



# Data Sheet: ACD82124

## 24 Ports 10/100 Fast Ethernet Switch Controller

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**INTRODUCTORY**

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## 1. GENERAL DESCRIPTION

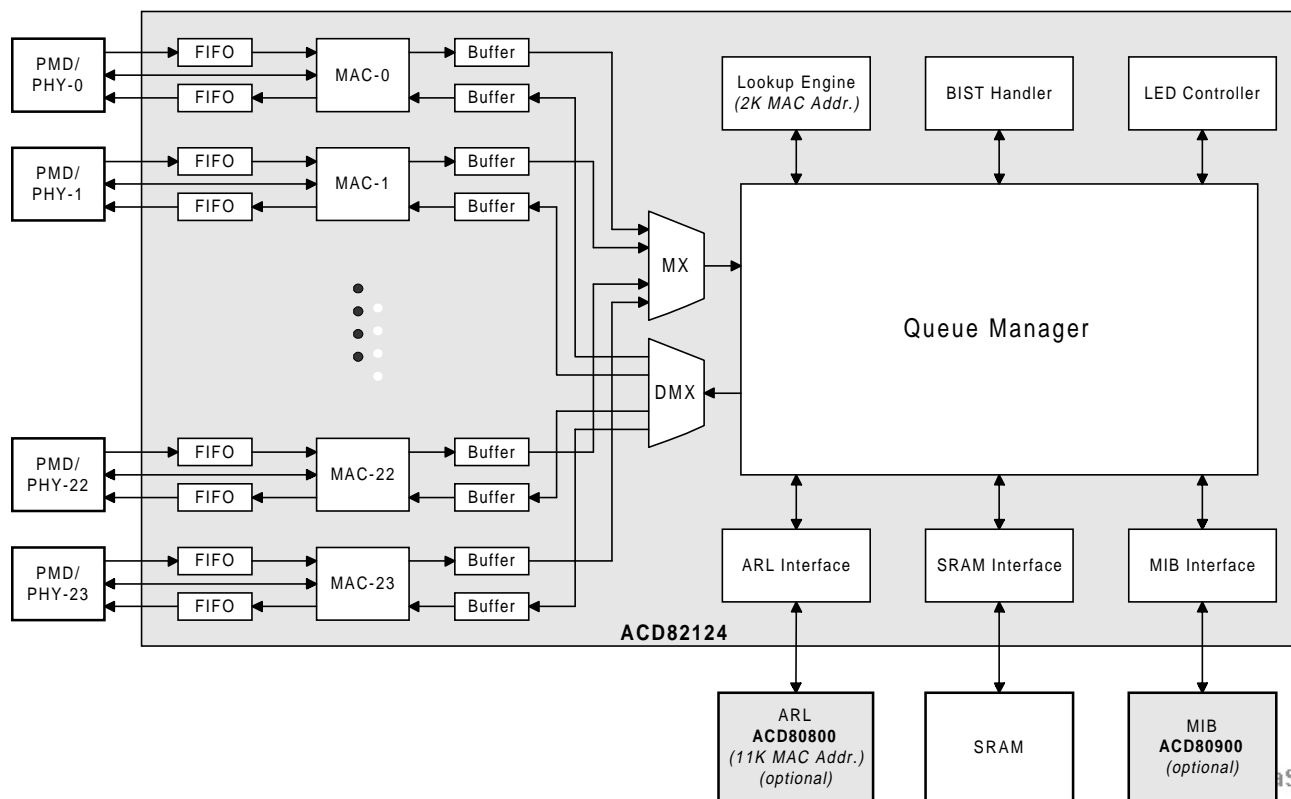
The ACD82124 is a single chip implementation of a 24 port 10/100 Ethernet switch system intended for IEEE 802.3 and 802.3u compatible networks. The device includes 24 independent 10/100 MACs. Each MAC interfaces with an external PMD/PHY device through a standard MII interface. Speed can be automatically configured through the MDIO port. Each port can operate at either 10Mbps or 100Mbps. The core logic of the ACD82124, implemented with patent pending BASIQ (Bandwidth Assured Switching with Intelligent Queuing) technology, can simultaneously process 24 asynchronous 10/100Mbps port traffic. The Queue Manager inside the ACD82124 provides the capability of routing traffic with the same order of sequence, without any packet loss.

A complete 24 port 10/100 switch can be built with the use of the ACD82124, 10/100 PHY and ASRAM. The MAC addresses can be expanded from the built-in 2K to 11K by the use of ACD's external ARL chip (ACD80800 Address Resolution Logic). Advanced network management features can be supported with the use of ACD's MIB (ACD80900 Management Information Base) chip.

## 2. FEATURES

- 24 ports 10/100 auto-sensing with MII interface
- Half-duplex operation, with optional full-duplex configuration by combining 2 adjacent ports
- 2.4 Gbps aggregated throughput
- True non-blocking switch architecture
- Flexible port configuration (up to 12 full duplex 10/100 ports, up to 24 half duplex 10/100 ports)
- Built-in storage of 2,000 MAC address
- Automatic source address learning
- Zero-Packet Loss back-pressure flow control
- Store-and-forward switch mode
- Port based V-LAN support
- UART type CPU management interface
- Supports up to 11K MAC addresses with the ACD80800
- RMON and SNMP support with ACD80900
- Status LEDs: Link, Speed, Full Duplex, Transmit, Receive, Collision and Frame Error
- Reversible MII option for CPU and expansion port interface
- Wire speed forwarding rate
- 576 pin BGA package
- 3.3V power supply, 3.3V I/O with 5V tolerance

## 3. SYSTEM BLOCK DIAGRAM



#### 4. SYSTEM DESCRIPTION

The ACD82124 is a single chip implementation of a 24-port Fast Ethernet switch. Together with external ASRAM and transceiver devices, it can be used to build a complete desktop class Fast Ethernet switch. Each individual port can be either auto-sensed or manually selected to run at 10 Mbps or 100 Mbps speed rate, under Half Duplex mode.

The ACD82124 Ethernet switch contains three major functional blocks: the Media Access Controller (MAC), the Queue Manager, and the Lookup Engine.

There are 24 independent MACs within the ACD82124. The MAC controls the receiving, transmitting, and deferring process of each individual port, in accordance to IEEE 802.3 and 802.3u standard. The MAC logic also provides framing, FCS checking, error handling, status indication and back-pressure flow control functions. Each MAC interfaces with an external transceiver through standard MII interface.

The device utilizes ACD's proprietary BASIQ (Bandwidth Assured Switching with Intelligent Queuing) technology. It is a technology to enforce the first-in-first-out rule of Ethernet Bridge-type devices in a very efficient way. The technology enables a true non-blocking frame switching operation at wire speed for a high throughput and high port density Ethernet switch.

The on-chip 2,000 MAC addresses Lookup Engine maps each destination address into a destination port. Each port's MAC address is automatically learned by the Lookup Engine when it receives a frame with no error. Therefore, the ACD82124 alone can be used to build a desktop class Fast Ethernet switch without any additional switching devices.

The MAC address space can be expanded from 2,000 to 8,000 per system by using the ACD80800. The ACD82124 has a proprietary ARL interface that allows direct connection with ACD80800. System designers can also use this ARL interface to implement a vendor-specific address resolution algorithm.

The ACD82124 provides management support through its MIB (Management Information Base) interface. The MIB interface can be used to monitor all traffic activities of the switch system. ACD's supporting chip (the ACD80900) provides a full set of statistical counters to support both SNMP and RMON network management. The MIB interface can also be used by system designers to implement vendor-specific network management functionality.

Among the 24 MII interfaces, 10 of them can be configured as reversed MII, to connect directly with stand-alone MAC controller devices. A MAC in the ACD82124 can be viewed logically as a PHY device if it is configured as a reversed MII interface. The reversed MII is intended for a CPU network interface, or expansion port interface.

A system CPU can access various registers inside the ACD82124 through a serial CPU management interface. The CPU can configure the switch by writing into the appropriate registers, or retrieve the status of the switch by reading the corresponding registers. The CPU can also access the registers of external transceiver (PHY) devices through the CPU management interface.

## 5. FUNCTIONAL DESCRIPTION

The MAC controller performs transmit, receive, and defer functions, in accordance to IEEE 802.3 and 802.3u standard specification. The MAC logic also handles frame detection, frame generation, error detection, error handling, status indication and flow control functions.

### Frame Format

The ACD82124 assumes that the received data packet will have the following format:

Preamble	SFD	DA	SA	Type/Len	Data	FCS
----------	-----	----	----	----------	------	-----

Where,

- *Preamble* is a repetitive pattern of '1010....' of any length with nibble alignment.
- *SFD* (Start Frame Delimiter) is defined as an octet pattern of 10101011.
- *DA* (Destination Address) is a 48-bit field that specifies the MAC address of the destined DTE. If the first bit of DA is 1, the ACD82124 will treat the frame as a broadcast/multicast frame and will forward the frame to all ports within the source port's VLAN except the source port itself or BPDU address.
- *SA* (Source Address) is a 48-bit field that contains the MAC address of the source DTE that is transmitting the frame to the ACD82124. After a frame is received with no error, the SA is learned as the port's MAC address.
- *Type/Len* field is a 2-byte field that specifies the type (DIX Ethernet frame) or length (IEEE 802.3 frame) of the frame. The ACD82124 does not process this information.
- *Data* is the encapsulated information within the Ethernet Packet. The ACD82124 does not process any of the data information in this field.
- *FCS* (Frame Check Sequence) is a 32-bit field of a CRC (Cyclic Redundancy Check) value based on the destination address, the source address, the type/length and the data field. The ACD82124 will verify the FCS field for each frame. The procedure of computing FCS is described in section of "FCS Calculation."

### Start of Frame Detection

When a port's MAC is idle, assertion of the RXDV in the MII interface will cause the port to go into the receive state. The MII presents the received data in 4-bit nibbles that are synchronous to the receive clock (25Mhz or 2.5MHz). The ACD82124 will convert this data into a serial bit stream, and attempt to detect the occurrence of the SFD (10101011) pattern. All data prior to the detection of SFD are discarded. Once SFD is detected, the following frame data are forwarded and stored in the buffer of the switch.

### Frame Reception

Under normal operating conditions, the ACD82124 expects a received frame to have a minimum inter frame gap (IFG). The minimum IFG required by the device is 80 BT (Bit Time).

In the event the ACD82124 receives a packet with IFG less than 80BT, the ACD82124 does not guarantee to be able to receive the frame. The packet will be dropped if the ACD82124 cannot receive the frame.

The device will check all received frames for errors such as symbol error, FCS error, short event, runt, long event, jabber etc. Frames with any kind of error will not be forwarded to any port.

### Preamble Bit Processing

The preamble bit in the header of each frame will be used to synchronize the MAC logic with the incoming bit stream. The minimum length of the preamble is 0 bits and there is no limitation on the maximum length of preamble. After the receive data valid signal RXDV is asserted by the external PHY device, the port will wait for the occurrence of the SFD pattern (10101011) and then start a frame receiving process.

### Source Address and Destination Address

After a frame is received by the ACD82124, the embedded destination address and source address are retrieved. The destination address is passed to the lookup table to find the destination port. The source address is automatically stored into the address lookup table. For applications that use an external ARL, the ACD82124 will disable the internal lookup table and pass the DA and SA to the external ARL for address lookup and learning.

A port's MAC address register is cleared on power-up, hardware reset, or when the port enters into Link Fail state. If the SA aging option is enabled (*Register-16 bit 4*), the learned SA will be cleared if it does not reappear within five minutes.

During the receive process, the Lookup Engine will attempt to match the destination address with the addresses stored in the address table. If a match is found, a link between the source port and the destination port is established. If an external ARL is used, the ACD82124 indicates the presence of a 48-bit DA through the status line of the ARL interface. The external ARL will use the value of DA for address comparison and return a result of the lookup to the ACD82124.

### Frame Data

Frame data are transparent to the ACD82124. The ACD82124 will forward the data to the destination port(s) without interpreting the content of the frame data field.

### FCS Calculation

Each port of the ACD82124 has CRC checking logic to verify if the received frame has a correct FCS value. A wrong FCS value is an indication of a fragmented frame or a frame with frame bit error. The method of calculating the CRC value is using the following polynomial,

$$G(x) = x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x + 1$$

as a divider to divide the bit sequence of the incoming frame, beginning with the first bit of the destination address field, to the end of the data field. The result of the calculation, which is the residue after the polynomial division, is the value of the frame check sequence. This value should be equal to the FCS field appended at the end of the frame. If the value does not match the FCS field of the frame, the Frame Bit Error LED of the port will be turned on once and the packet will be dropped.

### Frame Length

During the receiving process, the MAC will monitor the length of the received frame. Legal Ethernet frames should have a length of not less than 64 bytes and no more than 1518 bytes. If the carrier sense signal of a frame is asserted for less than 76 BT, the frame is flagged with short event error. If the length of a frame

is less than 64 bytes, the frame is flagged with runt error.

In order to support an application where extra byte length is required, an Extra-Long-Frame option is provided. When the Extra long frame option is enabled (*Table 12: CFG7*), only frames longer than 1530 bytes are marked with a long event error. Frame length is measured from the first byte of DA to the last byte of FCS.

### Frame Filtering

Frames with any kind of error will be filtered. Types of error include code error (indicated by assertion of RXER signal), FCS error, alignment error, short event, runt, and long event.

Any frame heading to its own source port will be filtered. If external ARL is used, the ACD82124 will filter the frame as directed by the external ARL.

If the *Spanning Tree Support* option is enabled, frames containing DA equal to any reserved Bridge Management Group Address specified in Table 3.5 of IEEE 802.1d will not be forwarded to any ports, except the Port-23, which may receive BPDU frames. If spanning tree support is not enabled, frames with DA equal to the reserved Group Address for PBDU will be broadcasted to all ports in the same VLAN of the source port.

### Jabber Lockup Protection

If a receiving port is active continuously for more than 50,000 BT, the port is considered to be jabbering. A jabbering port will automatically be partitioned from the switch system in order to prevent it from impairing the performance of the network. The partitioned port will be re-activated as soon as the offending signal discontinues.

### Excessive Collision

In the event that there are more than 16 consecutive collision, the ACD82124 will reset the counter to zero and retransmit the packet. This implementation insures there is no packet loss even under channel capture situation. However, ACD82124 has an option to drop the packet on excessive collision. When this option is enabled (*Table 12: CG11*), the frame will be dropped after 16 consecutive collisions.

### False Carrier Events

If the RXER signal in the MII interface is asserted when the receive data valid (RXDV) signal is not asserted, the port is considered to have a false carrier event. If a port has more than two consecutive false carrier events, the port will automatically be partitioned from the switch system. The partitioned port will be re-activated if it has been idling for 33,000 BT or it has received a valid frame.

### Frame Forwarding

If the first bit of the destination address is 0, the frame is handled as a unicast frame. The destination address is passed to the Address Resolution Logic, which returns a destination port number to identify which port the frame should be forwarded to. If Address Resolution Logic cannot find any match for the destination address, the frame will be treated as a frame with unknown DA. The frame will be processed in one of two ways. If the option flood-to-all-port is enabled, the switch will forward the frame to all ports within the same VLAN of the source port, except the source port itself. If the option is not enabled, the frame will be forwarded to the 'dumping port' of the source port VLAN only. The dumping port is determined by the VLAN ID of the source port. If the source port belongs to multiple VLANs, a frame with unknown DA will then be forwarded to multiple dumping ports of the VLANs.

If the first bit of the destination address is a 1, the frame is handled as a multicast or broadcast frame. The ACD82124 does not differentiate a multicast packet from a broadcast packet except the reserved bridge management group address, as specified in table 3.5 of the IEEE 802.1d standard. The destination ports of the broadcast frame is all ports within the same VLAN except the source port itself.

The order of all broadcast frames with respect to the unicast frames is strictly enforced by the ACD82124.

### Frame Transmission

The ACD82124 transmits all frames in accordance to IEEE 802.3 standard. The ACD82124 will send the frames with a guaranteed minimum interframe gap of 96 BT, even if the received frames have an IFG less than the minimum requirement. Before the transmit process is started, the MAC logic will check if the channel has been silent for more than 64 BT. Within the 64 BT silent window, the transmission process will defer on any receiving process. If the channel has been silent for more than 64 BT, the MAC will wait an addi-

tional 32 BT before starting the transmit process. In the event that the carrier sense signal is asserted by the MII during the wait period, the MAC logic will generate a JAM signal to cause a forced collision.

The MAC logic will abort the transmit process if a collision is detected through the assertion of the Col signal of the MII. Re-transmission of the frame is scheduled in accordance to IEEE 802.3's truncated binary exponential backoff algorithm. If the transmit process has encountered 16 consecutive collisions, an excessive collision error is reported, and the ACD82124 will try to re-transmit the frame, unless the drop-on-excessive-collision option of the port is enabled. It will first reset the number of collisions to zero and then start the transmission after 96 BT of interframe gap. If drop-on-excessive-collision is enabled, the ACD82124 will not try to re-transmit the frame after 16 consecutive collisions. If a collision is detected after 512 BT of the transmission, a late collision error will be reported, but the frame will still be retransmitted after proper backoff time.

### Frame Generation

During a transmit process, frame data is read out from the memory buffer and is forwarded to the destination port's PHY device in nibbles. 7 bytes of preamble signal (10101010) will be generated first followed by the SFD (10101011), and then the frame data and 4 bytes of FCS are sent out last.

### Frame Buffer

All ports of the ACD82124 work in Store-And-Forward mode so that all ports can support both 10Mbps and 100Mbps data speed. The ACD82124 utilizes a global memory buffer pool, which is shared by all ports. The device has a unique architecture that inherits the advantage of both output buffer-based and input buffer-based switches. An output buffer-based switch stores the received data only once into the memory, and hence has a short latency. Whereas an input buffer-based switch typically has more efficient flow control.

### Flow Control

Under half duplex mode of operation, when the switch cannot handle the receiving of an incoming frame, a collision is generated by sending a jam pattern to the sending party to force it to back off and re-transmit the frame later. Back pressure flow control is applied to a port when its reserved-buffer is full and no more shared buffer is available, or when starvation control is active.

This process is used to ensure that there are no dropped frames. *Backpressure flow control* can be disabled by setting the corresponding bit of the *register-21*.

### VLAN Support (register 23 & 24)

The ACD82124 can support up to 4 port-based security VLANs. Each port of the ACD82124 can be assigned up to four VLAN. On power up, every port is assigned to VLAN-0 as default VLAN. Frames from the source port will only be forwarded to destination ports within the same VLAN domain. A broadcast/multicast frame will be forwarded to all ports within the VLAN(s) of the source port. A unicast frame will be forwarded to the destination port only if the destination port is in the same VLAN as the source port. Otherwise, the frame will be treated as a frame with unknown DA. Each VLAN can be assigned with a dedicated dumping port. Multiple VLANs can also share a dumping port. Unicast frames with unknown destination addresses will be forwarded to the dumping port of the source port VLAN.

Security VLAN can be disabled by setting the corresponding bit in the system configuration register (bit 8 of *Register 16*). When security VLAN is disabled, each VLAN becomes a leaky VLAN and is equivalent to a broadcast domain. Four dumping ports of four different virtual VLAN can be grouped together to form a fat pipe uplink (For example, if port 0&1, port 2&3, port 3&4, port 5&6 are combined to form 4 full duplex ports with 200Mbps per port throughput, these 4 full duplex ports can be grouped to form an 800 Mbps uplink port). When multiple dumping ports are grouped as a single pipe, each port has to be assigned to one and only one VLAN. A unicast frame with a matched DA will be forwarded to any destination, even if the VLAN ID is different. All unmatched DA packets will be forwarded to the designated dumping port of the source port VLAN. The broadcast and multicast packets will only be forwarded to the ports in the same VLAN of the source port. Therefore, a 200 to 800 Mbps pipe can be established by carefully grouping the dumping ports, and connects directly with the segmentation switches.

### Dumping Port

Each VLAN can be assigned with a dedicated dumping port. Multiple VLANs can share a dumping port. Each dumping port can be used for up-link connection or for DTE connection. That is, the dumping port can be used to connect the switch with a computer repeater hub, a workgroup switch, a router, or any type of interconnecting device compliant with the IEEE

802.3 standard. The ACD82124 will direct the following frames to the dumping port:

- frame with unicast destination address that does not match with any port's source address within the VLAN of the source port
- frame with broadcast/multicast destination address\*

\* See *Spanning Tree Support*

If the device is configured to work under Flood-to-All-Port mode (*Register 25, bit 8*), frames listed above will be forwarded to all the ports in the VLAN(s) of the source port except the source port itself.

### Mode of Operation

By default, all ports of the ACD82124 work in half duplex mode. A full-duplex port can be configured by combining two half-duplex ports. In this case, the operation mode of the port is determined by the port's PHY device through auto-negotiation. The mode of a port can also be assigned by the duplex mode indication/assignment register (*Register 27*).

### Spanning Tree Support

The ACD82124 supports Spanning Tree protocol. When Spanning Tree Support is enabled (*Register 16 bit 1*), frames from the CPU port (port 23) having a DA equal to the reserved Bridge Management Group Address for BPDU will be forwarded to the port specified by the CPU. Frames from all other ports with a DA equal to the Reserved Group Address for BPDU will be forwarded to the CPU port if the port is in the same VLAN of the CPU port. Port 23 is designed as the default CPU port. When Spanning Tree Support is disabled, all reserved group addresses for Bridge Management is treated as broadcast address.

Every port of the ACD82124 can be set to block-and-listen mode through the CPU interface. In this mode, incoming frames with DA equal to the reserved Group Address for BPDU will be forwarded to the CPU port. Incoming frames with all other DA value will be dropped. Outgoing frames with DA value equal to the Group Address for BPDU will be forwarded to the attached PHY device; all other outgoing frames will be filtered.

### Queue Management

Each port of the ACD82124 has its own individual transmission queue. All frames coming into the ACD82124 are stored into the shared memory buffer,



and are lined up in the transmission queues of the corresponding destination port. The order of all frames, unicast or broadcast, is strictly enforced by the ACD82124. The ACD82124 is designed with a non-blocking switching architecture. It is capable of achieving wire-speed frame forwarding rate and handling maximum traffic load.

### MII Interface

The MAC of each port of the ACD82124 interfaces with the port's PHY device through the standard MII interface. For reception, the received data (RXD) can be sampled by the rising edge (default) or the falling edge of the receive clock (RXCLK). Assertion of the receive data valid (RXDV) signal will cause the MAC to look for start of Frame Delimiter (SFD). For transmission, the transmit data enable (TXEN) signal is asserted when the first preamble nibble is sent on the transmit data (TXD) lines. The transmit data are clocked out by the falling edge of the transmit clock (TXCLK).

The ACD82124 supports PHY device management through the serial MDIO and MDC signal lines. The ACD82124 can continuously poll the status of the PHY devices through the serial management interface, without CPU intervention. The ACD82124 will also configures the PHY capability field to ensure proper operation of the link. The ACD82124 also enables the CPU to access any registers in the PHY devices through the CPU interface.

### Reversed MII Interface

Ten ports of the ACD82124 can be configured as reversed MII interface. Reversed MII behaves as a PHY MII, that the TXCLK, COL, RXD<3:0>, RXCLK, RXDV, CRS signals (names specified by IEEE 802.3u) become output signals of the ACD82124, and the TXER, TXD<3:0>, TXEN, RXER, signals (names specified by IEEE 802.3u) become input signals of the ACD82124. Reversed MII interface enables an external MAC device to be connected directly with the ACD82124.

### ASRAM Interface

The ACD82124 requires the use of asynchronous SRAM as a memory buffer. Each read or write cycle takes up to 20 ns. An ASRAM chip with access speed at 12 ns or faster should be used. The ASRAM interface contains a 52-bit data bus, a 17-bit address bus and 4 chip-select signals.

### CPU Interface

The ACD82124 does not require a microprocessor for operation. Initialization and most configurations can be done with the use of external hardware pins. However, the ACD82124 provides a CPU interface for a microprocessor to access some of its control registers and status registers. The microprocessor can send a read command to retrieve the status of the switch, or send a write command to configure the switch through a serial interface. This interface is a commonly used UART type interface. The CPU interface can also be used to access the registers inside each PHY device connected with the ACD82124.

### ARL Interface

The ACD82124 has a built-in ARL that can store up to 2,000 MAC addresses. It is actually a subset of the full ACD80800 ARL IC. For detailed description, please refer to the ACD80800 Data Sheet. The UARTID for this built-in ARL is shared with the ACD82124 (CFG16 & 17).

The ACD82124 also provides an ARL interface (*Table 12: CFG9*) for supporting additional MAC addresses. Through the ARL interface, the external ARL (ACD80800) device can tap the value of DA out from the data bus in the ASRAM interface, and execute a lookup process to map the value of DA into a port number. The external ARL device also learns the SA values embedded in the received frames via the ARL interface. The value of SA is used to build up the address lookup table.

### MIB Interface

Traffic activities on all ports of the ACD82124 can be monitored through the MIB interface. Through the MIB interface, a MIB device can view what the source port is receiving, or what the destination port is transmitting. Therefore, the MIB device can maintain a record of traffic statistics for each port to support network management. Since all received data are stored into the memory buffer, and all transmitted data are retrieved from the memory buffer, the data of the activities can also be captured from the data bus of ASRAM interface. The status of each data transaction between the ACD82124 and the ASRAM is displayed by some dedicated status signal pins of the ACD82124.

## LED Interface

The ACD82124 provides a wide variety of LED indicators for simple system management. The update of the LED is completely autonomous and merely requires low speed TTL or CMOS devices as LED drivers. The status display is designed to be flexible to allow the system designer to choose those indicators appropriate for the specification of the equipment.

There are two LED control signals, LEDVLD0 and LEDVLD1, used to indicate the start and end of the LED data signal. LEDCLK signal is a 2.5MHz clock signal. The rising edge of LEDCLK should be used to latch the LED data signal into the LED driver circuitry.

The LED data signals contain Lnk, Xmt, Rcv, Col, Err, Adr, Fdx and Spd, which represent Link status, Transmit status, Receive status, Collision indication, Frame error indication, Port Address learning status, Full duplex operation and Operational Speed status respectively. These status signals are sent out sequentially from port 23 to port 0, once every 50ms. For details about the timing diagrams of the LED signals, refer to the chapter of "Timing Description "

## Life Pulse

The ACD82124 continuously sends out life pulses to the WCHDOG pin when it is operating properly. In a catastrophic event, the ACD82124 will not send the life pulse to cause the external watchdog circuitry to time-up and reset the switch system.

## 6. INTERFACE DESCRIPTION

### MII Interface (MII)

The ACD82124 communicates with the external 10/100 Ethernet transceivers through standard MII interface. The signals of MII interface are described in *table-6.1*:

**Table-6.1: MII Interface Signals**

Name	Type	Description
PxCRS	I	Carrier sense
PxRXDV	I	Receive data valid
PxRXCLK	I	Receive clock (25/2.5 MHz)
PxRXERR	I	Receive error
PxRXD0	I	Receive data bit 0
PxRXD1	I	Receive data bit 1
PxRXD2	I	Receive data bit 2
PxRXD3	I	Receive data bit 3
PxCOL	I	Collision indication
PxTXEN	O	Transmit data valid
PxTXCLK	I	Transmit clock (25/2.5 MHz)
PxTXD0	O	Transmit data bit 0
PxTXD1	O	Transmit data bit 1
PxTXD2	O	Transmit data bit 2
PxTXD3	O	Transmit data bit 3

For MII interface, signal PxRXDV, PxRXER and PxRXD0 through PxRXD3 are sampled by the rising edge of PxRXCLK. Signal PxTXEN, and PxTXD0 through PxTXD3 are clocked out by the falling edge of PxTXCLK. The detailed timing requirement is described in the chapter of "Timing Description"

Ports 0,1, 2, 3, 4, 5, 6, 7, 22 and 23 can be configured as reversed MII ports (*Register 28*, the Reversed MII Enable register). These ports, when configured as "normal" MII, have the same characteristics as all other MII ports. However, when configured as reversed MII interface, they will behave logically like a PHY device, and can interface directly with a MAC device. The signal of reversed MII interface are described by *table-6.2*:

Note: \* *Collision Indication* for half-duplex mode.  
*Not-Ready (output)* for full duplex mode.

**Table-6.4: MDIO Format**

Operation	PRE	ST	OP	PHY-ID	REG-AD	TA	DATA	IDLE
Write	1...1	01	01	aaaa	rrrr	10	d...d	Z
Read	1...1	01	10	aaaa	rrrr	Z0	d...d	Z

**Table-6.2: Reversed MII Interface Signals**

Name	Type	Description
PxCRSR	O	Carrier sense
PxRXDVR	I	Transmit data valid
PxRXCLKR	O	Transmit clock (25/2.5 MHz)
PxRXERR	I	Not-Ready (Input)
PxRXD0R	I	Transmit data bit 0
PxRXD1R	I	Transmit data bit 1
PxRXD2R	I	Transmit data bit 2
PxRXD3R	I	Transmit data bit 3
PxCOLR	O	Collision Indication/ Not-Ready (Output)
PxTXENR	O	Receive data valid
PxTXCLKR	O	Receive clock (25/2.5 MHz)
PxTXD0R	O	Receive data bit 0
PxTXD1R	O	Receive data bit 1
PxTXD2R	O	Receive data bit 2
PxTXD3R	O	Receive data bit 3

For reversed MII interface, signal PxRXDVR, and PxRXD0R through PxRXD3R are clocked out by the falling edge of PxRXCLKR. Signal PxTXENR, and PxTXD0R through PxTXD3R can be sampled by the falling edge or rising edge of PxTXCLKR, depends on the setting of bit 9 of *Register 16*. The timing behavior is described in the chapter of "Timing Description."

### PHY Management Interface

All control and status registers of the PHY devices are accessible through the PHY management interface. The interface consists of two signals: MDC and MDIO, which are described in *Table-6.3*.

**Table-6.3: PHY Management Interface Signals**

Name	Type	Description
MDC	O	PHY management clock (1.25MHz)
MDIO	I/O	PHY management data

Frames transmitted on MDIO has the following format (*Table-6.4*):

Prior to any transaction, the ACD82124 will output thirty-two bits of '1' as a preamble signal. After the preamble, a '01' signal is used to indicate the start of the frame.

For a write operation, the device will send a '01' to signal a write operation. Following the '01' write signal will be the 5 bit ID address of the PHY device and the 5 bit register address. A '10' turn around signal is then followed. After the turn around, the 16 bit of data will be written into the register. After the completion of the write transaction, the line will be left in a high impedance state.

For a read operation, the ACD82124 will output a '10' to indicate read operation after the start of frame indicator. Following the '10' read signal will be the 5-bit ID address of the PHY device and the 5-bit register address. Then, the ACD82124 will cease driving the MDIO line, and wait for one BT. During this time, the MDIO should be in a high impedance state. The ACD82124 will then synchronize with the next bit of '0' driven by the PHY device, and continue on to read 16 bits of data from the PHY device.

The system designer should set the ID of the PHY devices as '1' for port-0, '2' for port-1, ... and '24' for port-23. The detail timing requirement on PHY management signals are described in the chapter of "Timing Description."

### CPU Interface

The ACD82124 includes a CPU interface to enable an external CPU to access the internal registers of the ACD82124. The protocol used in the CPU is the asynchronous serial signal (UART). The baud rate can be from 1200 bps to 76800 bps. The ACD82124 automatically detects the baud rate for each command, and returns the result at the same baud rate. The signals in CPU interface are described in *Table-6.5*.

**Table-6.5: CPU Interface Signals**

Name	Type	Description
CPUDI	I	CPU data input
CPUDO	O	CPU data output
CPUIRQ	O	CPU interrupt request

A command sent by CPU comes through the CPUDI line. The command consists of 9 octets. Command frames transmitted on CPUDI have the following format (*Table-6.6*):

**Table-6.6: CPU Command Format**

Operation	Command	Register	Index	Data	Checksum
Write	0010XX11	8-bit	8-bit	24-bit	8-bit
Read	0010XX01	8-bit	8-bit	24-bit	8-bit

The byte order of data in all fields follows the big-endian convention, i.e. most significant octet first. The bit order is least significant order first. The Command octet specifies the type of the operation. Bit 2 and bit 3 of the command octet is used to specify the device ID of the chip. They are set by bit 16 and bit 17 of the *Register 25* at power on strobing. The address octet specifies the type of the register. The index octet specifies the ID of the register in a register array. For write operation, the Data field is a 4-octet value to specify what to write into the register. For read operation, the Data field is a 4-octet 0 as padded data. The checksum value is an 8-bit value of exclusive-OR of all octets in the frame, starting from the Command octet.

The ACD82124 will respond to each valid command received by sending a response frame through the CPUDO line. The response frames have the following format (*Table-6.7*):

**Table-6.7: Response Format**

Response	Command	Result	Data	Checksum
Write	00100011	8-bit	24-bit	8-bit
Read	00100001	8-bit	24-bit	8-bit

The command octet specifies the type of the response. The result octet specifies the result of the execution.

The Result field in a response frame is defined as:

- 00 for no error
- 01 for Checksum
- 10 for address incorrect
- 11 for MDIO waiting time-out

For response to a read operation, the Data field is a 3-octet value to indicate the content of the register. For response to a write operation, the Data field is 24 bits of 0. The checksum value is an 8-bit value of exclusive-OR of all octets in the response frame, starting from the Command octet.

CPUIRQ is used to inform the CPU of some special status has been encountered by the ACD82124, like port partition, fatal system error, etc. By clearing the appropriate bit in the interrupt mask register, one can stop the specific source from generating an interrupt request. Reading the interrupt source register retrieves the source of the interrupt and clears the interrupt source register.

### ASRAM Interface

All received frames are stored into the shared memory buffer through the ASRAM interface. When the destination port is ready to transmit the frame, data is read from the shared memory buffer through the ASRAM interface. The signals in ASRAM interface are described in *Table-6.8*.

**Table-6.8: ASRAM Interface**

Name	Type	Description
DATA0-DATA51	I/O	memory data bus
ADDR0-ADDR16	O	memory address bus
nOE	O	output enable, low active
nWE	O	write enable, low active
nCS0 - nCS3	O	chip select signals, low active.

Data is written into the ASRAM or read from the ASRAM in 52-bit wide words. The data is a 48-bit wide value and the control is a 4 bit-wide value. ADDR specifies the address of the word, and DATA contains the content of the word. Bit 0 ~ 47 of DATA bus are used to pass 48-bit frame data. Bit 48 are used to indicate the start and end of a frame. Bit 49 ~ 51 are used to indicate the length of actual data presented on DATA0 ~ DATA47.

nOE and nWE are used to control the timing of read or write operation respectively. nCSx selects the ASRAM chip corresponding to the word address. The timing requirement on ASRAM access is described in the chapter-9 "Timing Description".

### ARL Interface

ARL interface provides a communication path between the ACD82124 and an ARL device, which can provide up to 8K of additional address lookup function. As the ACD82124 receives a frame, the destination address and source address of the frame are displayed on the ARLDO data lines for the external ARL device. After the external ARL finds the corresponding destination port, it returns the result through the ARLDix lines to

the ACD82124. The timing requirement on ARL signals is described in *Chapter-9* "Timing Description." *Table-6.9* shows the associated signals in ARL interface.

**Table-6.9: ARL Interface Signals**

Name	Type	Description
ARLDO0-RLDO51	O	ARL data output, shared with DATA 0 - DATA 51
ARLDIR1-ARLDIR0	O	ARL data direction indicator 00 for idle 01 for receive 10 for transmit 11 for control
ARLSYNC	O	ARL port synchronization
ARLSTAT0-ARLSTAT3	O	ARL data state indicator
ARLCLK	O	ARL clock
ARLDI0 - ARLDI3	I	ARL data input
ARLDIV	I	ARL input data valid

The data signal is tapped from the DATA bus of ASRAM interface. Since all data of the received frames will be written into the shared memory through the DATA bus, the bus can be used to monitor occurrences of DA and SA values, indicated by the status signal of ARLSTAT. Therefore, ARLD0 through ARLD51 are the same signals of DATA0 through DATA47.

ARLDIR1 and ARLDIR0 are used to indicate the direction of data on the ARLDO bus:

- 00: Idle
- 01: for receiving data
- 10: for transmitting data
- 11: Header

ARLSYNC is used to indicate port 0 is driving the DATA bus. Since the bus is pre-allocated in time division multiplexing manner, the ARL device can determine which port is driving the DATA bus.

ARLSTAT are used to indicate the status of the data shown on the first 48 bits of DATA bus. The 4-bit status is defined as:

- 0000 - Idle
- 0001 - First word (DA)
- 0010 - Second word (SA)
- 0011 - Third through last word
- 0100 - Filter Event
- 0101 - Drop Event
- 0110 - Jabber
- 0111 - False Carrier/Deferred Transmission\*
- 1000 - Alignment error/Single Collision

**Table-11: LED Interface Signals**

Name	Type	Description	Signal Group 1	Signal Group 2
LEDVLD0	O	LED signal valid #0	1	0
LEDVLD1	O	LED signal valid #1	0	1
nLEDCLK	O	2.5 MHz LED clock	-	-
nLED0	O	Dual purpose indicator	address learning status	frame error indicator
nLED1	O	Dual purpose indicator	full duplex indication	collision indication
nLED2	O	Dual purpose indicator	port speed (1=10Mbps,0=100Mbps)	receiving activity
nLED3	O	Dual purpose indicator	Link status	transmit activity

- 1001 - Flow Control/Multiple Collision\*
- 1010 - Short Event/Excessive Collision \*
- 1011 - Runt/Late Collision \*
- 1100 - Symbol Error
- 1101 - FCS Error
- 1110 - Long Event
- 1111 - Reserved

\*Note: error type depends on whether the port is receiving or transmitting.

ARLDix is used to receive the lookup result from the external ARL. Result is returned by external ARL device through the ARLDix lines. Returned data is sampled by the rising edge of ARLCLK. The ARL result has the following format:

SID	RSLT	DID

Where

- SID is a 5-bit ID of the source port (0 - 23)
- RSLT is a 2-bit result, defined as:
  - 00 - reserved
  - 01 - matched
  - 10 - not matched
  - 11 - forced discard
- DID is a 5-bit ID of the destination port (0 - 23)

The start of each ARL result is indicated by assertion of ARLDIV signal.

### LED Interface

The signals in the LED interface is described in *table-6.10*:

The status of each port is displayed on the LED interface for every 50ms. LEDVLD0 and LEDVLD1 are used to indicate the start and end of the LED data. LED data is clocked out by the falling edge of LEDCLK, and should be sampled by the rising edge of LEDCLK. LED data of port 23 are clocked out first, followed by port 22 down to port 0. All LED signals are low active.

## Configuration Interface

There are 20 pins whose pull-up or pull-down state will be used as Power-On-Strobing configuration data (*Register 25, & CFG0 - CFG19*) to specify various working modes of the ACD82124. The CFG pins are shared with other functional pins of the ACD82124. The pull-high or pull-low status of the CFG pins are used to indicate specific configuration settings, described in *Table-6.11*. The register description section will provide more details about the *POS Configuration register*.

**Table-6.11: Configuration Interface**

Pin Name	Register #	Bit #	Setting
P7TXD0	25	0	See Table-7.25
P7TXD1		1	
P7TXD2		2	
P7TXD3		3	
P6TXD0		4	
P6TXD1		5	
P6TXD2		6	
P6TXD3		7	
LEDCLK		8	
LEDVLD0		9	
LEDVLD1		10	
nLED3		11	
nLED2		12	
nLED1		13	
nLED0		14	
P5TXD0		15	
P5TXD1		16	
P5TXD2		17	
P5TXD3	18		
P2TxD0	26	0	See Table-7.26
P2TxD1		1	
P2TxD2		2	
P2TxD3		3	
P3TxD0		4	
P3TxD1		5	
P3TxD2		6	
P3TxD3		7	
P4TxD0		8	
P4TxD1		9	
P4TxD2		10	
P4TxD3	11		
P0TXD0	30	0	See Table-7.30
P0TXD1		1	
P0TXD2		2	
P0TXD3		3	
P1TXD0		4	
P1TXD1		5	
P1TXD2		6	
P1TXD3	7		
P23TXD0R	20, inside the Internal ARL	0	See Appendix-A1
P23TXD1R		1	
P23TXD2R		2	0
P23TXD3R		3	

## Other Interface (*Table-6.12*)

**Table-6.12: Other Interface**

Name	Type	Description
CLK50	I	50 MHz clock input
nRESET	I	hardware reset
WCHDOG	O	watch dog life pulse signal
VDD	-	3.3 V power
VSS	-	ground

CLK50 should come from a clock oscillator, with 0.01% (100 ppm) accuracy.

Assertion of the nRESET pin will cause the ACD82124 to go through the power-up initialization process. All registers are set to their default value after reset.

When the ACD82124 is working properly, it will generate pulses from the WCHDOG pin continuously. It is used as a safeguard, so that in case something unexpected happens, the external watchdog circuit will reset the switch system.

VDD is 3.3V power supply. VSS is power ground.

## 7. REGISTER DESCRIPTION

Registers in the ACD82124 are used to define the operation mode of various function modules of the switch controller and the peripheral devices. Default values at power-on are defined by the factory. The management CPU (optional) can read the content of all registers and modify some of the registers to change the operation mode. Table-7.0 lists all the registers inside the switch controller.

### INTSRC register (register 1)

The INTSRC register indicates the source of the interrupt request. Before the CPU starts to respond to an interrupt request, it should read this register to find out the interrupt source. This register is automatically cleared after each read. Table-7.1 lists all the bits of this register.

### SYSERR register (register 2)

The SYSERR register indicates the presence of sys-

**Table-7.1: INTSRC Register**

Bit	Description	Default
0	System initialization completed	0
1	System error occurred	0
2	Port partition occurred	0
3	ARL Interrupt	0
4	Reserved	0
5	Reserved	0
6	Reserved	0
7	Reserved	0

tem errors. It is automatically cleared after each read. Table-7.2 lists all kind of system error.

**Table-7.2: SYSERR Register**

Bit	Description	Default
0	BIST failure indication	0
1	Reserved	0
2	Reserved	0
3	Reserved	0
4	Reserved	0
5	Reserved	0
6	Reserved	0
7	Reserved	0
8	Reserved	0

**Table-7.0: Register List**

Address	Name	Type	Size	Depth	Description
0					Reserved
1	INTSRC	R	8 Bit	1	Interrupt Source
2	SYSERR	R	24 Bit	1	System Error
3	PAR	R	24 Bit	1	Port Partition Indication
4	PMERR	R	24 Bit	1	PHY Management Error
5	ACT	R	24 Bit	1	Port Activity
6-15					Reserved
16	SYSCFG	R/W	16 Bit	1	System Configuration
17	INTMSK	R/W	8 Bit	1	Interrupt Mask
18	SPEED	R/W	24 Bit	1	Port Speed
19	LINK	R/W	24 Bit	1	Port Link
20	nFWD	R/W	24 Bit	1	Port Forward Disable
21	nBP	R/W	24 Bit	1	Port Back Pressure Disable
22	nPORT	R/W	24 Bit	1	Port Disable
23	PVID	R/W	4 Bit	24	Port VLAN ID
24	VPID	R/W	5 Bit	4	VLAN Dumping Port
25	POSCFG	R/W	19 Bit	1	Power-On-Strobe Configuration
26	nPAUSE	R/W	24 Bit	1	Port Pause Frame Disable
27	DPLX	R/W	24 Bit	1	Port Duplex Mode
28	RVSMII	R/W	5 Bit	1	Reversed MII Selection
29	nPM	R/W	24 Bit	1	Port PHY Management Disable
30	ERRMSK	R/W	8 Bit	1	Error Mask
31	CLKADJ	R/W	4 Bit	1	ARL Clock Delay Adjustment
32-63	PHYREG	R/W	16 Bit	24	Registers in PHY device, (REG# - 32)



PAR register (register 3)

The PAR register indicates the presence of the partitioned ports and the port ID. A port can be automatically partitioned if there is a consecutive false carrier event, an excessive collision or a jabber. This register is automatically cleared after each read. Table-7.3 lists all the bits of this register.

**Table-7.3: PAR Register**

Bit	Description	Default
0	0 - Port 0 not partitioned. 1 - Port 0 partitioned.	0
1	0 - Port 1 not partitioned. 1 - Port 1 partitioned.	
2	0 - Port 2 not partitioned. 1 - Port 2 partitioned.	
3	0 - Port 3 not partitioned. 1 - Port 3 partitioned.	
4	0 - Port 4 not partitioned. 1 - Port 4 partitioned.	
5	0 - Port 5 not partitioned. 1 - Port 5 partitioned.	
6	0 - Port 6 not partitioned. 1 - Port 6 partitioned.	
7	0 - Port 7 not partitioned. 1 - Port 7 partitioned.	
8	0 - Port 8 not partitioned. 1 - Port 8 partitioned.	
9	0 - Port 9 not partitioned. 1 - Port 9 partitioned.	
10	0 - Port 10 not partitioned. 1 - Port 10 partitioned.	
11	0 - Port 11 not partitioned. 1 - Port 11 partitioned.	
12	0 - Port 12 not partitioned. 1 - Port 12 partitioned.	
13	0 - Port 13 not partitioned. 1 - Port 13 partitioned.	
14	0 - Port 14 not partitioned. 1 - Port 14 partitioned.	
15	0 - Port 15 not partitioned. 1 - Port 15 partitioned.	
16	0 - Port 16 not partitioned. 1 - Port 16 partitioned.	
17	0 - Port 17 not partitioned. 1 - Port 17 partitioned.	
18	0 - Port 18 not partitioned. 1 - Port 18 partitioned.	
19	0 - Port 19 not partitioned. 1 - Port 19 partitioned.	
20	0 - Port 20 not partitioned. 1 - Port 20 partitioned.	
21	0 - Port 21 not partitioned. 1 - Port 21 partitioned.	
22	0 - Port 22 not partitioned. 1 - Port 22 partitioned.	
23	0 - Port 23 not partitioned. 1 - Port 23 partitioned.	

PMERR register (register 4)

The PMERR register indicates the presence of PHYs that have failed to respond to the PHY Management command issued through the MDIO line. This register is automatically cleared after each read. Table-7.4 describes all the bit of this register.

**Table-7.4: PMERR Register**

Bit	Description	Default
0	0 - Port 0 PHY responded 1 - Port 0 PHY failed to respond	0
1	0 - Port 1 PHY responded 1 - Port 1 PHY failed to respond	
2	0 - Port 2 PHY responded 1 - Port 2 PHY failed to respond	
3	0 - Port 3 PHY responded 1 - Port 3 PHY failed to respond	
4	0 - Port 4 PHY responded 1 - Port 4 PHY failed to respond	
5	0 - Port 5 PHY responded 1 - Port 5 PHY failed to respond	
6	0 - Port 6 PHY responded 1 - Port 6 PHY failed to respond	
7	0 - Port 7 PHY responded 1 - Port 7 PHY failed to respond	
8	0 - Port 8 PHY responded 1 - Port 8 PHY failed to respond	
9	0 - Port 9 PHY responded 1 - Port 9 PHY failed to respond	
10	0 - Port 10 PHY responded 1 - Port 10 PHY failed to respond	
11	0 - Port 11 PHY responded 1 - Port 11 PHY failed to respond	
12	0 - Port 12 PHY responded 1 - Port 12 PHY failed to respond	
13	0 - Port 13 PHY responded 1 - Port 13 PHY failed to respond	
14	0 - Port 14 PHY responded 1 - Port 14 PHY failed to respond	
15	0 - Port 15 PHY responded 1 - Port 15 PHY failed to respond	
16	0 - Port 16 PHY responded 1 - Port 16 PHY failed to respond	
17	0 - Port 17 PHY responded 1 - Port 17 PHY failed to respond	
18	0 - Port 18 PHY responded 1 - Port 18 PHY failed to respond	
19	0 - Port 19 PHY responded 1 - Port 19 PHY failed to respond	
20	0 - Port 20 PHY responded 1 - Port 20 PHY failed to respond	
21	0 - Port 21 PHY responded 1 - Port 21 PHY failed to respond	
22	0 - Port 22 PHY responded 1 - Port 22 PHY failed to respond	
23	0 - Port 23 PHY responded 1 - Port 23 PHY failed to respond	

ACT register (register 5)

The ACT register indicates the presence of transmit or receive activities of each port since the register was last read. This register is automatically cleared after each read. Table-7.5 describes all the bits of this register.

**Table-7.5: ACT Register**

Bit	Description	Default
0	0 - Port 0 no activity 1 - Port 0 has activity	0
1	0 - Port 1 no activity 1 - Port 1 has activity	
2	0 - Port 2 no activity 1 - Port 2 has activity	
3	0 - Port 3 no activity 1 - Port 3 has activity	
4	0 - Port 4 no activity 1 - Port 4 has activity	
5	0 - Port 5 no activity 1 - Port 5 has activity	
6	0 - Port 6 no activity 1 - Port 6 has activity	
7	0 - Port 7 no activity 1 - Port 7 has activity	
8	0 - Port 8 no activity 1 - Port 8 has activity	
9	0 - Port 9 no activity 1 - Port 9 has activity	
10	0 - Port 10 no activity 1 - Port 10 has activity	
11	0 - Port 11 no activity 1 - Port 11 has activity	
12	0 - Port 12 no activity 1 - Port 12 has activity	
13	0 - Port 13 no activity 1 - Port 13 has activity	
14	0 - Port 14 no activity 1 - Port 14 has activity	
15	0 - Port 15 no activity 1 - Port 15 has activity	
16	0 - Port 16 no activity 1 - Port 16 has activity	
17	0 - Port 17 no activity 1 - Port 17 has activity	
18	0 - Port 18 no activity 1 - Port 18 has activity	
19	0 - Port 19 no activity 1 - Port 19 has activity	
20	0 - Port 20 no activity 1 - Port 20 has activity	
21	0 - Port 21 no activity 1 - Port 21 has activity	
22	0 - Port 22 no activity 1 - Port 22 has activity	
23	0 - Port 23 no activity 1 - Port 23 has activity	

SYSCFG register (register 16)

The SYSCFG register specifies certain system configurations. The system options are described in the chapter of "Function Description." Table-7.16 describes all the bit of this register.

**Table-7.16: SYSCFG Register**

Bit	Description	Default
0	0 - BIST enabled; 1 - BIST disabled.	0
1	0 - Spanning Tree support disabled; 1 - Spanning Tree support enabled	0
2	Reserved.	0
3	Reserved.	0
4	Reserved.	0
5	0 - wait for CPU. 1 - system ready to start <i>*This bit is used by the CPU when bit-15 of register-25 is set as "0" (for system with control CPU). The system will wait for CPU to set this bit.</i>	0
6	0 - PHY Management not completed 1 - PHY Management completed. <i>*This bit is used by the CPU when bit-15 of register-25 is set as "0" (for system with a control CPU). The MAC will not start until this bit is set by the CPU.</i>	0
7	0 - Watchdog function enabled. 1 - Watchdog function disabled.	0
8	0 - Secure VLAN checking rule enforced. 1 - Leaky VLAN checking rule enforced.	0
9	0 - Rising edge of RXCLK to latch data. 1 - Falling edge of RXCLK to latch data. <i>*For Reversed MII port only.</i>	0
10	0 - Late Back-Pressure scheme disabled 1 - Late Back-Pressure scheme enabled <i>*When enabled, the MAC will generate back-pressure only after reading the first bit of DA</i>	0
11	0 - special handling of broadcast frames disabled 1 - special handling of broadcast frames enabled <i>*When enabled, all broadcast frames from non-CPU port are forwarded to the CPU port only, and all broadcast frames from the CPU port are forwarded to all other ports.</i>	0
12	Software Reset: "1" to start a system reset to initialize all state machines.	0
13	Hardware Reset: "1" to stop the life pulse on the watchdog pin, which in turn will trigger the external watchdog circuitry to reset the whole system.	
14	Reserved	0
15	Reserved	0

INTMSK register (register 17)

The INTMSK register defines the valid interrupt sources allowed to assert interrupt request pin. Table-7.17 lists all the bits of this register.

**Table-7.17: INTMSK Register**

Bit	Description	Default
0	Enable "system initialization completion" to interrupt	1
1	Enable "internal system error" to interrupt	1
2	Enable "port partition event" to interrupt	1
3	Reserved	1
4	Reserved	1
5	Reserved	1
6	Reserved	1
7	Reserved	1

SPEED register (register 18)

The SPEED register specifies or indicates the speed rate of each port. It is read-only, unless the bit-12 of register-25 is set (through POS to disable automatic PHY management). At read-only mode, it indicates the speed achieved through PHY management. At the write-able mode, the control CPU will be able to assign speed rate for each port. Table-7.18 describes all the bit of this register.

LINK register (register 19)

The LINK register specifies or indicates the link status of each port. It is read-only, unless bit-12 of register-25 is set (through POS, to disable automatic PHY management). At read-only mode, it indicates the result achieved by PHY management. At write-able mode,

**Table-7.18: SPEED Register**

Bit	Description	Default
0	0 - Port 0 at 10 Mbps 1 - Port 0 at 100 Mbps	0
1	0 - Port 1 at 10 Mbps 1 - Port 1 at 100 Mbps	
2	0 - Port 2 at 10 Mbps 1 - Port 2 at 100 Mbps	
3	0 - Port 3 at 10 Mbps 1 - Port 3 at 100 Mbps	
4	0 - Port 4 at 10 Mbps 1 - Port 4 at 100 Mbps	
5	0 - Port 5 at 10 Mbps 1 - Port 5 at 100 Mbps	
6	0 - Port 6 at 10 Mbps 1 - Port 6 at 100 Mbps	
7	0 - Port 7 at 10 Mbps 1 - Port 7 at 100 Mbps	
8	0 - Port 8 at 10 Mbps 1 - Port 8 at 100 Mbps	
9	0 - Port 9 at 10 Mbps 1 - Port 9 at 100 Mbps	
10	0 - Port 10 at 10 Mbps 1 - Port 10 at 100 Mbps	
11	0 - Port 11 at 10 Mbps 1 - Port 11 at 100 Mbps	
12	0 - Port 12 at 10 Mbps 1 - Port 12 at 100 Mbps	
13	0 - Port 13 at 10 Mbps 1 - Port 13 at 100 Mbps	
14	0 - Port 14 at 10 Mbps 1 - Port 14 at 100 Mbps	
15	0 - Port 15 at 10 Mbps 1 - Port 15 at 100 Mbps	
16	0 - Port 16 at 10 Mbps 1 - Port 16 at 100 Mbps	
17	0 - Port 17 at 10 Mbps 1 - Port 17 at 100 Mbps	
18	0 - Port 18 at 10 Mbps 1 - Port 18 at 100 Mbps	
19	0 - Port 19 at 10 Mbps 1 - Port 19 at 100 Mbps	
20	0 - Port 20 at 10 Mbps 1 - Port 20 at 100 Mbps	
21	0 - Port 21 at 10 Mbps 1 - Port 21 at 100 Mbps	
22	0 - Port 22 at 10 Mbps 1 - Port 22 at 100 Mbps	
23	0 - Port 23 at 10 Mbps 1 - Port 23 at 100 Mbps	

the control CPU can assign link status for each port. Table-7.19 describes all the bit of this register.

#### nFWD register (register 20)

The nFWD register defines the forwarding mode of each port. Under *forwarding* mode, a port can forward

all frames. Under *block-and-listen* mode, a port will not forward regular frames, except BPDU frames. If the spanning tree algorithm discovers redundant links, the control CPU will allow only one link remaining in *forwarding* mode and force all other links into *block-and-listen* mode. Setting the associated bit in this register will put the port into *block-and-listen* mode. Table-7.20 describes all the bit of this register.

**Table-7.19: LINK Register**

Bit	Description	Default
0	0 - Port 0 link not established 1 - Port 0 link established	0
1	0 - Port 1 link not established 1 - Port 1 link established	
2	0 - Port 2 link not established 1 - Port 2 link established	
3	0 - Port 3 link not established 1 - Port 3 link established	
4	0 - Port 4 link not established 1 - Port 4 link established	
5	0 - Port 5 link not established 1 - Port 5 link established	
6	0 - Port 6 link not established 1 - Port 6 link established	
7	0 - Port 7 link not established 1 - Port 7 link established	
8	0 - Port 8 link not established 1 - Port 8 link established	
9	0 - Port 9 link not established 1 - Port 9 link established	
10	0 - Port 10 link not established 1 - Port 10 link established	
11	0 - Port 11 link not established 1 - Port 11 link established	
12	0 - Port 12 link not established 1 - Port 12 link established	
13	0 - Port 13 link not established 1 - Port 13 link established	
14	0 - Port 14 link not established 1 - Port 14 link established	
15	0 - Port 15 link not established 1 - Port 15 link established	
16	0 - Port 16 link not established 1 - Port 16 link established	
17	0 - Port 17 link not established 1 - Port 17 link established	
18	0 - Port 18 link not established 1 - Port 18 link established	
19	0 - Port 19 link not established 1 - Port 19 link established	
20	0 - Port 20 link not established 1 - Port 20 link established	
21	0 - Port 21 link not established 1 - Port 21 link established	
22	0 - Port 22 link not established 1 - Port 22 link established	
23	0 - Port 23 link not established 1 - Port 23 link established	

**Table-7.20: nFWD Register**

Bit	Description	Default
0	0 - Port 0 in forwarding state 1 - Port 0 in block-and-listen state	0
1	0 - Port 1 in forwarding state 1 - Port 1 in block-and-listen state	
2	0 - Port 2 in forwarding state 1 - Port 2 in block-and-listen state	
3	0 - Port 3 in forwarding state 1 - Port 3 in block-and-listen state	
4	0 - Port 4 in forwarding state 1 - Port 4 in block-and-listen state	
5	0 - Port 5 in forwarding state 1 - Port 5 in block-and-listen state	
6	0 - Port 6 in forwarding state 1 - Port 6 in block-and-listen state	
7	0 - Port 7 in forwarding state 1 - Port 7 in block-and-listen state	
8	0 - Port 8 in forwarding state 1 - Port 8 in block-and-listen state	
9	0 - Port 9 in forwarding state 1 - Port 9 in block-and-listen state	
10	0 - Port 10 in forwarding state 1 - Port 10 in block-and-listen state	
11	0 - Port 11 in forwarding state 1 - Port 11 in block-and-listen state	
12	0 - Port 12 in forwarding state 1 - Port 12 in block-and-listen state	
13	0 - Port 13 in forwarding state 1 - Port 13 in block-and-listen state	
14	0 - Port 14 in forwarding state 1 - Port 14 in block-and-listen state	
15	0 - Port 15 in forwarding state 1 - Port 15 in block-and-listen state	
16	0 - Port 16 in forwarding state 1 - Port 16 in block-and-listen state	
17	0 - Port 17 in forwarding state 1 - Port 17 in block-and-listen state	
18	0 - Port 18 in forwarding state 1 - Port 18 in block-and-listen state	
19	0 - Port 19 in forwarding state 1 - Port 19 in block-and-listen state	
20	0 - Port 20 in forwarding state 1 - Port 20 in block-and-listen state	
21	0 - Port 21 in forwarding state 1 - Port 21 in block-and-listen state	
22	0 - Port 22 in forwarding state 1 - Port 22 in block-and-listen state	
23	0 - Port 23 in forwarding state 1 - Port 23 in block-and-listen state	

nBP register (register 21)

The nBP register defines back-pressure flow control capability for each port. Table-7.21 describes all the bits of this register.

**Table-7.21: nBP Register**

Bit	Description	Default
0	0 - Port 0 back-pressure scheme enabled 1 - Port 0 back-pressure scheme disabled	0
1	0 - Port 1 back-pressure scheme enabled 1 - Port 1 back-pressure scheme disabled	
2	0 - Port 2 back-pressure scheme enabled 1 - Port 2 back-pressure scheme disabled	
3	0 - Port 3 back-pressure scheme enabled 1 - Port 3 back-pressure scheme disabled	
4	0 - Port 4 back-pressure scheme enabled 1 - Port 4 back-pressure scheme disabled	
5	0 - Port 5 back-pressure scheme enabled 1 - Port 5 back-pressure scheme disabled	
6	0 - Port 6 back-pressure scheme enabled 1 - Port 6 back-pressure scheme disabled	
7	0 - Port 7 back-pressure scheme enabled 1 - Port 7 back-pressure scheme disabled	
8	0 - Port 8 back-pressure scheme enabled 1 - Port 8 back-pressure scheme disabled	
9	0 - Port 9 back-pressure scheme enabled 1 - Port 9 back-pressure scheme disabled	
10	0 - Port 10 back-pressure scheme enabled 1 - Port 10 back-pressure scheme disabled	
11	0 - Port 11 back-pressure scheme enabled 1 - Port 11 back-pressure scheme disabled	
12	0 - Port 12 back-pressure scheme enabled 1 - Port 12 back-pressure scheme disabled	
13	0 - Port 13 back-pressure scheme enabled 1 - Port 13 back-pressure scheme disabled	
14	0 - Port 14 back-pressure scheme enabled 1 - Port 14 back-pressure scheme disabled	
15	0 - Port 15 back-pressure scheme enabled 1 - Port 15 back-pressure scheme disabled	
16	0 - Port 16 back-pressure scheme enabled 1 - Port 16 back-pressure scheme disabled	
17	0 - Port 17 back-pressure scheme enabled 1 - Port 17 back-pressure scheme disabled	
18	0 - Port 18 back-pressure scheme enabled 1 - Port 18 back-pressure scheme disabled	
19	0 - Port 19 back-pressure scheme enabled 1 - Port 19 back-pressure scheme disabled	
20	0 - Port 20 back-pressure scheme enabled 1 - Port 20 back-pressure scheme disabled	
21	0 - Port 21 back-pressure scheme enabled 1 - Port 21 back-pressure scheme disabled	
22	0 - Port 22 back-pressure scheme enabled 1 - Port 22 back-pressure scheme disabled	
23	0 - Port 23 back-pressure scheme enabled 1 - Port 23 back-pressure scheme disabled	

nPORT register (register 22)

The nPORT register is used to isolate ports from the network. Setting the associated bit in this register will stop a port from receiving or transmitting any frame. Table-7.22 describes all the bits of this register.

**Table-7.22: nPort Register**

Bit	Description	Default
0	0 - Port 0 enabled 1 - Port 0 disabled	0
1	0 - Port 1 enabled 1 - Port 1 disabled	
2	0 - Port 2 enabled 1 - Port 2 disabled	
3	0 - Port 3 enabled 1 - Port 3 disabled	
4	0 - Port 4 enabled 1 - Port 4 disabled	
5	0 - Port 5 enabled 1 - Port 5 disabled	
6	0 - Port 6 enabled 1 - Port 6 disabled	
7	0 - Port 7 enabled 1 - Port 7 disabled	
8	0 - Port 8 enabled 1 - Port 8 disabled	
9	0 - Port 9 enabled 1 - Port 9 disabled	
10	0 - Port 10 enabled 1 - Port 10 disabled	
11	0 - Port 11 enabled 1 - Port 11 disabled	
12	0 - Port 12 enabled 1 - Port 12 disabled	
13	0 - Port 13 enabled 1 - Port 13 disabled	
14	0 - Port 14 enabled 1 - Port 14 disabled	
15	0 - Port 15 enabled 1 - Port 15 disabled	
16	0 - Port 16 enabled 1 - Port 16 disabled	
17	0 - Port 17 enabled 1 - Port 17 disabled	
18	0 - Port 18 enabled 1 - Port 18 disabled	
19	0 - Port 19 enabled 1 - Port 19 disabled	
20	0 - Port 20 enabled 1 - Port 20 disabled	
21	0 - Port 21 enabled 1 - Port 21 disabled	
22	0 - Port 22 enabled 1 - Port 22 disabled	
23	0 - Port 23 enabled 1 - Port 23 disabled	

PVID registers (register 23)

The PVID registers assign VLAN IDs for each port. There are 24 PVID registers, one for each port. A PVID consists of 4 bits, each corresponding to one of the 4 VLANs. A port can belong to more than one VLAN at the same time. Table-7.23 describes the bits of one of the registers.

**Table-7.23: PVID Registers (24 registers)**

Bit	Description	Default
0	0 - port not in VLAN-I. 1 - port in VLAN-I.	1
1	0 - port not in VLAN-II. 1 - port in VLAN-II.	0
2	0 - port not in VLAN-III. 1 - port in VLAN-III.	0
3	0 - port not in VLAN-IV. 1 - port in VLAN-IV.	0

VPID registers (register 24)

The VPID registers specify the dumping port for each VLAN. There are 4 VPID 5-bit registers, one for each VLAN. A valid VPID are "0" through "23" (other values are reserved and should not be used). Table-7.24 describes the bits one of the registers.

**Table-7.24: VPID Registers (4 registers)**

Bit	Description	Default
4:0	Dumping port ID for VLAN-1	"00000"
4:0	Dumping port ID for VLAN-2	"11111"
4:0	Dumping port ID for VLAN-3	dumping port
4:0	Dumping port ID for VLAN-4	not defined

**Table-7.25: POSCFG Register**

Bit	Description	Default
3:0	8 timing adjustment levels for SRAM Read data latching: 0000 - no delay 0001 - level 1 delay 0011 - level 2 delay 0101 - level 3 delay 0111 - level 4 delay 1001 - level 5 delay 1011 - level 6 delay 1101 - level 7 delay 1111 - level 8 delay	0000
4	0 - Absolute address mode: 1 row of 512K words, nCS2=ADDR17, nCS3=ADDR18 1 - Chip-Select address mode: 4 rows of 128K words, nCS[3:0] to select 4 rows of memory	0
6:5	SRAM size selection: 00 - 64K words 01 - 128K words 10 - 256k words 11 - 512K words	000
7	0 - Long Event defined as frame longer than 1518 byte. 1 - Long Event defined as frame longer than 1530 byte.	0
8	0 - Frames with unknown DA forwarded to the dumping port. 1 - Frames with unknown DA forwarded to all ports.	0
9	0 - Internal ARL selected (2K MAC address entry). 1 - External ARL selected (11K MAC address entry).	0
10	0 - PHY IDs start from 1, range from 1 to 24. 1 - PHY IDs start from 4, range from 4 to 27.	0
11	0 - Re-transmit after excessive collision. 1 - Drop after excessive collision.	0
12	0 - Automatic PHY Management enabled 1 - Automatic PHY Management disabled: the control CPU need to update the SPEED, LINK, DPLX and nPAUSE registers	0
13	0 - Rising edge of RxClk triggering for regular MII ports 0 - Falling edge of RxClk triggering for regular MII ports	0
14	0 - System errors will trigger software reset 1 - System errors will trigger hardware reset	0
15	0 - System start itself without a control CPU 1 - System start after system-ready bit in register-16 is set by the control CPU	0
17:16	2-bit device ID for UART communication. The device responses only to UART commands with matching ID	00
18	0 - Rising edge of ARLCLK to latch ARLDI. 1 - Falling edge of ARLCLK to latch ARLDI.	0

**POSCFG register (register 25)**

The POSCFG register specifies a certain configuration setting for the switch system. The default values of this register can be changed through pull-up/pull-down of specific pins, as described in the "Configuration Interface" section of the "Interface Description" chapter. Table-7.25 describes all the bit of this register.

**FdEn register (register 26)**

FdEn register is used to specify if an even numbered port has been connected as a full duplex port. The

default value of FdCfg is determined by Pull-High or Pull-Low status of the hardware pins shown in Table-26.

**DPLX register (register 27)**

The DPLX register specifies or indicates the half/full-duplex mode of each of the 12 even-numbered ports (*port 0, 2, 4, .. 20 and 22*). It is read-only, unless bit-12 of register-25 is set (through POS, to disable automatic PHY management). At read-only mode, it indicates the result achieved by the PHY management. At write-able mode, the control CPU can assign a half-duplex or full-duplex mode for each of the 12 even-

**Table-7.26: FdEn Register**

Bit	Description	Default
0	0 - Port 0 & 1 each in Half-Duplex mode 1 - Port 0 & 1 paired into ONE Full-Duplex-Capable port	0
1	0 - Port 2 & 3 each in Half-Duplex mode 1 - Port 2 & 3 paired into ONE Full-Duplex-Capable port	
2	0 - Port 4 & 5 each in Half-Duplex mode 1 - Port 4 & 5 paired into ONE Full-Duplex-Capable port	
3	0 - Port 6 & 7 each in Half-Duplex mode 1 - Port 6 & 7 paired into ONE Full-Duplex-Capable port	
4	0 - Port 8 & 9 each in Half-Duplex mode 1 - Port 8 & 9 paired into ONE Full-Duplex-Capable port	
5	0 - Port 10 & 11 each in Half-Duplex mode 1 - Port 10 & 11 paired into ONE Full-Duplex-Capable port	
6	0 - Port 12 & 13 each in Half-Duplex mode 1 - Port 12 & 13 paired into ONE Full-Duplex-Capable port	
7	0 - Port 14 & 15 each in Half-Duplex mode 1 - Port 14 & 15 paired into ONE Full-Duplex-Capable port	
8	0 - Port 16 & 17 each in Half-Duplex mode 1 - Port 16 & 17 paired into ONE Full-Duplex-Capable port	
9	0 - Port 18 & 19 each in Half-Duplex mode 1 - Port 18 & 19 paired into ONE Full-Duplex-Capable port	
10	0 - Port 20 & 21 each in Half-Duplex mode 1 - Port 20 & 21 paired into ONE Full-Duplex-Capable port	
11	0 - Port 22 & 23 each in Half-Duplex mode 1 - Port 22 & 23 paired into ONE Full-Duplex-Capable port	

**Table-7.27: DPLX Register**

Bit	Description	Default
0	0 - Port 0 & 1 run as TWO independant Half-Duplex ports 1 - Port 0 & 1 pair run as ONE Full-Duplex port	0
1	0 - Port 2 & 3 run as TWO independant Half-Duplex ports 1 - Port 2 & 3 pair run as ONE Full-Duplex port	
2	0 - Port 4 & 5 run as TWO independant Half-Duplex ports 1 - Port 4 & 5 pair run as ONE Full-Duplex port	
3	0 - Port 6 & 7 run as TWO independant Half-Duplex ports 1 - Port 6 & 7 pair run as ONE Full-Duplex port	
4	0 - Port 8 & 9 run as TWO independant Half-Duplex ports 1 - Port 8 & 9 pair run as ONE Full-Duplex port	
5	0 - Port 10 & 11 run as TWO independant Half-Duplex ports 1 - Port 10 & 11 pair run as ONE Full-Duplex port	
6	0 - Port 12 & 13 run as TWO independant Half-Duplex ports 1 - Port 12 & 13 pair run as ONE Full-Duplex port	
7	0 - Port 14 & 15 run as TWO independant Half-Duplex ports 1 - Port 14 & 15 pair run as ONE Full-Duplex port	
8	0 - Port 16 & 17 run as TWO independant Half-Duplex ports 1 - Port 16 & 17 pair run as ONE Full-Duplex port	
9	0 - Port 18 & 19 run as TWO independant Half-Duplex ports 1 - Port 18 & 19 pair run as ONE Full-Duplex port	
10	0 - Port 20 & 21 run as TWO independant Half-Duplex ports 1 - Port 20 & 21 pair run as ONE Full-Duplex port	
11	0 - Port 22 & 23 run as TWO independant Half-Duplex ports 1 - Port 22 & 23 pair run as ONE Full-Duplex port	

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number ports. Table-7.27 describes all the bits of this register.

#### RVSMII register (register 28)

The RVSMII register defines the *reversed MII* mode for each port. Table-7.28 describes all the bits of this register.

**Table-7.28: RVSMII register**

Bit	Description	Default
0	0 - Port 0 under normal MII mode 1 - Port 0 under reversed MII mode	0
1	0 - Port 1 under normal MII mode 1 - Port 1 under reversed MII mode	0
2	0 - Port 2 under normal MII mode 1 - Port 2 under reversed MII mode	0
3	0 - Port 3 under normal MII mode 1 - Port 3 under reversed MII mode	0
4	0 - Port 4 under normal MII mode 1 - Port 4 under reversed MII mode	0
5	1 - Port 5 under normal MII mode 2 - Port 5 under reversed MII mode	0
6	1 - Port 6 under normal MII mode 2 - Port 6 under reversed MII mode	0
7	1 - Port 7 under normal MII mode 2 - Port 7 under reversed MII mode	0
8	1 - Port 22 under normal MII mode 2 - Port 22 under reversed MII mode	0
9	1 - Port 23 under normal MII mode 2 - Port 23 under reversed MII mode	0

#### nPM register (register 29)

The nPM register indicates the automatic PHY management capability of each port. If a bit is set in this register, the corresponding SPEED, LINK, DPLX, and nPAUSE status registers of a port will remain unchanged. Table-7.29 describes all the bits of this register.

**Table-7.29: nPM Register**

Bit	Description	Default
0	0 - Port 0 status update enabled 1 - Port 0 status update disabled	0
1	0 - Port 1 status update enabled 1 - Port 1 status update disabled	
2	0 - Port 2 status update enabled 1 - Port 2 status update disabled	
3	0 - Port 3 status update enabled 1 - Port 3 status update disabled	
4	0 - Port 4 status update enabled 1 - Port 4 status update disabled	
5	0 - Port 5 status update enabled 1 - Port 5 status update disabled	
6	0 - Port 6 status update enabled 1 - Port 6 status update disabled	
7	0 - Port 7 status update enabled 1 - Port 7 status update disabled	
8	0 - Port 8 status update enabled 1 - Port 8 status update disabled	
9	0 - Port 9 status update enabled 1 - Port 9 status update disabled	
10	0 - Port 10 status update enabled 1 - Port 10 status update disabled	
11	0 - Port 11 status update enabled 1 - Port 11 status update disabled	
12	0 - Port 12 status update enabled 1 - Port 12 status update disabled	
13	0 - Port 13 status update enabled 1 - Port 13 status update disabled	
14	0 - Port 14 status update enabled 1 - Port 14 status update disabled	
15	0 - Port 15 status update enabled 1 - Port 15 status update disabled	
16	0 - Port 16 status update enabled 1 - Port 16 status update disabled	
17	0 - Port 17 status update enabled 1 - Port 17 status update disabled	
18	0 - Port 18 status update enabled 1 - Port 18 status update disabled	
19	0 - Port 19 status update enabled 1 - Port 19 status update disabled	
20	0 - Port 20 status update enabled 1 - Port 20 status update disabled	
21	0 - Port 21 status update enabled 1 - Port 21 status update disabled	
22	0 - Port 22 status update enabled 1 - Port 22 status update disabled	
23	0 - Port 23 status update enabled 1 - Port 23 status update disabled	

ERRMSK register (register 30)

The ERRMSK register defines certain errors as *system errors*. It is reserved for factory use only. Table-7.30 lists all the error masks specified by this register.

**Table-7.30: ERRMSK register**

Bit	Description	Setting
0	Reserved	All "1", unless otherwise advised, to ensure proper operation.
1	Reserved	
2	Reserved	
3	Reserved	
4	Reserved	
5	Reserved	
6	Reserved	
7	Reserved	0

CLKADJ register (register 31)

The CLKADJ register defines the delay time of the ARLCLK relative to the transition edge of the data signals. The ARLCLK provides reference timing for supporting chips, such as the ACD80800 and the ACD80900, which need to snoop the data bus for certain activities. Table-7.31 describes all the bits of this register.

**Table-7.31: CLKADJ Register**

Bit	Description	Default
0	0 - ARLCLK not inverted 1 - ARLCLK inverted	0
3:1	ARLCLK delay levels: 000 - level 0 delay 001 - level 1 delay 010 - level 2 delay 011 - level 3 delay 100 - level 4 delay 101 - level 5 delay 110 - level 6 delay 111 - level 7 delay	000

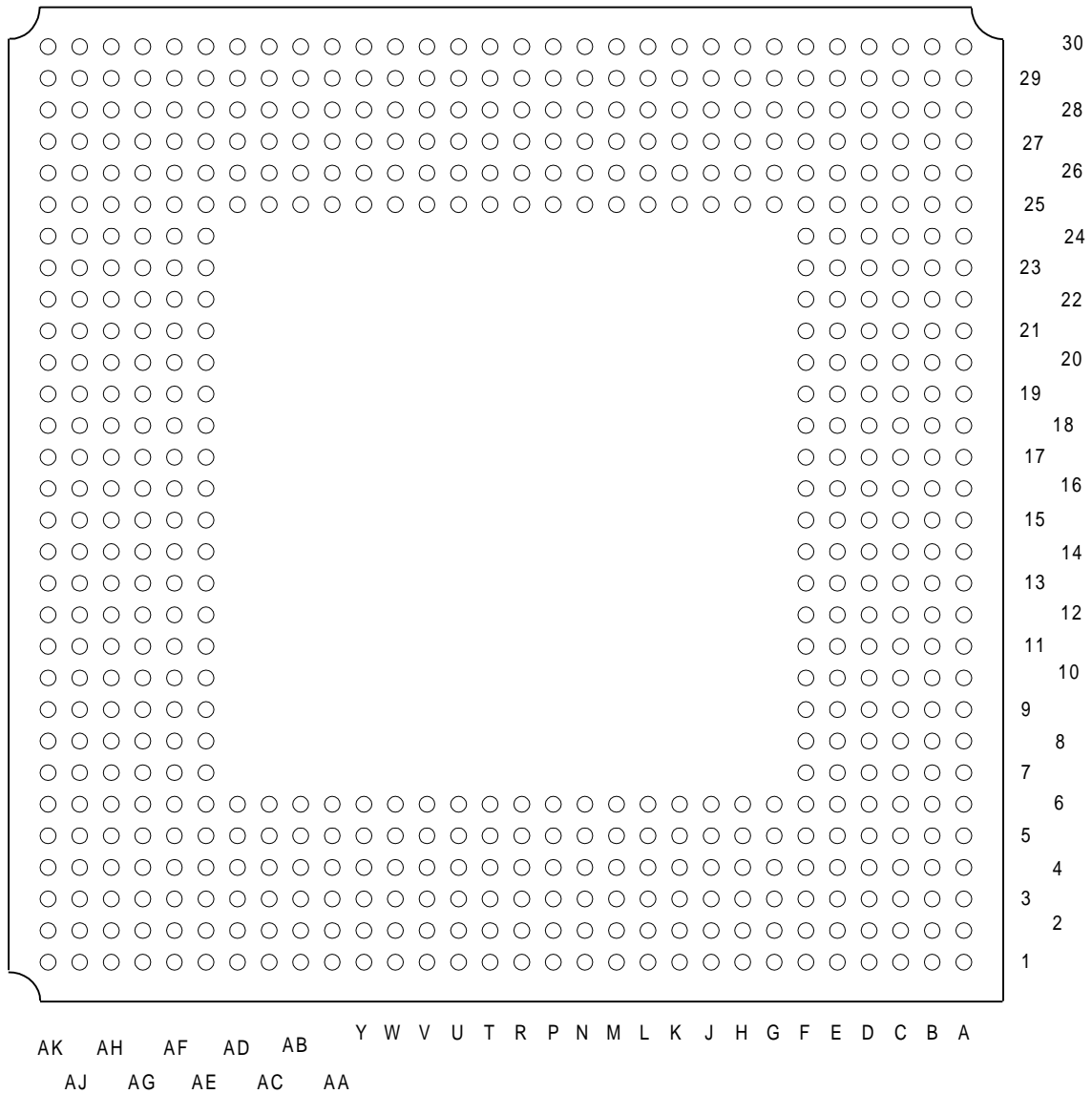
PHYREG registers (register 32-63)

The PHYREG refers to the registers residing on the PHY devices. There are 24 sets of these registers. Each port has its own corresponding set of register 32-63. The ACD82124 merely provides an access path for the control CPU to access the registers on the PHYs. For detailed information about these registers, please refer to the PHY data sheet.

Since the native registers ID "0" through "31" on the PHYs have been used by the internal registers of the ACD82124, they need to be re-mapped into "32" through "63" by adding "32" to each original register ID. An index is used by the ACD82124 to specify the PHY ID. For example, register-32 with index-4 would refer to the control register (register-0) in the PHY-4.

### 8. PIN DESCRIPTIONS

**Pin Diagram**  
Bottom View



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## Pin List By Location: Part 1

Pin	Signal Name	I/O Type	Pin	Signal Name	I/O Type	Pin	Signal Name	I/O Type	Pin	Signal Name	I/O Type
A01	P23RXD0R	I	C13	P20RXCLK	I	E25	P16T XD1	O	K01	DAT A40	IO
A02	VDD		C14	P20T XD0	O	E26	VDD		K02	DAT A39	IO
A03	P23T XD2R	O	C15	P19RXD3	I	E27	P15RXCLK	I	K03	ADDR2	O
A04	P22RXD3R	I	C16	P19RXCLK	I	E28	P15T XD3	O	K04	nCS 3	O
A05	P22RXERR	I	C17	P19T XD0	O	E29	P14RXD0	I	K05	VDD	
A06	P22T XD1R	O	C18	P19COL	I	E30	P14T XEN	O	K06	VSS	
A07	P22T XD3R	O	C19	P18RXD1	I	F01	DAT A48	IO	K25	VSS	
A08	P21RXD0	I	C20	P18XER	I	F02	DAT A47	IO	K26	VDD	
A09	P21T XCLK	I	C21	P18T XD1	O	F03	ARLDI3	I	K27	P13RXD0	I
A10	P21T XD0	O	C22	P17RXD2	I	F04	ARLCLK	O	K28	P13T XCLK	I
A11	P20RXD3	I	C23	P17RXCLK	I	F05	ARLSYNC	O	K29	P13T XD1	O
A12	P20RXD0	I	C24	P17T XD2	O	F06	VSS		K30	P13T XD2	O
A13	P20T XCLK	I	C25	P17CRS	I	F07	P23RXERR	I	L01	DAT A38	IO
A14	P20T XD2	O	C26	P16RXD0	I	F08	VSS		L02	DAT A37	IO
A15	P19RXD1	I	C27	P16T XD3	O	F09	P22RXD1R	I	L03	ADDR3	O
A16	P19RXD0	I	C28	P15RXD2	I	F10	VSS		L04	nCS 2	O
A17	P19T XCLK	I	C29	P15T XD0	O	F11	P22CRSR	IO	L05	VDD	
A18	P19T XD2	O	C30	P15COL	I	F12	VSS		L06	VSS	
A19	VSS		D01	ST AT 3	O	F13	P21COL	I	L25	P13RXD2	I
A20	P18RXDV	I	D02	DAT A51	IO	F14	VSS		L26	P13RXD1	I
A21	P18T XEN	O	D03	ARLDI0	I	F15	P20T XD3	O	L27	P13T XEN	O
A22	P18CRS	I	D04	P23RXD3R	I	F16	VSS		L28	P13T XD3	O
A23	P17RXD1	I	D05	P23RXCLKR	IO	F17	VSS		L29	P13COL	I
A24	P17XER	I	D06	P23T XD0R	O	F18	P18RXD2	I	L30	P12RXD1	I
A25	P17T XD3	O	D07	P23COLR	IO	F19	VSS		M01	DAT A36	IO
A26	P16RXD2	I	D08	P22RXDVR	I	F20	P18T XD3	O	M02	DAT A35	IO
A27	P16XER	I	D09	P22T XD0R	O	F21	VSS		M03	nCS 0	O
A28	P16T XD0	O	D10	P21RXD2	I	F22	P17T XD0	O	M04	ADDR16	O
A29	P16CRS	I	D11	P21XER	I	F23	VSS		M05	VDD	
A30	P15RXD0	I	D12	P21T XD3	O	F24	P16T XCLK	I	M06	VSS	
B01	ST AT 0	O	D13	P20RXDV	I	F25	VSS		M25	VSS	
B02	P23RXD1R	I	D14	P20T XEN	O	F26	P15RXDV	I	M26	VDD	
B03	P23T XCLKR	IO	D15	P20CRS	I	F27	P15T XD2	O	M27	P13CRS	I
B04	P23T XD3R	O	D16	P19RXDV	I	F28	P14RXD2	I	M28	P12RXD0	I
B05	P22RXD2R	I	D17	P19T XD1	O	F29	P14T XD0	O	M29	P12RXDV	I
B06	P22T XCLKR	IO	D18	P19CRS	I	F30	P14T XD3	O	M30	P12RXCLK	I
B07	P22T XD2R	O	D19	P18RXD0	I	G01	DAT A46	IO	N01	DAT A34	IO
B08	P21RXD1	I	D20	P18T XCLK	I	G02	DAT A45	IO	N02	DAT A33	IO
B09	P21RXDV	I	D21	P18COL	I	G03	ARLDIR0	O	N03	VDD	
B10	P21T XEN	O	D22	P17RXD0	I	G04	ARLDIR1	O	N04	ADDR15	O
B11	P21T XD2	O	D23	P17T XD1	O	G05	VDD		N05	VDD	
B12	P20RXD1	I	D24	P16RXD3	I	G06	VSS		N06	VSS	
B13	P20RXER	I	D25	P16RXCLK	I	G25	P15RXER	I	N25	P12RXD3	I
B14	P20T XD1	O	D26	P16T XD2	O	G26	P15T XD1	O	N26	P12RXD2	I
B15	P19RXD2	I	D27	P15RXD3	I	G27	P14RXD3	I	N27	P12RXER	I
B16	P19XER	I	D28	P15T XCLK	I	G28	P14T XCLK	I	N28	P12T XCLK	I
B17	P19T XEN	O	D29	P15CRS	I	G29	P14COL	I	N29	P12T XEN	O
B18	P19T XD3	O	D30	P14RXD1	I	G30	P14CRS	I	N30	P12T XD0	O
B19	VDD		E01	DAT A50	IO	H01	DAT A44	IO	P01	DAT A32	IO
B20	P18RXCLK	I	E02	DAT A49	IO	H02	DAT A43	IO	P02	DAT A31	IO
B21	P18T XD0	O	E03	ARLDI2	I	H03	ADDR0	O	P03	nWE	O
B22	P17RXD3	I	E04	ARLDI1	I	H04	ARLDIV	I	P04	VSS	
B23	P17RXDV	I	E05	VDD		H05	VDD		P05	VDD	
B24	P17T XCLK	I	E06	P23RXDVR	I	H06	VSS		P06	VSS	
B25	P17COL	I	E07	P23T XENR	O	H25	VSS		P25	VSS	
B26	P16RXD1	I	E08	VDD		H26	VDD		P26	VDD	
B27	P16T XEN	O	E09	P22RXD0R	I	H27	P14XER	I	P27	P12T XD1	O
B28	P16COL	I	E10	VDD		H28	P14T XD1	O	P28	P12T XD2	O
B29	P15RXD1	I	E11	P21RXD3	I	H29	P13RXDV	I	P29	P12T XD3	O
B30	P15T XEN	O	E12	VDD		H30	P13RXCLK	I	P30	P12COL	I
C01	ST AT 1	O	E13	P21CRS	I	J01	DAT A42	IO	R01	DAT A30	IO
C02	ST AT 2	O	E14	VDD		J02	DAT A41	IO	R02	DAT A29	IO
C03	P23RXD2R	I	E15	P20COL	I	J03	ADDR1	O	R03	ADDR4	O
C04	VSS		E16	VDD		J04	nCS 1	O	R04	nOE	IO
C05	P23T XD1R	O	E17	VDD		J05	VDD		R05	VDD	
C06	P23CRSR	IO	E18	P18RXD3	I	J06	VSS		R06	VSS	
C07	P22RXCLKR	IO	E19	VDD		J25	P14RXDV	I	R25	P12CRS	I
C08	P22T XENR	O	E20	P18T XD2	O	J26	P14RXCLK	I	R26	P11RXD3	I
C09	P22COLR	IO	E21	VDD		J27	P14T XD2	O	R27	P11RXD2	I
C10	P21RXCLK	I	E22	P17T XEN	O	J28	P13RXD3	I	R28	P11RXD1	I
C11	P21T XD1	O	E23	VDD		J29	P13XER	I	R29	P11RXD0	I
C12	P20RXD2	I	E24	P16RXDV	I	J30	P13T XD0	O	R30	P11RXDV	I

## Pin List By Location: Part 2

Pin	Signal Name	I/O Type	Pin	Signal Name	I/O Type	Pin	Signal Name	I/O Type	Pin	Signal Name	I/O Type
T 01	DAT A28	I/O	AB01	DAT A16	I/O	AF 07	POT XE NR	O	AH19	P4RXD0R	I
T 02	DAT A27	I/O	AB02	DAT A15	I/O	AF 08	VDD		AH20	P5T XD3R	I/O
T 03	ADDR5	O	AB03	VDD		AF 09	P1T XD3R	I/O	AH21	P5T XCL KR	I/O
T 04	ADDR14	O	AB04	LE D3	I/O	AF 10	VDD		AH22	P5RXD3R	I
T 05	VDD		AB05	VDD		AF 11	P1RXD3R	I	AH23	P6T XD1R	I/O
T 06	VSS		AB06	VSS		AF 12	VDD		AH24	P6T XCL KR	I/O
T 25	VSS		AB25	VSS		AF 13	P2RXD1R	I	AH25	P6RXD2R	I
T 26	VDD		AB26	VDD		AF 14	VDD		AH26	P7T XD3R	I/O
T 27	P11RXER	I	AB27	P9T XCLK	I	AF 15	VDD		AH27	VDD	
T 28	P11T XCLK	I	AB28	P9RXCLK	I	AF 16	P3RXD3R	I	AH28	P7RXD0R	I
T 29	P11T XEN	O	AB29	P9RXDV	I	AF 17	VDD		AH29	P7RXD3R	I
T 30	P11RXCLK	I	AB30	P9RXD0	I	AF 18	P4RXD2R	I	AH30	P8T XD2	O
U01	DAT A26	I/O	AC01	DAT A14	I/O	AF 19	VDD		AJ01	DAT A2	I/O
U02	DAT A25	I/O	AC02	DAT A13	I/O	AF 20	P5RXD1R	I	AJ02	DAT A1	I/O
U03	ADDR6	O	AC03	LE D2	I/O	AF 21	VDD		AJ03	VSS	
U04	ADDR13	O	AC04	LE D0	I/O	AF 22	P6RXCLKR	I/O	AJ04	P0T XD3R	I/O
U05	VDD		AC05	VDD		AF 23	VDD		AJ05	P0RXERR	I
U06	VSS		AC06	VSS		AF 24	P7T XD1R	I/O	AJ06	P0RXD1R	I
U25	VSS		AC25	VSS		AF 25	P7RXERR	I	AJ07	P1T XD2R	I/O
U26	VDD		AC26	VDD		AF 26	VDD		AJ08	P1T XENR	O
U27	P11T XD3	O	AC27	P9T XD3	O	AF 27	P8COL	I	AJ09	P1RXDVR	I
U28	P11T XD2	O	AC28	P9T XD0	O	AF 28	P8RXCLK	I	AJ10	P2COLR	I/O
U29	P11T XD1	O	AC29	P9T XEN	O	AF 29	P8RXDV	I	AJ11	P2T XD0R	I/O
U30	P11T XD0	O	AC30	P9RXER	I	AF 30	P8RXD0	I	AJ12	P2RXCLKR	I/O
V01	DAT A24	I/O	AD01	DAT A12	I/O	AG01	DAT A6	I/O	AJ13	P3CRS R	I/O
V02	DAT A23	I/O	AD02	DAT A11	I/O	AG02	DAT A5	I/O	AJ14	P3T XD1R	I/O
V03	ADDR7	O	AD03	LE D1	I/O	AG03	CPUIRQ	O	AJ15	P3T XENR	O
V04	ADDR12	O	AD04	LE DVL D0	I/O	AG04	MDC	O	AJ16	P3RXD0R	I
V05	VDD		AD05	VDD		AG05	nRE SET	I	AJ17	P4T XD3R	I/O
V06	VSS		AD06	VSS		AG06	P0T XD0R	I/O	AJ18	P4T XENR	O
V25	P10RXD0	I	AD25	P8T XD0	O	AG07	P0RXDVR	I	AJ19	P4RXDVR	I
V26	P10RXD1	I	AD26	P8RXER	I	AG08	P1CRS R	I/O	AJ20	P5COLR	I/O
V27	P10RXD2	I	AD27	P8RXD1	I	AG09	P1T XCLKR	I/O	AJ21	P5T XD1R	I/O
V28	P10RXD3	I	AD28	P9COL	I	AG10	P1RXD1R	I	AJ22	P5RXERR	I
V29	P11CRS	I	AD29	P9T XD2	O	AG11	P2T XD2R	I/O	AJ23	P5RXDVR	I
V30	P11COL	I	AD30	P9T XD1	O	AG12	P2T XCLKR	I/O	AJ24	P6COLR	I/O
W01	DAT A22	I/O	AE 01	DAT A10	I/O	AG13	P2RXD2R	I	AJ25	P6T XD0R	I/O
W02	DAT A21	I/O	AE 02	DAT A9	I/O	AG14	P3T XD3R	I/O	AJ26	P6RXD0R	I
W03	ADDR8	O	AE 03	LE DVL D1	I/O	AG15	P3RXERR	I	AJ27	P7CRS R	I/O
W04	ADDR11	O	AE 04	LE DCLK	I/O	AG16	P3RXD2R	I	AJ28	P7T XD0R	I/O
W05	VDD		AE 05	VSS	I	AG17	P4T XD1R	I/O	AJ29	P7RXDVR	I
W06	VSS		AE 06	VSS		AG18	P4RXERR	I	AJ30	P7RXD2R	I
W25	VSS		AE 07	P0T XD2R	I/O	AG19	P5CRS R	I/O	AK01	DAT A0	I/O
W26	VDD		AE 08	VSS		AG20	P5T XENR	O	AK02	CL K50	I
W27	P10T XCLK	I	AE 09	P1COLR	I/O	AG21	P5RXD0R	I	AK03	P0COLR	I/O
W28	P10RXER	I	AE 10	VSS		AG22	P6T XD2R	I/O	AK04	P0T XD1R	I/O
W29	P10RXCLK	I	AE 11	P1RXD2R	I	AG23	P6RXERR	I	AK05	P0RXCLKR	I/O
W30	P10RXDV	I	AE 12	VSS		AG24	P6RXD3R	I	AK06	P0RXD2R	I
Y01	DAT A20	I/O	AE 13	P2RXD0R	I	AG25	P7T XD2R	I/O	AK07	P1T XD1R	I/O
Y02	DAT A19	I/O	AE 14	VSS		AG26	P7T XCLKR	I/O	AK08	P1RXERR	I
Y03	ADDR9	O	AE 15	VSS		AG27	P7RXD1R	I	AK09	P1RXD0R	I
Y04	ADDR10	O	AE 16	P4CRS R	I/O	AG28	P8CRS	I	AK10	P2T XD3R	I/O
Y05	VDD		AE 17	VSS		AG29	P8T XD1	O	AK11	P2T XENR	O
Y06	VSS		AE 18	P4RXD3R	I	AG30	P8T XEN	O	AK12	P2RXDVR	I
Y25	P9RXD2	I	AE 19	VSS		AH01	DAT A4	I/O	AK13	P3COLR	I/O
Y26	P9RXD3	I	AE 20	P5RXD2R	I	AH02	DAT A3	I/O	AK14	P3T XD0R	I/O
Y27	P10T XD2	O	AE 21	VSS		AH03	MDIO	I/O	AK15	P3RXCLKR	I/O
Y28	P10T XD1	O	AE 22	P6RXDVR	I	AH04	WCHDOG	O	AK16	P3RXDVR	I
Y29	P10T XD0	O	AE 23	VSS		AH05	P0T XCLKR	I/O	AK17	P4COLR	I/O
Y30	P10T XEN	O	AE 24	VSS		AH06	P0RXD0R	I	AK18	P4T XD0R	I/O
AA01	DAT A18	I/O	AE 25	VSS		AH07	P0RXD3R	I	AK19	P4RXCLKR	I/O
AA02	DAT A17	I/O	AE 26	P8T XD3	O	AH08	P1T XD0R	I/O	AK20	P4RXD1R	I
AA03	VDD		AE 27	P8T XCLK	I	AH09	P1RXCLKR	I/O	AK21	P5T XD2R	I/O
AA04	VSS		AE 28	P8RXD2	I	AH10	P2CRS R	I/O	AK22	P5T XD0R	I/O
AA05	VDD		AE 29	P8RXD3	I	AH11	P2T XD1R	I/O	AK23	P5RXCLKR	I/O
AA06	VSS		AE 30	P9CRS	I	AH12	P2RXERR	I	AK24	P6CRS R	I/O
AA25	VSS		AF01	DAT A8	I/O	AH13	P2RXD3R	I	AK25	P6T XD3R	I/O
AA26	VDD		AF02	DAT A7	I/O	AH14	P3T XD2R	I/O	AK26	P6T XENR	O
AA27	P9RXD1	I	AF03	CPUDI	I	AH15	P3T XCLKR	I/O	AK27	P6RXD1R	I
AA28	P10CRS	I	AF04	CPUDO	I/O	AH16	P3RXD1R	I	AK28	P7COLR	I/O
AA29	P10COL	I	AF05	VDD		AH17	P4T XD2R	I/O	AK29	P7T XENR	O
AA30	P10T XD3	O	AF06	P0CRS R	I/O	AH18	P4T XCLKR	I/O	AK30	P7RXCLKR	I/O

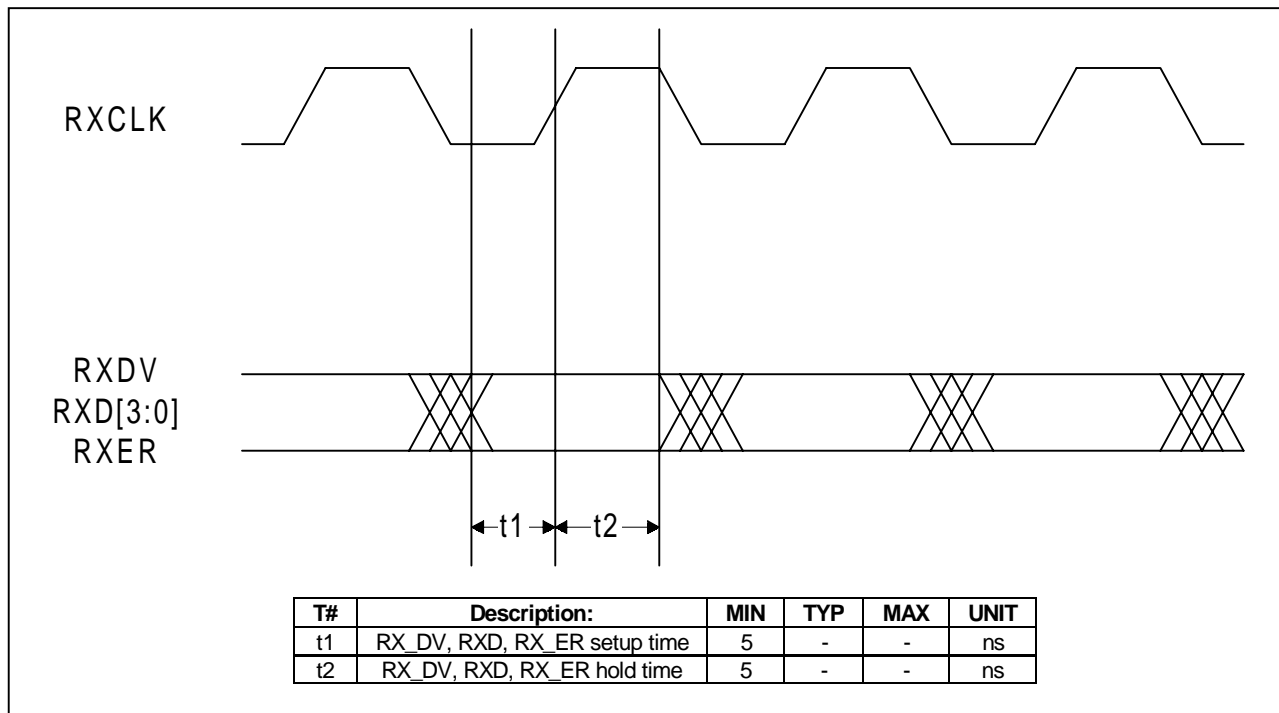
## Pin List By Name (With Voltage Rating): Part 1

Signal Name	Pin	I/O Type	Signal Name	Pin	I/O Type	Signal Name	Pin	I/O Type	Signal Name	Pin	I/O Type				
ADDR0	H03	3.3V	O	DAT A41	J02	3.3V	I/O	P03CRSR	AJ13	3.3V	I/O	P07T XD3R	AH26	3.3V	I/O
ADDR01	J03	3.3V	O	DAT A43	H02	3.3V	I/O	P03RXD0R	AJ16	3.3V	I	P08COL	AF 27	3.3V	I
ADDR02	K03	3.3V	O	DAT A44	H01	3.3V	I/O	P03RXD1R	AH16	3.3V	I	P08CRS	AG28	3.3V	I
ADDR03	L03	3.3V	O	DAT A45	G02	3.3V	I/O	P03RXD2R	AG16	3.3V	I	P08RXCLK	AF 28	3.3V	I
ADDR04	R03	3.3V	O	DAT A46	G01	3.3V	I/O	P03RXD3R	AF 16	3.3V	I	P08RXD0	AF 30	3.3V	I
ADDR05	T 03	3.3V	O	DAT A47	F02	3.3V	I/O	P03RXDVR	AK 16	3.3V	I	P08RXD1	AD27	3.3V	I
ADDR06	U03	3.3V	O	DAT A48	F01	3.3V	I/O	P03RXERR	AG15	3.3V	I	P08RXD2	AE 28	3.3V	I
ADDR07	V03	3.3V	O	DAT A49	E 02	3.3V	I/O	P03T XCLKR	AH15	3.3V	I/O	P08RXD3	AE 29	3.3V	I
ADDR08	W03	3.3V	O	DAT A50	E 01	3.3V	I/O	P03T XD0R	AK14	3.3V	I/O	P08RXDV	AF 29	3.3V	I
ADDR09	Y03	3.3V	O	DAT A51	D02	3.3V	I/O	P03T XD1R	AJ14	3.3V	I/O	P08RXER	AD26	3.3V	I
ADDR10	Y04	3.3V	O	LE D0	AC04	3.3V	I/O	P03T XD2R	AH14	3.3V	I/O	P08T XCLK	AE 27	3.3V	I
ADDR11	W04	3.3V	O	LE D1	AD03	3.3V	I/O	P03T XD3R	AG14	3.3V	I/O	P08T XD0	AD25	3.3V	O
ADDR12	V04	3.3V	O	LE D2	AC03	3.3V	I/O	P03T XENR	AJ15	3.3V	O	P08T XD1	AG29	3.3V	O
ADDR13	U04	3.3V	O	LE D3	AB04	3.3V	I/O	P04COLR	AK17	3.3V	I/O	P08T XD2	AH30	3.3V	O
ADDR14	T 04	3.3V	O	LE DCLK	AE04	3.3V	I/O	P04CRSR	AE 16	3.3V	I/O	P08T XD3	AE 26	3.3V	O
ADDR15	N04	3.3V	O	LE DVL D0	AD04	3.3V	I/O	P04RXCLKR	AK19	3.3V	I/O	P08T XEN	AG30	3.3V	O
ADDR16	M04	3.3V	O	LE DVL D1	AE03	3.3V	I/O	P04RXD0R	AH19	3.3V	I	P09COL	AD28	3.3V	I
ARLCLK	F04	3.3V	O	MDC	AG04	3.3V	O	P04RXD1R	AK20	3.3V	I	P09CRS	AE 30	3.3V	I
ARLDIO	D03	3.3V	I	MDIO	AH03	3.3V	I/O	P04RXD2R	AF 18	3.3V	I	P09RXCLK	AB28	3.3V	I
ARLDI1	E 04	3.3V	I	nCS0	M03	3.3V	O	P04RXD3R	AE 18	3.3V	I	P09RXD0	AB30	3.3V	I
ARLDI2	E 03	3.3V	I	nCS1	J04	3.3V	O	P04RXDVR	AJ19	3.3V	I	P09RXD1	AA27	3.3V	I
ARLDI3	F03	3.3V	I	nCS2	L04	3.3V	O	P04RXERR	AG18	3.3V	I	P09RXD2	Y25	3.3V	I
ARLDI0	G03	3.3V	O	nCS3	K04	3.3V	O	P04T XCLKR	AH18	3.3V	I/O	P09RXD3	Y26	3.3V	I
ARLDI1	G04	3.3V	O	nOE	R04	3.3V	I/O	P04T XD0R	AK18	3.3V	I/O	P09RXDV	AB29	3.3V	I
ARLDIV	H04	3.3V	I	nRESET	AG05	3.3V	I	P04T XD1R	AG17	3.3V	I/O	P09RXER	AC30	3.3V	I
ARLSYNC	F05	3.3V	O	nWE	P03	3.3V	O	P04T XD2R	AH17	3.3V	I/O	P09T XCLK	AB27	3.3V	I
CLK50	AK02	3.3V	I	P00COLR	AK03	3.3V	I/O	P04T XD3R	AJ17	3.3V	I/O	P09T XD0	AC28	3.3V	O
CPUDI	AF03	3.3V	I	P00CRSR	AF06	3.3V	I/O	P04T XENR	AJ18	3.3V	O	P09T XD1	AD30	3.3V	O
CPUDO	AF04	3.3V	I/O	P00RXCLKR	AK05	3.3V	I/O	P05COLR	AJ20	3.3V	I/O	P09T XD2	AD29	3.3V	O
CPUIRQ	AG03	3.3V	O	P00RXD0R	AH06	3.3V	I	P05CRSR	AG19	3.3V	I/O	P09T XD3	AC27	3.3V	O
DAT A0	AK01	3.3V	I/O	P00RXD1R	AJ06	3.3V	I	P05RXCLKR	AK23	3.3V	I/O	P09T XEN	AC29	3.3V	O
DAT A01	AJ02	3.3V	I/O	P00RXD2R	AK06	3.3V	I	P05RXD0R	AG21	3.3V	I	P10COL	AA29	3.3V	I
DAT A02	AJ01	3.3V	I/O	P00RXD3R	AH07	3.3V	I	P05RXD1R	AF20	3.3V	I	P10CRS	AA28	3.3V	I
DAT A03	AH02	3.3V	I/O	P00RXDVR	AG07	3.3V	I	P05RXD2R	AE20	3.3V	I	P10RXCLK	W29	3.3V	I
DAT A04	AH01	3.3V	I/O	P00RXERR	AJ05	3.3V	I	P05RXD3R	AH22	3.3V	I	P10RXD0	V25	3.3V	I
DAT A05	AG02	3.3V	I/O	P00T XCLKR	AH05	3.3V	I/O	P05RXDVR	AJ23	3.3V	I	P10RXD1	V26	3.3V	I
DAT A06	AG01	3.3V	I/O	P00T XD0R	AG06	3.3V	I/O	P05RXERR	AJ22	3.3V	I	P10RXD2	V27	3.3V	I
DAT A07	AF02	3.3V	I/O	P00T XD1R	AK04	3.3V	I/O	P05T XCLKR	AH21	3.3V	I/O	P10RXD3	V28	3.3V	I
DAT A08	AF01	3.3V	I/O	P00T XD2R	AE07	3.3V	I/O	P05T XD0R	AK22	3.3V	I/O	P10RXDV	W30	3.3V	I
DAT A09	AE02	3.3V	I/O	P00T XD3R	AJ04	3.3V	I/O	P05T XD1R	AJ21	3.3V	I/O	P10RXER	W28	3.3V	I
DAT A10	AE01	3.3V	I/O	P00T XENR	AF07	3.3V	O	P05T XD2R	AK21	3.3V	I/O	P10T XCLK	W27	3.3V	I
DAT A11	AD02	3.3V	I/O	P01CRSR	AG08	3.3V	I/O	P05T XD3R	AH20	3.3V	I/O	P10T XD0	Y29	3.3V	O
DAT A12	AD01	3.3V	I/O	P01RXCLKR	AH09	3.3V	I/O	P05T XENR	AG20	3.3V	O	P10T XD1	Y28	3.3V	O
DAT A13	AC02	3.3V	I/O	P01RXD0R	AK09	3.3V	I	P06COLR	AJ24	3.3V	I/O	P10T XD2	Y27	3.3V	O
DAT A14	AC01	3.3V	I/O	P01RXD1R	AG10	3.3V	I	P06CRSR	AK24	3.3V	I/O	P10T XD3	AA30	3.3V	O
DAT A15	AB02	3.3V	I/O	P01RXD2R	AE11	3.3V	I	P06RXCLKR	AF22	3.3V	I/O	P10T XEN	Y30	3.3V	O
DAT A16	AB01	3.3V	I/O	P01RXD3R	AF11	3.3V	I	P06RXD0R	AJ26	3.3V	I	P11COL	V30	3.3V	I
DAT A17	AA02	3.3V	I/O	P01RXDVR	AJ09	3.3V	I	P06RXD1R	AK27	3.3V	I	P11CRS	V29	3.3V	I
DAT A18	AA01	3.3V	I/O	P01RXERR	AK08	3.3V	I	P06RXD2R	AH25	3.3V	I	P11RXCLK	T30	3.3V	I
DAT A19	Y02	3.3V	I/O	P01T XCLKR	AG09	3.3V	I/O	P06RXD3R	AG24	3.3V	I	P11RXD0	R29	3.3V	I
DAT A20	Y01	3.3V	I/O	P01T XD0R	AH08	3.3V	I/O	P06RXDVR	AE22	3.3V	I	P11RXD1	R28	3.3V	I
DAT A21	W02	3.3V	I/O	P01T XD1R	AK07	3.3V	I/O	P06RXERR	AG23	3.3V	I	P11RXD2	R27	3.3V	I
DAT A22	W01	3.3V	I/O	P01T XD2R	AJ07	3.3V	I/O	P06T XCLKR	AH24	3.3V	I/O	P11RXD3	R26	3.3V	I
DAT A23	V02	3.3V	I/O	P01T XD3R	AF09	3.3V	I/O	P06T XD0R	AJ25	3.3V	I/O	P11RXDV	R30	3.3V	I
DAT A24	V01	3.3V	I/O	P01T XENR	AJ08	3.3V	O	P06T XD1R	AH23	3.3V	I/O	P11RXER	T27	3.3V	I
DAT A25	U02	3.3V	I/O	P02COLR	AJ10	3.3V	I/O	P06T XD2R	AG22	3.3V	I/O	P11T XCLK	T28	3.3V	I
DAT A26	U01	3.3V	I/O	P02CRSR	AH10	3.3V	I/O	P06T XD3R	AK25	3.3V	I/O	P11T XD0	U30	3.3V	O
DAT A27	T 02	3.3V	I/O	P02RXCLKR	AJ12	3.3V	I/O	P06T XENR	AK26	3.3V	O	P11T XD1	U29	3.3V	O
DAT A28	T 01	3.3V	I/O	P02RXD0R	AE13	3.3V	I	P07COLR	AK28	3.3V	I/O	P11T XD2	U28	3.3V	O
DAT A29	R02	3.3V	I/O	P02RXD1R	AF13	3.3V	I	P07CRSR	AJ27	3.3V	I/O	P11T XD3	U27	3.3V	O
DAT A30	R01	3.3V	I/O	P02RXD2R	AG13	3.3V	I	P07RXCLKR	AK30	3.3V	I/O	P11T XEN	T29	3.3V	O
DAT A31	P02	3.3V	I/O	P02RXD3R	AH13	3.3V	I	P07RXD0R	AH28	3.3V	I	P12COL	P30	3.3V	I
DAT A32	P01	3.3V	I/O	P02RXDVR	AK12	3.3V	I	P07RXD1R	AG27	3.3V	I	P12CRS	R25	3.3V	I
DAT A33	N02	3.3V	I/O	P02RXERR	AH12	3.3V	I	P07RXD2R	AJ30	3.3V	I	P12RXCLK	M30	3.3V	I
DAT A34	N01	3.3V	I/O	P02T XCLKR	AG12	3.3V	I/O	P07RXD3R	AH29	3.3V	I	P12RXD0	M28	3.3V	I
DAT A35	M02	3.3V	I/O	P02T XD0R	AJ11	3.3V	I/O	P07RXDVR	AJ29	3.3V	I	P12RXD1	L30	3.3V	I
DAT A36	M01	3.3V	I/O	P02T XD1R	AH11	3.3V	I/O	P07RXERR	AF25	3.3V	I	P12RXD2	N26	3.3V	I
DAT A37	L02	3.3V	I/O	P02T XD2R	AG11	3.3V	I/O	P07T XCLKR	AG26	3.3V	I/O	P12RXD3	N25	3.3V	I
DAT A38	L01	3.3V	I/O	P02T XD3R	AK10	3.3V	I/O	P07T XD0R	AJ28	3.3V	I/O	P12RXDV	M29	3.3V	I
DAT A39	K02	3.3V	I/O	P02T XENR	AK11	3.3V	O	P07T XD1R	AF24	3.3V	I/O	P12RXER	N27	3.3V	I
DAT A40	K01	3.3V	I/O	P03COLR	AK13	3.3V	I/O	P07T XD2R	AG25	3.3V	I/O	P12T XCLK	N28	3.3V	I
DAT A42	J01	3.3V	I/O	P03RXCLKR	AK15	3.3V	I/O	P07T XENR	AK29	3.3V	O	P12T XD0	N30	3.3V	O

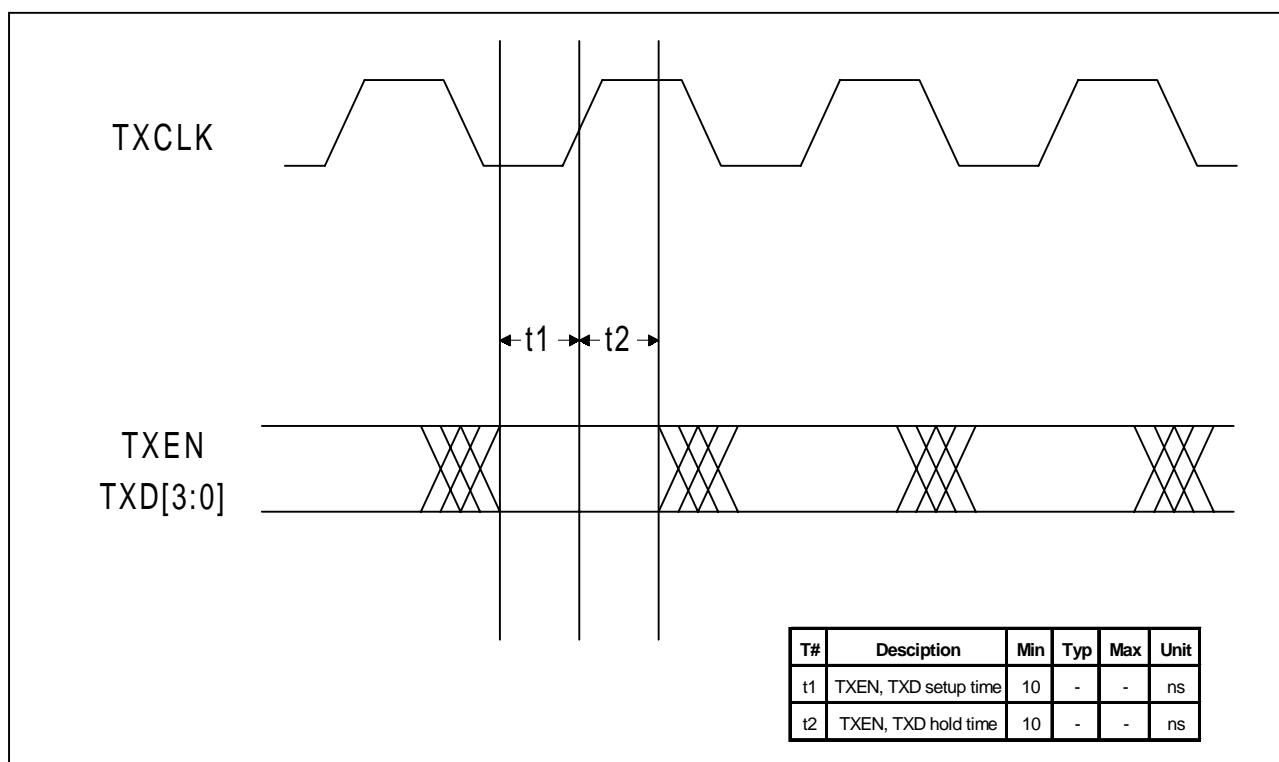


## 9. TIMING DESCRIPTION

### MII Receive Timing

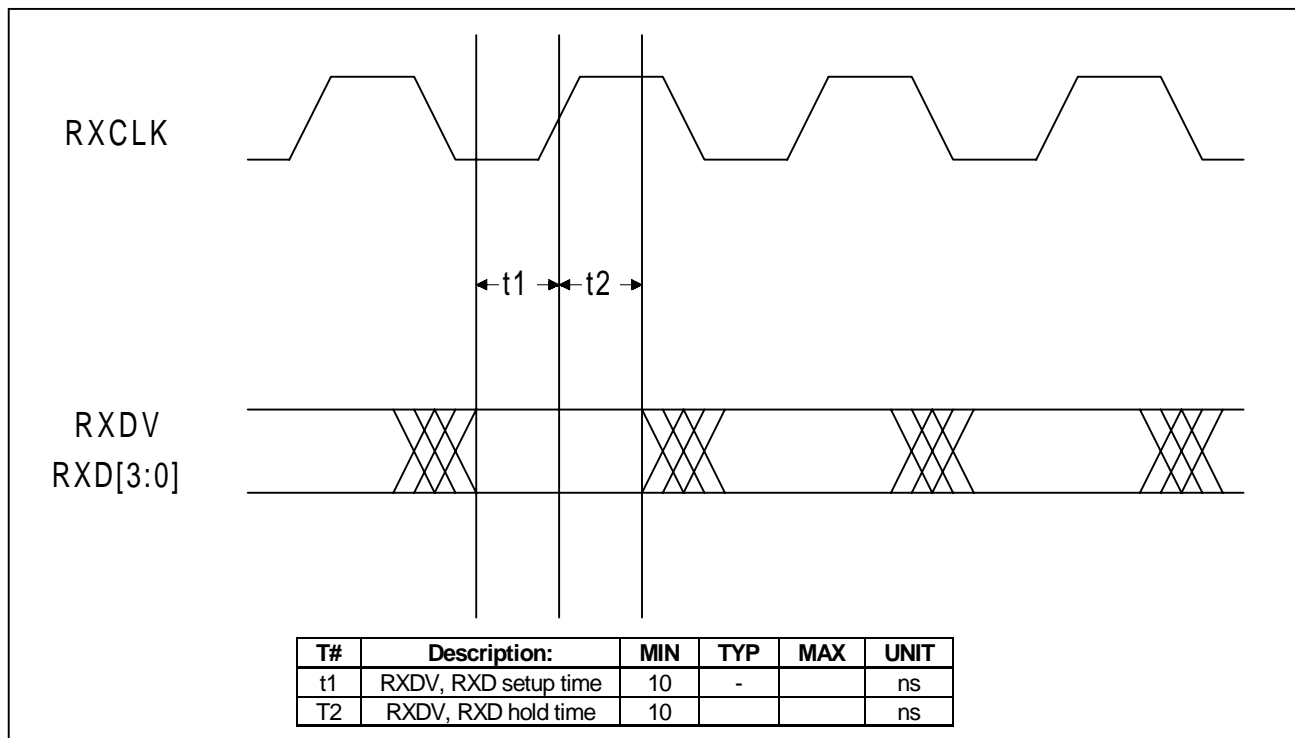


### MII Transmit Timing





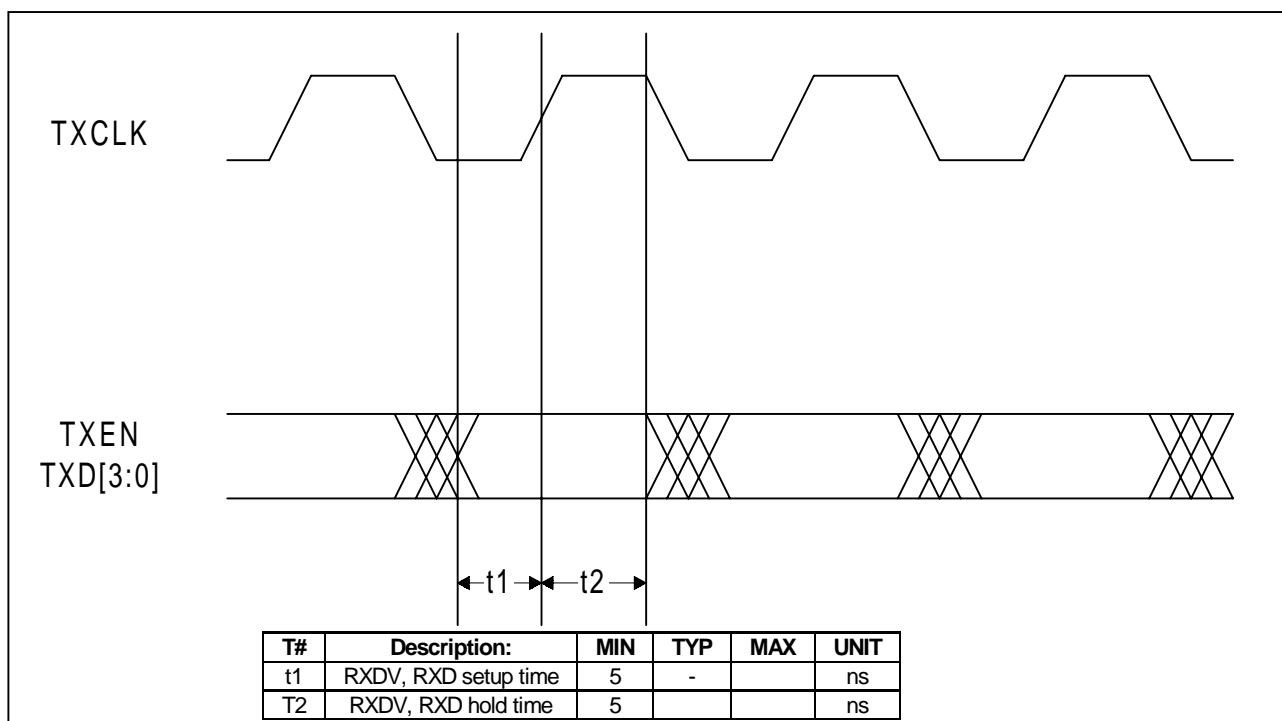
Reversed MII Receive Timing



Data Sheet: ACD82124

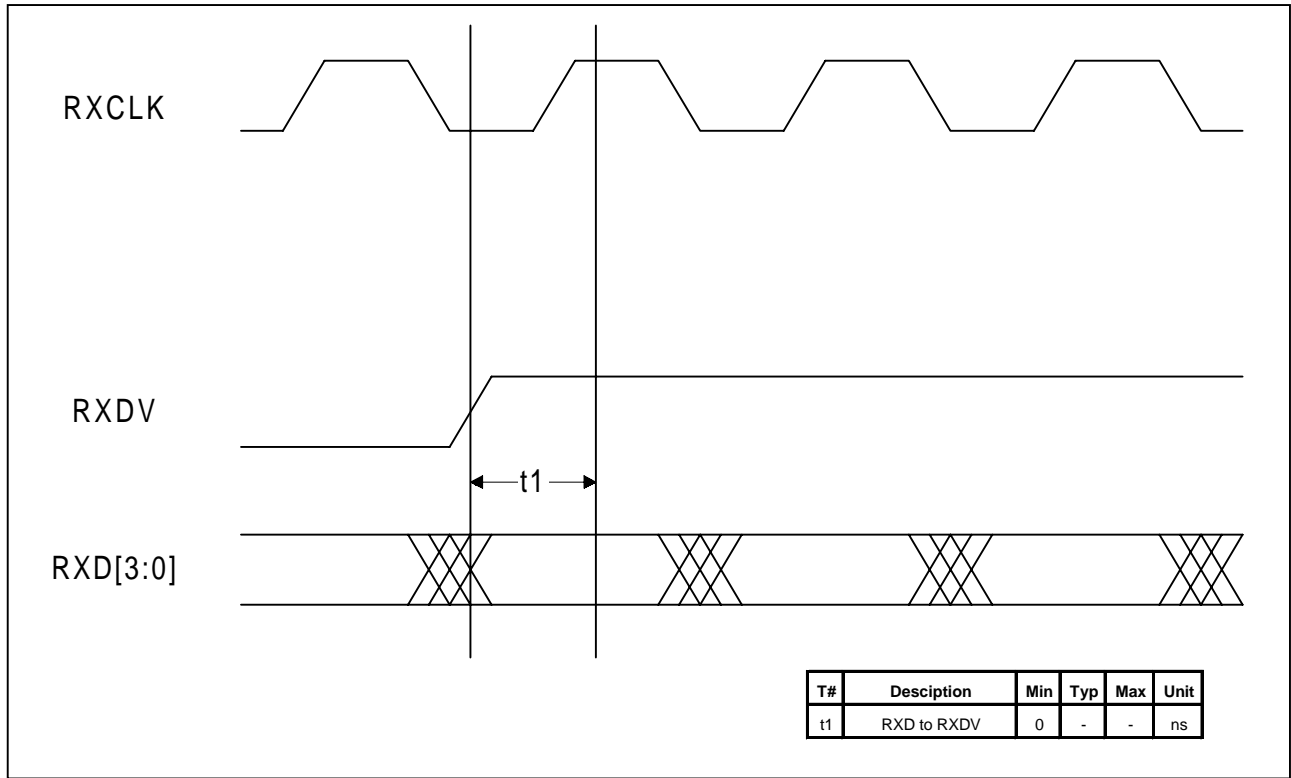
**INTRODUCTORY**

Reversed MII Transmit Timing

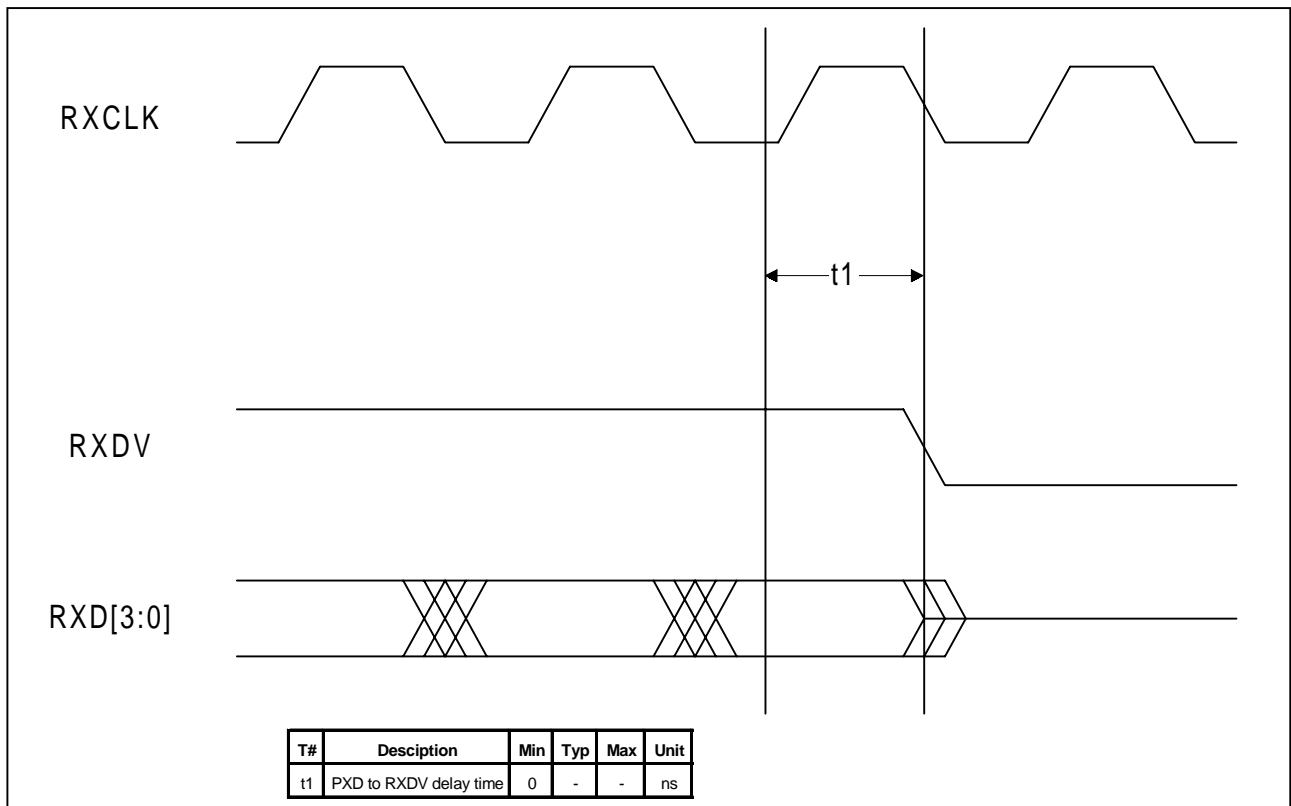


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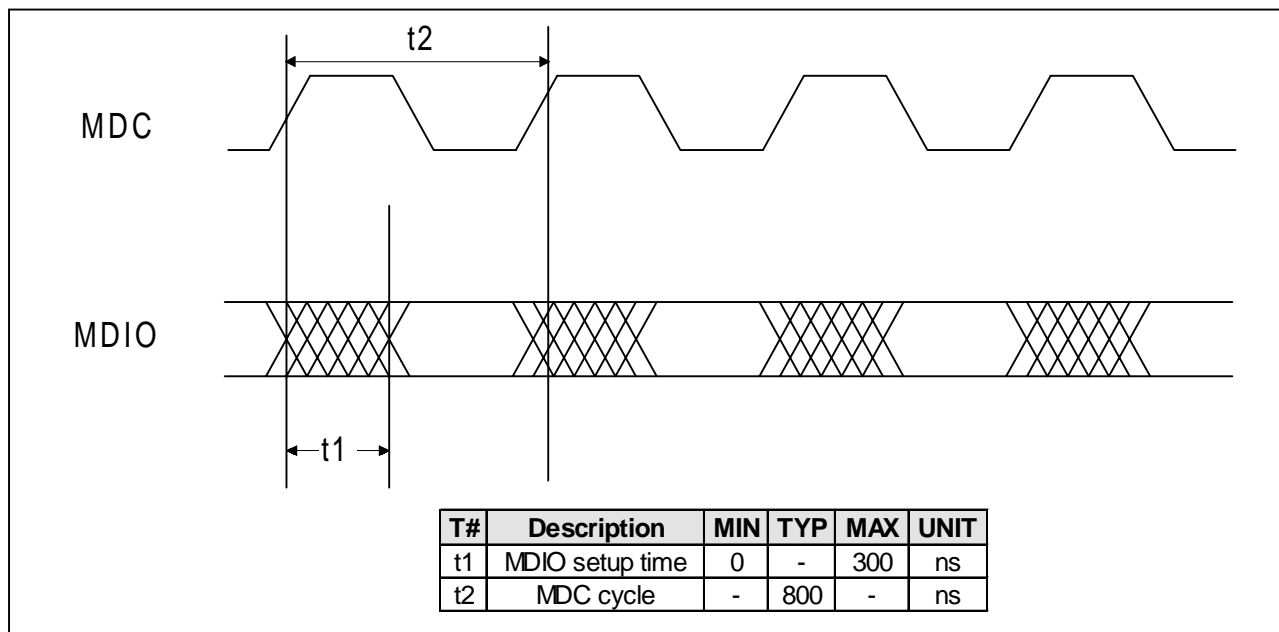
Reversed MII Packet Timing (Start of Packet)



Reversed MII Packet Timing (End of Packet)



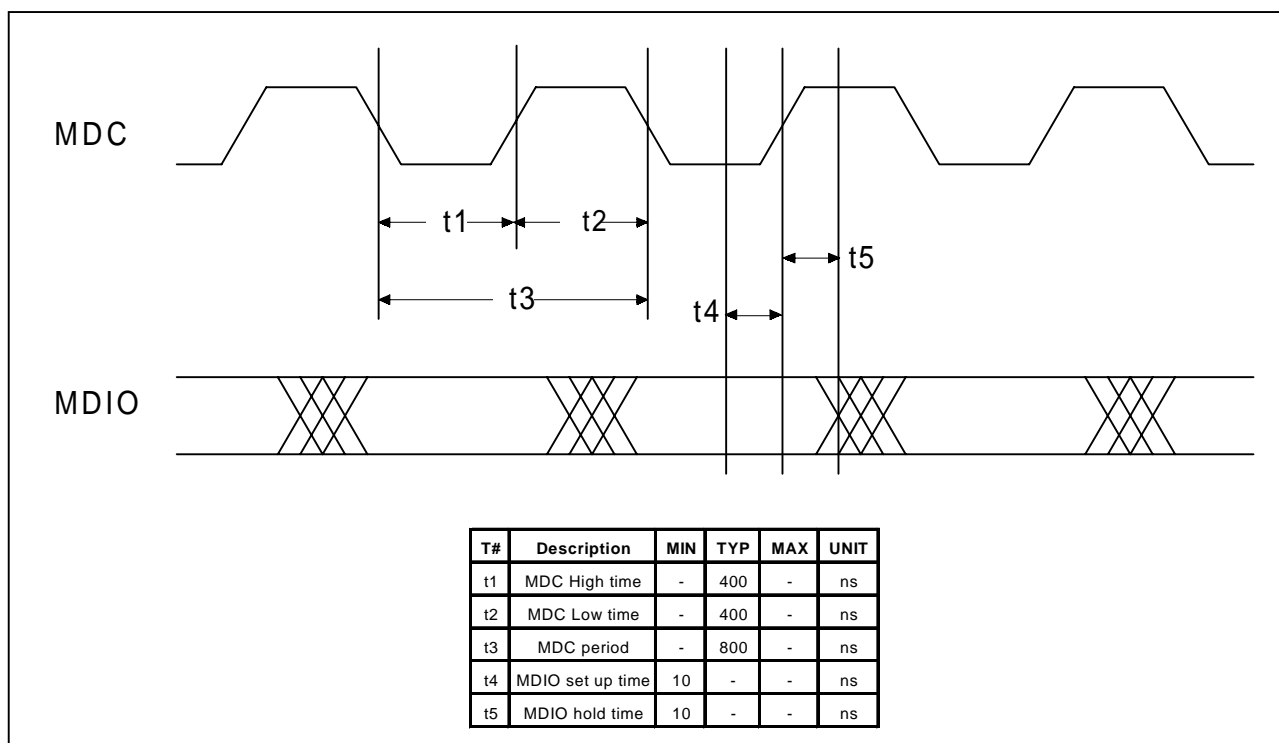
### PHY Management Read Timing



Data Sheet: ACD82124

**INTRODUCTORY**

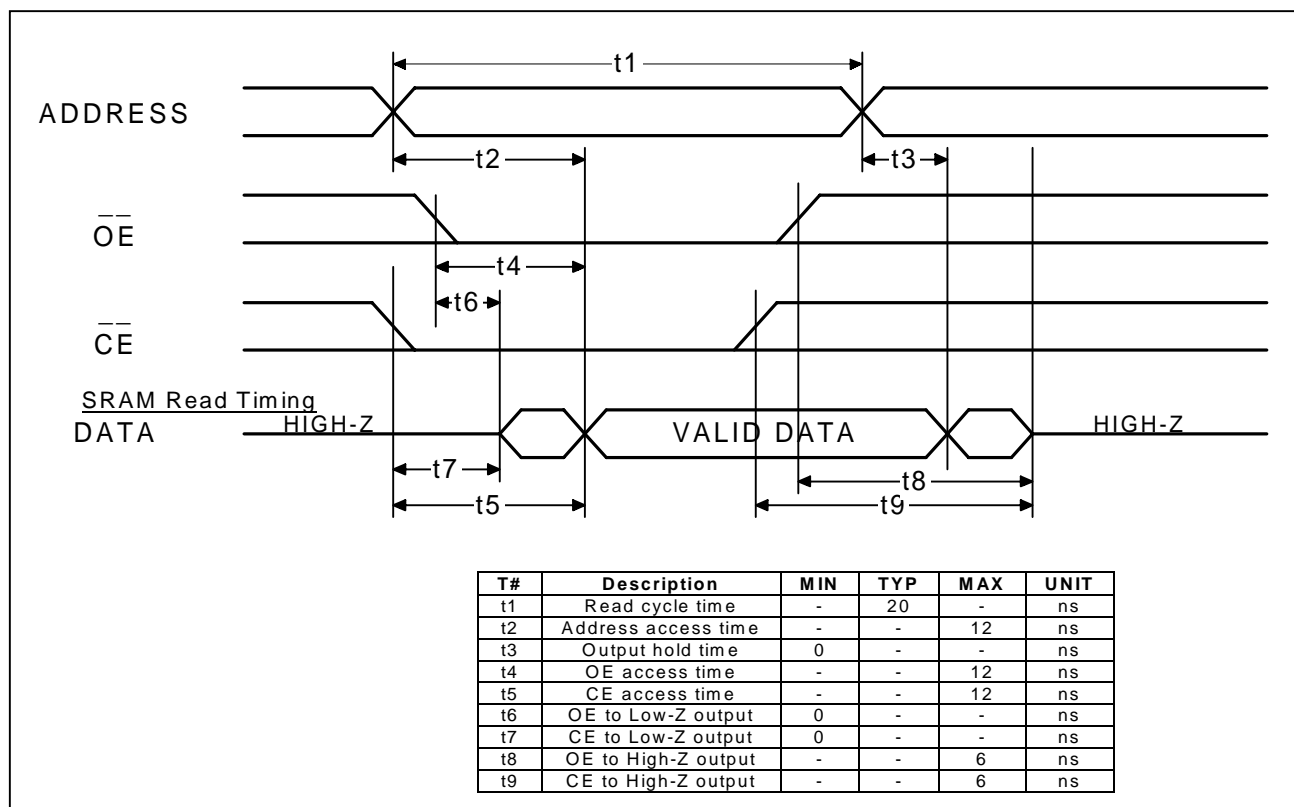
### PHY Management Write Timing



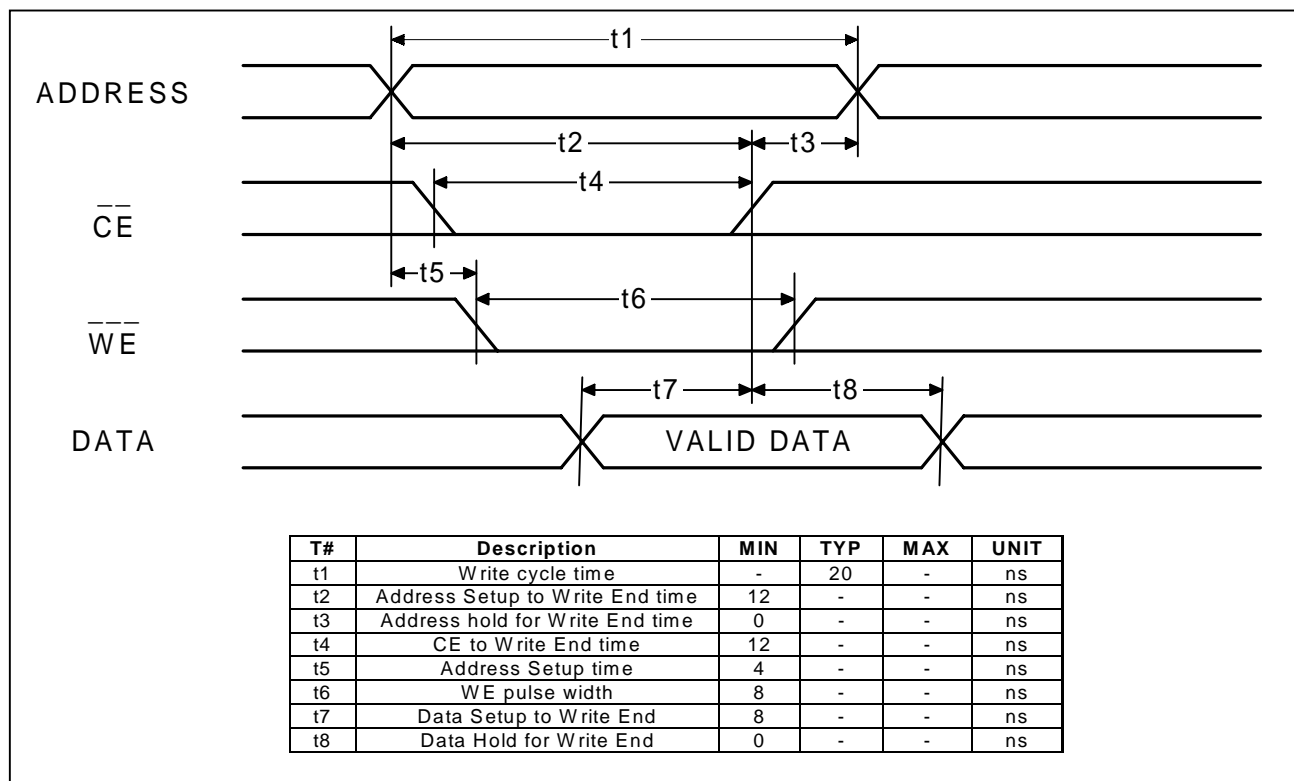
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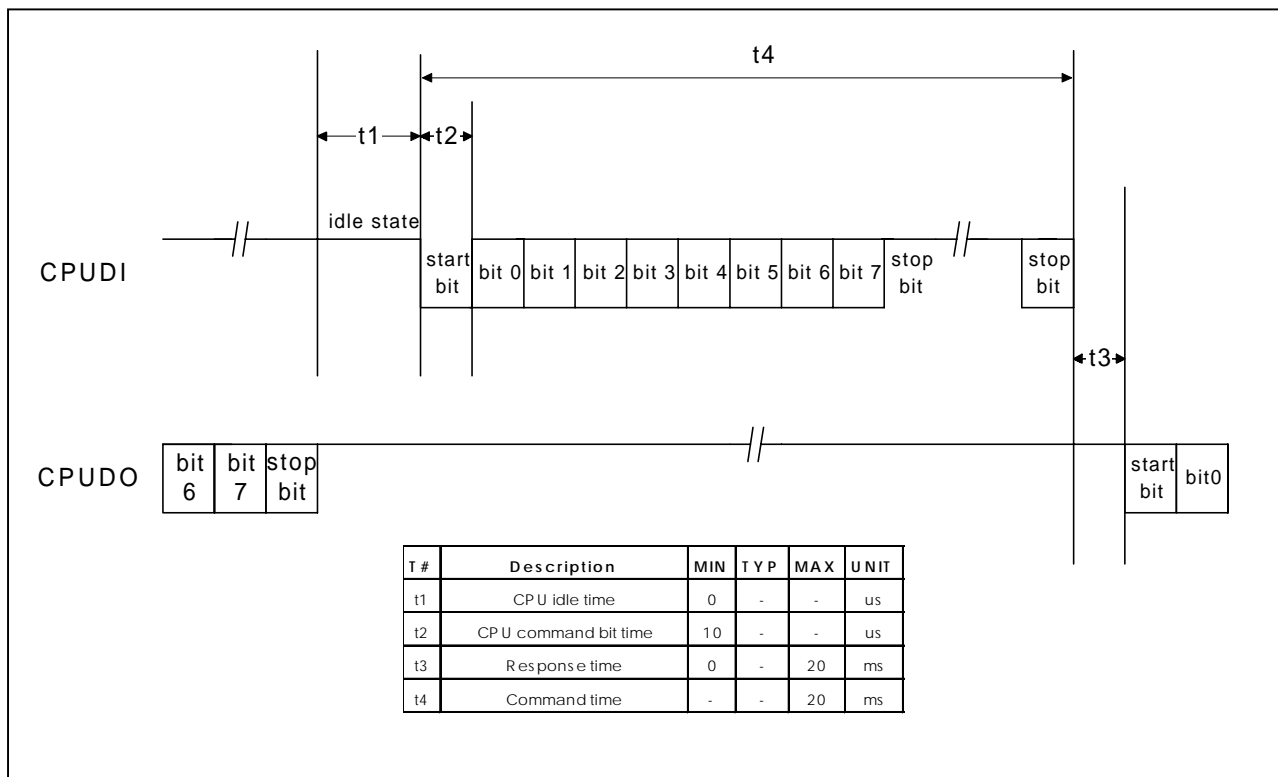
ASRAM Read Timing



ASRAM Write Timing



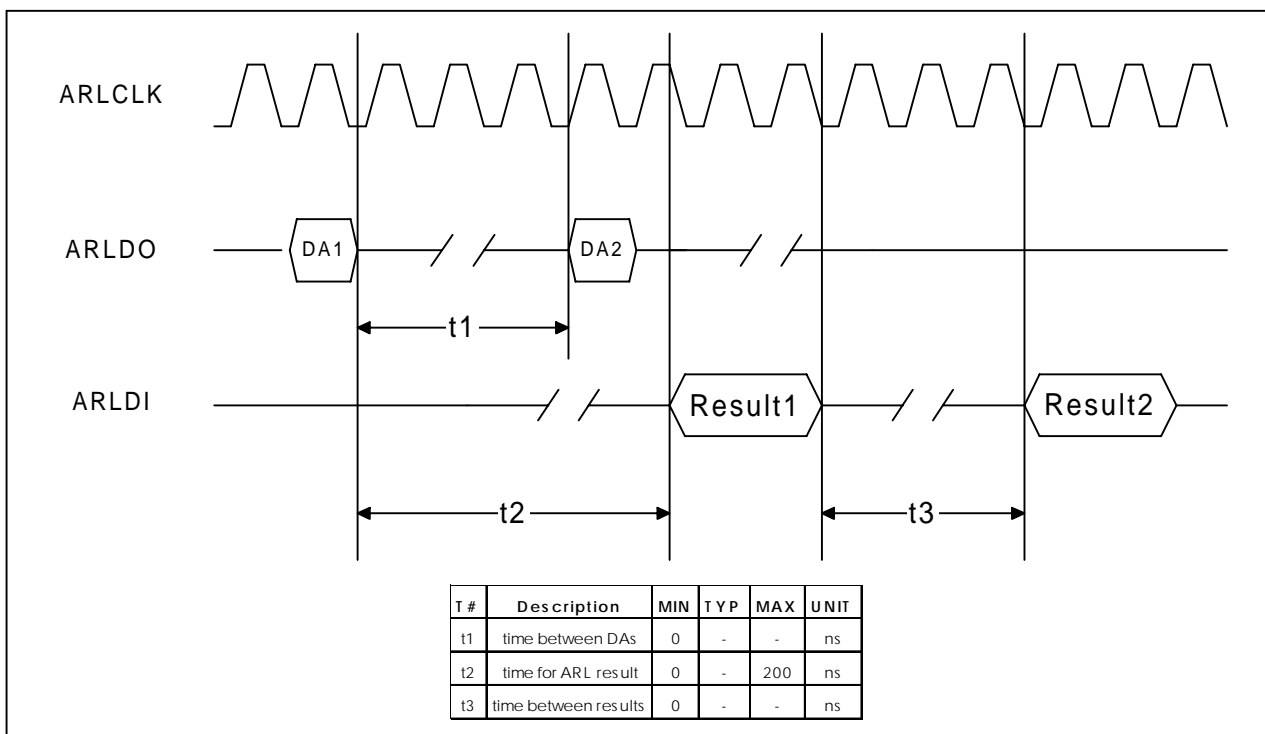
### CPU Command Timing



Data Sheet: ACD82124

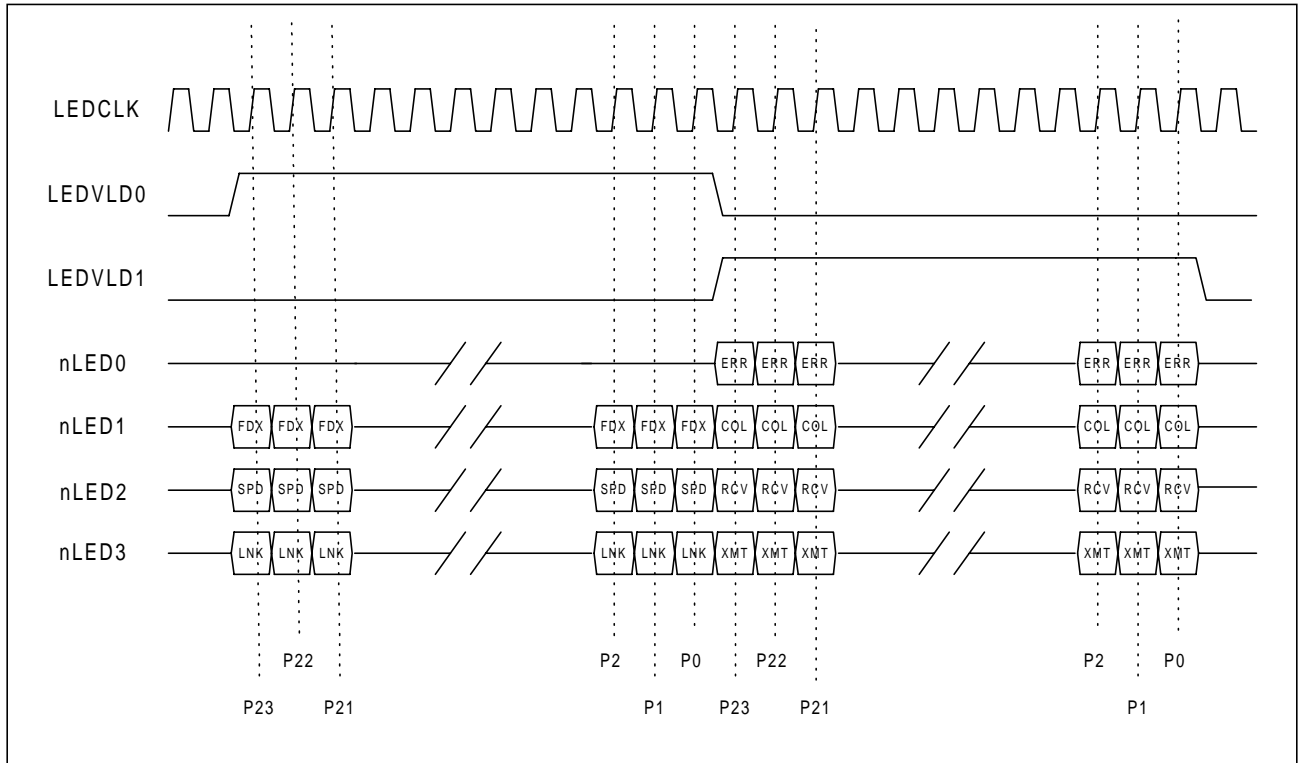
**INTRODUCTORY**

### ARL Result Timing



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## LED Signal Timing



## 10. ELECTRICAL SPECIFICATION

### Absolute Maximum Ratings

Operation at absolute maximum ratings is not implied. Exposure to stresses outside those listed could cause permanent damage to the device.

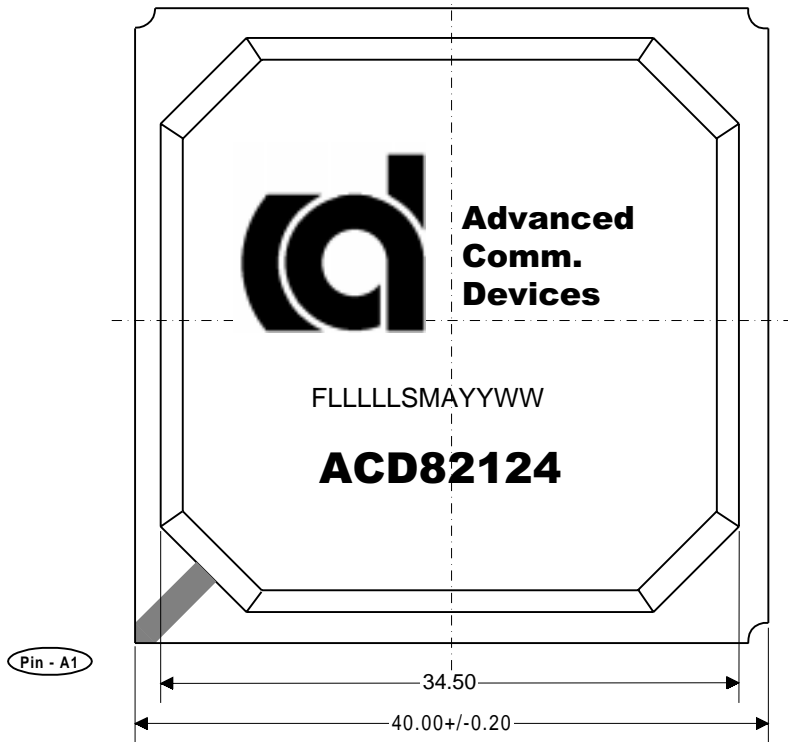
DC Supply voltage : VDD	-0.3V ~ +5.0V
DC input current: I <sub>in</sub>	+/-10 mA
DC input voltage: V <sub>in</sub>	-0.3 ~ VDD + 0.3V
DC output voltage: V <sub>out</sub>	-0.3 ~ VDD + 0.3V
Storage temperature: T <sub>stg</sub>	-40 to +125°C

### Recommended Operation Conditions

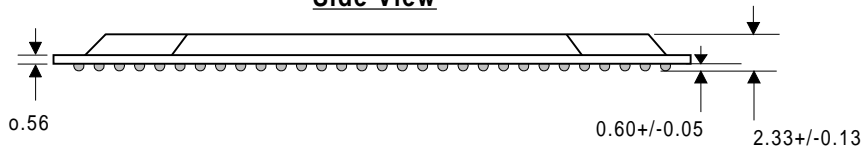
Supply voltage: VDD	3.3V, +/-0.3V
Operating temperature: T <sub>a</sub>	0°C -70 °C
Maximum power consumption	3.5W

11. PACKAGING

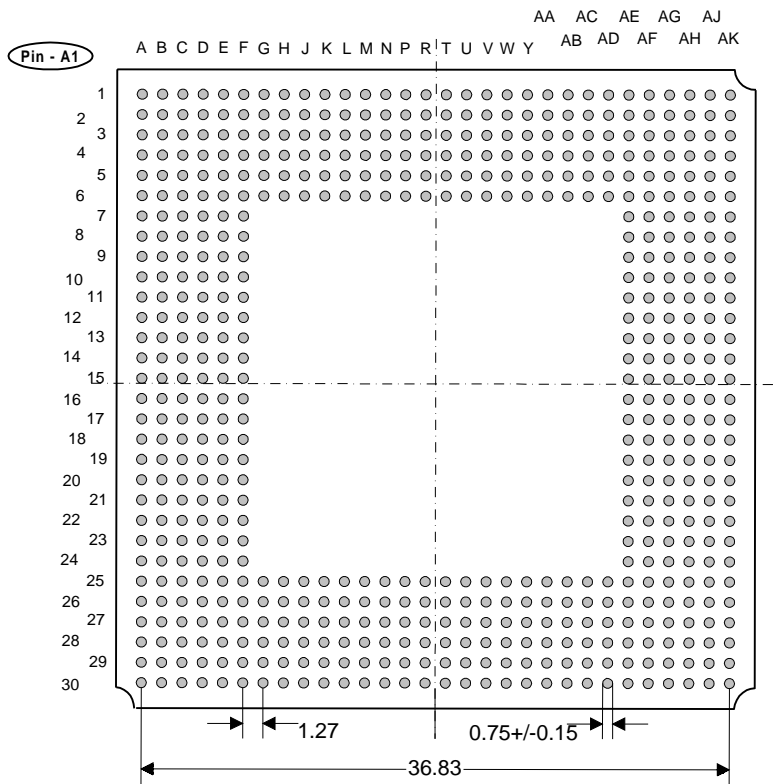
Top View



Side View



Bottom View



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## Appendix-A1

# Address Resolution Logic

*(The built-in ARL with 2048 MAC Addresses)*

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## 1. SUMMARY

The internal Address Resolution Logic (ARL) of ACD's switch controllers automatically builds up an address table and maps up to 2,048 MAC addresses into their associated port. It can work by itself without any CPU intervention in an UN-managed system.

For a managed system, the management CPU can configure the operation mode of the ARL, learn all the address in the address table, add new address into the table, control security or filtering feature of each address entry etc.

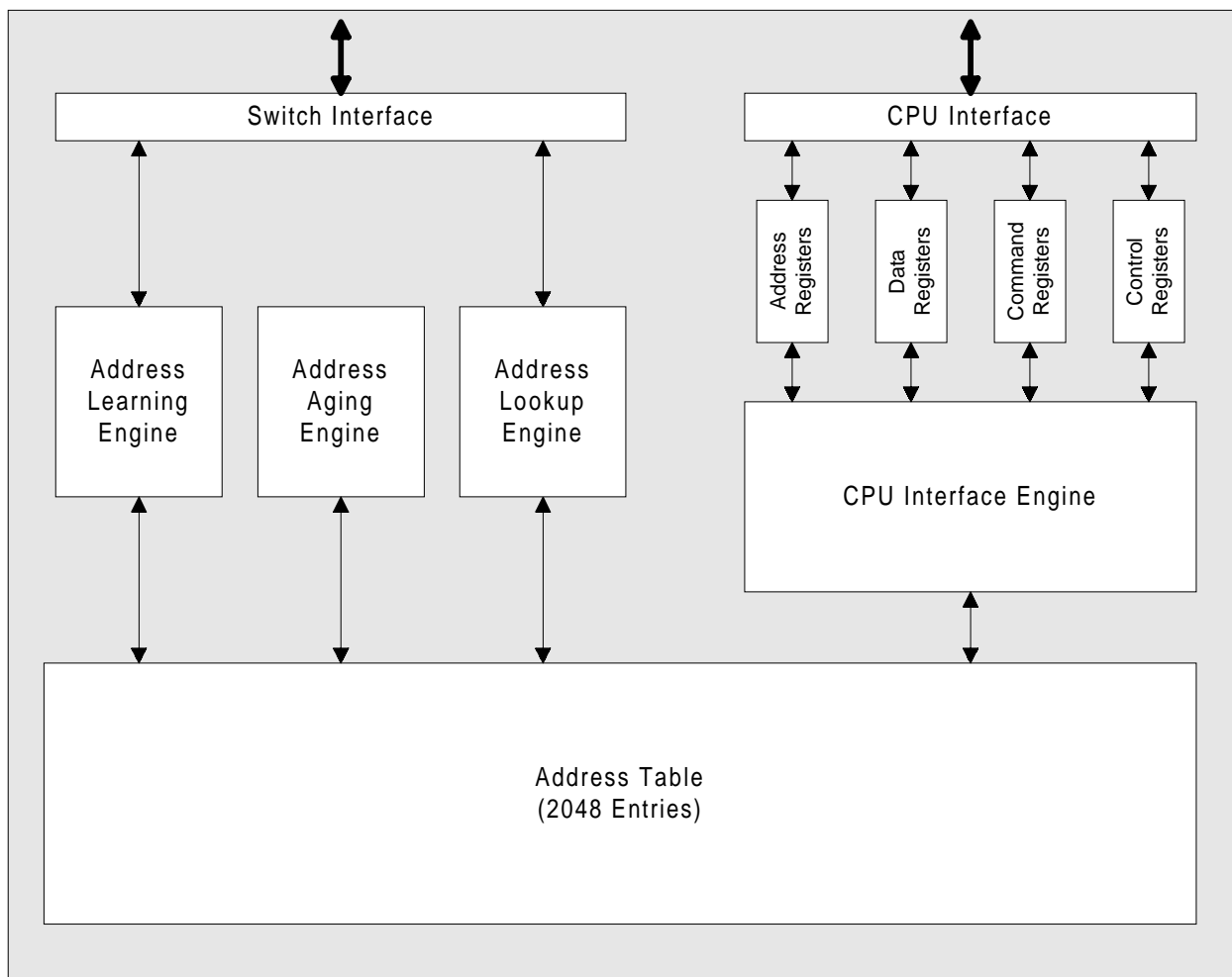
The ARL is designed with such a high performance that it will never slow down the frame switching operation. It helps the switch controllers to reach wire speed forwarding rate under any type of traffic load.

The address space can be expanded to 11K entries by using the external ARL, the ACD80800.

## 2. FEATURES

- Supports up to 2,048 MAC address lookup
- Provides UART type of interface for the management CPU
- Wire speed address lookup time.
- Wire speed address learning time.
- Address can be automatically learned from switch without the CPU intervention
- Address can be manually added by the CPU through the CPU interface
- Each MAC address can be secured by the CPU from being changed or aged out
- Each MAC address can be marked by the CPU from receiving any frame
- Each newly learned MAC address is notified to the CPU
- Each aged out MAC address is notified to the CPU
- Automatic address aging control, with configurable aging period

Figure-1. ARL Block Diagram



### 3. FUNCTIONAL DESCRIPTION

The ARL provides Address Resolution service for ACD's switch controllers. *Figure 2* is a block diagram of the ARL.

#### Traffic Snooping

All Ethernet frames received by ACD's switch controller have to be stored into memory buffer. As the frame data are written into memory, the status of the data shown on the data bus are displayed by ACD's switch controller through a state bus. The ARL's Switch Controller Interface contains the signals of the data bus and the state bus. By snooping the data bus and the state bus of ACD's switch controller, the ARL can detect the occurrence of any destination MAC address and source MAC address embedded inside each frame.

#### Address Learning

Each source address caught from the data bus, together with the ID of the ingress port, is passed to the Address Learning Engine of the ARL. The Address Learning Engine will first determine whether the frame is a valid frame. For a valid frame, it will first try to find the source address from the current address table. If that address doesn't exist, or if it does exist but the port ID associated with the MAC address is not the ingress port, the address will be learned into the address table. After an address is learned by the address learning engine, the CPU will be notified to read this newly learned address so that it can add it into the CPU's address table.

#### Address Aging

After each source address is learned into the address table, it has to be refreshed at least once within each address aging period. Refresh means it is caught again from the switch interface. If it has not occurred for a pre-set aging period, the address aging engine will remove the address from the address table. After an address is removed by the address aging engine, the CPU will be notified through interrupt request that it needs to read this aged out address so that it can remove this address from the CPU's address table.

#### Address Lookup

Each destination address is passed to the Address Lookup Engine of the ARL. The Address Lookup Engine checks if the destination address matches with any existing address in the address table. If it does, the ARL returns the associated Port ID to ACD's switch controller through the output data bus. Otherwise, a no match result is passed to ACD's switch controller through the output data bus.

#### CPU Interface

The CPU can access the registers of the ARL by sending commands to the UART data input line. Each command is consisted by action (read or write), register type, register index, and data. Each result of command execution is returned to the CPU through the UART data output line.

#### CPU Interface Registers

The ARL provides a bunch of registers for the control CPU. Through the registers, the CPU can read all address entries of the address table, delete particular addresses from the table, add particular addresses into the table, secure an address from being changed, set filtering on some addresses, change the hashing algorithm etc. Through a proper interrupt request signal, the CPU can be notified whenever it needs to retrieve data for a newly-learned address or an aged-out address so that the CPU can build an exact same address table learned by the ARL.

#### CPU Interface Engine

The command sent by the control CPU is executed by the CPU Interface Engine. For example, the CPU may send a command to learn the first newly-learned address. The CPU Interface Engine is responsible to find the newly-learned address from the address table, and passes it to CPU. The CPU may request to learn next newly-learned address. Then, it is again the responsibility of the CPU Interface Engine to search for next newly-learned address from the address table.

#### Address Table

The address table can hold up to 2,048 MAC addresses, together with the associated port ID, security flag, filtering flag, new flag, aging information etc. The address table resides in the embedded SRAM inside the ARL.

## 4. INTERFACE DESCRIPTION

### CPU Interface

The CPU can communicate with the ARL through the UART interface of the switch IC. The management CPU can send command to the ARL by writing into associated registers, and retrieve result from ARL by reading corresponding registers. The registers are described in the section of "Register Description." The CPU interface signals are described by *table-1*:

**Table-1: CPU Interface**

Name	I/O	Description
UARTDI	I	UART input data line.
UARTDO	O	UART output data line.

UARTDI is used by the control CPU to send command into the ARL. The baud rate will be automatically detected by the ARL. The result will be returned through the UARTDO line with the detected baud rate. The format of the command packet is shown as follows:

Header	Address	Data	Checksum

where:

- Header is further defined as:
  - b1:b0* - read or write, 01 for read, 11 for write
  - b4:b2* - device number, 000 to 111 (0 to 7, same as the host switch controller)
  - b7:b5* - device type, 010 for ARL
- Address - 8-bit value used to select the register to access
- Data - 32-bit value, only the LSB is used for write operation, all 0 for read operation
- Checksum - 8-bit value of XOR of all bytes

UARTDO is used to return the result of command execution to the CPU. The format of the result packet is shown as follows:

Header	Address	Data	Checksum

where:

- Header is further defined as:
  - b1:b0* - read or write, 01 for read, 11 for write
  - b4:b2* - device number, 000 to 111 (0 to 7)
  - b7:b5* - device type, 010 for ARL
- Address - 8-bit value for address of the selected register
- Data - 32-bit value, only the LSB is used for read operation, all 0 for write operation
- Checksum - 8-bit value of XOR of all bytes

The ARL will always check the CMD header to see if both the device type and the device number matches with its setting. If not, it ignores the command and will not generate any response to this command.

## 5. REGISTER DESCRIPTION

ACD80800 provides a bunch of registers for the CPU to access the address table inside it. Command is sent to ACD80800 by writing into the associated registers. Before the CPU can pass a command to ACD80800, it must check the result register (*register 11*) to see if the command has been done. When the Result register indicates the command has been done, the CPU may need to retrieve the result of previous command first. After that, the CPU has to write the associated parameter of the command into the Data registers. Then, the CPU can write the command type into the command register. When a new command is written into the command register, ACD80800 will change the status of the Result register to 0. The Result register will indicate the completion of the command at the end of the execution. Before the completion of the execution, any command written into the command register is ignored by ACD80800.

The registers accessible to the CPU are described by *table-2*:

**Table-2: Register Description**

Reg.	Name	Description
0	DataReg0	Byte 0 of data
1	DataReg1	Byte 1 of data
2	DataReg2	Byte 2 of data
3	DataReg3	Byte 3 of data
4	DataReg4	Byte 4 of data
5	DataReg5	Byte 5 of data
6	DataReg6	Byte 6 of data
7	DataReg7	Byte 7 of data
8	AddrReg0	LSB of address value
9	AddrReg1	MSB of address value
10	CmdReg	Command register
11	RsltReg	Result register
12	CfgReg	Configuration register
13	IntSrcReg	Interrupt source register
14	IntMskReg	Interrupt mask register
15	nLearnReg0	Address learning disable register for port 0 - 7
16	nLearnReg1	Address learning disable register for port 8 - 15
17	nLearnReg2	Address learning disable register for port 16 - 23
18	AgeTimeReg0	LSB of aging period register
19	AgeTimeReg1	MSB of aging period register
20	PosCfg	Power On Strobe configuration register 0

The *DataRegX* are registers used to pass the parameter of the command to the ACD80800, and the result of the command to the CPU.

The *AddrRegX* are registers used to specify the address associated with the command.

The *CmdReg* is used to pass the type of command to the ACD80800. The command types are listed in *table-3*. The details of each command is described in the chapter of "Command Description."

**Table-3: Command List**

Command	Description
0x09	Add the specified MAC address into the address table
0x0A	Set a lock for the specified MAC address
0x0B	Set a filtering flag for the specified MAC address
0x0C	Delete the specified MAC address from the address table
0x0D	Assign a port ID to the specified MAC address
0x10	Read the first entry of the address table
0x11	Read next entry of address book
0x20	Read first valid entry
0x21	Read next valid entry
0x30	Read first new page
0x31	Read next new page
0x40	Read first aged page
0x41	Read next aged page
0x50	Read first locked page
0x51	Read next locked page
0x60	Read first filtered page
0x61	Read next filtered page
0x80	Read first page with specified PID
0x81	Read next page with specified PID
0xFF	System reset

The *RstReg* is used to indicate the status of command execution. The result code is listed as follows:

- 01 - command is being executed and is not done yet
- 10 - command is done with no error
- 1x - command is done, with error indicated by x, where x is a 4-bit error code: 0001 for cannot find the entry as specified

The *CfgReg* is used to configure the way the ACD80800 works. The bit definition of *CfgReg* is described as:

- *bit 0 - disable address aging*
- *bit 1 - disable address lookup*
- *bit 2 - disable DA cache*
- *bit 3 - disable SA cache*
- *bit 7:4 - hashing algorithm selection, default is 0000*

The *IntSrcReg* is used to indicate what can cause interrupt request to CPU. The source of interrupt is listed as:

- *bit 0 - aged address exists*
- *bit 1 - new address exists*
- *bit 2 - reserved*
- *bit 3 - reserved*
- *bit 4 - bucket overflowed*
- *bit 5 - command is done*
- *bit 6 - system initialization is completed*
- *bit 7 - self test failure*

The *IntMskReg* is used to enable an interrupt source to generate an interrupt request. The bit definition is the same as *IntSrcReg*. A 1 in a bit enables the corresponding interrupt source to generate an interrupt request once it is set.

The *nLearnReg[2:0]* are used to disable address learning activity from a particular port. If the bit corresponding to a port is set, ACD80800 will not try to learn new addresses from that port.

The *AgeTimeReg[1:0]* are used to specify the period of address aging control. The aging period can be from 0 to 65535 units, with each unit counted as 2.684 second.

The *PosCfgReg* is a configuration register whose default value is determined by the pull-up or pull-down status of the associated hardware pin. The bits of *PosCfgReg0* is listed as follows:

- *bit 3 - BISTEN: "0" = self test disabled, "1" = self test enabled;*
- *bit 2 - TESTEN, "0" = normal operation, "1" = production test enabled;*
- *bit 1\* - NOCPU, "0" = presence of control CPU, "1" = no control CPU;*
- *bit 0 - CPUGO, "0" = wait for System Start command from CPU before starting self initialization, "1" = CPU ready. Only effective when bit-1 (NOCPU) is set to 0;*

Note: When *NOCPU* is set as 0, ACD80800 will not start the initialization process until a System Start command is sent to the command register.

## 6. COMMAND DESCRIPTION

### Command 09H

*Description:* Add the specified MAC address into the address table.

*Parameter:* Store the MAC address into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. Store the associated port number into DataReg6.

*Result:* the MAC address will be stored into the address table if there is space available. The result is indicated by the Result register.

### Command 0AH

*Description:* Set the Lock bit for the specified MAC address.

*Parameter:* Store the MAC address into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB.

*Result:* the state machine will seek for an entry with matched MAC address, and set the Lock bit of the entry. The result is indicated by the Result register.

### Command 0BH

*Description:* Set the Filter flag for the specified MAC address.

*Parameter:* Store the MAC address into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB.

*Result:* the state machine will seek for an entry with matched MAC address, and set the Filter bit of the entry. The result is indicated by the Result register.

### Command 0CH

*Description:* Delete the specified MAC address from the address table.

*Parameter:* Store the MAC address into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB.

*Result:* the MAC address will be removed from the address table. The result is indicated by the Result register.

### Command 0DH

*Description:* Assign the associated port number to the specified MAC address.

*Parameter:* Store the MAC address into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. Store the port number into DataReg6.

*Result:* the port ID field of the entry containing the specified MAC address will be changed accordingly. The result is indicated by the Result register.

### Command 10H

*Description:* Read the first entry of the address table.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of the first entry of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer will be set to point to second entry of the address book.

Note - the Flag bits are defined as:

b7	b6	b5	b4	b3	b2	b1	b0
Rsvd	Rsvd	Filter	Lock	New	Old	Age	Valid

where:

- Filter - 1 indicates the frame heading to this address should be dropped.
- Lock - 1 indicates the entry should never be changed or aged out.
- New - 1 indicates the entry is a newly learned address.
- Old - 1 indicates the address has been aged out.
- Age - 1 indicates the address has not been visited for current age cycle.
- Valid - 1 indicates the entry is a valid one.
- Rsvd - Reserved bits.

### Command 11H

*Description:* Read next entry of address book.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of the address book entry pointed by Read Pointer will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer will be increased by one.

### Command 20H

*Description:* Read first valid entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of first valid entry of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 21H

*Description:* Read next valid entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of next valid entry from the Read Pointer of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 30H

*Description:* Read first new page.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content

of first new entry of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 31H

*Description:* Read next new entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of next new entry from the Read Pointer of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 40H

*Description:* Read first aged entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of first aged entry of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 41H

*Description:* Read next aged entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of next aged entry from the Read Pointer of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 50H

*Description:* Read first locked entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of first locked entry of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 51H

*Description:* Read next locked entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of next locked entry from the Read Pointer of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 60H

*Description:* Read first filtered page.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of first filtered entry of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 61H

*Description:* Read next valid entry.

*Parameter:* None

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content

of next filtered entry from the Read Pointer of the address book will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 80H

*Description:* Read first entry with specified port number.

*Parameter:* Store port number into DataReg6.

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of first entry of the address book with the said port number will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command 81H

*Description:* Read next valid entry.

*Parameter:* Store port number into DataReg6.

*Result:* The result is indicated by the Result register. If the command is completed with no error, the content of next entry from the Read Pointer of the address book with the said port number will be stored into the Data registers. The MAC address will be stored into DataReg5 - DataReg0, with DataReg5 contains the MSB of the MAC address and DataReg0 contains the LSB. The port number is stored in DataReg6, and the Flag bits are stored in DataReg7. The Read Pointer is set to point to this entry.

### Command FFH

*Description:* System reset.

*Parameter:* None

*Result:* This command will reset the ARL system. All entries of the address book will be cleared.