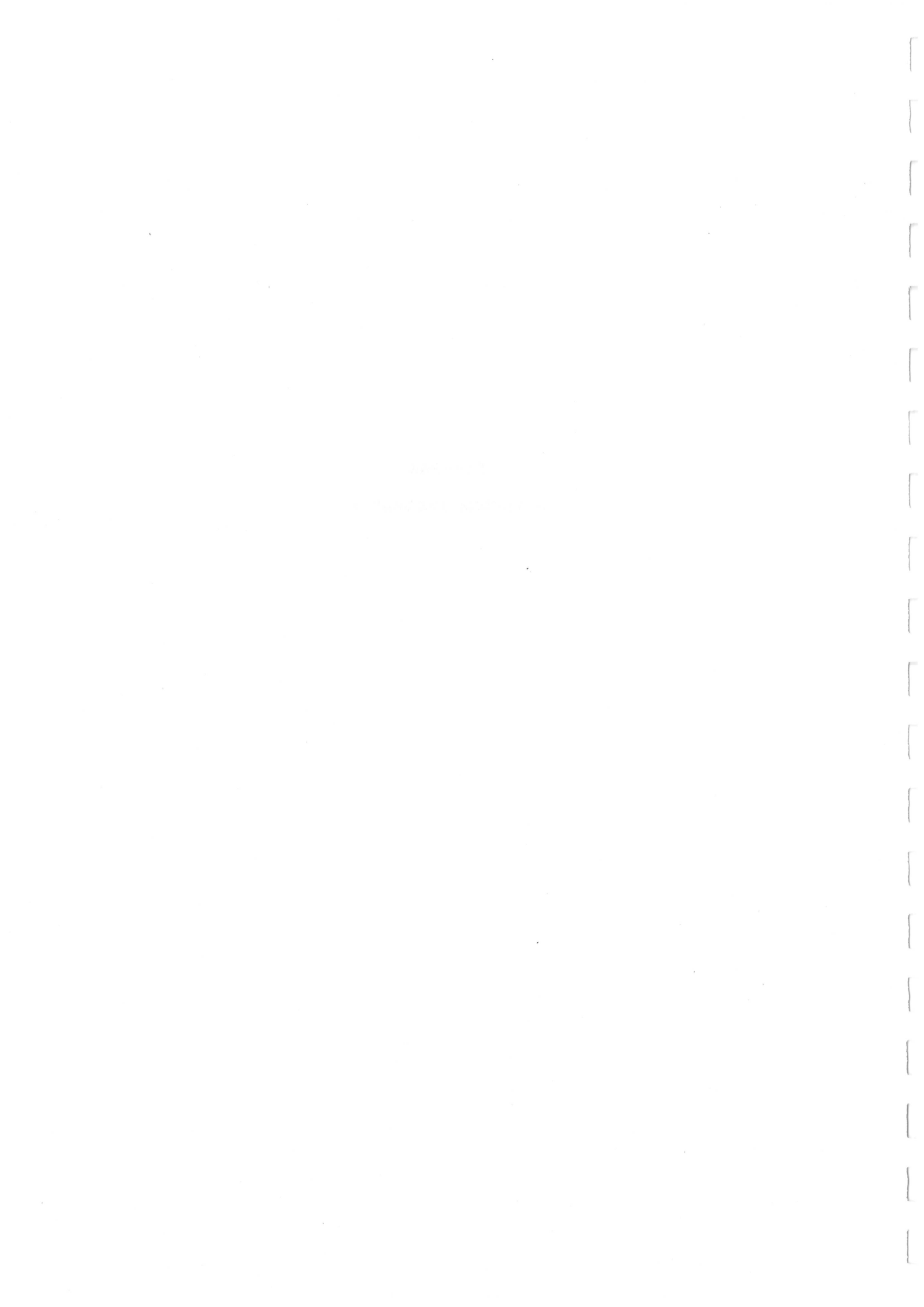


DSP-96K
WAVEFORM PROCESSOR



DSP - 96k Boot Sequence

After executing 'debug96 -p' the following sequence of events should occur.

(1) The WS asserts reset by writing to the control latch in DSPCTRL (*WCTRL asserted).

(2) WS writes program into WRAM (at 4800400).
If this is successful you should be able to see data as below.

```
4800400: 03003F00 0000EFE 00000000 00000000
```

```
4804000: 03803F51 03807F09 0380BF5D 0380BF5D
```

(note that the code at 4804000 is the code that appears on the dsp-96k overlay handler/loader listing)

(3) The WS writes to the control latch to clear reset (*WCTRL asserted)

(4) The DSP then reads 4096 bytes from address 0. This is the location of the DSPINIT boot prom. As the prom is only 32 bytes long, the data is aliased 128 times. The data read is placed into internal DSP program memory and then executed.

The data in the DSPINIT prom is:

```
FD397D00 00000000 803F0C03 00010082  
00000101 00000002 00000000 626F6F74
```

You should be able to see this sequence being read after clear of reset by triggering a logic analyser on *ROMEN and monitoring DB0..7 data lines.

The code in DSPINIT is:

- (1) Set wait states to 0 (no external accesses needed for this)
- (2) Jump to \$82000100

NOTE: (1) The WRAM is mapped at \$82000000 for the DSP, and at \$4800000 for the WS.

seen by (2) All addresses seen by the WS are byte addresses, and addresses the DSP are long (32 bits) addresses.

This means that the jump to \$82000100 will be to the location as seen by the WS - i.e. the location where the loader was placed by the WS. Thus the DSP jumps to the loader code to continue operation.

(5) Once the DSP has executed the DSPINIT boot code and jumps into the loader in WRAM, the *DACC signal will be asserted indicating access by the DSP to WRAM.

(6) Soon after this, the DSP will write twice to the DSPCTRL control latch (*DCTRL asserted).
[see the overlay code listing at lines 1526 and 1527].

(7) The DSP code then copies the contents of the DSPINIT boot prom to \$82000000 (\$4800000 for WS). There should be 4 reads from DSPINIT and a write to WRAM repeated

8 times.

- (8) From this point, there should only be accesses to WRAM by the DSP as it polls for new commands written by the WS into WRAM.

Additional Notes

- (1) To start OSK from K007 partition type:

osk k007

- (2) To display a region of WS memory using OSK type:

debug

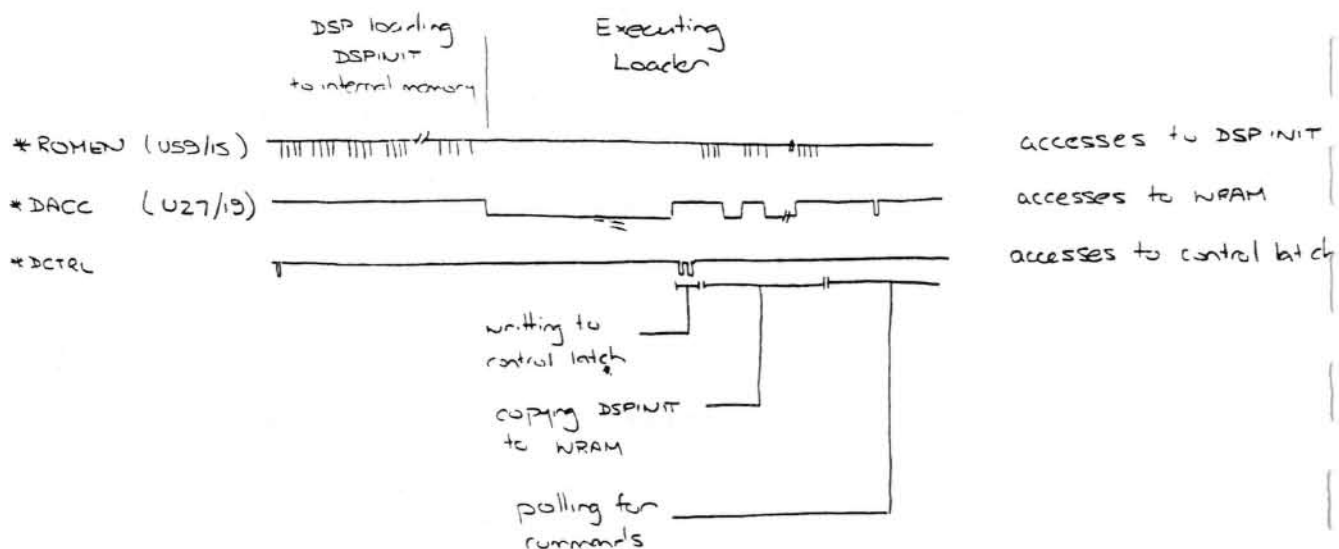
Then at dbg: prompt type:

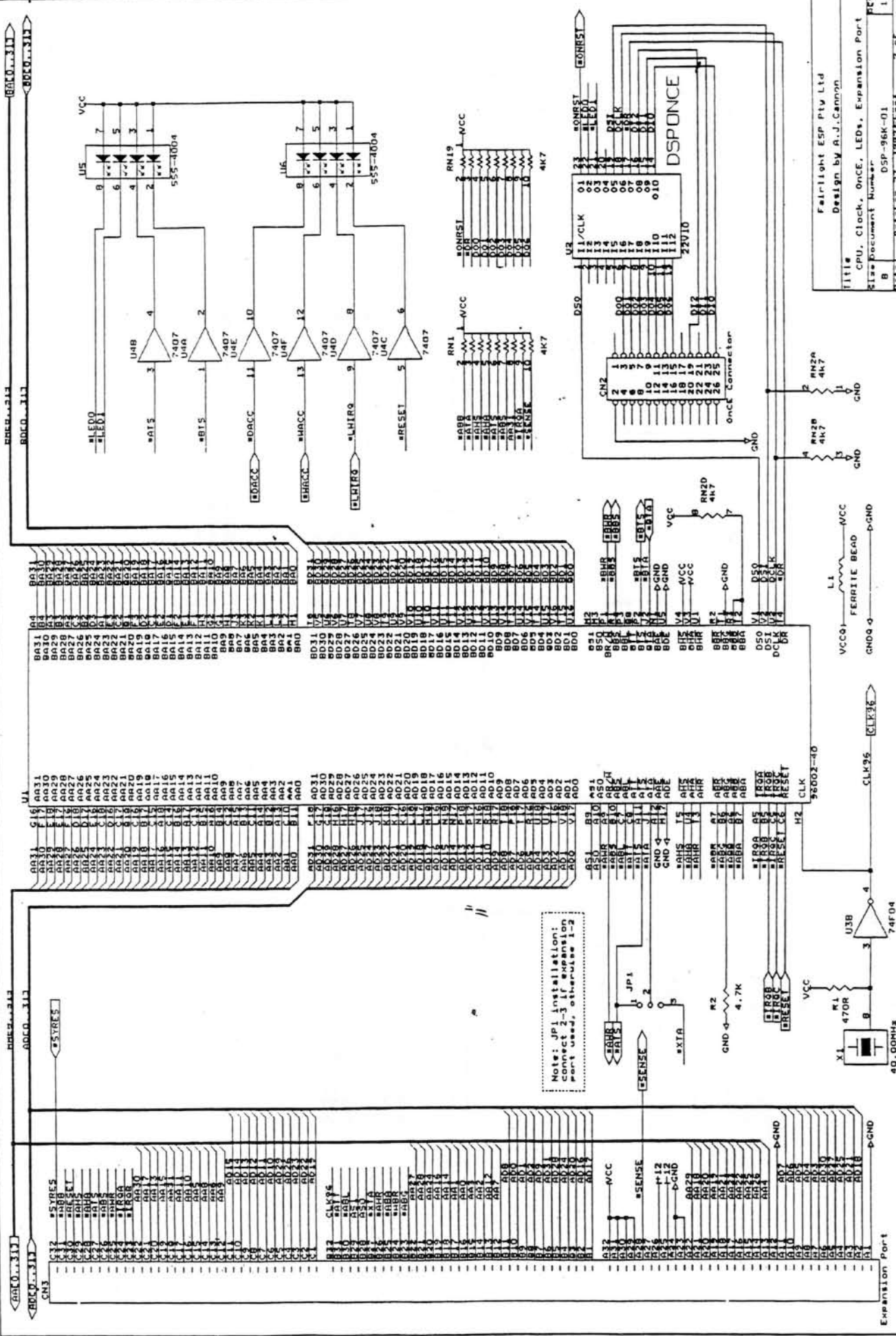
d <start address> <count>

To quit type 'q'

- (3) The 96002 prefetches instructions. This means that even if the current instruction is a branch (bra in listing), then the next instruction is fetched and discarded.

Simplified Sequence of events as seen on Logic Analyser





Note: JPI installation:
 Connect JPI to
 pins 1-2

FAIRLIGHT ESP Pty Ltd
 Design by A.J. Camm
 Title: CPU, Clock, OnCE, LEDs, Expansion Port
 Size: Document Number: DSP-96K-01
 Date: 0ctober 27, 1992 Sheet 2 of 7

Expansion Port

PCD...311

PCD...221

PCD...31

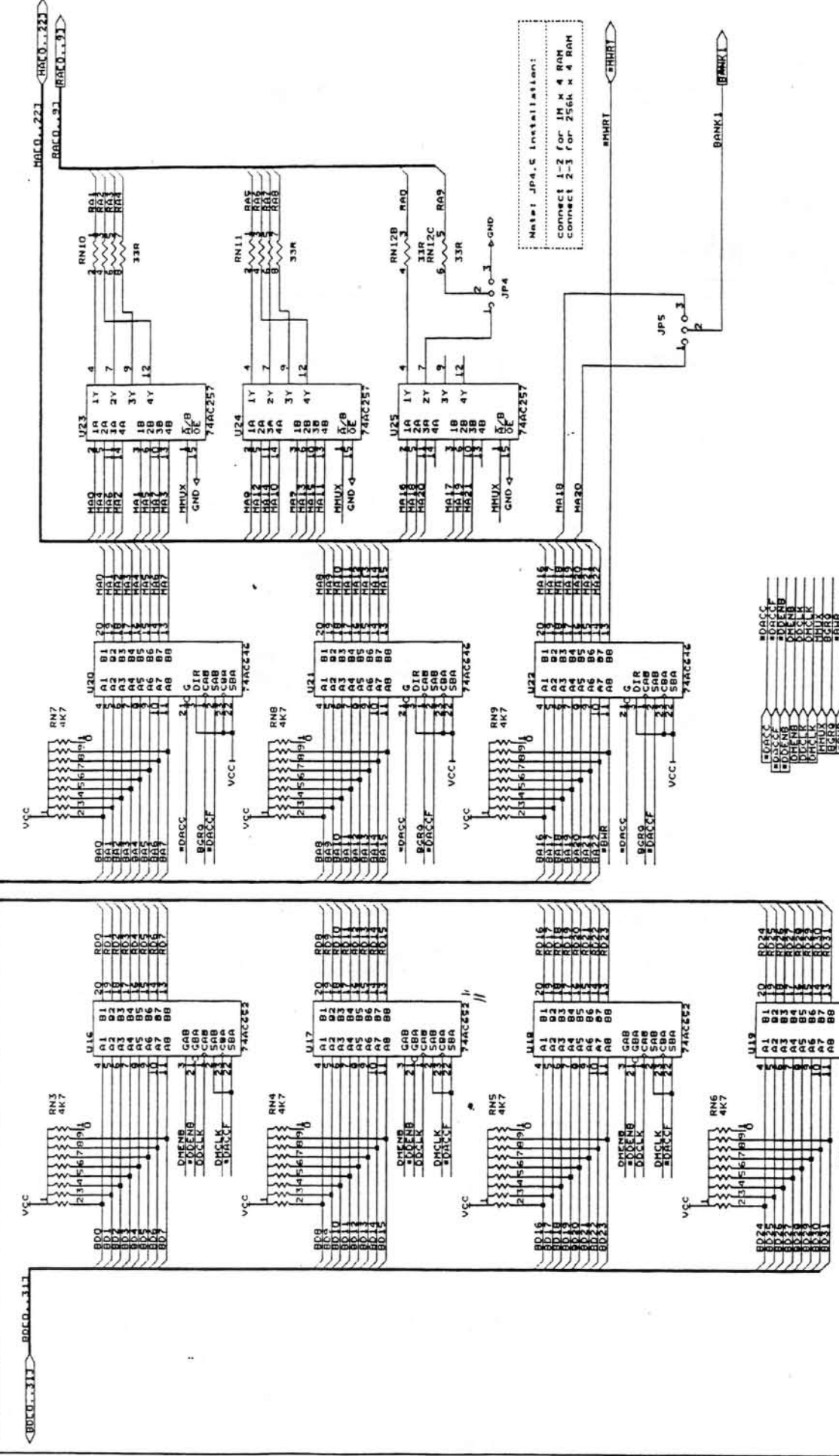
PCD...311

PCD...311

PCD...311

PCD...311

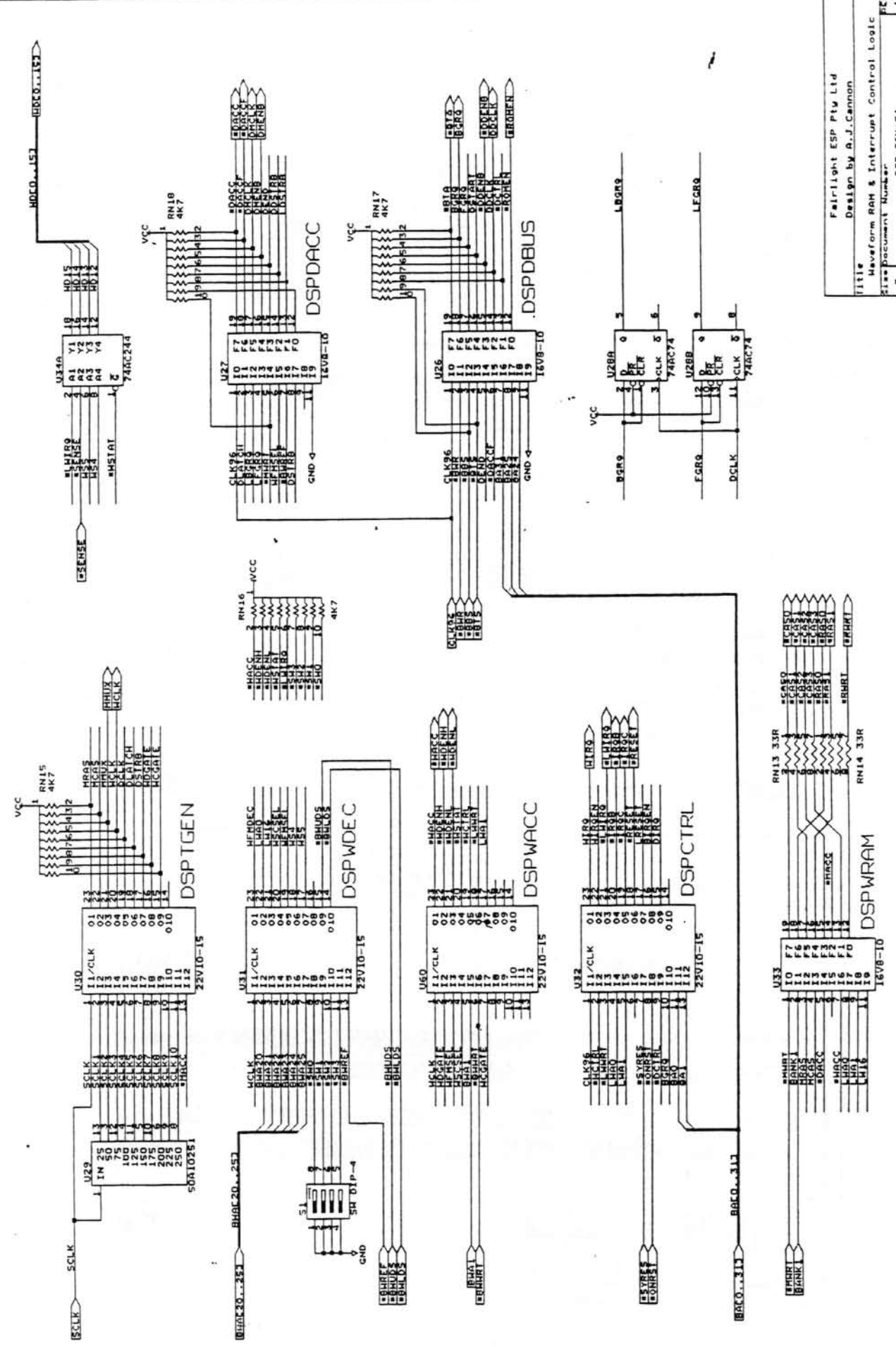
PCD...311



Note: JP4.5 Installation:
 Connect 1-2 for 1M x 4 RAM
 connect 2-3 for 256K x 4 RAM

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 Design by A.J.Cannon
 96K MRAM Interface
 Size Document Number
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 Date: October 20, 1992 Sheet 1 of 7

REV 1



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