

Morse code key			
Letters		Nu	mbers
Α	•	1	•
B C D E F G		2	••
С	-••	3	•••
D		4	••••-
E	•	5	••••
F	•••	6	_····
	•	7	
н		8	
1		9	•
J	•	0	
ĸ			
L			
М			¥
N	-•		1 A &
O P			
Р	··		
Q			
R	••		
Q R S T			
Т	—		
U	••-		
v	•••-		
W	•		
х			
Y			
z			

Early Serial Communication







Communications Equipment

MSB Stop

Data Terminal Equipment

Receiving RS-232

Idle

Ry

Rx

4×Clk

Start

Start LSB B1 B2 B3 B4

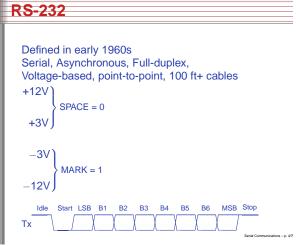
Sample

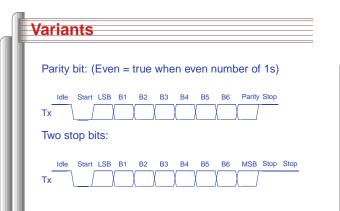
Most UARTs actually use 16× clocks

B5 B6

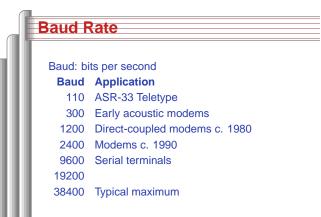
Sample

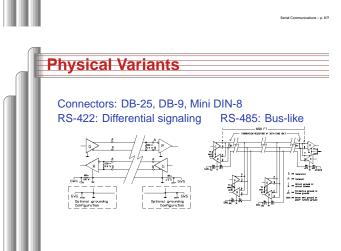


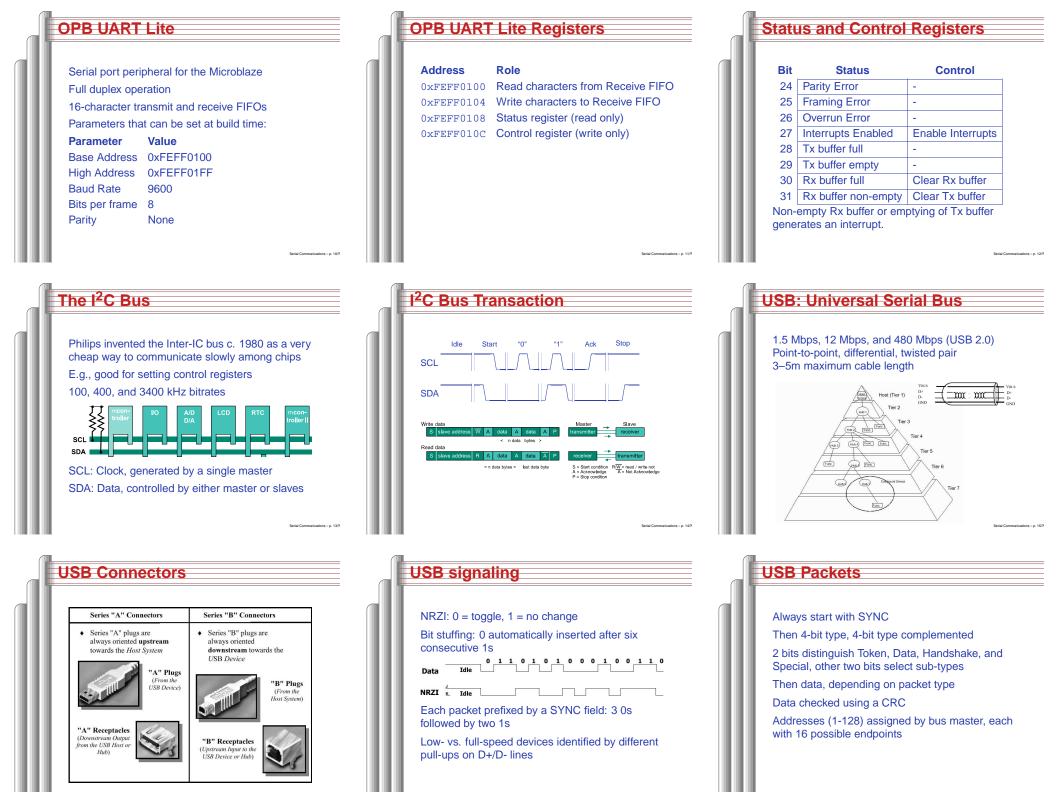




RS-232 Signals							
\$ \$							
Signal DB-9 DTE Meaning							
	pin	DCE					
RxD	2	←	Data received by DTE				
TxD	3	\rightarrow	Data sent by DTE				
SG	5		Ground				
DSR	6	\leftarrow	Data Set Ready (I'm alive)				
DTR	4	\rightarrow	Data Terminal Ready (me, too)				
DCD	1	\leftarrow	Carrier Detect (hear a carrier)				
RTS	7	\rightarrow	Request To Send (Yo?)				
CTS	8	\leftarrow	Clear To Send (Yo!)				
RI	9	\leftarrow	Ring Indicator				







USB Bus Protocol

Polled bus: host initiates all transfers.

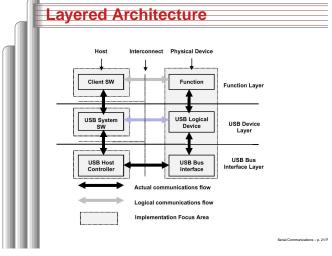
Most transactions involve three packets:

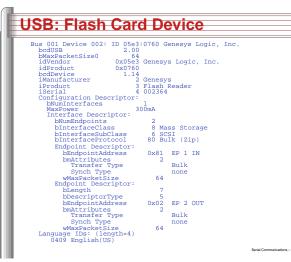
- "Token" packet from host requesting data
- Data packet from target
- Acknowledge from host

Supports both streams of bytes and structured messages (e.g., control changes).



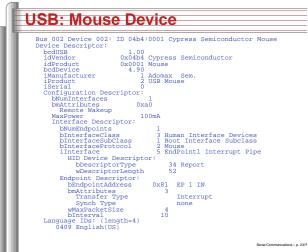
- Control
- For configuration, etc.
- Bulk Data Arbitrary data stream: bursty
- Interrupt Data Timely, reliable delivery of data. Usually events.
- Isochronous Data
 For streaming real-time transfer: prenegotiated bandwidth and latency



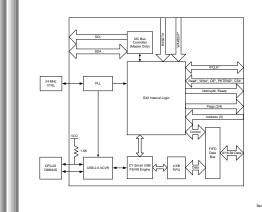


The CY7C68001 USB interface

Operates as a peripheral (i.e., not a host) Operates at 12 or 480 Mbps speeds Control endpoint 0 Four other user-configurable endpoints 4 kB FIFO buffer 500 bytes of descriptor RAM (Vendor, Product) I²C bus interface for configuration from EEPROM (Unused on the XSB board—processor must configure)



The CY7C68001 USB interface



CY7C68001 software interface

Five memory locations: one for each FIFO, one for control registers

Internal registers written by first applying address to control register, then reading or writing data to control register.

33 different configuration registers, including 500-byte descriptor "register"