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TEXAS INSTRUMENTS

TM 990

TM 990/311
Buffered I/O Module



MICROPROCESSOR SERIES™

User's Guide

PRINTING REVISION

This printing incorporates the following revision level:

<u>Date</u>	<u>Revision Change</u> (From - to)	<u>ECN Number</u>
06/03/81	* to A	456475

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SECTION 1

INTRODUCTION

1.1 GENERAL

The TM 990/311 is an input/output module designed for use with a TM 990 CPU module. The module has 48 I/O bits. These bits are organized into 8 bit blocks. Each block is programmable as input or output. Two blocks (of 8 bits each) make up a port. Each port has its own unique switch-selectable CRU base address. There are three ports, each port occupying one of the three edge connectors.

Other features of the TM 990/311 are as follows:

- Software compatible with I/O and reset features of the TM 990/310 I/O module.
- Blocks programmed as outputs can be read (echoed) with a CRU input instruction.
- Output drivers can be exchanged to provide non-inverting or inverting outputs.
- User option of series, pull-up or pull-down resistors on outputs.
- +12 V, -12 V, +8 V, and +5 V are available (at the user's option) at each port's edge connector.

Module dimensions are shown in Figure 1-1. Principal components of the TM 990/311 are shown in Figure 1-2. A block diagram is given in Figure 1-3.

1.2 SPECIFICATIONS

- Power Requirements:
 - Without +8 V regulator: +5 V, $\pm 3\%$, .65 A (typical), 1.8 A (maximum)
 - With 8 V Regulator driving 3 fully loaded 5 MT I/O module racks: +12 V, $\pm 5\%$, 1.2 A (typ.), 2.0 A (max.)
- Temperature Requirements:
 - Operation Temperature: ..0°C to 70°C
 - Storage Temperature:-65°C to 150°C
- Physical Characteristics:
 - Width: 28 cm. (11 inches)
 - Height: 19 cm. (7.5 inches)
 - Thickness: 0.16 cm. (0.062 inch)
 - Component height: 12.7 mm (0.50 inch) maximum
- Programmed Inputs:
 - High-level input voltage: 2.0 V minimum
 - Low-level input voltage: 0.8 V maximum
 - Allowed voltage range: 0.0 V to 7.0 V
 - Input current (with no pull-up resistors): 20 uA at 2.7 V

- Programmed Outputs:

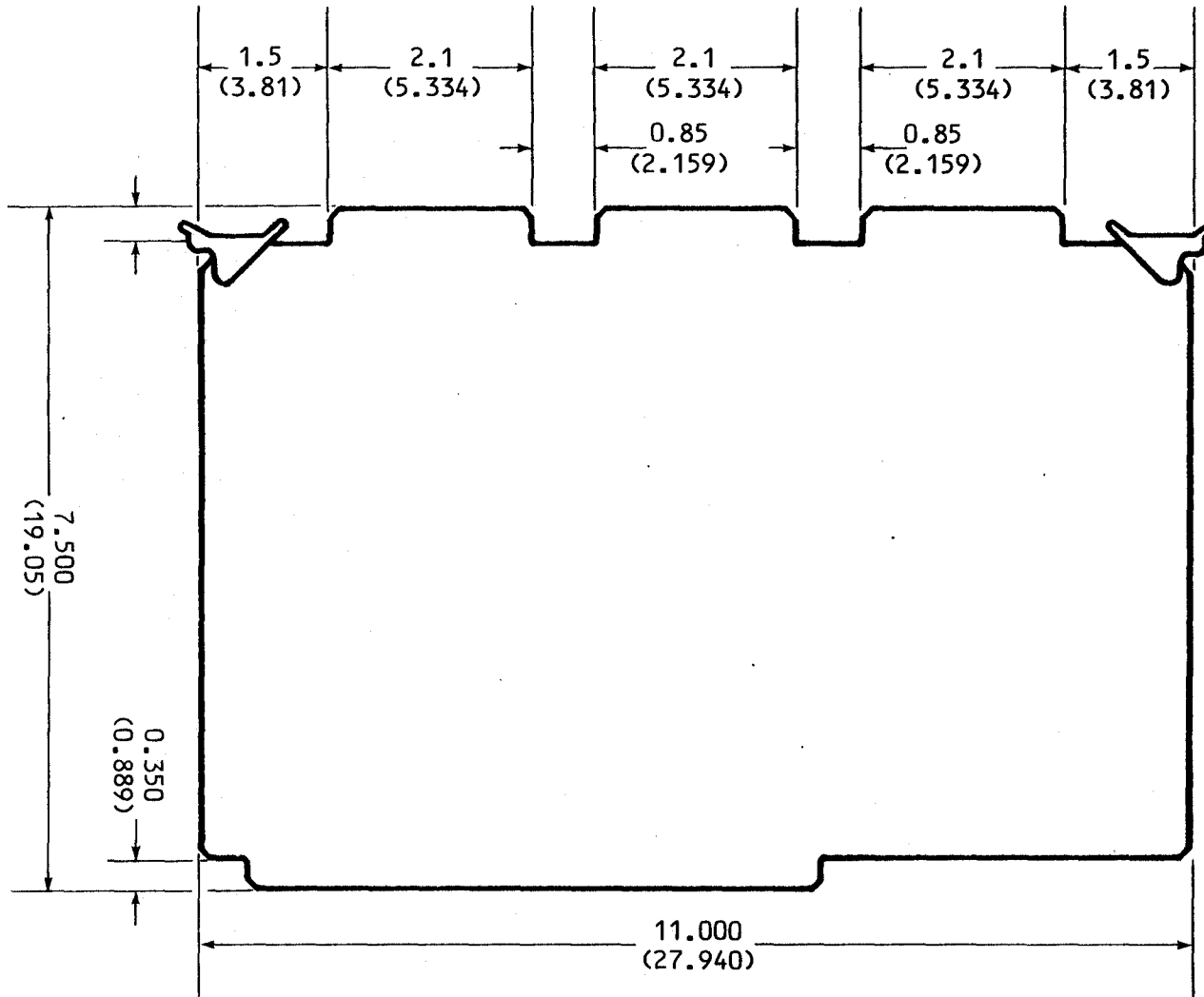
High-level output voltage: 2.4 V minimum @ 15 mA maximum

Low-level output voltage : 0.50 V maximum @ 24 mA

Maximum user current sink: 24 mA

1.3 Applicable Documents

- TMS 9900 Microprocessor Data Manual
- TMS 990/401 TIBUG Monitor Listing
- TM 990 CPU User's Manual



NOTE:

Dimensions in inches (top numbers) and in centimeters (in parenthesis).

FIGURE 1-1. TM 990/311 MODULE DIMENSIONS

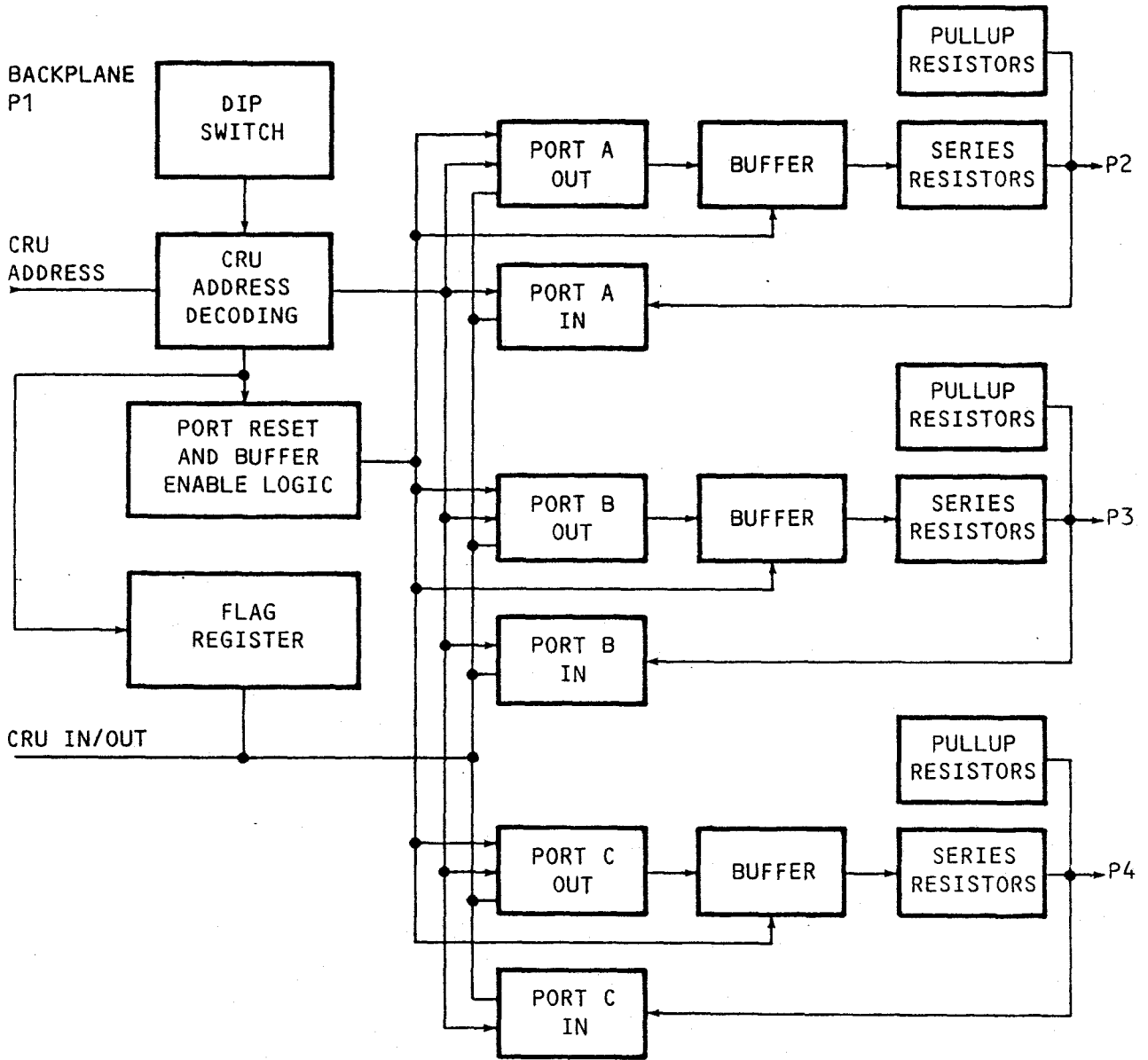


FIGURE 1-3. TM 990/311 BLOCK DIAGRAM

SECTION 2

INSTALLATION AND OPERATION

2.1 GENERAL

The procedures for unpacking and setting up the TM 990/311 module for operation are given in this section. The switch and jumper configurations as shipped are given in section 2.12.

2.2 UNPACKING AND INSPECTION

Remove the TM 990/311 from its carton and discard any protective wrapping. Inspect the module for any damage that might have occurred in shipping. Report any damage to your TI supplier.

2.3 PORT ADDRESS SELECTION

Each of the three TM 990/311 ports can be assigned a unique CRU base address (see your CPU Module User's Guide for a complete discussion of CRU hardware and CRU software addressing). Either an 8-position socket platform or an 8-position DIP switch (S1, S2, and S3) is provided for the CRU base address selection for each port. If S1, S2, and S3 are socket platforms, the user has the option of using jumpers or inserting a DIP switch in the socket.

If the socket platform is used, jumpers at S1-1 to S1-8 are inserted to indicate a logical one; sockets left unjumpered will be set to a logical zero. If a DIP switch is used, switch settings are ON = 1, OFF = 0. Comparator circuitry compares the jumper/switch values with values found on bus address lines A3 (Sx-1) to A8 (Sx-6).

The ports selected by each switch/jumper bank and the connector associated with each port are shown in Figure 2-1 and Figure 2-2. Figure 2-1 shows a DIP switch configuration. Figure 2-2 shows the socket platform and jumper method.

TABLE 2-1. CORRELATION BETWEEN SWITCH BANKS, PORTS AND CONNECTORS

Port Designation	Switch/Jumper Number	Connector Designation
A	S3	P2
B	S2	P3
C	S1	P4

Since each port occupies 64 CRU bits, and since there are only 12 bits of address (A3 - A14) which are used for CRU addressing, there are six positions in the address selection switch/jumper bank which determine the address of the port as shown in Figures 2-1 and 2-2.

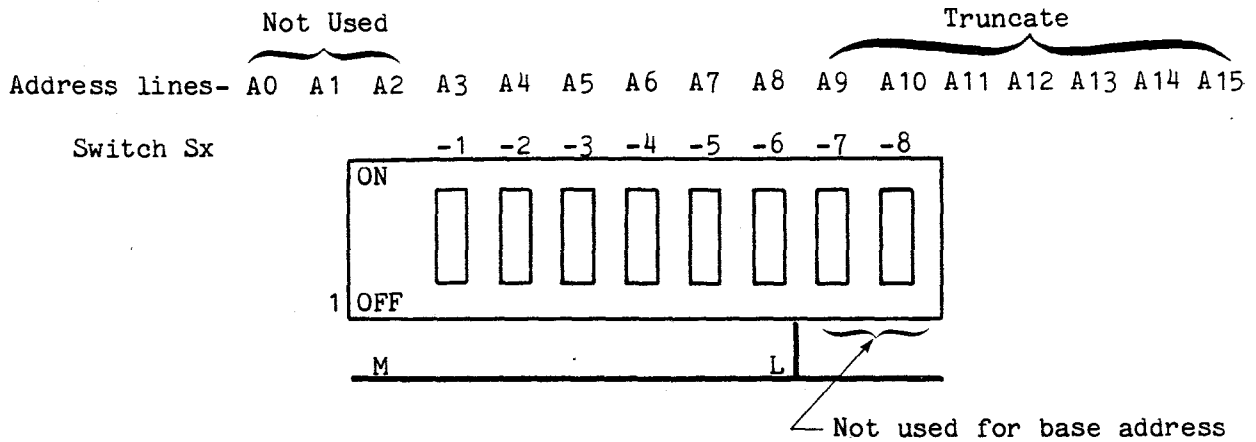


FIGURE 2-1. PORT ADDRESS SWITCH ASSIGNMENTS

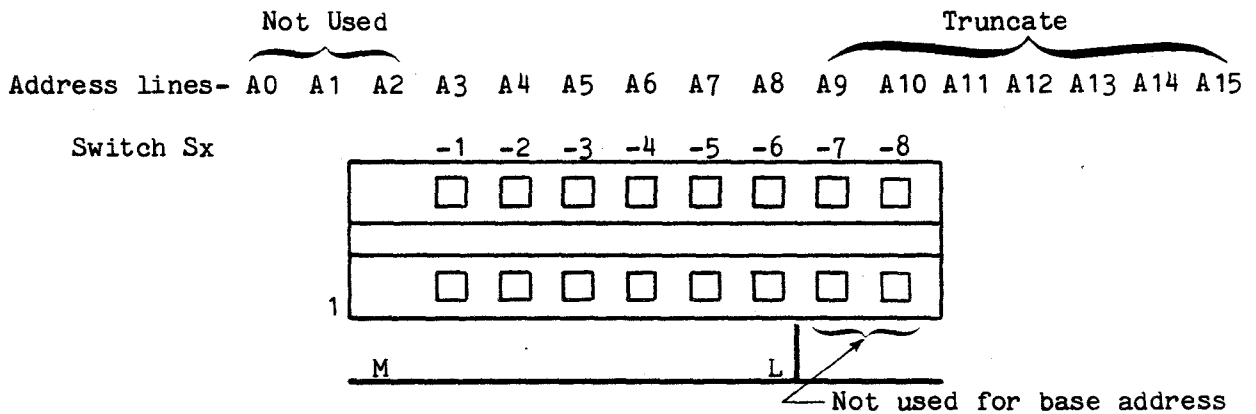


FIGURE 2-2. PORT ADDRESS JUMPER ASSIGNMENTS

NOTE

Switch/jumper numbers 7 and 8 of each switch/jumper bank are used for other purposes which are described in section 2.4.

Each port can be placed anywhere in the CRU address space with the following restrictions:

- 1) Do not select a CRU software base address (full R12 contents) between 0000₁₆ and 0200₁₆. This CRU space is reserved for CPU functions.
- 2) Do not select the same address for more than one port on the same TM 990/311 module. The TM 990/311 has protection circuitry which prevents accessing two ports with the same address. If the user accidentally sets the same address on more than one switch/jumper bank, the ports with the duplicate addresses will be disabled.

Table 2-2 shows the switch/jumper settings for a few example CRU base addresses.

TABLE 2-2. CRU BASE ADDRESS SELECT SWITCHES/JUMPERS

Switch Positions						Hardware Base Addr.		Software Base Addr. (Hex)
MSB					LSB	(Dec)	(Hex)	
A3	A4	A5	A6	A7	A8			
Sx-1	Sx-2	Sx-3	Sx-4	Sx-5	Sx-6			
0	0	0	0	0	0			
0	0	0	0	0	1			
0	0	0	0	1	0			Not Used
0	0	0	0	1	1			
0	0	0	1	0	0			
0	0	0	1	0	1	320	0140	0280
0	0	0	1	1	0	384	0180	0300
0	0	0	1	1	1	448	01C0	0380
0	0	1	0	0	0	512	0200	0400
0	0	1	0	0	1	576	0240	0480
0	0	1	0	1	0	640	0280	0500
0	0	1	0	1	1	704	02C0	0580
0	0	1	1	0	0	768	0300	0600
		
		
		
1	1	1	1	1	1	4032	0FC0	1F80

Note: For DIP switches- 1 = ON; 0 = OFF
 For Jumper Platform- 1 = Jumpered; 0 = Unjumpered

The port address switch/jumper settings for a CRU base address not shown in Table 2-2 may be determined by the following method:

- 1) Convert the CRU hardware base address into its binary equivalents.
- 2) Strip off the first four bits; the CRU hardware base address is a 12-bit value using only the 12 LSBs applied to address lines A3 to A14; since only address lines A3 to A8 are compared on the board, use the first six bits of these remaining 12 bits.
- 3) Convert the six MSBs of the remaining 12 bits (obtained in step 2) into ON/OFF equivalents to determine the switch settings. The following definitions apply: 1 = ON (or jumpered) ; 0 = OFF (or unjumpered).

Example: Determine the switch settings required to select CRU hardware base address 0140₁₆ (software base address 0280₁₆) for Port A.

- 1) 0 1 4 0 Hardware Base Address (Hex)
 0000 0001 0100 0000 Binary equivalent of Hardware Base Address
- 2) 0001 01 Strip off first 4 bits; use next six MSBs which
 are compared to address lines A3 to A8
- 3) A3 A4 A5 A6 A7 A8
 0 0 0 1 0 1
 ↓ ↓ ↓ ↓ ↓ ↓
 OFF OFF OFF ON OFF ON
 Port A Settings = S3 -1 -2 -3 -4 -5 -6

2.4 PORT AND OUTPUT DISABLE SWITCHES/JUMPERS

Switch/jumper number 7 of each switch bank (S1, S2 or S3) disables the corresponding port when left open (OFF or unjumpered). Switch/jumper 7 must be set ON/Jumpered for each port in use.

Switch/jumper number 8 of each switch bank (S1, S2, or S3) acts as a output disable when closed (ON/Jumpered). When switch/jumper 8 is ON/Jumpered, the corresponding port is set as an input-only port.

The settings of switch/jumper number 7 and 8 are summarized in Table 2-3.

TABLE 2-3. PORT AND OUTPUT DISABLE SWITCHES/JUMPERS (SX-7, SX-8)

Switch No.	Setting	Function
-7	ON/Jumpered	Enable Port
	OFF/Unjumpered	Disable Port
-8	ON/Jumpered	Set Port as input only
	OFF/Unjumpered	Set Port as input and output

2.5 JUMPER SELECTIONS

This subsection describes the jumper options on the TM 990/311.

2.5.1 Jumper J1

Jumper J1 enables or disables the Flag register on the TM 990/311. Section 2.10 describes the use of the Flag register. The connections for this jumper are as follows:

<u>J1 Pin No.</u>	<u>Function Selected</u>
2 to 1	Flag Register enabled
2 to 3	Flag Register disabled

2.5.2 Jumper J2

Jumper J2 couples + 8 volts to pin No. 4 on all three port connectors (P2-4, P3-4 and P4-4). The connections for this jumper are as follows:

<u>J2 Pin No.</u>	<u>Function Selected</u>
2 to 1	+8 V to P2-4, P3-4, P4-4
2 to 3	P2-4, P3-4, P4-4 are open circuit

2.5.3 Jumper J3

Jumper J3 couples + 12 volts to pin No. 1 on all three port connectors (P2-1, P3-1 and P4-1). The connections for this jumper are as follows:

<u>J3 Pin No.</u>	<u>Function Selected</u>
2 to 1	+12 V to P2-1, P3-1, P4-1
2 to 3	P2-1, P3-1, P4-1 are open circuit

2.5.4 Jumper J4

Jumper J4 couples - 12 volts to pin No. 2 on all three port connectors (P2-2, P3-2 and P4-2). The connections for this jumper are as follows:

<u>J4 Pin No.</u>	<u>Function Selected</u>
2 to 1	-12 V to P2-2, P3-2, P4-2
2 to 3	P2-2, P3-2, P4-2 are open circuit

2.5.5 Jumper J5 Through J10

These jumpers allow the user to select one of three output buffers (74LS240, 74LS241 or 74LS244) for each output block (8 bits). The factors in the decision of which buffer to use is given in section 2.7. Table 2-4 gives the jumper pin connections for each jumper, which block is affected by that jumper the type of buffer selected, and the socket containing the chip. Section 2.6 describes the port connectors and their nomenclature.

TABLE 2-4. OUTPUT BUFFER JUMPERS (J5 - J10)

Jumper No.	Block Affected	Pin Connections for 74LS241	Pin Connections for 74LS240 or 74LS244	Socket No.
<u>Port A</u>				
J10	'L' Block	1 to 2	2 to 3	U37
J9	'H' Block	1 to 2	2 to 3	U35
<u>Port B</u>				
J8	'L' Block	1 to 2	2 to 3	U33
J7	'H' Block	1 to 2	2 to 3	U31
<u>Port C</u>				
J6	'L' Block	1 to 2	2 to 3	U29
J5	'H' Block	1 to 2	2 to 3	U27

2.5.6 Jumpers J11 through J16

Jumpers J11 through J16 allow the user to set the output shunt resistors of each block as pull-up or pull-down resistors. The factors involved in the use of these resistors is covered in section 2.8. Table 2-5 shows the connections of each jumper and the block affected. Figure 2-3 shows the layout of each jumper.

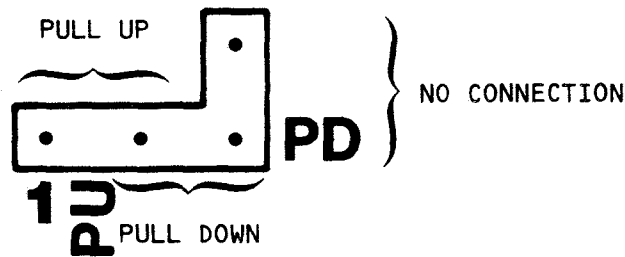


FIGURE 2-3. LAYOUT OF JUMPERS J11 THROUGH J16

TABLE 2-5. OUTPUT RESISTOR JUMPERS

Jumper No.	Block Affected	Connection to Set Resistors as Pull-ups	Connection to set Resistors as Pull-downs
<u>Port A</u>			
J16	'L' Block	1 to 2	2 to 3
J15	'H' Block	1 to 2	2 to 3
<u>Port B</u>			
J14	'L' Block	1 to 2	2 to 3
J13	'H' Block	1 to 2	2 to 3
<u>Port C</u>			
J12	'L' Block	1 to 2	2 to 3
J11	'H' Block	1 to 2	2 to 3

2.5.7 Jumper J17

Jumper J17 couples + 5 volts to pin No. 3 on all three port connectors (P2-3, P3-3 and P4-3). The connections for this jumper are as follows:

<u>J17 Pin No.</u>	<u>Function Selected</u>
2 to 1	+5 V to P2-3, P3-3, P4-3
2 to 3	P2-3, P3-3, P4-3 are open circuit

2.6 EDGE CONNECTORS P2, P3, P4

The 48 I/O bits of the TM 990/311 are organized into 3 ports. Each port has its own edge connector (marked A, B and C on the component side of the board).

Each port is divided into 2 blocks. Each block contains 8 I/O bits. The assignments for each pin of the board edge connectors are shown in Figure 2-4. The assignments are the same for all three ports.

The top view in Figure 2-4 shows the board edge connector as seen from the component side. The number '2' is marked on the component side of the board to index the connector pin numbers.

CAUTION

The numbers marked on a given cable connector may not correspond to the numbers assigned to the board edge connector pins. The cable connector should be wired according the board edge connector numbers.

Figure 2-5 shows the connector assignments arranged by port and I/O bits for convenience in keeping track of the I/O bits.

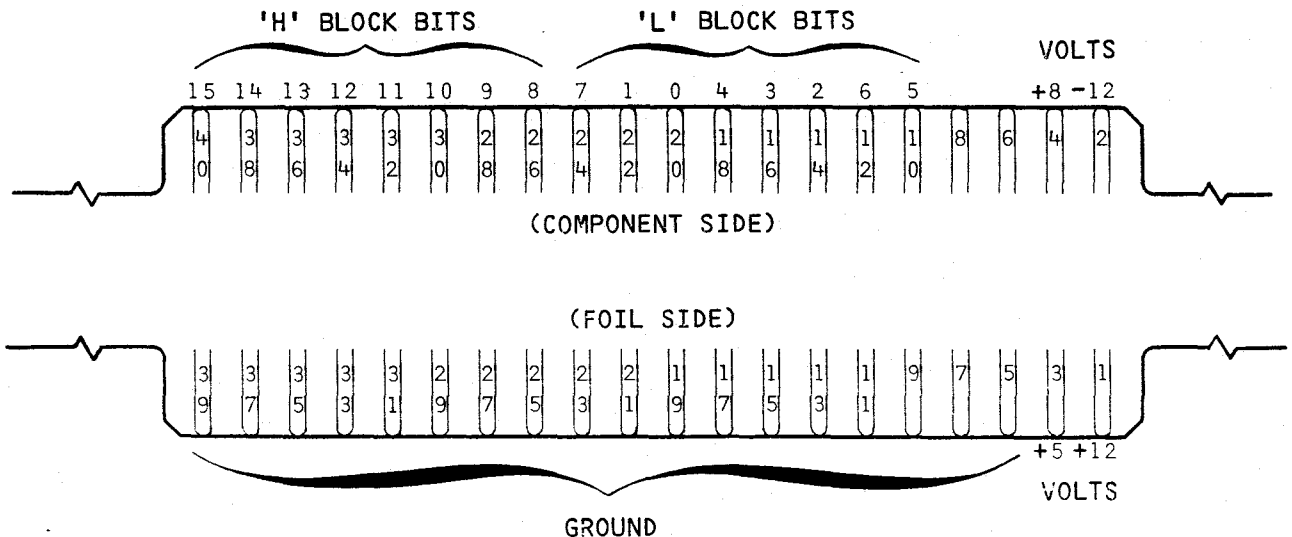


FIGURE 2-4. EDGE CONNECTOR ASSIGNMENTS

PORT	BLOCK	I/O No.	CONNECTOR PIN No.	ASSIGNMENTS
Port A Connector P2	Low Block	0	20	
		1	22	
		2	14	
		3	16	
		4	18	
		5	10	
		6	12	
	7	24		
	High Block	8	26	
		9	28	
		10	30	
		11	32	
		12	34	
		13	36	
		14	38	
15		40		
Port B Connector P3	Low Block	0	20	
		1	22	
		2	14	
		3	16	
		4	18	
		5	10	
		6	12	
	7	24		
	High Block	8	26	
		9	28	
		10	30	
		11	32	
		12	34	
		13	36	
		14	38	
15		40		
Port C Connector P4	Low Block	0	20	
		1	22	
		2	14	
		3	16	
		4	18	
		5	10	
		6	12	
	7	24		
	High Block	8	26	
		9	28	
		10	30	
		11	32	
		12	34	
		13	36	
		14	38	
15		40		

FIGURE 2-4. PORT/CONNECTOR ASSIGNMENTS

2.7 OUTPUT BUFFERS

The TM 990/311 is shipped with 74LS244 non-inverting output socketed buffers on each block of 8 bits. This part may be replaced with either 74LS241 non-inverted buffers or 74LS240 inverting buffers if needed. When this replacement is made the appropriate jumper connections will have to be made as described in section 2.5.5. Table 2-4 includes the socket number for each port buffer.

When the 74LS244 buffer is used for a given block, a reset operation sets all zeroes on the block outputs (if enabled). Writing a one to a bit results in a one on the corresponding edge connector.

When 74LS240 buffer is used for a given block, a reset operation sets all ones (if enabled). Writing a one to a bit results in a zero on the corresponding edge connector pin. This configuration might be useful if an external device under control also inverts the control signal (such as the TM 990/5MT I/O system).

Upon I/O reset, all block outputs on the TM 990/311 are disabled (i.e., all blocks are reset as inputs). When the output buffers are disabled, the voltage and current levels at the edge connector pins are determined by the cable, receiving devices and the Pull-up/Pull-down output resistors.

Writing to any bit of a block sets that entire block (all eight bits) to the output enabled condition (output buffers enabled). In order to avoid confusion, the user should always output 8-bit or 16-bit wide fields when first initializing the output mode of a port (this sets all the bits of a block to a known state). After initialization, the value of individual bits may be changed with any single-bit or multi-bit CRU instruction. Once enabled, the block will remain in the output mode until reset via hardware (I/O reset; e.g., actuate RESET switch at microcomputer) or software (write a one first to CRU bit 0, then bit 15).

2.8 OUTPUT RESISTORS

The TM 990/311 user has several output resistor configurations available. The output resistors are included in DIP resistor packs. These resistor packs are shown on schematic sheet 4 (Appendix A-5) and schematic sheet 5 (Appendix A-6). Table 2-6 shows the resistor pack, sockets (U designations), and the associated port and block.

TABLE 2-6. OUTPUT RESISTOR PACKS AND ASSOCIATED PORTS

Port	Block	Socket Locations	
		Shunt Resistors	Series Resistors
Port A	'L' Block	U55	U44
	'H' Block	U53	U43
Port B	'L' Block	U51	U42
	'H' Block	U49	U41
Port C	'L' Block	U47	U40
	'H' Block	U45	U39

2.8.1 Shunt Resistors

These resistors may be set by jumper (see section 2.5.6 and Table 2-5) as Pull-ups (to +5 V), Pull-downs (to ground) or disabled. In normal TTL operation, these resistors would be set as Pull-up resistors with a value between 1K ohms and 10K ohms. The TM 990/311 module is shipped with 4.7K ohm resistor packs installed. The user may substitute other values as required by the loading conditions of a specific application.

The use of the shunt resistors as Pull-downs is less common; this option should be adopted only after careful calculation of currents and voltages between the user's circuitry and the buffers of the TM 990/311.

2.8.2 Series Resistors

The TM 990/311 is shipped with a short-circuit jumper arrangement providing zero ohms of series resistance between the output buffer and the user circuitry. The pin arrangement of the jumper sockets is compatible with commonly available resistor packs, which may be substituted as the application requires. This substitution is made if special isolation requirements arise because of the nature of the circuitry attached to the TM 990/311 ports.

2.9 INPUT BUFFERS

The input buffers on the TM 990/311 are connected directly to the edge connector. This arrangement allows the user to do the following:

- 1) read values on the edge connector when in the input mode.
- 2) read the values on the edge connector when in the output mode as an echo-back check of proper output buffer operation.

2.10 FLAG REGISTER

The Flag register gives 32 bits of user-defined information for each port base address (96 bits in all). The register is accessed via the CRU as indicated in Figure 3-1 (see section 3.6). Each bit is unique, and can be set, reset, or tested individually or in a group by the CRU instructions.

2.11 RESET ENABLE LEDS

Each port on the TM 990/311 has one LED associated with it. The LED lights when the software RESET ENABLE is active for the appropriate port. When RESET ENABLE is inactive the LED is off (see section 3.2).

Flag bit 0 is at the same CRU address as the RESET ENABLE circuitry (see Table 3-1); thus the LED also reflects the state of Flag bit 0 (1 = ON, 0 = OFF). Flag bit 0 can be tested by software to determine whether the LED is ON or OFF.

2.12 CONFIGURATION AS SHIPPED

The TM 990/311 is shipped with switch/jumpers set as shown in Figure 2-6 and Figure 2-7. Table 2-7 shows the jumper configurations as shipped. The TM 990/311 is shipped with 4.7 Kilohms shunt resistors, 0 ohm (jumper shorted) series resistors and 74LS244 output buffers.

SWITCH/ JUMPER NO.	PORT	SWITCH/JUMPER SETTING						CRU SOFTWARE BASE ADDRESS
		-1	-2	-3	-4	-5	-6	
S3	A	ON	OFF	OFF	ON	OFF	ON	1280
S2	B	ON	OFF	OFF	ON	ON	OFF	1300
S1	C	ON	OFF	OFF	ON	ON	ON	1380

FIGURE 2-6. PORT ADDRESS SWITCH/JUMPER SETTINGS AS SHIPPED

SWITCH/ JUMPER NO.	PORT	SWITCH/JUMPER SETTING		FUNCTION SELECTED
		-7	-8	
S3	A	ON	OFF	Enable Port for input and output
S2	B	ON	OFF	Enable Port for input and output
S1	C	ON	OFF	Enable Port for input and output

FIGURE 2-7. PORT AND OUTPUT DISABLE SWITCH/JUMPER SETTINGS AS SHIPPED

TABLE 2-7. JUMPER CONNECTIONS AS SHIPPED

JUMPER	PIN CONNECTION	FUNCTION SELECTED
J1	2-1	Flags enabled
J2	2-1	Edge +8 volts deselected
J3	2-1	Edge +12 volts deselected
J4	2-1	Edge -12 volts deselected
J5-J10	2-3	74LS244 Buffers
J11-J16	2-1	Pull-up resistors
J17	2-1	Edge +5 volts deselected

2.13 EXAMPLE PROGRAMS

The programs in section 3.8 can be loaded and executed as an initial board checkout. Use the TIBUG memory inspect/change command (M) to enter the object code beginning at memory address FC00₁₆. Then set the program counter to FC20₁₆ and execute using the E command.

SECTION 3
PROGRAMMING

3.1 GENERAL

This section describes how to use the CRU to access the TM 990/311 and do the following:

- Reset the ports with software
- Set and write to output ports
- Echo output data
- Read from input ports
- Write to and read from the flag register

3.1.1 Programming Considerations

The following points should be kept in mind while writing software for the TM 990/311 or studying the examples:

- The value written to an output port remains latched until reset or changed by the program.
- Once written to, an 8-bit block remains set as output, but it can be read (echoed) via the CRU.
- To read off-board data at a port, first RESET the port to the input mode by software. RESET can be tested because a software RESET also sets flag bit 15 to zero.

3.1.2 Example Program Assumptions

The following switch settings are assumed for all of the following examples:

Switch No. -	1	2	3	4	5	6	7	8
Switch S3 (Port A address - 0300 ₁₆) =	OFF	OFF	OFF	ON	ON	OFF	ON	OFF
Switch S2 (Port B address - 0400 ₁₆) =	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
Switch S1 (Port C address - 0500 ₁₆) =	OFF	OFF	ON	OFF	ON	OFF	ON	OFF

Sx-7 (ON) = Enable Port
Sx-8 (OFF) = Output enabled

The following jumper settings are assumed for all of the following examples:

<u>Jumper #</u>	<u>Connection</u>	<u>Function Selected</u>
J1	Pin 1 to Pin 2	Enable Flag Register
J2-J4	Pin 2 to Pin 3	No Power Out
J5-J10	Pin 2 to Pin 3	Output buffer = 74LS244
J11-J16	Pin 1 to Pin 2	Output resistors set as pull-ups
J17	Pin 2 to Pin 3	No Power Out

TABLE 3-1. CRU MAP OF EACH PORT (A, B OR C)

Swftwr ¹ Displ. ₁₆	CRU ² Bit	Bit Description	Conn. ³ Assign.	Swftwr Displ. ₁₆	CRU Bit	Bit Description	Conn. Assign.
0	0	Reset Enable/ LED/Flag 0	-	40	33	Flag 16	-
2	1	Flag 1	-	42	34	Flag 17	-
4	2	Flag 2	-	44	35	Flag 18	-
6	3	Flag 3	-	46	36	Flag 19	-
8	4	Flag 4	-	48	37	Flag 20	-
A	5	Flag 5	-	4A	38	Flag 21	-
C	6	Flag 6	-	4C	39	Flag 22	-
E	7	Flag 7	-	4E	40	Flag 23	-
10	8	Flag 8	-	50	41	Flag 24	-
12	9	Flag 9	-	52	42	Flag 25	-
14	10	Flag 10	-	54	43	Flag 26	-
16	11	Flag 11	-	56	44	Flag 27	-
18	12	Flag 12	-	58	45	Flag 28	-
1A	13	Flag 13	-	5A	46	Flag 29	-
1C	14	Flag 14	-	5C	47	Flag 30	-
1E	15	Reset/Flag 15	-	5E	48	Flag 31	-
<u>'L' Block</u>							
20	16	I/O 0	Px-20	60	49	I/O 0	Px-20
22	17	I/O 1	Px-22	62	50	I/O 1	Px-22
24	18	I/O 2	Px-14	64	51	I/O 2	Px-14
26	19	I/O 3	Px-16	66	52	I/O 3	Px-16
28	20	I/O 4	Px-18	68	53	I/O 4	Px-18
2A	21	I/O 5	Px-10	6A	54	I/O 5	Px-10
2C	22	I/O 6	Px-12	6C	55	I/O 6	Px-12
2E	23	I/O 7	Px-24	6E	56	I/O 7	Px-24
<u>'H' Block</u>							
30	24	I/O 8	Px-26	70	57	I/O 8	Px-26
32	25	I/O 9	Px-28	72	58	I/O 9	Px-28
34	26	I/O 10	Px-30	74	59	I/O 10	Px-30
36	27	I/O 11	Px-32	76	60	I/O 11	Px-32
38	28	I/O 12	Px-34	78	61	I/O 12	Px-34
3A	29	I/O 13	Px-36	7A	62	I/O 13	Px-36
3C	30	I/O 14	Px-38	7C	63	I/O 14	Px-38
3E	31	I/O 15	Px-40	7E	64	I/O 15	Px-40

¹This column represents the value to be added to the software base address to access a given bit or block.

²This column represents the displacement to be used with a CRU single bit instruction (e.g., SBO, SBZ, TB) with no displacement added to the base address.

³This column gives the pin assignments for the appropriate I/O bit for each CRU address.

3.1.3 CRU Map

Table 3-1 shows the CRU map for each of the three ports (A, B OR C) on the TM 990/311. The first and third block of 16 bits in the CRU map access the Flag register or reset functions. There are 32 unique bits in the Flag register for each port base address.

The second and fourth block of 16 bits access the I/O bits. Notice that each I/O bit (I/O 0 through I/O 15) have duplicate addresses. For example, if the CRU base address is 0300_{16} , I/O 0 can be accessed with a CRU address of 0320_{16} or 0360_{16} . This duplicate addressing provides software compatibility with the addressing scheme of the TM 990/310. In the CRU map for the TM 990/310, the second address (i.e., 0360_{16}) is the echo address of an output port with an address of 0320_{16} .

3.2 RESETTING PORTS WITH SOFTWARE

The TM 990/311 was designed to be as software compatible as possible with the TM 990/310. Software Reset is accomplished via the CRU as if the user were writing to a TMS 9901 PSI. This example assumes that Port A had previously been set as an output port (e.g., had been written to via the CRU). Now, the user wishes to reset the port for some other use. Since switch S3 is set to a software base address of 0300_{16} , register R12 is loaded with 0300_{16} . CRU bits 0 and 15 are the 'RESET ENABLE' and 'RESET' signals respectively (see Table 3-1).

```
START LI  R12,>0300      LOAD BASE ADDRESS FOR PORT A
      SBO  0              ENABLE RESET FOR PORT A
      SBZ  15            RESET PORT A
      SBZ  0              DISABLE RESET FOR PORT A
```

NOTES

1. Writing a one to CRU bit 0 also lights the port LED, writing a zero to CRU bit 0 turns off the port LED.
2. Because writing to bit 15 also sets the flag bit accordingly, a port can be checked for having been reset by reading bit 15 for a known logic one condition.

3.3 SETTING AND WRITING TO OUTPUT PORTS

The first time a port (or block) is written to, it is set as an output until reset by hardware (e.g., RESET switch actuated on the microcomputer board) or software (see section 3.2). This example code sets all 16 bits of Port B as output; therefore, both blocks of Port B are set as output.

```
START LI  R12,>0420      LOAD BASE ADDRESS OF PORT B PLUS I/O DISPLACEMENT
      MOV  @DATA,R2      LOAD DATA TO BE OUTPUT INTO R2
      LDCR R2,0          OUTPUT 16 BITS
```


3.4 ECHOING OUTPUT DATA

The following code demonstrates two ways to echo. The first method uses the same address as the output ports after data has been written to the port (as in section 3.3).

```
START LI   R12,>0420      LOAD BASE ADDRESS OF PORT B PLUS I/O DISPLACEMENT
      MOV   @DATA,R2      LOAD DATA TO BE OUTPUT INTO R2
      LDCR R2,0           OUTPUT 16 BITS
      STCR R3,0          ECHO 16 OUTPUT BITS
      C     R2,R3         COMPARE DATA SENT, DATA RECEIVED
      JNE  ERROR        IF NOT THE SAME, CHECK
```

The second method uses the duplicate address for echoing.

```
START LI   R12,>0420      LOAD BASE ADDRESS OF PORT B PLUS I/O DISPLACEMENT
      MOV   @DATA,R2      LOAD DATA TO BE OUTPUT INTO R2
      LDCR R2,0           OUTPUT 16 BITS
      LI    R12,>0460     LOAD 'ECHO' ADDRESS FOR PORT B
      STCR R3,0          ECHO 16 OUTPUT BITS
      C     R2,R3         COMPARE DATA SENT, DATA RECEIVED
      JNE  ERROR        IF NOT THE SAME, CHECK
```

3.5 READING FROM INPUT PORTS

Any port not set as an output can be used as an input-only port. This code reads the 'H' block of Port C.

```
START LI   R12,>0530      LOAD BASE ADDRESS OF PORT C PLUS I/O DISPLACEMENT
*          FOR THE 'H' BLOCK
      STCR R2,8          READ 8 BITS OF THE 'H' BLOCK OF PORT C
```

3.6 WRITE TO AND READ FROM THE FLAG REGISTER

This code writes to Flag bit 3 of Port A and reads Flag bit 5 of Port B.

```
START LI   R12,>0300      LOAD BASE ADDRESS FOR PORT A
      SBO  3             SET FLAG BIT 3 TO ONE
      LI   R12,>0400     LOAD BASE ADDRESS FOR PORT B
      TB  5
```

3.7 EXAMPLE PROGRAMS

The following example programs were tested with a TM 990/101M CPU module. All switches and jumpers on the TM 990/311 were set as described in section 3.1. These programs can be entered and run on a TM 990 CPU system with TIBUG as follows:

- 1) Use the memory inspect and change command (M) to enter the code in the corresponding memory addresses.
- 2) Use the hardware register inspect and change command (R) to set the program counter to FC20₁₆.
- 3) Use the execute command (E) to start the program.

3.7.1 Example Program to Flash LEDs 1, 2 and 3.

This program turns each RESET ENABLE LED on and off in sequence, 16 times.

<u>Addr</u>	<u>Code</u>	<u>Label</u>	<u>Statement</u>	<u>Comment</u>
FC00			AORG >FC00	
		*		
		*	DEFINTIONS:	
		*		
	0300	PORTA EQU	>0300	CRU ADDRESS OF PORT A
	0400	PORTB EQU	>0400	CRU ADDRESS OF PORT B
	0500	PORTC EQU	>0500	CRU ADDRESS OF PORT C
FC00		WSP BSS	32	RESERVE WORKSPACE
		*		
		*	ENTRY POINT	
		*		
FC20	02E0		LWPI WSP	LOAD WORKSPACE POINTER
FC22	FC00			
FC24	0203		LI R3,>10	LOAD COUNTER FOR NUMBER OF FLASH CYCLES
FC26	0010			
		*		
		*	FLASH PORT A LED	
		*		
FC28	020C	START	LI R12,PORTA	LOAD CRU ADDRESS OF PORT A
FC2A	0300			
FC2C	1D00		SBO 0	ENABLE PORT A RESET/LIGHT LED FOR PORT A
FC2E	06A0		BL @DELAY	GO TO DELAY LOOP
FC30	FC60			
FC32	1E00		SBZ 0	DISABLE RESET/TURN OFF LED FOR PORT B
FC34	06A0		BL @DELAY	
FC36	FC60			

<u>Addr</u>	<u>Code</u>	<u>Label</u>	<u>Statement</u>	<u>Comment</u>
		*		
		*	FLASH PORT B LED	
		*		
FC38	020C		LI R12,PORTB	LOAD CRU ADDRESS OF PORT B
FC3A	0400			
FC3C	1D00		SBO 0	LIGHT LED
FC3E	06A0		BL @DELAY	
FC40	FC60			
FC42	1E00		SBZ 0	TURN OFF LED
FC44	06A0		BL @DELAY	
FC46	FC60			
		*		
		*	FLASH PORT C LED	
		*		
FC48	020C		LI R12,PORTC	LOAD CRU ADDRESS OF PORT C
FC4A	0500			
FC4C	1D00		SBO 0	LIGHT LED
FC4E	06A0		BL @DELAY	
FC50	FC60			
FC52	1E00		SBZ 0	TURN OFF LED
FC54	06A0		BL @DELAY	
FC56	FC60			
		*		
		*	CYCLE COUNTER	
		*		
FC58	0603		DEC R3	HAS THE CYCLE GONE 16 TIMES?
FC5A	16E6		JNE START	IF NOT, DO IT AGAIN
FC5C	0460		B @>80	GO TO MONITOR IF FINISHED
FC5E	0080			
		*		
		*	DELAY LOOP SUBROUTINE	
		*		
FC60	0202	DELAY	LI R2, 8000	SET DELAY COUNTER
FC62	8000			
FC64	0602	LOOP	DEC R2	IS THE COUNTER FINISHED
FC66	16FE		JNE LOOP	IF NOT, DECREMENT COUNTER
FC68	045B		B *R11	IF FINISHED, RETURN TO CALLING PROG. SEGMENT

3.7.2 Example Program to Write, Echo and Read to a Port

This example sets the 'L' block of Port A as output and the 'H' block of Port A as input. This example requires wiring a connector as shown in Figure 3-1. The wiring connects the 'L' block to the corresponding bits of the 'H' block.

The connector is attached to P2 (Port A) for this example. It could be attached to Ports B or C if the CRU base address is changed in the program to the appropriate value for the port used (i.e., 0400₁₆ for Port B or 0500₁₆ for Port C).

This example could serve as a simple test of a port. A test pattern (AA₁₆) is loaded into the 'L' block output. The 'L' block is echoed and compared with the test pattern. An error message is sent if the bits echoed do not match the bits output. Then, the 'H' block is read as input and compared to the original test pattern. If the inputs do not match the original test pattern an error message is generated.

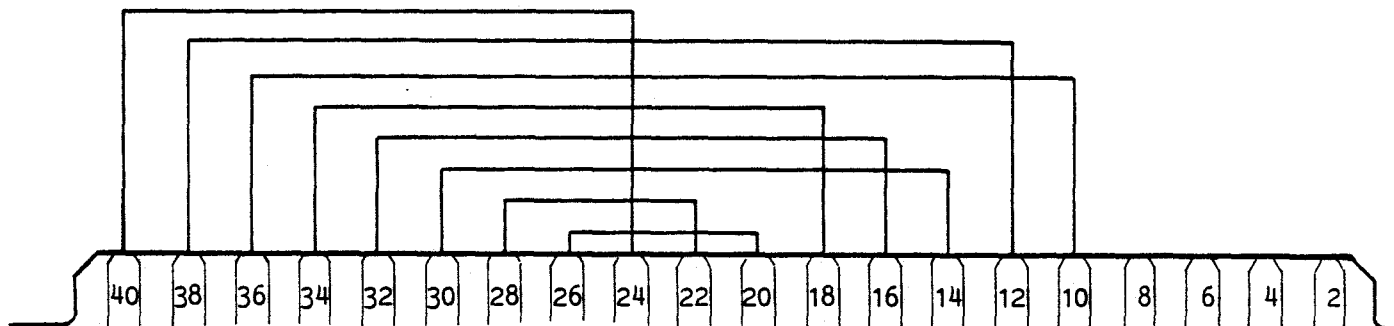


FIGURE 3-1. WIRING CONNECTIONS FOR EXAMPLE 3.7.2

<u>Addr</u>	<u>Code</u>	<u>Label</u>	<u>Statement</u>	<u>Comment</u>
FC00			AORG >FC00	
		*		
		*	DEFINITIONS	
		*		
	0300	FLAGA	EQU >0300	CRU ADDRESS OF FLAG REGISTER/RESET OF PORT A
	0320	PORTA	EQU >0320	CRU ADDRESS OF I/O BITS OF PORT A
FC00		WSP	BSS 32	RESERVE WORKSPACE
		*		
		*	ENTRY POINT - INITIALIZATION	
		*		
FC20	02E0		LWPI WSP	LOAD WORKSPACE POINTER
FC22	FC00			
FC24	020C		LI R12,FLAGA	LOAD CRU ADDRESS OF FLAG/RESET
FC26	0300			
FC28	1D00		SBO 0	ENABLE RESET
FC2A	1E0F		SBZ 15	RESET PORT A
		*		
		*	SET 'L' BLOCK OF PORT A AS OUTPUT - OUTPUT TEST PATTERN	
		*		
FC2C	020C		LI R12,PORTA	LOAD CRU ADDRESS OF PORT A I/O BITS
FC2E	0320			
FC30	0202		LI R2,>AA00	LOAD BIT PATTERN '10101010'
FC32	AA00			
FC34	3202		LDCR R2,8	SETS 'L' BLOCK=OUTPUT, OUTPUTS PATTERN
FC36	3603		STCR R3,8	ECHOS 'L' BLOCK OUTPUT BACK TO R3
FC38	90C2		CB 2,3	IS ECHO SAME AS OUTPUT?
FC3A	1606		JNE ERR1	IF NOT, OUTPUT ERROR MESSAGE
FC3C	022C		AI R12,>10	SET CRU BASE ADDRESS TO 'H' BLOCK
FC3E	0010			
FC40	3604		STCR R4,8	READ 'H' BLOCK INPUTS
FC42	9102		CB 2,4	ARE 'H' INPUTS EQUAL TO 'L' OUTPUTS
FC44	160F		JNE ERR2	IF NOT, OUTPUT ERROR MESSAGE
FC46	101D		JMP FIN	TESTS PASSED, GO TO FINISH
		*		
		*	ERROR MESSAGE ISSUED IF THE ECHO DOES NOT MATCH THE TEST	
		*	PATTERN	
		*		
FC48	2FA0	ERR1	XOP @MESS1,14	OUTPUT ERROR MESSAGE 1
FC4A	FC50			
FC4C	0460		B @>80	BRANCH TO MONITOR
FC4E	0080			

<u>Addr</u>	<u>Code</u>	<u>Label</u>	<u>Statement</u>	<u>Comment</u>
FC50	ODOA	MESS1	DATA >ODOA	CARRAGE RETURN/LINE FEED
FC52	45		TEXT 'ERROR- NO ECHO'	
FC53	52			
FC54	52			
FC55	4F			
FC56	52			
FC57	2D			
FC58	20			
FC59	4E			
FC5A	4F			
FC5B	20			
FC5C	45			
FC5D	43			
FC5E	48			
FC5F	4F			
FC60	ODOA		DATA >ODOA	CARRAGE RETURN/LINE FEED
FC62	0000		DATA >0000	END OF MESSAGE TAG
		*	ERROR MESSAGE ISSUED IF THE 'H' INPUTS DO NOT MATCH THE TEST	
		*	PATTERN	
		*		
FC64	2FA0	ERR2	XOP @MESS2,14	OUTPUT ERROR MESSAGE 2
FC66	FC6C			
FC68	0460		B @>80	BRANCH TO MONITOR
FC6A	0080			
FC6C	ODOA	MESS2	DATA >ODOA	CARRAGE RETURN/LINE FEED
FC6E	45		TEXT 'ERROR- NO INPUTS'	ERROR MESSAGE
FC6F	52			
FC70	52			
FC71	4F			
FC72	52			
FC73	2D			
FC74	20			
FC75	4E			
FC76	4F			
FC77	20			
FC78	49			
FC79	4E			
FC7A	50			
FC7B	55			
FC7C	54			
FC7D	53			
FC7E	ODOA		DATA >ODOA	CARRAGE RETURN/LINE FEED
FC80	0000		DATA >0000	END OF MESSAGE TAG
		*		
		*	MESSAGE ISSUED IF ALL TESTS PASSED	
		*		
FC82	2FA0	FIN	XOP @MESS3,14	OUTPUT TEST PASSED MESSAGE
FC84	FC8A			
FC86	0460		B @>80	BRANCH TO MONITOR
FC88	0080			

<u>Addr</u>	<u>Code</u>	<u>Label</u>	<u>Statement</u>	<u>Comment</u>
FC8A	ODOA	MESS3	DATA >ODOA	CARRAGE RETURN/LINE FEED
FC8C	54		TEXT 'TESTS PASSED'	
FC8D	45			
FC8E	53			
FC8F	54			
FC90	53			
FC91	20			
FC92	50			
FC93	41			
FC94	53			
FC95	53			
FC96	45			
FC97	44			
FC98	ODOA		DATA >ODOA	CARRAGE RETURN/LINE FEED
FC9A	0000		DATA >0000	END OF MESSAGE TAG

SECTION 4

THEORY OF OPERATION

4.1 GENERAL

This section describes the theory of operation for the TM 990/311 I/O module. A simplified block diagram of the TM 990/311 is shown in Figure 4-1.

The module can be divided into the following functional elements;

- CRU Address Selection and Decode
- Port Reset and Buffer Enable Logic
- Input/Output Latches and Buffers
- Flag Register
- Voltage Regulator

Address lines shown on figures and schematics with a suffix of '.B' are TM 990 system address bus lines. Address lines with no suffix indicate TM 990/311 address lines.

The following expressions are used in Boolean expressions in the circuit descriptions:

- X- = NOT X
- + = Logical OR
- * = Logical AND

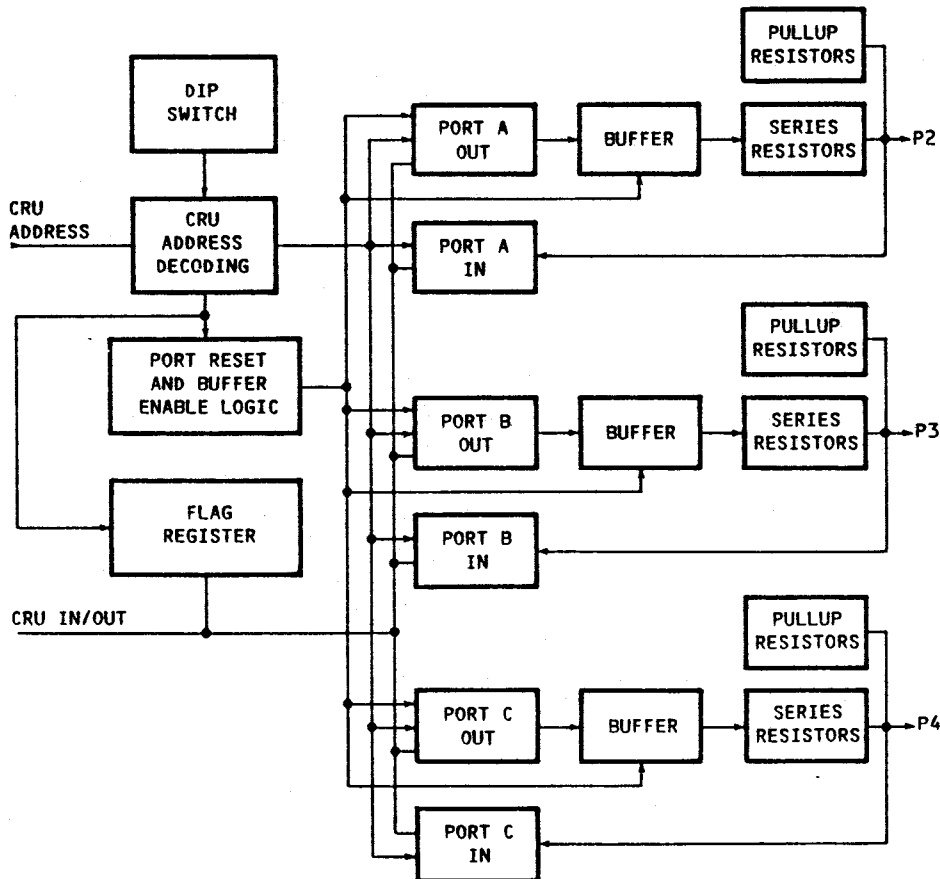


FIGURE 4-1. TM 990/311 BLOCK DIAGRAM

4.2 CRU ADDRESS SELECTION/DECODE

The circuits described in this subsection decode a CRU address and generate unique signals which enable one of the six output latches or one of the six input latches. Each latch represents one eight bit block of one of the ports. Each block is designated with a 'H' or 'L' suffix. For example, the line labeled 'ASELIN.L-' (in Figure 4-2) carries the select signal for the input latch of the 'L' block of Port A.

The switch select and comparator circuit for Port A is shown in Figure 4-2. The CRU address selection and decode circuits of the other two ports are identical to Figure 4-2. This circuitry can also be found on sheets 2 and 3 of the schematic diagrams (page A-3 and A-4).

Address lines A3.B to A8.B (Figure 4-2) carry the CRU base address. They are inverted and buffered onto the module by a 74LS240 Octal Buffer. The six MSB's of the CRU address (A3- through A8-) are compared to switches S3-1 through S3-6 by the cascaded comparators U1 and U12.

Notice that switch S3-7 is compared to ground (logic 0) by U12; therefore, switch 7 must be closed (ON) in order to get a true comparison signal (A=B) out of U12 (labeled 'BAS' in Figure 4-2). Switch S3-7 acts as a port enable selector. When switch S3-7 is open, port A is disabled, and does not appear at all in the CRU map.

The base address select signals (BAS) from all three port address decoders are routed to U15, a 1-of-8 Data Selector. When any BAS signal is true, the Y output of U15 is high and the W output is low. If more than one BAS signal is true at once, the Y output of U15 will not go active high; therefore, if the same CRU address is set on more than one of the port select switch banks (S1, S2 or S3), none of the ports will be selected when the address appears on the address lines. The active low W output enables CRUIN onto the system bus through U7. The Y output forms the VALID signal in Figure 4-2 and Figure 4-5.

The BAS signal is ANDed with the VALID signal (by U16 in Figure 4-2) to produce a signal labeled 'ASEL'. ASEL is one input to U26, a 2-to-4-line Data Selector (U26 in Figure 4-2 is from schematic sheet 3, page A-4). The signals labeled 'ASELIN.L-' and 'ASELIN.H-' in Figure 4-2 are a Boolean function of ASEL, A11 and A10 as follows:

- 1) $ASELIN.H- = ASEL * A11- * A10-$
- 2) $ASELIN.L- = ASEL * A11 * A10-$

As can be seen from expressions 1 and 2, the status of A11 determines which 8 bit block (H or L) of each port is selected.

The Boolean expressions for the signals labeled ASELOUT.L- and ASELOUT.H- in Figure 4-2 are as follows:

- 3) $ASELOUT.H- = ASELIN.H- * CRUCLK-$
- 4) $ASELOUT.L- = ASELIN.L- * CRUCLK-$

Expressions 3 and 4 indicate that an 'ASELOUT' signal will be active (low) when the corresponding 'ASELIN' signal is active (low) and CRUCLK- is active (low).

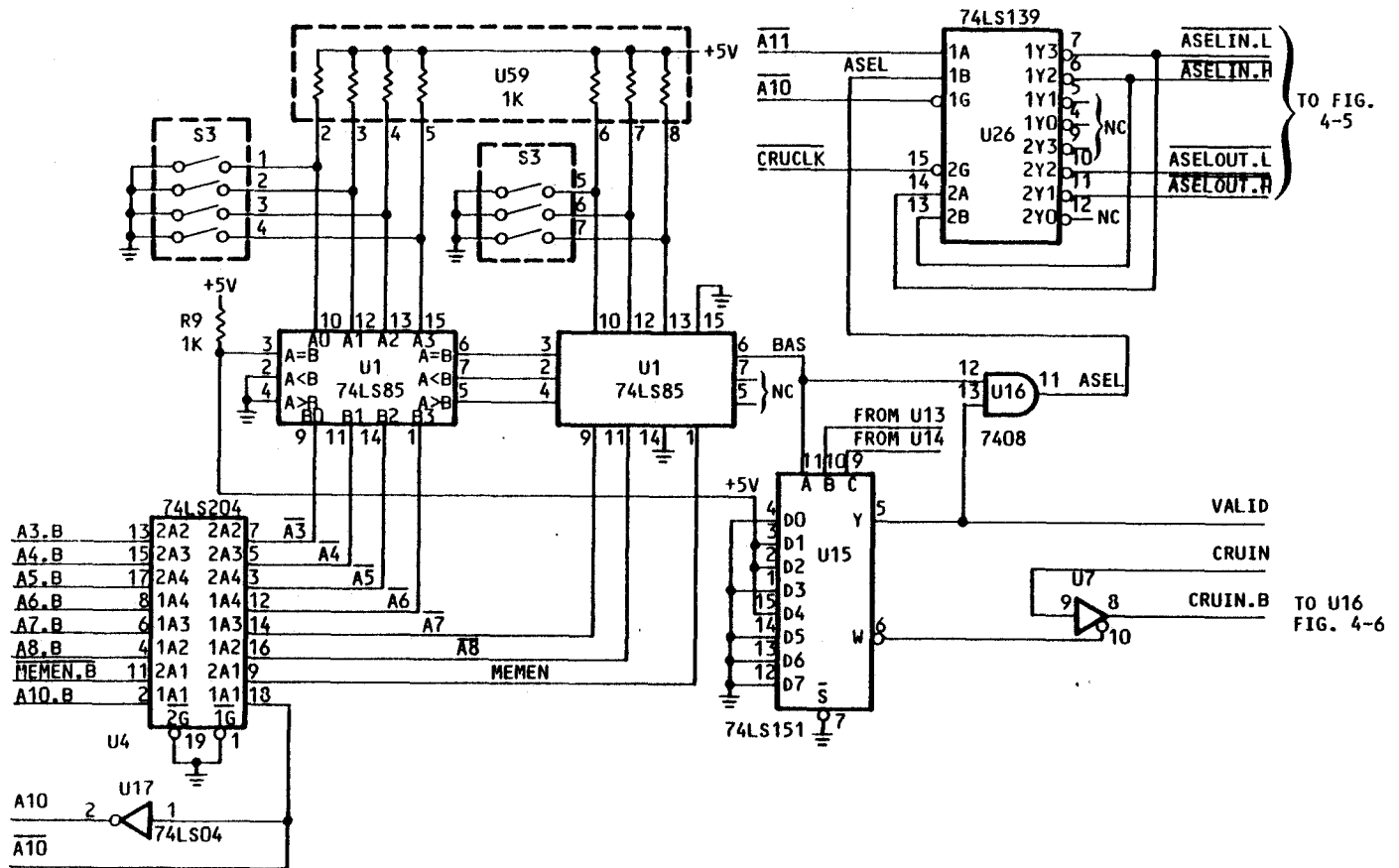


FIGURE 4-2. TM 990/311 CRU ADDRESS SELECTION/DECODE CIRCUITS

4.4 INPUT/OUTPUT LATCHES AND BUFFERS

The input and output buffers are shown in Figure 4-5. This figure shows only the circuit for Port A. The other two ports have identical counterparts of this circuit which can be found on schematic sheet 4 (page A-5).

The input selectors (U54 and U56 in Figure 4-5) have outputs (CRUIN) that are enabled by the appropriate ASELIN signal. The three least significant bits of the CRU address (A12, A13 and A14) select the input line that will be coupled to CRUIN.

The output latches (U36 and U38) are enabled by the appropriate ASELOUT signal. The three least significant bits of the CRU address select the output line (Q) that will be coupled to CRUOUT.

The output buffers (U35 and U37) are user selectable depending on the required output specifications (see Section 2.x). The buffers are enabled by the ACTL signals generated by the circuit in Figure 4-4.

The series resistors (U43 and U44) and the pull-up resistors (U53 and U55) are user selectable depending on the application (see section 2.8). Jumpers J15 and J16 are provided to set the resistors in U53 or U55 as pull-up or 'pull-down' resistors as needed.

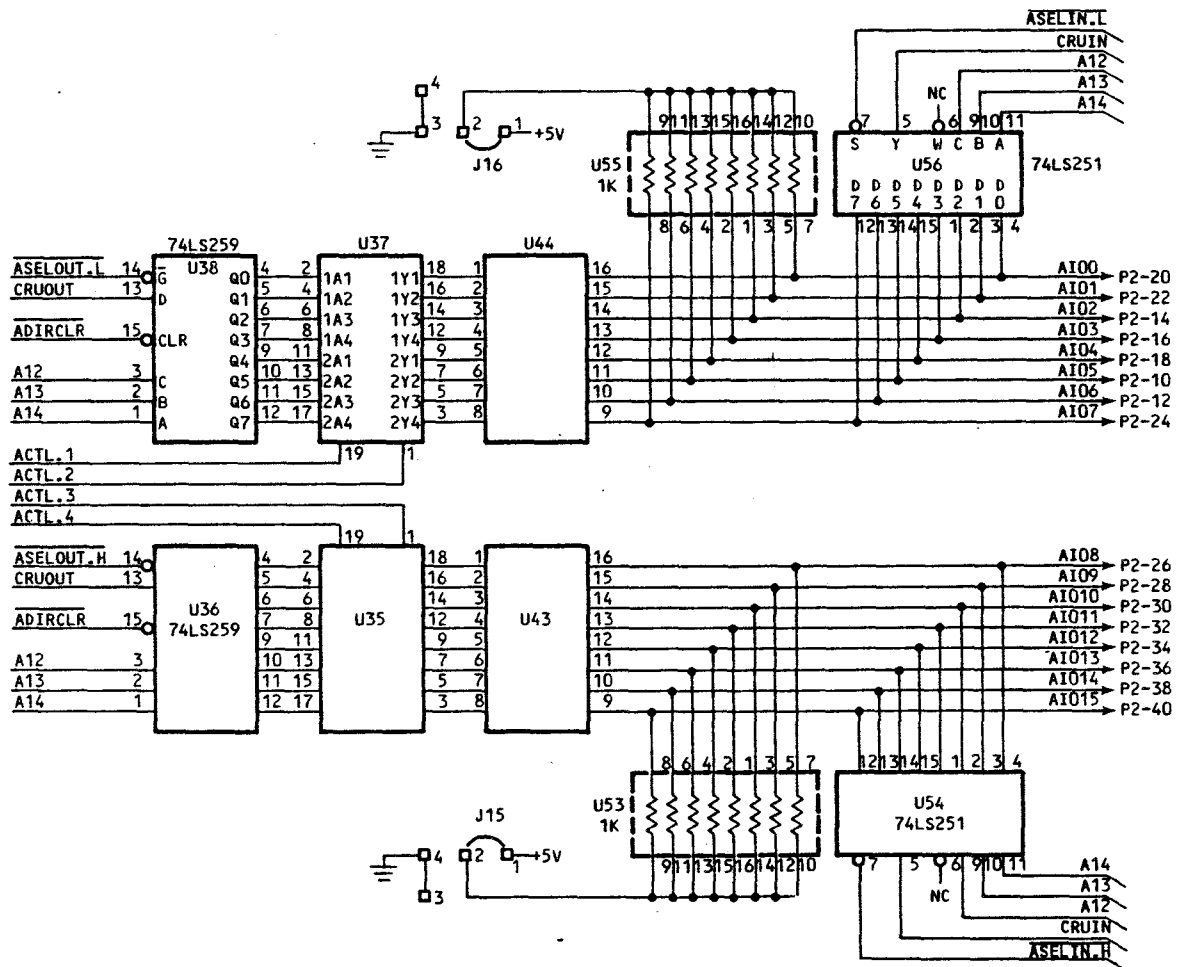


FIGURE 4-5. INPUT/OUTPUT LATCHES AND BUFFERS

4.5 FLAG REGISTER

The flag register (U6 in Figure 4-6) is a 1 bit wide RAM memory accessible by the user via the CRU. This circuit can be found on schematic sheet 3 (page A-4). The use of this register is determined by the user.

The least significant address lines and three control lines are buffered onto the module by U5.

Logic gates U16 and U17 (in Figure 4-6) generate the active low select signal for the flag register. When A10 is low and the CRU base address (A3 through A8) is true, U6 is selected.

The inputs to U6 labeled ASEL, BSEL and CSEL determine which one of three blocks of flags is addressed; thus, the same CRU base address for each of the ports select a unique block of flags. Each block of flags contain 32 bits. The values on address lines A9 and A11 through A14 determine which 1 of 32 bits in a block is addressed. The address map for the flag register is shown in Table 3-1.

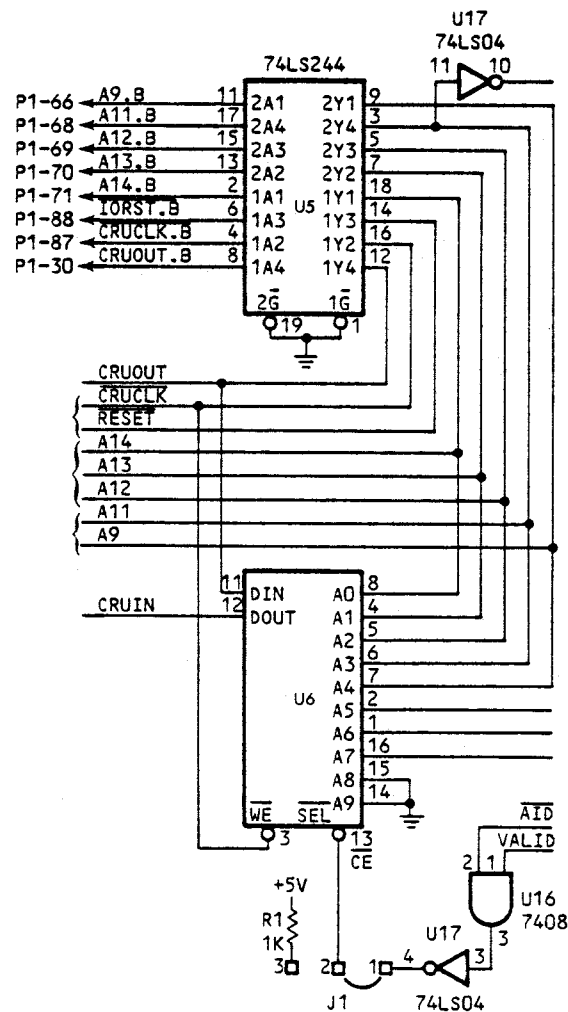
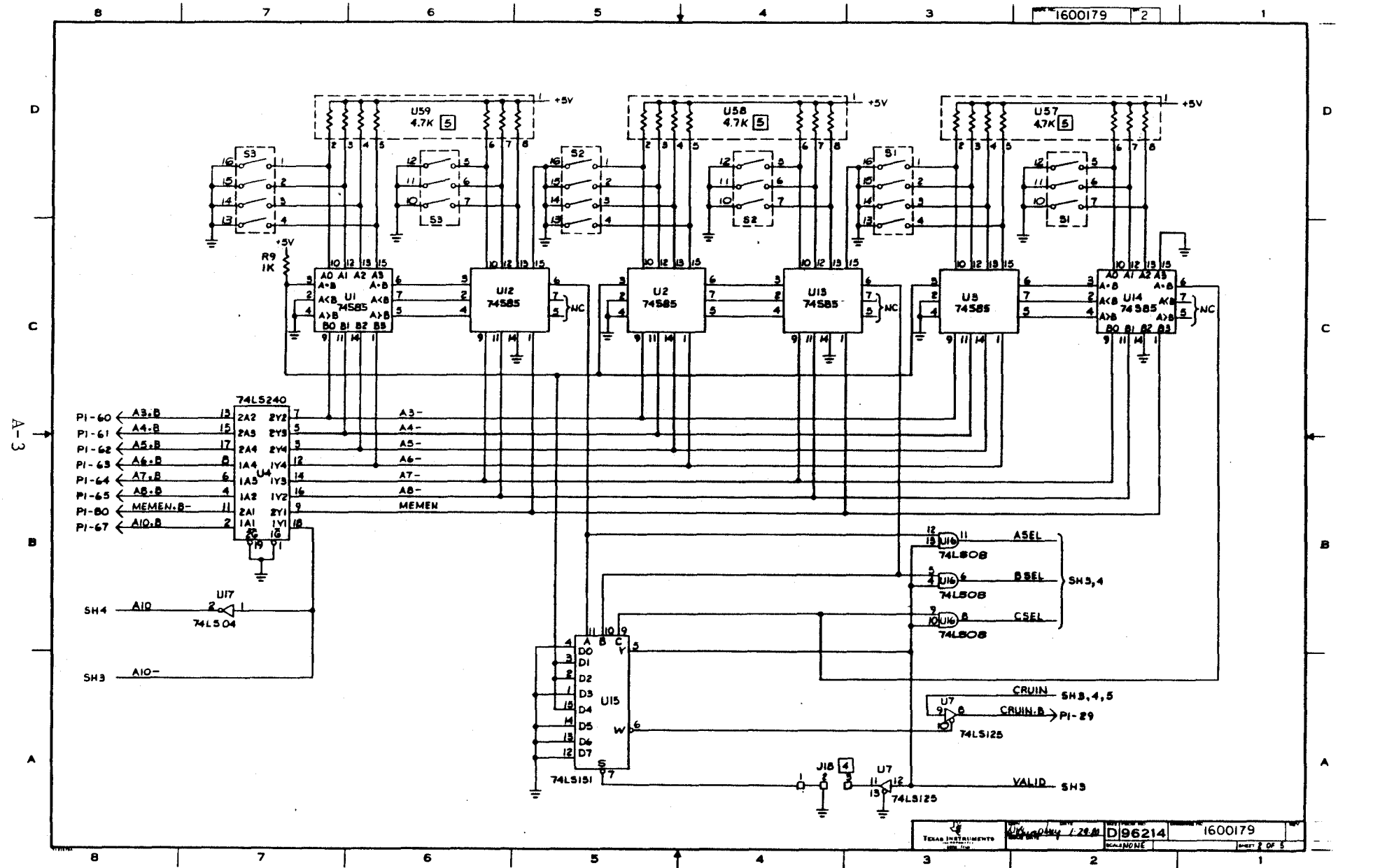


FIGURE 4-6. TM 990/311 FLAG REGISTER

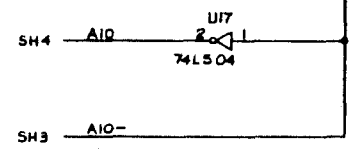
4.6 VOLTAGE REGULATOR

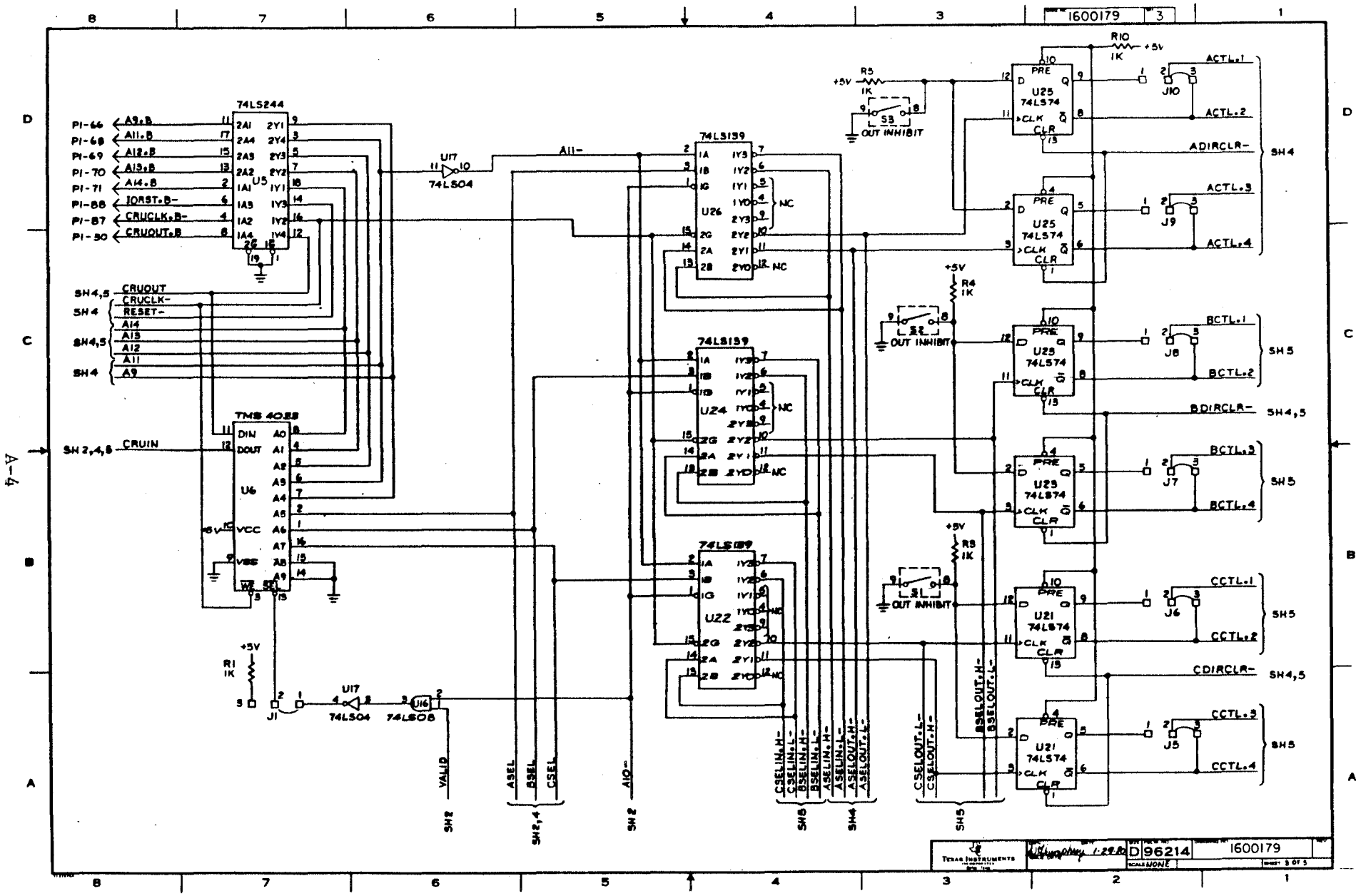
The voltage regulator on the TM 990/311 is shown on schematic sheet 1 (page A-2). The primary purpose of the onboard regulator is to step the +12 V (derived from the backplane) down to + 8 V for compatibility with the 5MT series. This gives the user a choice of four voltages available at each port connector (+12 V, +8 V, +5 V and -12 V). The jumper settings required to select these voltages are described in section 2.5.

APPENDIX A
SCHEMATICS

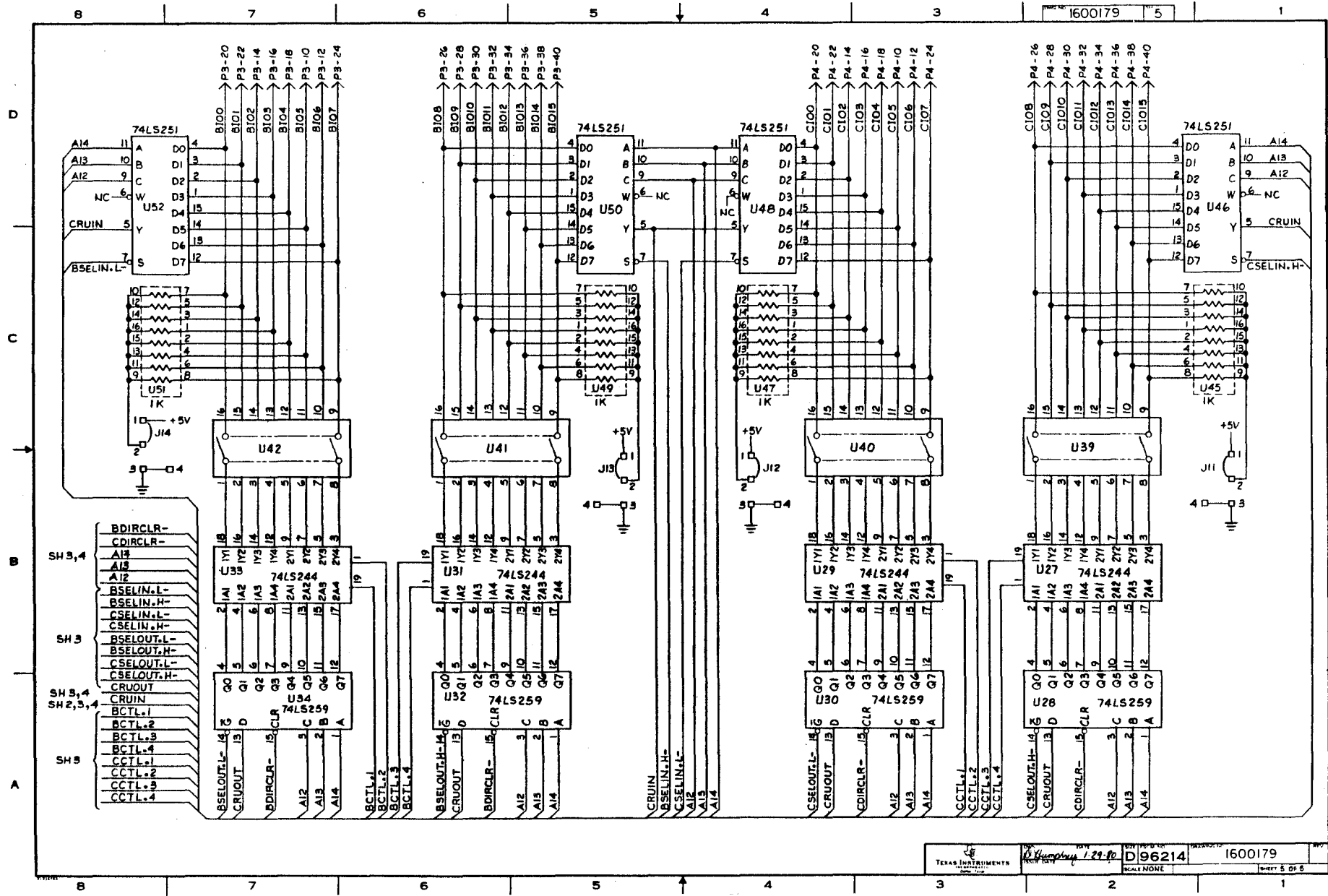


PI-60	← A3.B	13	2A2	2Y2	7	A3-
PI-61	← A4.B	15	2A5	2Y3	5	A4-
PI-62	← A5.B	17	2A4	2Y4	3	A5-
PI-63	← A6.B	8	1A4	1Y4	12	A6-
PI-64	← A7.B	6	1A5	1Y3	14	A7-
PI-65	← A8.B	4	1A2	1Y2	16	A8-
PI-60	← MEMEN.B	11	2A1	2Y1	9	MEMEN
PI-67	← A10.B	2	1A1	1Y1	18	





9-A



APPENDIX B

PARTS LIST

<u>Symbol</u>	<u>Description</u>
C1 - C2	Capacitor, Fixed, 68 MFD, 10 %, 15 V
C3 - C4	Capacitor, Fixed, 22 MFD, 10 %, 35 V
C5	Capacitor, Fixed, 68 MFD, 10 %, 15 V
C5 - C31	Capacitor, Fixed, .047 uF, +80 %, -20%
CR1	Diode, 1N4002, 1 Amp, 100 PIV Rectifier
DS1 - DS3	Diode, LED
J1 - J17	Jumper Plug, Connector
Q1	IC, Pos Volt Reg, UA7808C
R1 - R5	Resistor, Fixed, 1.0 kilohm, .25 W
R6 - R8	Resistor, Fixed, 330 ohm, .25 W
R9 - R10	Resistor, Fixed, 1.0 kilohm, .25 W
S1 - S3	Jumper Plug, 8-section, DIP
U04	IC, SN74LS240N, Line Drivers
U05	IC, SN74LS244N Line Driver
U06	IC, TMS 4033, Static Ram Memory
U07	IC, SN74LS125N
U08	Network, SN74LS30N
U9	Network, SN74LS08N
U1 - U3	Network, SN74S85N
U10 - U11	Network, SN74LS74N
U12 - U14	Network, SN74S85N
U15	Network, SN74LS151N
U16	Network, SN74LS08N
U17	Network, SN74LS04N
U18	Network, SN74S260N
U19	Network, SN74LS10N
U20	Network, SN74LS08N
U21	Network, SN74LS74N
U22	Network, SN74LS139N
U23	Network, SN74LS74N
U24	Network, SN74LS139N
U25	Network, SN74LS74N
U26	Network, SN74LS139N
U27	IC, SN74LS244N Line Driver
U28	IC, SN74LS259N
U29	IC, SN74LS244N Line Driver
U30	IC, SN74LS259N
U31	IC, SN74LS244N Line Driver
U32	IC, SN74LS259N
U33	IC, SN74LS244N Line Driver
U34	IC, SN74LS259N
U35	IC, SN74LS244N Line Driver
U36	IC, SN74LS259N
U37	IC, SN74LS244N Line Driver
U38	IC, SN74LS259N
U39 - U44	Jumper Plug, 8-section, DIP
U45	Resistor, Fixed-Array, 4.7 kilohm
U46	Network, SN74LS251N
U47	Resistor, Fixed-Array, 4.7 kilohm

PARTS LIST (CONTINUED)

<u>Symbol</u>	<u>Description</u>
U48	Network, SN74LS25 1N
U49	Resistor, Fixed-Array, 4.7 kilohm
U50	Network, SN74LS25 1N
U51	Resistor, Fixed-Array, 4.7 kilohm
U52	Network, SN74LS25 1N
U53	Resistor, Fixed-Array, 4.7 kilohm
U54	Network, SN74LS25 1N
U55	Resistor, Fixed-Array, 4.7 kilohm
U56	Network, SN74LS25 1N
U57 - U59	Network Resistor, 4700 ohms

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