



BUS EXPANDING CONTROLLER (BANC) CACHE WITH WRITE BUFFER

FEATURES

- High-performance 386DX, 486SX or 486DX interface
- Write Buffer - 64 byte (16 DWord)
- External second-level cache - 128 KB
- i486™ internal cache control
- BIOS control of second-level cache
- 386SX local bus emulation
- 386SX local bus address pipelining with four word FIFO
- 32-16 bit cycle type translation
- Auto peek cycle operations for both first and second-level cache
- i486 BIOS initialize
- 40 MHz max CPU freq @ 5.0 V,
33 MHz max SX freq @ 5.0 V,
25 MHz max CPU and SX freq @ 3.3 V

- Power management plus support for AMD's System Management Mode (SMM)
- 0.8-micron CMOS technology
- 160-lead metric quad flat pack (MQFP)

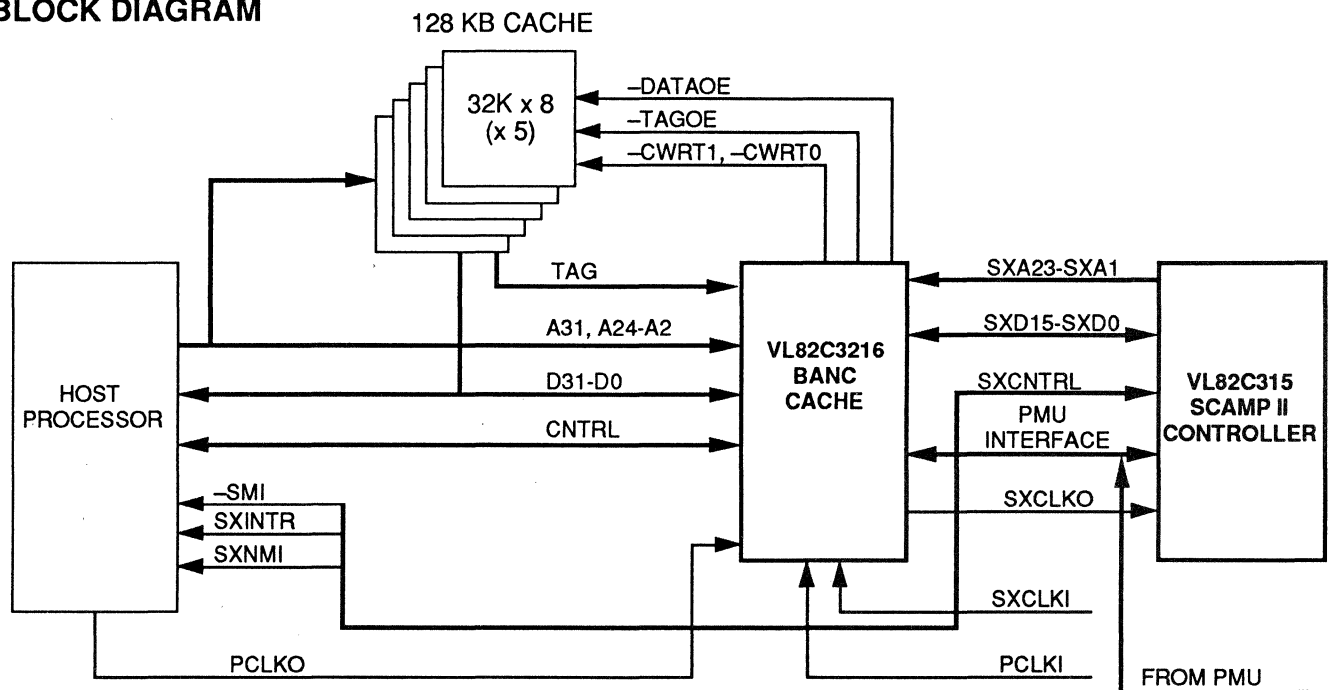
DESCRIPTION

The VL82C3216 Bus Expanding Controller (BANC) Cache with Write Buffer is specifically designed to provide a high-performance, low-cost solution for interfacing 386SX PC/AT-compatible chip sets to 386DX, Am386™ DXL, Am386DXLV, 486DX, 486SX, or compatible processors. The designs may be entirely new systems or upgrades to existing ones. Power management features also make this device ideal for laptop computers or other battery operated systems. The

performance is achieved through the use of a write buffer structure, an external second level cache, prediction algorithms, and maximizing the internal first level cache of the i486, if used.

The high level of integration is centered on the VL82C3216. It controls all functions between the host processor bus and the 386SX local bus. In addition to the write buffer and second- and first-level cache controls, the VL82C3216 contains prediction and burst mode algorithms that take full advantage of the page mode design of existing 386SX system architecture. Through the use of pipelined page mode accesses to system memory, the VL82C3216 bursts data to and from memory at rates up to 25 MB per second. This provides 32-bit memory performance at 16-bit memory costs.

BLOCK DIAGRAM



ORDER INFORMATION

Part Number	Package
VL82C3216-FC	Metric Quad Flat Pack

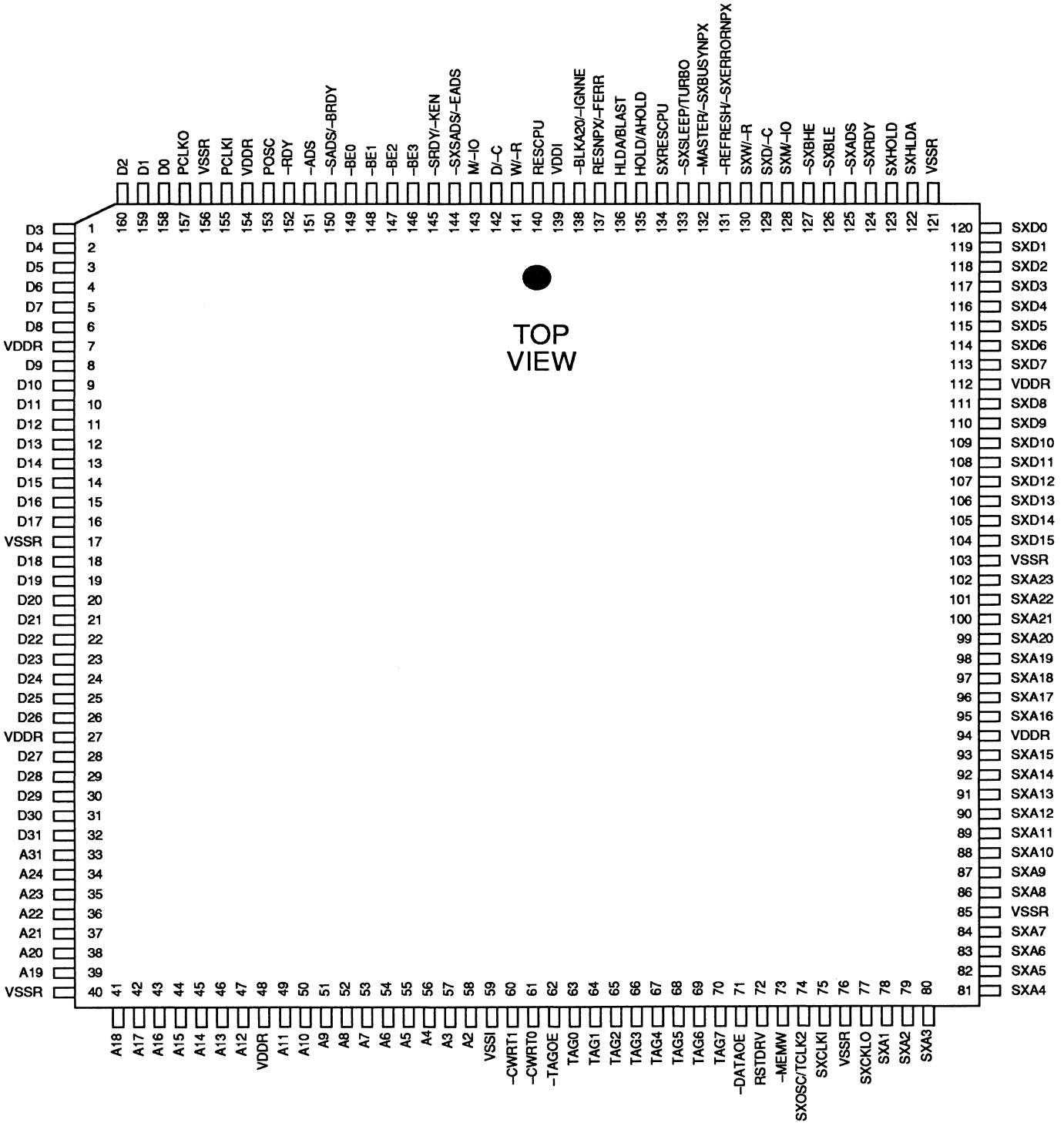
Note: Operating temperature range is 0°C to + 70°C.

Am386 is a trademark of AMD Corp.
i486 is a trademark of Intel Corp.



PIN DIAGRAM

VL82C3216





PIN TYPE BY OPERATIONAL STATE

Pin #	Pin Name	Pin Type	Input Type	Drive (mA)	Pin #	Pin Name	Pin Type	Input Type	Drive (mA)
1	D3	IO	TTL	4	33	A31	IO	TTL	4
2	D4	IO	TTL	4	34	A24	IO	TTL	4
3	D5	IO	TTL	4	35	A23	IO	TTL	4
4	D6	IO	TTL	4	36	A22	IO	TTL	4
5	D7	IO	TTL	4	37	A21	IO	TTL	4
6	D8	IO	TTL	4	38	A20	IO	TTL	4
7	VDDR	PWR			39	A19	IO	TTL	4
8	D9	IO	TTL	4	40	VSSR	GND		
9	D10	IO	TTL	4	41	A18	IO	TTL	4
10	D11	IO	TTL	4	42	A17	IO	TTL	4
11	D12	IO	TTL	4	43	A16	IO	TTL	4
12	D13	IO	TTL	4	44	A15	IO	TTL	4
13	D14	IO	TTL	4	45	A14	IO	TTL	4
14	D15	IO	TTL	4	46	A13	IO	TTL	4
15	D16	IO	TTL	4	47	A12	IO	TTL	4
16	D17	IO	TTL	4	48	VDDR	PWR		
17	VSSR	GND			49	A11	IO	TTL	4
18	D18	IO	TTL	4	50	A10	IO	TTL	4
19	D19	IO	TTL	4	51	A9	IO	TTL	4
20	D20	IO	TTL	4	52	A8	IO	TTL	4
21	D21	IO	TTL	4	53	A7	IO	TTL	4
22	D22	IO	TTL	4	54	A6	IO	TTL	4
23	D23	IO	TTL	4	55	A5	IO	TTL	4
24	D24	IO	TTL	4	56	A4	IO	TTL	4
25	D25	IO	TTL	4	57	A3	IO	TTL	4
26	D26	IO	TTL	4	58	A2	IO	TTL	4
27	VDDR	PWR			59	VSSI	GND		
28	D27	IO	TTL	4	60	-CWRT1	O-TS		4
29	D28	IO	TTL	4	61	-CWRT0	O-TS		4
30	D29	IO	TTL	4	62	-TAGOE	O-TS		4
31	D30	IO	TTL	4	63	TAG0	IO	TTL	4
32	D31	IO	TTL	4	64	TAG1	IO	TTL	4



PIN TYPE BY OPERATIONAL STATE (Cont.)

Pin #	Pin Name	Pin Type	Input Type	Drive (mA)	Pin #	Pin Name	Pin Type	Input Type	Drive (mA)
65	TAG2	IO	TTL	4	97	SXA18	IO	TTL	4
66	TAG3	IO	TTL	4	98	SXA19	IO	TTL	4
67	TAG4	IO	TTL	4	99	SXA20	IO	TTL	4
68	TAG5	IO	TTL	4	100	SXA21	IO	TTL	4
69	TAG6	IO	TTL	4	101	SXA22	IO	TTL	4
70	TAG7	IO	TTL	4	102	SXA23	IO	TTL	4
71	-DATAOE	O-TS		8	103	VSSR	GND		
72	RSTDRV	I	TTL		104	SXD15	IO	TTL	4
73	-MEMW	I	TTL		105	SXD14	IO	TTL	4
74	SXOSC/TCLK2	IO	CMOS	8	106	SXD13	IO	TTL	4
75	SXCLKI	I	CMOS		107	SXD12	IO	TTL	4
76	VSSR	GND			108	SXD11	IO	TTL	4
77	SXCLKO	O-TS		8	109	SXD10	IO	TTL	4
78	SXA1	O-TS	TTL	4	110	SXD9	IO	TTL	4
79	SXA2	IO	TTL	4	111	SXD8	IO	TTL	4
80	SXA3	IO	TTL	4	112	VDDR	PWR		
81	SXA4	IO	TTL	4	113	SXD7	IO	TTL	4
82	SXA5	IO	TTL	4	114	SXD6	IO	TTL	4
83	SXA6	IO	TTL	4	115	SXD5	IO	TTL	4
84	SXA7	IO	TTL	4	116	SXD4	IO	TTL	4
85	VSSR	GND			117	SXD3	IO	TTL	4
86	SXA8	IO	TTL	4	118	SXD2	IO	TTL	4
87	SXA9	IO	TTL	4	119	SXD1	IO	TTL	4
88	SXA10	IO	TTL	4	120	SXD0	IO	TTL	4
89	SXA11	IO	TTL	4	121	VSSR	GND		
90	SXA12	IO	TTL	4	122	SXHLDA	IO	TTL	4
91	SXA13	IO	TTL	4	123	SXHOLD	I	TTL	
92	SXA14	IO	TTL	4	124	-SXRDY	I	TTL	
93	SXA15	IO	TTL	4	125	-SXADS	O-TS		4
94	VDDR	PWR			126	-SXBLE	O-TS		4
95	SXA16	IO	TTL	4	127	-SXBHE	O-TS		4
96	SXA17	IO	TTL	4	128	SXM/-IO	O-TS		4



PIN TYPE BY OPERATIONAL STATE (Cont.)

Pin #	Pin Name	Pin Type	Input Type	Drive (mA)	Pin #	Pin Name	Pin Type	Input Type	Drive (mA)
129	SXD/-C	O-TS		4	145	-SRDY/-KEN	IO	TTL	4
130	SXW/-R	O-TS		4	146	-BE3	I	TTL	
131	-REFRESH/-SXERRORNPX	IO	TTL	4	147	-BE2	I	TTL	
132	-MASTER/-SXBUSYNPX	IO	TTL	4	148	-BE1	I	TTL	
133	-SXSLEEP/TURBO	I-PU	TTL		149	-BE0	I	TTL	
134	SXRESCPU	I	TTL		150	-SADS/-BRDY	IO-PU	TTL	4
135	HOLD/AHOLD	IO	TTL	4	151	-ADS	I-PU	TTL	
136	HLDA/BLAST	I	TTL		152	-RDY	IO	TTL	4
137	RESNPX/-FERR	IO-PU	TTL	4	153	POSC	I	CMOS	
138	-BLKA20/-IGNNE	IO-PU	TTL	4	154	VDDR	PWR		
139	VDDI	PWR			155	PCLKI	I	CMOS	
140	RESCPU	O-TS		4	156	VSSR	GND		
141	W/-R	I-PU	TTL		157	PCLKO	O		8
142	D/-C	I-PU	TTL		158	D0	IO	TTL	4
143	M/-IO	I-PU	TTL		159	D1	IO	TTL	4
144	-SXSADS/-EADS	O	TTL	4	160	D2	IO	TTL	4

- Legend:**
- CMOS CMOS-compatible input
 - GND Ground pin
 - I Input-only pin
 - IO Bidirectional pin
 - O Output-only pin
 - PWR Power supply pin
 - TTL TTL-compatible input
 - PU Indicates a high-impedance with approximately 10 KΩ minimum resistance to VDD (internal pull-up resistor on pin).
 - TS Three-state

SIGNAL DESCRIPTIONS

In order to reduce the number of pins required for this device, some functions which are processor specific share the same pin. "For 386DX" and "For 486" appear in parentheses in the Signal Description column to specify pin functionality with a description for each mode following.

Signal Name	Pin Number	Signal Description
CACHE INTERFACE SIGNALS		
-CWRT0	61	Cache Write Enable Low - Used for enabling data bytes 1 and 0.
-CWRT1	60	Cache Write Enable High - Used for enabling data bytes 3 and 2.
-TAGOE	62	Tag Output Enable - Used to enable the tag field of the second-level cache.
-DATAOE	71	Data Output Enable - Used to enable the data in the second-level cache.
TAG7-TAG0	70-63	Tag Field bus bits 7 through 0 - Bits TAG6-TAG0 contain the A23-A17 of the tag entry. TAG7 contains the valid bit.
CLOCK INTERFACE SIGNALS		
SXOSC/TCLK2	74	SX Oscillator input or TCLK2 output - When the VL82C3216 is in the Asynchronous Mode, this signal is the external oscillator input which provides the fundamental timing for the SX Interface. When in the Synchronous Mode this signal is the TCLK2 clock output and provides the VL82C315 SCAMP II Controller with the TCLK2IN clock.
SXCLKI	75	SX Clock Input - The VL82C3216 reference clock input is normally connected to SXCLKO.
SXCLKO	77	SX Processor Clock - This signal output provides the fundamental timing for the system.
POSC	153	2X Processor Clock - An input that provides the fundamental timing for the CPU Interface of the VL82C3216. It is buffered and driven out on PCLKO.
PCLKI	155	Processor Clock In - This is the reference clock input to the VL82C3216. It is normally tied to PCLKO.
PCLKO	157	Processor Clock - An output that provides the appropriate fundamental timing for the host processor, depending on whether it is a 386DX, 486DX or 486SX. Note: In 386DX systems PCLKO = POSC. In 486 systems PCLKO = POSC/2.
CPU & SX INTERFACE SIGNALS		
A31, A24-A2	33-39, 41-47, 49-58	Address Bus bits 31 and 24 through 2 - These bits accept and output the physical memory or port I/O addresses for the CPU Interface of the VL82C3216.
SXA23-SXA1	102-95, 93-86, 84-78	SX Address bus bits 23 through 1 - This is the address bus for the SX Interface.
D31-D0	32-28, 26-18, 16-8, 6-1, 160-158	Data Bus bits 31 through 0 - This bus inputs data from the host processor on write cycles and outputs data to the host processor on read cycles.
SXD15-SXD0	104-111, 113-120	SX Data Bus - This bus inputs the data from the SX Interface during a host processor read cycle and outputs the data to the SX Interface during a host processor write cycle.
RSTDRV	72	Reset Drive - This is a system reset which occurs during the power-on sequence.
-SXBLE	126	SX Low Byte Enable.
-SXBHE	127	SX High Byte Enable.
SXRESCPU	134	SX Reset CPU - This signal will reset only the CPU and has no affect on the VL82C3216 or available coprocessor.
HLDA/BLAST	136	(For 386DX) Hold Acknowledge - The response given to an active Hold signal. (For 486) Burst Last - Indicates that the next time -BRDY is returned, the burst cycle is complete.
RESCPU	140	Reset CPU - This signal forces the host processor to reset to a known state. It is the SXRESCPU signal resynchronized to PCLK.

**SIGNAL DESCRIPTIONS**

Signal Name	Pin Number	Signal Description
-ADS	151	Address Status - This pin indicates that a valid bus cycle definition and address are available on the CPU bus.
-MEMW	73	Memory Write - An input signal that is generated when a write is occurring on the AT bus of the system. The VL82C3216 expects the 386SX Bus Emulation Unit to contain a valid address which it will capture. Both the internal 486 cache and the second-level cache will snoop the bus.
SXHLDA	122	SX Bus Hold Acknowledge - Indicates that the VL82C3216 has surrendered control of the system bus to another Bus Master. The state of this pin is sampled on the falling edge of RSTDRV in order to determine asynchronous or synchronous clock mode operation. If high, the operation is in the Synchronous Mode. If low, the operation is in the Asynchronous Mode.
SXD/-C	129	SX Data or Control - A bus cycle definition pin that identifies whether the cycle is data (i.e., memory or I/O) or control (i.e., interrupt acknowledge, halt and code fetch) on the SX Interface.
D/-C	142	Data/Control - A bus cycle definition pin that identifies whether the cycle is data (i.e., memory or I/O) or control (i.e., interrupt acknowledge, halt and code fetch) on the CPU Interface.
HOLD/AHOLD	135	(For 386DX) Bus Hold Request - A signal that indicates that the VL82C3216 is requesting control of the local bus. (For 486) Address Hold - This signal is generated when the VL82C3216 is taking control of the address bus for a cache to invalidate cycle. On the falling edge of RSTDRV, this pin is sampled to determine whether to operate in 486 Mode or 386DX Mode. Low = 386DX Mode. High = 486 Mode.
SXW/-R	130	SX Write/Read - A bus cycle definition pin that identifies whether a read or write cycle is on the SX Interface.
SXHOLD	123	SX Bus Hold Request - An input that allows another Bus Master to request control of the system bus.
-SXRDY	124	SX Bus Ready - Indicates that the bus cycle on the system bus successfully terminated.
-SXADS	125	SX Address Status - This signal indicates that a valid bus definition and address are available on the system bus.
SXM/-IO	128	SX Memory or I/O - A bus cycle definition pin that identifies whether the cycle is a memory cycle or an input/output cycle on the SX Interface.
W/-R	141	Write/Read - A bus cycle definition pin that identifies whether it is a read cycle or a write cycle on the CPU Interface.
M/-IO	143	Memory I/O - A bus cycle definition pin that identifies whether the cycle is a memory cycle or an input/output cycle on the CPU Interface.
-BE3 - -BE0	146-149	Byte Enables - These bits indicate which data bytes of the data bus take part in a bus cycle on the CPU Interface.
-RDY	152	Bus Ready (non-burst) - This output indicates that the current bus cycle has been successfully completed on the CPU Interface. On the falling edge of RSTDRV, this pin is sampled to determine the SXCLK0 frequency if synchronous operating mode is active (-IGNNE low). When low, SXCLK0 = POSC/2. When high, SXCLK0 = POSC. If -IGNNE is sampled high on the falling edge of RSTDRV, the state of -RDY is ignored.



SIGNAL DESCRIPTIONS

Signal Name	Pin Number	Signal Type	Signal Description
COPROCESSOR INTERFACE SIGNALS			
-REFRESH/ -SXERRORNPX	131		(For 386DX) Refresh - This pin is configured as the -REFRESH input. It is connected to the -REFRESH signal from the VL82C315 SCAMP II Controller. (For 486) Numeric Coprocessor Error - An output to the system bus to indicate that a floating point error has occurred in the 486.
-MASTER/ -SXBUSYNPX	132		(For 386DX) Master - This pin is configured as the -MASTER input and is connected to the ISA bus -MASTER signal from the VL82C315 SCAMP II Controller. (For 486) SX Busy Coprocessor - Driven by the coprocessor, this signal indicates to the SX Interface that the coprocessor is currently executing an instruction.
-SXSLEEP/ TURBO	133		SX Sleep Mode or Turbo - When the internal power management hardware is enabled via a logic high on the -SRDY/-KEN pin on the falling edge of RSTDRV, this pin is configured as -SXSLEEP. When -SXSLEEP is pulled low, the internal Sleep Mode clock dividers are activated. Note: When interfacing to the VL82C315 SCAMP II Controller, the VL82C315's -SLEEP and -WAKEUP signals must be externally ANDed. The output of this AND is then connected to the -SXSLEEP input of the VL82C3216. When -SRDY/-KEN is sampled low on the falling edge of RSTDRV, this pin becomes a TURBO input. In this mode, a logic low on TURBO activates the programmable Turbo Mode clock divider and invokes the Non-Turbo Mode. In order to run the system full speed (Turbo Mode), the TURBO pin must be high and each internal software means of Turbo Mode control must be inactive.
RESNPX/ -FERR	137		(For 386DX) Reset Numeric Processor - This output causes the 387 math coprocessor to cease all present activity and enter an idle state. (For 486) Numeric Floating Point Error - An input which indicates that a floating point error has occurred in the 486.
-BLKA20/ -IGNNE	138		(For 386DX) Block A20 - When this input is low, A20 is held low for accesses to the cache and then driven out to the SX Interface. When high, A20 follows CPU A20. (When the VL82C3216 is in the 486 Mode, the VL82C315's -BLKA20 signal is connected directly to the 486 which handles the A20 gating function.) (For 486) Ignore Numeric Error - This output causes a 486 to ignore a numeric error and continue executing non-control floating point instructions. -IGNNE is asynchronous.
SMI INTERFACE PINS			
-SXSADS/ -EADS	144		(For Am386DXLV) SMI SX Address Status - An output that is utilized by the SX Interface during power management. (For 486) External Address Status - An output signal which indicates to the 486 that a valid external address has been driven onto its address pins.
-SRDY/-KEN	145		(For Am386DXLV) SMI Ready - The Ready output pin utilized by the Am386DXLV during power management. (For 486) Cache Enable - This output is sent to the 486 to indicate that the current cycle is cacheable. This signal is sampled on the falling edge of RSTDRV to determine whether the internal power management functions are enabled or disabled. If low, they are disabled. If high, they are enabled.
-SADS/-BRDY	150		(For Am386DXLV) SMI Address Strobe - An input that indicates a valid SMI bus cycle definition and address are available on the system bus. (For 486) Burst Ready - An output which indicates that the current burst cycle is complete.



SIGNAL DESCRIPTIONS

Signal Name	Pin Number	Signal Type	Signal Description
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POWER AND GROUND PINS

VDDR	7, 27, 48, 94, 112, 154	Ring Power	+5.0 V or 3.3 V
VDDI	139	Core Logic Power	- Must be tied to VDDR.
VSSR	17, 40, 76, 85, 103, 121, 156	Ring Ground	- 0.0 V.
VSSI	59	Internal Core Logic Ground	0.0 V.



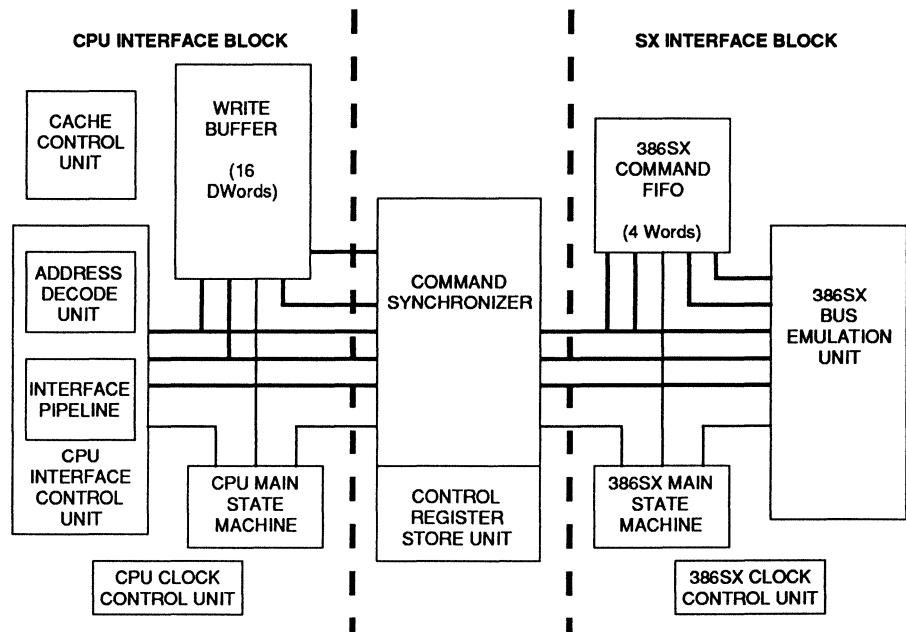
FUNCTIONAL DESCRIPTION

The VL82C3216 Cache Controller and Interface Unit can be divided into two main functional blocks:

- SX (system) Interface Block - Contains the 386SX Main State Machine, the 386SX Bus Emulation Unit, the 386SX Command FIFO and the 386SX Clock Control Unit.
- CPU Interface Block - Includes the CPU Interface Control Unit, the Cache Control Unit, the Write Buffer, the CPU Main State Machine and the CPU Clock Control Unit.

The additional interface units are the Command Synchronizer (which interfaces the commands between the CPU Interface and SX Interface) and the Control Registers. The functional blocks and the configuration and control selections that affect them will be discussed in the following sections. An internal block diagram of the VL82C3216 is shown in Figure 1.

FIGURE 1. VL82C3216 INTERNAL BLOCK DIAGRAM



CPU INTERFACE BLOCK

The VL82C3216 is responsible for decoding the processor (486SX/DX or 386DX) commands, initiating the requested action and/or forwarding the command to the SX Interface and responding in a manner required by the processor bus protocol.

The VL82C3216 responds to all processor bus cycles.

Based on the cycle type from the processor, the VL82C3216 may do one or more of the following: forward the command to the SX Interface, generate cache read(s) or write(s), post a data write to the Write Buffer, perform a local I/O read or write, perform a 387 coprocessor ready handshake, or convert and forward a 486 special cycle to a 386SX special cycle.

The CPU Clock Control Unit will perform system requested clock rate changes for power management or non-turbo requests.

The VL82C3216 is responsible for performing cache line invalidate cycles to the 486 cache and to its own cache.

CPU Interface Control Unit

The CPU Interface Control Unit contains the processor Interface

Pipeline, the Address Decode Unit and the processor Hold logic.

This unit couples tightly to the Cache Control Unit, the Write Buffer and the Command Synchronizer. It is controlled by the CPU Main State Machine.

Processor Interface Pipeline

The processor Interface Pipeline interfaces the processor signals and executes the command handshake with the processor. It latches the processor commands and then starts the CPU Main State Machine. Upon command completion, it returns the appropriate Ready, SMI Ready (-SRDY) or Burst Ready (-BRDY) signal to the processor.

This interface also supports the SMI Address Strobe (-SADS) for the Am386DXLV processor and synchronization for reset to the processor.

386DX Vs 486SX/DX Processor Mode

The VL82C3216 can be configured to operate with either a 386DX or a 486SX/DX processor through the processor type configuration pin. A jumper on pin 135 (HOLD/AHOLD) is used to select either mode at the falling edge of RSTDRV according to the following definition:

HOLD/AHOLD

State	Processor Mode
Logic 0	386DX Mode - The VL82C3216 will provide the oscillator frequency (double clock) output to the processor and will operate with a 386DX style command handshake. Any pins that have dual functionality based on the processor type will operate in the 386DX support mode.
Logic 1	486 Mode - The VL82C3216 will provide one-half the oscillator frequency (fundamental clock) out to the processor and will operate with a 486 style command handshake. Any pins that have dual functionality based on the processor type will operate in the 486 support mode.

Address Decode Unit

The Address Decode Unit is used to determine cacheable memory address ranges, 387 floating point unit memory address range, internal Configuration Register I/O address ranges and emulated AT system I/O address ranges for Turbo/Non-Turbo Mode. The functions driven by these decoded addresses will be discussed in their own section of the specification.

Hold Logic

This function controls the propagation and processing of the SXHOLD requests and -MEMW driven cache invalidate requests to the 386DX and 486 processors.

386DX Hold Processing

In 386 Mode, when the SXHOLD request signal is received, it is synchronized to the processor clock and immediately passed to the processor as a HOLD request. After the HLDA signal is returned from the processor, the Write Buffer is held and the 386SX Command FIFO is allowed to empty. When the 386SX Command FIFO is idle, SXHLDA is asserted.

When the SXHOLD request is deasserted, it is again synchronized and the HOLD request is deasserted. SXHLDA is removed, at the same time as HOLD is removed.

Normal AT bus refresh cycles are detected by monitoring the signals -REFRESH and -MASTER. If a non-master driven refresh is recognized, the HOLD request to the processor will be released early to allow the processor to operate out of the cache.

486 Hold Processing

In 486 Mode, when the SXHOLD request signal is received, it is synchronized to the processor clock and as soon as the CPU Main State Machine enters the idle state, it is passed to the processor as an AHOLD (address hold) request. As soon as the 386SX Command FIFO completes the current SX command, SXHLDA is asserted.

When the SXHOLD request is deasserted, it is again synchronized and the AHOLD request is deasserted. SXHLDA is removed at the same time as AHOLD is removed.

CPU Main State Machine

The CPU Main State Machine is the VL82C3216's primary control center. Its function is to dispatch commands to the SX Interface and Cache Control Unit. It is also responsible for dumping the Write Buffer contents to the SX Interface when required. It issues -RDY to the processor immediately after either the Cache Controller, Write Buffer, 386SX Bus Emulation Unit or local I/O and coprocessor completes the command.

The CPU Main State Machine operates at the same rate as the processor's fundamental cycle and sits at idle until it receives a command from the processor. It returns to idle after completing every processor command.

A processor reset initializes the CPU Main State Machine to an idle state.

CACHE CONTROL UNIT

The VL82C3216 contains a write-through cache controller for use with 386DX or 486 processors as well as providing the interface to the internal 486 primary cache. It provides the overall cache enable/disable features for 486 cache and internal cache. It supports four programmable non-cacheable regions that can be mapped to any region (on 4 KB boundaries) in the 16 MB cacheable address space.

The external cache is enabled by the external cache enable bit (ENKEN), bit 7 in the Control Register MCONFIG (40h).

The secondary cache is enabled by the second level cache enable bit (ENCCH), bit 6 in the Control Register MCONFIG (40h).

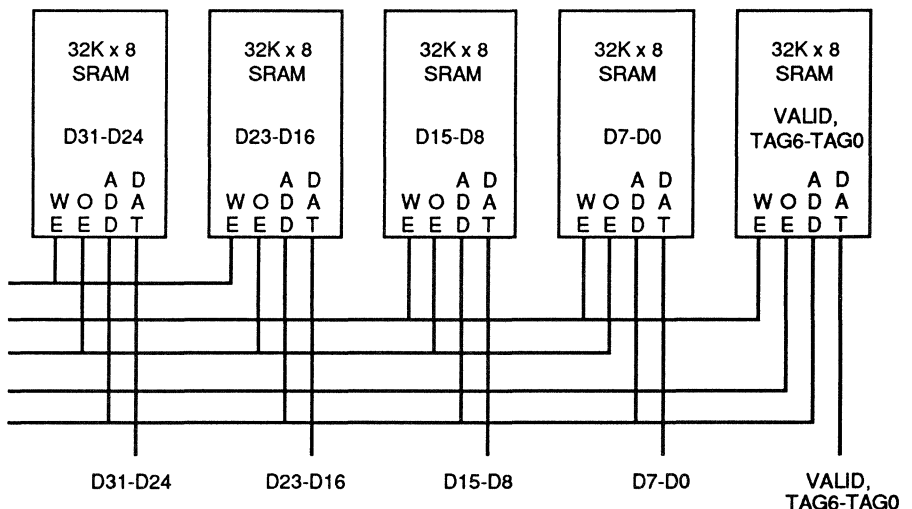
Write-Through Cache Controller

The write-through cache controller in the VL82C3216 supports a direct mapped 128 KB cache. The cache Tag and data RAMs are external. For a 386DX processor, asynchronous data RAMs are supported and for a 486 processor, asynchronous or synchronous data RAMs are supported. The external cache RAM is organized as one bank of five 32K x 8 SRAMs. The cache line consists of two Words of data and one byte of Tag. The Tag consists of one valid bit and a 7-bit Tag address. Figure 2 shows the cache Tag RAM and SRAM connections to the VL82C3216.

Write-Through Cache Performance

For 386DX processors, cache reads are completed in zero wait states and cache write cycles require one wait state. For the 486 processors, cache reads complete in zero wait states and cache burst reads complete in 2,2,2,2 clocks. Cache writes are zero wait

FIGURE 2. CACHE TAG RAM & SRAM CONNECTION TO VL82C3216



*TAG6-TAG0 is generated from ADDR23-ADDR17.

states using synchronous data RAMs and one wait state using asynchronous RAMs. See Table 1 for SRAM speed requirements.

Byte/Word Update Capability

The VL82C3216 provides two cache write signals to support a number of cache write options.

A VL82C3216-based design can be configured to update the cache on processor byte writes with the addition of a single LS08 device externally. Figure 3 shows the external logic required to perform cache byte write operations for improved performance with byte-intensive applications and benchmarks. This maximizes the cache performance by ensuring that all writes to previously cached locations remain in the cache. Alternately, the cache write signals can be enabled as -CWRT0 and -CWRT1 and the external TTL device eliminated. This will allow all DWord and aligned Word writes to update the cache, but byte writes and unaligned Word writes would update only the main memory and mark the cached entry invalid.

For synchronous data RAMs with a 486, the cache write lines are defined as Cache Data Write and Cache Tag Write with adjusted timing on the Cache Data Write.

Byte write updates to the external cache are enabled by the byte write valid enable bit (BVALEN), bit 1 in the Control Register MCONFIG (40h).

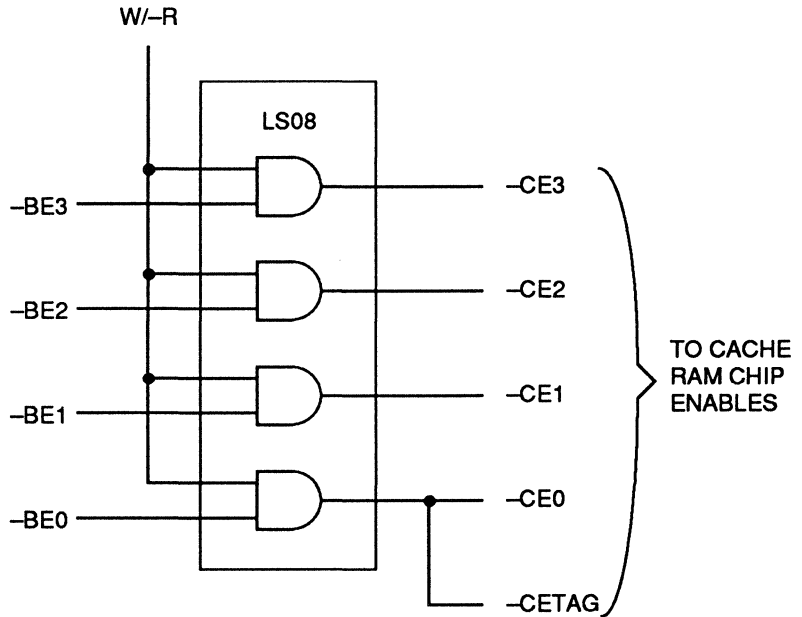
Cache Read-Miss Cycle

On any memory read cycle from a cacheable address range, a full DWord is read from main memory and entered into the cache at the same time it is returned to the processor. On burst memory reads from a 486, all four DWords of burst data are entered into the cache. Cache validity is maintained on DWord quantities. Refer to Figure 4 for functional timing of a cache read-miss.

TABLE 1. CACHE RAM SPEED REQUIREMENTS

Processor	386DX		486			Unit
	Tag	Data	Tag	Async Data	Sync Data	
33 MHz	17	17	17	17	25	ns
25 MHz	25	25	25	25	35	ns
20 MHz	NA	NA	30	30	40	ns

FIGURE 3. EXTERNAL LOGIC FOR CACHE BYTE WRITES



**Cache Write Cycle**

Cache data writes can be done on aligned Word or DWord transfers, or on any write data transfer, depending on the status of the BVALEN bit. (See "Byte/Word Update Capability."). Due to the timing of cacheable range detection, Tag comparison, data validity, and address hold, the write pulse must occur in the first half of the second T2 state. This gives one wait state for cacheable write cycles with a 386DX and with a 486 using asynchronous SRAMs. With a 486 using synchronous SRAMs, the write request is sampled by the SRAMs at the end of the first T2 and the cycle can be completed in zero wait states. Refer to Figure 5 for the functional timing of a cache write.

If BVALEN is inactive, then byte writes to cached locations invalidate the line in the cache and are written only to main memory.

Cache Read-Hit

Cache reads occur in zero wait states. Valid range and Tag are checked for every memory read cycle. If a valid range and entry are in the cache, then -RDY is returned to the processor in the first T2. Refer to Figure 6.

Secondary Cache Initialization

After a processor reset, the secondary cache must be initialized before use. This can be done by a routine in the BIOS that maps a 128 KB range of memory as cacheable, enabling the cache and reading the memory. This will initialize all locations of the secondary cache. This should also be done if the cacheable ranges are ever modified.

Cache Peek Cycles

Peek cycles for a 386DX are initiated by activity on the -MEMW line during a HLDA cycle. The VL82C3216 will detect this case, latch the SX bus address, pass this address to the processor bus and generate a write to that line of the cache with the Tag bit set invalid.

Peek cycles for a 486 are similar with the addition that the processor internal cache must also be invalidated. This is done by asserting -EADS to the 486 with the peek address presented on the processor bus. Figure 7 shows the functional timing of a cache peek cycle for both the 386DX and 486.

Non-Cacheable Ranges

The VL82C3216's cacheable address range is from 0 to 16 MB. The VL82C3216 supports one fixed and four selectable non-cacheable regions of memory. The fixed region is defined as that where A31 and A24 are non-zero (area above 16 MB). Each non-cacheable region is defined by a base and limit upper address written in the Control Registers 41h through 4Ch. The base and limit address values are made up of the upper 12 bits of 386SX address (A23-A12). This allows the non-cacheable area to be set in minimum increments of 4 KB on 4K boundaries anywhere in the 386SX 16 MB address space. The four programmable regions are controlled by the registers defined below.

For any non-cacheable range, if the processor address is greater or equal to the base address and less than the limit address then the cycle will not be cached. To turn off any of the programmable non-cacheable ranges, set the limit address to be the same as (or less than) the base address.



FIGURE 4. CACHE READ-MISS CYCLE

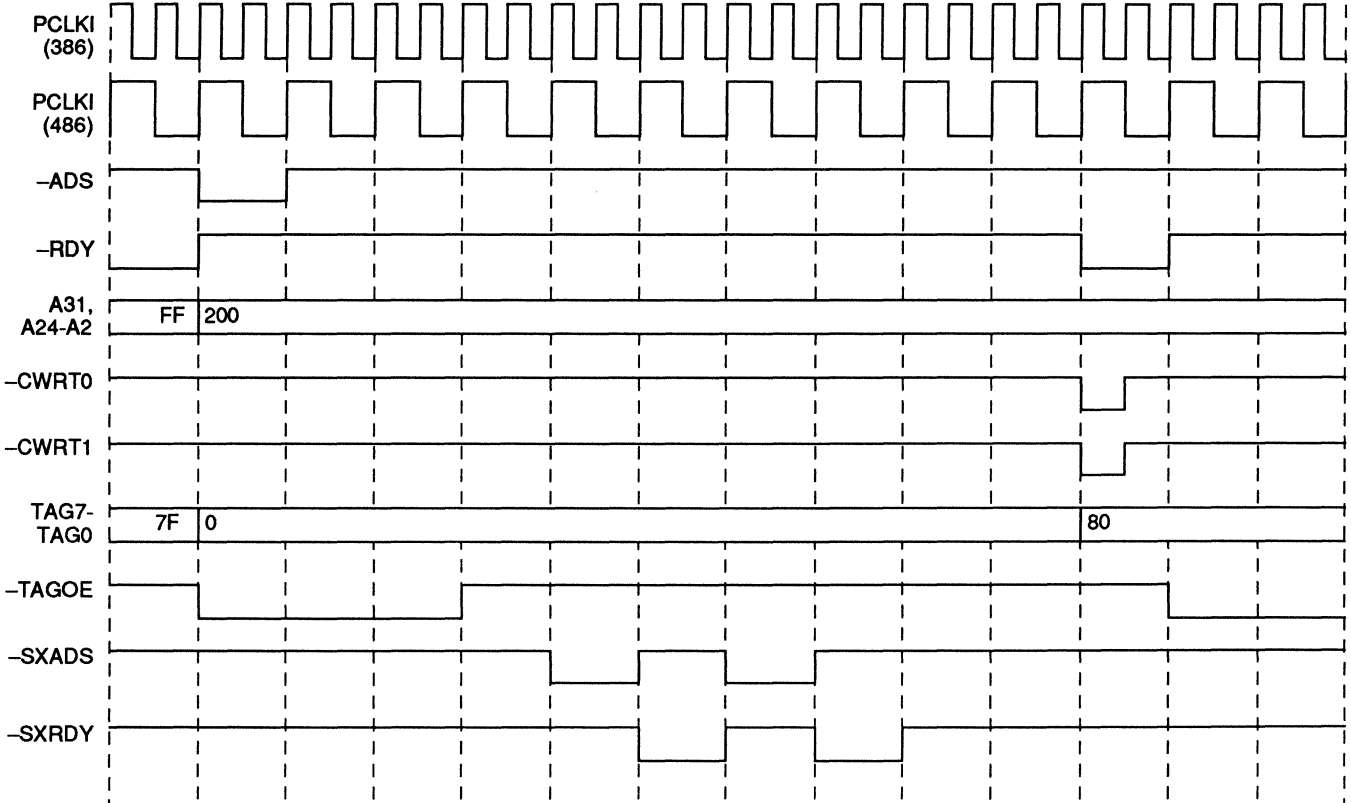


FIGURE 5. CACHE WRITE CYCLE

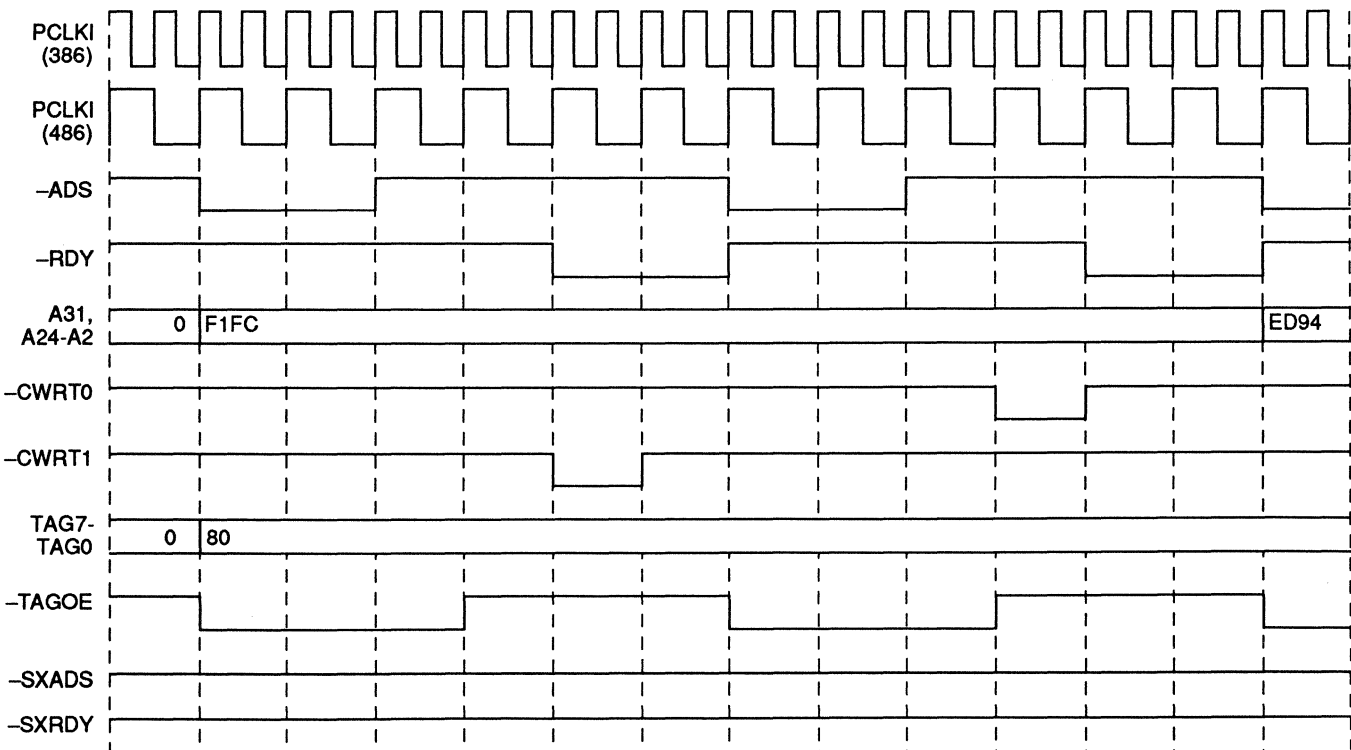




FIGURE 6. CACHE READ-HIT CYCLE

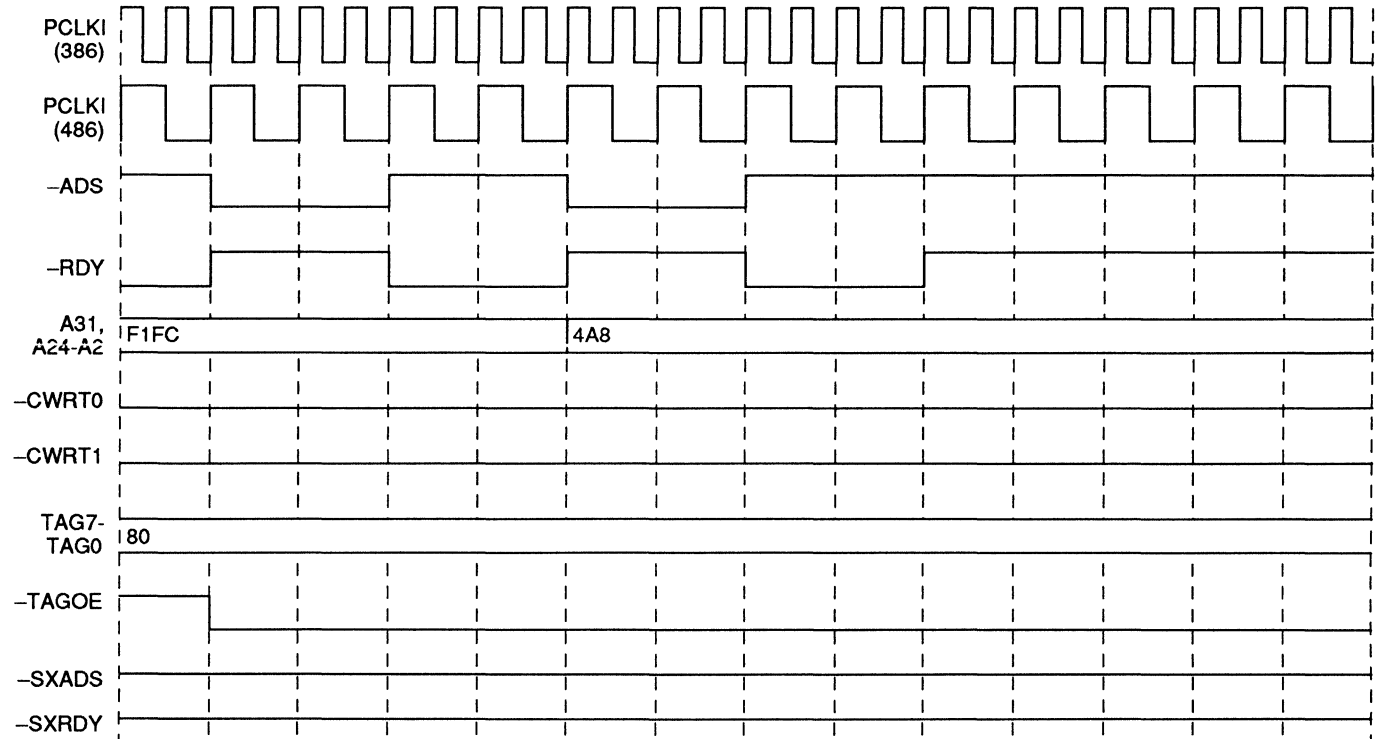
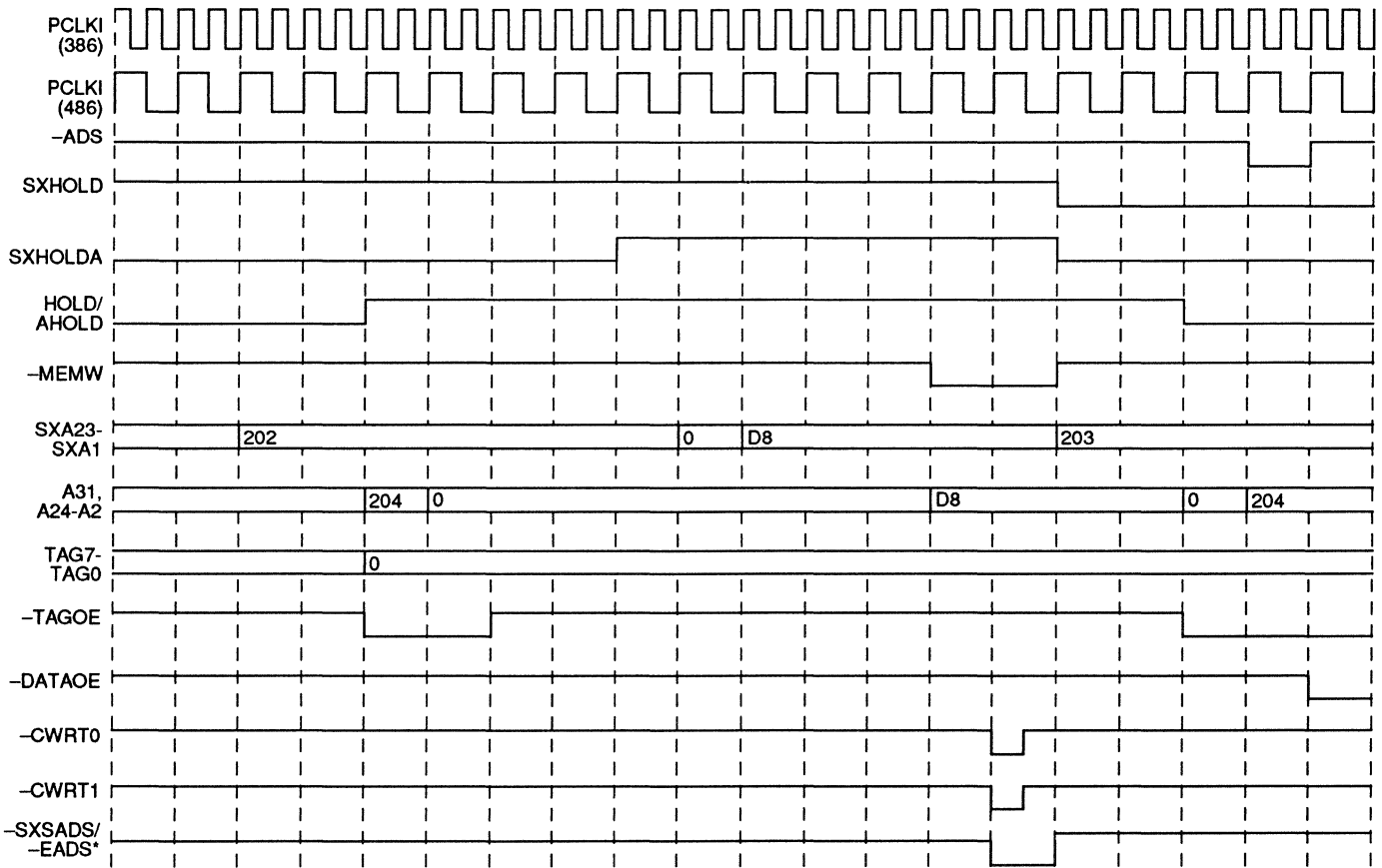


FIGURE 7. CACHE PEEK CYCLE



*Used only in 486 Mode.



NON-CACHEABLE REGION CONFIGURATION REGISTERS (READ/WRITE)

Data Port (EDh)	D7	D6	D5	D4	D3	D2	D1	D0
NCxBASEH (41h, 44h, 47h, 4Ah)	BA23	BA22	BA21	BA20	BA19	BA18	BA17	BA16
POR Value	0	0	0	0	0	0	0	0

Bit	Name	Function
7-0	NCxBASEH	Non-Cache Region Base Address High Order Bits: The upper 8 of 12 high order address bits are programmed into this register and used to determine the base address of a non-cacheable region. The CPU address, A23-A16, are written to this register. The lower four address bits required to define the base of this non-cacheable region are programmed into NCxLMTBASL(3)-NCxLMTBASL(0).

Data Port (EDh)	D7	D6	D5	D4	D3	D2	D1	D0
NCxLIMITH (42h, 45h, 48h, 4Bh)	LA23	LA22	LA21	LA20	LA19	LA18	LA17	LA16
POR Value	0	0	0	0	0	0	0	0

Bit	Name	Function
7-0	NCxLIMITH	Non-Cache Region Limit High Order Bits: The upper 8 of 12 high order address bits are programmed into this register and used to determine the limit of a non-cacheable region. The CPU address, A23-A16, are written to this register. The lower four address bits required to define the limit of this non-cacheable region are programmed into NCxLMTBASL(7)-NCxLMTBASL(4). Note that to disable any of the four non-cacheable areas, it is necessary to set the base address and the limit address to the same value (or program the limit address below the base address). This is done automatically on reset since the default value of these registers is all 0s.

Data Port (EDh)	D7	D6	D5	D4	D3	D2	D1	D0
NCxLMTBASL (43h, 46h, 49h, 4Ch)	LA15	LA14	LA13	LA12	BA15	BA14	BA13	BA12
POR Value	0	0	0	0	0	0	0	0

Bit	Name	Function
7-4	NCxLIMITL	Non-Cache Region Limit Low Order Bits: These four bits are the lower limit address bits of a 12-bit non-cacheable base address (NCxLIMITH + NCxLIMITL) that can be set on 4K boundaries across the entire address range of the 386SX CPU's 16 MB memory space.
3-0	NCxBASEL	Non-Cache Region Base Address Low Order Bits: These four bits are the lower base address bits of a 12-bit non-cacheable base address (NCxBASEH + NCxBASEL) that can be set on 4K boundaries across the entire address range of the 386SX CPU's 16 MB memory space. In order to form a valid non-cacheable region $NCxLIMITH + NCxLIMITL > NCxBASEH + NCxBASEL$.

**486 Cache**

The 486 cache is enabled by the -KEN signal which is enabled/disabled by the enable internal cache bit (ENKEN) in MCONFIG Control Register (40h).

When the 486's cache is enabled, then the VL82C3216's non-cacheable ranges also are in effect for the 486.

WRITE BUFFER

The Write Buffer consists of a 16 deep FIFO buffer that captures the address, byte enables (four) and data (Dword) for memory write cycles from the processor. The Write Buffer passes each write command in order through the Command Synchronizer to the 386SX Command FIFO as the pending 386SX commands are executed. If the Write Buffer completely fills up, further writes from the processor wait to complete until a space in the Write Buffer is available.

Write Buffer Performance

Writes to the Write Buffer with the cache off, or for cache misses return -RDY to the processor in zero wait states. Writes that hit in the cache have their timing determined by the cache write timing. All writes that are in the Write Buffer will complete to memory as quickly as the SX Interface and memory controller can process them. This allows the 386DX and 486 to operate most of the time at the maximum rate, even though the memory subsystem is an SX-based 16-bit interface. Only when a non-cache cycle occurs, or the Write Buffer fills up, does the processor have to wait for the SX Interface.

Only memory writes occupy the Write Buffer. All other cycles including I/O writes are not buffered, they will complete the cycle before issuing -RDY to the processor.

Any CPU cycle other than cache reads and memory writes waits until the Write Buffer is emptied to complete.

The Write Buffer is enabled by the write buffer enable bit (ENWBF) in the Control Register MCONFIG (40h).

A processor reset resets the Write Buffer and its control logic.

SX INTERFACE BLOCK

The SX Interface Block interfaces command requests passed from the processor through the CPU Interface and the Command Synchronizer to the

386SX Bus Emulation Unit. Its command handshake emulates a 386SX processor and is compatible with 386SX system components. It is responsible for completing the command to the SX Bus and returning -SXRDY (and data if required) to the CPU Interface. It is also responsible for passing SXHOLD requests through to the CPU Interface.

386SX Main State Machine

The 386SX Main State Machine is the control center for the SX Interface. It acts as a slave to the CPU Main State Machine. It is used to process 386SX commands that are passed to it through the 386SX Command FIFO.

When the 386SX Main State Machine is idle, it waits for a valid command to be present in the 386SX Command FIFO. It determines the command type, memory read or write, I/O read or write, memory burst read, INTA, halt, shutdown or other special cycle and causes the SX Interface to generate the appropriate 386SX signals and sequences. When all of the 386SX cycles required to complete the command have been finished, the 386SX Main State Machine returns to idle to process the next command. A processor reset clears the 386SX Main State Machine and returns it to idle.

386SX Command FIFO

The 386SX Command FIFO is the stage that feeds the 386SX Bus Emulation Unit. It receives the synchronized commands from the Command Synchronizer and holds them until completely processed by the 386SX Bus Emulation Unit. To minimize the impact of clock synchronization on command throughput, the 386SX Command FIFO has two stages so the Command Synchronizer can transfer its next command to the empty stage without waiting for the current 386SX command handshake to complete. This acts as a buffer for synchronization purposes and minimizes or eliminates the impact of clock synchronization cycles required on back to back writes, or reads following writes to the SX Interface. The clock synchronization is done when the commands are added to the 386SX Command FIFO. All commands in the 386SX Command FIFO can proceed with no 386SX idle cycles between them.

This is the stage that feeds the 386SX Bus Emulation Unit. On a system or processor reset, it is cleared.

386SX Bus Emulation Unit

The 386SX Bus Emulation Unit takes the processor commands that are passed to it from the 386SX Command FIFO and generates the appropriate 386SX control signals, address, and data on the SX Bus to complete the commands. When -SXRDY is returned from the SX Bus, the 386SX Bus Emulation Unit indicates to the 386SX State Machine and the Command Synchronizer that the command is done. The 386SX Bus Emulation Unit is under control of the 386SX Main State Machine.

This 386SX Bus Emulation Unit is tuned to give high performance with Page Mode memory controllers by supporting the 386SX pipelined address mode.

386SX Bus Emulation Unit Performance

The 386SX Bus Emulation Unit is capable of zero wait state operation with no latency between cycles for translated DWord to Double Word reads and for 486 burst reads to eight Word reads. It is also capable of zero wait state operation with no latency for write buffer generated sequential write cycles (for as long as the write buffer is occupied). This results in efficient use of the 386SX Bus Emulation Unit and the Page Mode memory controllers generating a much higher percentage of page-hits than with a 386SX processor driving the bus.

Pipeline address generation is supported and gives even higher system performance when used with a memory controller that is compatible.

Pipelined addressing is enabled by the enable next address bit (ENNA), bit 4 in the Control Register MCONFIG (40h).

OTHER BLOCKS

In addition to the CPU Interface Block and the SX Interface Block, the Command Synchronizer and Control Register Store Unit complete the VL82C3216 device.

Command Synchronizer

The Command Synchronizer provides a synchronization stage for the commands from the CPU Interface to the SX Interface and the following -SXRDY

completion and data from the SX Interface back to the CPU Interface.

The commands from the processor are registered and then clocked synchronously with the 386SX Clock into the 386SX Command FIFO.

Burst Cycle Synchronization

For burst read commands, the four Dword read commands that are required are requested by the CPU Main State Machine and passed through the Command Synchronizer. Each Dword read is executed as two Word reads on the 386SX Bus Emulation Unit and the data is passed back and assembled in the Command Synchronizer's data register. For each DWord, the synchronous -BRDY is generated to the processor and the remaining -SXRDY and data transfers are processed.

Write Cycle Synchronization

When the Write Buffer contains valid write commands, it unloads those commands through the Command Synchronizer to the 386SX Command FIFO. When a location in the 386SX Command FIFO is empty, the Command Synchronizer transfers the first write command from the Write Buffer to it. Since -RDY has already been given to the processor, there is no return handshake on memory writes. As the next location of the 386SX Command FIFO frees up, the next write is transferred.

Other Cycle Synchronization

All other cycles that pass through to the SX Interface simply wait until the Write Buffer is empty and a location in the 386SX Command FIFO is available, then they are synchronized to the 386SX Command FIFO. Upon comple-

tion of the 386SX cycle, -SXRDY and data are synchronized back to the processor.

Control Register Store Unit

The Control Register Store Unit consists of 17 single byte registers that configure and enable features of the VL82C3216 device. These registers are individually described in detail where applicable throughout this document. They are all summarized in Table 4. The registers are accessed through an Index Register and Data Register combination located in I/O address space.

A system reset (RSTDRV) initializes the VL82C3216 Control Registers and Index Register.

The Main Configuration Register of the VL82C3216 is the MCONFIG Register. It is used to enable or disable most of the key features of the chip.

MCONFIG REGISTER DESCRIPTION (READ/WRITE)

Data Port (EDh)	D7	D6	D5	D4	D3	D2	D1	D0
MCONFIG (40h)	ENKEN	ENCCH	ENWBF	ENNA	WRWS	EN486SYNC	BVALEN	R
POR Value	0	0	0	0	1	0	0	0

Bit	Name	Function
7	ENKEN	Enable -KEN: Cache Enable to the 486 when set to 1. In 386DX Mode this bit has no effect.
6	ENCCH	Enable Second Level Cache when set to 1.
5	ENWBF	Enable Write Buffer when set to 1.
4	ENNA	Enable Next Address Mode: Used to control the Pipeline Mode of the 386SX Interface both in 386DX and 486 Modes. When 1, the SX Interface Side is run in Pipeline Mode, whenever possible, on memory cycle. When 0, the SX Interface Side is always run in Non-Pipelined Mode. I/O cycles are always in Non-Pipelined Mode.
3	WRWS	Write Cycle Wait States: When set to 1, one wait state write cycles are run to the cache. Zero wait state cycles are run for 486 Mode only, if the bit is changed to 0 and synchronous SRAMs are selected. Read cycles and non-cached writes are in zero wait state cycles.
2	EN486SYNC	Enable 486 Synchronous SRAM: Used to indicate that synchronous data SRAMs are used for the 486 secondary cache. This redefines the cache write signals from -CWRT1 and -CWRT0 to -TAGOE and -DATAOE.
1	BVALEN	Enable Byte Write Validates to Second Level Cache: Due to pin limitations, only two cache write signals are supported. This means that without an external TTL package, a byte access must cause an invalidate cycle for the entire DWord which contains that byte in the external cache. However, it is possible to support byte writes to cache via external logic. If that is done, the byte write validation is enabled by setting this bit to 1.
0	R	Reserved: This bit is currently undefined. For compatibility with future versions of this product, this register should always maintain its previous value during a write operation.

VL82C3216 CLOCK CONTROL

As controller, arbiter, and overall system monitor, the VL82C3216 controls clock generation for both the processor and system interface. It can stop the clocks on the CPU Interface, SX Interface or both based on internal system activity monitors. Programming of the nominal clock frequencies is done by the BIOS power management software.

Clock Modes

1. Synchronous Clock Mode:
Figure 8 shows the clock routing for this mode. A single oscillator is used. The VL82C3216 sources the clocks to the CPU and its own internal logic after applying the programmed internal dividers for each interface. The VL82C3216 also sources a clock for the TCLK2 signal out of the VL82C3216.

2. Asynchronous Clock Mode:
Figure 9 shows the clock connections for the Asynchronous Mode. Separate external oscillators are used for the CPU and system clocks. The VL82C3216 sources the clocks to the CPU and its own internal logic after applying the programmed internal dividers for each interface. The 386SX chip set's TCLK2IN signal is taken directly from SXOSC.

Clock Divider Options

The VL82C3216 controls the clocks to both the CPU Interface and the 386SX Interface. Several dividers are required in order to:

1. maintain the system clock at or below CPU clock frequencies,
2. provide optimum power management, and
3. support older software requiring Non-Turbo Mode.

When programmed in the proper combinations, a wide range of possibilities is provided from stop clock to CPU maximum frequency for 386DX-, 486DX-, and 486SX-based systems in the 20 to 40 MHz range.

Selection of Synchronous Vs Asynchronous System Clocks

The VL82C3216 can operate in either the Synchronous or Asynchronous Clock Mode. A jumper on pin 122 (SXHLDA) is used to select either mode

FIGURE 8. VL82C3216 SYNCHRONOUS CLOCK CONNECTIONS

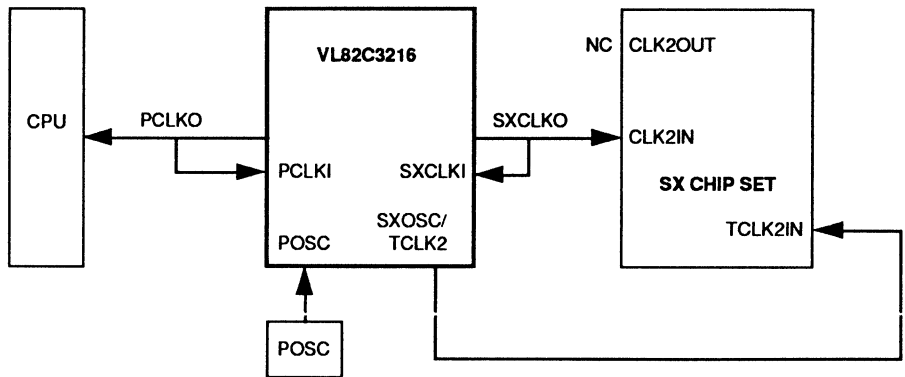
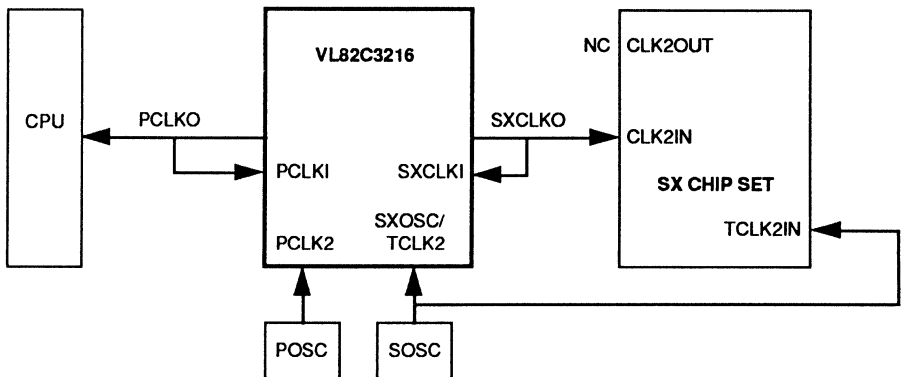


FIGURE 9. VL82C3216 ASYNCHRONOUS CLOCK CONNECTIONS



at the falling edge of RSTDRV according to the following definition:

SXHLDA State	Clock Mode
Logic 0	Synchronous Clock Mode - System clocks are derived from the CPU clock frequency.
Logic 1	Asynchronous Clock Mode - System clocks are derived from an external oscillator.

clock (SXCLKO) frequency in this mode.

-RDY State	Synchronous Clock Mode
Logic 0	System clock frequency is +1 of the CPU clock frequency.
Logic 1	System clock input frequency is a +2 of the CPU clock frequency.

System Clock Divider (Synchronous Clock Option)

If the VL82C3216 is configured into the Synchronous Clock Mode, an external jumper on pin 152 (-RDY) is used to select a +1 or +2 system clock input frequency which is driven out on SXCLKO. The +2 option is used when POSC is greater than 50 MHz. The +1 option is used when POSC is equal to or less than 50 MHz. These are the only two possible values for the system

Laptop/Desktop Features

The state of pin 145 (-SRDY/-KEN) is latched on the falling edge of RSTDRV. When low, Desktop Mode is active. When high, Laptop Mode is active. In Desktop Mode, programming the Sleep Mode clock dividers and stop clock bits in the CPUCLKCTL and SXCLKCTL Registers has no effect. The -SXSLEEP/TURBO pin (pin 133) is configured as a TURBO input. Therefore, an external source for controlling the Turbo Mode is added to the internal sources.

**Non-Turbo Clock Dividers
(386DX Mode Only)**

Two non-turbo dividers are used to divide the clock frequency for speed sensitive software applications. Dividers are included on both the CPU Interface and SX Interface to accomplish this task. For desktop systems, a TURBO pin is required in order to accommodate an external turbo switch. The VL82C3216 also emulates the keyboard Turbo command (write to port 64h).

Divider Options:

+1, +3, +4, +5 CPU Clock
+1, +3, +4, +5 System Clock

**Non-Turbo Mode for Current
486-Based Systems**

CPU clock switching is not used as a non-turbo option in the 486 Mode. Operation at minimum 486 CPU frequency still provides excessive performance for non-turbo operation. Therefore, when this mode is activated by any of the enabled methods, the VL82C3216 generates continuous invalidates (via -EADS). The SX Interface's non-turbo divider is still active in Non-Turbo Mode. The CPU non-turbo divider is used to determine the duty cycle of the -EADS modulation required to approximate the performance of a 386DX system whose clock is divided by the programmed amount.

Sleep Mode Clock Dividers

Two Sleep Mode clock dividers are used to divide the clock frequency for low-power operation. Clock dividers are included on both the CPU Interface and SX Interface to maintain the CPU frequency at or above the system clock frequency in all cases. (The only exception is if the CPU clock is stopped.) Driving the -SLEEP pin is required in order to simultaneously invoke the dividers.

Divider Options:

+1, +2, +3, +4, +5, +8, +16, +32 CPU Clock
+1, +2, +3, +4, +5, +8, +16, +32 System Clock

CPU CLOCK CONTROL REGISTER (READ/WRITE)

Data Port (EDh)	D7	D6	D5	D4	D3	D2	D1	D0
CPUCLKCTL (4Dh)	CPUSTP	CCLKDV	R	NTDIV1	NTDIV0	SLPDIV2	SLPDIV1	SLPDIV0
POR Value	0	0	0	0	0	0	0	0

Bit	Name	Function																																				
7	CPUSTP	Clock Stop: If set to 1, the CPU clock stops regardless of the divider, even if in the Sleep Mode. If 0, the CPU clock is running at the Sleep divider setting. This bit only has effect in the Sleep Mode.																																				
6	CCLKDV	Clock Divider : This bit is the CPU Sleep Mode clock divider for 486 operations. Normally, there is a fixed +2 in the CPU clock path for 486 systems. This bit, once set, allows this stage to be bypassed during the Sleep Mode so that the CPU frequency can be 8 MHz for lowest power operation (e.g., 20 MHz 486 CPU). When 0, the CPU clock is +2 for 486 systems. When set 1, the CPU clock is +1 for 486 systems (Sleep Mode).																																				
5	R	Reserved: This bit is currently undefined. For compatibility with future versions of this product, this register should always maintain its previous value during a write operation.																																				
4, 3	NTDIV1, NTDIV0	Non-Turbo Mode Divider: Defined as follows - <table border="1" style="display: inline-table; vertical-align: middle;"> <thead> <tr> <th>Bit 4</th> <th>Bit 3</th> <th>Meaning</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>+1</td></tr> <tr><td>0</td><td>1</td><td>+3</td></tr> <tr><td>1</td><td>0</td><td>+4</td></tr> <tr><td>1</td><td>1</td><td>+5</td></tr> </tbody> </table>	Bit 4	Bit 3	Meaning	0	0	+1	0	1	+3	1	0	+4	1	1	+5																					
Bit 4	Bit 3	Meaning																																				
0	0	+1																																				
0	1	+3																																				
1	0	+4																																				
1	1	+5																																				
2-0	SLPDIV2-SLPDIV0	Sleep Mode Divider: Defined as follows - <table border="1" style="display: inline-table; vertical-align: middle;"> <thead> <tr> <th>Bit 2</th> <th>Bit 1</th> <th>Bit 0</th> <th>Meaning</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>+1</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>+2</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>+3</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>+4</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>+5</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>+8</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>+16</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>+32</td></tr> </tbody> </table>	Bit 2	Bit 1	Bit 0	Meaning	0	0	0	+1	0	0	1	+2	0	1	1	+3	0	1	1	+4	1	0	0	+5	1	0	1	+8	1	1	0	+16	1	1	1	+32
Bit 2	Bit 1	Bit 0	Meaning																																			
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1	1	0	+16																																			
1	1	1	+32																																			



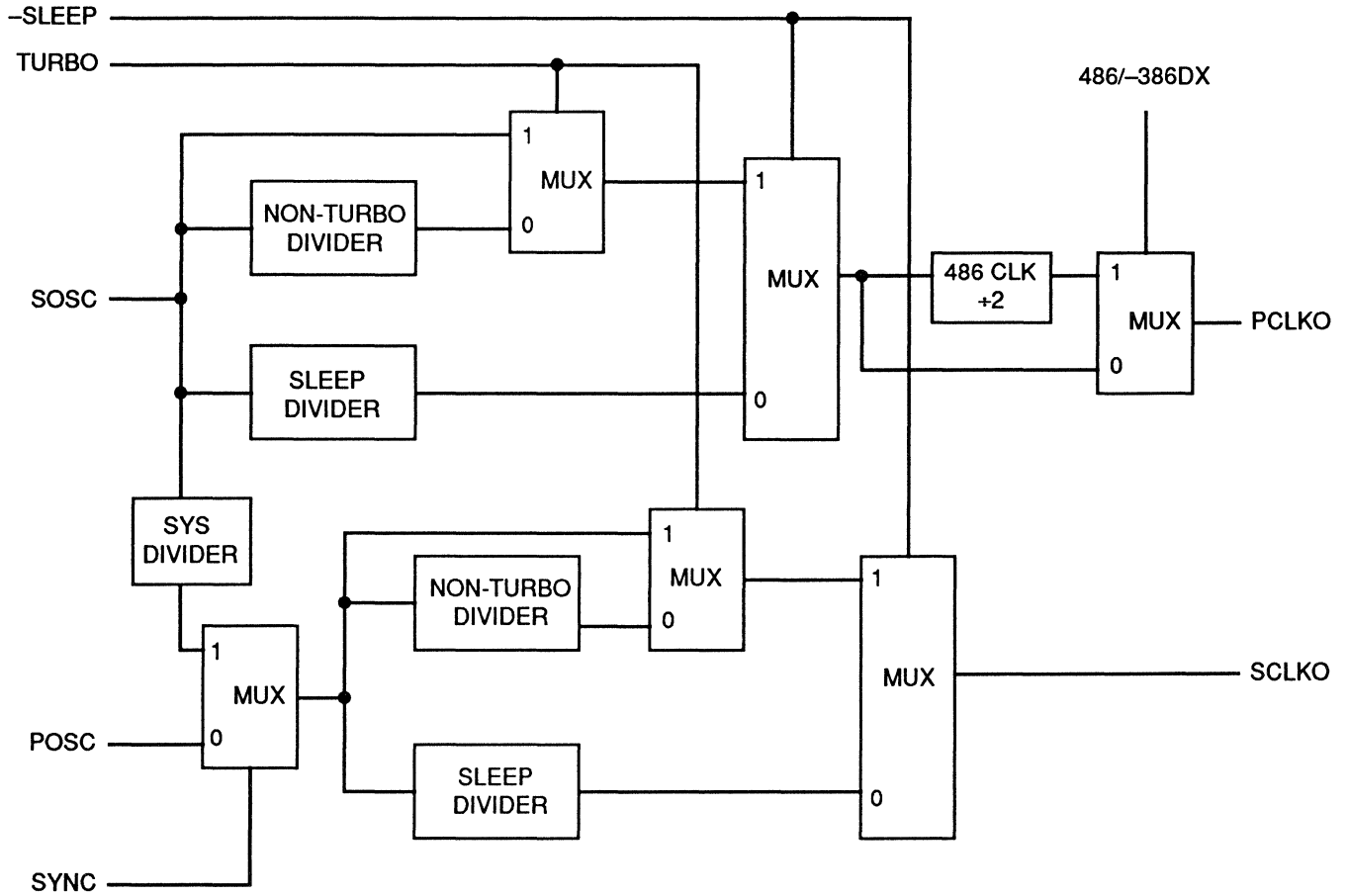
Separate control bits allow the selection of the Static Clock Mode no matter how the divider is programmed when in the Sleep Mode.

VL82C3216 Stop Clock Operation
By setting bit 7 (CPUSTP) of the CPUCLKCTL Register (4Dh) and bit 7 (SXSTP) of the SXCLKCTL Register (4Eh), it is possible to stop the clocks for both the CPU and SX interface for

reduced power consumption (Static Clock Mode). If the -SLEEP pin is driven low after programming these bits to logic one, the VL82C3216 waits for a hold request from the chip set (to service a DRAM refresh, for example). A hold acknowledge is granted to the chip set before stopping the SX clock. If programmed, the CPU clock is stopped following the SX clock (the

CPU clock speed must always be equal to or greater than the SX clock speed). A low-to-high transition on the -SXSLEEP input would immediately trigger the VL82C3216 to restart both clocks. During peek cycles (e.g. DMA) in the Stop Clock Mode, the SX addresses and write strobe are passed through asynchronously to the CPU Interface Block for cache invalidation.

FIGURE 10. CLOCK CONTROL BLOCK DIAGRAM



SYSTEM CLOCK CONTROL REGISTER (READ/WRITE)

Data Port (EDh)	D7	D6	D5	D4	D3	D2	D1	D0
SXCLKCTL (4Eh)	SXSTP	SCLKDV	R	NTDIV1	NTDIV0	SLPDIV2	SLPDIV1	SLPDIV0
POR Value	0	0	0	0	0	0	0	0

Bit	Name	Function																																				
7	SXSTP	System Clock Stop: If set to 1, the system clock stops regardless of the divider, even if in the Sleep Mode. If 0, the system clock is running at the Sleep divider setting when in the Sleep Mode.																																				
6	SCLKDV	Synchronous Clock Mode Divider : When 0, the system clock (SXCLKO) is +1. When set 1, the system clock is +2. This bit has no effect in the Asynchronous Mode.																																				
5	R	Reserved: This bit is currently undefined. For compatibility with future versions of this product, this register should always maintain its previous value during a write operation.																																				
4, 3	NTDIV1, NTDIV0	Non-Turbo Mode Divider: Defined as follows - <table border="1" style="display: inline-table; vertical-align: middle;"> <thead> <tr> <th>Bit 4</th> <th>Bit 3</th> <th>Meaning</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>+1</td></tr> <tr><td>0</td><td>1</td><td>+3</td></tr> <tr><td>1</td><td>0</td><td>+4</td></tr> <tr><td>1</td><td>1</td><td>+5</td></tr> </tbody> </table>	Bit 4	Bit 3	Meaning	0	0	+1	0	1	+3	1	0	+4	1	1	+5																					
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1	0	+4																																				
1	1	+5																																				
2-0	SLPDIV2- SLPDIV0	Sleep Mode Divider: Defined as follows - <table border="1" style="display: inline-table; vertical-align: middle;"> <thead> <tr> <th>Bit 2</th> <th>Bit 1</th> <th>Bit 0</th> <th>Meaning</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>+1</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>+2</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>+3</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>+4</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>+5</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>+8</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>+16</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>+32</td></tr> </tbody> </table>	Bit 2	Bit 1	Bit 0	Meaning	0	0	0	+1	0	0	1	+2	0	1	1	+3	0	1	1	+4	1	0	0	+5	1	0	1	+8	1	1	0	+16	1	1	1	+32
Bit 2	Bit 1	Bit 0	Meaning																																			
0	0	0	+1																																			
0	0	1	+2																																			
0	1	1	+3																																			
0	1	1	+4																																			
1	0	0	+5																																			
1	0	1	+8																																			
1	1	0	+16																																			
1	1	1	+32																																			

SYSTEM MANAGEMENT MODE (SMM)

The VL82C3216 supports the Am386DXLV or compatible processors in conjunction with 386SX chip sets that support the System Management Mode (SMM) features such as the VL82C315 SCAMP II Controller. When the VL82C3216 sees a cycle that starts via the -SADS signal rather than via the -ADS signal, a non-cache cycle results.

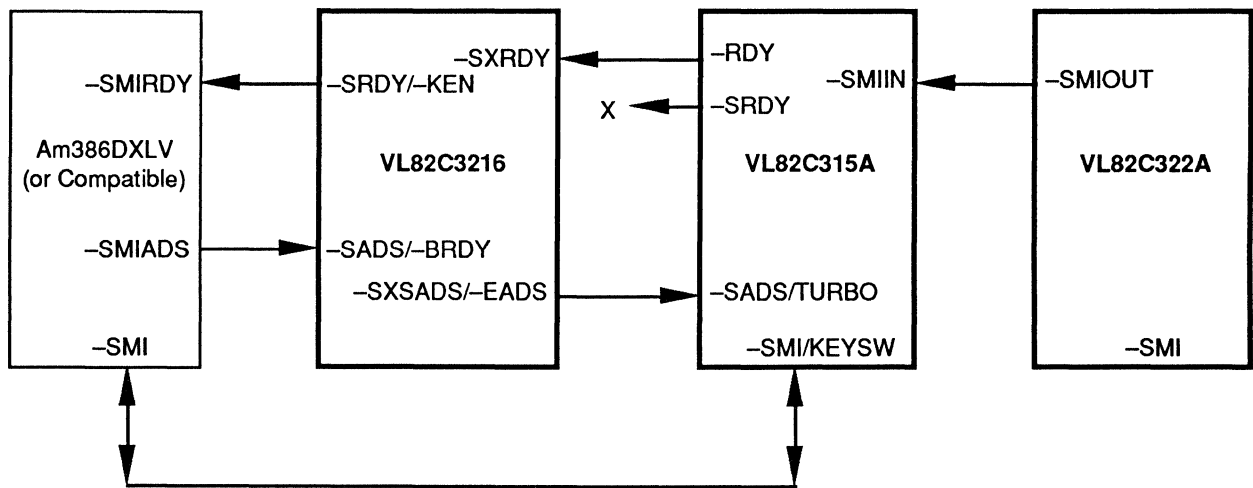
The cycle is passed to the SX Interface and -SXSADS is driven rather than -SXADS. When the -SXRDY input is activated by the SX Interface for a -SXSADS initiated cycle, the VL82C3216 drives the -SRDY output to the 386DX rather than the normal -RDY output.

The VL82C3216 does not monitor or drive the -SMI (System Management Interrupt) signal. -SMI connects

directly from the CPU to the SX Interface.

Figure 11 shows how to connect an Am386DXLV or compatible processor, the VL82C3216 Cache Controller and Interface Unit, the VL82C315 SCAMP II Controller, and the VL82C322 Power Management Unit for SMM support. Refer to the VL82C315 data manual for detailed capabilities of the SMI features.

FIGURE 11. CONNECTION OF SMI INTERFACE SIGNALS



VLSI SPECIAL FEATURES (VSF) REGISTERS
MISCSET (WRITE-ONLY) (Monitoring for VSF Access)

Data Port	EDh	D7	D6	D5	D4	D3	D2	D1	D0
MISCSET	(14h)	-VSF	X	X	X	X	X	X	X
POR Value		0	X	X	X	X	X	X	X

Reads and writes to the MISCSET Register are always passed through to the SX Interface. However, on writes to the MISCSET Register, the state of bit

7 is latched in the VL82C3216 for the purpose of allowing the VSF features at I/O port registers EDh, F4h, F5h, to be enabled and disabled. The VL82C3216

will not drive the D bus on a read of this register. The default value of 0 enables the internal VSF features.

VERIDSTAT (READ-ONLY)

Data Port	EDh	D7	D6	D5	D4	D3	D2	D1	D0
VERIDSTAT	(4Fh)	REV1	REV0	ID3	ID2	ID1	ID0	R	TURBO
POR Value		0	1	0	0	0	0	0	0

D7 and D6 contain the version number of this chip. D5-D3 contains a read-only code which indicates that this part

is a VLSI Technology, Inc. device. By using this byte, a customized BIOS can compensate for "feature" differences

based on the version number. D0 reflects the current state of the TURBO pin.



CONTROL REGISTER SUMMARY

The registers and features described next are a fully compatible superset of the VLSI Special Features (VSF). All port decodes used between E8h and FFh are shown in Table 2.

TABLE 2. DEDICATED CONTROL REGISTERS

Port Address	Function
ECh	Configuration Index Register
EDh	Configuration Data Port
F4h*	Slow CPU
F5h*	Fast CPU
F9h*	Configuration Disable
FBh*	Configuration Enable

* Can be disabled in case of a conflict by setting bit 7 (-VSF) of the MISCSET Register to a 1.

CONFIGURATION INDEX PORT REGISTER (READ/WRITE)

ECh	D7	D6	D5	D4	D3	D2	D1	D0
Config. Index	X	X	X	X	X	X	X	X

The Index Register is a byte wide read/write register that determines which of the Control/Configuration Registers in the system is currently accessed through the Data Port Register at I/O address EDh.

I/O writes to the Index Register update the contents of the VL82C3216 Index Register and are also passed through the SX Interface. I/O writes to the Index Register and I/O reads or writes to the Data Port Register are completed by

the VL82C3216 if a VL82C3216 register is currently indexed by the Index Register, otherwise the I/O command will be passed to the system through the SX Interface.

CONFIGURATION DATA PORT REGISTER (READ/WRITE)

EDh	D7	D6	D5	D4	D3	D2	D1	D0
Config. Data	X	X	X	X	X	X	X	X

The registers accessible through I/O address EDh are summarized in Table

4. They are accessed by writing their addresses to the Index Register at I/O

address ECh, then by accessing the Data Port Register at I/O address EDh.

CPU SPEED CONTROL REGISTERS (WRITE-ONLY)

F4h	D7	D6	D5	D4	D3	D2	D1	D0
Non-Turbo Clock	X	X	X	X	X	X	X	X

F5h	D7	D6	D5	D4	D3	D2	D1	D0
Turbo Clock	X	X	X	X	X	X	X	X

A write to port F5h causes the CPU to run at normal "fast" speed. A write to port F4h invokes the non-turbo clock divider circuits. These dividers are set by writing the appropriate code to the NTDIV bits in the SXCLKCTL and CCLKCTL Registers. Default on reset is "fast" speed.

The CPU Speed Control Registers are controlled by bit 7 (-VSF) in the MISCSET Register. -VSF should be 0 to enable these registers. However, if -VSF is disabled, it is still possible to control the CPU speed with the keyboard controller if allowed by the BIOS. Also, when the Desktop Mode is enabled, the Non-Turbo Mode can be

invoked by externally pulling the TURBO pin low.

An I/O write to either F4h or F5h is also passed through to the SX Interface. An I/O read operation on these two I/O port addresses is also passed through to the SX Interface. The SX Interface must respond to the read. The VL82C3216 does not drive the data bus.

CONFIGURATION ENABLE/DISABLE REGISTERS (WRITE-ONLY)

FBh	D7	D6	D5	D4	D3	D2	D1	D0
Config. Enable	X	X	X	X	X	X	X	X

F9h	D7	D6	D5	D4	D3	D2	D1	D0
Config. Disable	X	X	X	X	X	X	X	X

When enabled and used as described below, the Configuration Registers are protected from unauthorized accesses that might garble the system configuration and either crash the system or change its operational characteristics in an unwanted manner. A write to FBh

enables the Configuration Registers. A write to F9h disables the Configuration Registers (as per Table 3).

An I/O write to either FBh or F9h is also passed through to the SX Interface Side. An I/O read operation on these

two I/O port addresses is also passed through to the SX Interface. The SX Interface must respond to the read. The VL82C3216 does not drive the data bus.

TABLE 3. REGISTERS AFFECTED BY CONFIGURATION DISABLE COMMAND

Port Address	Function	VSF Enabled	VSF Disabled
ECh	Configuration Index Register	Read/Write	Read/Write
EDh	Configuration Data Port	Read/Write	Read-Only
F4h	Slow CPU	Write-Only	Inaccessible
F5h	Fast CPU	Write-Only	Inaccessible
F9h	Configuration Disable	Write-Only	Write-Only
FBh	Configuration Enable	Write-Only	Write-Only

Note: If an F9h disable command is followed by a write of "1" to bit 7 (-VSF) of the MISCSET Register, the configuration disable feature triggered by the write to F9h is overridden. When VSF features are disabled, accesses to F4h, F5h, F9h, and FBh have no affect and ECh/EDh accesses are read/write.



TABLE 4. INDEXED CONFIGURATION REGISTER MAP

Index Port	(ECh)	A7	A6	A5	A4	A3	A2	A1	A0
Data Port	(EDh)	D7	D6	D5	D4	D3	D2	D1	D0
MISCSET	(W-O) (14h)	-VSF	R	R	R	R	R	R	R
MCONFIG	(R/W) (40h)	ENKEN	ENCCH	ENWBF	ENNA	WRWS	EN486SYNC	BVALEN	R
NC1BASEH	(R/W) (41h)	BA23	BA22	BA21	BA20	BA19	BA18	BA17	BA16
NC1LIMITH	(R/W) (42h)	RA23	RA22	RA21	RA20	RA19	RA18	RA17	RA16
NC1LMTBASL	(R/W) (43h)	RA15	RA14	RA13	RA12	BA15	BA14	BA13	BA12
NC2BASEH	(R/W) (44h)	BA23	BA22	BA21	BA20	BA19	BA18	BA17	BA16
NC2LIMITH	(R/W) (45h)	RA23	RA22	RA21	RA20	RA19	RA18	RA17	RA16
NC2LMTBASL	(R/W) (46h)	RA15	RA14	RA13	RA12	BA15	BA14	BA13	BA12
NC3BASEH	(R/W) (47h)	BA23	BA22	BA21	BA20	BA19	BA18	BA17	BA16
NC3LIMITH	(R/W) (48h)	RA23	RA22	RA21	RA20	RA19	RA18	RA17	RA16
NC3LMTBASL	(R/W) (49h)	RA15	RA14	RA13	RA12	BA15	BA14	BA13	BA12
NC4BASEH	(R/W) (4Ah)	BA23	BA22	BA21	BA20	BA19	BA18	BA17	BA16
NC4LIMITH	(R/W) (4Bh)	RA23	RA22	RA21	RA20	RA19	RA18	RA17	RA16
NC4LMTBASL	(R/W) (4Ch)	RA15	RA14	RA13	RA12	BA15	BA14	BA13	BA12
CPUCLKCTL	(R/W) (4Dh)	CPUSTP	CCLKDV	R	NTDIV1, NTDIV0		SLPDIV2-SLPDIV0		
SXCLKCTL	(R/W) (4Eh)	SXSTP	SCLKDV	R	NTDIV1, NTDIV0		SLPDIV2-SLPDIV0		
VERIDSTAT	(R-O) (4Fh)	REVISION		ID				R	TURBO

Note: Bits denoted as "R" are reserved. No guarantee is made as to their value on a read. For compatibility, these bits should always be written back to the same state they were in prior to the write.

MISCSET is write-only and is used to monitor bit 7 for determination of Special Features enable/disable.

Index Register values 50h through 5Fh are reserved and are decoded by the VL82C3216 as a valid access. Data returned on reads to this space is not defined.

TABLE 5. INDEXED CONFIGURATION REGISTER RESET VALUES

Index Port	(ECh)	A7	A6	A5	A4	A3	A2	A1	A0
Data Port	(EDh)	D7	D6	D5	D4	D3	D2	D1	D0
MISCSET	(W-O) (14h)	0	R	R	R	R	0	R	R
MCONFIG	(R/W) (40h)	0	0	0	0	1	0	0	R
NC1BASEH	(R/W) (41h)	0	0	0	0	0	0	0	0
NC1LIMITH	(R/W) (42h)	0	0	0	0	0	0	0	0
NC1LMTBASL	(R/W) (43h)	0	0	0	0	0	0	0	0
NC2BASEH	(R/W) (44h)	0	0	0	0	0	0	0	0
NC2LIMITH	(R/W) (45h)	0	0	0	0	0	0	0	0
NC2LMTBASL	(R/W) (46h)	0	0	0	0	0	0	0	0
NC3BASEH	(R/W) (47h)	0	0	0	0	0	0	0	0
NC3LIMITH	(R/W) (48h)	0	0	0	0	0	0	0	0
NC3LMTBASL	(R/W) (49h)	0	0	0	0	0	0	0	0
NC4BASEH	(R/W) (4Ah)	0	0	0	0	0	0	0	0
NC4LIMITH	(R/W) (4Bh)	0	0	0	0	0	0	0	0
NC4LMTBASL	(R/W) (4Ch)	0	0	0	0	0	0	0	0
CPUCLKCTL	(R/W) (4Dh)	0	0	R	0	0	0	0	0
SXCLKCTL	(R/W) (4Eh)	0	0	R	0	0	0	0	0
VERIDSTAT	(R-O) (4Fh)	0	1	0	0	0	0	0	0

Note: Bits denoted as "R" are reserved. No guarantee is made as to their value on a read. For compatibility, these bits should always be written back to the same state they were in prior to the write.

MISCSET is write-only and is used to monitor bit 7 for determination of VLSI Special Features enable/disable.



AC CHARACTERISTICS: 3.3 V: TA = 0°C to +70°C, VDD = 3.3 V ±10%, VSS = 0 V
 5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		40 MHz		Unit	Conditions
		Min	Max	Min	Max	Min	Max		

386DX Interface - Clock Timing, See Figure 12

t1	POSC Period	20.0		15.0		12.5		ns	
t2a	POSC High	7.0		6.0		5.0		ns	VIL=VIH=VDD/2
t2b	POSC Low	7.0		6.0		5.0		ns	VIL=VIH=VDD/2
t3a	POSC Rise Time	5.0		4.0		4.0		ns	30% to 70%*VDD
t3b	POSC Fall Time	5.0		4.0		4.0		ns	70% to 30%*VDD
t4a	PCLKI High	7.0		6.0		5.0		ns	VIL=VIH=VDD/2
t4b	PCLKI Low	7.0		6.0		5.0		ns	VIL=VIH=VDD/2
t5a	PCLKO Fall Time		5.0		4.0		4.0	ns	CL=50 pF 70% to 30%*VDD
t5b	PCLKO Rise Time		5.0		4.0		4.0	ns	CL=50 pF 30% to 70%*VDD
t6	POSC to PCLKO	3.0	35.0	3.0	30.0	3.0	25.0	ns	CL=50 pF

386DX Interface - Bus Interface Timing, See Figures 13, 14, 15, & 16

tSU10a	A31, A24-A2 Setup Time to PCLKI	19.0		15.0		12.0		ns	
tH10b	A31, A24-A2 Hold Time from PCLKI	4.0		4.0		4.0		ns	
tSU11a	-BE3 - -BE0 Setup Time to PCLKI	16.0		15.0		12.0		ns	
tH11b	-BE3 - -BE0 Hold Time from PCLKI	4.0		4.0		4.0		ns	
tSU12a	W/-R, M/-IO, D/-C Setup Time to PCLKI	19.0		15.0		12.0		ns	
tH12b	W/-R, M/-IO, D/-C Hold Time from PCLKI	4.0		4.0		4.0		ns	
tSU13a	-ADS Setup Time to PCLKI	19.0		15.0		12.0		ns	
tH13b	-ADS Hold Time from PCLKI	4.0		4.0		4.0		ns	

AC CHARACTERISTICS: 3.3 V: TA = 0°C to +70°C, VDD = 3.3 V ±10%, VSS = 0 V
 5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		40 MHz		Unit	Conditions
		Min	Max	Min	Max	Min	Max		

386DX Interface - Bus Interface Timing, See Figures 13, 14, 15, & 16 (Cont.)

tSU14a	D31-D0 Setup Time to PCLKI	13.0		6.0		6.0		ns	
tH14b	D31-D0 Hold Time from PCLKI	2.0		2.0		2.0		ns	
tSU15a	HLDA Setup Time to PCLKI	18.0		10.0		8.0		ns	
tH15b	HLDA Hold Time from PCLKI	4.0		4.0		4.0		ns	
tSU16a	–SADS Setup Time to PCLKI	15.0		7.0		TBD		ns	
tH16b	–SADS Hold Time from PCLKI	4.0		4.0		4.0		ns	
tD20	–RDY Valid Delay from PCLKI	4.0	31.0	4.0	23.0	4.0	18.0	ns	CL=50 pF
tD21	–SRDY Valid Delay from PCLKI	4.0	31.0	4.0	23.0	4.0	18.0	ns	CL=50 pF
tD22a	D31-D0 Read Valid Delay from PCLKI	5.0	33.0	4.0	25.0	4.0	21.0	ns	CL=50 pF
tD22b	D31-D0 Float Delay from PCLKI	4.0	25.0	4.0	20.0	4.0	20.0	ns	CL=50 pF
tD23	HOLD Valid Delay from PCLKI	3.0	25.0	3.0	19.0	3.0	17.0	ns	CL=50 pF
tD24	RESCPU Valid Delay from PCLKI	3.0	10.0	3.0	10.0	3.0	8.5	ns	CL=50 pF
tD25	RESNPX Valid Delay from PCLKI	3.0	10.0	3.0	10.0	3.0	8.5	ns	CL=50 pF

AC CHARACTERISTICS: 5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		Unit	Conditions
		Min	Max	Min	Max		

486SX/DX Interface - Clock Timings See Figure 12

t1	POSC Period	40.0		30.0		ns	
t2a	POSC High	14.0		11.0		ns	VIL=VIH=VDD/2
t2b	POSC Low	14.0		11.0		ns	VIL=VIH=VDD/2
t3a	POSC Rise Time	4.0		3.0		ns	30% to 70%*VDD
t3b	POSC Fall Time	4.0		3.0		ns	70% to 30%*VDD
t4a	PCLKI High	4.0		11.0		ns	VIL=VIH=VDD/2
t4b	PCLKI Low	14.0		11.0		ns	VIL=VIH=VDD/2
t5a	PCLKO Fall Time		4.0		3.0	ns	CL=50 pF. 70% to 30%*VDD
t5b	PCLKO Rise Time		4.0		3.0	ns	CL=50 pF. 30% to 70%*VDD
t6	POSC to PCLKO	3.0	35.0	3.0	30.0	ns	CL=50 pF

486SX/DX Interface - Bus Interface Timing, See Figures 13, 14, 15, 16, & 17

tSU10a	A31, A24-A2 Setup Time to PCLKI	18.0		14.0		ns	
tH10b	A31, A24-A2 Hold Time from PCLKI	3.0		3.0		ns	
tSU11a	-BE3 - -BE0 Setup Time to PCLKI	18.0		14.0		ns	
tH11b	-BE3 - -BE0 Hold Time from PCLKI	3.0		3.0		ns	
tSU12a	W/-R, M/-IO, D/-C Setup Time to PCLKI	18.0		14.0		ns	
tH12b	W/-R, M/-IO, D/-C Hold Time from PCLKI	3.0		3.0		ns	
tSU13a	-ADS Setup Time to PCLKI	18.0		14.0		ns	
tH13b	-ADS Hold Time from PCLKI	3.0		3.0		ns	
tSU14a	D31-D0 Setup Time to PCLKI	18.0		12.0		ns	
tH14b	D31-D0 Hold Time from PCLKI	3.0		3.0		ns	

AC CHARACTERISTICS: 5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		Unit	Conditions
		Min	Max	Min	Max		
486SX/DX Interface - Bus Interface Timing, See Figures 13, 14, 15, 16, & 17 (Cont.)							
tSU15a	HLDA Setup Time to PCLKI	18.0		14.0		ns	
tH15b	HLDA Hold Time from PCLKI	3.0		3.0		ns	
tSU17a	-BLAST Setup Time to PCLKI	13.0		10.0		ns	
tH17b	-BLAST Hold Time from PCLKI	3.0		3.0		ns	
tSU18a	-FERR Setup Time to PCLKI	18.0		14.0		ns	
tH18b	-FERR Hold Time from PCLKI	3.0		3.0		ns	
tD20	-RDY, -BRDY Valid Delay from PCLKI	3.0	32.0	3.0	25.0	ns	CL=50 pF
tD22a	D31-D0 Read Valid Delay from PCLKI	3.0	35.0	3.0	25.0	ns	CL=50 pF
tD22b	D31-D0 Float Delay from PCLKI		30.0		20.0	ns	CL=50 pF
tD23	HOLD, AHOLD Valid Delay from PCLKI	3.0	30.0	3.0	24.0	ns	CL=50 pF
tD24	RESCPU Valid Delay from PCLKI	3.0	30.0	3.0	25.0	ns	CL=50 pF
tD26	-EADS Valid Delay from PCLKI	3.0	32.0	3.0	25.0	ns	CL=50 pF
tD27	-KEN Valid Delay from PCLKI	3.0	32.0	3.0	25.0	ns	CL=50 pF
tD28	-IGNNE Valid Delay from PCLKI	3.0	30.0	3.0	25.0	ns	CL=50 pF



AC CHARACTERISTICS: 3.3 V: TA = 0°C to +70°C, VDD = 3.3 V ±10%, VSS = 0 V
5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		Unit	Conditions
		Min	Max	Min	Max		

Local Bus Interface - Clock Timing, See Figure 18

t31	SXOSC Period	20.0		15.0		ns	
t32a	SXOSC High	7.0		6.0		ns	VIL=VIH=VDD/2
t32b	SXOSC Low	7.0		6.0		ns	VIL=VIH=VDD/2
t33a	SXOSC Rise Time	5.0		4.0		ns	30% to 70%*VDD
t33b	SXOSC Fall Time	5.0		4.0		ns	70% to 30%*VDD
t34a	SXCLKI High	7.0		6.0		ns	VIL=VIH=VDD/2
t34b	SXCLKI Low	7.0		6.0		ns	VIL=VIH=VDD/2
t35a	SXCLKO Fall Time		5.0		4.0	ns	CL=50 pF. 70% to 30%*VDD
t35b	SXCLKO Rise Time		5.0		4.0	ns	CL=50 pF. 30% to 70%*VDD
t36	SXOSC to SXCLKO	3.0	35.0	3.0	30.0	ns	CL=50 pF

Local Bus Interface - Bus Interface Timing, See Figures 19, 20, 21, & 22

tSU40a	-SXREADY Setup Time to SXCLKI	9.0		7.0		ns	
tH40b	-SXREADY Hold Time from SXCLKI	4.0		4.0		ns	
tSU41a	SXD15-SXD0 Read Data Setup Time to SXCLKI	7.0		5.0		ns	
tH41b	SXD15-SXD0 Read Data Hold Time from SXCLKI	5.0		3.0		ns	
tSU42a	SXHOLD Setup Time to SXCLKI	15.0		9.0		ns	
tH42b	SXHOLD Hold Time from SXCLKI	3.0		2.0		ns	
tSU43a	SXRESCPU Setup Time to SXCLKI	10.0		10.0		ns	
tH43b	SXRESCPU Hold Time from SXCLKI	3.0		2.0		ns	
tD44a	SXA23-SXA1 Valid Delay from SXCLKI	4.0	21.0	4.0	15.0	ns	CL=50 pF
tD44b	SXA23-SXA1 Float Delay from SXCLKI	4.0	30.0	4.0	20.0	ns	CL=50 pF

AC CHARACTERISTICS: 3.3 V: TA = 0°C to +70°C, VDD = 3.3 V ±10%, VSS = 0 V
 5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		Unit	Conditions
		Min	Max	Min	Max		

Local Bus Interface - Bus Interface Timing, See Figures 19, 20, 21, & 22 (Cont.)

tD45a	–SXBHE, –SXBLE Valid Delay from SXCLKI	4.0	21.0	4.0	15.0	ns	CL=50 pF
tD45b	–SXBHE, –SXBLE Float Delay from SXCLKI	4.0	30.0	4.0	20.0	ns	CL=50 pF
tD46a	SXM/–IO, SXD/–C, SXW/–R Valid Delay from SXCLKI	4.0	21.0	4.0	15.0	ns	CL=50 pF
tD46b	SXM/–IO, SXD/–C, SXW/–R Float Delay from SXCLKI	4.0	30.0	4.0	20.0	ns	CL=50 pF
tD47a	–SXADS Valid Delay	4.0	21.0	4.0	15.0	ns	CL=50 pF
tD47b	–SXADS Float Delay	4.0	30.0	4.0	20.0	ns	CL=50 pF
tD48a	–SXSADS Valid Delay	4.0	25.0	4.0	TBD	ns	CL=50 pF
tD48b	–SXSADS Float Delay	4.0	30.0	4.0	TBD	ns	CL=50 pF
tD49a	SXD15-SXD0 Write Data Valid Delay from SXCLKI	4.0	27.0	4.0	23.0	ns	CL=50 pF
tD49b	SXD15-SXD0 Write Data Hold from SXCLKI	2.0		2.0		ns	CL=50 pF
tD49c	SXD15-SXD0 Write Data Float Delay from SXCLKI	4.0	22.0	4.0	17.0	ns	CL=50 pF
tD50	SXHLDA Valid Delay from SXCLKI	4.0	22.0	4.0	20.0	ns	CL=50 pF

AC CHARACTERISTICS: 3.3 V: TA = 0°C to +70°C, VDD = 3.3 V ±10%, VSS = 0 V
 5.0 V: TA = 0°C to +70°C, VDD = 5.0 V ±10%, VSS = 0 V

Symbol	Parameter	25 MHz		33 MHz		40 MHz		Unit	Conditions
		Min	Max	Min	Max	Min	Max		

Cache Interface - CPU Access Timing, See Figures 23 & 24

tD60	–DATAOE Valid Delay from PCLKI	4.0	15.0	4.0	12.0	4.0	12.0	ns	CL=50 pF
tD61	–TAGOE Valid Delay from PCLKI	4.0	15.0	4.0	12.0	4.0	12.0	ns	CL=50 pF
tD62	–CWRT1, –CWRT0 Valid Delay from PCLKI	4.0	15.0	4.0	12.0	4.0	12.0	ns	CL=50 pF
tPW63	–CWRT1, –CWRT0 Minimum Pulse Width	16.0	24.0	11.0	19.0	11.0	14.0	ns	CL=50 pF
tD64a	TAG7-TAG0 Valid Delay from PCLKI	4.0	15.0	4.0	12.0	4.0	12.0	ns	CL=50 pF
tSU64b	TAG7-TAG0 Setup Time to PCLKI	15.0		10.0		10.0			

Cache Interface - Peek Cycle Timing, See Figure 25

tD65	SXA23-SXA1 to A23-A1 Valid Delay	4.0	35.0	4.0	30.0	4.0	25.0	ns	CL=50 pF (Snoop Cycles)
tD66	–MEMW to –CWRT1, –CWRT0 Delay	4.0	35.0	4.0	30.0	4.0	25.0	ns	CL=50 pF (Snoop Cycles)

Miscellaneous Timing, See Figure 26

tSU74a	–BLKA20 Setup Time to PCLKI		15.0		10.0			ns	Note 2
tH74b	–BLKA20 Hold Time to PCLKI		3.0		3.0			ns	Note 2
tD75	–SXBUSYNPX Delay from PCLKI	3.0	25.0	3.0	20.0			ns	CL=50 pF
tD76	–SXERRORNPX Delay from PCLKI	3.0	25.0	3.0	20.0			ns	CL=50 pF

- Notes:**
1. Specification is characterized and guaranteed, not 100% tested.
 2. Asynchronous input, for test purposed only to assure recognition at a particular clock edge.
 3. Measurement point is when the pin is no longer driving.

FIGURE 12. CPU CLOCK TIMING

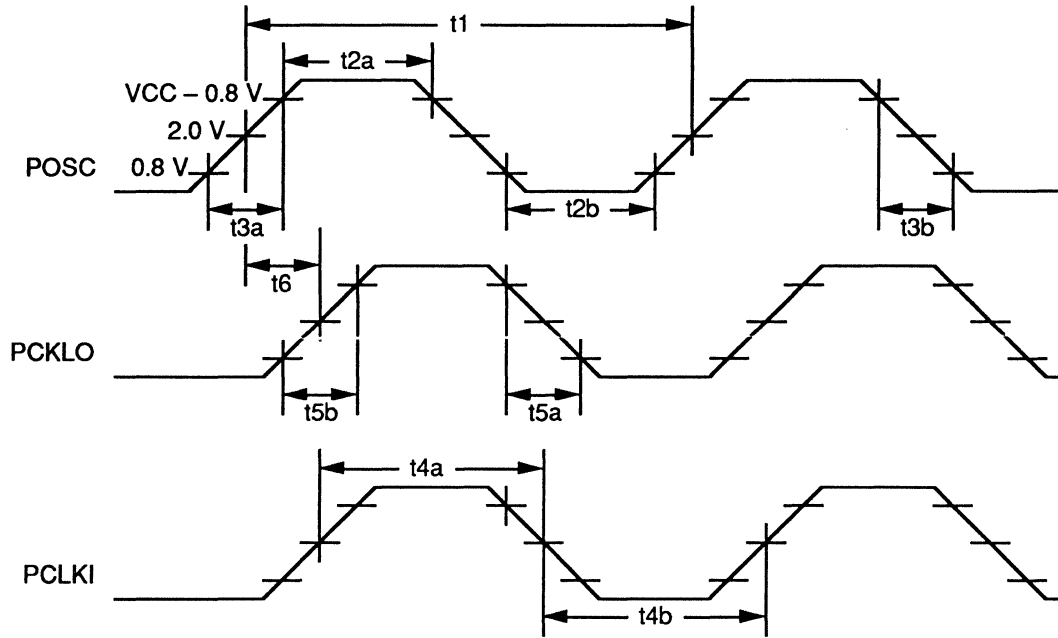


FIGURE 13. CPU INTERFACE SETUP AND HOLD TIMING

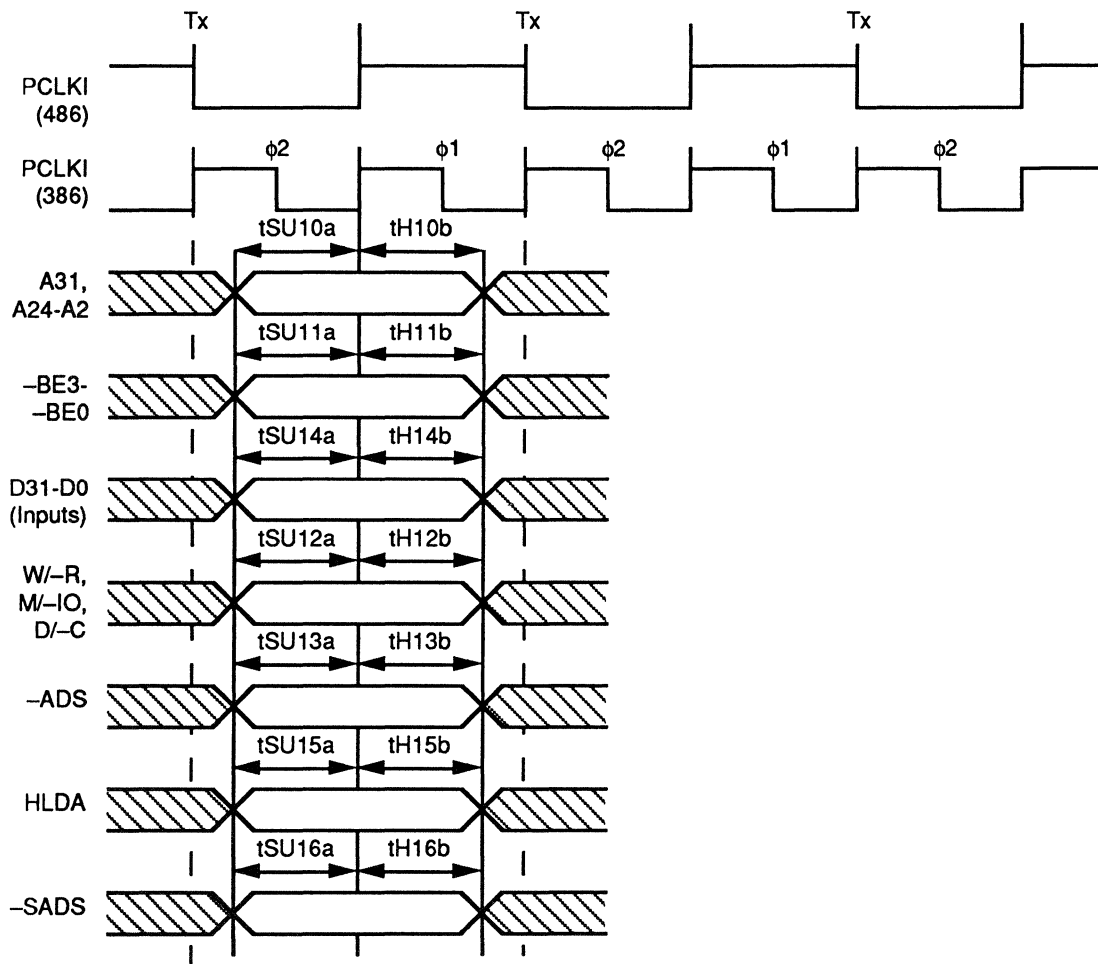


FIGURE 14. CPU DELAY TIMING

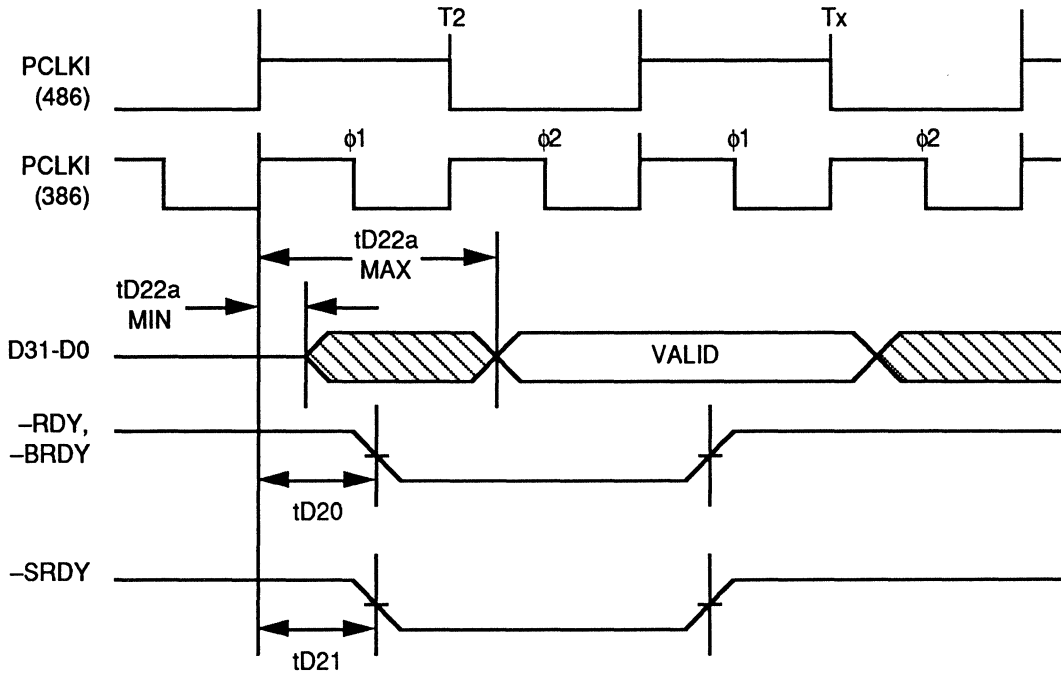


FIGURE 15. CPU OUTPUT FLOAT DELAY & HOLD VALID DELAY TIMING

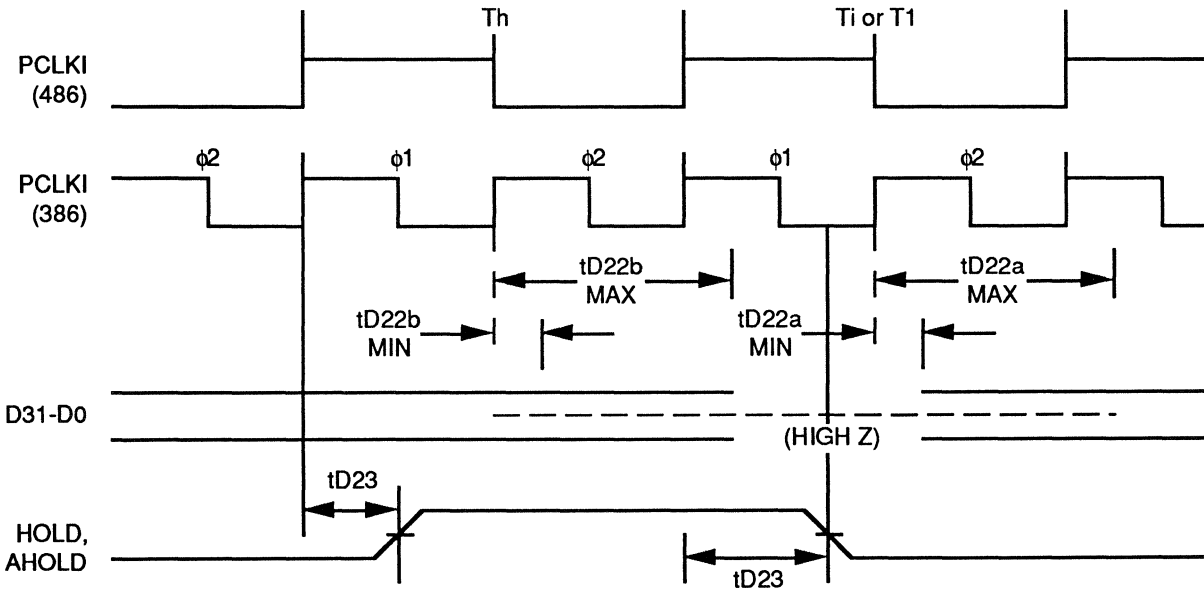


FIGURE 16. RESET TIMING

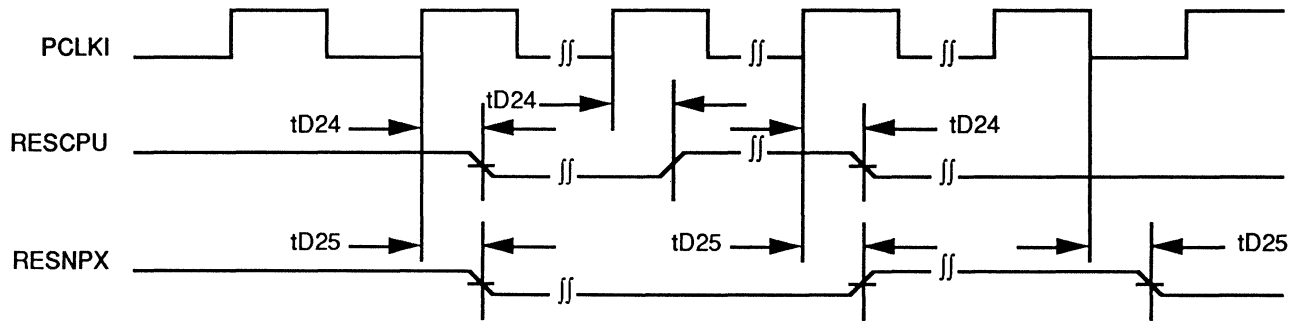


FIGURE 17. 486 CPU INTERFACE

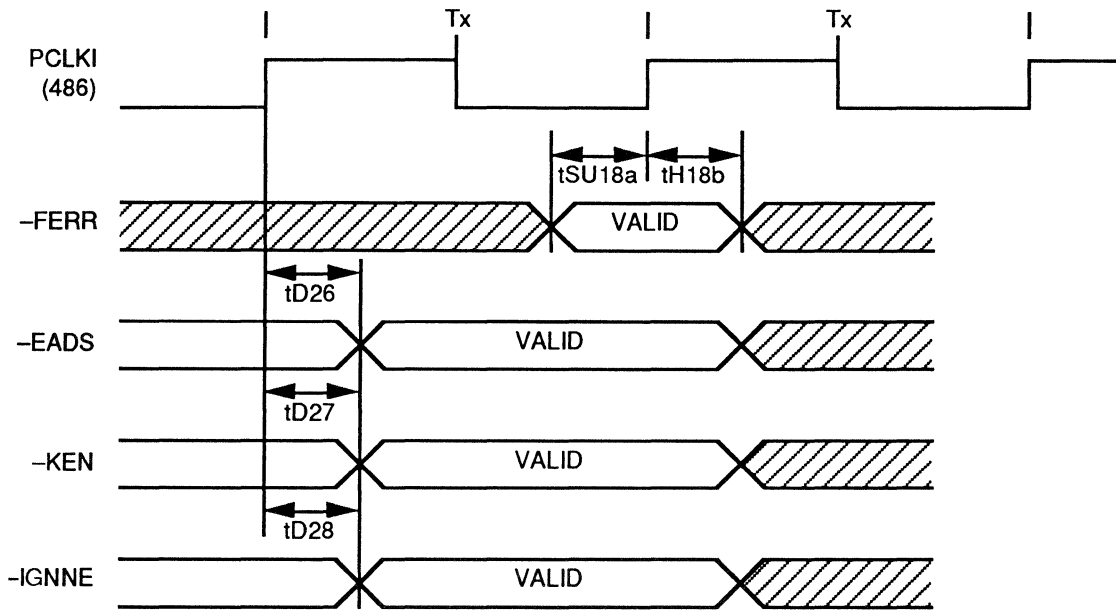


FIGURE 18. SX CLOCK TIMING

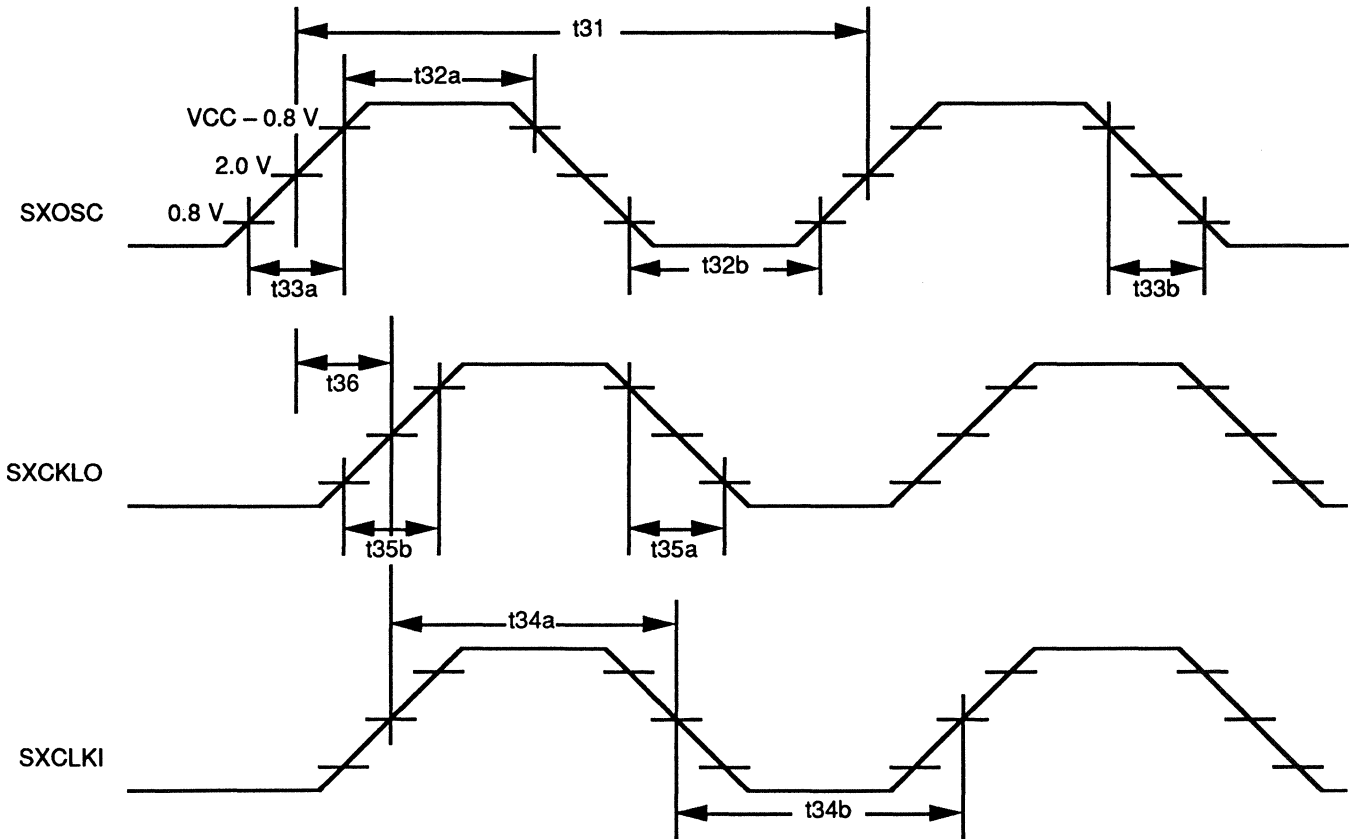


FIGURE 19. SX INTERFACE SETUP AND HOLD

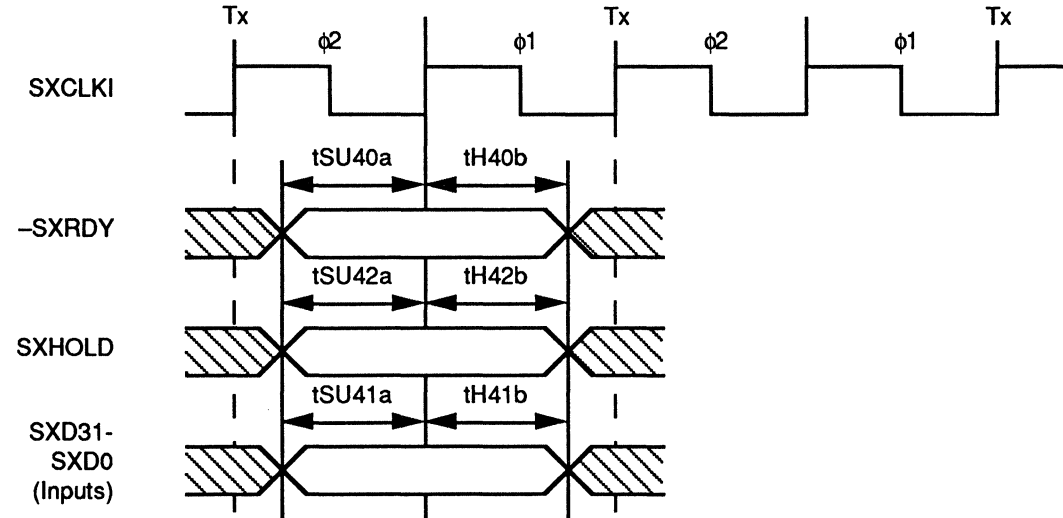


FIGURE 20. SX OUTPUT FLOAT DELAY AND HOLD VALID DELAY TIMING

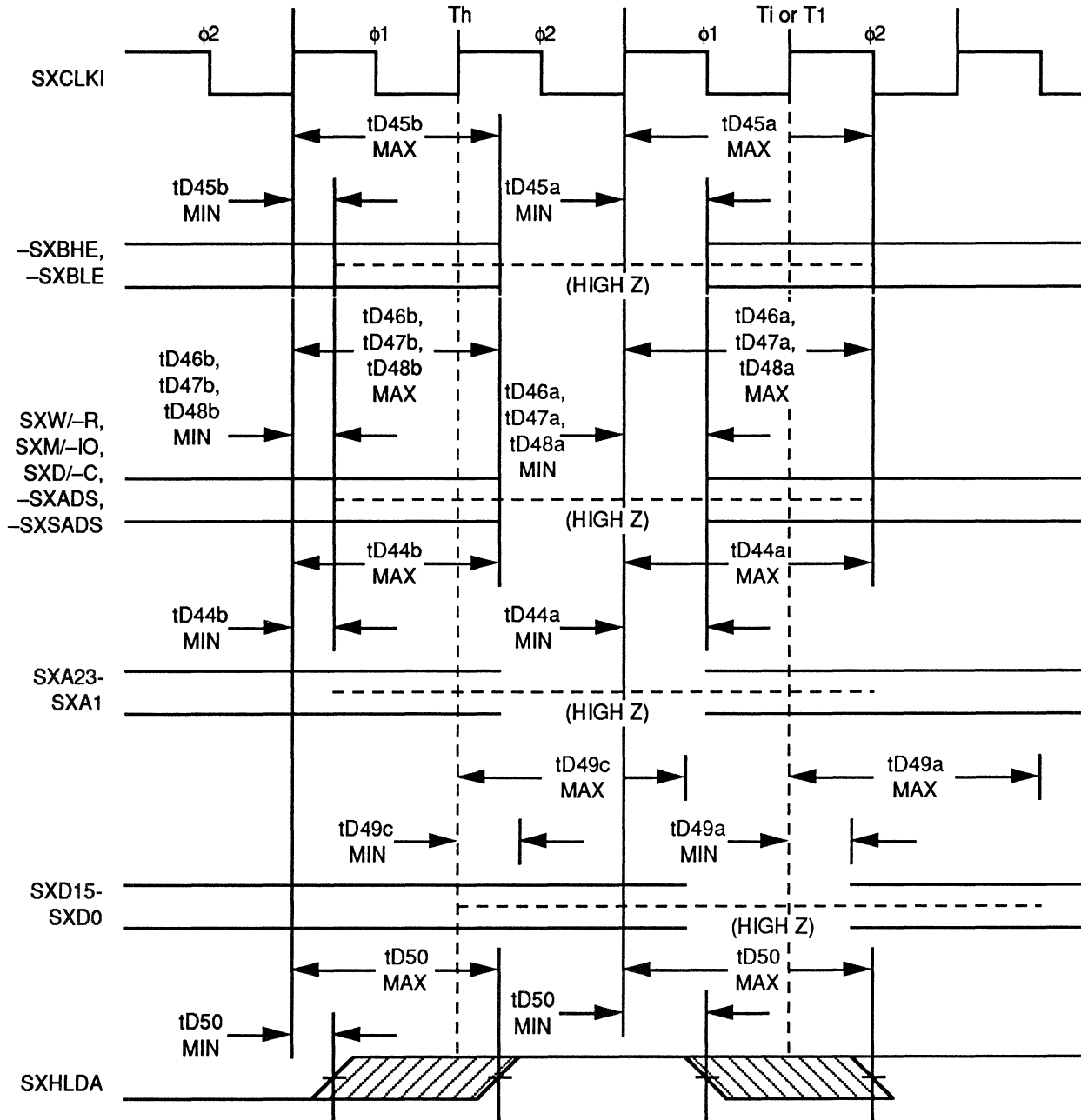


FIGURE 21. SX RESET TIMING

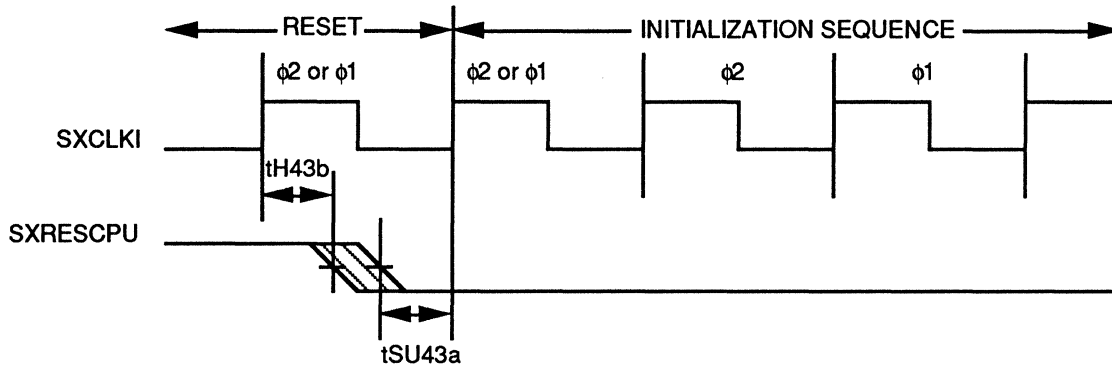


FIGURE 22. WRITE DATA HOLD TIMING

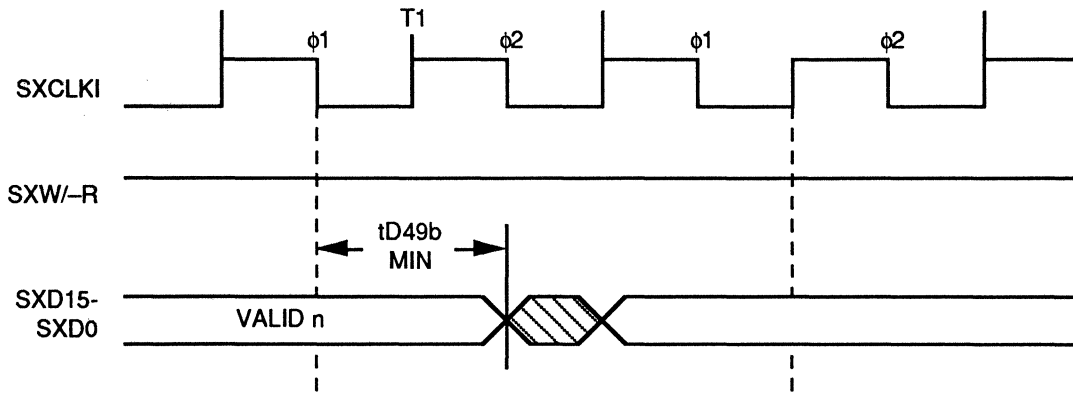


FIGURE 23. CACHE INTERFACE TIMING - CACHE READ

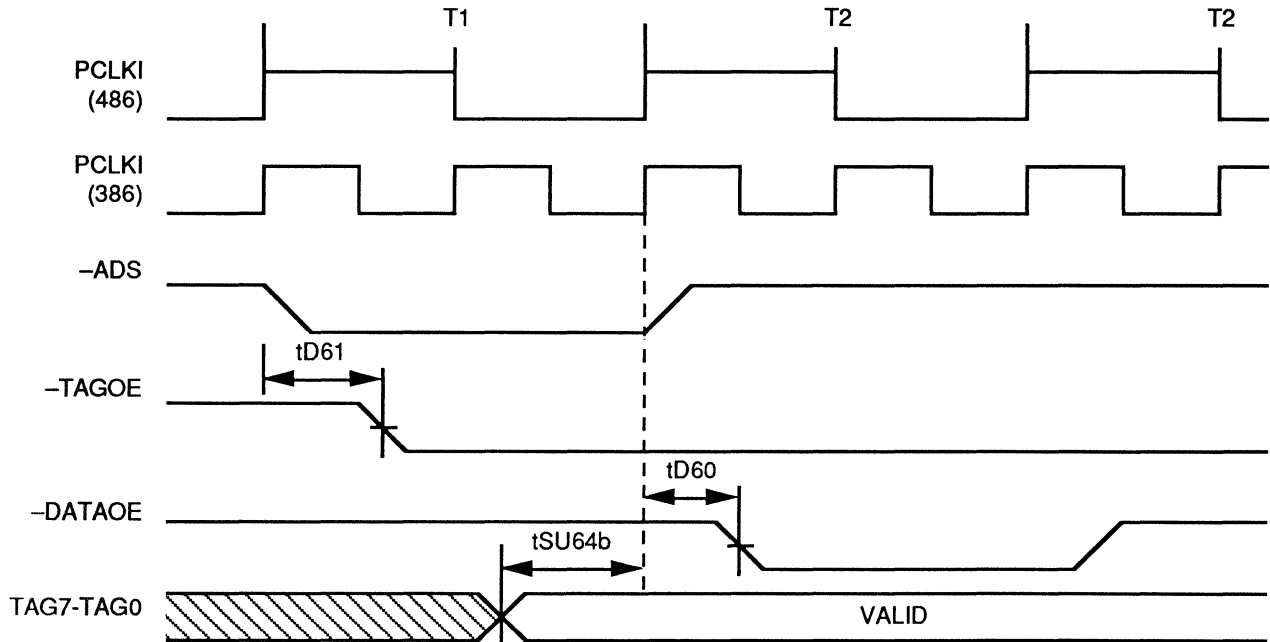


FIGURE 24. CACHE INTERFACE TIMING - CACHE WRITE

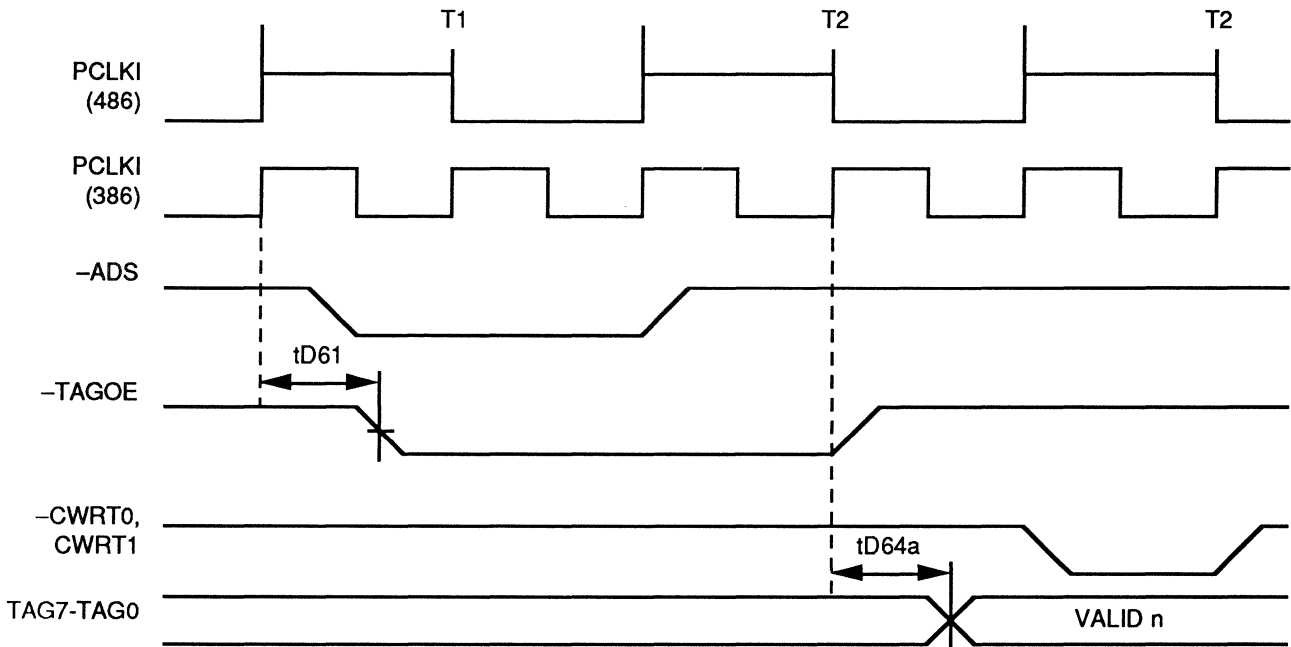


FIGURE 25. PEEK CYCLE TIMING (386 STOP CLOCK)

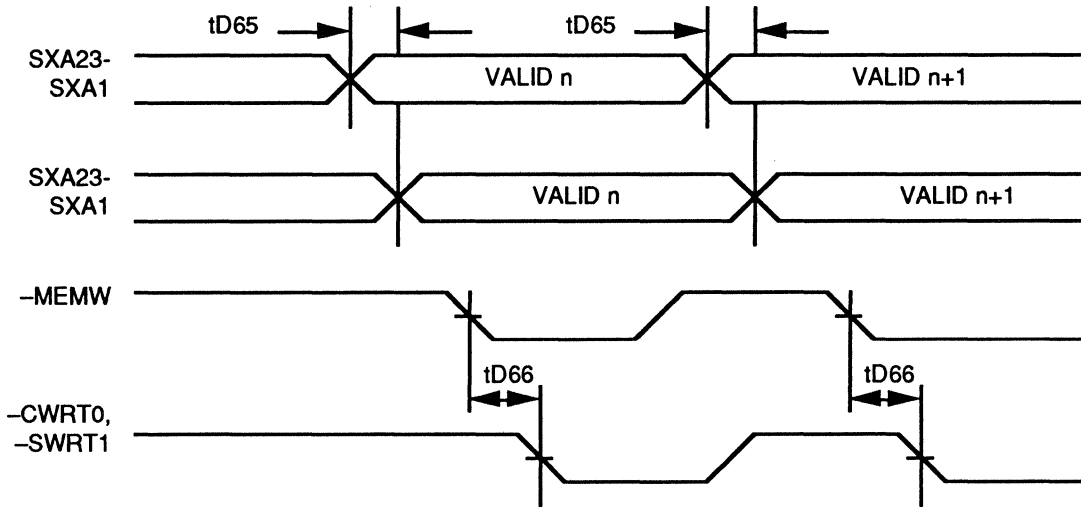
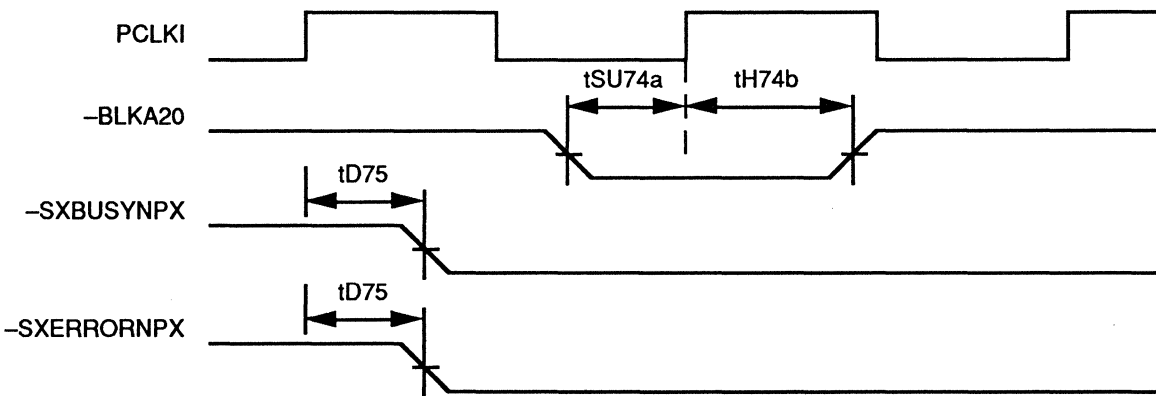


FIGURE 26. MISCELLANEOUS TIMING



ABSOLUTE MAXIMUM RATINGS

 Ambient Temperature -10°C to $+70^{\circ}\text{C}$

 Storage Temperature -65°C to $+150^{\circ}\text{C}$

 Supply Voltage to Ground Potential -0.5 V to 7.0 V

 Applied Output Voltage -0.5 V to $\text{VDD} + 0.5\text{ V}$

 Applied Input Voltage -0.5 V to 7.0 V

 Power Dissipation 500 mW

Stresses above those listed may cause permanent damage to the device. These are stress ratings only, functional operation of this device at these or any other conditions above those indicated

in this data sheet is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

DC CHARACTERISTICS - 5.0 VOLT OPERATION: $T_A = 0^{\circ}\text{C}$ to $+70^{\circ}\text{C}$, $\text{VDD} = 5\text{ V} \pm 10\%$, $\text{VSS} = 0\text{ V}$

Symbol	Parameter	Min	Max	Units	Conditions
VIL	Input Low Voltage	-0.3	0.8	V	TTL-Compatible Inputs
VIH	Input High Voltage	2.0	VDD + 0.3	V	TTL-Compatible Inputs
VIL	Input Low Voltage	-0.3	VDD x 0.2	V	CMOS-Compatible Inputs (PCLKI, POSC, SXCLKI, SXOSC)
VIH	Input High Voltage	VDD x 0.7	VDD + 0.3	V	CMOS-Compatible Inputs (PCLKI, POSC, SXCLKI, SXOSC)
VOL1	Output Low Voltage		0.4	V	IOL = 4 mA
			0.2	V	IOL = 100 μA
VOL2	Output Low Voltage (PCLKO, SXCLKO)		0.4	V	IOL = 8 mA
			0.2	V	IOL = 100 μA
VOH1	Output High Voltage	2.4		V	IOH = -2 mA
		VDD - 0.2		V	IOH = -100 μA
VOH2	Output High Voltage (PCLKO, SXCLKO)	2.4		V	IOH = -4 mA
		VDD - 0.2		V	IOH = -100 μA
ILI	Input Leakage Current		± 3	μA	$0.1\text{ V} \leq \text{VIN} \leq \text{VDD} - 0.1\text{ V}$
ILO	Output Three-State Leakage Current		± 5	μA	$0.1\text{ V} \leq \text{VOUT} \leq \text{VDD} - 0.1\text{ V}$
LIPU	Input Current - Internal Pull-up	-30	-500	μA	VIN = 0.1 V
IDDSB	Static Power Supply Current		225	μA	No DC Loads. VIL = 0.1 V, VIH = VDD - 0.1 V
IDDOP	Dynamic Power Supply Current		3.5	mA/MHz	No DC Loads - Outputs Open. VIL = 0.1 V, VIH = VDD - 0.1 V
CIN	Input or I/O Capacitance		10	pF	FC = 1 MHz
			15	pF	PCLKI, SXCLKI
COUT	Output Capacitance		10	pF	FC = 1 MHz

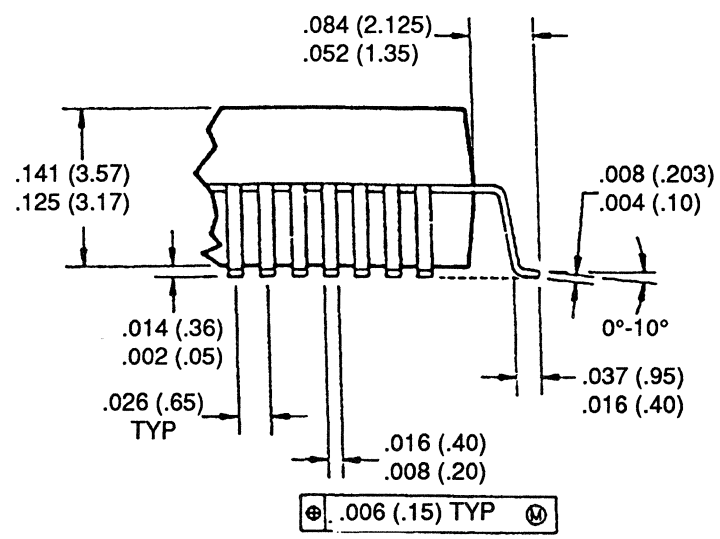
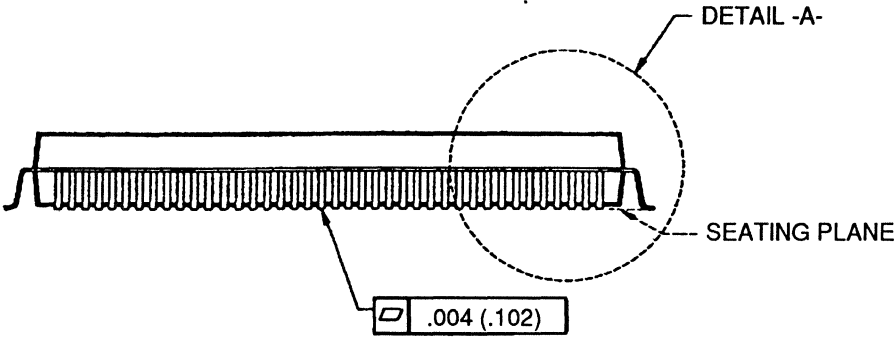
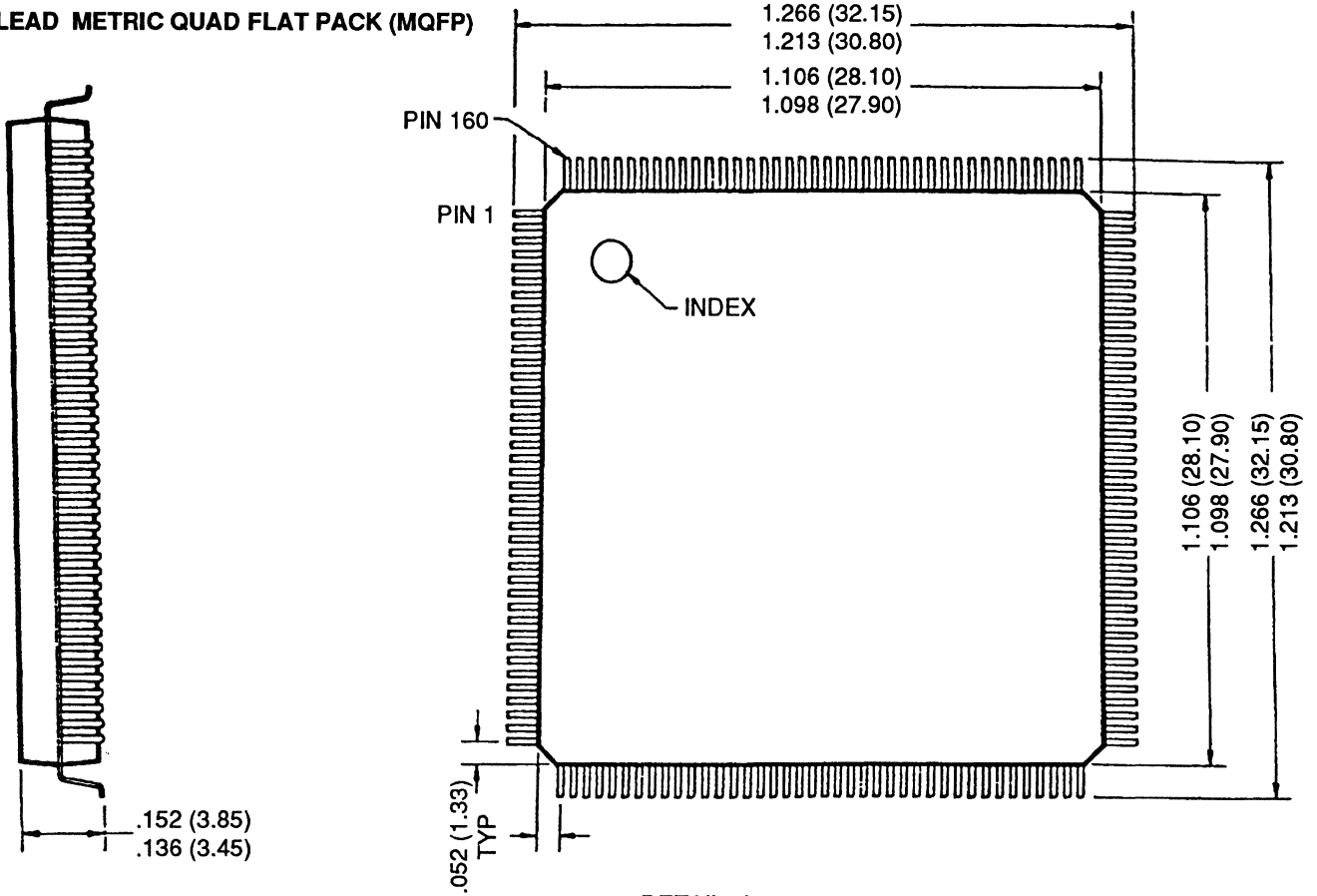
**DC CHARACTERISTICS - 3.3 VOLT OPERATION: TA = 0°C to +70°C, VDD = 3.3 V ±10%, VSS = 0 V**

Symbol	Parameter	Min	Max	Units	Conditions
VIL	Input Low Voltage	-0.3	0.8	V	TTL-Compatible Inputs
VIH	Input High Voltage	2.0	VDD + 0.3	V	TTL-Compatible Inputs
VIL	Input Low Voltage	-0.3	VDD x 0.2	V	CMOS-Compatible Inputs (PCLKI, POSC, SXCLKI, SXOSC)
VIH	Input High Voltage	VDD x 0.7	VDD + 0.3	V	CMOS-Compatible Inputs (PCLKI, POSC, SXCLKI, SXOSC)
VOL1	Output Low Voltage		0.4	V	IOL = 2 mA
			0.2	V	IOL = 100 μA
VOL2	Output Low Voltage (PCLKO, SXCLKO)		0.4	V	IOL = 4 mA
			0.2	V	IOL = 100 μA
VOH1	Output High Voltage	2.4		V	IOH = -1 mA
		VDD - 0.2		V	IOH = -100 μA
VOH2	Output High Voltage (PCLKO, SXCLKO)	2.4		V	IOH = -2 mA
		VDD - 0.2		V	IOH = -100 μA
ILI	Input Leakage Current		±3	μA	0.1 V ≤ VIN ≤ VDD - 0.1 V
ILO	Output Three-State Leakage Current		±5	μA	0.1 V ≤ VOUT ≤ VDD - 0.1 V
LIPU	Input Current - Internal Pull-up	-10	-300	μA	VIN = 0.1 V
IDDSB	Static Power Supply Current		225	μA	No DC Loads
IDDOP	Dynamic Power Supply Current		2.0	mA/MHz	No DC Loads - Outputs Open
CIN	Input or I/O Capacitance		10	pF	FC = 1 MHz
			15	pF	PCLKI, SXCLKI
COUT	Output Capacitance		10	pF	FC = 1 MHz



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Note: 1. Controlling dimension is MM.



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PUERTO RICO
ISLA CARIBE ELECTRO SALES
Guaynabo, 809-720-4430

SWEDEN
TRACO AB
Farsta, 8-930000

SPAIN AND PORTUGAL
SEMICONDUCTORES s.a.
Barcelona, 3-21723 40

SWITZERLAND
DECTRO SWISS ELECTRONIC
DESIGN AG
Zuerich, 0041-1-3868-600

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