 82596 is in external loopback and the $\overline{LPBK}$ pin is activated; in the 82586 this situation would produce internal loopback.
- During a Dump command both the 82596 and 82586 dump the same number of bytes; however, the data format is different.

INITIALIZING THE 82596

A Reset command is issued to the 82596 to prepare it for normal operation. The 82596 is initialized through two data structures that are addressed by two pointers, the System Configuration Pointer (SCP) and the Intermediate System Configuration Pointer (ISCP). The initialization procedure begins when a Channel Attention signal is asserted after RESET. The 82596 uses the address of the double word that contains the SCP as a default—00FFFFF4h. Before the CA signal is asserted this default address can be changed to any other available address by asserting the $\overline{PORT}$ pin and providing the desired address over the $D_{31}-D_4$ pins of the address bus. Pins D_3-D_0 must be 0010; i.e., any alternative address must be aligned to 16 byte boundaries. All addresses sent to the 82596 must be word aligned, which means that all pointers and memory structures must start on an even address (A_0 = zero).

SYSTEM CONFIGURATION POINTER (SCP)

The SCP contains the SYSBUS byte and the location of the next structure of the initialization process, the ISCP. The following parameters are selected in the SYSBUS.

- The 82596 operation mode.
- The Bus Throttle timer triggering method.
- Lock enabled.
- Interrupt polarity.
- Big Endian 32-bit entity mode.

Byte ordering is determined by the LE/$\overline{BE}$ pin. LE/$\overline{BE}$ = 1 selects little endian byte ordering and LE/$\overline{BE}$ = 0 selects big endian byte ordering.

NOTE:
In the following, X indicates a bit not checked in 82586 mode. This bit must be set to 0 in all other modes.

The following diagram illustrates the format of the SCP.

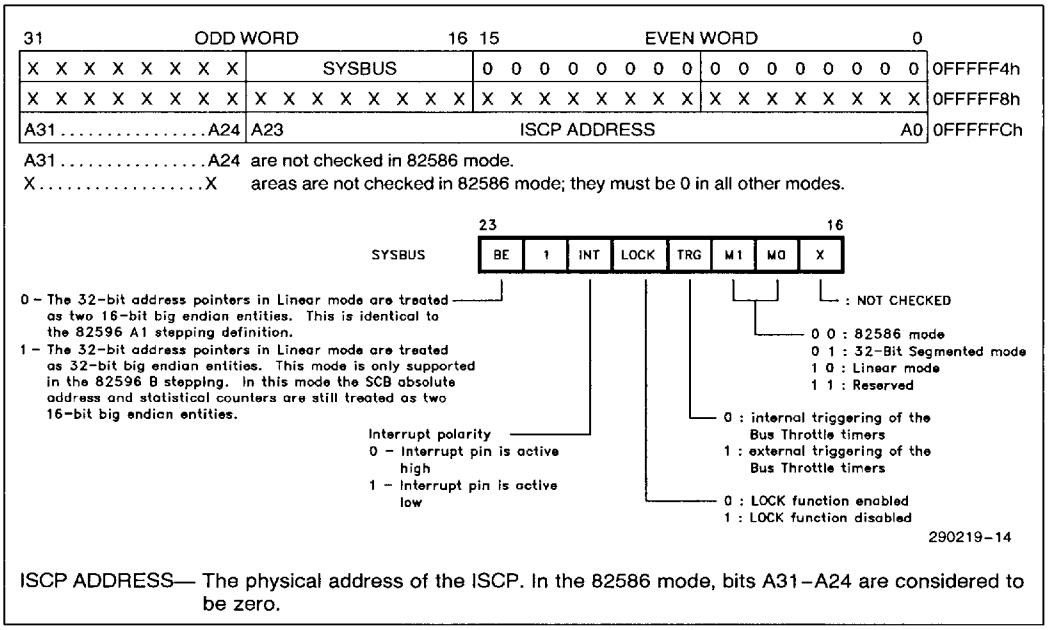


Figure 15. The System Configuration Pointer

Writing the Sysbus

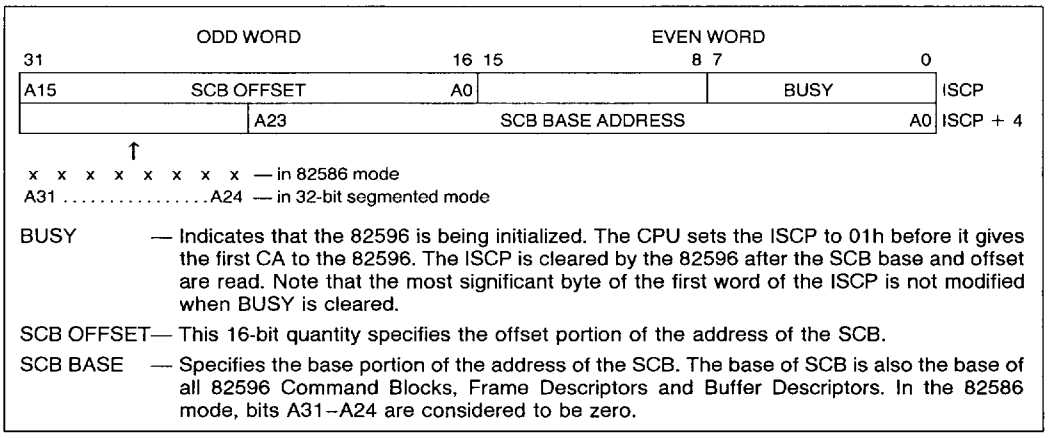
When writing the Sysbus byte it is important to pay attention to the byte order.

- When a Little Endian processor is used, the Sysbus byte is located at byte address 00FFFFF6h (or address $n+2$ if an alternative SCP address n was programmed).
- When a processor using Big Endian byte ordering is used, the SYSBUS, alternative SCP, and ISCP addresses will be different.
  - The Sysbus byte is located at 00FFFFF7h.
  - If an alternative SCP address is programmed, the SYSBUS byte should be at byte address $n+1$.

INTERMEDIATE SYSTEM CONFIGURATION POINTER (ISCP)

The ISCP indicates the location of the System Control Block. Often the SCP is in ROM and the ISCP is in RAM. The CPU loads the SCB address (or an equivalent data structure) into the ISCP and asserts CA. This Channel Attention signal causes the 82596 to begin its initialization procedure and to get the SCB address from the ISCP and SCP. In 82586 and 32-bit Segmented modes the SCP base address is also the base address of all Command Blocks, Frame Descriptors, and Buffer Descriptors (but not buffers). All these data structures must reside in one 64-kB segment; however, in Linear mode no such limitation is imposed.

The following diagram illustrates the ISCP format.

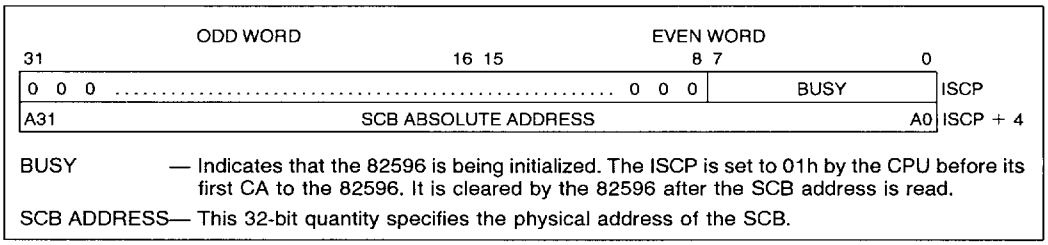


BUSY — Indicates that the 82596 is being initialized. The CPU sets the ISCP to 01h before it gives the first CA to the 82596. The ISCP is cleared by the 82596 after the SCB base and offset are read. Note that the most significant byte of the first word of the ISCP is not modified when BUSY is cleared.

SCB OFFSET— This 16-bit quantity specifies the offset portion of the address of the SCB.

SCB BASE — Specifies the base portion of the address of the SCB. The base of SCB is also the base of all 82596 Command Blocks, Frame Descriptors and Buffer Descriptors. In the 82586 mode, bits A31–A24 are considered to be zero.

Figure 16. The Intermediate System Configuration Pointer—82586 and 32-Bit Segmented Modes



BUSY — Indicates that the 82596 is being initialized. The ISCP is set to 01h by the CPU before its first CA to the 82596. It is cleared by the 82596 after the SCB address is read.

SCB ADDRESS— This 32-bit quantity specifies the physical address of the SCB.

Figure 17. The Intermediate System Configuration Pointer—Linear Mode.

INITIALIZATION PROCESS

The CPU sets up the SCP, ISCP, and the SCB structures, and, if desired, an alternative SCP address. It also sets BUSY to 01h. The 82596 is initialized when a Channel Attention signal follows a Reset signal, causing the 82596 to access the System Configuration Pointer. The sysbus byte, the operational mode, the bus throttle timer triggering method, the interrupt polarity, and the state of $\overline{LOCK}$ are read. After reset the bus throttle

timers are essentially disabled—the T-ON value is infinite, the T-OFF value is zero. After the SCP is read, the 82596 reads the ISCP and saves the SCB address. In 82586 and 32-bit Segmented modes this address is represented as a base address plus the offset (this base address is also the base address of all the control blocks). In Linear mode the base address is also an absolute address. The 82596 clears BUSY, sets CX and CNR to equal 1 in the SCB, clears the SCB command word, sends an interrupt to the CPU, and awaits another Channel Attention signal. RESET configures the 82596 to its default state before CA is asserted.

CONTROLLING THE 82596DX/SX

The host CPU controls the 82596 with the commands, data structures, and methods described in this section. The CPU and the 82596 communicate through shared memory structures. The 82596 contains two independent units: the Command Unit and the Receive Unit. The Command Unit executes commands from the CPU, and the Receive Unit handles frame reception. These two units are controlled and monitored by the CPU through a shared memory structure called the System Control Block (SCB). The CPU and the 82596 use the CA and INT signals to communicate with the SCB.

82596 CPU ACCESS INTERFACE ($\overline{PORT}$)

The 82596 has a CPU access interface that allows the host CPU to do four things.

- Write an alternative System Configuration Pointer address.
- Write an alternative Dump area pointer and perform Dump.
- Execute a software reset.
- Execute a self-test.

The following events initiate the CPU access state.

- Presence of an address on the $D_{31}-D_4$ data bus pins.
- The D_3-D_0 pins are used to select one of the four functions.
- The $\overline{PORT}$ input pin is asserted, as in a regular write cycle.

NOTE

The SCP Dump and Self-Test addresses must be 16-byte aligned.

The 82596 requires two 16-bit write cycles for a port command. The first write holds the internal machines and reads the first 16 bits, the second activates the $\overline{PORT}$ command and reads the second 16 bits.

The $\overline{PORT}$ Reset is useful when only the 82596 needs to be reset. The CPU must wait for 10-system and 5-serial clocks before issuing another CA to the 82596; this new CA begins a new initialization process.

The Dump function is useful for troubleshooting No Response problems. If the chip is in a No Response state, the $\overline{PORT}$ Dump operation can be executed and a $\overline{PORT}$ Reset can be used to reinitialize the 82596 without disturbing the rest of the system.

The Self-Test function can be used for board testing; the 82596 will execute a self-test and write the results to memory.

Table 2. $\overline{PORT}$ Function Selection

	D_{31} ..... D_4 ..... D_0						
Function	**Addresses and Results**			**D_3**	**D_2**	**D_1**	**D_0**
Reset	A31	Don't Care	A4	0	0	0	0
Self-Test	A31	Self-Test Results Address	A4	0	0	0	1
SCP	A31	Alternative SCP Address	A4	0	0	1	0
Dump	A31	Dump Area Pointer	A4	0	0	1	1

MEMORY ADDRESSING FORMATS

The 82596 accesses memory by 32-bit addresses. There are two types of 32-bit addresses: linear and segmented. The type of address used depends on the 82596 operating mode and the type of memory structure it is addressing. The 82596 has three operating modes.

- 82586 Mode
  - A Linear address is a single 24-bit entity. Address pins $A_{31}-A_{24}$ are always zero.
  - A Segmented address uses a 24-bit base and a 16-bit offset.
- 32-bit Segmented Mode
  - A Linear address is a single 32-bit entity.
  - A Segmented address uses a 32-bit base and a 16-bit offset.

NOTE:
In the previous two memory addressing modes, each command header (CB, TBD, RFD, RBD, and SCB) must wholly reside within one segment. If the 82596 encounters a memory structure that does not follow this restriction, the 82596 will fetch the next contiguous location in memory (beyond the segment).

- Linear Mode
  - A Linear address is a single 32-bit entity.
  - There are no Segmented addresses.

Linear addresses are primarily used to address transmit and receive data buffers. In the 82586 and 32-bit Segmented modes, segmented addresses (base plus offset) are used for all Command Blocks, Buffer Descriptors, Frame Descriptors, and System Control Blocks. When using Segmented addresses, only the offset portion of the entity being addressed is specified in the block. The base for all offsets is the same—that of the SCB. See Table A.

LITTLE ENDIAN AND BIG ENDIAN BYTE ORDERING

The 82596 supports both Little Endian and Big Endian byte ordering for its memory structures.

The 82596A1 stepping supports Big Endian byte ordering for word and byte entities. Dword entities are not supported with 82596A1 Big Endian byte ordering. This results in slightly different 82596 memory structures for Big Endian operation. These structures are defined in the *32-Bit LAN Components A1 Manual.*

The 82596 B stepping supports Big Endian byte ordering for dword, word, and byte entities in Linear mode only. All 82596 B 32-bit address pointers are treated as 32-bit Big Endian entities, however, the SCB absolute address and statistical counters are treated as two 16-bit Big Endian entities. This 32-bit Big Endian entity support is configured via bit 7 in the SYSBUS byte.

The 82596 C-step has a New Enhanced Big Endian Mode where in Linear Addressing mode, true 32-bit Big Endian functionality is achieved. New Enhanced Big Endian Mode is enabled exactly the same as the B-step, by setting bit 7 of the SYSBUS byte. This mode is software compatible with the big endian mode of the B-step with one exception—no 32-bit addresses need to be swapped by software in the C-step. In this new mode, the 82596 C-step treats 32-bit address pointers as true 32-bit entities and the SCB absolute address and statistical counters are still treated as two 16-bit big endian entities. Not setting this mode will configure the 82596 C-step to be 100% compatible to the A1-step big endian mode.

NOTE:
All 82596 memory entities must be word or dword aligned, except the transmit buffers can be byte aligned for the 82596 B or C steppings.

An example of a double word entity is a frame descriptor command/status dword, whereas the raw data of the frame are byte entities. Both 32- and 16-bit buses are supported. When a 16-bit bus is used with Big Endian memory organization, data lines D_{15}–D_0 are used. The 82596 has an internal crossover that handles these swap operations.

COMMAND UNIT (CU)

The Command Unit is the logical unit that executes Action Commands from a list of commands very similar to a CPU program. A Command Block is associated with each Action Command. The CU is modeled as a logical machine that takes, at any given time, one of the following states.

- **Idle.** The CU is not executing a command and is not associated with a CB on the list. This is the initial state.
- **Suspended.** The CU is not executing a command; however, it is associated with a CB on the list. The suspend state can only be reached if the CPU forces it through the SCB or sets the suspend bit in the RFD.
- **Active.** The CU is executing an Action Command and pointing to its CB.

The CPU can affect CU operation in two ways: by issuing a CU Control Command or by setting bits in the Command word of the Action Command.

When programming the 82596 CU, it is important to consider the asynchronous way the 82596 processes commands. If a command is issued to the 82596 CU, it may be busy processing other commands. In order to avoid asynchronous race conditions, the following guidelines are recommended to the 82596 programmer:

- If the CU is already in the Active state, and another command needs to be executed, it is unwise to immediately issue another CU Start command. If a new command (or list of commands) needs to be started, first issue a CU Suspend command, wait for the CU to become Suspended, then issue the new CU Start. This will insure that all commands are processed correctly.
- In general, it is a good idea to make sure any CU command has been accepted and executed before issuing a new control command to the CU.

RECEIVE UNIT (RU)

The Receive Unit is the logical unit that receives frames and stores them in memory. The RU is modeled as a logical machine that takes, at any given time, one of the following states.

- **Idle.** The RU has no memory resources and is discarding incoming frames. This is the initial state.
- **No Resources.** The RU has no memory resources and is discarding incoming frames. This state differs from Idle in that the RU accumulates statistics on the number of discarded frames.
- **Suspended.** The RU has memory available for storing frames, but is discarding them. The suspend state can only be reached if the CPU forces it through the SCB or sets the suspend bit in the RFD.
- **Ready.** The RU has memory available and is storing incoming frames.

The CPU can affect RU operation in three ways: by issuing a RU Control Command, by setting bits in the Frame Descriptor Command word of the frame being received, or by setting the EL bit of the current buffer's Buffer Descriptor.

When programming the 82596 RU, it is important to consider the asynchronous way the 82596 processes receive frames. If an RU Start is issued to the 82596 RU, it may be busy processing other incoming packets. In order to avoid asynchronous race conditions, the following guidelines are recommended to the 82596 programmer:

- If the RU is already in the Ready state, and a new RFA is required to be started, it is unwise to immediately issue another RU Start command. If the new RFA needs to be started, first issue an RU Suspend command, wait for the RU to become Suspended, then issue the new RU Start. This will insure that all incoming frames are received correctly.
- In general, it is a good idea to make sure any RU command has been accepted and executed before issuing a new control command to the RU.

SYSTEM CONTROL BLOCK (SCB)

The SCB is a memory block that plays a major role in communications between the CPU and the 82596. Such communications include the following.

- Commands issued by the CPU
- Status reported by the 82596

Control commands are sent to the 82596 by writing them into the SCB and then asserting CA. The 82596 examines the command, performs the required action, and then clears the SCB command word. Control commands perform the following types of tasks.

- Operation of the Command Unit (CU). The SCB controls the CU by specifying the address of the Command Block List (CBL) and by starting, suspending, resuming, or aborting execution of CBL commands.

- Operation of the Bus Throttle. The SCB controls the Bus Throttle timers by providing them with new values and sending the Load and Start timer commands. The timers can be operated in both the 32-bit Segmented and Linear modes.
- Reception of frames by the Receive Unit (RU). The SCB controls the RU by specifying the address of the Receive Frame Area and by starting, suspending, resuming, or aborting frame reception.
- Acknowledgment of events that cause interrupts.
- Resetting the chip.

The 82596 sends status reports to the CPU via the System Control Block. The SCB contains four types of status reports.

- The cause of the current interrupts. These interrupts are caused by one or more of the following 82596 events.
  - The Command Unit completes an Action Command that has its I bit set.
  - The Receive Unit receives a frame.
  - The Command Unit becomes inactive.
  - The Receive Unit becomes not ready.
- The status of the Command Unit.
- The status of the Receive Unit.
- Status reports from the 82596 regarding reception of corrupted frames.

Events can be cleared only by CPU acknowledgment. If some events are not acknowledged by the ACK field the Interrupt signal (INT) will be reissued after Channel Attention (CA) is processed. Furthermore, if a new event occurs while an interrupt is set, the interrupt is temporarily cleared to trigger edge-triggered interrupt controllers.

The CPU uses the Channel Attention line to cause the 82596 to examine the SCB. This signal is trailing-edge triggered—the 82596 latches CA on the trailing edge. The latch is cleared by the 82596 before the SCB control command is read.

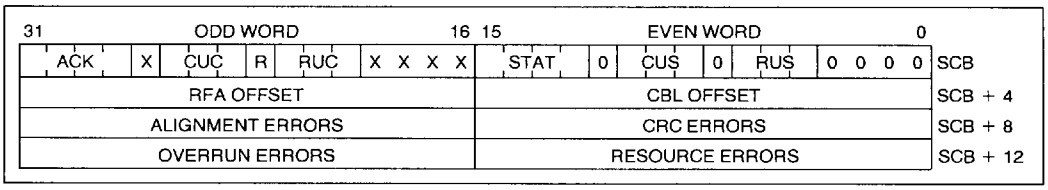


Figure 18. SCB—82586 Mode

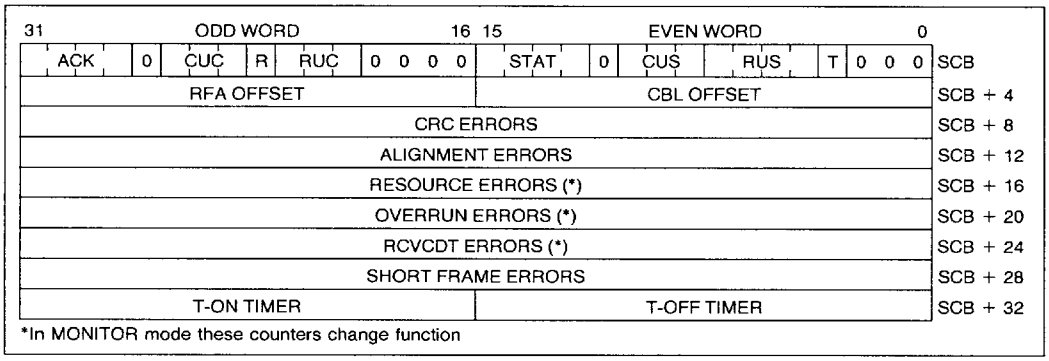


Figure 19. SCB—32-Bit Segmented Mode

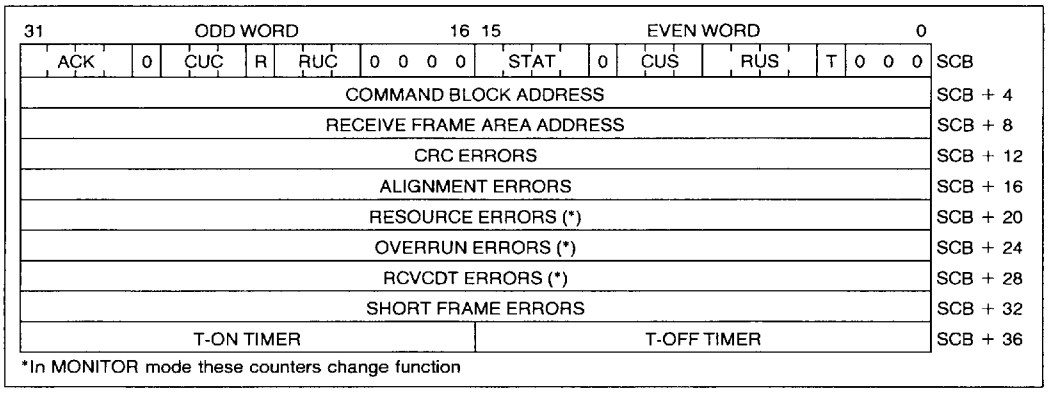
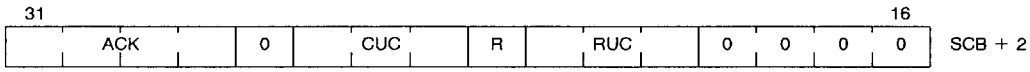


Figure 20. SCB—Linear Mode

Command Word



These bits specifiy the action to be performed as a result of a CA. This word is set by the CPU and cleared by the 82596. Defined bits are:

Bit 31 ACK-CX — Acknowledges that the CU completed an Action Command.

Bit 30 ACK-FR — Acknowledges that the RU received a frame.

Bit 29 ACK-CNA — Acknowledges that the Command Unit became not active.

Bit 28 ACK-RNR — Acknowledges that the Receive Unit became not ready.

Bits 24–26 CUC — (3 bits) This field contains the command to the Command Unit. Valid values are:

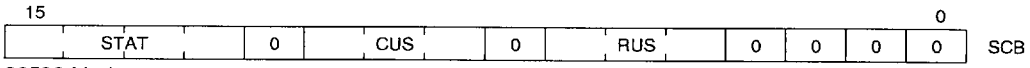
- 0 — NOP (does not affect current state of the unit).
- 1 — Start execution of the first command on the CBL. If a command is executing, complete it before starting the new CBL. The beginning of the CBL is in CBL OFFSET (address).
- 2 — Resume the operation of the Command Unit by executing the next command. This operation assumes that the Command Unit has been previously suspended.
- 3 — Suspend execution of commands on CBL after current command is complete.
- 4 — Abort current command immediately.
- 5 — Loads the Bus Throttle timers so they will be initialized with their new values after the active timer (T-ON or T-OFF) reaches Terminal Count. If no timer is active new values will be loaded immediately. This command is not valid in 82586 mode.
- 6 — Loads and immediately restarts the Bus Throttle timers with their new values. This command is not valid in 82586 mode.
- 7 — Reserved.

Bits 20–22 RUC — (3 bits) This field contains the command to the Receive Unit. Valid values are:

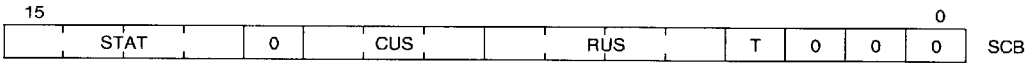
- 0 — NOP (does not alter current state of unit).
- 1 — Start reception of frames. The beginning of the RFA is contained in the RFA OFFSET (address). If a frame is being received complete reception before starting.
- 2 — Resume frame reception (only when in suspended state).
- 3 — Suspend frame reception. If a frame is being received complete its reception before suspending.
- 4 — Abort receiver operation immediately.
- 5–7 — Reserved.

Bit 23 RESET — Reset chip (logically the same as hardware RESET).

Status Word



82586 Mode



32-Bit Segmented and Linear Modes

Indicates the status of the 82596. This word is modified only by the 82596. Defined bits are:

Bit 15 CX — The CU finished executing a command with its I (interrupt) bit set.

Bit 14 FR — The RU finished receiving a frame.

Bit 13 CNA — The Command Unit left the Active state.

Bit 12 RNR — The Receive Unit left the Ready state.

Bits 8–10 CUS — (3 bits) This field contains the status of the command unit. Valid values are:

- 0 — Idle
- 1 — Suspended
- 2 — Active
- 3–7 — Not used

Bits 4–7 RUS — This field contains the status of the receive unit. Valid values are:

- 0h (0000) — Idle
- 1h (0001) — Suspended
- 2h (0010) — No resources. This bit indicates both no resources due to lack of RFDs in the RDL and no resources due to lack of RBDs in the FBL.
- 4h (0100) — Ready
- Ah (1010) — No resources due to no more RBDs. (Not in the 82586 mode.)
- Ch (1100) — No more RBDs (not in the 82586 mode).

No other combinations are allowed.

Bit 3 T — Bus Throttle timers loaded (not in 82586 mode).

SCB OFFSET ADDRESSES

CBL Offset (Address)

In 82586 and 32-bit Segmented modes this 16-bit quantity indicates the offset portion of the address for the first Command Block on the CBL. In Linear mode it is a 32-bit linear address for the first Command Block on the CBL. It is accessed only if CUC equals Start.

RFA Offset (Address)

In 82586 and 32-bit Segmented modes this 16-bit quantity indicates the offset portion of the address for the Receive Frame Area. In Linear mode it is a 32-bit linear address for the Receive Frame Area. It is accessed only if RUC equals Start.

SCB STATISTICAL COUNTERS

Statistical Counter Operation

- The CPU is responsible for clearing all error counters before initializing the 82596. The 82596 updates these counters by reading them, adding 1, and then writing them back to the SCB.
- The counters are wraparound counters. After reaching FFFFFFFFh the counters wrap around to zero.
- The 82596 updates the required counters for each frame. It is possible for more than one counter to be updated; multiple errors will result in all affected counters being updated.
- The 82596 executes the read-counter/increment/write-counter operation without relinquishing the bus (locked operation). This is to ensure that no logical contention exists between the 82596 and the CPU due to both attempting to write to the counters simultaneously. In the dual-port memory configuration the CPU should not execute any write operation to a counter if $\overline{LOCK}$ is asserted.
- The counters are 32-bits wide and their behavior is fully compatible with the IEEE 802.3 standard. The 82596 supports all relevant statistics (mandatory, optional, and desired) through the status of the transmit and receive header and directly through SCB statistics.

CRCERRS

This 32-bit quantity contains the number of aligned frames discarded because of a CRC error. This counter is updated, if needed, regardless of the RU state.

ALNERRS

This 32-bit quantity contains the number of frames that both are misaligned (i.e., where $\overline{CRS}$ deasserts on a nonoctet boundary) and contain a CRC error. The counter is updated, if needed, regardless of the RU state.

SHRTFRM

This 32-bit quantity contains the number of received frames shorter than the minimum frame length.

The last three counters change function in monitor mode.

RSCERRS

This 32-bit quantity contains the number of good frames discarded because there were no resources to contain them. Frames intended for a host whose RU is in the No Receive Resources state, fall into this category. This counter is updated only if the RU is in the No Resources state. When in Moniitor mode, this counter counts the total number of frames.

OVRNERRS

This 32-bit quantity contains the number of frames known to be lost because the local system bus was not available. If the traffic problem lasts longer than the duration of one frame, the frames that follow the first are lost without an indicator, and they are not counted. This counter is updated, if needed, regardless of the RU state.

RCVCDT

This 32-bit counter contains the number of collisions detected during frame reception. This counter will only be updated if at least 64 bytes of data are received before the collision occurs. If a collision occurs before 64 bytes of data are received, the frame is counted as a short frame. If the collisions occurs in the preamble, no counters are incremented.

ACTION COMMANDS AND OPERATING MODES

This section lists all the Action Commands of the Command Unit Command Block List (CBL). Each command contains the Command field, the Status and Control fields, the link to the next Action Command, and any command-specific parameters. There are three basic types of action commands: 82596 Configuration and Setup, Transmission, and Diagnostics. The following is a list of the actual commands.

- NOP
- Individual Address Setup
- Configure
- MC Setup
- Transmit
- TDR
- Dump
- Diagnose

The 82596 has three addressing modes. In the 82586 mode all the Action Commands look exactly like those of the 82586.

- **82586 Mode.** The 82596 software and memory structure is compatible with the 82586.
- **32-Bit Segmented Mode.** The 82596 can access the entire system memory and use the two new memory structures—Simplified and Flexible—while still using the segmented approach. This does not require any significant changes to existing software.
- **Linear Mode.** The 82596 operates in a flat, linear, 4 gigabyte memory space without segmentation. It can also use the two new memory structures.

In the 32-bit Segmented mode there are some differences between the 82596 and 82586 action commands, mainly in programming and activating new 82596 features. Those bits marked "don't care" in the compatible mode are not checked; however, we strongly recommend that those bits all be zeroes; this will allow future enchancements and extensions.

In the Linear mode all of the address offsets become 32-bit address pointers. All new 82596 features are accessible in this mode, and all bits previously marked "don't care" must be zeroes.

The Action Commands, and all other 82596 memory structures, must begin on even byte boundaries, i.e., they must be word aligned.

NOP

This command results in no action by the 82596 except for those performed in the normal command processing. It is used to manipulate the CBL manipulation. The format of the NOP command is shown in Figure 21.

NOP—82586 and 32-Bit Segmented Modes

31															16	15															0	
ODD WORD																			EVEN WORD													
EL	S	I	X	X	X	X	X	X	X	X	X	X	0	0	0	C	B	OK	0	0	0	0	0	0	0	0	0	0	0	0	0	0
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	A15			LINK OFFSET												A0	4

NOP—Linear Mode

31															16	15															0	
ODD WORD																			EVEN WORD													
EL	S	I	0	0	0	0	0	0	0	0	0	0	0	0	0	C	B	OK	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A31																			LINK ADDRESS												A0	4

Figure 21

where:

LINK POINTER — In the 82586 or 32-bit Segmented modes this is a 16-bit offset to the next Command Block. In the Linear mode this is the 32-bit address of the next Command Block.

EL — If set, this bit indicates that this command block is the last on the CBL.

S — If set to one, suspend the CU upon completion of this CB.

I — If set to one, the 82596 will generate an interrupt after execution of the command is complete. If I is not set to one, the CX bit will not be set.

CMD (bits 16–18) — The NOP command. Value: 0h.

Bits 19–28 — Reserved (zero in the 32-bit Segmented and Linear modes).

C — This bit indicates the execution status of the command. The CPU initially resets it to zero when the Command Block is placed on the CBL. Following a command Completion, the 82596 will set it to one.

B — This bit indicates that the 82596 is currently executing the NOP command. It is initially reset to zero by the CPU. The 82596 sets it to one when execution begins and to zero when execution is completed. This bit is also set when the 82596 prefetches the command.

NOTE:

The C and B bits are modified in one operation.

OK — Indicates that the command was executed without error. If set to one no error occurred (command executed OK). If zero an error occur.

INDIVIDUAL ADDRESS SETUP

This command is used to load the 82596 with the Individual Address. This address is used by the 82596 for inserting the Source Address during transmission and recognizing the Destination Address during reception. After RESET, and prior to Individual Address Setup Command execution, the 82596 assumes the Broadcast Address is the Individual Address in all aspects, i.e.:

- This will be the Individual Address Match reference.
- This will be the Source Address of a transmitted frame (for AL-LOC = 0 mode only).

The format of the Individual Address Setup command is shown in Figure 22.

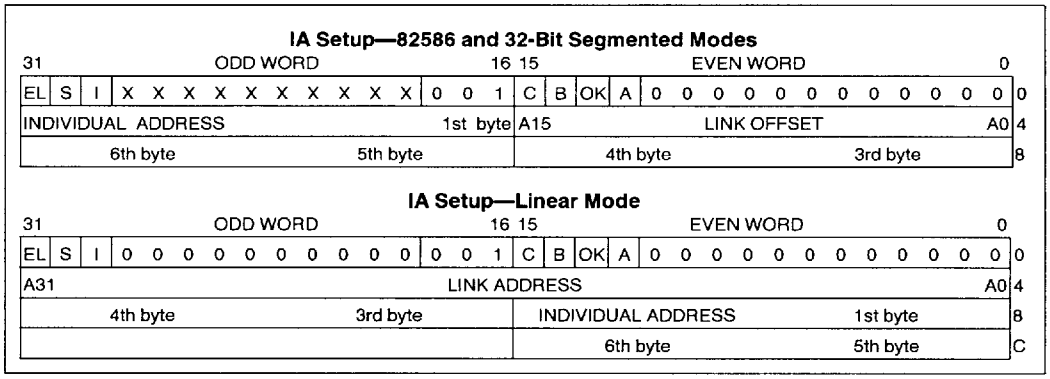


Figure 22

where:

LINK ADDRESS, EL, B, C, I, S — As per standard Command Block (see the NOP command for details)

A — Indicates that the command was abnormally terminated due to CU Abort control command. If one, then the command was aborted, and if necessary it should be repeated. If this bit is zero, the command was not aborted.

Bits 19–28 — Reserved (zero in the 32-bit Segmented and Linear modes).

CMD (bits 16–18) — The Address Setup command. Value: 1h.

INDIVIDUAL ADDRESS — The individual address of the node, 0 to 6 bytes long.

The least significant bit of the Individual Address must be zero for Ethernet (see the Command Structure). However, no enforcement of 0 is provided by the 82596. Thus, an Individual Address with 1 as its least significant bit is a valid Individual Address in all aspects.

The default address length is 6 bytes long, as in 802.3. If a different length is used the IA Setup command should be executed after the Configure command.

CONFIGURE

The Configure command loads the 82596 with its operating parameters. It allows changing some of the parameters by specifying a byte count less than the maximum number of configuration bytes (11 in the 82586 mode, 14 in the 32-Bit Segmented and Linear modes). The 82596 configuration depends on its mode of operation.

- In the 82586 mode the maximum number of configuration bytes is 12. Any number larger than 12 will be reduced to 12 and any number less than 4 will be increased to 4. When configuring the 12th byte (Byte 11 undefined) in 82586 mode this byte should be all ones.
- The additional features of the serial side are disabled in the 82586 mode.
- In both the 32-Bit Segmented and Linear modes there are four additional configuration bytes, which hold parameters for additional 82596 features. If these parameters are not accessed, the 82596 will follow their default values.
- For more detailed information refer to the *32-Bit LAN Components User's Manual.*

The format of the Configure command is shown in Figures 23, 24, and 25.

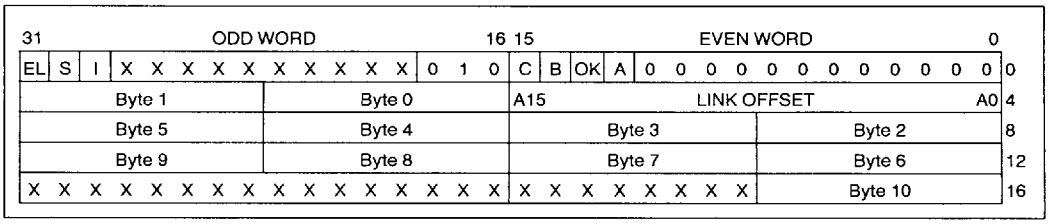


Figure 23. CONFIGURE—82586 Mode

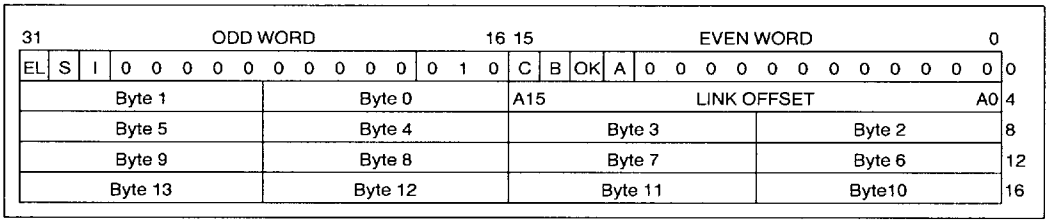


Figure 24. CONFIGURE—32-Bit Segmented Mode

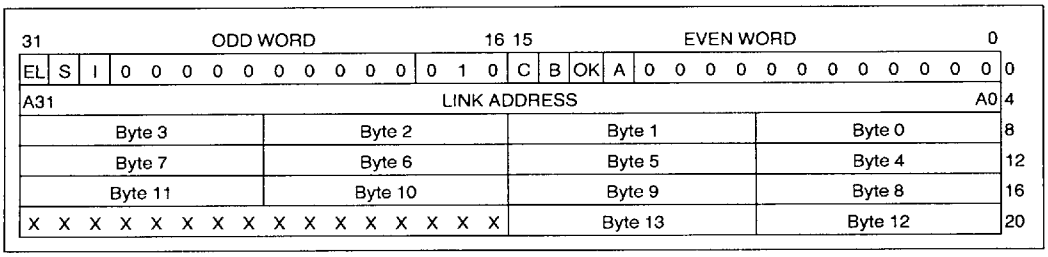


Figure 25. CONFIGURE—Linear Mode

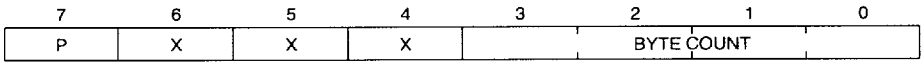
LINK ADDRESS, EL, B, C, I, S — As per standard Command Block (see the NOP command for details)

A — Indicates that the command was abnormally terminated due to a CU Abort control command. If 1, then the command was aborted and if necessary it should be repeated. If this bit is 0, the command was not aborted.

Bits 19–28 — Reserved (zero in the 32-Bit Segmented and Linear Modes)

CMD (bits 16–18) — The CONFIGURE command. Value: 2h.

The interpretation of the fields follows:

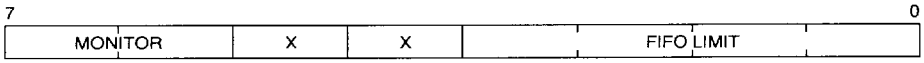


BYTE 0

BYTE CNT (Bits 0–3) — Byte Count. Number of bytes, including this one, that hold parameters to be configured.

PREFETCHED (Bit 7) — Enable the 82596 to write the prefetched bit in all prefetch RBDs.

NOTE:
The P bit is valid only in the new memory structure modes. In 82586 mode this bit is disabled (i.e., no prefetched mark).

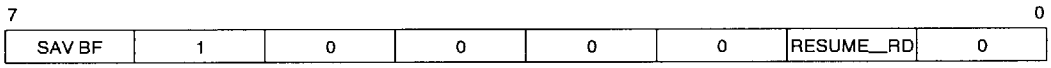


BYTE 1

FIFO Limit (Bits 0–3) — FIFO limit.

MONITOR# (Bits 6–7) — Receive monitor options. If the Byte Count of the configure command is less than 12 bytes then these Monitor bits are ignored.

DEFAULT: C8h



BYTE 2

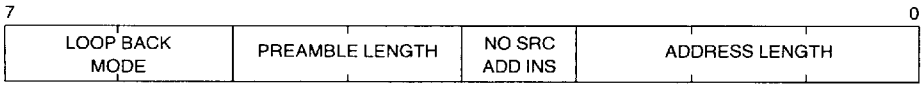
RESUME_RD (Bit 1) — 0— The 82596 does not reread the next CB on the list when a CU RESUME Control Command is issued.

1— The 82596 will reread the next CB on the list when a CU RESUME Control Command is issued. This is available only on the 82596B stepping.

SAV BF (Bit 7) — 0— Received bad frames are not saved in the memory.

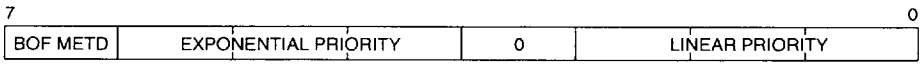
1— Received bad frames are saved in the memory.

DEFAULT: 40h



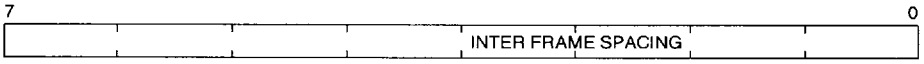
BYTE 3

ADR LEN (Bits 0–2)	Address length (any kind).
NO SCR ADD INS (Bit 3)	No Source Address Insertion. In the 82586 this bit is called AL LOC.
PREAM LEN (Bits 4–5)	Preamble length.
LP BCK MODE (Bits 6–7)	Loopback mode.
DEFAULT: 26h	



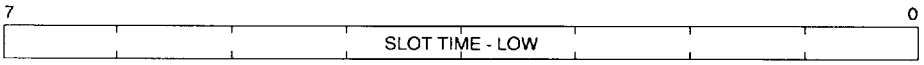
BYTE 4

LIN PRIO (Bits 0–2)	Linear Priority.
EXP PRIO (Bits 4–6)	Exponential Priority.
BOF METD (Bit 7)	Exponential Backoff method.
DEFAULT: 00h	



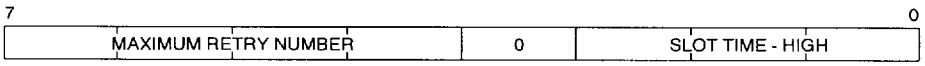
BYTE 5

INTERFRAME SPACING	Interframe spacing.
DEFAULT: 60h	



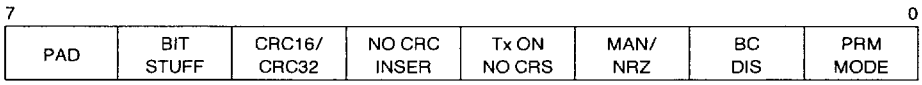
BYTE 6

SLOT TIME (L)	Slot time, low byte.
DEFAULT: 00h	



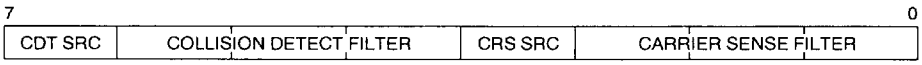
BYTE 7

SLOT TIME (H) (Bits 0–2)	Slot time, high part.
RETRY NUM (Bits 4–7)	Number of transmission retries on collision.
DEFAULT: F2h	



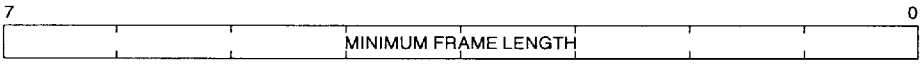
BYTE 8

PRM (Bit 0)	Promiscuous mode.
BC DIS (Bit 1)	Broadcast disable.
MANCH/NRZ (Bit 2)	Manchester or NRZ encoding. See specific timing requirements for TxC in Manchester mode.
TONO CRS (Bit 3)	Transmit on no CRS.
NOCRC INS (Bit 4)	No CRC insertion.
CRC-16/CRC-32 (Bit 5)	CRC type.
BIT STF (Bit 6)	Bit stuffing.
PAD (Bit 7)	Padding.
DEFAULT: 00h	



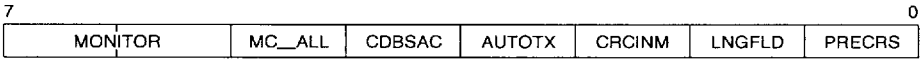
BYTE 9

CRSF (Bits 0–2)	Carrier Sense filter (length).
CRS SRC (Bit 3)	Carrier Sense source.
CDTF (Bits 4–6)	Collision Detect filter (length).
CDT SRC (Bit 7)	Collision Detect source.
DEFAULT: 00h	



BYTE 10

MIN FRAME LEN	Minimum frame length.
DEFAULT: 40h	



BYTE 11

PRECRS (Bit 0)	Preamble until Carrier Sense
LNGFLD (Bit 1)	Length field. Enables padding at the End-of-Carrier framing (802.3).
CRCINM (Bit 2)	Rx CRC appended to the frame in memory.
AUTOTX (Bit 3)	Auto retransmit.
CDBSAC (Bit 4)	Collision Detect by source address recognition.
MC__ALL (Bit 5)	Enable to receive all MC frames.
MONITOR (Bits 6–7)	Receive monitor options.
DEFAULT: FFH	

7							0
0	FDX	0	0	0	0	0	0

BYTE 12

FDX (Bit 6) Enables Full Duplex operation.

DEFAULT: 00h

7							0
DIS_BOF	MULT_IA	1	1	1	1	1	1

BYTE 13

MULT_IA (Bit 6) Multiple individual address.

DIS_BOF (Bit 7) Disable the backoff algorithm.

DEFAULT: 3Fh

A reset (hardware or software) configures the 82596 according to the following defaults.

Table 4. Configuration Defaults

	Parameter	Default Value	Units/Meaning
	ADDRESS LENGTH	**6	Bytes
	A/L FIELD LOCATION	0	Located in FD
*	AUTO RETRANSMIT	1	Auto Retransmit Enable
	BITSTUFFING/EOC	0	EOC
	BROADCAST DISABLE	0	Broadcast Reception Enabled
*	CDBSAC	1	Disabled
	CDT FILTER	0	Bit Times
	CDT SRC	0	External Collision Detection
*	CRC IN MEMORY	1	CRC Not Transferred to Memory
	CRC-16/CRC-32	**0	CRC-32
	CRS FILTER	0	0 Bit Times
	CRS SRC	0	External CRS
*	DISBOF	0	Backoff Enabled
	EXT LOOPBACK	0	Disabled
	EXPONENTIAL PRIORITY	**0	802.3 Algorithm
	EXPONENTIAL BACKOFF METHOD	**0	802.3 Algorithm
*	FULL DUPLEX (FDX)	0	CSMA/CD Protocol (No FDX)
	FIFO THRESHOLD	8	TX: 32 Bytes, RX: 64 Bytes
	INT LOOPBACK	0	Disabled
	INTERFRAME SPACING	**96	Bit Times
	LINEAR PRIORITY	**0	802.3 Algorithm
*	LENGTH FIELD	1	Padding Disabled
	MIN FRAME LENGTH	**64	Bytes
*	MC ALL	1	Disabled
*	MONITOR	11	Disabled
	MANCHESTER/NRZ	0	NRZ
*	MULTI IA	0	Disabled
	NUMBER OF RETRIES	**15	Maximum Number of Retries
	NO CRC INSERTION	0	CRC Appended to Frame
	PREFETCH BIT IN RBD	0	Disabled (Valid Only in New Modes)
	PREAMBLE LENGTH	**7	Bytes
*	Preamble Until CRS	1	Disabled
	PROMISCUOUS MODE	0	Address Filter On
	PADDING	0	No Padding
	SLOT TIME	**512	Bit Times
	SAVE BAD FRAME	0	Discards Bad Frames
	TRANSMIT ON NO CRS	0	Disabled

NOTES:
1. This configuration setup is compatible with the IEEE 802.3 specification.
2. The Asterisk "*" signifies a new configuration parameter not available in the 82586.
3. The default value of the Auto retransmit configuration parameter is enabled (1).
4. Double Asterisk "**" signifies IEEE 802.3 requirements.

MULTICAST-SETUP

This command is used to load the 82596 with the Multicast-IDs that should be accepted. As noted previously, the filtering done on the Multicast-IDs is not perfect and some unwanted frames may be accepted. This command resets the current filter and reloads it with the specified Multicast-IDs. The format of the Multicast-addresses setup command is:

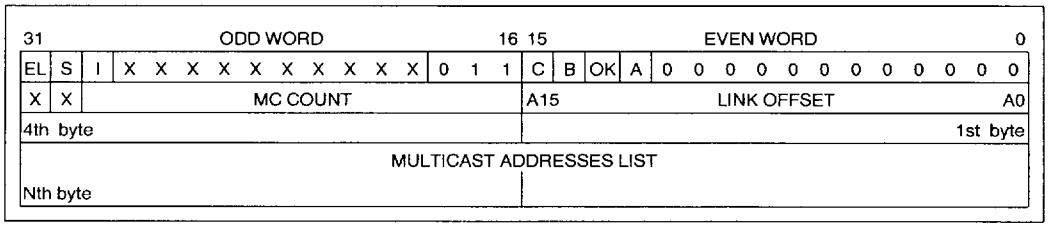


Figure 26. MC Setup—82586 and 32-Bit Segmented Modes

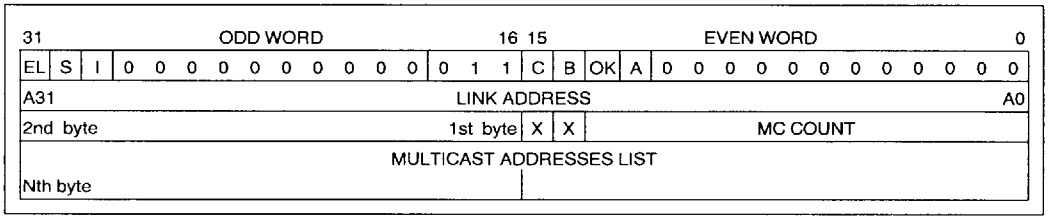


Figure 27. MC Setup—Linear Mode

where:

LINK ADDRESS, EL, B, C, I, S — As per standard Command Block (see the NOP command for details)

A — Indicates that the command was abnormally terminated due to a CU Abort control command. If one, then the command was aborted and if necessary it should be repeated. If this bit is zero, the command was not aborted.

Bits 19–28 — Reserved (0 in both the 32-Bit Segmented and Linear Modes).

CMD (bits 16–18) — The MC SETUP command value: 3h.

MC-CNT — This 14-bit field indicates the number of bytes in the MC LIST field. The MC CNT must be a multiple of the ADDR LEN; otherwise, the 82596 reduces the MC CNT to the nearest ADDR LEN multiple. MC CNT = 0 implies resetting the Hash table which is equivalent to disabling the Multicast filtering mechanism.

MC LIST — A list of Multicast Addresses to be accepted by the 82596. The least significant bit of each MC address must be 1.

NOTE:

The list is sequential; i.e., the most significant byte of an address is immediately followed by the least significant byte of the next address.

— When the 82596 is configured to recognize multiple Individual Address (Multi-IA), the MC-Setup command is also used to set up the Hash table for the individual address.

The least significant bit in the first byte of each IA address must be 0.

TRANSMIT

This command is used to transmit a frame of user data onto the serial link. The format of a Transmit command is as follows.

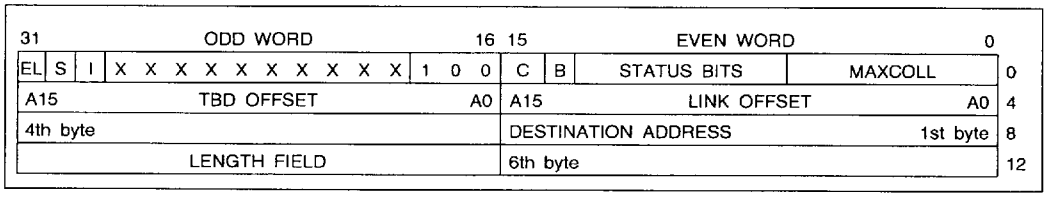


Figure 28. TRANSMIT—82586 Mode

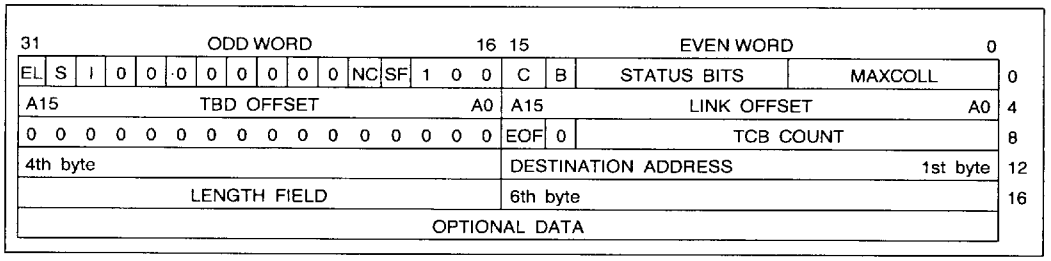


Figure 29. TRANSMIT—32-Bit Segmented Mode

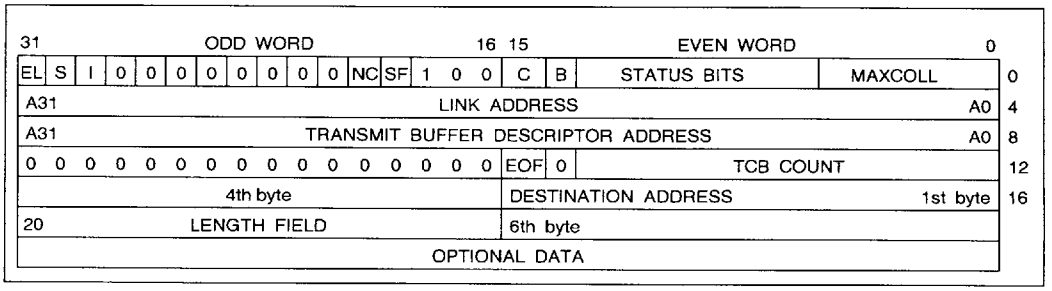
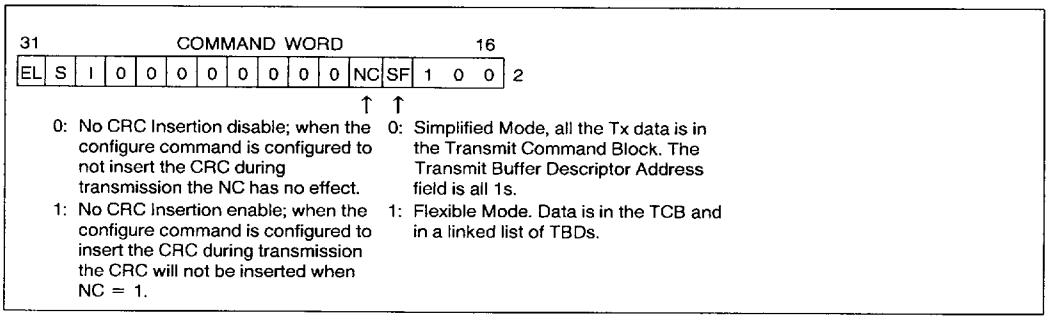


Figure 30. TRANSMIT—Linear Mode



where:

EL, B, C, I, S	— As per standard Command Block (see the NOP command for details).
OK (Bit 13)	— Error free completion.
A (Bit 12)	— Indicates that the command was abnormally terminated due to CU Abort control command. If 1, then the command was aborted, and if necessary it should be repeated. If this bit is 0, the command was not aborted.
Bits 19–28	— Reserved (0 in the 32-bit Segmented and Linear modes).
CMD (Bits 16–18)	— The transmit command: 4h.
Status Bit 11	— Late collision. A late collision (a collision after the slot time is elapsed) is detected.
Status Bit 10	— No Carrier Sense signal during transmission. Carrier Sense signal is monitored from the end of Preamble transmission until the end of the Frame Check Sequence for TONOCRS = 1 (Transmit On No Carrier Sense mode) it indicates that transmission has been executed despite a lack of CRS. For TONOCRS = 0 (Ethernet mode), this bit also indicates unsuccessful transmission (transmission stopped when lack of Carrier Sense has been detected).
Status Bit 9	— Transmission unsuccessful (stopped) due to Loss of $\overline{CTS}$.
Status Bit 8	— Transmission unsuccessful (stopped) due to DMA Underrun; i.e., the system did not supply data for transmission.
Status Bit 7	— Transmission Deferred, i.e., transmission was not immediate due to previous link activity.
Status Bit 6	— Heartbeat Indicator, Indicates that after a previously performed transmission, and before the most recently performed transmission, (Interframe Spacing) the CDT signal was monitored as active. This indicates that the Ethernet Transceiver Collision Detect logic is performing properly. The Heartbeat is monitored during the Interframe Spacing period.
Status Bit 5	— Transmission attempt was stopped because the number of collisions exceeded the maximum allowable number of retries.
Status Bit 4	— 0 (Reserved).
MAX-COL (Bits 3–0)	— The number of Collisions experienced during this frame. Max Col = 0 plus S5 = 1 indicates 16 collisions.
LINK OFFSET	— As per standard Command Block (see the NOP for details).
TBD POINTER	— In the 82586 and 32-bit Segmented modes this is the offset of the first Tx Buffer Descriptor containing the data to be transmitted. In the Linear mode this is the 32-bit address of the first Tx Buffer Descriptor on the list. If the TBD POINTER is all 1s it indicates that no TBD is used.
DEST ADDRESS	— Contains the Destination Address of the frame. The least significant bit (MC) indicates the address type. MC = 0: Individual Address. MC = 1: Multicast or Broadcast Address. If the Destination Address bits are all 1s this is a Broadcast Address.
LENGTH FIELD	— The contents of this 2-byte field are user defined. In 802.3 it contains the length of the data field. It is placed in memory in the same order it is transmitted; i.e., most significant byte first, least significant byte second.
TCB COUNT	— This 14-bit counter indicates the number of bytes that will be transmitted from the Transmit Command Block, starting from the third byte after the TCB COUNT field (address $n+12$ in the 32-bit Segmented mode, $N+16$ in the Linear mode). The TCB COUNT field can be any number of bytes (including an odd byte), this allows the user to transmit a frame with a header having an odd number of bytes. The TCB COUNT field is not used in the 82586 mode.
EOF Bit	— Indicates that the whole frame is kept in the Transmit Command Block. In the Simplified memory model it must be always asserted.

The interpretation of what is transmitted depends on the No Source Address insertion configuration bit and the memory model being used.

NOTES

1. The Destination Address and the Length Field are sequential of the Length Field immediately follows the most significant byte of the Destination Address.
2. In case the 82596 is configured with No Source Address insertion bit equal to 0, the 82596 inserts its configured Source Address in the transmitted frame.
   - In the 82586 mode, or when the Simplified memory model is used, the Destination and Length fields of the transmitted frame are taken from the Transmit Command Block.
   - If the FLEXIBLE memory model is used, the Destination and Length fields of the transmitted frame can be found either in the TCB or TBD, depending on the TCB COUNT.
3. If the 82596 is configured with the Address/Length Field Location equal to 1, the 82596 does not insert its configured Source Address in the transmitted frame. The first (2 × Address Length) + 2 bytes of the transmitted frame are interpreted as Destination Address, Source Address, and Length fields respectively. The location of the first transmitted byte depends on the operational mode of the 82596:
   - In the 82586 mode, it is always the first byte of the first Tx Buffer.
   - In both the 32-bit Segmented and Linear modes it depends on the SF bit and TCB COUNT:
     - — In the Simplified memory mode the first transmitted byte is always the third byte after the TCB COUNT field.
     - — In the Flexible mode, if the TCB COUNT is greater than 0 then it is the third byte after the TCB COUNT field. If TCB COUNT equals 0 then it is first byte of the first Tx Buffer.
   - Transmit frames shorter than six bytes are invalid. The transmission will be aborted (only in 82586 mode) because of a DMA Underrun.
4. Frames which are aborted during transmission are jammed. Such an interruption of transmission can be caused by any reason indicated by any of the status bits 8, 9, 10 and 12.

JAMMING RULES

1. Jamming will not start before completion of preamble transmission.
2. Collisions detected during transmission of the last 11 bits will not result in jamming.

The format of a Transmit Buffer Descriptor is:

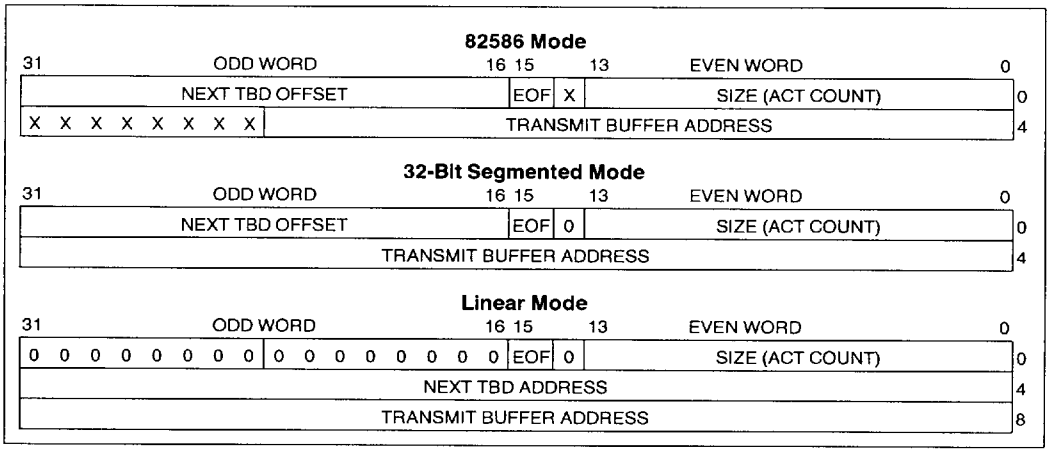


Figure 31

where:

EOF — This bit indicates that this TBD is the last one associated with the frame being transmitted. It is set by the CPU before transmit.

SIZE (ACT COUNT) — This 14-bit quantity specifies the number of bytes that hold information for the current buffer. It is set by the CPU before transmission.

NEXT TBD ADDRESS — In the 82586 and 32-bit Segmented modes, it is the offset of the next TBD on the list. In the Linear mode this is the 32-bit address of the next TBD on the list. It is meaningless if EOF = 1.

BUFFER ADDRESS — The starting address of the memory area that contains the data to be sent. In the 82586 mode, this is a 24-bit address (A31–A24 are considered to be zero). In the 32-bit Segmented and Linear modes this is a 32-bit address. This buffer can be byte aligned for the 82596 B-step.

TDR

This operation activates Time Domain Reflectometry, which is a mechanism to detect open or short circuits on the link and their distance from the diagnosing station. The TDR command has no parameters. The TDR transmit sequence was changed, compared to the 82586, to form a regular transmission. The TDR command is designed to be used statically. Make sure that both the CU and RU are idle before attempting a TDR command. The TDR bit stream is as follows.

— Preamble

— Source address

— Another Source address (the TDR frame is transmitted back to the sending station, so DEST ADR = SRC ADR).

— Data field containing 7Eh patterns.

— Jam Pattern, which is the inverse CRC of the transmitted frame.

Maximum length of the TDR frame is 2048 bits. If the 82596 senses collision while transmitting the TDR frame it transmits the jam pattern and stops the transmission. The 82596 then triggers an internal timer (STC); the timer is reset at the beginning of transmission and reset if CRS is returned. The timer measures the time elapsed from the start of transmission until an echo is returned. The echo is indicated by Collision Detect going active or a drop in the Carrier Sense signal. The following table lists the possible cases that the 82596 is able to analyze.

Conditions of TDR as Interpreted by the 82596

Transceiver Type / Condition	Ethernet	Non Ethernet
Carrier Sense was inactive for 2048-bit-time periods	Short or Open on the Transceiver Cable	NA
Carrier Sense signal dropped	Short on the Ethernet cable	NA
Collision Detect went active	Open on the Ethernet cable	Open on the Serial Link
The Carrier Sense Signal did not drop or the Collision Detect did not go active within 2048-bit time period	No Problem	No Problem

An Ethernet transceiver is defined as one that returns transmitted data on the receive pair and activates the Carrier Sense Signal while transmitting. A Non-Ethernet Transceiver is defined as one that does not do so.

The format of the Time Domain Reflectometer command is:

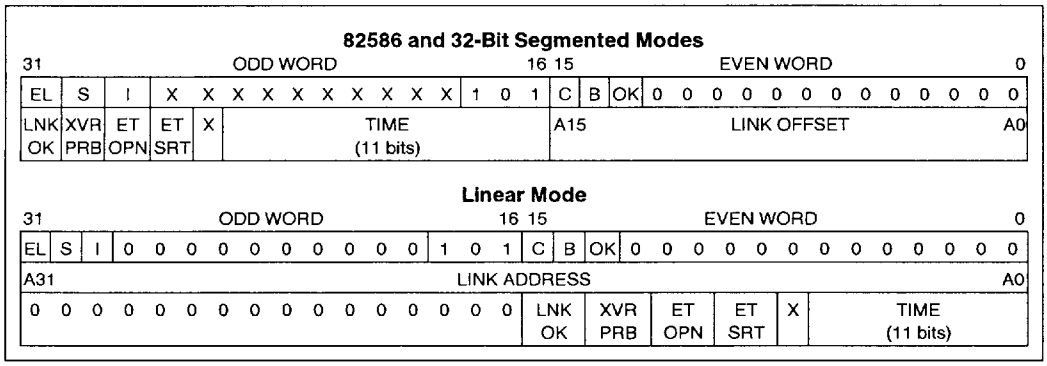


Figure 32. TDR

where:

LINK ADDRESS, EL, B, C, I, S — As per standard Command Block (see the NOP command for details).

A — Indicates that the command was abnormally terminated due to CU Abort control command. If one, then the command was aborted, and if necessary it should be repeated. If this bit is zero, the command was not aborted.

Bits 19–28 — Reserved (0 in the 32-bit Segmented and Linear Modes).

CMD (Bits 16–18) — The TDR command. Value: 5h.

TIME — An 11-bit field that specifies the number of TxC cycles that elapsed before an echo was observed. No echo is indicated by a reception consisting of "1s" only. Because the network contains various elements such as transceiver links, transceivers, Ethernet, repeaters etc., the TIME is not exactly proportional to the problems distance.

LNK OK (Bit 15) — No link problem identified. TIME = 7FFh.

XCVR PRB (Bit 14) — Indicates a Transceiver problem. Carrier Sense was inactive for 2048-bit time period. LNK OK = 0. TIME = 7FFh.

ET OPN (Bit 13) — The transmission line is not properly terminated. Collision Detect went active and LNK OK = 0.

ET SRT (Bit 12) — There is a short circuit on the transmission line. Carrier Sense Signal dropped and LNK OK = 0.

DUMP

This command causes the contents of various 82596 registers to be placed in a memory area specified by the user. It is supplied as a 82596 self-diagnostic tool, and to provide registers of interest to the user. The format of the DUMP command is:

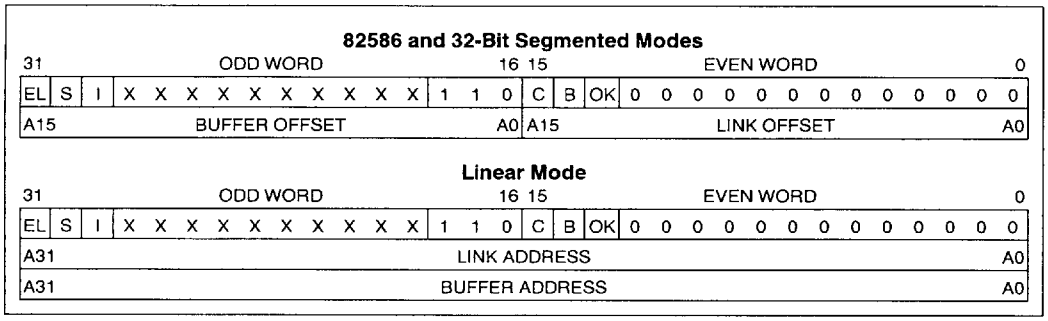


Figure 33. Dump

where:

LINK ADDRESS, EL, B, C, I, S — As per standard Command Block (see the NOP command for details).

OK — Indicates error free completion.

Bits 19–28 — Reserved (0 in the 32-bit Segmented and Linear Modes).

CMD (Bits 16–18) — The Dump command. Value: 6h.

BUFFER POINTER — In the 82586 and 32-bit Segmented modes this is the 16-bit-offset portion of the dump area address. In the Linear mode this is the 32-bit linear address of the dump area.

Dump Area Information Format

- The 82596 is not Dump compatible with the 82586 because of the 32-bit internal architecture. In 82586 mode the 82596 will dump the same number of bytes as the 82586. The compatible data will be marked with an asterisk.
- In 82586 mode the dump area is 170 bytes.
- The dump area format of the 32-bit Segmented and Linear modes is described in Figure 35.
- The size of the dump area of the 32-bit Segmented and Linear modes is 304 bytes.
- When the dump is executed by the Port command an extra word will be appended to the Dump Area. The extra word is a copy of the Dump Area status word (containing the *C, B,* and *OK* bits). The *C* and *OK* bits are set when the 82596 has completed the Port Dump command.

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0	
DMA CONTROL REGISTER*	00
CONFIGURE BYTES 3, 2	02
CONFIGURE BYTES 5, 4	04
CONFIGURE BYTES 7, 6	06
CONFIGURE BYTES 9, 8	08
CONFIGURE BYTES 10	0A
I.A. BYTES 1, 0*	0C
I.A. BYTES 3, 2*	0E
I.A. BYTES 5, 4*	10
LAST T.X. STATUS*	12
T.X. CRC BYTES 1, 0*	14
T.X. CRC BYTES 3, 2*	16
R.X. CRC BYTES 1, 0*	18
R.X. CRC BYTES 3, 2*	1A
R.X. TEMP MEMORY 1, 0*	1C
R.X. TEMP MEMORY 3, 2*	1E
R.X. TEMP MEMORY 5, 4*	20
LAST RECEIVED STATUS*	22
HASH REGISTER BYTES 1, 0*	24
HASH REGISTER BYTES 3, 2*	26
HASH REGISTER BYTES 5, 4*	28
HASH REGISTER BYTES 7, 6*	2A
SLOT TIME COUNTER*	2C
WAIT TIME COUNTER*	2E
MICRO MACHINE** REGISTER FILE 60 BYTES	30 . . . 6A
MICRO MACHINE LFSR**	6C
MICRO MACHINE FLAG ARRAY 14 BYTES	6E . . . 7A
QUEUE MEMORY** CU PORT 8 BYTES	7C . . 82
MICRO MACHINE ALU**	84
RESERVED**	86
M.M. TEMP A ROTATE R**	88
M.M. TEMP A**	8A
T.X. DMA BYTE COUNT**	8C
M.M. INPUT PORT ADDRESS**	8E
T.X. DMA ADDRESS**	90
M.M. OUTPUT PORT**	92
R.X. DMA BYTE COUNT**	94
M.M. OUTPUT PORT ADDRESS REGISTER**	96
R.X. DMA ADDRESS**	98
RESERVED**	9A
BUS THROTTLE TIMERS	9C
DIU CONTROL REGISTER**	9E
RESERVED**	A0
DMA CONTROL REGISTER**	A2
BIU CONTROL REGISTER**	A4
M.M. DISPATCHER REGISTER**	A6
M.M. STATUS REGISTER**	A8

NOTE:
*The 82596 is not Dump compatible with the 82586 because of the 32-bit internal architecture. In 82586 mode the 82596 will dump the same number of bytes as the 82586. The compatible data will be marked with an asterisk.
**These bytes are not user defined, results may vary from Dump command to Dump command.

Figure 34. Dump Area Format—82586 Mode

31		0
CONFIGURE BYTES 5, 4, 3, 2		00
CONFIGURE BYTES 9, 8, 7, 6		04
CONFIGURE BYTES 13, 12, 11, 10		08
I.A. BYTES 1, 0	X X X X X X X X	0C
I.A. BYTES 5, 2		10
TX CRC BYTES 0, 1	LAST T.X. STATUS	14
RX CRC BYTES 0, 1	TX CRC BYTES 3, 2	18
RX TEMP MEMORY 1, 0	RX CRC BYTES 3, 2	1C
R.X. TEMP MEMORY 5, 2		20
HASH REGISTERS 1, 0	LAST R.X. STATUS	24
HASH REGISTER BYTES 5, 2		28
SLOT TIME COUNTER	HASH REGISTERS 7, 6	2C
RECEIVE FRAME LENGTH	WAIT-TIME COUNTER	30
MICRO MACHINE** REGISTER FILE 128 BYTES		34 . . . B0
MICRO MACHINE LFSR**		B4
MICRO MACHINE** FLAG ARRAY 28 BYTES		B8 . . . D0
M.M. INPUT PORT** 16 BYTES		D4 E0
MICRO MACHINE ALU**		E4
RESERVED**		E8
M.M. TEMP A ROTATE R.**		EC
M.M. TEMP A**		F0
T.X. DMA BYTE COUNT**		F4
M.M. INPUT PORT ADDRESS REGISTER**		F8
T.X. DMA ADDRESS**		FC
M.M. OUTPUT PORT REGISTER**		100
R.X. DMA BYTE COUNT**		104
M.M. OUTPUT PORT ADDRESS REGISTER**		108
R.X. DMA ADDRESS REGISTER**		10C
RESERVED**		110
BUS THROTTLE TIMERS		114
DIU CONTROL REGISTER**		118
RESERVED**		11C
DMA CONTROL REGISTER**		120
BIU CONTROL REGISTER**		124
M.M. DISPATCHER REG.**		128
M.M. STATUS REGISTER**		12C

NOTE:
The 82596 is not Dump compatible with the 82586 because of the 32-bit internal architecture. In 82586 mode the 82596 will dump the same number of bytes as the 82586. The compatible data will be marked with an asterisk.
**These bytes are not user defined, results may vary from Dump command to Dump command.

Figure 35. Dump Area Format—Linear and 32-Bit Segmented Mode

DIAGNOSE

The Diagnose Command triggers an internal self-test procedure that checks internal 82596 hardware, which includes:

- Exponential Backoff Random Number Generator (Linear Feedback Shift Register).
- Exponential Backoff Timeout Counter.
- Slot Time Period Counter.
- Collision Number Counter.
- Exponential Backoff Shift Register.
- Exponential Backoff Mask Logic.
- Timer Trigger Logic.

This procedure checks the operation of the Backoff block, which resides in the serial side and is not easily controlled. The Diagnose command is performed in two phases.

The format of the 82596 Diagnose command is:

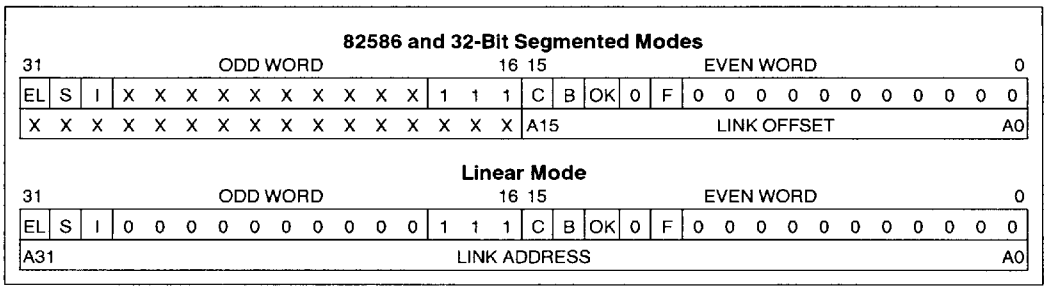


Figure 36. Diagnose

where:

LINK ADDRESS, EL, B, C, I, S	— As per standard Command Block (see the NOP command for details).
Bits 19–28	— Reserved (0 in the 32-bit Segmented and Linear Modes).
CMD (bits 16–18)	— The Diagnose command. Value: 7h.
OK (bit 13)	— Indicates error free completion.
F (bit 11)	— Indicates that the self-test procedure has failed.

RECEIVE FRAME DESCRIPTOR

Each received frame is described by one Receive Frame Descriptor (see Figure 37). Two new memory structures are available for the received frames. The structures are available only in the Linear and 32-bit Segmented modes.

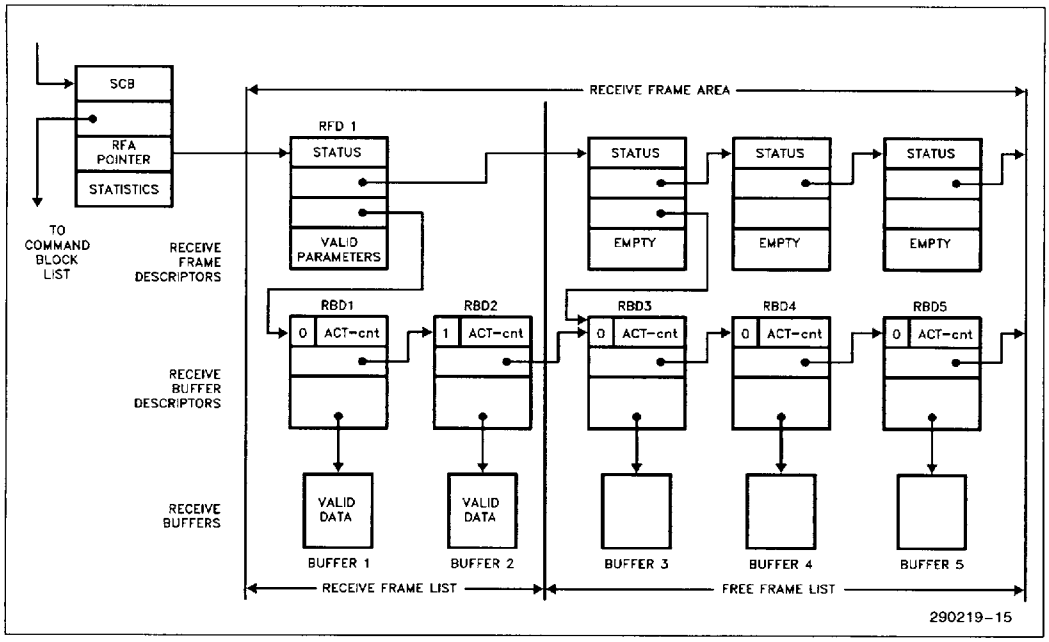


Figure 37. The Receive Frame Area

Simplified Memory Structure

The first is the Simplified memory structure, the data section of the received frame is part of the RFD and is located immediately after the Length Field. Receive Buffer Descriptors are not used with the Simplified structure, it is primarily used to make programming easier. If the length of the data area described in the Size Field is smaller than the incoming frame, the following happens.

1. The received frame is truncated.
2. The No Resource error counter is updated.
3. If the 82596 is configured to Save Bad Frames the RFD is not reused; otherwise, the same RFD is used to hold the next received frame, and the only action taken regarding the truncated frame is to update the counter.
4. The 82596 continues to receive the next frame in the next RFD.

Note that this sequence is very useful for monitoring. If the 82596 is configured to Save Bad Frames, to receive in Promiscuous mode, and to use the Simplified memory structure, any programmed length of received data can be saved in memory.

The Simplified memory structure is shown in Figure 38.

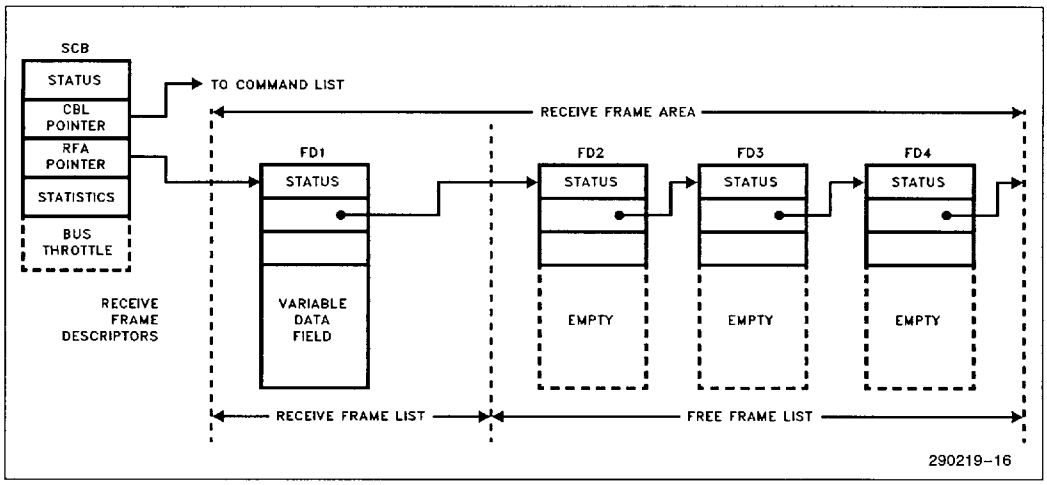


Figure 38. RFA Simplified Memory Structure

Flexible Memory Structure

The second structure is the Flexible memory structure, the data structure of the received frame is stored in both the RFD and in a linked list of Receive Buffers—Receive Buffer Descriptors. The received frame is placed in the RFD as configured in the Size field. Any remaining data is placed in a linked list of RBDs.

The Flexible memory structure is shown in Figure 39.

Buffers on the receive side can be different lengths. The 82596 will not place more bytes into a buffer than indicated in the associated RBD. The 82596 will fetch the next RBD before it is needed. The 82596 will attempt to receive frames as long as the FBL is not exhausted. If there are no more buffers, the 82596 Receive Unit will enter the No Resources state. Before starting the RU, the CPU must place the FBL pointer in the RBD pointer field of the first RFD. All remaining RBD pointer fields for subsequent RFDs should be "1s." If the Receive Frame Descriptor and the associated Receive Buffers are not reused (e.g., the frame is properly received or the 82596 is configured to Save Bad Frames), the 82596 writes the address of the next free RBD to the RBD pointer field of the next RFD.

RECEIVE BUFFER DESCRIPTOR (RBD)

The RBDs are used to store received data in a flexible set of linked buffers. The portion of the frame's data field that is outside the RFD is placed in a set of buffers chained by a sequence of RBDs. The RFD points to the first RBD, and the last RBD is flagged with an EOF bit set to 1. Each buffer in the linked list of buffers related to a particular frame can be any size up to 2^{14} bytes but must be word aligned (begin on an even numbered byte). This ensures optimum use of the memory resources while maintaining low overhead. All buffers in a frame are filled with the received data except for the last, in which the actual count can be smaller than the allocated buffer space.

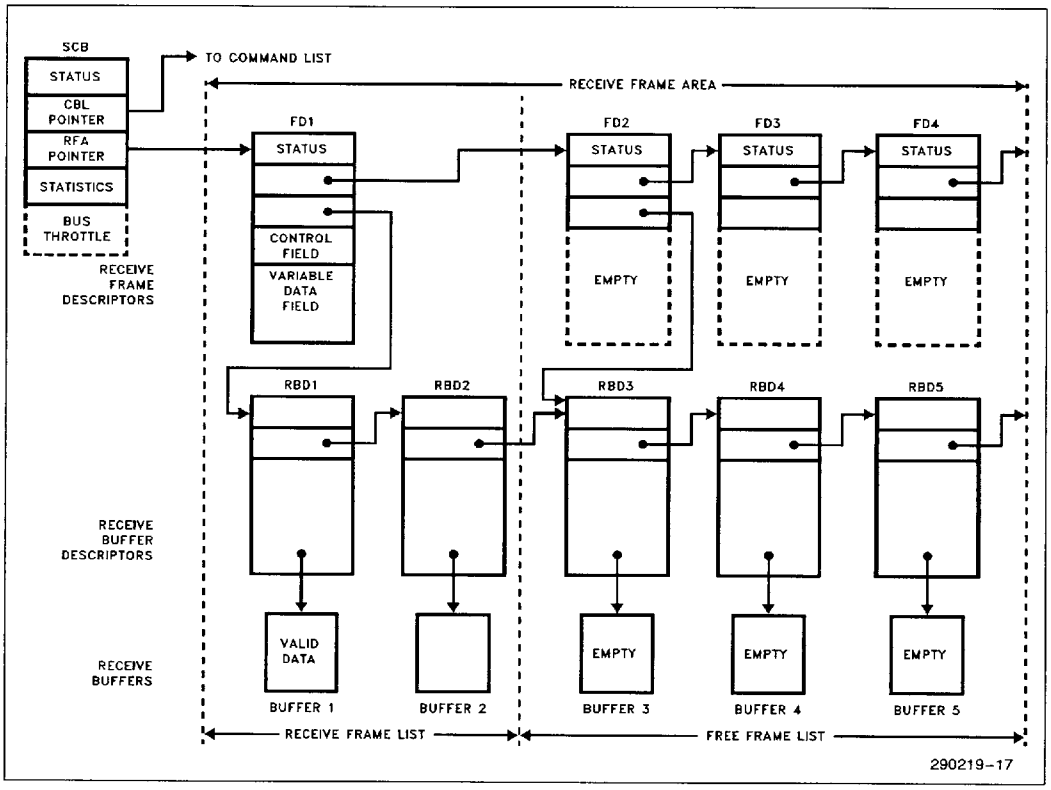


Figure 39. RFA Flexible Memory Structure

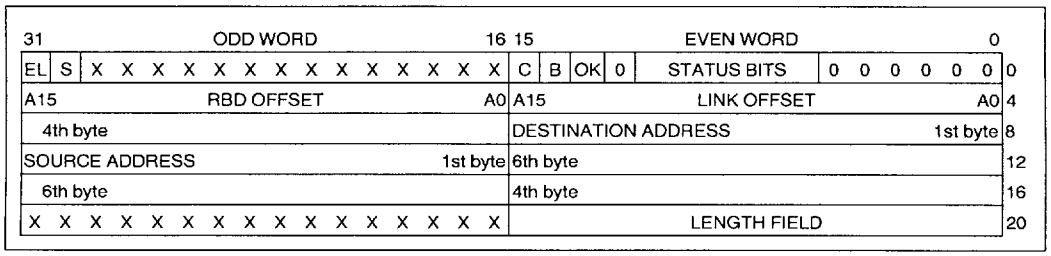


Figure 40. Receive Frame Descriptor—82586 Mode

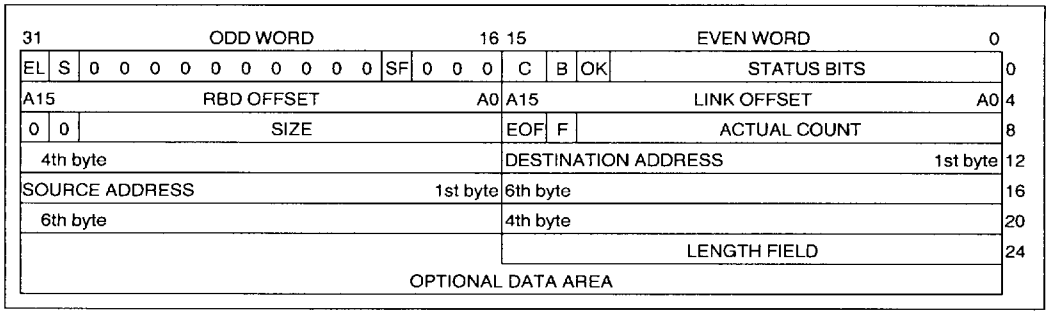


Figure 41. Receive Frame Descriptor—32-Bit Segmented Mode

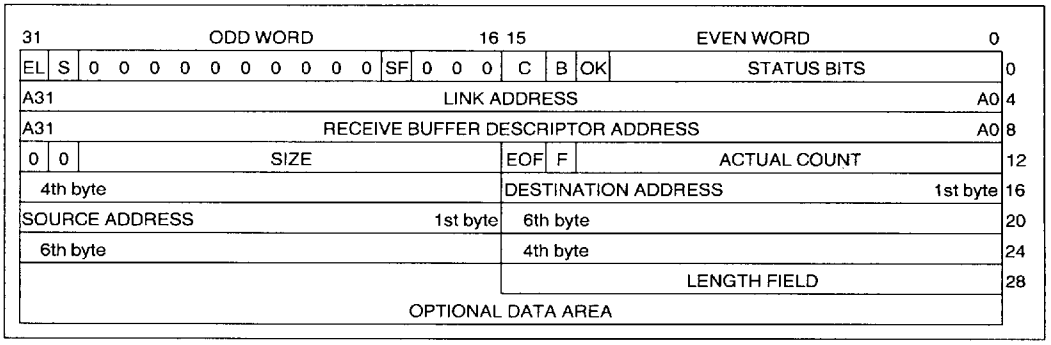


Figure 42. Receive Frame Descriptor—Linear Mode

where:

EL	— When set, this bit indicates that this RFD is the last one on the RDL.
S	— When set, this bit suspends the RU after receiving the frame.
SF	— This bit selects between the Simplified or the Flexible mode. 0 — Simplified mode, all the RX data is in the RFD. RBD ADDRESS field is all "1s." 1 — Flexible mode. Data is in the RFD and in a linked list of Receive Buffer Descriptors.
C	— This bit indicates the completion of frame reception. It is set by the 82596.
B	— This bit indicates that the 82596 is currently receiving this frame, or that the 82596 is ready to receive the frame. It is initially set to 0 by the CPU. The 82596 sets it to 1 when reception set up begins, and to 0 upon completion. The C and B bits are set during the same operation.
OK (bit 13)	— Frame received successfully, without errors. RFDs with bit 13 equal to 0 are possible only if the save bad frames configuration option is selected. Otherwise all frames with errors will be discarded, although statistics will be collected on them.
STATUS	— The results of the Receive operation. Defined bits are, Bit 12: Length error if configured to check length Bit 11: CRC error in an aligned frame Bit 10: Alignment error (CRC error in misaligned frame) Bit 9: Ran out of buffer space—no resources Bit 8: DMA Overrun failure to acquire the system bus. Bit 7: Frame too short. Bit 6: No EOP flag (for Bit stuffing only) Bit 5: When the SF bit equals zero, and the 82596 is configured to save bad frames, this bit signals that the received frame was truncated. Otherwise it is zero. Bits 2–4: Zeros Bit 1: When it is zero, the destination address of the received frame matches the IA address. When it is 1, the destination address of the received frame does not match the individual address. For example, a multicast address or broadcast address will set this bit to a 1. Bit 0: Receive collision. A collision is detected during reception, and the collision occurred after the destination address was received.
LINK ADDRESS	— A 16-bit offset (32-bit address in the Linear mode) to the next Receive Frame Descriptor. The Link Address of the last frame can be used to form a cyclical list.
RBD POINTER	— The offset (address in the Linear mode) of the first RBD containing the received frame data. An RBD pointer of all ones indicates no RBD.
EOF F SIZE ACT COUNT	— These fields are for the Simplified and Flexible memory models. They are exactly the same as the respective fields in the Receive Buffer Descriptor. See the next section for detailed explanation of their functions.
MC	— Multicast bit.
DESTINATION ADDRESS	— The contents of the destination address of the receive frame. The field is 0 to 6 bytes long.
SOURCE ADDRESS	— The contents of the Source Address field of the received frame. It is 0 to 6 bytes long.

LENGTH FIELD — The contents of this 2-byte field are user defined. In 802.3 it contains the length of the data field. It is placed in memory in the same order it is received, i.e., most significant byte first, least significant byte second.

NOTES

1. The Destination address, Source address and Length fields are packed, i.e., one field immediately follows the next.
2. The affect of Address/Length Location (No Source Address Insertion) configuration parameter while receiving is as follows:

— 82586 Mode: The Destination address, Source address and Length field are not used, they are placed in the RX data buffers.

— 32-Bit Segmented and Linear Modes: when the Simplified memory model is used, the Destination address, Source address and Length fields reside in their respective fields in the RFD. When the Flexible memory strucrture is used the Destination address, Source address, and Length field locations depend on the SIZE field of the RFD. They can be placed in the RFD, in the RX data buffers, or partially in the RFD and the rest in the RX data buffers, depending on the SIZE field value.

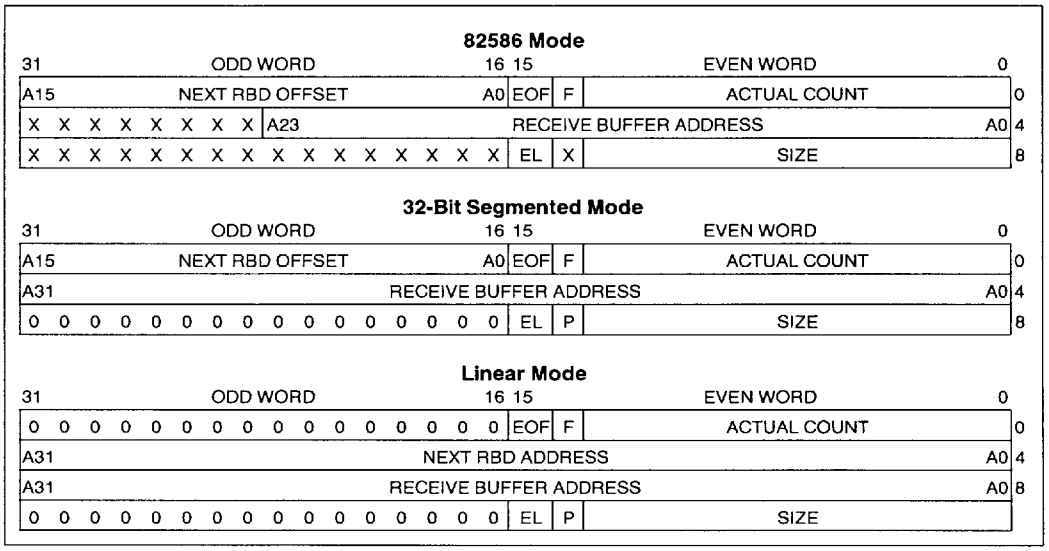


Figure 43. Receive Buffer Descriptor

where:

EOF — Indicates that this is the last buffer related to the frame. It is cleared by the CPU before starting the RU, and is written by the 82596 at the end of reception of the frame.

F — Indicates that this buffer has already been used. The Actual Count has no meaning unless the F bit equals one. This bit is cleared by the CPU before starting the RU, and is set by the 82596 after the associated buffer has been. This bit has the same meaning as the Complete bit in the RFD and CB.

ACT COUNT — This 14-bit quantity indicates the number of meaningful bytes in the buffer. It is cleared by the CPU before starting the RU, and is written by the 82596 after the associated buffer has already been used. In general, after the buffer is full, the Actual Count value equals the size field of the same buffer. For the last buffer of the frame, Actual Count can be less than the buffer size.

NEXT BD ADDRESS — The offset (absolute address in the Linear mode) of the next RBD on the list. It is meaningless if EL = 1.

BUFFER ADDRESS — The starting address of the memory area that contains the received data. In the 82586 mode, this is a 24-bit address (with pins A24–A31 = 0). In the 32-bit Segmented and Linear modes this is a 32-bit address.

EL — Indicates that the buffer associated with this RBD is last in the FBL.

P — This bit indicates that the 82596 has already prefetched the RBDs and any change in the RBD data will be ignored. This bit is valid only in the new 82596 memory modes, and if this feature has been enabled during configure command. The 82596 Prefetches the RBDs in locked cycles; after prefetching the RBD the 82596 performs a write cycle where the P bit is set to one and the rest of the data remains unchanged. The CPU is responsible for resetting it in all RBDs. The 82596 will not check this bit before setting it.

SIZE — This 14-bit quantity indicates the size, in bytes, of the associated buffer. This quantity must be an even number.

PGA PACKAGE THERMAL SPECIFICATION

Parameter	Thermal Resistance
θ_{JC}	3°C/W
θ_{JA}	24°C/W

ELECTRICAL AND TIMING CHARACTERISTICS

ABSOLUTE MAXIMUM RATINGS

Storage Temperature ..... −65°C to +150°C
Case Temperature under Bias ... −65°C to +110°C
Supply Voltage
with Respect to V_{SS} ..... −0.5V to +6.5V
Voltage on Other Pins ..... −0.5V to V_{CC} + 0.5V

D.C. CHARACTERISTICS

T_C = 0°C to +85°C, V_{CC} = 5V ±10% CLK2 and LE/$\overline{BE}$ have MOS levels (see V_{MIL}, V_{MIH}).
All other signals have TTL levels (see V_{IL}, V_{IH}, V_{OL}, V_{OH}).

Symbol	Parameter	Min	Max	Units	Notes
V_{IL}	Input Low Voltage (TTL)	−0.3	+0.8	V	
V_{IH}	Input High Voltage (TTL)	2.0	V_{CC} + 0.3	V	
V_{MIL}	Input Low Voltage (MOS)	−0.3	+0.8	V	
V_{MIH}	Input High Voltage (MOS)	3.7	V_{CC} + 0.3	V	
V_{OL}	Output Low Voltage (TTL)		0.45	V	I_{OL} = 4.0 mA
V_{CIL}	$\overline{RxC}$, $\overline{TxC}$ Input Low Voltage	−0.5	0.6	V	
V_{CIH}	$\overline{RxC}$, $\overline{TxC}$ Input High Voltage	3.3	V_{CC} + 0.5	V	
V_{OH}	Output High Voltage (TTL)	2.4		V	I_{OH} = 0.9mA–1 mA
I_{LI}	Input Leakage Current		±15	μA	$0 \le V_{IN} \le V_{CC}$
I_{LO}	Output Leakage Current		±15	μA	$0.45 < V_{OUT} < V_{CC}$
C_{IN}	Capacitance of Input Buffer		10	pF	FC = 1 MHz
C_{OUT}	Capacitance of Input/Output Buffer		12	pF	FC = 1 MHz
C_{CLK}	CLK Capacitance		20	pF	FC = 1 MHz
I_{CC}	Power Supply		150	mA	At 20 MHz for the 82596SX I_{CC} Typical = 90 mA
I_{CC}	Power Supply		200	mA	At 25 MHz I_{CC} Typical = 100 mA
I_{CC}	Power Supply		300	mA	At 33 MHz I_{CC} Typical = 150 mA

A.C. CHARACTERISTICS

82596DX C-STEP INPUT/OUTPUT SYSTEM TIMINGS T_C = 0°C to +85°, V_{CC} = 5V ±10%

These timings assume the C_L on all outputs is 50 pF unless otherwise specified. C_L can be 20 pF to 120 pF, however, timings must be derated.
All timing requirements are given in nanoseconds.

Symbol	Parameter	25 MHz		Notes
		Min	Max	
	Operating Frequency	12.5 MHz	25 MHz	CLK2/2
T1	CLK2 Period	20	40	
T2	CLK2 High	4		3.7V
T3	CLK2 Low	5		0.8V
T4	CLK2 Rise Time	—	7	0.8V to 3.7V
T5	CLK2 Fall Time	—	7	3.7V to 0.8V
T13	CA and BREQ Setup Time	7		1, 2, 3
T14	BREQ Hold Time	3		1, 2, 3
T14a	CA Hold Time	5		1, 2, 3
T26	CA and BREQ, $\overline{PORT}$ Pulse Width	4 T1		3
T25	INT Valid Delay	1	26	
T6	$\overline{BEx}$ Valid Delay	3	17	
T6b	$\overline{LOCK}$ Valid Delay	3	21	
T6c	A2–A31 Valid Delay	3	18	
T7	$\overline{BEx}$, $\overline{LOCK}$, and A2–A31 Float Delay	4	30	
T8	W/$\overline{R}$ and $\overline{ADS}$ Valid Delay	3	21	
T9	W/$\overline{R}$ and $\overline{ADS}$ Float Delay	4	30	
T10	D0–D31 Write Data Valid Delay	3	19	
T11	D0–D31 Write Data Float Delay	4	22	
T27	D0–D31 CPU $\overline{PORT}$ Access Setup Time	7		2
T28	D0–D31 CPU $\overline{PORT}$ Access Hold Time	5		2
T29	$\overline{PORT}$ Setup Time	7		2
T30	$\overline{PORT}$ Hold Time	3		2
T17	$\overline{RDY}$ Setup Time	9		2
T18	$\overline{RDY}$ Hold Time	3		2
T19	D0–D31 READ Setup Time	7		2
T20	D0–D31 READ Hold Time	5		2
T12	HOLD Valid Delay	3	22	
T21	HLDA Setup Time	10		1, 2
T22a	HLDA Hold Time	3		1, 2
T23	RESET Setup Time	10		2
T24	RESET Hold Time	3		2

NOTE:
Timings shown are for the 82596CA C-Stepping. For information regarding timings for the 82596CA A1 or B-Step, contact your local Intel representative.

A.C. CHARACTERISTICS (Continued)

82596DX C-STEP INPUT/OUTPUT SYSTEM TIMINGS T_C = 0°C to +85°C, V_{CC} = 5V ±5%

These timings assume the C_L on all outputs is 50 pF unless otherwise specified. C_L can be 20 pF to 120 pF, however, timings must be derated.
All timing requirements are given in nanoseconds.

Symbol	Parameter	33 MHz		Notes
		Min	Max	
	Operating Frequency	12.5 MHz	33 MHz	CLK2/2
T1	CLK2 Period	15	40	
T2	CLK2 High	4.5		3.7V
T3	CLK2 Low	4.5		0.8V
T4	CLK2 Rise Time	—	4	3.7V to 0.8V
T5	CLK2 Fall Time	—	4	0.8V to 3.7V
T13	CA and BREQ Setup Time	7		1, 2, 3
T14	BREQ Hold Time	3		1, 2, 3
T14a	CA Hold Time	5		1, 2, 3
T26	CA and BREQ, $\overline{PORT}$ Pulse Width	4 T1		3
T25	INT Valid Delay	1	20	
T6	$\overline{BEx}$ Valid Delay	3	17	
T6b	$\overline{LOCK}$ Valid Delay	3	16	
T6c	A2–A31 Valid Delay	3	18	
T7	$\overline{BEx}$, $\overline{LOCK}$, and A2–A31 Float Delay	4	20	
T8	W/$\overline{R}$ and $\overline{ADS}$ Valid Delay	3	16	
T9	W/$\overline{R}$ and $\overline{ADS}$ Float Delay	4	20	
T10	D0–D31 Write Data Valid Delay	3	19	
T11	D0–D31 Write Data Float Delay	4	17	
T27	D0–D31 CPU $\overline{PORT}$ Access Setup Time	5		2
T28	D0–D31 CPU $\overline{PORT}$ Access Hold Time	3		2
T29	$\overline{PORT}$ Setup Time	7		2
T30	$\overline{PORT}$ Hold Time	3		2
T17	$\overline{RDY}$ Setup Time	8		2
T18	$\overline{RDY}$ Hold Time	3		2
T19	D0–D31 READ Setup Time	5.5		2
T20	D0–D31 READ Hold Time	4		2
T12	HOLD Valid Delay	3	19	
T21	HLDA Setup Time	8		1, 2
T22a	HLDA Hold Time	3		1, 2
T23	RESET Setup Time	9		2
T24	RESET Hold Time	3		2

NOTE:
Timings shown are for the 82596CA C-Stepping. For information regarding timings for the 82596CA A1 or B-Step, contact your local Intel representative.

A.C. CHARACTERISTICS (Continued)

82596SX C-STEP INPUT/OUTPUT SYSTEM TIMINGS T_C = 0°C to +85°C, V_{CC} = 5V ±10%

These timings assume the C_L on all outputs is 50 pF unless otherwise specified. C_L can be 20 pF to 120 pF, however, timings must be derated.
All timing requirements are given in nanoseconds.

Symbol	Parameter	20 MHz		Notes
		Min	Max	
	Operating Frequency	12.5 MHz	20 MHz	CLK2/2
T1	CLK2 Period	25	40	
T2	CLK2 High	8		at 2.0V
T3	CLK2 Low	8		at 2.0V
T4	CLK2 Rise Time	—	8	0.8V to 3.7V
T5	CLK2 Fall Time	—	8	3.7V to 0.8V
T13	CA and BREQ Setup Time	10		1, 2, 3
T14	BREQ Hold Time	7		1, 2, 3
T14a	CA Hold Time	8		1, 2, 3
T26	CA and BREQ, $\overline{PORT}$ Pulse Width	4 T1		3
T25	INT Valid Delay	1	35	
T6	$\overline{BHE}$, $\overline{BLE}$, $\overline{LOCK}$, BON, and A1–A31 Valid Delay	3	30	
T7	$\overline{BHE}$, $\overline{BLE}$, $\overline{LOCK}$, BON, and A1–A31 Float Delay	4	30	
T8	W/$\overline{R}$ and $\overline{ADS}$ Valid Delay	3	26	
T9	W/$\overline{R}$ and $\overline{ADS}$ Float Delay	4	30	
T10	D0–D15 Write Data Valid Delay	3	38	
T11	D0–D15 Write Data Float Delay	4	27	
T27	D0–D15 CPU $\overline{PORT}$ Access Setup Time	9		2
T28	D0–D15 CPU $\overline{PORT}$ Access Hold Time	6		2
T29	$\overline{PORT}$ Setup Time	10		2
T30	$\overline{PORT}$ Hold Time	7		2
T17	$\overline{RDY}$ Setup Time	12		2
T18	$\overline{RDY}$ Hold Time	4		2
T19	D0–D15 READ Setup Time	9		2
T20	D0–D15 READ Hold Time	5		2
T12	HOLD Valid Delay	3	28	
T21	HLDA Setup Time	15		1, 2
T22a	HLDA Hold Time	7		1, 2
T23	RESET Setup Time	12		1, 2
T24	RESET Hold Time	4		1, 2

NOTE:
Timings shown are for the 82596CA C-Stepping. For information regarding timings for the 82596CA A1 or B-Step, contact your local Intel representative.

A.C. CHARACTERISTICS (Continued)

82596SX C-STEP INPUT/OUTPUT SYSTEM TIMINGS T_C = 0°C to +85°C, V_{CC} = 5V ±10%

These timings assume the C_L on all outputs is 50 pF unless otherwise specified. C_L can be 20 pF to 120 pF, however, timings must be derated.
All timing requirements are given in nanoseconds.

Symbol	Parameter	16 MHz		Notes
		Min	Max	
	Operating Frequency	12.5 MHz	16 MHz	CLK2/2
T1	CLK2 Period	31	40	
T2	CLK2 High	9		2.0V
T3	CLK2 Low	9		2.0V
T4	CLK2 Rise Time	—	8	0.8V to 3.7V
T5	CLK2 Fall Time	—	8	3.7V to 0.8V
T13	CA and BREQ Setup Time	11		1, 2, 3
T14	CA and BREQ Hold Time	8		1, 2, 3
T26	CA and BREQ, $\overline{PORT}$ Pulse Width	4 T1		3
T25	INT Valid Delay	1	40	
T6	$\overline{BHE}$, $\overline{BLE}$, BON, and A1–A31 Valid Delay	3	36	
T6b	LOCK# Valid Delay	1	33	
T7	$\overline{BHE}$, $\overline{BLE}$, $\overline{LOCK}$, BON, and A1–A31 Float Delay	4	40	
T8	W/$\overline{R}$ and $\overline{ADS}$ Valid Delay	1	33	
T9	W/$\overline{R}$ and $\overline{ADS}$ Float Delay	4	35	
T10	D0–D15 Write Data Valid Delay	3	40	
T11	D0–D15 Write Data Float Delay	4	35	
T27	D0–D15 CPU $\overline{PORT}$ Access Setup Time	9		2
T28	D0–D15 CPU $\overline{PORT}$ Access Hold Time	6		2
T29	$\overline{PORT}$ Setup Time	11		2
T30	$\overline{PORT}$ Hold Time	8		2
T17	$\overline{RDY}$ Setup Time	19		2
T18	$\overline{RDY}$ Hold Time	6		2
T19	D0–D15 READ Setup Time	9		2
T20	D0–D15 READ Hold Time	6		2
T12	HOLD Valid Delay	2	33	

A.C. CHARACTERISTICS (Continued)

82596SX C-STEP INPUT/OUTPUT SYSTEM TIMINGS T_C = 0°C to +85°C, V_{CC} = 5V ±10% (Continued)

These timings assume the C_L on all outputs is 50 pF unless otherwise specified. C_L can be 20 pF to 120 pF, however, timings must be derated.
All timing requirements are given in nanoseconds.

Symbol	Parameter	16 MHz		Notes
		Min	Max	
T21	HLDA Setup Time	15		1, 2
T22a	HLDA Hold Time	7		1, 2
T23	RESET Setup Time	13		1, 2
T24	RESET Hold Time	4		1, 2

NOTES:
Timings shown are for the 82596CA C-Stepping. For information regarding timings for the 82596CA A1 or B-Step, contact your local Intel representative.
1. RESET, HLDA, and CA are internally synchronized. This timing is to guarantee recognition at next clock for RESET, HLDA, and CA.
2. All set-up, hold, and delay timings are at the maximum frequency specification Fmax, and must be derated according to the following equation for operation at lower frequencies:
   Tderated = (Fmax/Fopr) × T
   where:
   Tderated = Specifies the value to derate the specification.
   Fmax = Maximum operating frequency.
   Fopr = Actual operating frequency.
   T = Specification at maximum frequency.
This calculation only provides a rough estimate for derating the frequency. For more detailed information contact your Intel sales office for the data sheet supplement.
3. CA is internally synchronized; if the setup and hold times are met then CA needs to be only 2 T1. BREQ and $\overline{\text{PORT}}$ are not internally synchronized. BREQ must meet setup and hold times and need only be 2 T1 wide.

TRANSMIT/RECEIVE CLOCK PARAMETERS

Symbol	Parameter	20 MHz		Notes
		Min	Max	
T36	$\overline{TxC}$ Cycle	50		1, 3
T38	$\overline{TxC}$ Rise Time		5	1
T39	$\overline{TxC}$ Fall Time		5	1
T40	$\overline{TxC}$ High Time	19		1, 3
T41	$\overline{TxC}$ Low Time	18		1, 3
T42	TxD Rise Time		10	4
T43	TxD Fall Time		10	4
T44	TxD Transition	20		2, 4
T45	$\overline{TxC}$ Low to TxD Valid		25	4, 6
T46	$\overline{TxC}$ Low to TxD Transition		25	2, 4
T47	$\overline{TxC}$ High to TxD Transition		25	2, 4
T48	$\overline{TxC}$ Low to TxD High (At End of Transition)		25	4
$\overline{RTS}$ AND $\overline{CTS}$ PARAMETERS				
T49	$\overline{TxC}$ Low to $\overline{RTS}$ Low, Time to Activate $\overline{RTS}$		25	5
T50	$\overline{CTS}$ Low to $\overline{TxC}$ Low, $\overline{CTS}$ Setup Time		20	
T51	$\overline{TxC}$ Low to $\overline{CTS}$ Invalid, $\overline{CTS}$ Hold Time	10		7
T52	$\overline{TxC}$ Low to $\overline{RTS}$ High		25	5
RECEIVE CLOCK PARAMETERS				
T53	$\overline{RxC}$ Cycle	50		1, 3
T54	$\overline{RxC}$ Rise Time		5	1
T55	$\overline{RxC}$ Fall Time		5	1
T56	$\overline{RxC}$ High Time	19		1
T57	$\overline{RxC}$ Low Time	18		1
RECEIVED DATA PARAMETERS				
T58	RxD Setup Time	20		6
T59	RxD Hold Time	10		6

TRANSMIT/RECEIVE CLOCK PARAMETERS (Continued)

Symbol	Parameter	20 MHz		Notes
		Min	Max	
RECEIVED DATA PARAMETERS (Continued)				
T60	RxD Rise Time		10	
T61	RxD Fall Time		10	
$\overline{CRS}$ AND $\overline{CDT}$ PARAMETERS				
T62	$\overline{CDT}$ Low to $\overline{TxC}$ HIGH External Collision Detect Setup Time	20		
T63	$\overline{TxC}$ High to $\overline{CDT}$ Inactive, $\overline{CDT}$ Hold Time	10		
T64	$\overline{CDT}$ Low to Jam Start			10
T65	$\overline{CRS}$ Low to $\overline{TxC}$ High, Carrier Sense Setup Time	20		
T66	$\overline{TxC}$ High to $\overline{CRS}$ Inactive, $\overline{CRS}$ Hold Time	10		
T67	$\overline{CRS}$ High to Jamming Start, (Internal Collision Detect)			12
T68	Jamming Period			11
T69	$\overline{CRS}$ High to $\overline{RxC}$ High, $\overline{CRS}$ Inactive Setup Time	30		
T70	$\overline{RxC}$ High to $\overline{CRS}$ High, $\overline{CRS}$ Inactive Hold Time	10		
INTERFRAME SPACING PARAMETERS				
T71	Interframe Delay			9
EXTERNAL LOOPBACK-PIN PARAMETERS				
T72	$\overline{TxC}$ Low to $\overline{LPBK}$ Low		T36	4
T73	$\overline{TxC}$ Low to $\overline{LPBK}$ High		T36	4

NOTES:
1. Special MOS levels, V_{CIL} = 0.9V and V_{CIH} = 3.0V.
2. Manchester only.
3. Manchester. Needs 50% duty cycle.
4. 1 TTL load + 50 pF.
5. 1 TTL load + 100 pF.
6. NRZ only.
7. Abnormal end of transmission—CTS expires before RTS.
8. Normal end to transmission.
9. Programmable value:
   T71 = N_{IFS} • T36
   where: N_{IFS} = the IFS configuration value
   (if N_{IFS} is less than 12 then N_{IFS} is forced to 12).
10. Programmable value:
    T64 = (N_{CDF} • T36) + x • T36
    (If the collision occurs after the preamble)
    where:
    N_{CDF} = the collision detect filter configuration value, and
    x = 12, 13, 14, or 15
11. T68 = 32 • T36
12. Programmable value:
    T67 = (N_{CSF} • T36) + x • T36
    where: N_{CSF} = the Carrier Sense Filter configuration value, and
    x = 12, 13, 14, or 15
13. To guarantee recognition on the next clock.

82596DX/SX BUS OPERATION

The following figures show thae basic bus cycles for the 82596DX and 82596SX.

For more details refer to the *32-Bit LAN Components Manual.*

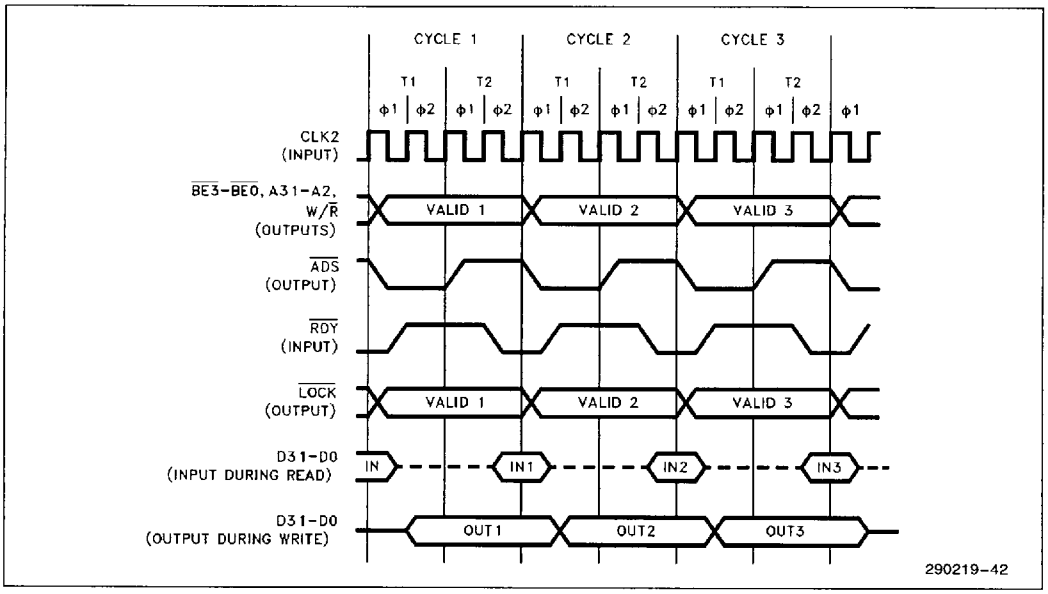


Figure 44. Basic 82596DX Bus Cycles

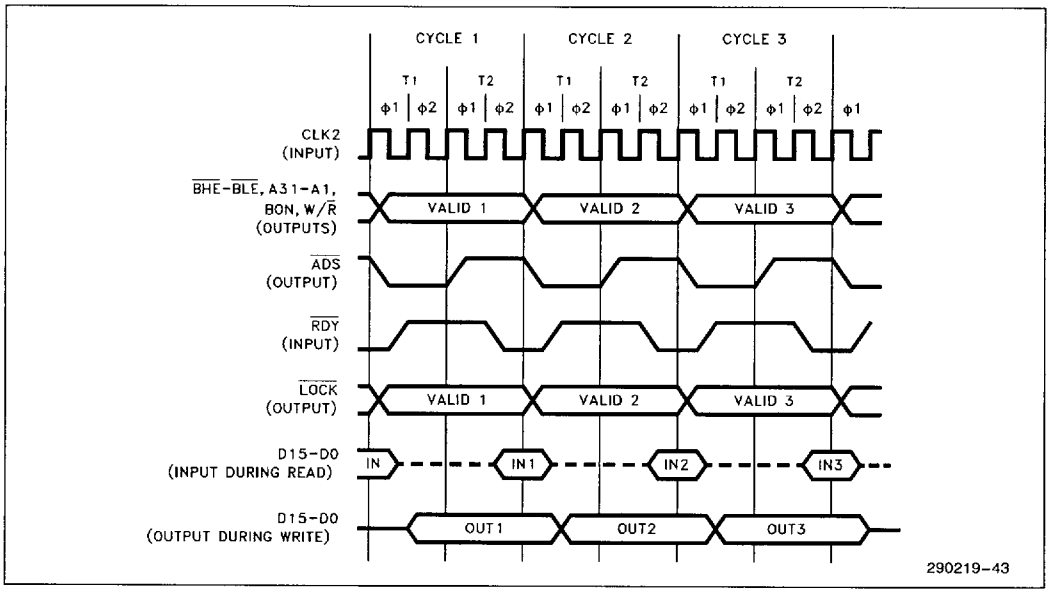


Figure 45. Basic 82596SX Bus Cycles

SYSTEM INTERFACE A.C. TIMING CHARACTERISTICS

The measurements should be done at:

- T_C = 0°C–85°C, V_{CC} = 5V ±10%, C = 50 pF unless otherwise specified.
- A.C. testing inputs are driven at 2.4V for a logic "1" and 0.45V for a logic "0".
- Timing measurements are made at 1.5V for both logic "1" and "0".
- Rise and Fall time of inputs and outputs signals are measured between 0.8V and 2.0V respectively unless otherwise specified.
- All timings are relative to CLK2 crossing the 1.5V level.
- All A.C. parameters are valid only after 100 μs from power up.

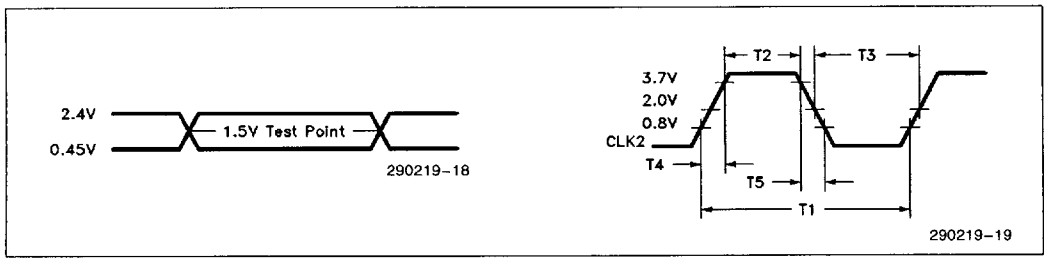


Figure 46. CLK2 Timings

Two types of timing specifications are presented below:

1. Input Timing—minimum setup and hold times.
2. Output Timings—output delays and float times from CLK2 rising edge.

Figure 45 defines how the measurements should be done:

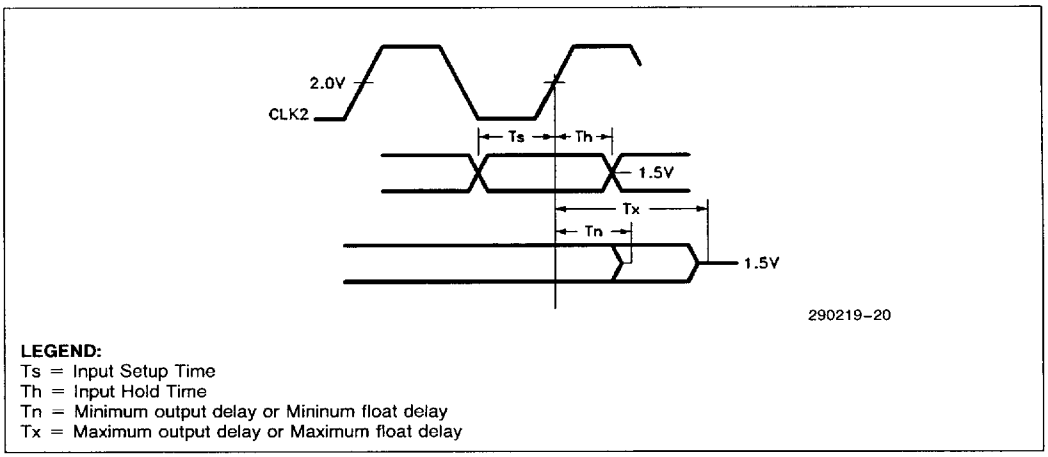


Figure 47. Drive Levels and Measurements Points for A.C. Specifications

INPUT WAVEFORMS

Ts = T13, T15, T17, T19, T21, T23, T27, T29, T31
Th = T14, T16, T18, T20, T22, T22a, T24, T28, T30, T32

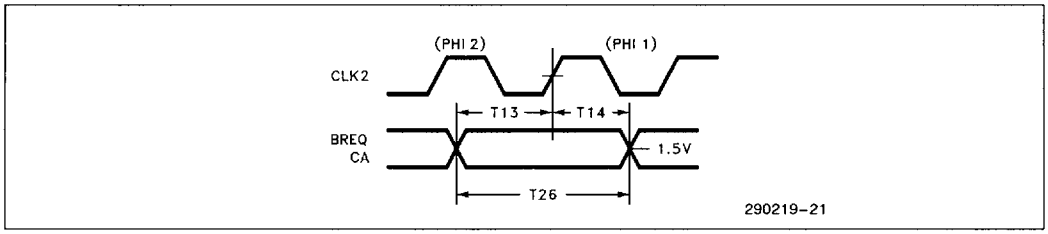


Figure 48. CA and BREQ Input Timing

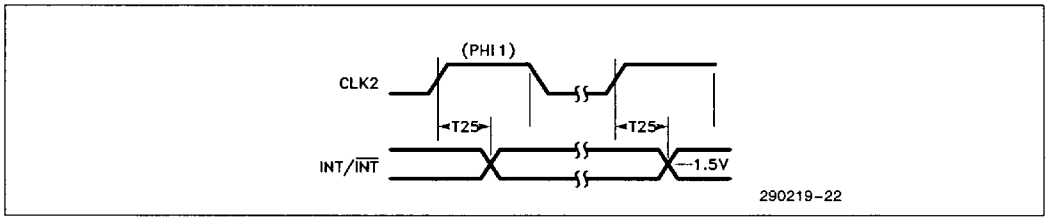


Figure 49. INT/INT Output Timing

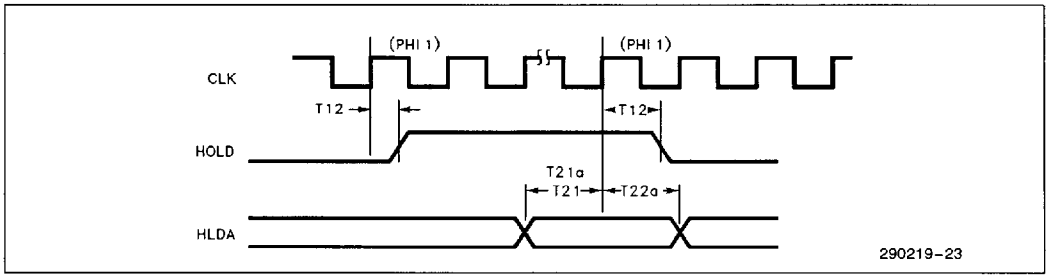


Figure 50. HOLD/HLDA Timings

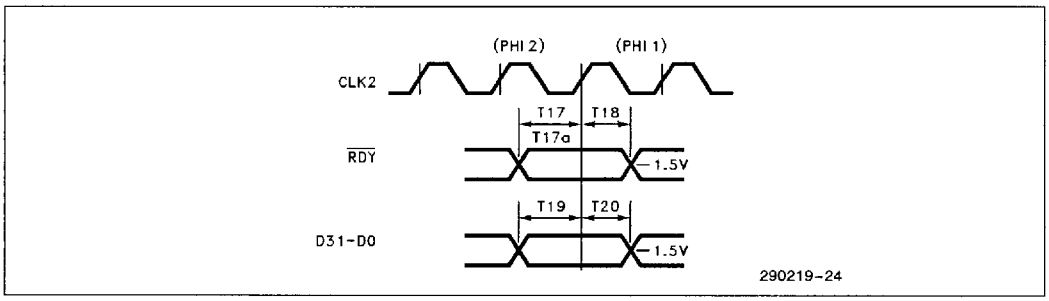


Figure 51. Input Setup and Hold Time

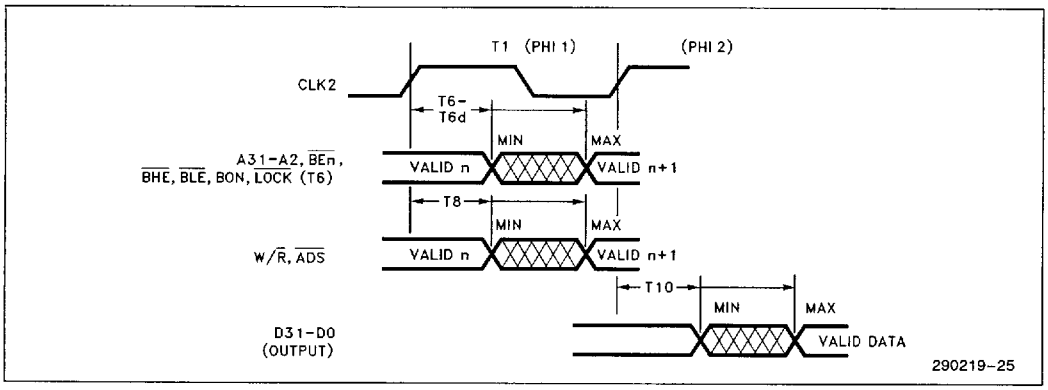


Figure 52. Output Valid Delay Timing

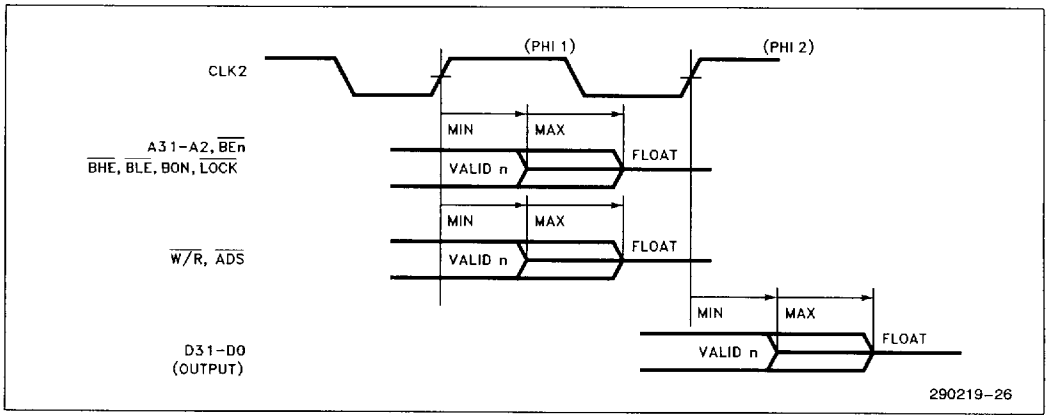


Figure 53. Output Float Delay Timing

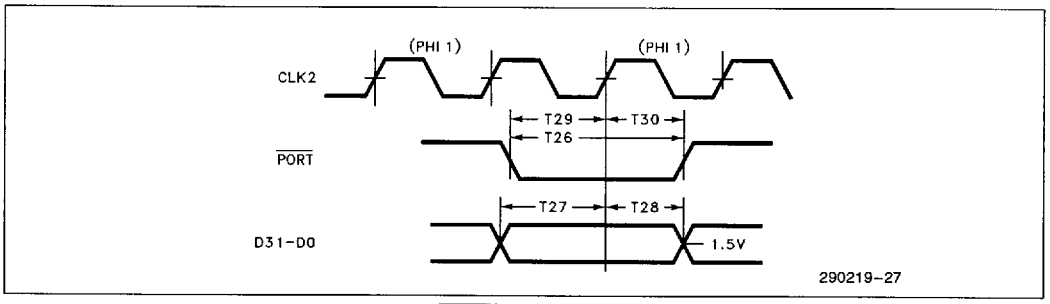


Figure 54. PORT Setup and Hold Time

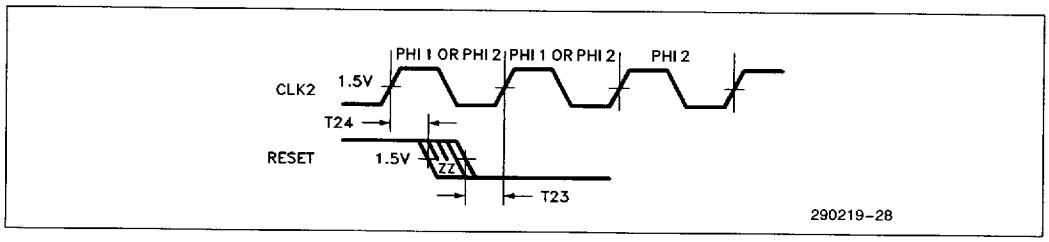


Figure 55. RESET Input Timing

SERIAL A.C. TIMING CHARACTERISTICS

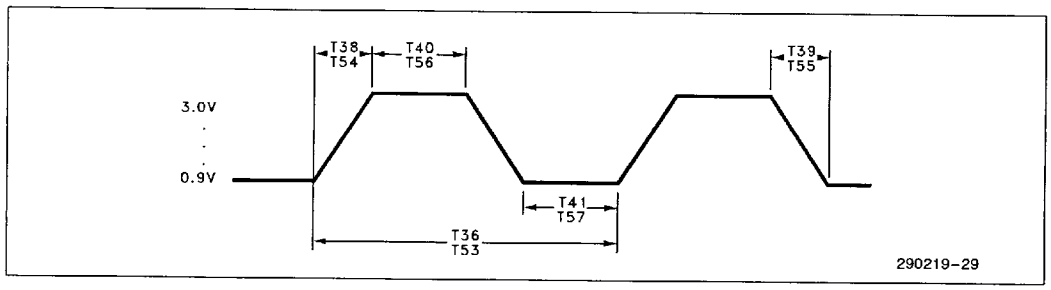


Figure 56. Serial Input Clock Timing

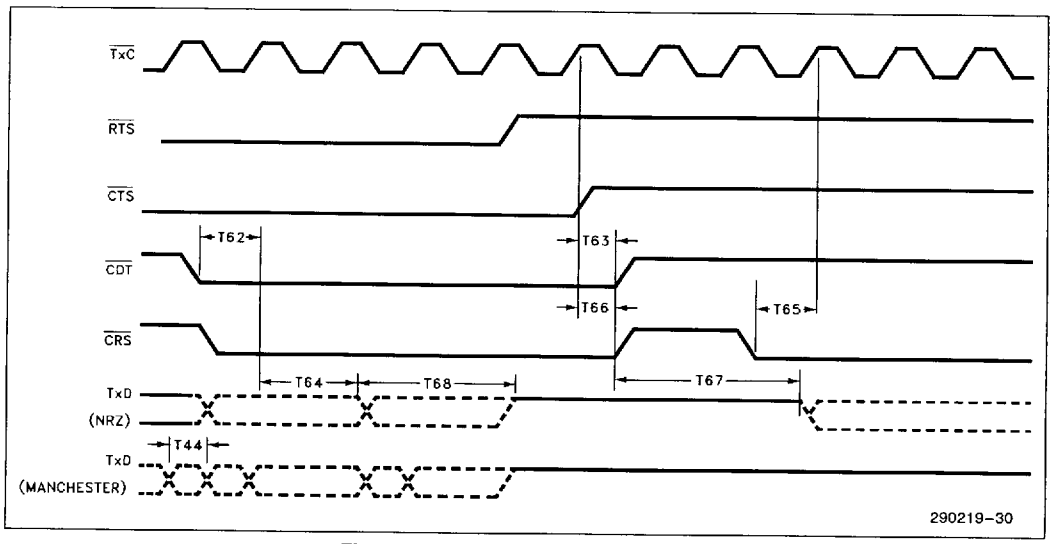


Figure 57. Transmit Data Waveforms

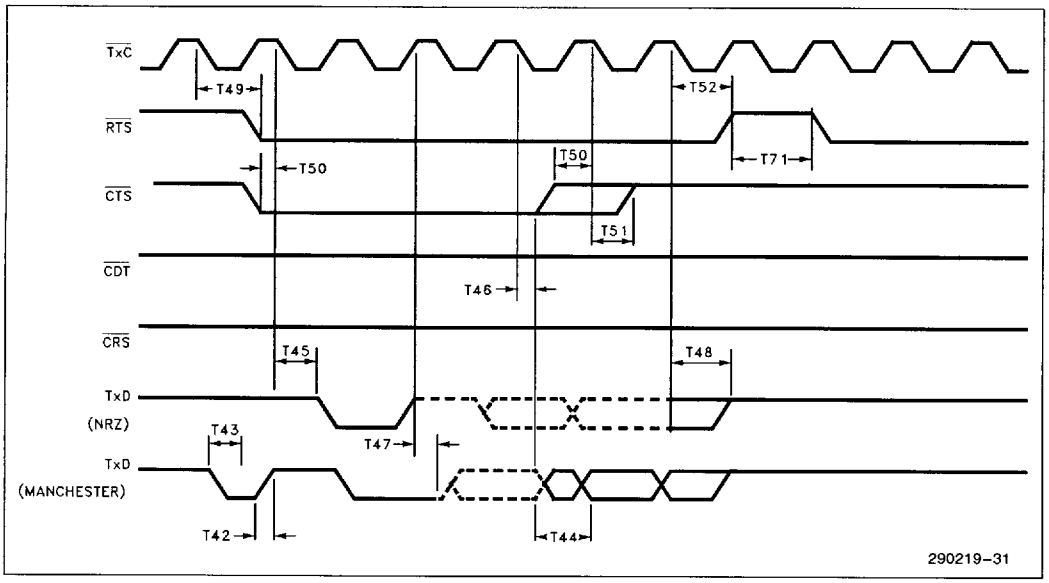


Figure 58. Transmit Data Waveforms

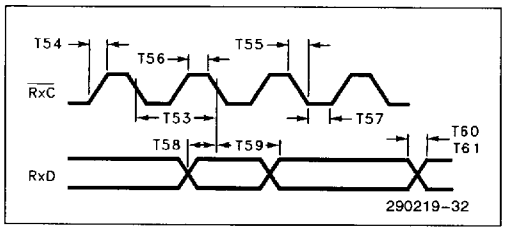


Figure 59. Receive Data Waveforms (NRZ)

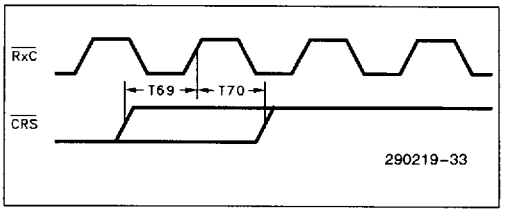
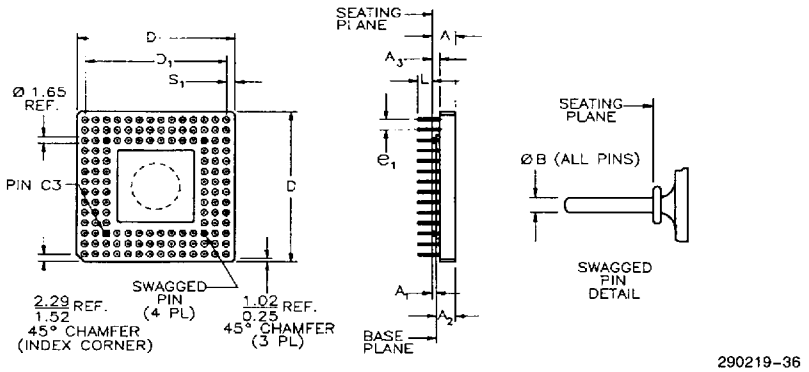


Figure 60. Receive Data Waveforms (CRS)

OUTLINE DIAGRAMS

132 LEAD CERAMIC PIN GRID ARRAY PACKAGE INTEL TYPE A



290219-36

Family: Ceramic Pin Grid Array Package						
Symbol	Millimeters			Inches		
	Min	Max	Notes	Min	Max	Notes
A	3.56	4.57		0.140	0.180	
A_1	0.76	1.27	Solid Lid	0.030	0.050	Solid Lid
A_2	2.67	3.43	Solid Lid	0.105	0.135	Solid Lid
A_3	1.14	1.40		0.045	0.055	
B	0.43	0.51		0.017	0.020	
D	36.45	37.21		1.435	1.465	
D_1	32.89	33.15		1.295	1.305	
e_1	2.29	2.79		0.090	0.110	
L	2.54	3.30		0.100	0.130	
N	132			132		
S_1	1.27	2.54		0.050	0.100	
ISSUE	IWS 10/12/88					

Intel Case Outline Drawings
Plastic Quad Flat Pack (PQFP)
0.025 Inch (0.635mm) Pitch

Symbol	Description	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max
N	Leadcount	68		84		100		132		164		196	
A	Package Height	0.160	0.170	0.160	0.170	0.160	0.170	0.160	0.170	0.160	0.170	0.160	0.170
A1	Standoff	0.020	0.030	0.020	0.030	0.020	0.030	0.020	0.030	0.020	0.030	0.020	0.030
D, E	Terminal Dimension	0.675	0.685	0.775	0.785	0.875	0.885	1.075	1.085	1.275	1.285	1.475	1.485
D1, E1	Package Body	0.547	0.553	0.647	0.653	0.747	0.753	0.947	0.953	1.147	1.153	1.347	1.353
D2, E2	Bumper Distance	0.697	0.703	0.797	0.803	0.897	0.903	1.097	1.103	1.297	1.303	1.497	1.503
D3, E3	Lead Dimension	0.400 REF		0.500 REF		0.600 REF		0.800 REF		1.000 REF		1.200 REF	
D4, E4	Foot Radius Location	0.623	0.637	0.723	0.737	0.823	0.837	1.023	1.037	1.223	1.237	1.423	1.437
L1	Foot Length	0.020	0.030	0.020	0.030	0.020	0.030	0.020	0.030	0.020	0.030	0.020	0.030
Issue	IWS Preliminary 12/12/88												INCH

Symbol	Description	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max
N	Leadcount	68		84		100		132		164		196	
A	Package Height	4.06	4.32	4.06	4.32	4.06	4.32	4.06	4.32	4.06	4.32	4.06	4.32
A1	Standoff	0.51	0.76	0.51	0.76	0.51	0.76	0.51	0.76	0.51	0.76	0.51	0.76
D, E	Terminal Dimension	17.15	17.40	19.69	19.94	22.23	22.48	27.31	27.56	32.39	32.64	37.47	37.72
D1, E1	Package Body	13.89	14.05	16.43	16.59	18.97	19.13	24.05	24.21	29.13	29.29	34.21	34.37
D2, E2	Bumper Distance	17.70	17.85	20.24	20.39	22.78	22.93	27.86	28.01	32.94	33.09	38.02	38.18
D3, E3	Lead Dimension	10.16 REF		12.70 REF		15.24 REF		20.32 REF		25.40 REF		30.48 REF	
D4, E4	Foot Radius Location	15.82	16.17	18.36	18.71	21.25	21.25	25.89	26.33	31.06	31.41	36.14	36.49
L1	Foot Length	0.51	0.76	0.51	0.76	0.51	0.76	0.51	0.76	0.51	0.76	0.51	0.76
Issue	IWS Preliminary 12/12/88												mm

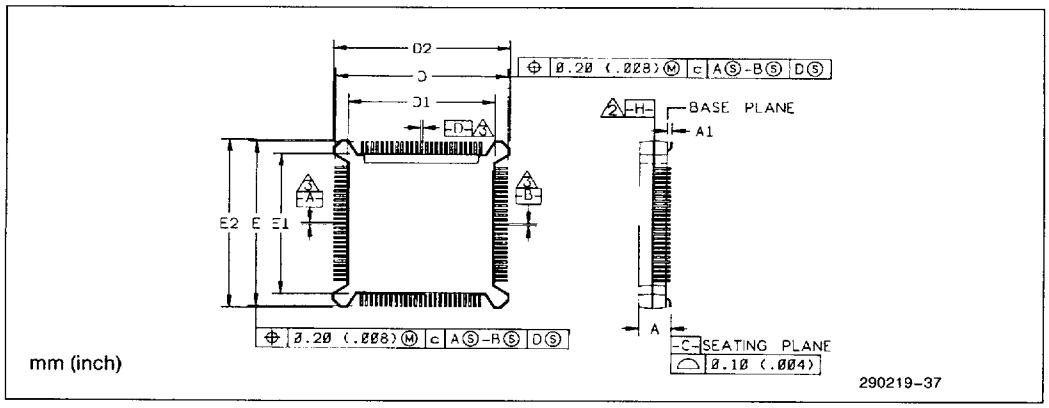


Figure 61. Principal Dimensions and Datums

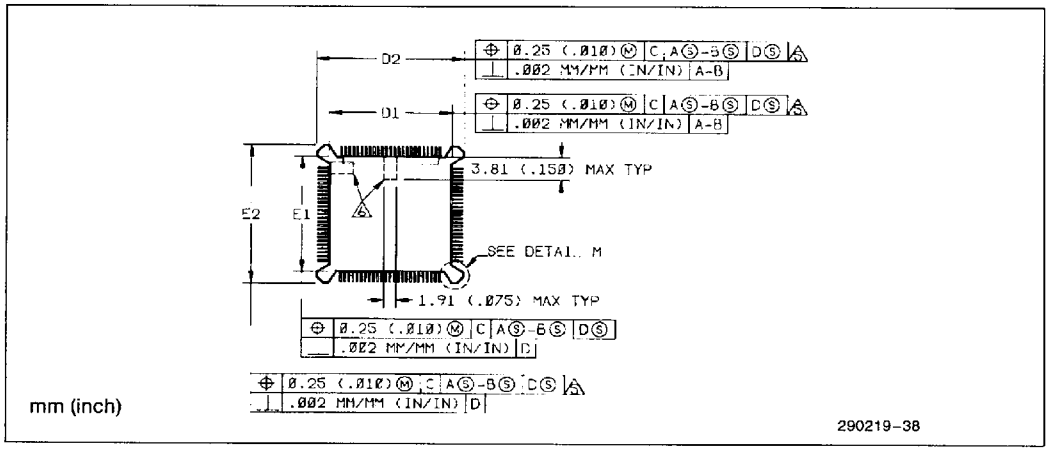


Figure 62. Molded Details

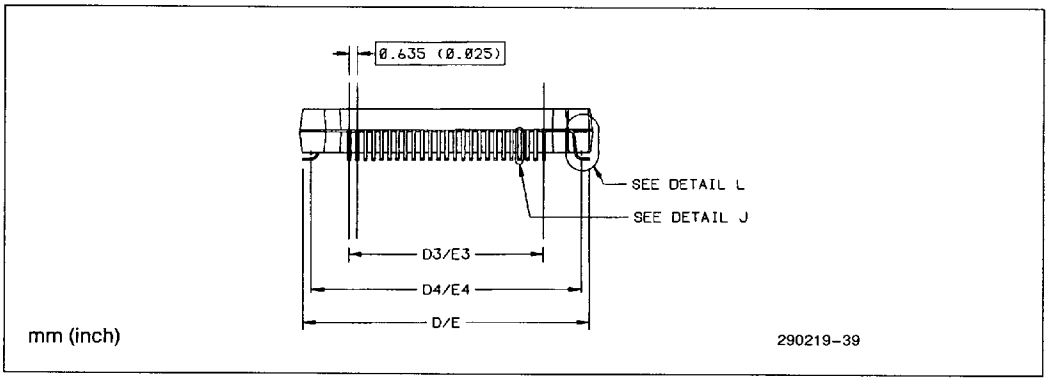


Figure 63. Terminal Details

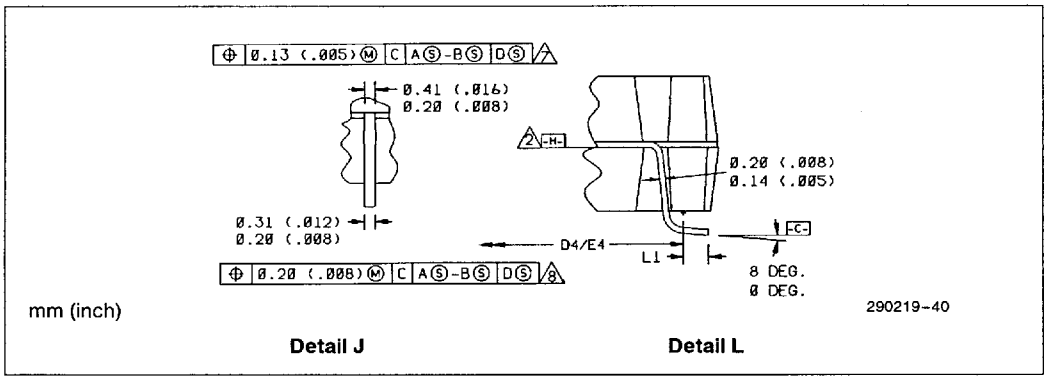


Figure 64. Typical Lead

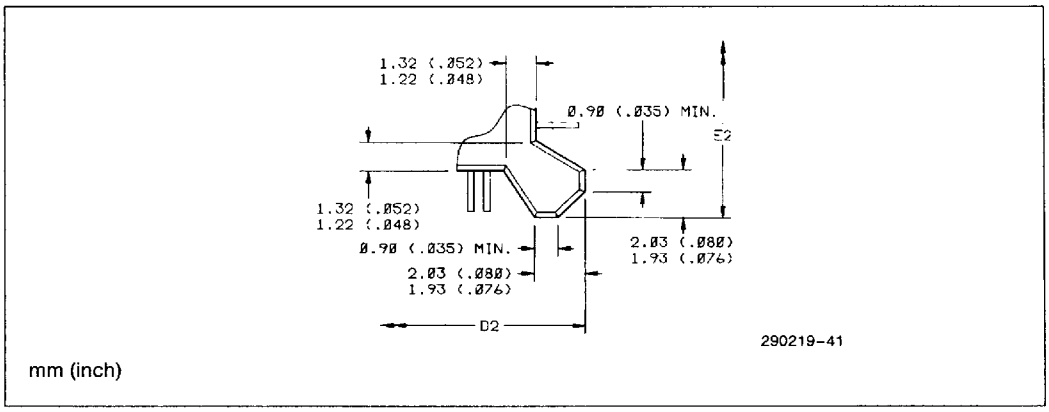


Figure 65. Detail M

REVISION SUMMARY

The following represents the key differences between version -005 and version -006 of the 82596CA Data Sheet.

1. A description of the 82596DX/SX C-stepping enhancements was added and the 82596DX/SX B-step information was removed.
2. Recommendation to use only one type of buffer (either Simplified or Flexible) in any given linked list.
3. Added detailed description regarding operation of RCVCDT counter.
4. Added New Enhanced Big Endian Mode section. The New Enhanced Big Endian Mode applies only to the 82596 C-stepping.
5. Added programming recommendations regarding RU and CU Start commands. These warn against Starting the CU while it is Active and Starting the RU while it is Ready.
6. Emphasized that the TDR command is a static command and should not be used in an active network.
7. Improved 82596DX/SX C-step timings were added for all speeds.