

QDC Technology Engine Service Manual

Software Version 16 and above

Part Number: DRAFT DDRM100-A

Document Number: 1



Commercial-in-Confidence
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INTRODUCTION

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CERTIFICATES & COMPLIANCES

CC EMISSION CONTROL

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications.

The Merlin Console and Engine conform to the EMC directives :-

EN 55022:1998 Class A - Emissions

EN 55024:1998 Class 3 - Susceptibility

The Merlin Console and Engine also conform to the Safety directives :-

UL 1419 - Professional Video & Audio Equipment

IEC 60950 - Information Technology Equipment

For further information on EMC procedures please refer to the following titles:-

Noise Reduction Techniques In Electronic Systems by Henry W Ott

EMC by Tim Williams

Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense. Changes or modifications not expressly approved by Fairlight ESP can affect emission compliance and could void the user's authority to operate this equipment.

CHARACTERISTICS	DESCRIPTION
Equipment Type	Supplemented Data: Information Technology
Equipment Class	Supplmental Data: Class 1 - Grounded equipment
Installation Catergyory	Requirment Category 2 - Local level appliances, portable equipment etc.
Pollution Degree	Requirment: Level 2 operating enviornment - Normally only non-conductive pollution occurs. Occasionally there may be a temporary conductivity caused by condensation.

MAINS PLUGS & MAINS POWER CORDS

The following lists the recommended Mains Plugs and Leads for use in various countries throughout the world.

Mains Attachment Plugs		
Standards applicable for Mains Plugs	Rating	Country
ASTA BS1363 1984	10A @ 250VAC	UK
BS546, 1950	10A @ 250VAC	India, Kenya, Nigeria, Kuwait, Parts of Asia and the Far East
IEC695-2-1 & NF-USE	10A @ 250VAC	France & Belgium
DIN49441 & CEE 7 Sheet VII	10A @ 250VAC	Europe
SEV	10A @ 250VAC	Switzerland
CEI23-16	10A @ 250VAC	Italy
NEMA5-15P & NEMA6-15P	10A @ 250VAC	USA
Mains Power Leads		
Standards applicable for Mains Leads	Rating	Country
CSA22.2 No.42 & UL498	10A @ 250VAC	Canada & Japan
ASE 1011 (1959)	10A @ 250VAC	Switzerland
CEI 2316	10A @ 250VAC	Italy
SRAF 1962	10A @ 250VAC	Denmark
AS3112-1990, NZSS198-1967	10A @ 250VAC	Australia, New Zealand, Fiji, Papua New Guinea, Republic of China
UL498 & SJT 10A minimum rating with IEC60320-1 coupler	10A @ 250VAC	USA

PRE-INSTALLATION & CABLING CONSIDERATIONS

The following information is presented to ensure a smooth and timely installation and commissioning of the Fairlight QDC Technology Engine.

PRE-INSTALLATION CHECKLIST

- Is all relevant building work completed ie. timber, concrete, plaster, brickwork? Building work is a source of dust and moisture, both which can seriously affect system operation and reliability.
- Is the flooring complete, ie. carpeting, tiling, ducting? All work generating vibration, moisture or dust, must be completed before the installation can be considered. The warranty may be invalidated, and the system mean time before failure may be reduced, if this is not strictly adhered to.
- Have all mains cables and breakers been installed, in both the machine room and studio? It is recommended that the same power source be used for both the main-frame and the console. This can be achieved by installing a power run from the machine room mains to the studio (or wherever the console will be located), as the power source for the console.
- Have you received the pre-install connector kit? The installation manual contains all pinout information required to allow cable assembly.
- Is the studio and machine room wiring installation complete?
- Are all cables terminated and is all cable ducting accessible?
- Has the studio earthing been installed, are all earthing cables identifiable?
- Are all signal cables earthed at one end only? To avoid earth loops it is recommended that all signal cable shields be connected to ground at one end only.
- Has the air conditioning system been running for one to two days prior to installation? Air conditioning must be operating prior to installation in order to purge dust from the rooms and air conditioning ducts.
- Has the loading placed on the air conditioning by the system installation been considered? A clean, dust free and low humidity environment with an ambient temperature of 19° C or lower is recommended.
- Will all external system interfacing have been completed? All Multitrack sends and returns, audio and video tie lines, sync sources and video distribution cabling should be completed.
- Are all audio and video tape machines installed and tested?
- Are all video monitors installed and tested?

SECTION 1 - INTRODUCTION

The aim of this manual is to familiarize service personnel with the new Fairlight QDC Technology Engine and provide technical information which will allow troubleshooting and diagnosis of the following Fairlight Products :-

- Merlin
- FAME 2
- Prodigy 2
- MFX3.48

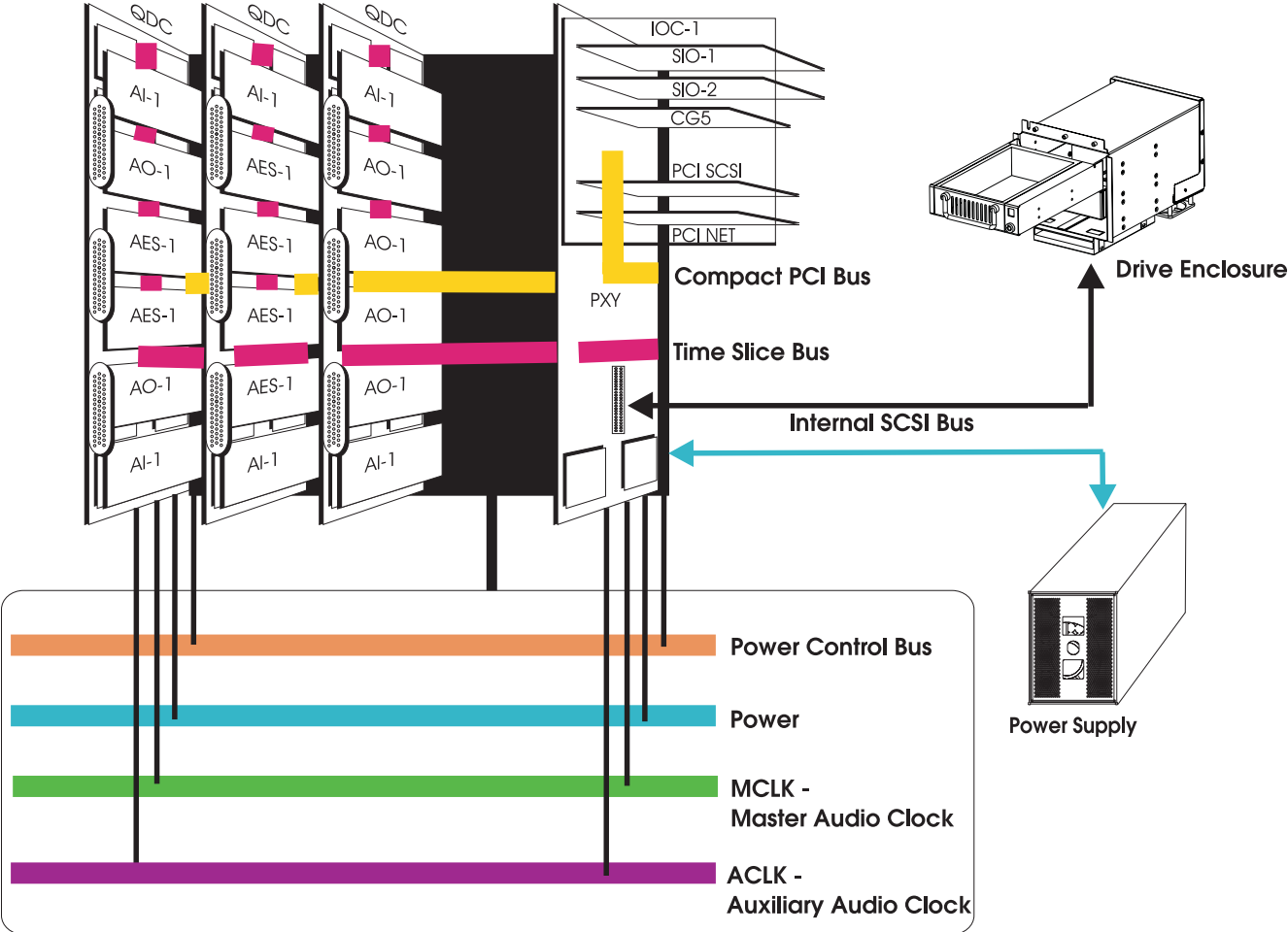
The manual provides installation and configuration instructions through including the Merlin Installation Manual.

The manual also provides detailed functional descriptions and schematics. of the internal boards which make up the Engine.

1.1 QDC ENGINE OVERVIEW



QDC Engine



QDC Technology Backplane

2.1 QDC - TECHNOLOGY EXPLANATION

2.2 SYSTEM BUSES

2.2.1 PCI

Used as the backplane for the whole system. Allows exceptionally fast transfers between disk and audio channel cards.

2.2.2 TSB

Connects all DSP chips via a 600-slot "patchbay". Allows any DSP to exchange a sample with any other in every sample period. The corresponding bus in MFX3plus had 50 slots.

2.2.3 MCLCK

Master clock for driving the internal sample rate.

2.2.4 ACLCK

Auxiliary clock for driving the I/O sample rate. This allows there to be a different sample rate at the inputs and outputs from that in the DSP engine, so we can work with asynchronous digital signals (requires sample rate conversion).

2.2.5 POWER CONTROL

Allows ordered shutdown without damage to files.

2.3 CIRCUIT BOARDS

2.3.1 PXY

Combines all elements of the following MFX3plus boards:

- WX
- TSCSI
- PCI
- SYNC

2.3.2 QDC

Includes 8 SHARC DSP chips (same as whole of MFX3plus), with 128 meg of waveform RAM. This allows longer record queues, more graphical waveform coverage of the screen, more track bandwidth.

The QDC is also used to support the I/O cards, and it will allow up to 32 inputs (up to 16 of them analog) and 32 outputs to be fitted to each card. In some situations the requirement for I/O will cause an extra QDC to be added to the system, even though its DSP processing power is not needed.

2.3.3 SIO-1

Processes external sync signals AES, WCLCK, Video, LTC. Also 9-pin Master and Slave.

Uses VCXO technology for ultra-low jitter.

2.3.4 SIO-2

Processes second 9-pin port and GPIOs (8 now, expandable with external circuitry to 64).

2.3.5 CG5

New graphics card. Provides 3 extra scrolling planes (8 times as many colours) and hi-res graphic output (3 times as many pixels as before).

2.4.6 IOC-1

Carries connectors for sync and graphics signals. Allows the Engine to be almost cable-free internally.

2.4.7 AI-1

8 analog inputs.

2.4.8 AO-1

8 analog outputs.

2.4.9 AES-1

8 digital I/Os.

For more detailed explanations of the QDC Engine please see further sections within this manual.



Installation Manual

Software Version 16.2

Part Number: DMER201-C

Document Number: 146



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CERTIFICATES & COMPLIANCES

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EMC by Tim Williams

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Equipment Class	Supplmental Data: Class 1 - Grounded equipment
Installation Catergyory	Requirment Category 2 - Local level appliances, portable equipment etc.
Pollution Degree	Requirment: Level 2 operating enviornment - Normally only non-conductive pollution occurs. Occasionally there may be a temporary conductivity caused by condensation.

SAFETY SYMBOLS

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of un-insulated “dangerous voltage” within the product’s enclosure; that may be of sufficient magnitude to constitute a risk of electric shock to persons.

L’éclair, dans une triangle, est destiné à alerter l’utilisateur de la présence de haute tension dangereuse non isolée dans l’enclosure du produit, qui peut être d’un voltage suffisant pour constituer un risque d’électrocution.



Das dreieckige Schild mit Blitzsymbol soll den Benutzer vor unisolierten Hochspannungen innerhalb des Gerätes warnen. Es besteht Lebensgefahr durch elektrischen Schlag!

El símbolo del rayo dentro de un triángulo equilátero, es usado para indicar la presencia de un voltage peligroso en el interior del aparato, de suficiente intensidad, como para constituir riesgo de electrocución a las personas.

“三角形内加上闪电似的箭号”表示机件 / 机器内部有“暴露的高电压”，可能造成触电的危险。

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance instructions in the literature accompanying the appliance.

Le point d’exclamation dans une triangle est destiné à alerter l’utilisateur de la présence d’instructions importantes de fonctionnement et d’entretien dans la littérature accompagnant l’appareil.



Das dreieckige Schild mit Ausrufungszeichen soll den Benutzer auf wichtige Bedienungs- und Wartungshinweise in der Bedienungsanleitung hinweisen.

El símbolo de exclamación dentro de un triángulo equilátero avisa al usuario de la presencia de instrucciones importantes acerca del funcionamiento y mantención del aparato en los documentos que se

“三角形内加上感叹号”表示提醒使用者查阅附上的“重要操作和维修指南”。

MAINS PLUGS & MAINS POWER CORDS

The following lists the recommended Mains Plugs and Leads for use in various countries throughout the world.

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Standards applicable for Mains Plugs	Rating	Country
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DIN49441 & CEE 7 Sheet VII	10A @ 250VAC	Europe
SEV	10A @ 250VAC	Switzerland
CEI23-16	10A @ 250VAC	Italy
NEMA5-15P & NEMA6-15P	10A @ 250VAC	USA
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CEI 2316	10A @ 250VAC	Italy
SRAF 1962	10A @ 250VAC	Denmark
AS3112-1990, NZSS198-1967	10A @ 250VAC	Australia, New Zealand, Fiji, Papua New Guinea, Republic of China
UL498 & SJT 10A minimum rating with IEC60320-1 coupler	10A @ 250VAC	USA

OBTAINING TECHNICAL SUPPORT

Users requiring technical support should contact their local Fairlight office or distributor.

Information can also be found on the world wide web at :-

<http://www.fairlightesp.com.au>

United Kingdom	USA – West Coast
Fairlight ESP Limited Unit 12, Spectrum House 32-34 Gordon House Road London NW5 1LP England Tel: +44 171 267 3323 Fax: +44 171 267 0919	Fairlight USA 844 North Seward Street, Hollywood, CA90038 USA Tel: +1 323 465 0070 Fax: +1 323 465 0080
France	USA – East Coast
Fairlight France 41-43 Rue des Peupliers 92100 Boulogne-Billancourt Paris France Tel: +33 1 4610 9292 Fax: +33 1 4610 9295	Fairlight USA 2 West 45 th Street, Suite 605 New York, NY 10036 USA Tel: +1 212 819 1289 Fax: +1 212 819 0376
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Asia - Pacific	
Fairlight ESP Pty.limited Unit 2, 1 Skyline Place, Frenchs Forest NSW 2086 Australia Tel: +61 2 8977 9999 Fax: +61 2 8977 9900	

SECTION 1 - INTRODUCTION

1.1 PRODUCT DESCRIPTION

Merlin is the first of a new generation of disk based multitrack recorders from Fairlight. The system marries together the MFX user interface with the technology of the latest generation of digital audio workstation in a combination that has a significant impact on productivity and efficiency.

The Merlin interface incorporates a dedicated editing Console, a unique graphical user interface and powerful database capabilities. These tools allow the operator to work quickly and efficiently without impeding the creativity of the recording and editing process, and can now be fully utilized in the professional audio suite. The Merlin offers a number of unique benefits through its adaptation of DSP and proprietary technology to the audio environment.

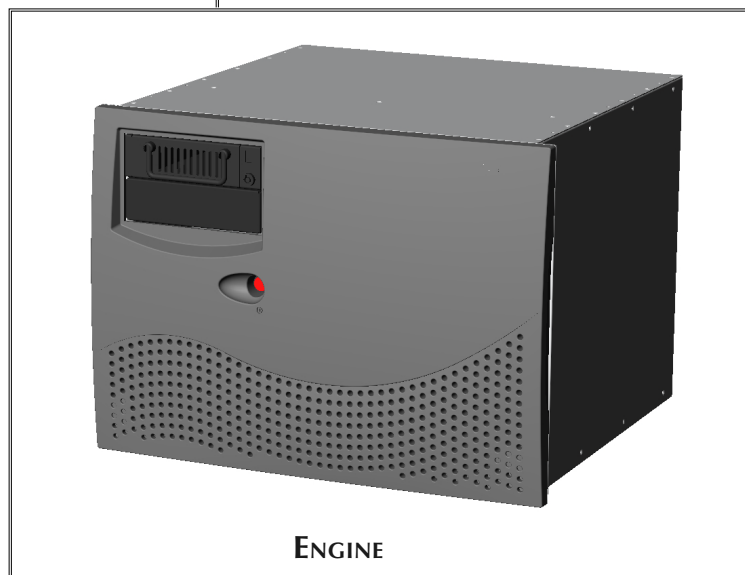
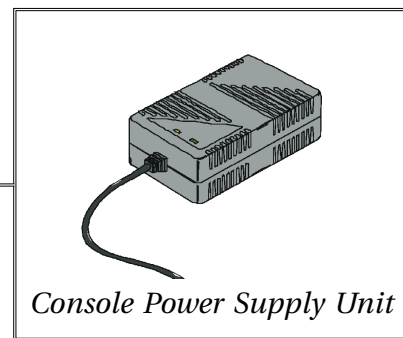
For a more detailed explanation of the Merlin, please refer to the *Merlin User Manual*.

1.2 MANUAL SUMMARY

The purpose of this manual is to provide all the technical information required to design a suitable installation for the Merlin system and to fit and connect the units. It is assumed that the installer is familiar with both analogue and digital audio signals. For full operational instructions please refer to the *Merlin User Manual*.

1.3 SYSTEM OVERVIEW

The Merlin is made up of four interconnecting components, the Merlin Console and external power supply, a Flat Screen Display Monitor and a Engine rack mounted unit which contains all the electronic circuitry, disk drives and audio I/O necessary to run the system.



1.4 UNPACKING

It is advisable that before any installation work is attempted that the system be unpacked and the contents verified. A sizeable area approximately 3 meters square should be suitable. Using the basic packing list attached record the items you have received. This will both help you when you have to make an enquiry, by having the relevant details logged in your Installation Manual, in the event of a packing omission. At this stage do not power up the system, nor remove electronic modules from the system, as damage may occur if not handled correctly.

1.5 EQUIPMENT SUPPLIED

EQUIPMENT SUPPLIED	QUANTITY	CHECK LIST
Mainframe	1	
Merlin Console	1	
Merlin External Power Supply Unit	1	
Mouse	1	
9 Pin Cable	1	
Merlin Installation Manual	1	
Merlin User Manual	1	
Merlin Console Controller Cable	1	
VGA Cable	1	
IEC Mains Cable	2	
Keyboard	1	

1.6 STATIC PRECAUTIONS

Please take note that all Fairlight manufactured electronic modules are static sensitive and should be handled under anti static conditions. When working on a system always ensure that you have an anti static lead connected and that the system is connected to ground through an earth lead.

Never work on the system while powered up unless you are authorized by Fairlight to do so. As a matter of practice always touch the external chassis of the system before opening the front panel. If cards are not handled under anti static procedures your machine may sustain damage which could either cause a complete failure or may cause intermittent crashes and subsequential system failure.

When handling cards please ensure that they are placed in anti static bags when not in the system. For shipment purposes electronic modules should be placed in an anti static bag and then suitably surrounded with loose packaging materials in a solid card board box. Cards shipped to Fairlight without the correct anti static packaging will have their warranty voided. If you have any enquiries on this matter please feel free to contact your local Fairlight office or distributor.

1.7 ENVIRONMENT

The system is designed to be operated in a clean air-conditioned environment. Generally, an area comfortable for people (20°C - 21°C) should be suitable. The rack mounted units and disk drives, use fans for ventilation. Users may find it desirable to install these units away from the operator/console location. Note that cable lengths, as detailed in *Section 2.5 - External Cable Length Considerations*, should be taken into account when planning the installation.

Make sure that the rack units can access cool air through the opening on the front of the Engine and expel warm air from the back. As with all computer systems, the Fairlight will operate more reliably if static generating floor coverings are avoided.

Do not fit the Engine into a closed environment except where ducted cool air is forced through the Rack. Do not run the Engine whilst it is on the ground as it will accumulate dust, which may eventually cause a failure.

The Engine unit is normally installed in a suitable 19" rack which is at least 600 mm deep, or has an open back section. It is recommended that external hard drives be mounted on a rack tray, above or below the Engine, using the shortest possible cables to prevent SCSI bus corruption.

Please Avoid:

- Fitting the Engine where air circulation will be restricted.
- Installing Engine close to heat sources.
- Installing in dusty or damp area.
- Installing in area subject to vibration.
- Installing in area with strong magnetic or electric fields

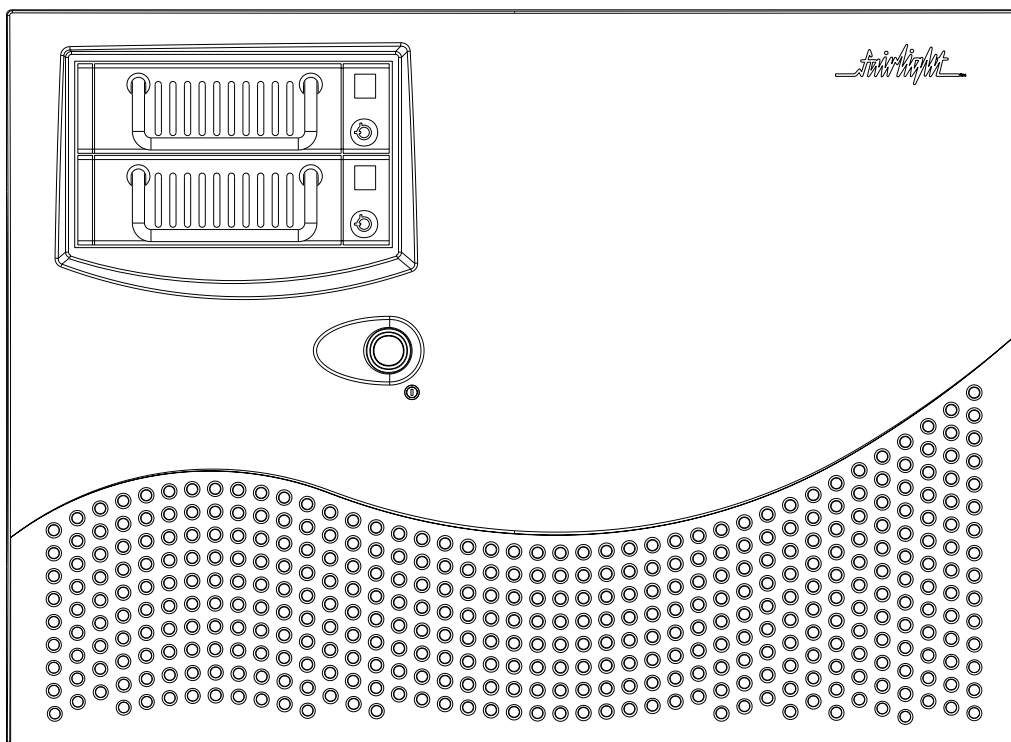
SECTION 2 - ENGINE PHYSICAL INSTALLATION

2.1 MECHANICAL INSTALLATION

The Engine unit, takes up 8 RU, when fitted into a 19" rack. It operates from either 100-120v or 200-250v, 50-60Hz with the mains inputs being auto- switching, as such there are no switches to be set. At least two people are required to fit the Engine into a 19" rack as the unit is quite heavy. If available it is suggested that a third person be made available for the initial installation into the rack, such that a person can guide the Engine into the rack, from the rear.

The Engine should be fitted so that there is no restrictions to the ventilation, at the rear of the unit. If external SCSI devices are to be connected it is recommended that these be placed on a rack tray above or below the Engine.

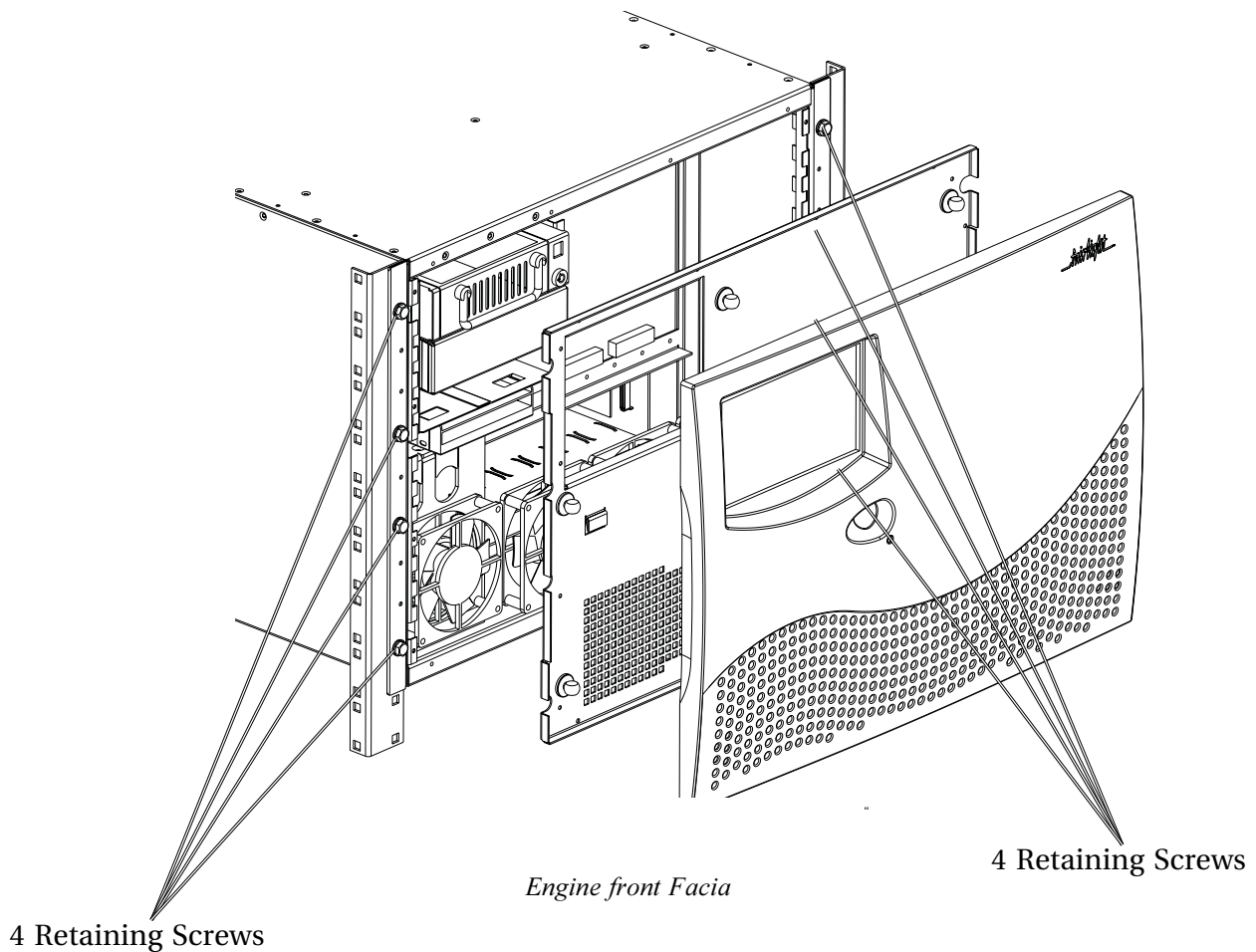
It should be noted that typically the Engine unit is fitted with a boot drive with SCSI I.D. " 0 " (although the boot drive can be at any ID). The Engine uses fans for its forced ventilation system, these generate an amount of ambient noise. As stated before the Engine should be located in an air conditioned machine room away from the studio and other heat generating equipment.



Engine Front Panel

1 Install the Engine into a 19" Rack unit. Once this is done, the front fascia of the Engine must be removed to allow 8 retaining screws to be fitted.

2 To mount the Engine into the rack, remove the front dress panel and insert 4 retaining screws on to both the left and right rack mounts. Once this is done reattach the front dress panel.



2.2 ELECTRICAL INSTALLATION

The Engine is designed to run from a single phase power source with one of its current carrying conductors at or near ground earth ground potential (the neutral conductor). Only the line (live) conductor is fused for over-current protection. Systems that have both current carrying conductors live with respect to ground , such as phase-to-phase in multi-phase systems are not recommended as power sources.

It is recommended that both the Engine and Console are connected to the same electrical supply or ring main which ideally should be regulated and smoothed. If the power source is likely to be unexpectedly cut then both the units should be fed from a backed up power source such as a UPS.

For Power Requirements, see Appendix A21 at the back of this Manual.

Mains connections should be fitted with the appropriate type of plug. See Section “Mains Plugs & Power Cords” at the front of this Manual.

2.3 ENGINE REAR PANEL CONNECTIONS

The Engine rear is split into two distinct sections; the System I/O Panel, located to the right and the Audio I/O section, located to the left.

The System I/O Panel contains all the synchronization needed to allow communication with external devices including RS-422, Midi, LTC, AES Sync, Serial and GPIO.

To allow communication with other Fairlight products including Fame and Prodigy, a Mixer port is provided.

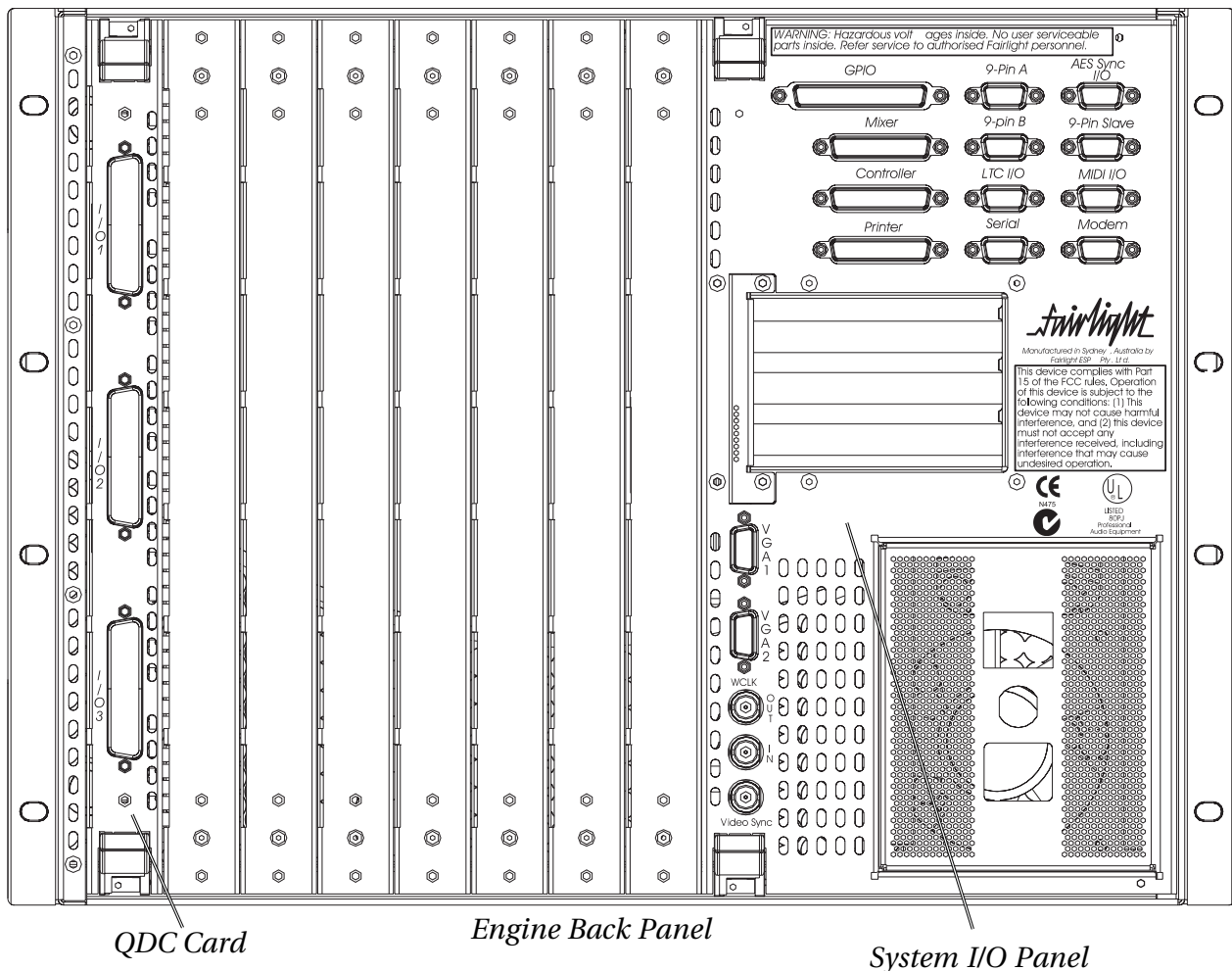
To allow communication with the Merlin Console, a Controller port is provided.

The System I/O Panel also contains the VGA Output, Word Clock and Video sync In connectors.

The Audio I/O Section can contain up to a maximum of 4 QDC cards, which perform all analogue and digital I/O Connections and Processing. Each QDC card can contain a maximum of 16 analogue inputs and 32 analogue outputs or a maximum of 32 digital inputs / outputs and 16 analogue inputs.

Depending on what configuration is ordered, the system can allow for more QDC cards to be configured. Please contact your local Fairlight office or distributor for further information regarding the maximum inputs and outputs which can be configured within the system.

Please refer to the Appendix page 36 for further details on the Audio I/O and System I/O Panels.



2.4 CABLING

Once the mechanical installation of the Engine is complete, a number of cables must be connected. Some of these connect various components together and may have been supplied with the Merlin system, others provide connection to the rest of the environment.

The interconnecting cables supplied as standard may not be long enough for your installation, in which case you must provide longer cables. The following information gives specific wiring details and highlights any special requirements, however as with all equipment not supplied with the Merlin system, it is the installer's responsibility to ensure that these cables comply fully with the applicable safety and EMC regulations.

2.5 EXTERNAL CABLE LENGTH CONSIDERATIONS

Poor cabling can be the bane of a good system. Earth loops, floating inputs and outputs and extended runs are just some of the issues to be addressed when planning an installation.

2.5.1 MERLIN CONTROL CABLE

The Merlin Control Cable connects the Merlin Console to the Engine. The cable carries RS232, RS422 and MIDI signals and is limited to a maximum length of 30 meters, providing correct attention is paid to signal pairing using twisted pair cable. Ensure sufficient slack is left at the Console end to ensure movement of the Console does not cause undue stress on the connector, or cause the connector to partially disconnect, which can damage the serial drivers. When fitting or reconnecting the cable ensure that power is off at either the Engine or the Console.

2.5.2 SONY 9-PIN CABLE

The 9-Pin cable connects the Engine to a Sony 9-pin protocol machine. The recommended maximum length for this cable is 30 meters. The Engine is supplied with a 5 meter cable. Again it is recommended that the power be switched off at one end when connecting to protect the drivers.

2.5.3 VGA CABLE

The Video cable connects the VGA output from the Engine to the attached Monitor. It is a 15-way shielded 50 Ohm cable with high density D-type connectors at each end. A maximum length of 20 meters is typical. The Fairlight Engine is supplied with a 10 meter cable which has been found to be suitable for the majority of monitors.

2.5.4 AUDIO CABLE

Standard shielded audio cable is suitable.

2.5.6 DIGITAL AUDIO CABLES

Digital cables connected to the Engine system must be of the correct 110 Ohm impedance.

2.6 CONNECTING THE VARIOUS SYSTEM COMPONENTS

- 1 Once cabling issues have been dealt with the various system connections need to be made.
- 2 Connect an IEC Power lead to the back of the Engine.
- 3 Connect the 15 way D connector of the Video cable to VGA 1 connector on the System I/O Panel on the rear of the Engine.
- 4 Connect the Console Controller cable to the connector on the System I/O panel located on the rear of the Engine.
- 5 Connect any external SCSI drives to the external SCSI card (if fitted) and ensure that the last device is terminated. Ensure that the SCSI I.D.'s are not in conflict with each other.
- 6 Connect all Synchronization cables such as LTC, Word clock, Video Black burst etc.
- 7 Connect all audio input and output cables to the QDC cards located on the rear of the Engine.

SECTION 3 - MERLIN CONSOLE PHYSICAL INSTALLATION

3.1 INTRODUCTION

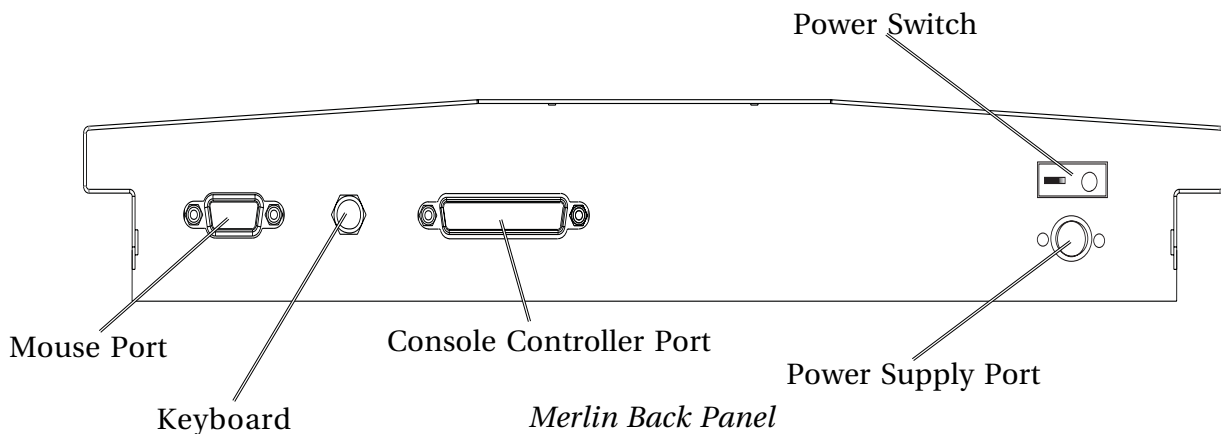
The Merlin Console provides a control surface to allow the engineer to work quickly and efficiently. The Console has a number of user definable macros and keystrokes. For more information regarding the operational use of the console please refer to the *Merlin User manual*.



Merlin Console

3.2 MECHANICAL INSTALLATION

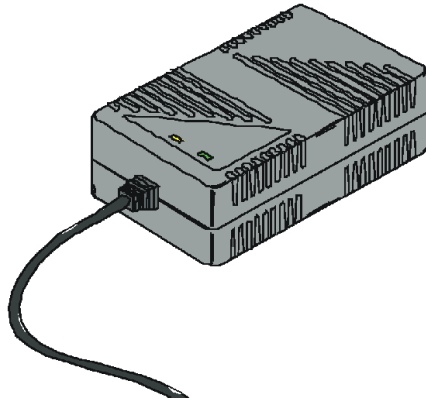
The Merlin Console should be sat on a level horizontal surface.



3.3 ELECTRICAL INSTALLATION

The Power Supply unit is an auto ranging unit which will take any input voltage from 100 to 250VAC using a standard IEC mains cable. As there are no mains switches on the power supply it should be plugged into a switched mains outlet. The output from the PSU is 12DV, fed to the console via an 8 pin mini DIN connector. As the output lead is fairly short, the PSU should be located close to the console.

A small LED indicator illuminates when the supply is on.



CAUTION : 1. DO NOT USE ANY OTHER POWER SUPPLY TO POWER THE CONSOLE.
2. DO NOT CONNECT THE POWER SUPPLY TO THE CONSOLE WITH THE MAINS POWER TURNED ON.

3.3.1 MERLIN CONTROL CABLE

The Merlin Control Cable connects the Merlin Console to the Engine unit. The cable carries RS232, RS422 and MIDI signals and is limited to a maximum length of 30 meters, providing correct attention is paid to signal pairing using twisted pair cable. Ensure sufficient slack is left at the Console end to ensure movement of the Console, does not cause undue stress on the connector, or cause the connector to partially disconnect, which can damage the serial drivers. When fitting or reconnecting the cable ensure that power is off at either the Engine or the Console.

3.4 INTERCONNECTING THE CONSOLE AND ENGINE

- 1 Place the Console at a suitable location close to the mixing desk.
- 2 Connect the Console Controller cable to the 37 Pin D connector on the rear of the Console.
- 3 Connect the mouse to the 9 Pin D connector on the rear of the Console.
- 4 Connect the Console power supply cable to the Merlin Console and then connect the mains power to the Merlin Console power supply unit.
- 5 Connect the Keyboard cable to the Keyboard socket on the back of the Merlin Console.
- 6 Once all connections have been made to the Console, it can be powered up safely, by pressing the switch located on the back panel.

3.6 INTERNAL AND EXTERNAL SCSI DEVICES

The Engine unit has been designed to accept two 3.5 Inch drives and 2 5.5" drive bays internally which can take either Kingston Technology drive enclosures or an Exabyte enclosure. The system typically comes configured with one system disk which contains the O/S9 Operating System and Merlin software. This allows for 3 media drives to be fitted internally in the system.

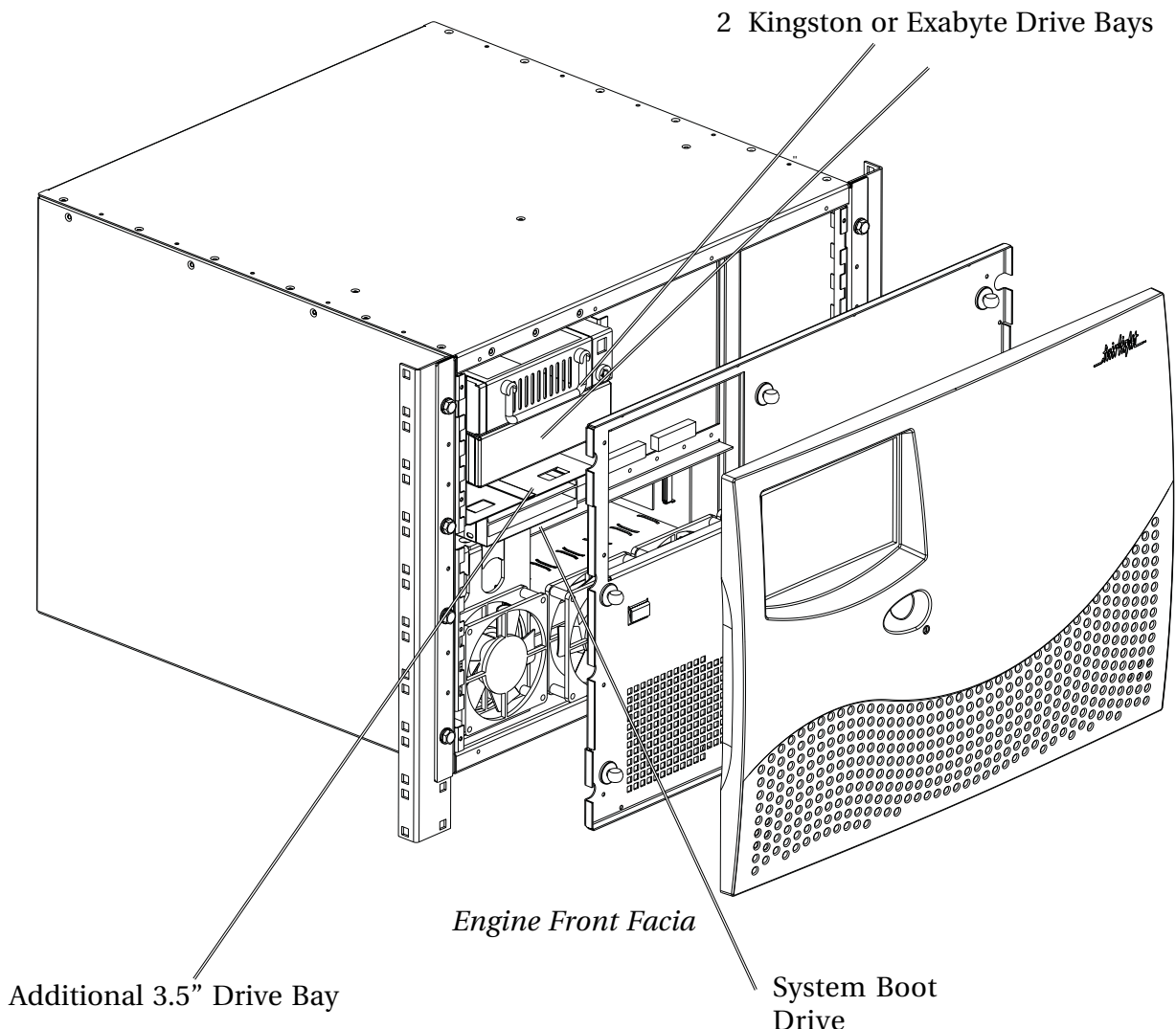
With a second SCSI Controller installed within the Engine an additional 4 SCSI devices can be attached externally.

Typically Exabyte drives should be set to ID "5" when connected on either SCSI Buss.

Optical based devices should be set to ID "3". When connected on either SCSI bus.

It is recommended that a rack tray be fitted either above or below the Engine to hold external SCSI devices. The last device on the chain should be terminated with all other devices being looped through. The cables should be the shortest length possible to avoid SCSI bus corruption.

See Section 5 - *Adding SCSI drives Internally and Externally.*



SECTION 4 - SYSTEM CONFIGURATION

4.1 INTRODUCTION

The following describes the procedure for powering on the Console and Engine.

CAUTION : NEVER ATTEMPT TO ATTACH SCSI BASED DISK DRIVES OR OTHER CABLING WHILE THE SYSTEM IS RUNNING AS THIS MAY CAUSE FILE CORRUPTION. ALWAYS POWER OFF BEFORE CONFIGURING ANY CABLES.

4.2 SWITCHING ON THE EQUIPMENT

4.2.1 CONSOLE

Once the mouse and cables have been connected, the Merlin Console can be powered up.

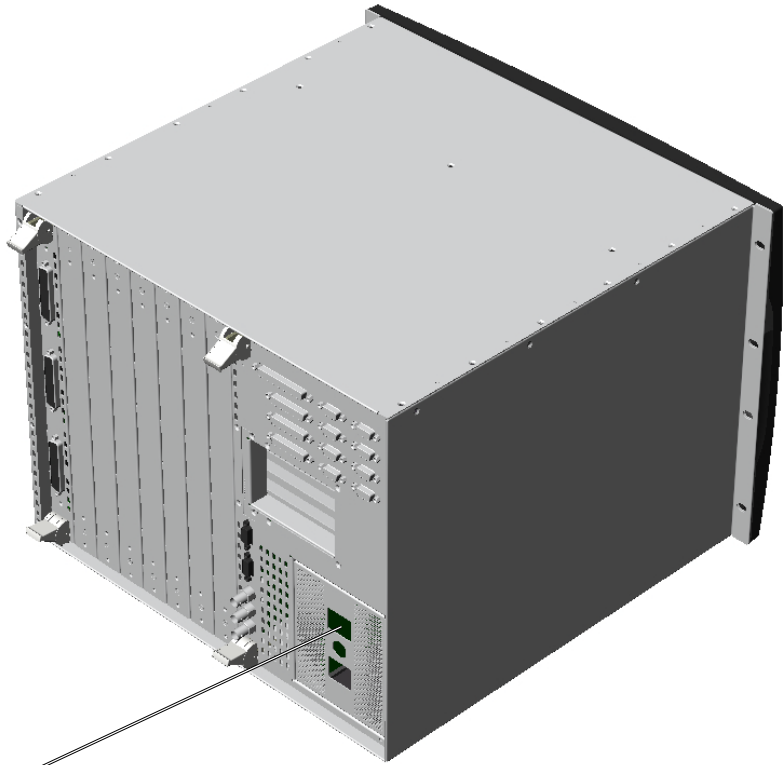
1. Turn on the power switch, at the power source, and on the back of the Console. The Console will then boot up.

2. The green LC display on the Console should display zero's on the top screen and on the lower screen the software revision.

4.2.2 ENGINE

1. Ensure all SCSI cables and terminators are connected.
2. Power up all SCSI devices.
3. Verify monitor cable is connected and then power up the monitor.
4. Ensure all Sync Input/Output cables are connected and secure.
5. Turn down the master faders on the mixing console.
6. Ensure all digital and analog Input / Output cables are connected and secure.
7. Ensure Merlin Console cable is connected and secure.
8. Ensure 9 pin control cable is connected and secure.
9. Power up the Engine via the switch on the back panel then press the switch on the front panel.
10. Power up the Merlin Console, if not already powered up.

At this point the system should be booting up if all has gone to plan. Initially you will observe a gray and blue text screen, containing system configuration information. The system will continue booting until the program is loaded.



Back Panel Power Switch

Engine Back Panel



Front Panel Power Switch

Engine Front Panel

4.3 BOOT UP SCREEN

At this point the system should be booting up and the following text should be seen on the graphical interface.

1. Take note of the SCSI devices being found in case a problem is encountered.

```
+-----[ Fairlight ESP - MFX Mainframe - Flashware v1.00 [16.1.07b] ]----+
|                                     Backplane: Yes (9)           Compile Date: Feb 21 2000|
|                                     SIO [1]: No                Compile Time: 12:05:16  |
|                                     SIO [2]: No                IntGlue Xilinx: 34    |
|      Colour Graphics Card [A]: No    TSB Xilinx: 7         |
|      Colour Graphics Card [B]: No    Machine ID: 061C207A  |
+-----[ Non Volatile RAM Options ]-----+
|      SCSI Controller Boot Slot: 0      ROM Debug Level: OFF  |
|      SCSI Initiator ID: 7              IOPACK Mode: 46 Lines |
|      Synchronous SCSI: Yes            |
|      Disconnecting SCSI: Yes          |
|      Wide SCSI: Yes                   |
+-----[ DIP Switch Settings ]-----+
|      Enable System Debugger #A1: No    Boot ROM Select (0) #B1: No|
|      Disable PCI BIOS #A2: No          Boot ROM Select (1) #B2: No|
|      Disable MMU #A3: No               HIRE5 CG5 Enable #B3: No  |
|      Disable IOPACK Output #A4: Yes    DipSwitch #B4: No        |
|      Change CCB to CWT #A5: No         DipSwitch #B5: No        |
|      QDC Disable #A6: No               DipSwitch #B6: No        |
|      QDC Order left->right #A7: No     DipSwitch #B7: No        |
|      DipSwitch #A8: No                 DipSwitch #B8: No        |
+-----[ PCI Buss Status ]-----+
|      On Board SCSI: Installed          Symbios 53c875 [1000:000F:#91]|
|      Slot #1: Vacant                   |
|      Slot #2: Vacant                   |
|      Slot #3: Installed                 Intel i82557 [8086:1229:#90]|
+-----+
OS-9/68040 System Bootstrap [Dynamic RAM Version]

Press Key to Display Boot Menu ... 4 3 2 1 Autobooting

Scanning On Board PCI SCSI Controller
ID -   DEVICE TYPE   VENDOR   PRODUCT           FIRM CAPACITY SECT   MB
-----
01 -   Fixed Disk   IBM      DRUS09V           0270 011191F9  512  8754
-----

Attempting to Boot to Target #1 on the Onboard Controller
Detected an RBF Formatted Disk.
A valid OS-9 bootfile was found.
-nt
Setting Lines Per Page to 48 - [TERM=xterm] .....
Loading Resident Modules .....
Starting Resident Fairlight Extension Modules .....

Flight: v3.09 - Fairlight OS9 Extensions
ESP Messages Version 1.10

Initialising MMU .....
Starting RAM Resident IOPACK .....
Saving Last TUT Image (/dd/tvtlog.txt) .....
Press Any Key to Edit System Configuration ..... 4 3 2 1
Starting Network .....
Creating primary (MASTER) network interface "/ie0" for [Web]
  HOSTNAME   = mfx_232
  IP_ADDRESS = 192.100.105.232
  NET_MASK   = 255.255.0.0
  DOMAINNAME = MFX
  INNET=ffff0000 BDCST=ffffffff
Creating device descriptor "ie0" "if82557" "ifman"
Creating socket: Devices "/lo0 /ie0" for host "mfx_232"
Starting Network
Starting TUT Drivers (TCP/IP Port 2700) .....
```

2. If the Merlin system has been configured to be part of a network, check that the Engine is attaching to the network. For further details on connecting to an Local Area Network, please the network administrator.

```

Starting MFX Console .....
=====
                        System Identification
Machine #:061c0283      Site:Fairlight ESP Pty Ltd
MERLIN
9-Pin:YES
MFX
Multi-Out:YES          Printing:YES          Time-FX:YES          Audiobase:TWO
Tracks:48              A-In:48          A-Out:48             D-In-Out:48
Preview:YES            Connect:YES       MediaLink:YES
Varispeed:YES         CD-Write:YES
=====
Creating Temporary Directory (/dd/TMP) .....
Starting File Gopher, DFN Server, FFS, ANETD and NODED .....
Starting SCSI Caching Sub-System and Media Daemon .....
Initialising Audio Hardware .....
jtag v2.06:
qdcinit v3.06
Resetting all QDCs
QDC 1 Slot 7 OK
DSP Resources
  1 QDC cards
  4 DCC sections
  8 DSP processors
I/O Resources:
  2 AIN cards
  2 AOUT cards
  2 DIO cards
 16 Analog Inputs
 16 Analog Outputs
 16 Digital Inputs
 16 Digital Outputs
Checking Versions of Modules, ROMS and Hardware .....

Starting Session .....
1 devices online
OS-9/68K V3.0.3  MFX/PX-DYNAMIC '/term' online 00/25/06 at 19:04:31
User name?: mfx

Process #32 logged on    02/01/06 19:04:52
Welcome!

MFX:

```

3. As the boot up process continues check that the Merlin Console is being seen.

4. If a problem is encounter with audio I/O check that the system is logging the QDC card or cards within the system.

5. If problems persist please contact a local Fairlight office or distributor.

4.4 SYSTEM FAILS TO BOOT FROM A HARD DRIVE

If your system fails to boot from a hard drive which you believe has software on it, the following procedure may be of assistance.

1. Reboot the system and press the < Space Bar > as soon as it is possible.
2. You should see a small menu with the following prompt;
" Select a boot method from the above menu: "
3. Type "SCAN" then press < Return >
4. Check that the drive you are attempting to boot from is detected.
5. If detected there is probably a boot sector problem on the Drive or the Drive may not have software installed.
6. If not detected, then check all SCSI connections and that the drive is powered up.
7. Check that each disk drive does not share any SCSI ID's on the same buss.

4.5 SYSTEM STOPS AT MERLIN PICTURE

If after powering up your new system it appears to stop at the point where the Merlin picture is displayed the following should correct the problem.

1. Type "QUIT" < Return >
2. Answer "Y" to the question.
3. Type "MFXLOAD" < Return >
4. Allow the Engine to load software into the Merlin Console. The Console will reset itself when finished.
5. Reboot the system by typing "RESTART" < Return >
6. The system should now boot through to the Disk Recorder.
7. If not, re-boot. At the second countdown, press any key. Check the network setup file is correct. Edit the file if changes need to be made. Then hold down the <blue> key and press Z.

If the above procedure fails please press the < Blue > key and then the < ESC > key.

Contact your local Distributor or Fairlight office for further assistance.

4.6 SOFTWARE INSTALLATION

From time to time software will need to be installed onto the Merlin system. The following describes the steps which need to be taken to install software.

4.6.1 INSTALLING SOFTWARE FROM EXABYTE

To update software from the Exabyte whe no release files are available.

1. Ensure that an Exabyte drive is connected and set to ID 5.
2. Power up the Exabyte drive.
3. Place the Exabyte software tape in the drive.
4. Power up the Engine.
5. Press the < Space Bar > immediately on powering up the system. You may need to press the < Space Bar > a few times. The aim is to stop the system booting from a hard drive if one is connected.
6. The displayed prompt is " Select a boot method from above menu: ".
7. Type " ROM " < Return > to boot to from Rom.
8. Type " Upgrade -T " < Return>. This tells the system to boot from the Exabyte at ID 5.

Follow the procedure as appears on the screen. You will be asked if you want to reformat the drive. Answer NO to this if there are projects you require on the drive.

SECTION 5 - DRIVE INSTALLATIONS

5.1 INTRODUCTION

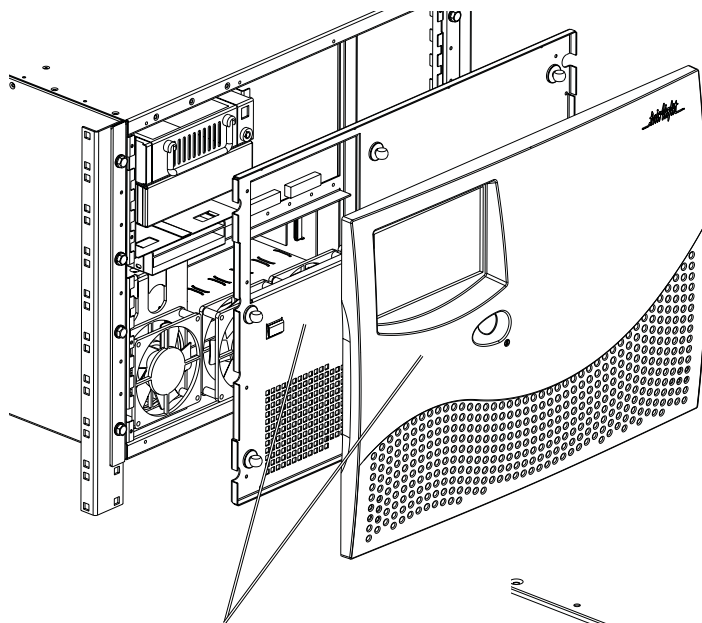
The following section deals with installing internal and external SCSI based media devices and configuring them for use with Merlin. For information regarding approved SCSI drives please refer to a local Fairlight office or distributor.

5.2 INSTALLING INTERNAL HARD DISK DRIVES

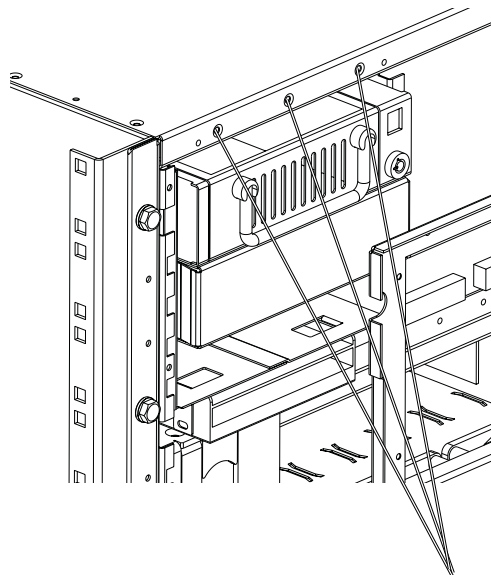
The Engine unit has been designed to accept two fixed 3.5" disk drives and 2 removable 5.25" drive enclosures fitted on to an internal drive bracket. The system comes configured with one system disk which contains the O/S9 Operating System and Merlin software. This allows for 3 media drives to be fitted internally. The two removable drive carriers have been designed to provide durable and reliable mounting for 3.5" SCSI drives within 5.25" half height peripheral slots.

The Internal SCSI buss is connected via a SCSI loom directly to the motherboard. The SCSI buss is based on the Ultra Wide, 68 Pin configuration

- 1 To install a hard drive within the Engine, first remove the dress panel.



Engine Front Panels



Retaining Bolts

2. Next, unscrew the eight screws holding the front panel in place, gently pull the front panel away from the Engine, being careful to note the three cables connected to the back of the panel from the power supply and the back plane within the Engine.

3. Disconnect the fan power loom from the connector labeled F1 on the back plane.

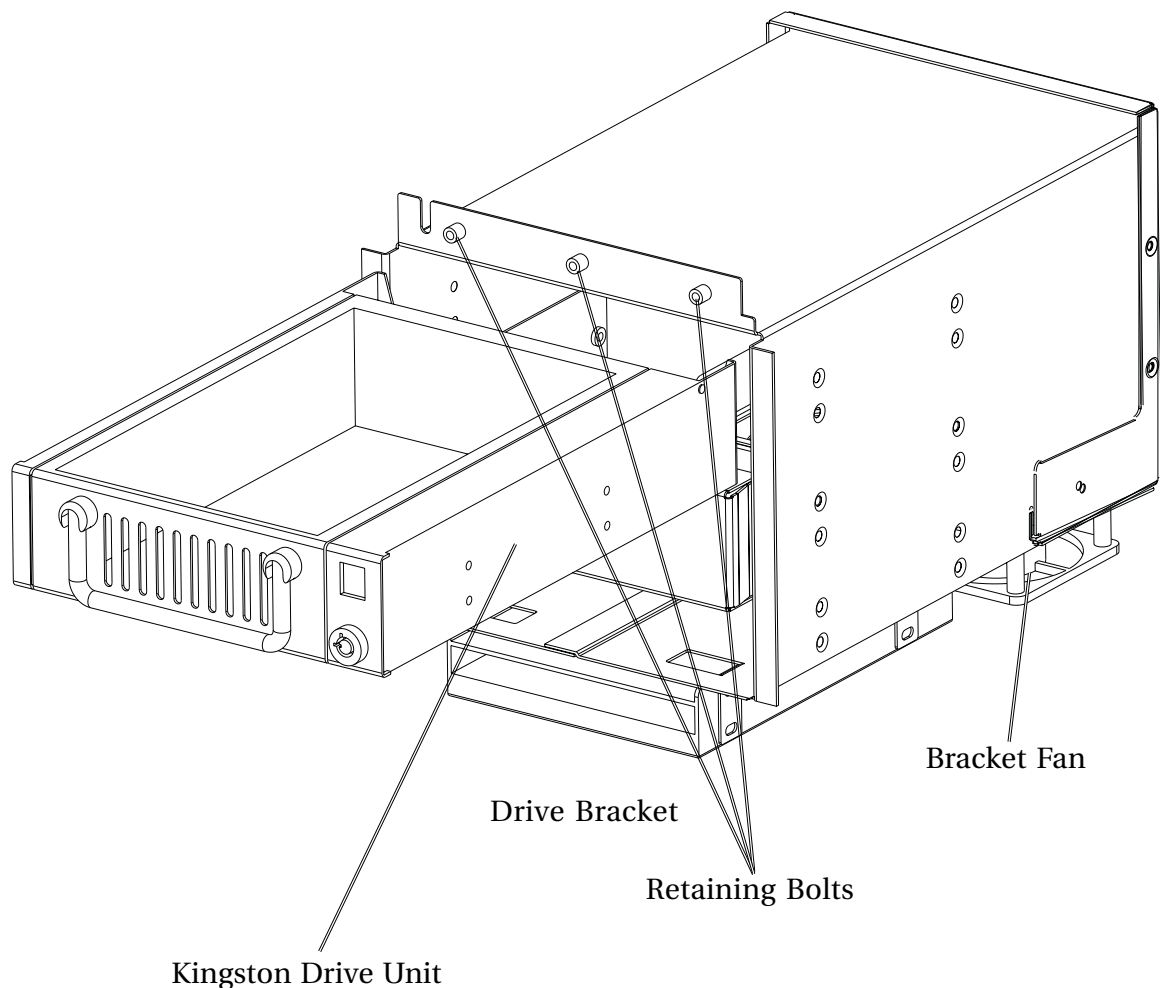
4. Using a small flat headed screwdriver, turn the red screw (anti-clockwise) on the power switch connector on the rear of the front panel.

5. Disconnect the power connector, leading from the Power On switch to the F2 connector on the back plane (and leading to the Power Supply).

6. Disconnect the SCSI extender cable from the internal SCSI cable, mounted on the right side of the power supply.

7. The front panel can now be removed fully from the front of the Engine and placed on a suitable surface until reinstallation.

8. Next remove the three bolts holding the drive mount bracket in place.



9. Pull out the bracket from the Engine being careful to disconnect the power cable for the fan attached.
10. Remove termination blocks and set a unique SCSI ID on the drive. Refer to the SCSI drives manufacturers User Manual for details.
11. Insert the drive or cradle into one of the appropriate sections of the enclosure.
12. Mount four screws to the two sides of the drive bracket to allow the device to remain securely fastened. Note - These screws should be supplied with the drive.
13. Connect the Drive Bracket SCSI extender cable to the internal SCSI cable connector.
14. Connect the power loom on to the back of the cradle or disk drive.
15. Insert the drive bracket back into the Engine and attach the three bolts and fan power cable again.
16. Reattach the front panel, remembering to attach the fan power loom to the F1 connector on the backplane and connect the two power connectors onto the back of the Power On switch.

5.3 INSTALLING EXTERNAL HARD DISK DRIVES

An additional SCSI controller can be added to the system and fitted in one of three PCI slots on the PXY Main Processor Board. With the controller physically installed an additional 4 SCSI devices can be connected to the system bringing the available devices allowed to 7.

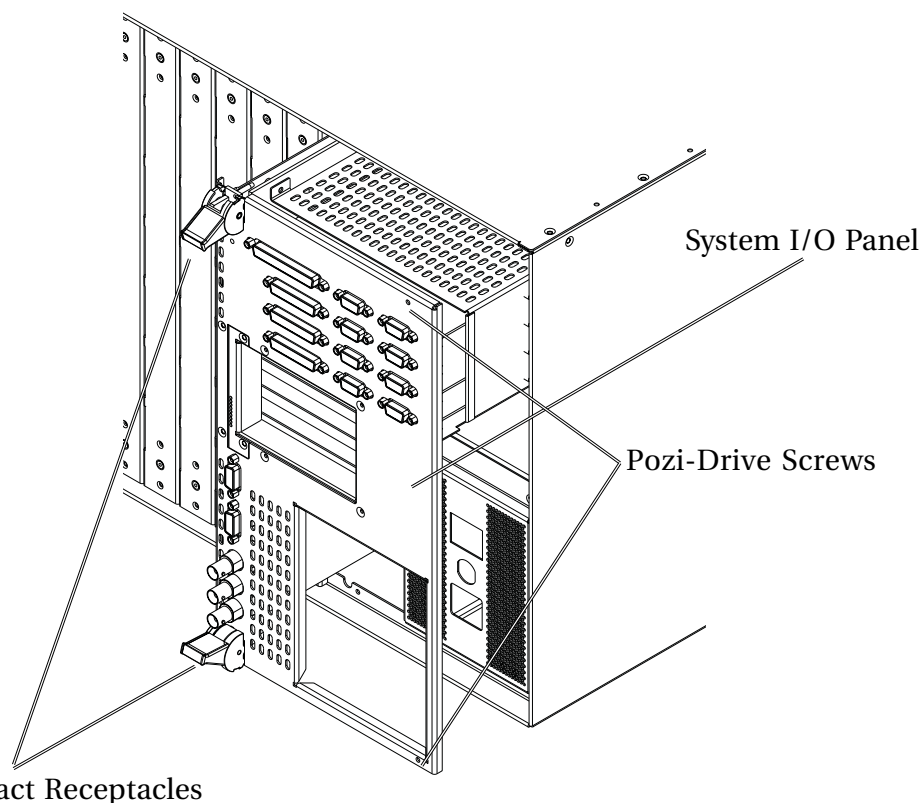
All cabling to SCSI devices must be kept as short as possible and the Buss must be terminated using an active SCSI terminator plugged into the last drive in the chain. SCSI I.D.'s can be 0 through to 6. SCSI I.D. 7 is reserved for the internal SCSI controller.

Some disks have SCSI terminating resistors in place and this should be checked and resistors removed when extra disks are being added to the system. Lower transfer rates and SCSI errors will result if the buss is not correctly terminated.

5.3.1 ADDING AN ADDITIONAL SCSI CARD

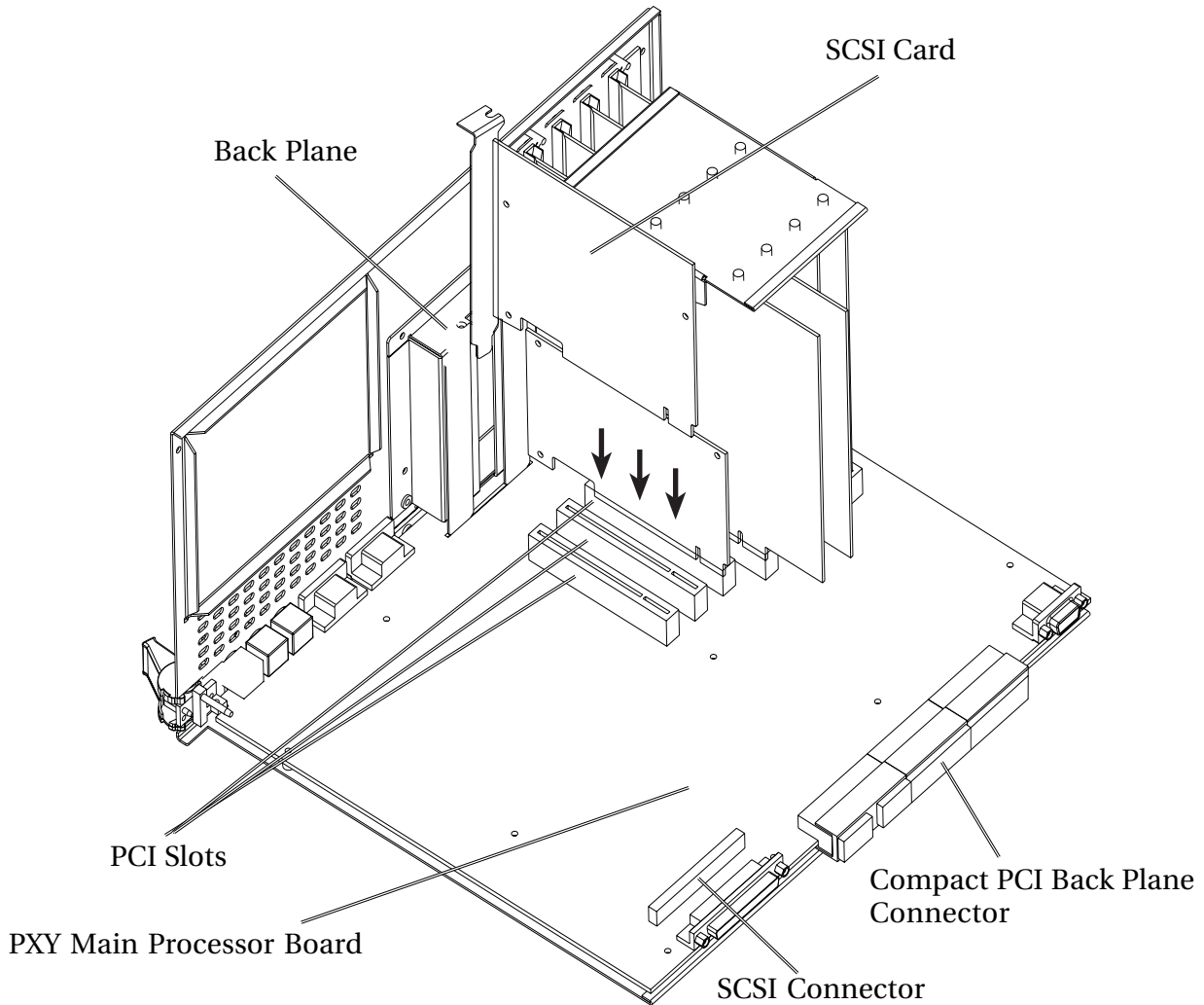
1. Remove the pozi-drive screws using a posi-drive screwdriver.
2. The System I/O Panel must be removed from the Engine. Pull outwards the two compact PCI receptacle holders and slowly pull the panel out from the back of the Engine.
3. Next remove the SCSI loom from the PXY Main Processor Board and fully remove the System I/O Panel from the Engine and lay it horizontally on a anti static surface.

WARNING - MAKE SURE ANTI-STATIC PRECAUTIONS HAVE BEEN TAKEN BEFORE COMMENCING WORK ON THE Engine AND PXY MAIN PROCESSOR BOARD



- PCI Compact Receptacles
4. Lay the System I/O Panel on its side so that the PXY Main Processor Board is horizontal.

5. Choose one of the available PCI slots on the PXY Main Processor Board and remove the blanking plate. Remember to remove the screw holding the plate in place !



Horizontal PXY Main Processor / System I/O Panel

6. Insert the SCSI Card into the PCI slot, making sure the connectors are fully inserted
7. Screw the Card onto the back plane.
8. Insert the System I/O Panel back into the Engine, being careful to reconnect to the compact PCI back plane.
9. Before fully inserting the System I/O Panel, reattach the SCSI loom to the SCSI connector on the PXY Main Processor Board.
10. Pull the PCI Receptacle holders inwards.
11. Replace the pozi-drive screws.
12. The physical installation is now complete.

5.4 CHECKING FOR NEWLY INSTALLED SCSI DEVICES

Once you have mounted all external and internal SCSI devices, the following will aid you in determining if they are all detected.

1. Ensure that the Engine is completely reassembled and that there are no loose cables.
2. Power up the Engine and Console.
3. Press the SPACE BAR once a gray display is seen. If you miss the time window in which the Space bar must be pressed, simply reboot and try again.
4. The displayed prompt is " Select a boot method from the above menu: ".
5. From the prompt type " SCAN " < RETURN >.
6. Observe that all SCSI devices are detected.
7. You may need to run this command a couple of times as some drives are much slower to boot than the Engine.
8. If a SCSI device is not seen, power down the system and check all SCSI ID's and that the SCSI and power cables are connected.

5.6 SETTING UP SCSI HARD DISK DRIVES

Disk Drives can be low level formatted on a standard SCSI PC. Once the drive has been formatted, running the Diskinit command on the drive via the Engine will allow correct operation.

The Merlin can operate under two types of disk protocol -

- RBF - OS/9 protocol used on the MFX range of Fairlight products. Can format disks with up to a maximum size of a 4 GB's.
- FLFS - Fairlight disk protocol designed to accommodate disk drives with a partition greater than 4 GB's.

The Merlin system disk comes formatted as an FLFS disk. FLFS and RBF based media disk drives can be connected on the same SCSI buss without any conflicts.

To format a disk, Exit the Disk Recorder by typing 'QUIT' < Return > 'Y'

The displayed prompt is " # ". Then type -

For FLFS - Type DISKINIT /tdwx -w -n=name

< RETURN >.

(Where **td** is the raw device descriptor, **W** is the PCI slot number, 0 is on board, and 1 is the first PCI slot and **X** is the SCSI address of the device)

For RBF - Type DISKINIT / dwx -c=128 -v=1024

< RETURN >.

If a new boot drive is attached to the system the DISKINIT command can be run from system ROM, i.e. you do not need to boot from a drive with software. The following procedure outlines the steps:-

1. Connect the drive that requires setup.
2. Power up the Engine.
3. Press the SPACE BAR immediately on power up.
4. The displayed prompt is " Select a boot method from the above menu: ".
5. Type " ROM " < Return >. This will cause the system to boot from Rom.
6. Type the Diskinit command as outlined above.
7. The drive will be set up for software.

If after you have completed the above, you wish to install software from Exabyte complete the following;

1. Place the Exabyte tape in the Exabyte drive.
2. The displayed prompt is "#".
3. Type " UPGRADE -T " < Return >.
4. Follow the prompts and select the desired drive.
5. Software will be installed and the system will reboot.

Before connecting the drive to a system ensure that there are no SCSI ID conflicts, i.e. that a drive is not already connected with the same ID of the drive you are about to connect.

Drives being setup to be used on the system should have all internal termination's and termination power turned off. In all applications the termination power is supplied by the Engine. Termination is achieved by use of external terminators on the last device on the chain.

SCSI busses should be terminated at the beginning and end of the chain only. The internal SCSI buss is terminated on the motherboard and at the other end of the cable loom by an active terminator.

CAUTION - FAIRLIGHT FORMATTED FLFS DISK DRIVES MUST NOT BE CONNECTED TO WINDOWS NT PC BASED COMPUTERS. CORRUPTION AND DATA LOSS WILL RESULT

For file exchange, some drives may be formatted differently. Consult the File Exchange Manual for further guidance or contact your local Fairlight office or distributor.

5.7 SETTING UP REMOVABLE MEDIA DEVICES

To set up optical drives for use on the system it is not necessary to format the media. All that is required is that the following command be run on the media;

```
DISKINIT /tdwx -w -n=name
```

(W is the PCI #, X is the SCSI ID)

This command must be run from the shell, so you will need to quit from the main application to the shell.

When media is not in use it is strongly recommended that the media is ejected from the drive to ensure that the media has not deteriorated due to the level of heat in the drive itself.

CAUTION - KEEP MEDIA AWAY FROM STRONG MAGNETIC FIELDS AND DIRECT SUN LIGHT AS THIS CAN DAMAGE THE DISK.

Please note - The system automatically detects new SCSI devices. For example if an Optical drive is connected at boot up and the media is not present the device will be seen on the Project page, however it will indicate no media. On placing a suitable formatted media in the drive the device will become available for use.

Hard drives will also be automatically detected if they are installed correctly.

Please avoid connecting external devices by breaking the SCSI chain while the system is running as it can either crash the system or if a project is open, lead to project corruption.

SECTION 6 - CONNECTING TO A LOCAL AREA NETWORK

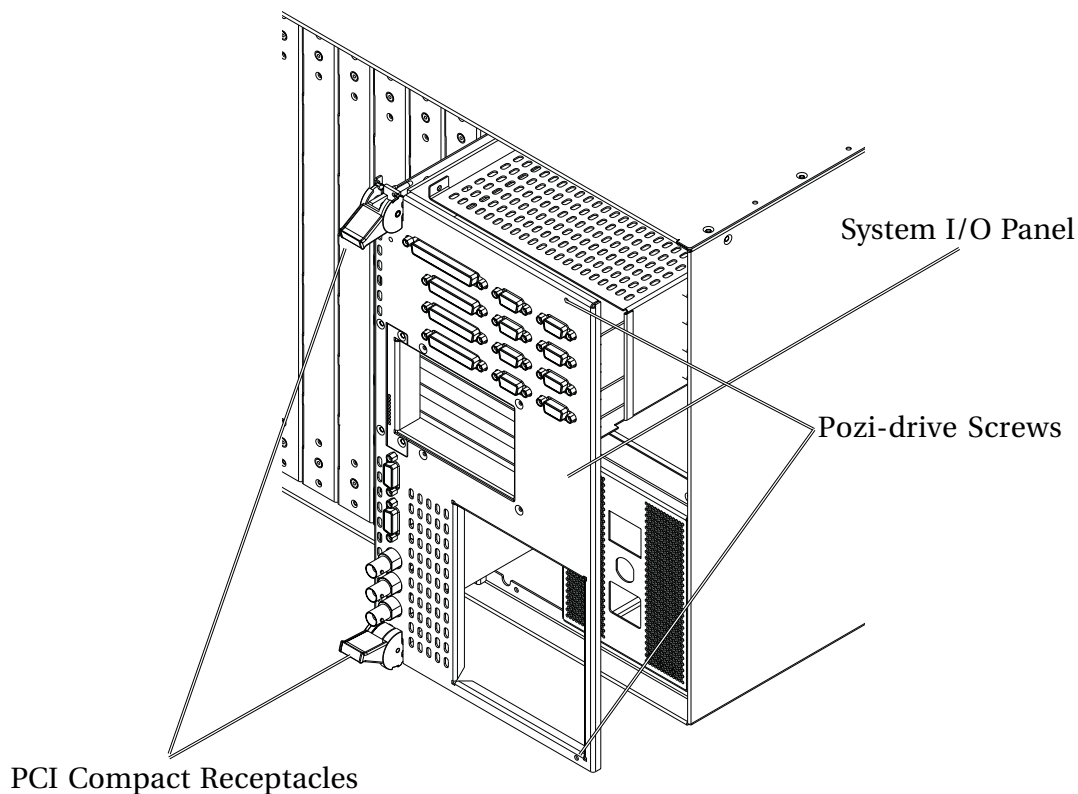
The Merlin can be connected to a Local area network and run as part of a Fairlight Media Link network providing connectivity to other Merlin systems and the MFX range of Digital Audio Workstations.

For more details regarding connecting to a network please contact a local Fairlight office or distributor or read the *Media Link Installation and User Manuals*.

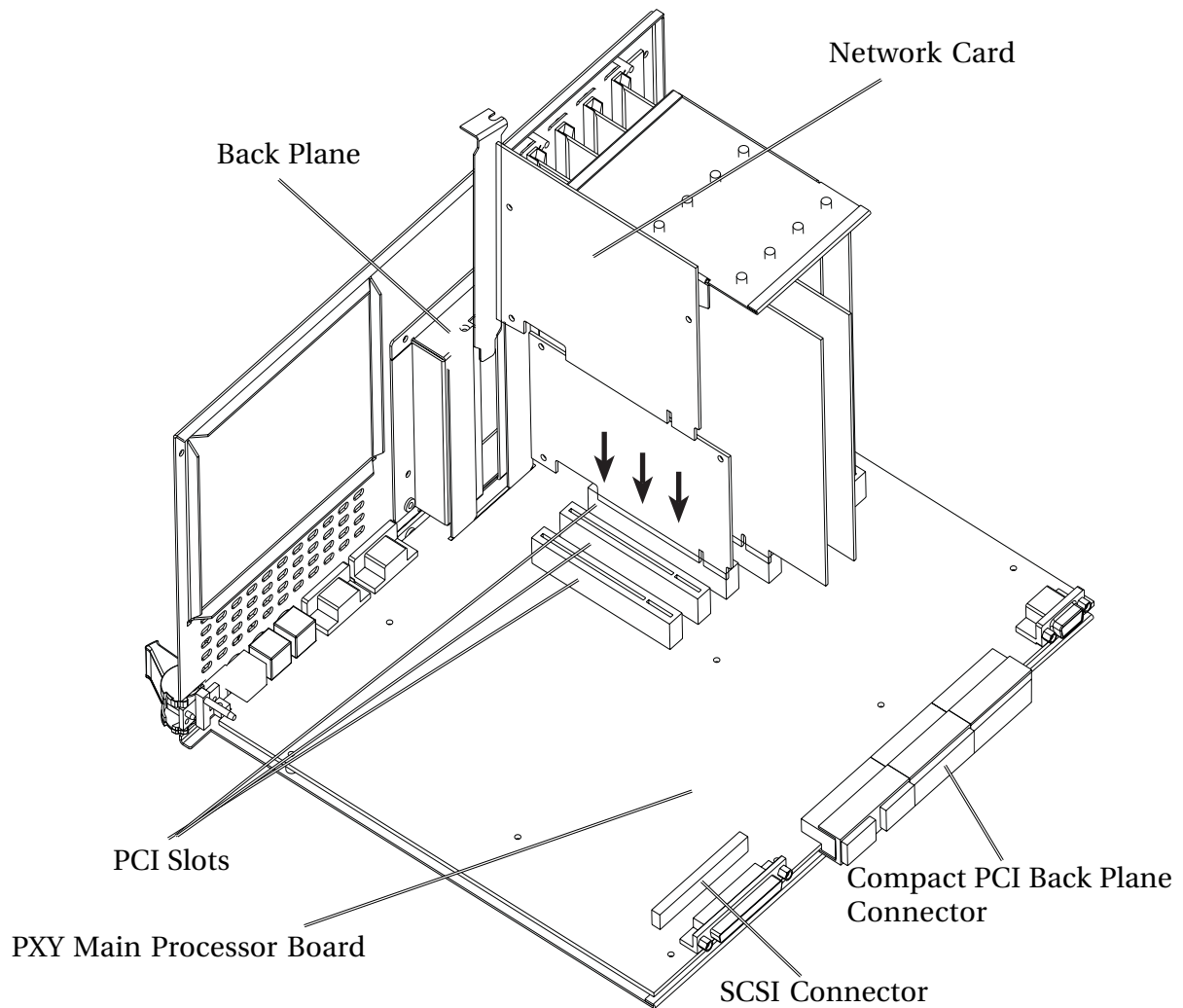
6.0.1 ADDING A NETWORK CARD

- 1 Remove the pozi-drive screws from the panel, using a pozi-drive screwdriver.
- 2 First, the System I/O Panel must be removed from the Engine. Pull outwards the two compact PCI receptacle holders and slowly pull the panel out from the back of the Engine.
- 3 Next remove the SCSI loom from the PXY Main Processor Board and fully remove the System I/O Panel from the Engine and lay it horizontally on an anti static surface.

WARNING - MAKE SURE ANTI-STATIC PRECAUTIONS HAVE BEEN TAKEN BEFORE COMMENCING WORK ON THE Engine AND PXY MAIN PROCESSOR BOARD



- 4 Lay the System I/O Panel on its side so that the PXY Main Processor Board is horizontal.
- 5 Choose one of the available PCI slots on the PXY Main Processor Board and remove the blanking plate. Remember to remove the screw holding the plate in place !



Horizontal PXY Main Processor Board / System I/O Panel

- 6 Insert the Network Card into the PCI slot, making sure the connectors are fully inserted.
- 7 Screw the Card onto the back plane.
- 8 Insert the System I/O Panel back into the Engine, being careful to reconnect to the compact PCI back plane.
- 9 Before fully inserting the System I/O Panel, reattach the SCSI loom to the SCSI connector on the PXY Main Processor Board.
- 10 Pull the PCI receptacles holders inwards .
- 11 Replace pozi-drive screws.
- 12 The physical installation is now complete.

SECTION 7 - ROUTINE MAINTENANCE

6.1 CLEANING THE EXTERIOR OF THE UNITS

You should clean the Merlin system units often enough to prevent dust or dirt from accumulating. Dirt acts as a thermal insulating blanket that prevents effective heat dissipation and may provide high-resistance electrical leakage paths between conductors or components in a humid environment.

Clean the dust from the outside by wiping with a soft cloth or small brush. A brush is especially useful for removing dust from around connectors and cooling grilles. Use a cloth dampened in water that contains 50% Isopropyl alcohol to remove hardened dirt. You should not use abrasive cleaners.

6.2 CLEANING THE MONITOR SCREENS

The Graphics Monitor has a special coating on the screen which prevents glare. A cleaning cloth should be supplied with the Graphics Monitor and the instructions given in the monitor manual should be followed.

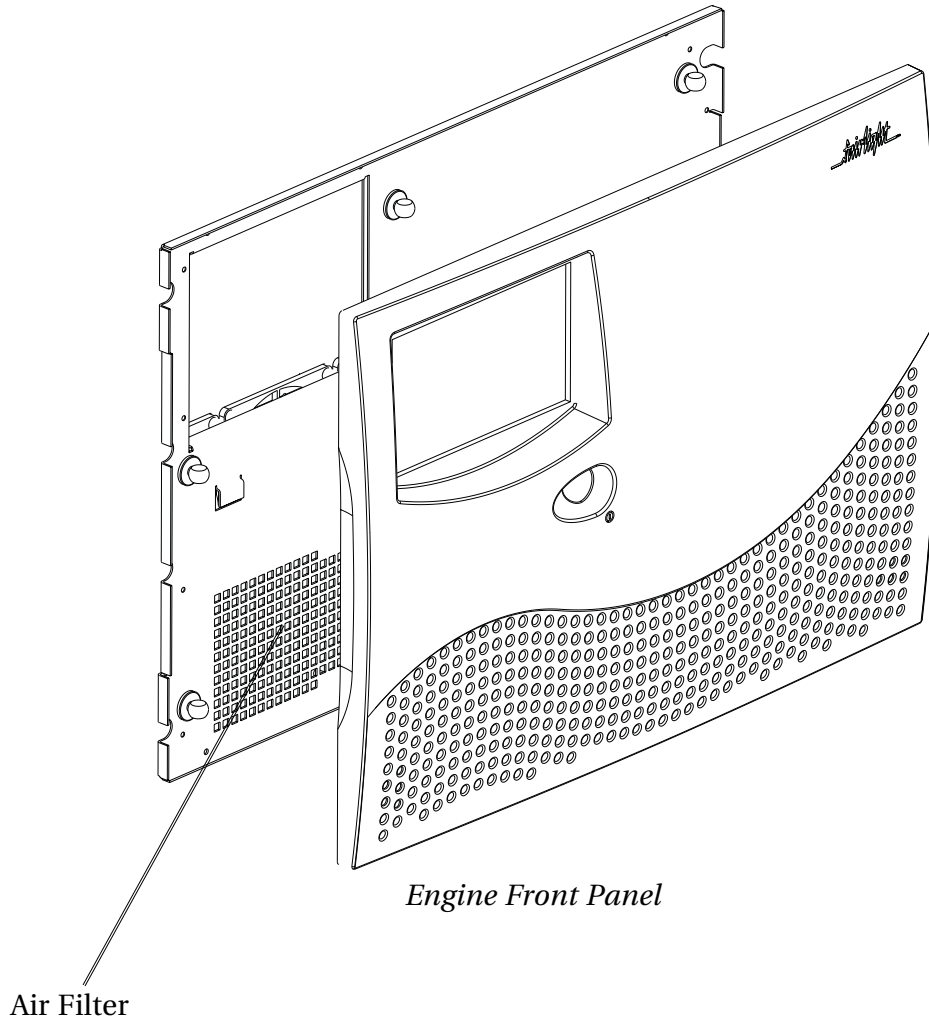
6.3 CLEANING THE ENGINE AIR FILTER

To ensure good airflow through the Engine, the air filter in the front panel must be periodically cleaned. It is usually sufficient to simply remove accumulated dust using a vacuum cleaner to suck it out of the front panel grille. From time to time, however, the front panel will have to be removed to give the filter a thorough clean or even replace it altogether. The front dress panel should be removed to allow access to the Air Filter.

1. Gently lift the dress panel away from the Engine.
2. Unclip the Air Filter and remove it from the front fascia of the 2nd panel.
3. Once the air filter has been removed, clean it thoroughly by washing it in warm water with mild detergent. Make sure it is completely dry before reinstalling it.

CAUTION: DO NOT ALLOW WATER TO GET INSIDE ANY ENCLOSED ASSEMBLY OR COMPONENT. DO NOT CLEAN ANY PLASTIC MATERIALS WITH ORGANIC CLEANING SOLVENTS, SUCH AS BENZENE, TOLUENE, XYLENE, ACETONE, OR SIMILAR COMPOUNDS, BECAUSE THEY MAY DAMAGE THE PLASTIC. CAUTION: DO NOT USE CLEANING FLUIDS, OTHER THAN THOSE MENTIONED IN THE GRAPHICS MONITOR MANUAL, TO CLEAN THE SCREEN - THE SPECIAL COATING COULD BE DAMAGED.

4. Reverse the above steps to attach the front dress panel back into place.



NEW AIR FILTERS

If the filter cannot be cleaned properly or is worn out, a new one should be ordered. Please contact your local Fairlight office or Distributor.

APPENDIX - CONNECTION SPECIFICATIONS

INTRODUCTION

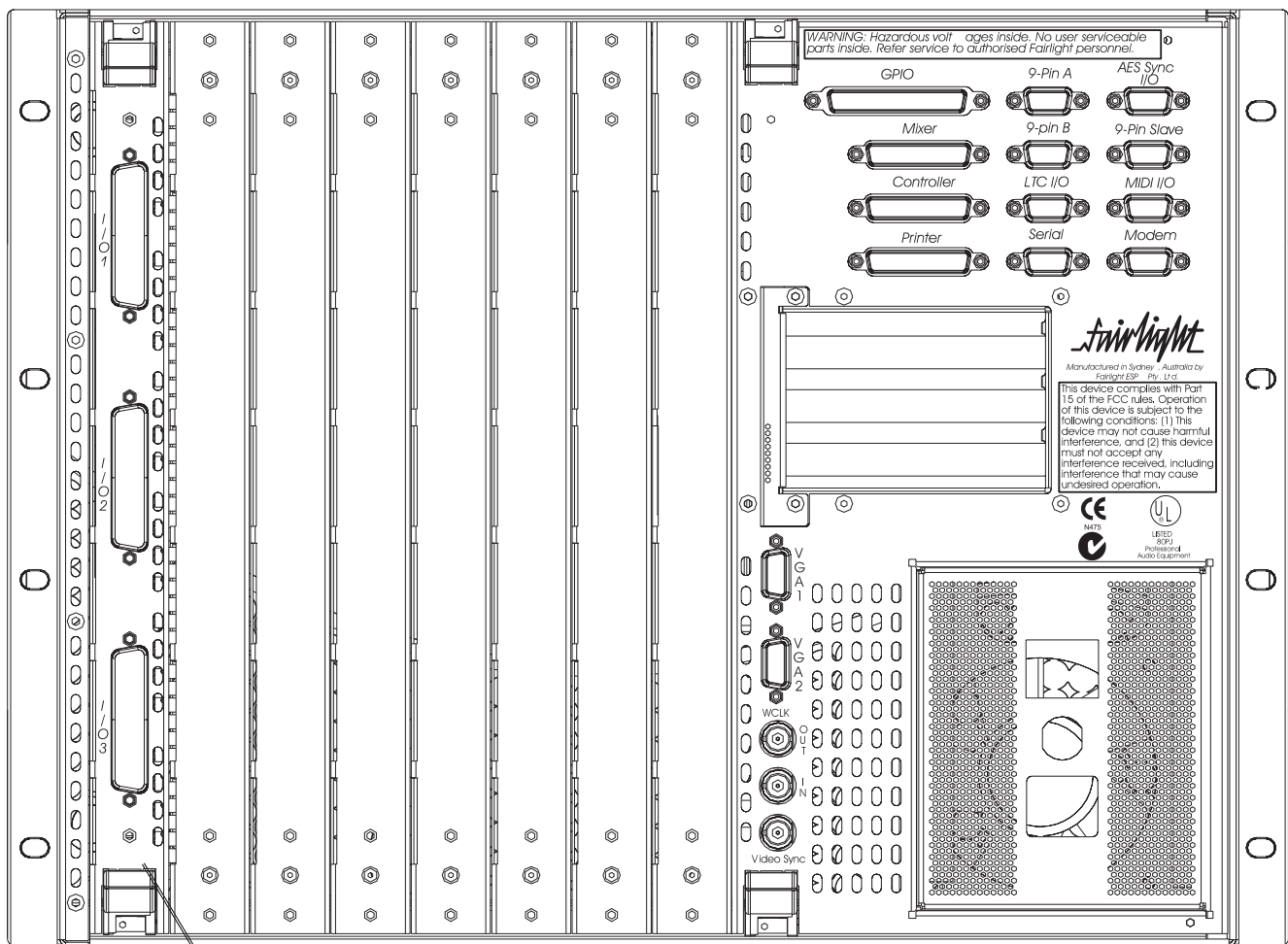
The following information contains all the wiring details to allow users to connect peripheral devices to the back panel of the Engine.

A1 - AUDIO I/O CONFIGURATION

Merlin uses a Fairlight ESP designed proprietary card called the QDC for all its audio I/O and processing. A number of QDC cards can be configured within a Engine. Merlin can be ordered with any of 12 Audio I/O combinations.

On each QDC, a maximum of 6 I/O module boards, can be configured, to allow 8 I/O channels per module. This allows for a maximum of 16 analog inputs and 32 analog outputs or 32 digital inputs / outputs and 16 analog inputs per QDC to be available.

The following pages describe the wiring pin outs for each QDC, to enable installation personnel to configure and wire the system.

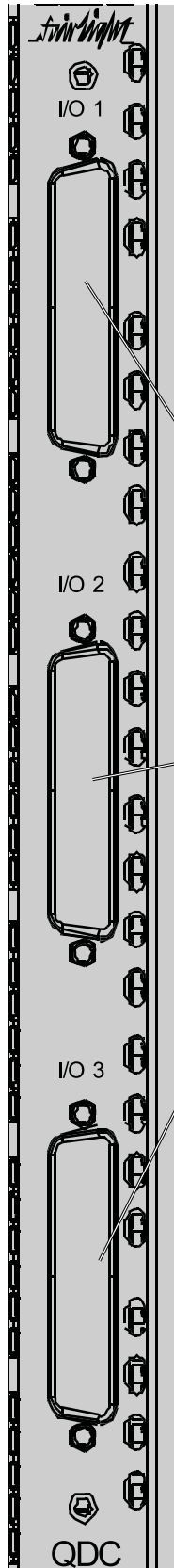


QDC card

Engine Rear Panel

QDC CONFIGURATION

Each QDC card comes with three connectors, each housing 50 pins. The following tables show the Audio I/O Configurations - the connectors and Pinouts for Merlin. In some configurations more than one QDC card is required to enable all analog and digital I/O.



+	GND	-
17	33	50
16	32	49
15	31	48
14	30	47
13	29	46
12	28	45
11	27	44
10	26	43
9	25	42
8	24	41
7	23	40
6	22	39
5	21	38
4	20	37
3	19	36
2	18	35

QDC Connector Pin Outs

A1.1 ANALOG AUDIO I/O SPECIFICATIONS

Connector	50 way 3 Row D Female
Input	Balanced
Input Level	+24dbu max
Input Sensitivity	+4dbu nominal (adjustable)
Input Impedence	> 10k Ohms
Output	Electronic balanced differential
Output Level	+24dbu max at 0dBFS, nominal +4dbu
Output Impedence	< 55 Ohms
Output Load	>600 Ohms

A1.2 DIGITAL AUDIO I/O SPECIFICATIONS

Connector	50 way 3 row D Female
Channels	16 stereo pairs per I/O Module
Sample Rates	32KHz, 44.1 KHz, 48Khz, 88.2KHz, 96 KHz, 0.1% run up and run down
Input Type	> 200mV differential
Output level	>4.3V TTL

1.1.1 24 Track Digital 24 Digital I/Os 1 QDC Card

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
			+ GND -				+ GND -	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
								D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
								D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
								D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
								D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
								D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
								D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
								D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
								D In 17 - 18	1	3	9 25 42	D Out 17 - 18	1	3	5 21 38
								D In 19 - 20			8 24 41	D Out 19 - 20			4 20 37
								D In 21 - 22			7 23 40	D Out 21 - 22			3 19 36
								D In 23 - 24			6 22 39	D Out 23 - 24			2 18 35

1.1.2 24 Track Mixed I/O 24 Digital I/Os 8 Analog Inputs 1 QDC Card

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50				+ GND -	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
A In 2			16 32 49					D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
A In 3			15 31 48					D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
A In 4			14 30 47					D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
A In 5			13 29 46					D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
A In 6			12 28 45					D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
A In 7			11 27 44					D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
A In 8			10 26 43					D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
								D In 17 - 18	1	3	9 25 42	D Out 17 - 18	1	3	5 21 38
								D In 19 - 20			8 24 41	D Out 19 - 20			4 20 37
								D In 21 - 22			7 23 40	D Out 21 - 22			3 19 36
								D In 23 - 24			6 22 39	D Out 23 - 24			2 18 35

1.1.4 24 Track Analog plus Digital 24 Digital I/Os – 24 Analog Inputs – 24 Analog Outputs

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50	A Out 1	1	1	9 25 42	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
A In 2			16 32 49	A Out 2			8 24 41	D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
A In 3			15 31 48	A Out 3			7 23 40	D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
A In 4			14 30 47	A Out 4			6 22 39	D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
A In 5			13 29 46	A Out 5			5 21 38	D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
A In 6			12 28 45	A Out 6			4 20 37	D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
A In 7			11 27 44	A Out 7			3 19 36	D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
A In 8			10 26 43	A Out 8			2 18 35	D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
A In 9	1	3	17 33 50	A Out 9	1	3	17 33 50	D In 17 - 18	2	2	17 33 50	D Out 17 - 18	2	2	13 29 46
A In 10			16 32 49	A Out 10			16 32 49	D In 19 - 20			16 32 49	D Out 19 - 20			12 28 45
A In 11			15 31 48	A Out 11			15 31 48	D In 21 - 22			15 31 48	D Out 21 - 22			11 27 44
A In 12			14 30 47	A Out 12			14 30 47	D In 23 - 24			14 30 47	D Out 23 - 24			10 26 43
A In 13			13 29 46	A Out 13			13 29 46								
A In 14			12 28 45	A Out 14			12 28 45								
A In 15			11 27 44	A Out 15			11 27 44								
A In 16			10 26 43	A Out 16			10 26 43								
A In 17	2	1	17 33 50	A Out 17	2	1	9 25 42								
A In 18			16 32 49	A Out 18			8 24 41								
A In 19			15 31 48	A Out 19			7 23 40								
A In 20			14 30 47	A Out 20			6 22 39								
A In 21			13 29 46	A Out 21			5 21 38								
A In 22			12 28 45	A Out 22			4 20 37								
A In 23			11 27 44	A Out 23			3 19 36								
A In 24			10 26 43	A Out 24			2 18 35								

2.1.1 32 Track Digital 32 Digital I/Os 2 QDC Cards

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
			+ GND -				+ GND -								+ GND -
								D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
								D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
								D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
								D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
								D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
								D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
								D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
								D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
								D In 17 - 18	1	3	9 25 42	D Out 17 - 18	1	3	5 21 38
								D In 19 - 20			8 24 41	D Out 19 - 20			4 20 37
								D In 21 - 22			7 23 40	D Out 21 - 22			3 19 36
								D In 23 - 24			6 22 39	D Out 23 - 24			2 18 35
								D In 25 - 26	2	1	17 33 50	D Out 25 - 26	2	1	13 29 46
								D In 27 - 28			16 32 49	D Out 27 - 28			12 28 45
								D In 29 - 30			15 31 48	D Out 29 - 30			11 27 44
								D In 31 - 32			14 30 47	D Out 31 - 32			10 26 43

2.1.2 32 Track Mixed I/O 32 Digital I/O – 16 Analog Inputs 1 QDC Card

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50				+ GND -	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
A In 2			16 32 49					D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
A In 3			15 31 48					D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
A In 4			14 30 47					D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
A In 5			13 29 46					D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
A In 6			12 28 45					D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
A In 7			11 27 44					D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
A In 8			10 26 43					D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
A In 9	1	3	17 33 50					D In 17 - 18	2	2	17 33 50	D Out 17 - 18	2	2	13 29 46
A In 10			16 32 49					D In 19 - 20			16 32 49	D Out 19 - 20			12 28 45
A In 11			15 31 48					D In 21 - 22			15 31 48	D Out 21 - 22			11 27 44
A In 12			14 30 47					D In 23 - 24			14 30 47	D Out 23 - 24			10 26 43
A In 13			13 29 46					D In 25 - 26	2	2	9 25 42	D Out 25 - 26	2	2	5 21 38
A In 14			12 28 45					D In 27 - 28			8 24 41	D Out 27 - 28			4 20 37
A In 15			11 27 44					D In 29 - 30			7 23 40	D Out 29 - 30			3 19 36
A In 16			10 26 43					D In 31 - 32			6 22 39	D Out 31 - 32			2 18 35

2.1.3 32 Track Analog 32 Analog Inputs 32 Analog Outputs 2 QDC Cards

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50	A Out 1	1	1	9 25 42								
A In 2			16 32 49	A Out 2			8 24 41								
A In 3			15 31 48	A Out 3			7 23 40								
A In 4			14 30 47	A Out 4			6 22 39								
A In 5			13 29 46	A Out 5			5 21 38								
A In 6			12 28 45	A Out 6			4 20 37								
A In 7			11 27 44	A Out 7			3 19 36								
A In 8			10 26 43	A Out 8			2 18 35								
A In 9	1	3	17 33 50	A Out 9	1	3	9 25 42								
A In 10			16 32 49	A Out 10			8 24 41								
A In 11			15 31 48	A Out 11			7 23 40								
A In 12			14 30 47	A Out 12			6 22 39								
A In 13			13 29 46	A Out 13			5 21 38								
A In 14			12 28 45	A Out 14			4 20 37								
A In 15			11 27 44	A Out 15			3 19 36								
A In 16			10 26 43	A Out 16			2 18 35								
A In 17	2	1	17 33 50	A Out 17	1	2	9 25 42								
A In 18			16 32 49	A Out 18			8 24 41								
A In 19			15 31 48	A Out 19			7 23 40								
A In 20			14 30 47	A Out 20			6 22 39								
A In 21			13 29 46	A Out 21			5 21 38								
A In 22			12 28 45	A Out 22			4 20 37								
A In 23			11 27 44	A Out 23			3 19 36								
A In 24			10 26 43	A Out 24			2 18 35								
A In 25	2	3	17 33 50	A Out 25	1	2	17 33 50								
A In 26			16 32 49	A Out 26			16 32 49								
A In 27			15 31 48	A Out 27			15 31 48								
A In 28			14 30 47	A Out 28			14 30 47								
A In 29			13 29 46	A Out 29			13 29 46								
A In 30			12 28 45	A Out 30			12 28 45								
A In 31			11 27 44	A Out 31			11 27 44								
A In 32			10 26 43	A Out 32			10 26 43								

2.1.4 32 Track Analog plus Digital 32 Digital I/Os – 32 Analog Inputs – 32 Analog Outputs

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50	A Out 1	1	1	9 25 42	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
A In 2			16 32 49	A Out 2			8 24 41	D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
A In 3			15 31 48	A Out 3			7 23 40	D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
A In 4			14 30 47	A Out 4			6 22 39	D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
A In 5			13 29 46	A Out 5			5 21 38	D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
A In 6			12 28 45	A Out 6			4 20 37	D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
A In 7			11 27 44	A Out 7			3 19 36	D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
A In 8			10 26 43	A Out 8			2 18 35	D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
A In 9	1	3	17 33 50	A Out 9	1	3	9 25 42	D In 17 - 18	2	2	17 33 50	D Out 17 - 18	2	2	13 29 46
A In 10			16 32 49	A Out 10			8 24 41	D In 19 - 20			16 32 49	D Out 19 - 20			12 28 45
A In 11			15 31 48	A Out 11			7 23 40	D In 21 - 22			15 31 48	D Out 21 - 22			11 27 44
A In 12			14 30 47	A Out 12			6 22 39	D In 23 - 24			14 30 47	D Out 23 - 24			10 26 43
A In 13			13 29 46	A Out 13			5 21 38	D In 25 - 26	2	2	9 25 42	D Out 25 - 26	2	2	5 21 38
A In 14			12 28 45	A Out 14			4 20 37	D In 27 - 28			8 24 41	D Out 27 - 28			4 20 37
A In 15			11 27 44	A Out 15			3 19 36	D In 29 - 30			7 23 40	D Out 29 - 30			3 19 36
A In 16			10 26 43	A Out 16			2 18 35	D In 31 - 32			6 22 39	D Out 31 - 32			2 18 35
A In 17	2	1	17 33 50	A Out 17	2	1	9 25 42								
A In 18			16 32 49	A Out 18			8 24 41								
A In 19			15 31 48	A Out 19			7 23 40								
A In 20			14 30 47	A Out 20			6 22 39								
A In 21			13 29 46	A Out 21			5 21 38								
A In 22			12 28 45	A Out 22			4 20 37								
A In 23			11 27 44	A Out 23			3 19 36								
A In 24			10 26 43	A Out 24			2 18 35								
A In 25	2	3	17 33 50	A Out 25	2	3	9 25 42								
A In 26			16 32 49	A Out 26			8 24 41								
A In 27			15 31 48	A Out 27			7 23 40								
A In 28			14 30 47	A Out 28			6 22 39								
A In 29			13 29 46	A Out 29			5 21 38								
A In 30			12 28 45	A Out 30			4 20 37								
A In 31			11 27 44	A Out 31			3 19 36								
A In 32			10 26 43	A Out 32			2 18 35								

3.1.1 48 Track Digital 48 Digital I/Os

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
			+ GND -				+ GND -	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
								D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
								D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
								D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
								D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
								D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
								D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
								D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
								D In 17 - 18	1	1	9 25 42	D Out 17 - 18	1	1	5 21 38
								D In 19 - 20			8 24 41	D Out 19 - 20			4 20 37
								D In 21 - 22			7 23 40	D Out 21 - 22			3 19 36
								D In 23 - 24			6 22 39	D Out 23 - 24			2 18 35
								D In 25 - 26	1	3	17 33 50	D Out 25 - 26	1	3	13 29 46
								D In 27 - 28			16 32 49	D Out 27 - 28			12 28 45
								D In 29 - 30			15 31 48	D Out 29 - 30			11 27 44
								D In 31 - 32			14 30 47	D Out 31 - 32			10 26 43
								D In 33 - 34	2	2	17 33 50	D Out 33 - 34	2	2	13 29 46
								D In 35 - 36			16 32 49	D Out 35 - 36			12 28 45
								D In 37 - 38			15 31 48	D Out 37 - 38			11 27 44
								D In 39 - 40			14 30 47	D Out 39 - 40			10 26 43
								D In 41 - 42	2	2	9 25 42	D Out 41 - 42	2	2	5 21 38
								D In 43 - 44			8 24 41	D Out 43 - 44			4 20 37
								D In 45 - 46			7 23 40	D Out 45 - 46			3 19 36
								D In 47 - 48			6 22 39	D Out 47 - 48			2 18 35

3.1.2 48 Track Mixed I/O 48 Digital I/Os – 24 Analog Inputs

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50				+ GND -	D In 1 - 2	1	2	17 33 50	D Out 1 - 2	1	2	13 29 46
A In 2			16 32 49					D In 3 - 4			16 32 49	D Out 3 - 4			12 28 45
A In 3			15 31 48					D In 5 - 6			15 31 48	D Out 5 - 6			11 27 44
A In 4			14 30 47					D In 7 - 8			14 30 47	D Out 7 - 8			10 26 43
A In 5			13 29 46					D In 9 - 10	1	2	9 25 42	D Out 9 - 10	1	2	5 21 38
A In 6			12 28 45					D In 11 - 12			8 24 41	D Out 11 - 12			4 20 37
A In 7			11 27 44					D In 13 - 14			7 23 40	D Out 13 - 14			3 19 36
A In 8			10 26 43					D In 15 - 16			6 22 39	D Out 15 - 16			2 18 35
A In 9	1	3	17 33 50					D In 17 - 18	2	2	17 33 50	D Out 17 - 18	2	2	13 29 46
A In 10			16 32 49					D In 19 - 20			16 32 49	D Out 19 - 20			12 28 45
A In 11			15 31 48					D In 21 - 22			15 31 48	D Out 21 - 22			11 27 44
A In 12			14 30 47					D In 23 - 24			14 30 47	D Out 23 - 24			10 26 43
A In 13			13 29 46					D In 25 - 26	2	2	9 25 42	D Out 25 - 26	2	2	5 21 38
A In 14			12 28 45					D In 27 - 28			8 24 41	D Out 27 - 28			4 20 37
A In 15			11 27 44					D In 29 - 30			7 23 40	D Out 29 - 30			3 19 36
A In 16			10 26 43					D In 31 - 32			6 22 39	D Out 31 - 32			2 18 35
A In 17	2	1	17 33 50					D In 33 - 34	2	1	9 25 42	D Out 33 - 34	2	1	5 21 38
A In 18			16 32 49					D In 35 - 36			8 24 41	D Out 35 - 36			4 20 37
A In 19			15 31 48					D In 37 - 38			7 23 40	D Out 37 - 38			3 19 36
A In 20			14 30 47					D In 39 - 40			6 22 39	D Out 39 - 40			2 18 35
A In 21			13 29 46					D In 41 - 42	3	2	17 33 50	D Out 41 - 42	3	2	13 29 46
A In 22			12 28 45					D In 43 - 44			16 32 49	D Out 43 - 44			12 28 45
A In 23			11 27 44					D In 45 - 46			15 31 48	D Out 45 - 46			11 27 44
A In 24			10 26 43					D In 47 - 48			14 30 47	D Out 47 - 48			10 26 43

3.1.3 48 Track Analog 48 Analog Inputs – 48 Analog Outputs

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50	A Out 1	1	1	9 25 42								
A In 2			16 32 49	A Out 2			8 24 41								
A In 3			15 31 48	A Out 3			7 23 40								
A In 4			14 30 47	A Out 4			6 22 39								
A In 5			13 29 46	A Out 5			5 21 38								
A In 6			12 28 45	A Out 6			4 20 37								
A In 7			11 27 44	A Out 7			3 19 36								
A In 8			10 26 43	A Out 8			2 18 35								
A In 9	1	3	17 33 50	A Out 9	1	3	9 25 42								
A In 10			16 32 49	A Out 10			8 24 41								
A In 11			15 31 48	A Out 11			7 23 40								
A In 12			14 30 47	A Out 12			6 22 39								
A In 13			13 29 46	A Out 13			5 21 38								
A In 14			12 28 45	A Out 14			4 20 37								
A In 15			11 27 44	A Out 15			3 19 36								
A In 16			10 26 43	A Out 16			2 18 35								
A In 17	2	1	17 33 50	A Out 17	1	2	17 33 50								
A In 18			16 32 49	A Out 18			16 32 49								
A In 19			15 31 48	A Out 19			15 31 48								
A In 20			14 30 47	A Out 20			14 30 47								
A In 21			13 29 46	A Out 21			13 29 46								
A In 22			12 28 45	A Out 22			12 28 45								
A In 23			11 27 44	A Out 23			11 27 44								
A In 24			10 26 43	A Out 24			10 26 43								
A In 25	2	3	17 33 50	A Out 25	1	2	9 25 42								
A In 26			16 32 49	A Out 26			8 24 41								
A In 27			15 31 48	A Out 27			7 23 40								
A In 28			14 30 47	A Out 28			6 22 39								

A In 29	13	29	46	A Out 29	5	21	38
A In 30	12	28	45	A Out 30	4	20	37
A In 31	11	27	44	A Out 31	3	19	36
A In 32	10	26	43	A Out 32	2	18	35
A In 33	3	1	17	A Out 33	2	1	9
A In 34	16	32	49	A Out 34	8	24	41
A In 35	15	31	48	A Out 35	7	23	40
A In 36	14	30	47	A Out 36	6	22	39
A In 37	13	29	46	A Out 37	5	21	38
A In 38	12	28	45	A Out 38	4	20	37
A In 39	11	27	44	A Out 39	3	19	36
A In 40	10	26	43	A Out 40	2	18	35
A In 41	3	3	17	A Out 41	2	3	9
A In 42	16	32	49	A Out 42	8	24	41
A In 43	15	31	48	A Out 43	7	23	40
A In 44	14	30	47	A Out 44	6	22	39
A In 45	13	29	46	A Out 45	5	21	38
A In 46	12	28	45	A Out 46	4	20	37
A In 47	11	27	44	A Out 47	3	19	36
A In 48	10	26	43	A Out 48	2	18	35

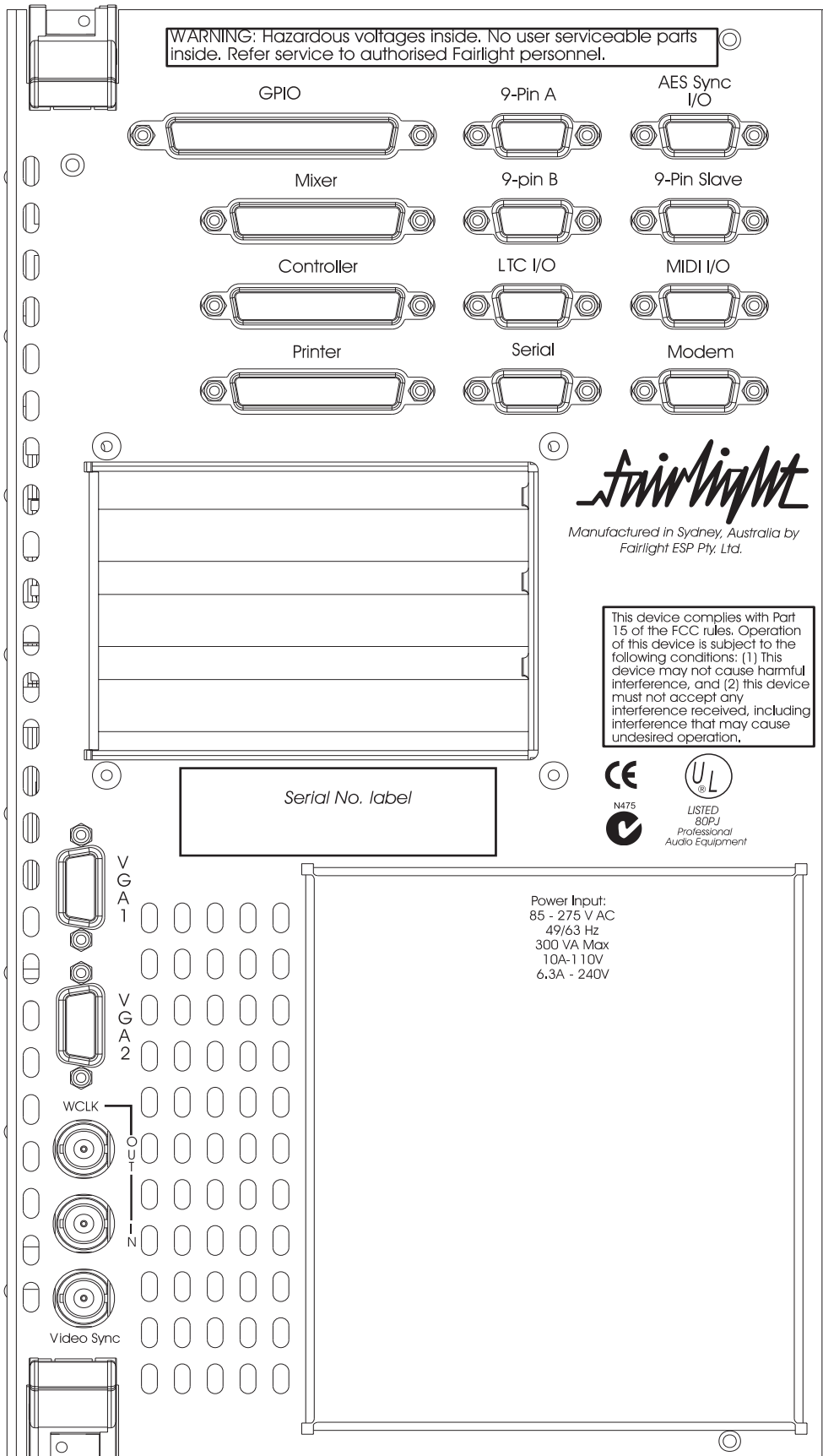
3.1.4 48 Track Analog plus Digital 48 Digital I/Os – 48 Analog Inputs – 48 Analog Outputs

Analog Inputs				Analog Outputs				Digital Inputs				Digital Outputs			
Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins	Port	QDC	Con	Pins
A In 1	1	1	17 33 50	A Out 1	1	1	9 25 42	D In 1-2	1	2	17 33 50	D Out 1-2	1	2	13 29 46
A In 2			16 32 49	A Out 2			8 24 41	D In 3-4			16 32 49	D Out 3-4			12 28 45
A In 3			15 31 48	A Out 3			7 23 40	D In 5-6			15 31 48	D Out 5-6			11 27 44
A In 4			14 30 47	A Out 4			6 22 39	D In 7-8			14 30 47	D Out 7-8			10 26 43
A In 5			13 29 46	A Out 5			5 21 38	D In 9-10	1	2	9 25 42	D Out 9-10	1	2	5 21 38
A In 6			12 28 45	A Out 6			4 20 37	D In 11-12			8 24 41	D Out 11-12			4 20 37
A In 7			11 27 44	A Out 7			3 19 36	D In 13-14			7 23 40	D Out 13-14			3 19 36
A In 8			10 26 43	A Out 8			2 18 35	D In 15-16			6 22 39	D Out 15-16			2 18 35
A In 9	1	3	17 33 50	A Out 9	1	3	9 25 42	D In 17-18	2	2	17 33 50	D Out 17-18	2	2	13 29 46
A In 10			16 32 49	A Out 10			8 24 41	D In 19-20			16 32 49	D Out 19-20			12 28 45
A In 11			15 31 48	A Out 11			7 23 40	D In 21-22			15 31 48	D Out 21-22			11 27 44
A In 12			14 30 47	A Out 12			6 22 39	D In 23-24			14 30 47	D Out 23-24			10 26 43
A In 13			13 29 46	A Out 13			5 21 38	D In 25-26	2	2	9 25 42	D Out 25-26	2	2	5 21 38
A In 14			12 28 45	A Out 14			4 20 37	D In 27-28			8 24 41	D Out 27-28			4 20 37
A In 15			11 27 44	A Out 15			3 19 36	D In 29-30			7 23 40	D Out 29-30			3 19 36
A In 16			10 26 43	A Out 16			2 18 35	D In 31-32			6 22 39	D Out 31-32			2 18 35
A In 17	2	1	17 33 50	A Out 17	2	1	9 25 42	D In 33-34	3	2	17 33 50	D Out 33-34	3	2	13 29 46
A In 18			16 32 49	A Out 18			8 24 41	D In 35-36			16 32 49	D Out 35-36			12 28 45
A In 19			15 31 48	A Out 19			7 23 40	D In 37-38			15 31 48	D Out 37-38			11 27 44
A In 20			14 30 47	A Out 20			6 22 39	D In 39-40			14 30 47	D Out 39-40			10 26 43
A In 21			13 29 46	A Out 21			5 21 38	D In 41-42	3	2	9 25 42	D Out 41-42	3	2	5 21 38
A In 22			12 28 45	A Out 22			4 20 37	D In 43-44			8 24 41	D Out 43-44			4 20 37
A In 23			11 27 44	A Out 23			3 19 36	D In 45-46			7 23 40	D Out 45-46			3 19 36
A In 24			10 26 43	A Out 24			2 18 35	D In 47-48			6 22 39	D Out 47-48			2 18 35
A In 25	2	3	17 33 50	A Out 25	2	3	9 25 42								
A In 26			16 32 49	A Out 26			8 24 41								

A In 27	15 31 48	A Out 27	7 23 40		
A In 28	14 30 47	A Out 28	6 22 39		
A In 29	13 29 46	A Out 29	5 21 38		
A In 30	12 28 45	A Out 30	4 20 37		
A In 31	11 27 44	A Out 31	3 19 36		
A In 32	10 26 43	A Out 32	2 18 35		
A In 33	17 33 50	A Out 33	9 25 42	3	1
A In 34	16 32 49	A Out 34	8 24 41		
A In 35	15 31 48	A Out 35	7 23 40		
A In 36	14 30 47	A Out 36	6 22 39		
A In 37	13 29 46	A Out 37	5 21 38		
A In 38	12 28 45	A Out 38	4 20 37		
A In 39	11 27 44	A Out 39	3 19 36		
A In 40	10 26 43	A Out 40	2 18 35		
A In 41	17 33 50	A Out 41	9 25 42	3	3
A In 42	16 32 49	A Out 42	8 24 41		
A In 43	15 31 48	A Out 43	7 23 40		
A In 44	14 30 47	A Out 44	6 22 39		
A In 45	13 29 46	A Out 45	5 21 38		
A In 46	12 28 45	A Out 46	4 20 37		
A In 47	11 27 44	A Out 47	3 19 36		
A In 48	10 26 43	A Out 48	2 18 35		

APPENDIX - CONNECTION & SIGNAL SPECIFICATIONS

A2 CONTROL & REFERENCE PINOUTS



Engine System I/O Panel

A3 GENERAL PURPOSE INTERFACE

Connector 37 Pin D Male
 Input TTL (1 LS Load)
 Output/Bank TTL (max 5 TTL loads)



1	GND
2	GPIO 6
3	GPIO 5
4	GND
5	GPIO B O 2
6	GPIO B O 1
7	GND
8	GPIO IN 6
9	GPIO IN 5
10	GND
11	GPIO IN 2
12	GPIO IN 1
13	GND
14	GPIO OUT 6
15	GPIO OUT 5
16	GND
17	GPIO OUT 2
18	GPIO OUT 1
19	GND
20	GPIO B 0 7
21	GND
22	GPI
23	GPIO B O 3
24	GND
25	GPIO B O 0
26	GPIO IN 7
27	GND
28	GPIO IN 4
29	GPIO IN 3
30	GND
31	GPIO IN 0
32	GPIO OUT 7
33	GND
34	GPIO OUT 4
35	GPIO OUT 3
36	GND
37	GPIO OUT 0

A4 MIXER

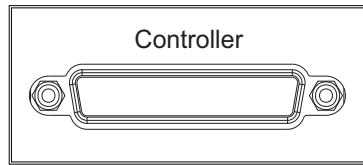
Connector 25 pin D Female



1	GND
2	RxFFN
3	RxCLKN
4	RxDATN
5	RxWRN
6	NC
7	NC
8	TxFFN
9	TxCLKN
10	TxDATN
11	TxWRPN
12	HSSLDETh
13	SYNCP
14	RxFFP
15	RxCLKP
16	RxDATP
17	RxWRP
18	NC
19	GND
20	TxFFP
21	TXxCLKP
22	TxDATP
23	TxWRP
24	GND
25	SYNCP

A5 CONTROLLER

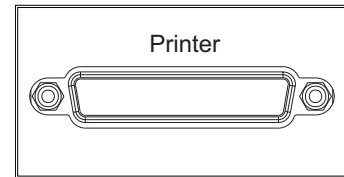
Connector 25 pin D Male



PIN 1	GND
PIN 2	CONTx
PIN 3	CONRx
PIN 4	NC
PIN 5	H_TxDATA
PIN 6	CONPR
PIN 7	GNDC
PIN 8	NC
PIN 9	GNDC
PIN 10	CONTxPOS
PIN 11	CONRxPOS
PIN 12	NC
PIN 13	NC
PIN 14	NC
PIN 15	NC
PIN 16	NC
PIN 17	NC
PIN 18	NC
PIN 19	NC
PIN 20	H_RxDATA
PIN 21	CONPR
PIN 22	CONPR
PIN 23	CONRI
PIN 24	CONRxNEG
PIN 25	NC

A6 PRINTER

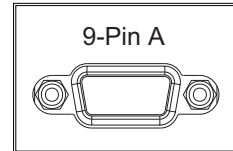
Connector Standard 25 pin D female



PIN 1	PSTROBE _n
PIN 2	PDR0
PIN 3	PDR1
PIN 4	PDR2
PIN 5	PDR3
PIN 6	PDR4
PIN 7	PDR5
PIN 8	PDR6
PIN 9	PDR7
PIN 10	PRACK _n
PIN 11	PRBUSY _n
PIN 12	PRERROR
PIN 13	PRSELECT
PIN 14	PRAUTOFD _n
PIN 15	PRFAULT _n
PIN 16	PRINTIT _n
PIN 17	PRSELIN _n
PIN 18	GND
PIN 19	GND
PIN 20	GND
PIN 21	GND
PIN 22	GND
PIN 23	GND
PIN 24	GND
PIN 25	GND

A8 9-PIN A

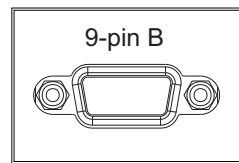
Connector 9 pin D Female



PIN 1	GND
PIN 2	9ARxA
PIN 3	9ATxB
PIN 4	GND
PIN 5	NC
PIN 6	GND
PIN 7	9ARxB
PIN 8	9ATxA
PIN 9	NC

A9 9-PIN B

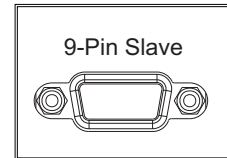
Connector 9 pin D Female



PIN 1	GND
PIN 2	9BRxA
PIN 3	9BTxB
PIN 4	GND
PIN 5	NC
PIN 6	GND
PIN 7	9BRxB
PIN 8	9BTxA
PIN 9	NC

A10 9-PIN SLAVE

Connector 9 pin D Female



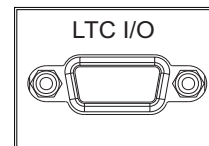
PIN 1	GND
PIN 2	9BTxA
PIN 3	9RRxB
PIN 4	GND
PIN 5	NC
PIN 6	GND
PIN 7	9BTxB
PIN 8	9BRxA
PIN 9	GND

A11 LTC - I/O

Connector 9 pin D Male

Input Level -20dbm to +10dbm

Output Level 0dbm

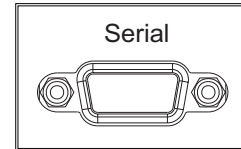


Important note: Unbalanced loads connected to LTC OUT should NOT ground the LTC OUT NEGATIVE signal.

PIN 1	GND
PIN 2	LTC A NEGATIVE
PIN 3	LTC OUT NEGATIVE
PIN 4	GND
PIN 5	LTC B POSITIVE
PIN 6	LTC A POSITIVE
PIN 7	GND
PIN 8	LTC OUT POSITIVE
PIN 9	LTC B NEGATIVE

A12 SERIAL PORT

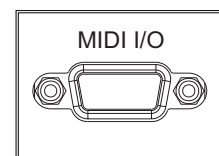
Connector Standard 9 pin D male



PIN 1	SER_DCD
PIN 2	SER_Rx
PIN 3	SER_Tx
PIN 4	SER_DTR
PIN 5	GND
PIN 6	SER_DSR
PIN 7	SER_RTS
PIN 8	SER_CTS
PIN 9	NC

A13 MIDI I/O

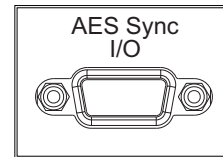
Connector 9 pin D female



PIN 1	NOT CONNECTED		
PIN 2	MIDI IN NEGATIVE	MIDI IN	DIN PIN 5
PIN 3	MIDI OUT NEGATIVE	MIDI OUT	DIN PIN 5
PIN 4	GND	MIDI THROUGH	DIN PIN 2
PIN 5	MIDI THROUGH POSITIVE	MIDI THROUGH	DIN PIN 4
PIN 6	MIDI POSITIVE	MIDI IN	DIN PIN 4
PIN 7	GND	MIDI OUT	DIN PIN 2
PIN 8	MIDI OUT POSITIVE	MIDI OUT	DIN PIN 4
PIN 9	MIDI THROUGH NEGATIVE	MIDI THROUGH	DIN PIN 5

A14 AES SYNC I/O

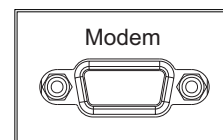
Connector 9 pin D Male



PIN 1	GND
PIN 2	AES IN NEGATIVE
PIN 3	AES OUT POSITIVE
PIN 4	BIPHASE TACH
PIN 5	BIP DIRECTION
PIN 6	AES IN POSITIVE
PIN 7	GND
PIN 8	AES OUT NEGATIVE
PIN 9	NOT CONNECTED

A15 MODEM

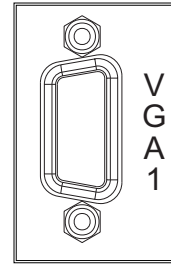
Connector 9 pin D Male



PIN 1	MOD_DCD
PIN 2	MOD_RX
PIN 3	MOD_TX
PIN 4	MOD_DTR
PIN 5	GND
PIN 6	MOD_DSR
PIN 7	MOD_RTS
PIN 8	MOS_CTS
PIN 9	NC

A16 VGA

Connector 15 pin High Density D Female
 Resolution 1024(H) x 768(V)
 Frequency HSYNC: 60khz VSYNC: 75hz SVGA STANDARD



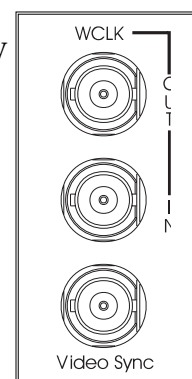
PIN 1	RED
PIN 2	GREEN
PIN 3	BLUE
PIN 4	GND
PIN 5	GND
PIN 6	GND
PIN 7	GND
PIN 8	GND
PIN 10	GND
PIN 11	GND
PIN 12	NC
PIN 13	HSYNC
PIN 14	VSYNC
PIN 15	NC

A17 VIDEO SYNC - IN

Connector BNC
 Input Level 1V p-p 75 Ohms Terminated Internally

A18 WORD CLOCK - IN

Connector BNC
 Input Optically Isolated
 Output Impedence 75 Ohms

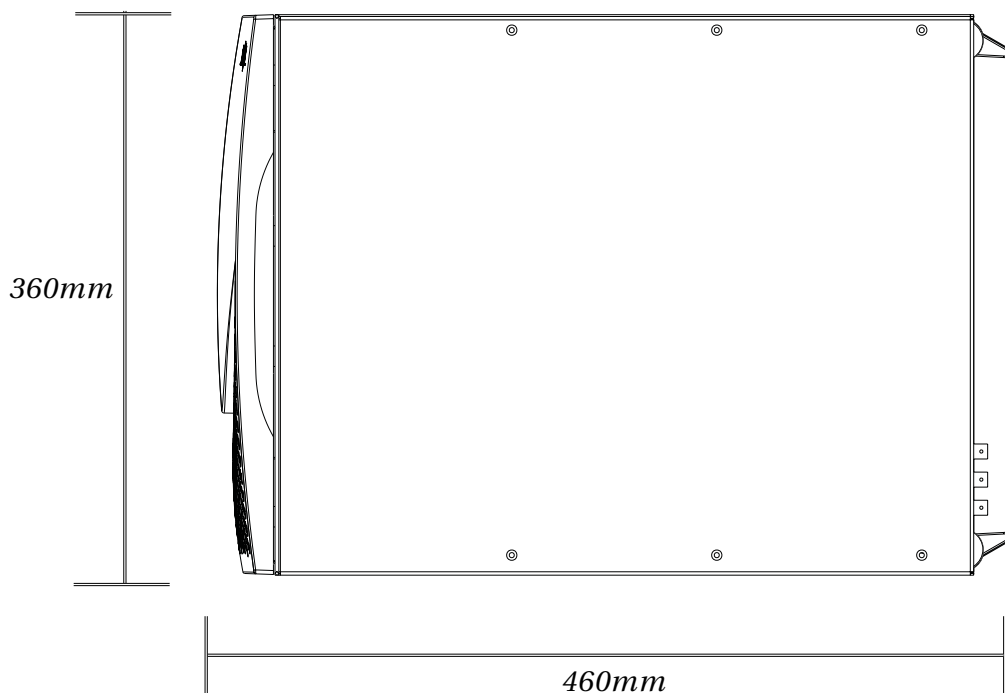
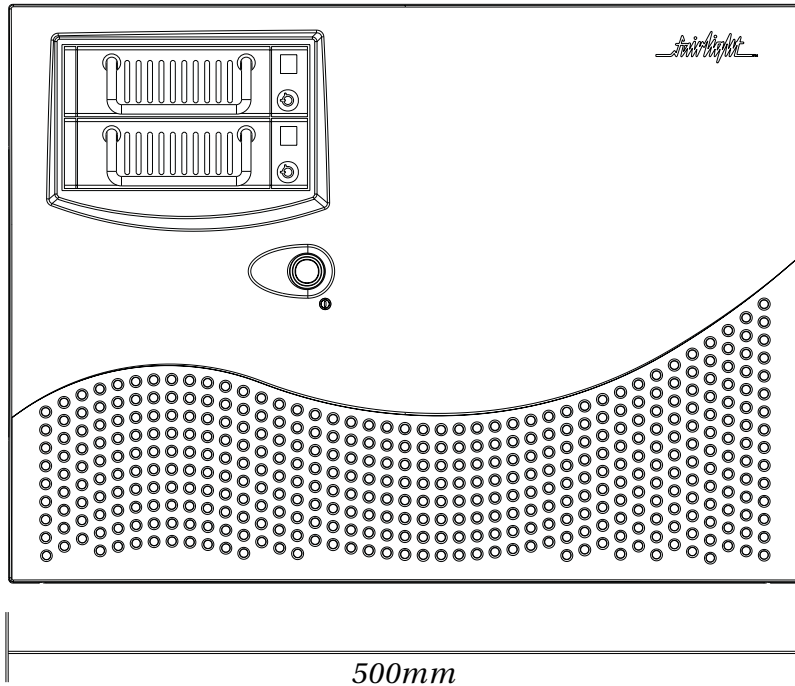


A19 WORD CLOCK - OUT

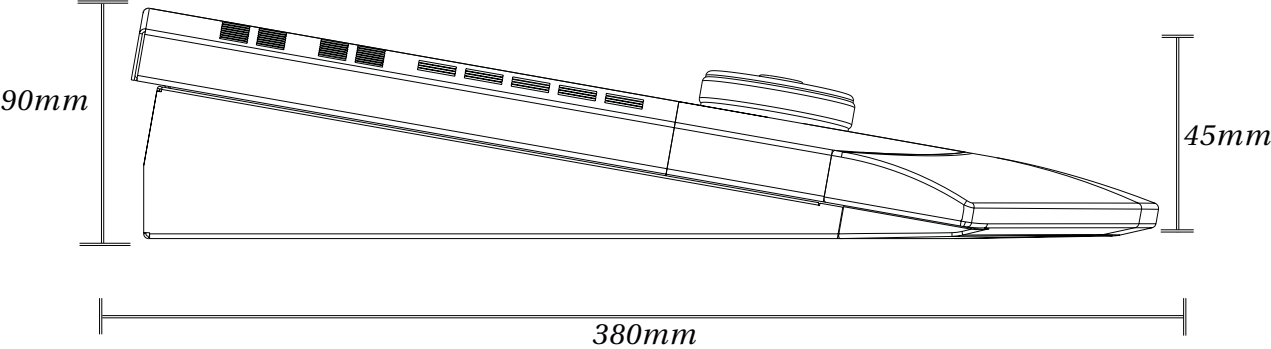
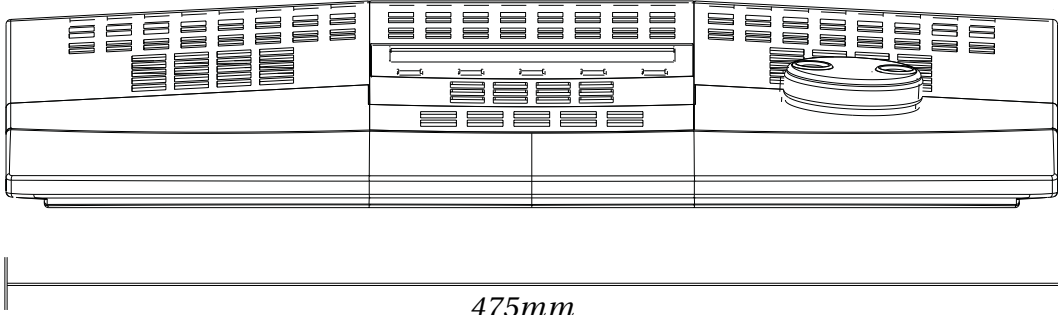
Connector BNC
 Output Level > 4.3V TTL
 Output Impedence 75 Ohms

A20 DIMENSIONS

A20.1 ENGINE



A20.2 MERLIN CONSOLE



A20.1 POWER REQUIRMENTS

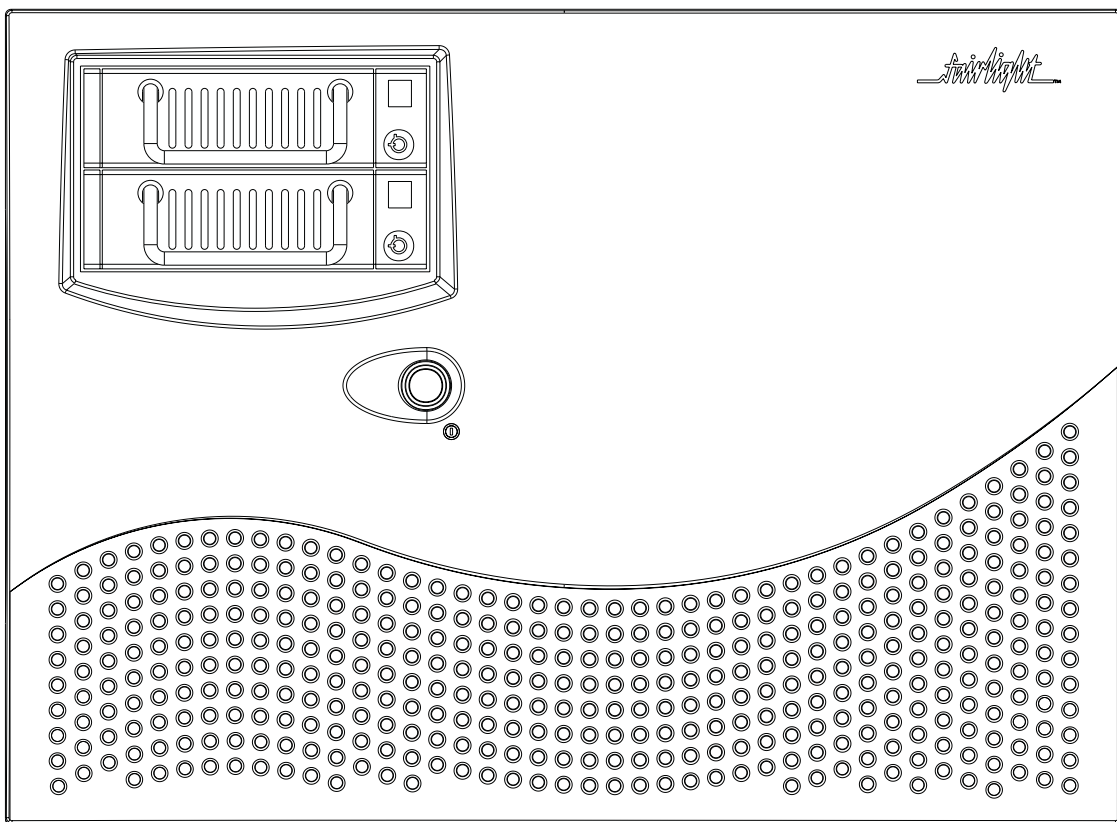
Input	85-275 Vac
	49-63 Hz 300VA
Fuse	10A - 110V
	6.3A - 240V

CHASIS DIAGRAMS

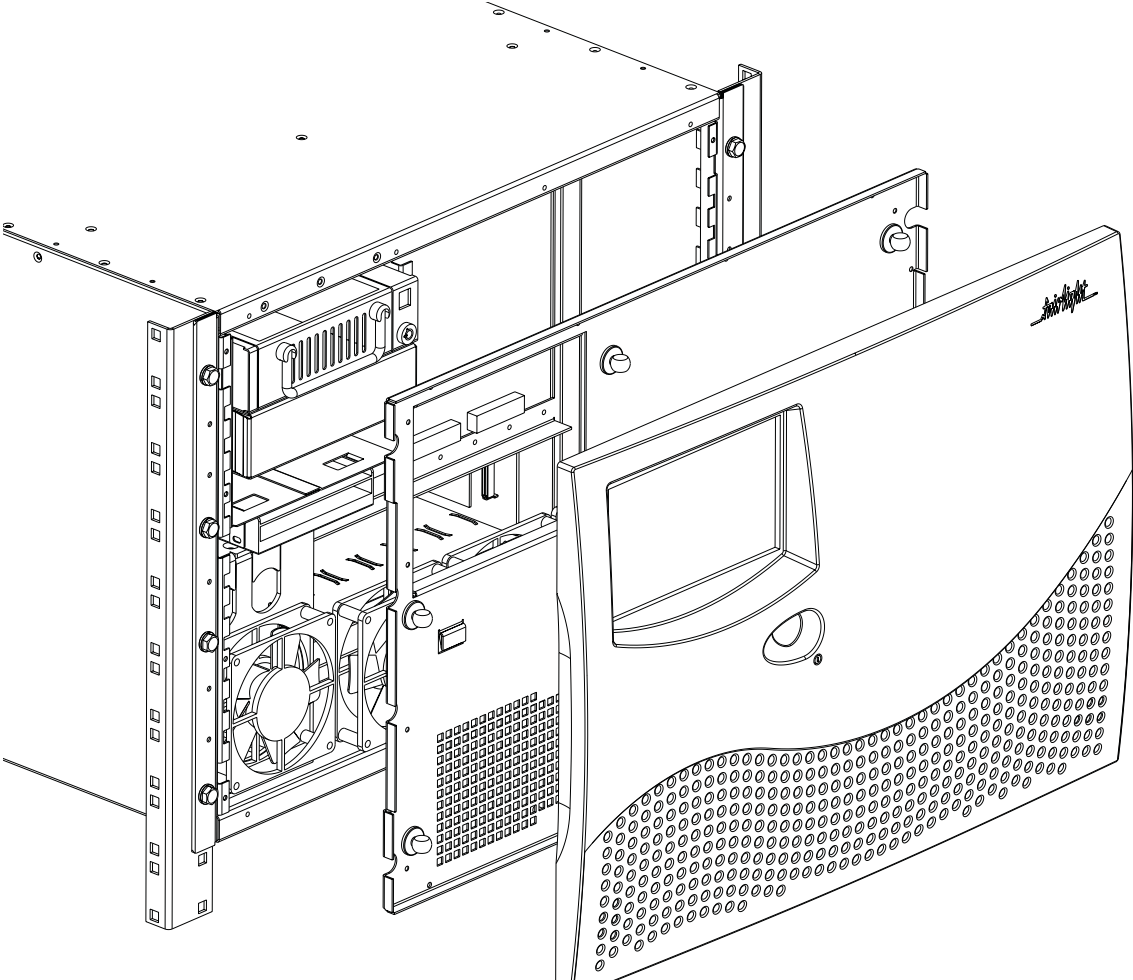
QDC ENGINE



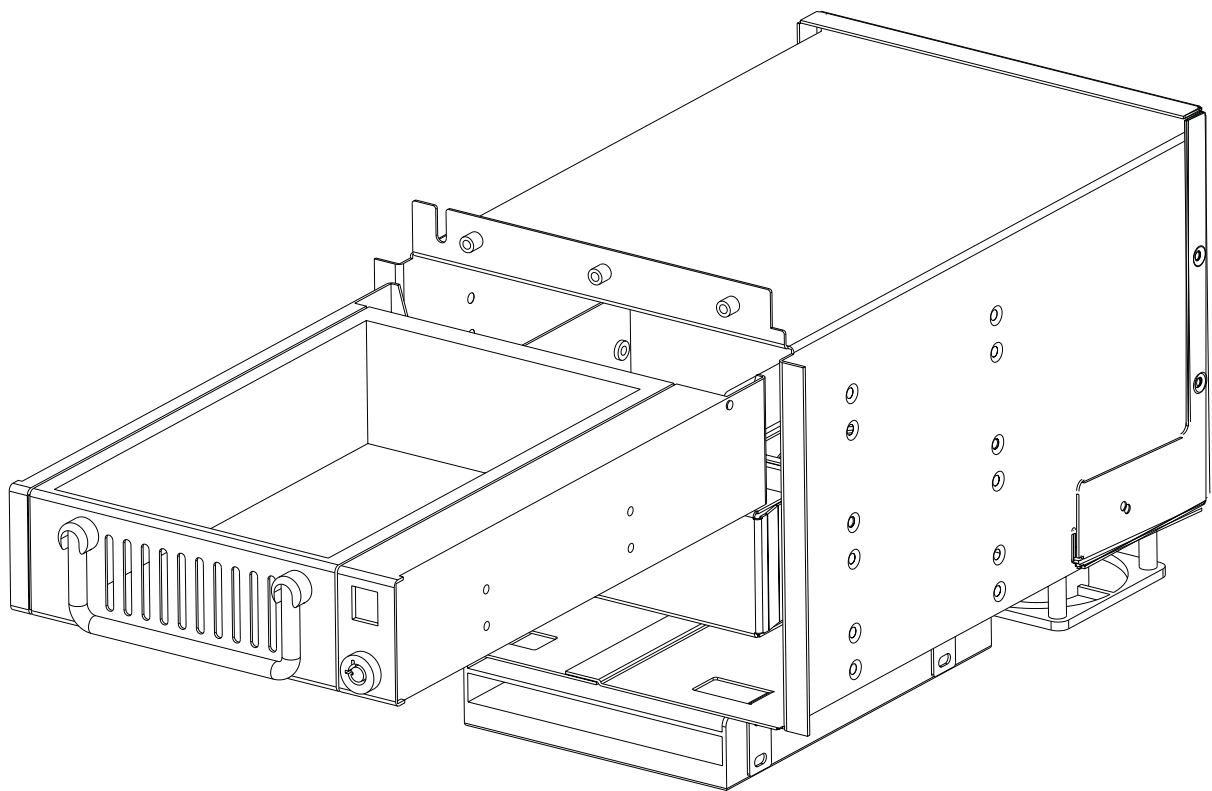
ENGINE FRONT



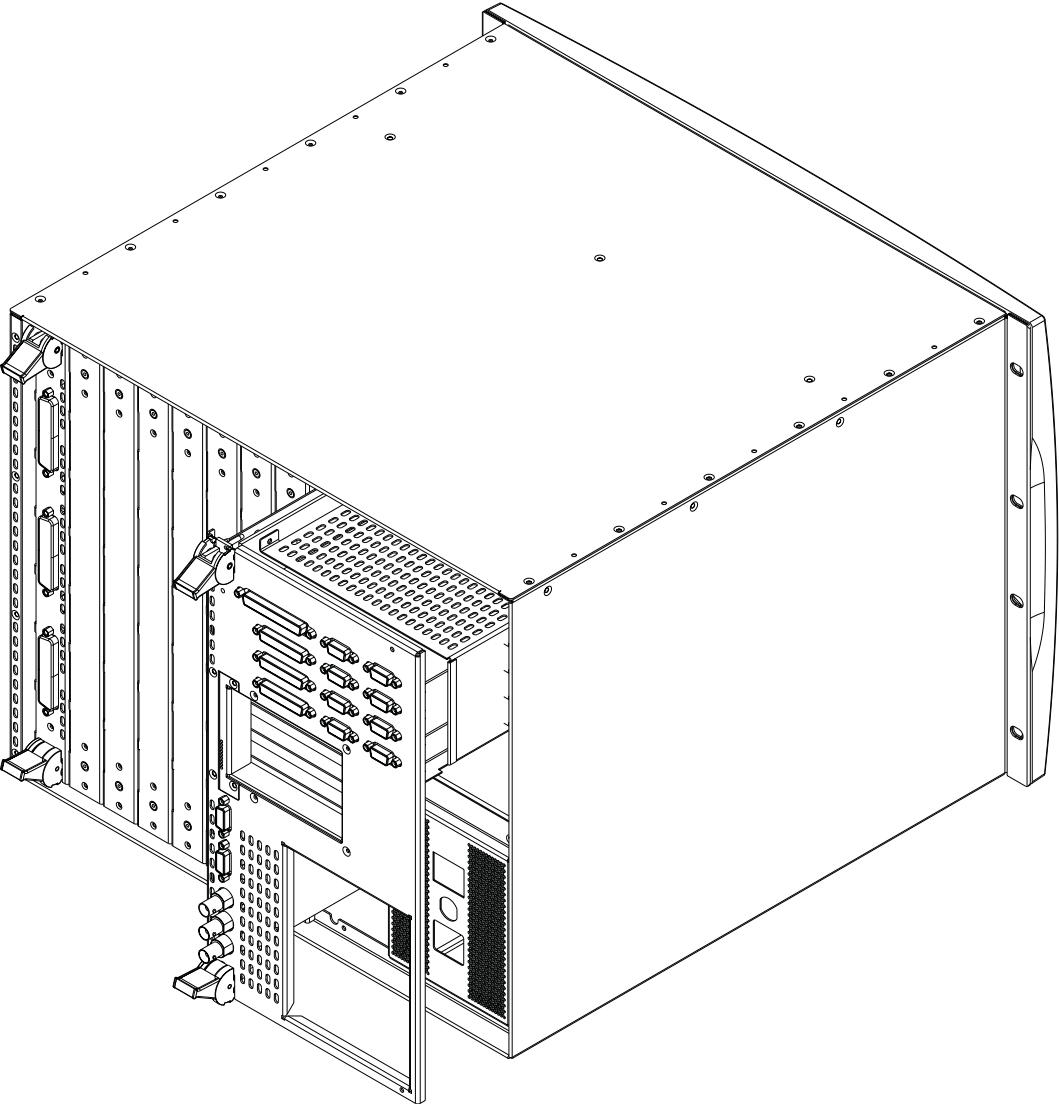
ENGINE FRONT PANELS REMOVED



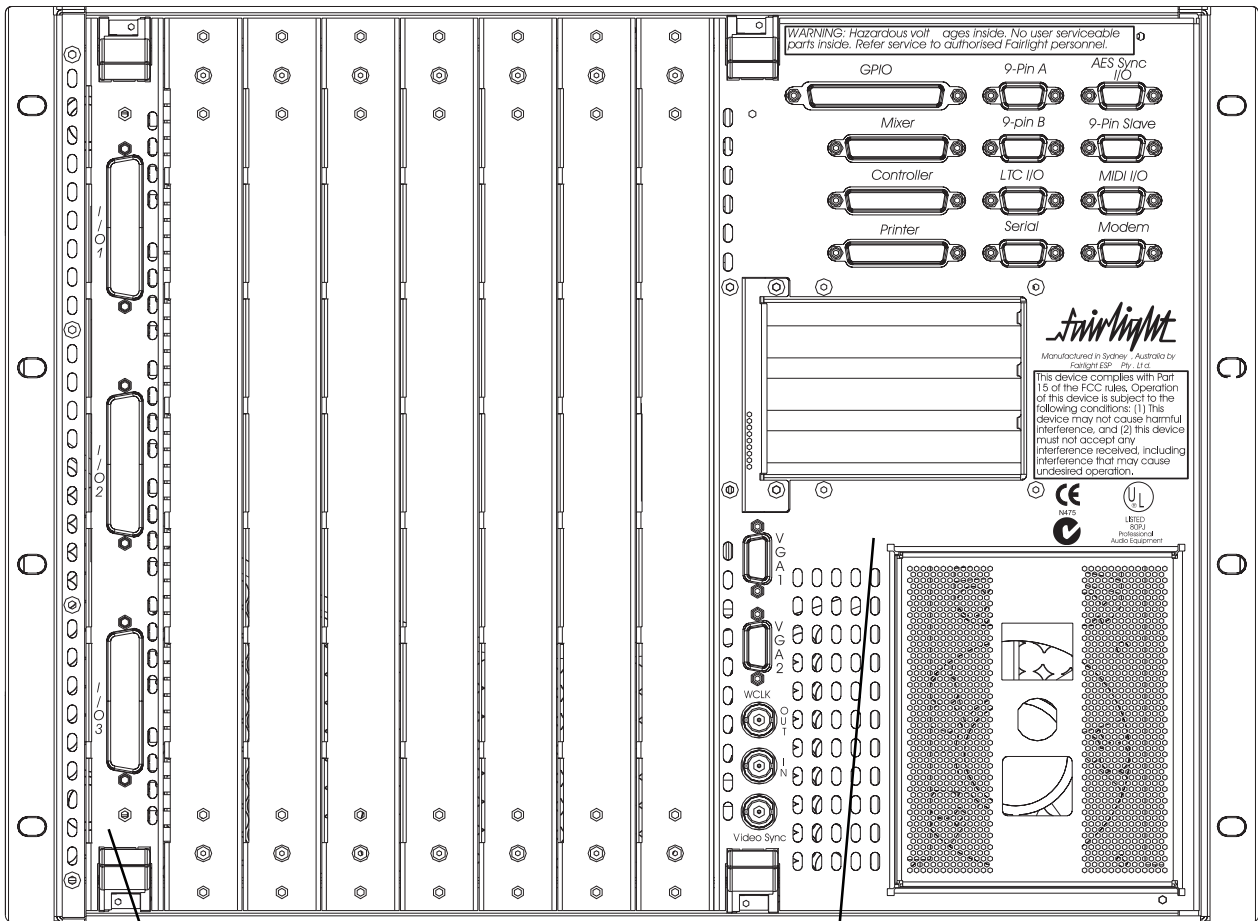
DRIVE ENCLOSURE



ENGINE BACK PANEL / PXY PARTLY REMOVED



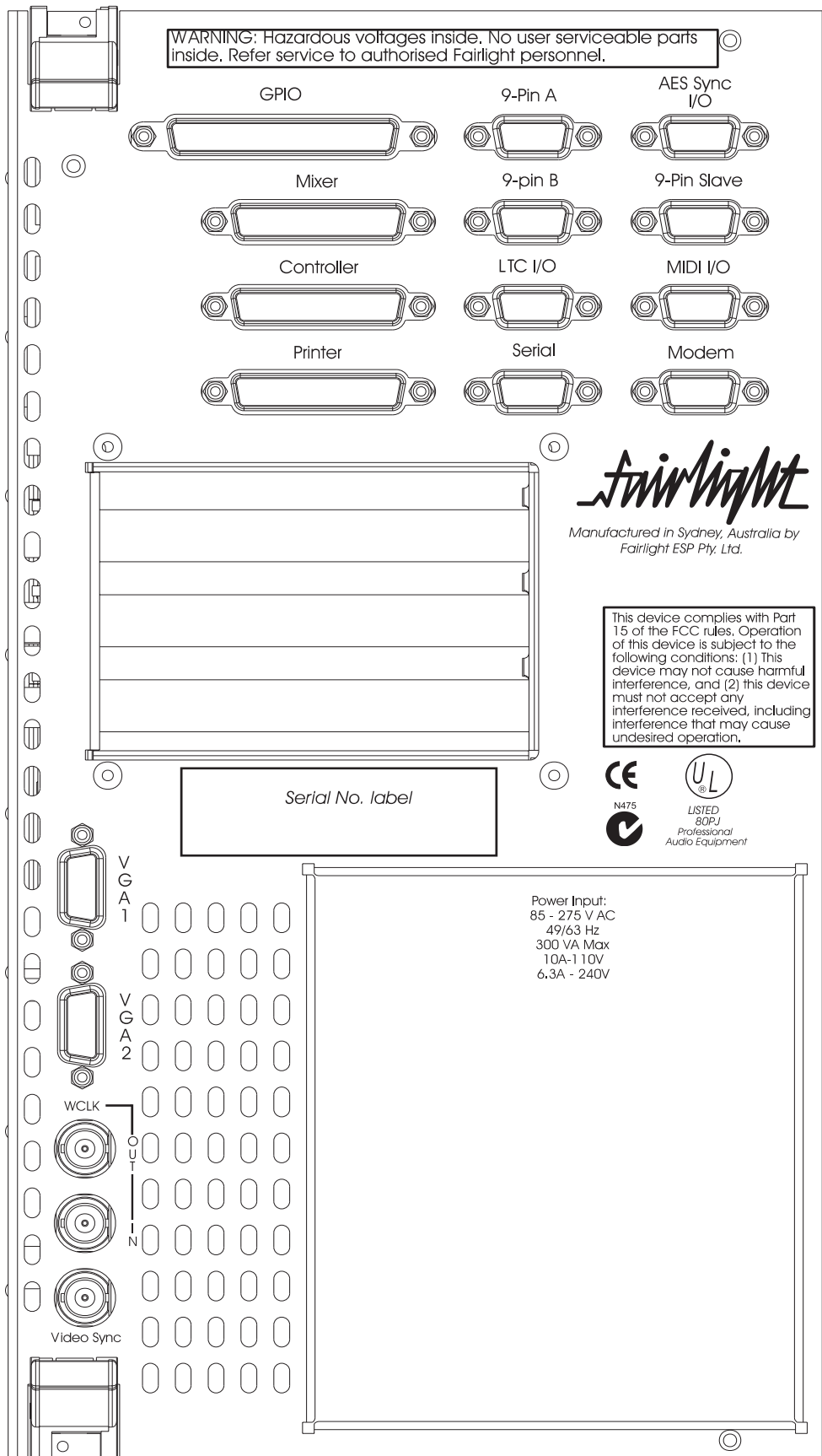
ENGINE BACK PANEL



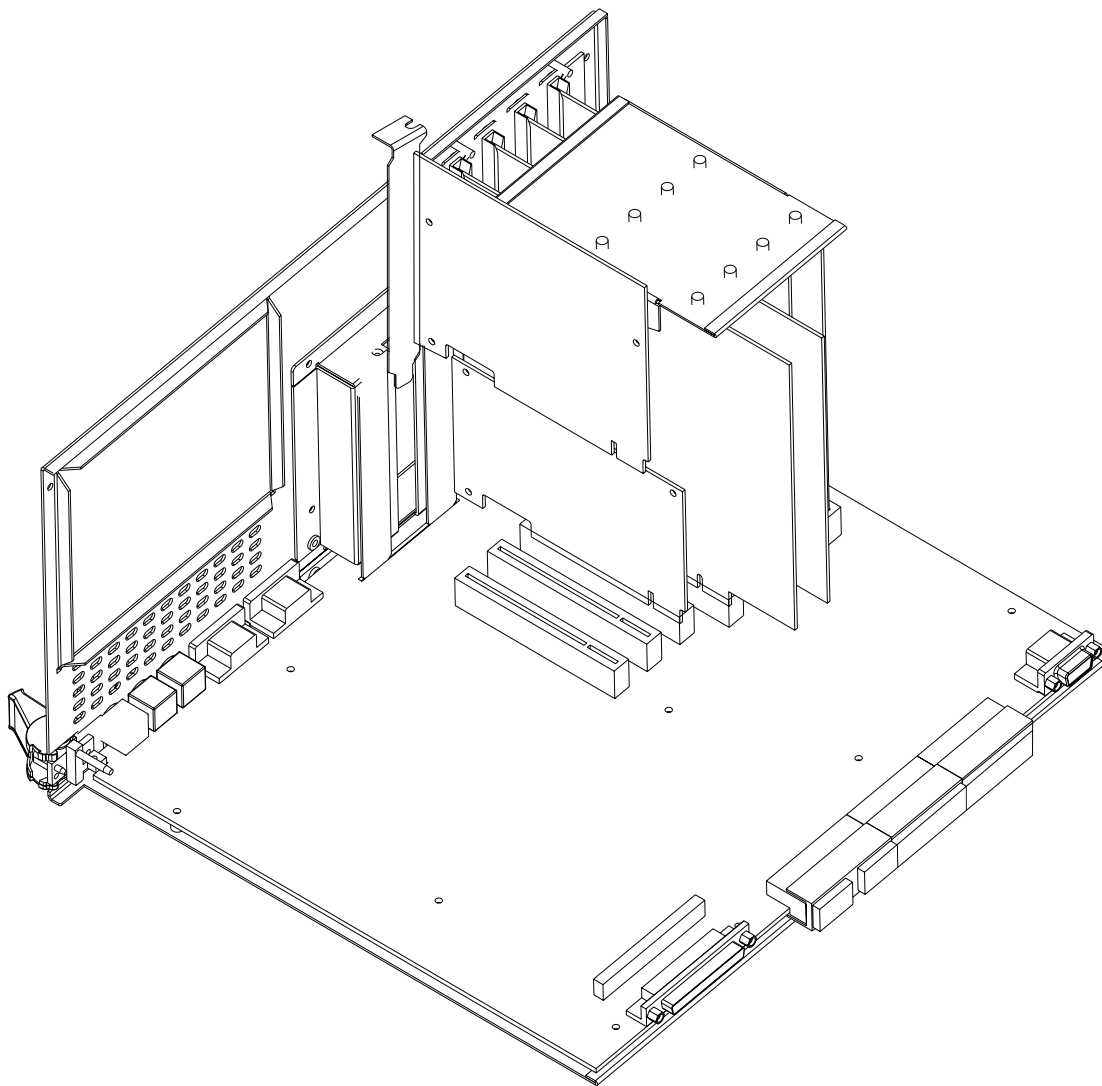
QDC Card

System I/O Panel

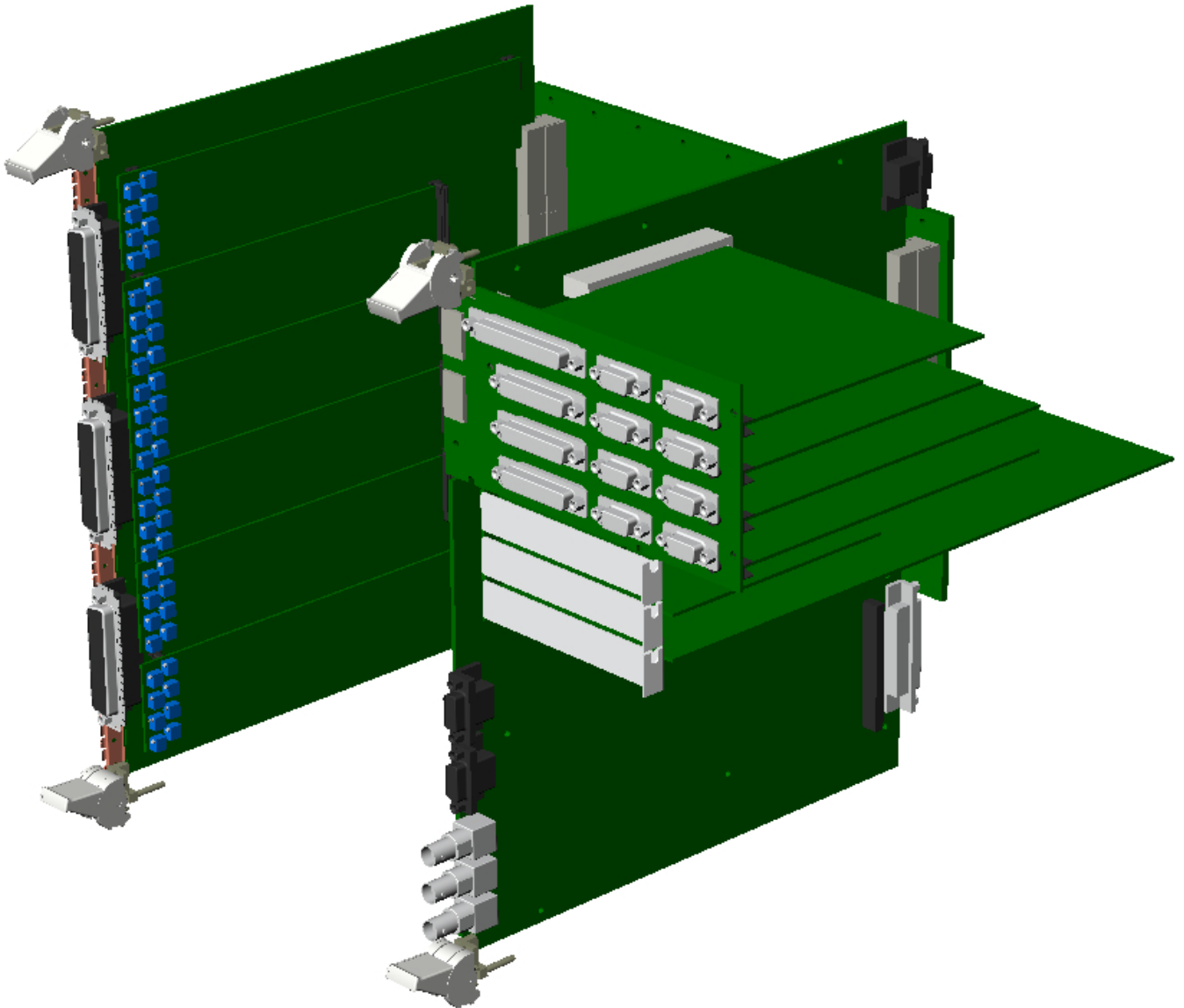
SYSTEM I/O PANEL



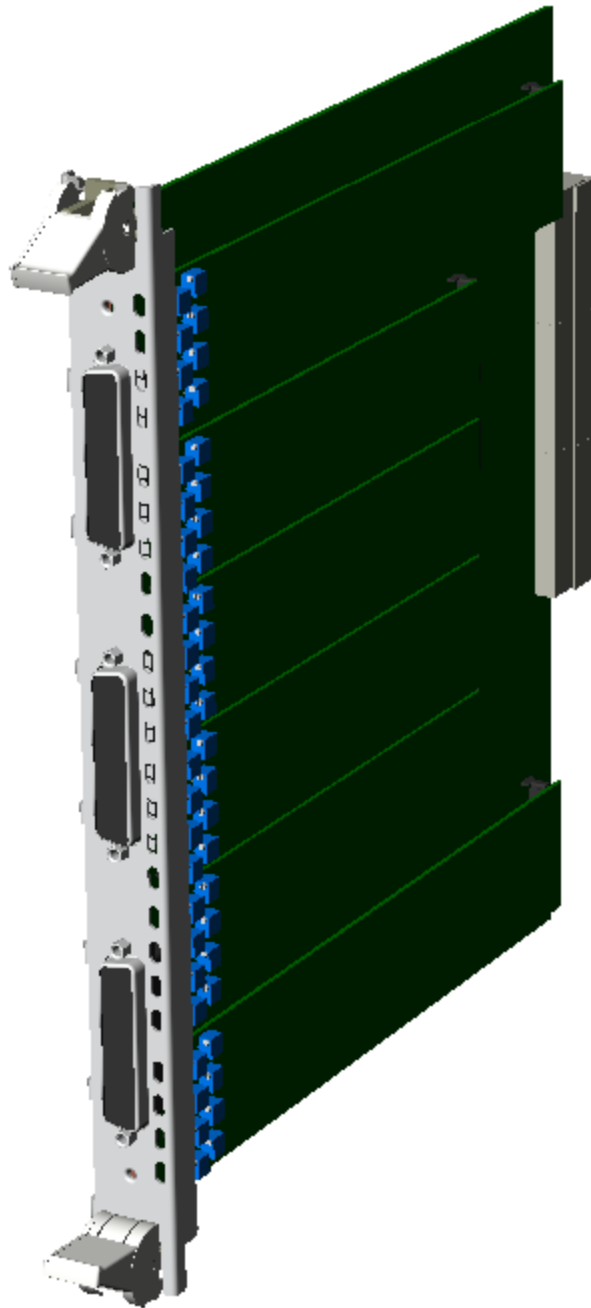
PXY MAIN PROCESSOR BOARD



QDC CARD / PXY MAIN PROCESSOR BOARD / BACKPLANE



QDC CARD



QDC ENGINE CHASSIS

The Engine unit, takes up 8 RU, when fitted into a 19" rack. It operates from either 100-120v or 200-250v, 50-60Hz with the mains inputs being auto-switching, as such there are no switches to be set. At least two people are required to fit the Engine into a 19" rack as the unit is quite heavy. If available it is suggested that a third person be made available for the initial installation into the rack, such that a person can guide the Engine into the rack, from the rear.

The Engine should be fitted so that there is no restrictions to the ventilation, at the rear of the unit. If external SCSI devices are to be connected it is recommended that these be placed on a rack tray above or below the Engine.

It should be noted that typically the Engine unit is fitted with a boot drive with SCSI I.D. " 0 "(although the boot drive can be at any ID). The Engine uses fans for its forced ventilation system, these generate an amount of ambient noise. As stated before the Engine should be located in an air conditioned machine room away from the studio and other heat generating equipment.

ENGINE REAR PANEL CONNECTIONS

The Engine rear is split into two distinct sections; the System I/O Panel, located to the right and the Audio I/O section, located to the left.

The System I/O Panel contains all the synchronization needed to allow communication with external devices including RS-422, Midi, LTC, AES Sync, Serial and GPIO.

To allow communication with other Fairlight products including Fame and Prodigy, a Mixer port is provided.

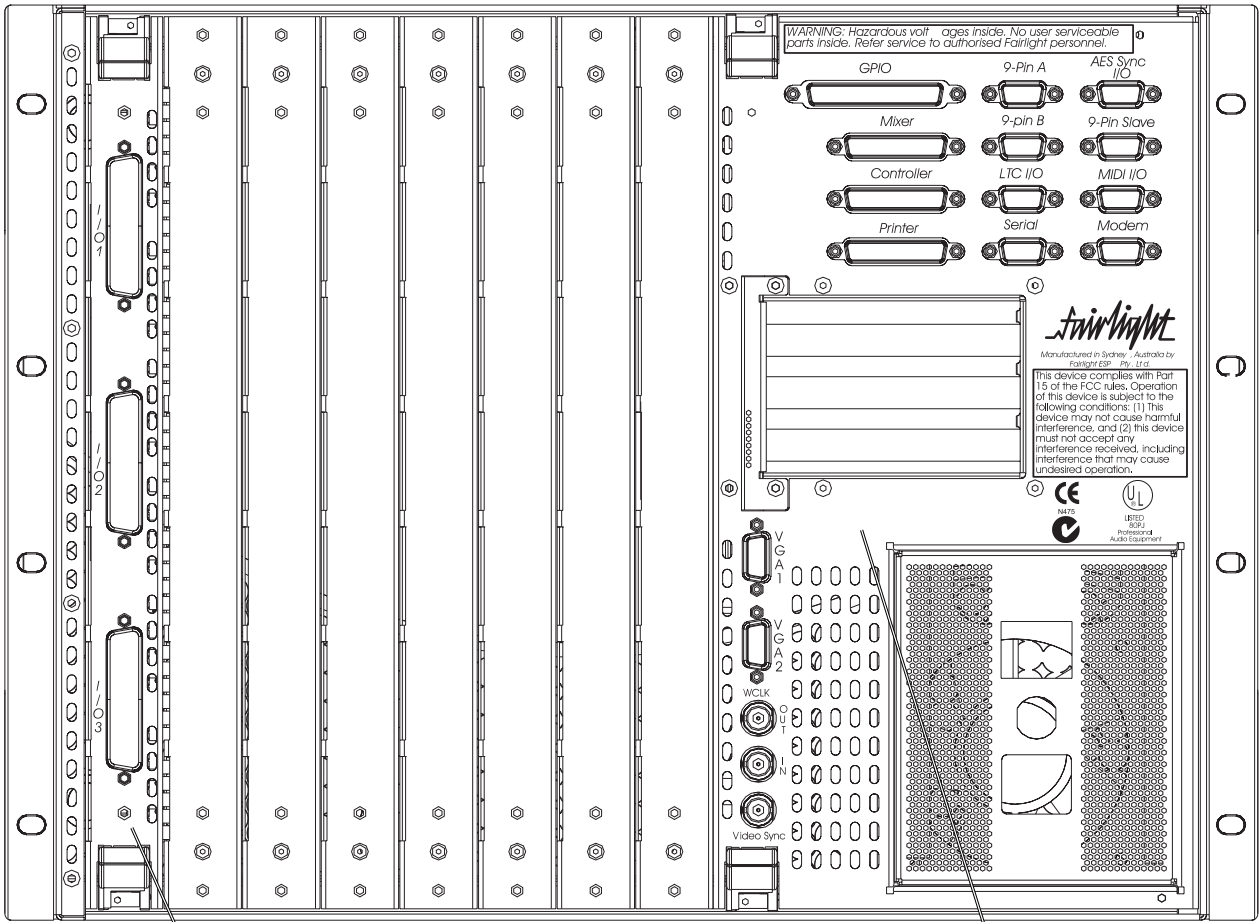
To allow communication with the Merlin Console, a Controller port is provided.

The System I/O Panel also contains the VGA Output, Word Clock and Video sync In connectors.

The Audio I/O Section can contain up to a maximum of 4 QDC cards, which perform all analogue and digital I/O Connections and Processing. Each QDC card can contain a maximum of 16 analogue inputs and 32 analogue outputs or a maximum of 32 digital inputs / outputs and 16 analogue inputs.

Depending on what configuration is ordered, the system can allow for more QDC cards to be configured. Please contact your local Fairlight office or distributor for further information regarding the maximum inputs and outputs which can be configured within the system.

Please refer to the Appendix page 36 for further details on the Audio I/O and System I/O Panels.



QDC Card

Engine Back Panel

System I/O Panel

INTERNAL AND EXTERNAL SCSI DEVICES

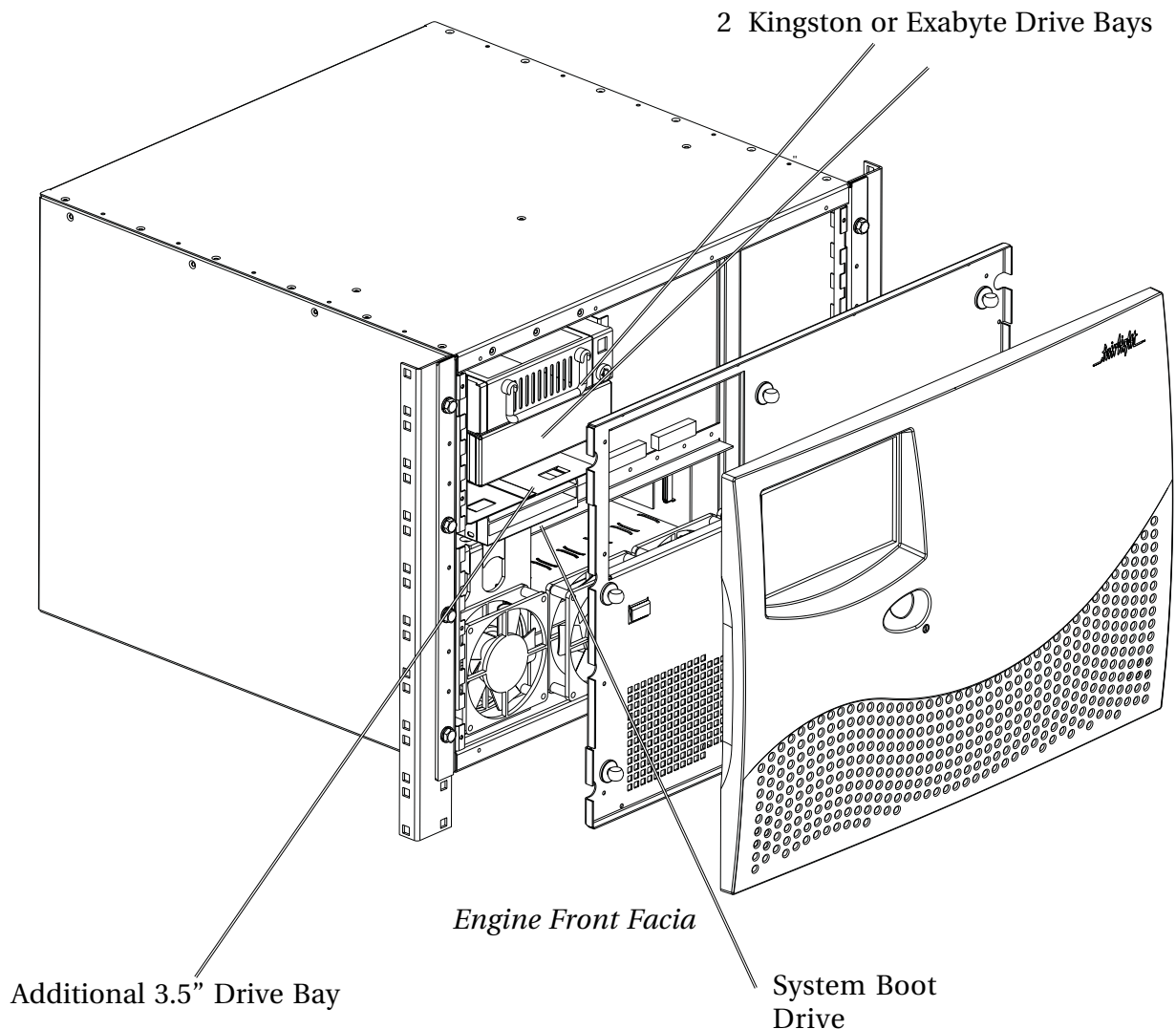
The Engine unit has been designed to accept two 3.5 Inch drives and 2 5.5" drive bays internally which can take either Kingston Technology drive enclosures or an Exabyte enclosure. The system typically comes configured with one system disk which contains the O/S9 Operating System and Merlin software. This allows for 3 media drives to be fitted internally in the system.

With a second SCSI Controller installed within the Engine an additional 4 SCSI devices can be attached externally.

Typically Exabyte drives should be set to ID "5" when connected on either SCSI Buss.

Optical based devices should be set to ID "3". When connected on either SCSI bus.

It is recommended that a rack tray be fitted either above or below the Engine to hold external SCSI devices. The last device on the chain should be terminated with all other devices being looped through. The cables should be the shortest length possible to avoid SCSI bus corruption.



9MW4PXY - DUAL PROCESSOR CARD

FUNCTIONAL DESCRIPTION

1. INTRODUCTION

The PXY card is a stand-alone dual 68040 processor card with 3 PCI slots and provision for all I/O except for the audio. There are on-card slots for the synchronisation I/O (SIO1, SIO2) and two graphics cards (CG5 - called CGA and CGB).

PXY is placed in mother board slot 1 which is right most when viewed from the rear of the system. The PXY can also be used stand-alone by connecting it to a standard ATX power supply.

By way of comparison to MFX3, PX is equivalent to the ESP-WX, and PY is equivalent to the ESP-SYN. ESP-SIO has now been replaced by SIO1 and SIO2. The ESP-PCI card is now incorporated as the PCI interface now accessible by both PX and PY.

The two processors are called PX and PY - hence the name PXY. PX is the operating system, user-interface and graphics processor. PY is the audio synchronisation processor.

All audio processing is provided by the QDCs connected to the backplane.

2. FEATURES OF PXY

CPU SUBSYSTEM

- . System clocking phase locked to single 14.318MHz crystal.
- . Power on reset.
- . Dual 68040 processors running at 40MHz (PX and PY).
- . Fully vectored interrupts with software generated interrupts.
- . Power supply status with intellegent power off switching.
- . Dual interleaved 0WS 72 pin SIMMs per processor. Allows up to 256M per processor.
- . 32M of uploadable FROM.
- . 512k of socketed boot FROM.
- . Real time clock with 128k of non-volatile RAM.
- . 128k shared SRAM between PX,PY.

QDC COMMUNICATIONS

- . TSB interface using CPCI signalling

PCI INTERFACE

- . PCI interface (called P1) to 3 slots accessible by PX and PY.
- . SCSI interface on P1 with WIDE and FAST interface.
- . CPCI interface to QDC (called P2) which replaces the old WFM bus.

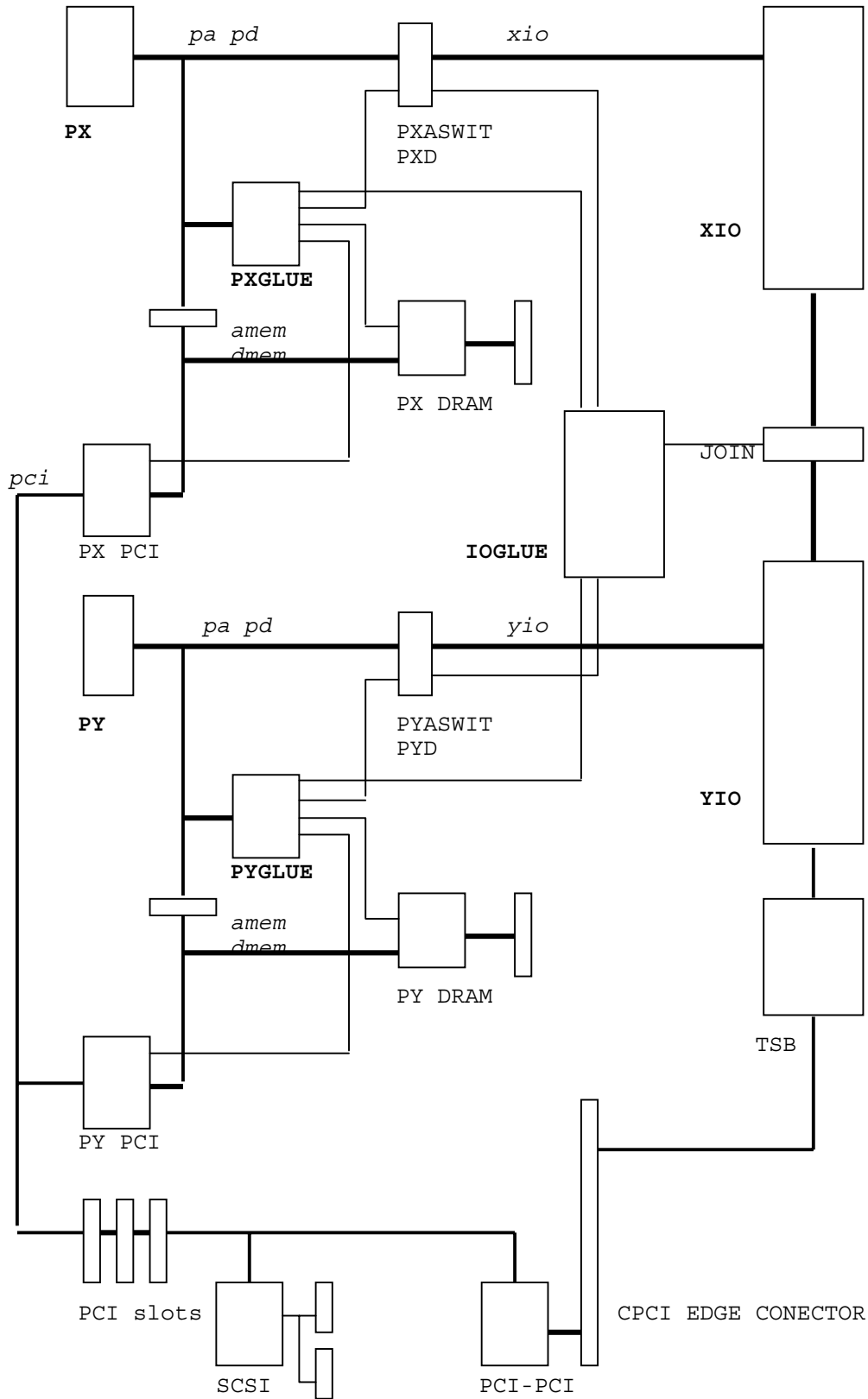
DEBUGGING

- . Interface to quad graphic LED display.
- . 2 x 8 way DIP switches.
- . 4 tone speaker
- . One bit control port for logic analysis synchronisation to software.

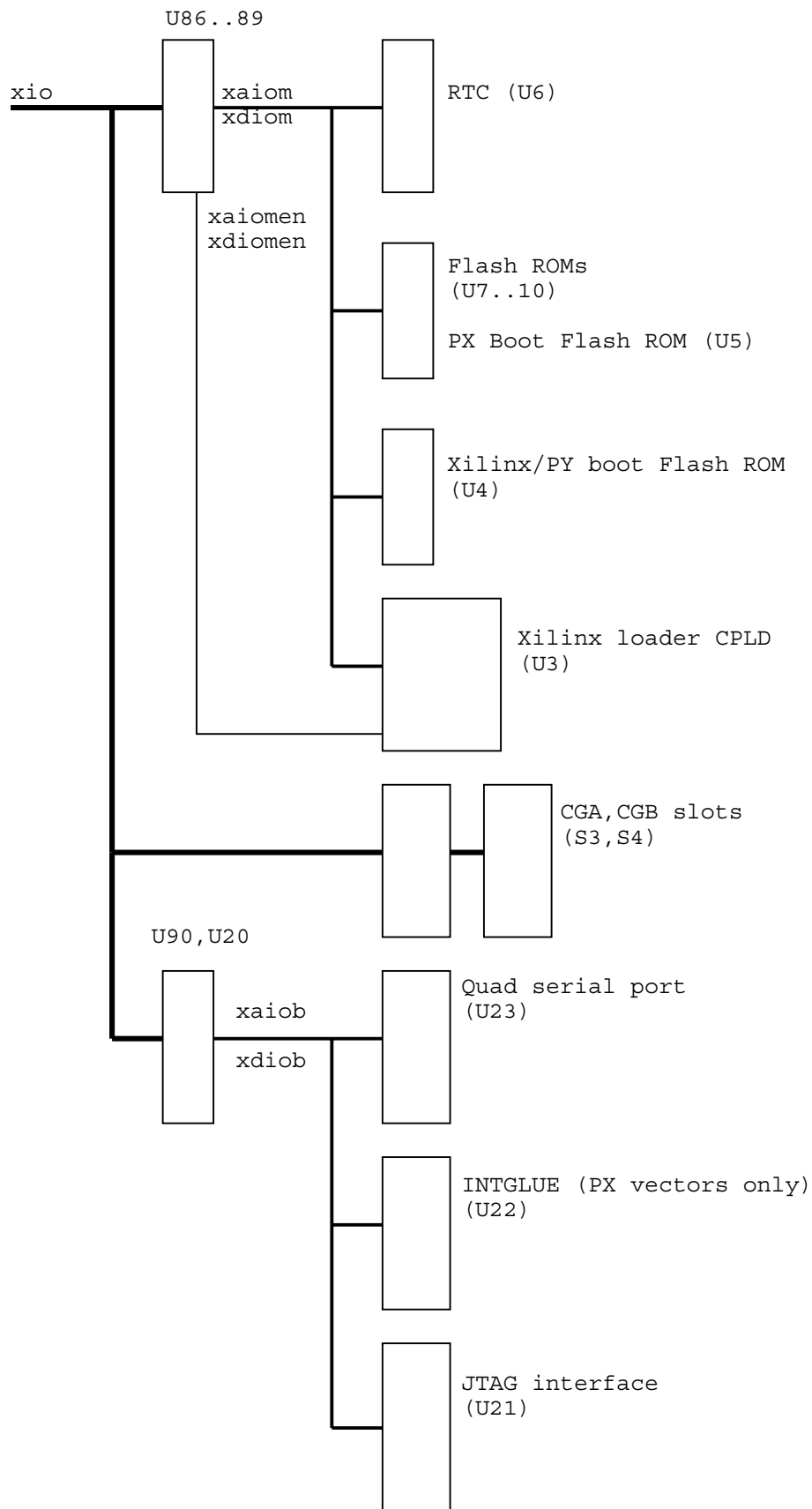
SERIAL PORTS

- . Console RS232, download and RS422 on DB25F wired as standard RS232 cable with unused pins for the RS422 and download.
- . Dongle interface
- . 2 spare debugging serial ports

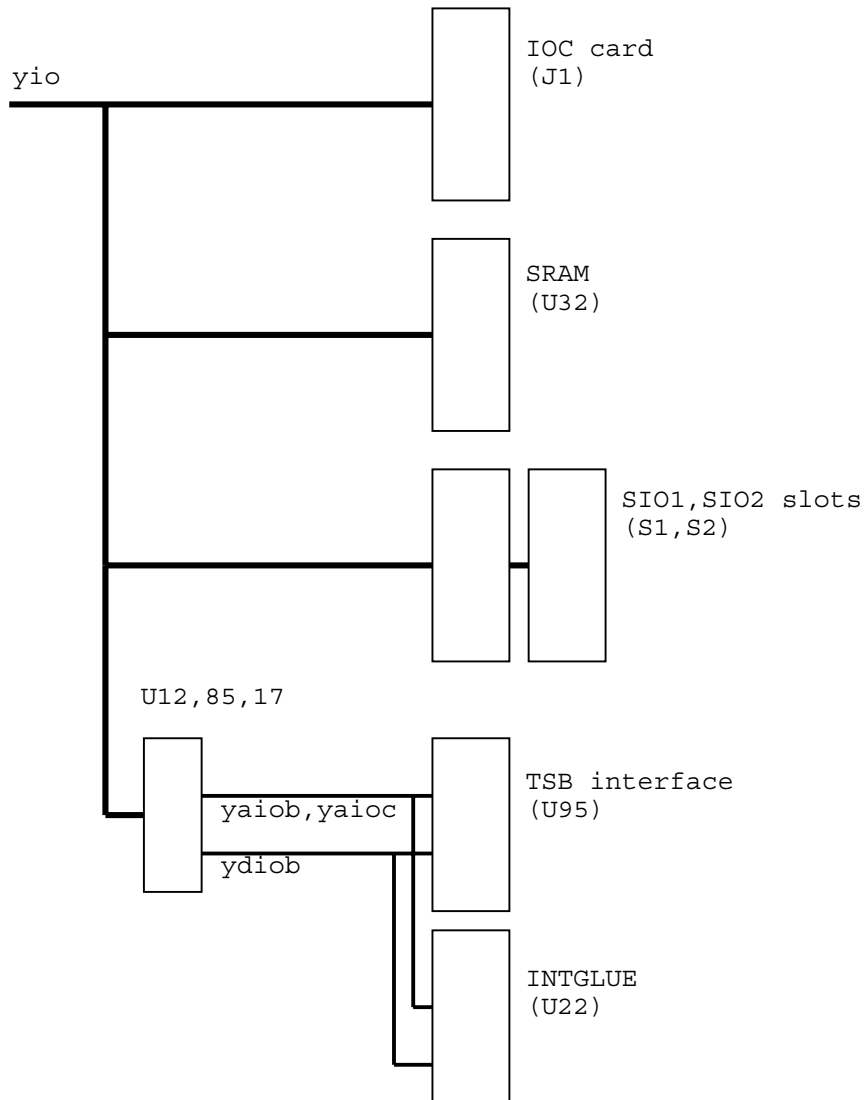
SYSTEM BLOCK DIAGRAM



XIO BLOCK DIAGRAM



YIO BLOCK DIAGRAM



CLOCKS (CLOCKS.SCH)

CPU cLocks (CLOCKS/CPUcLOCK.SCH)

All clocks for PXY are phase locked to *14M318* from X1. This signal, is buffered by the low skew clock buffers in U29 (IDT49FCT805) to be distributed to the PLLs.

14M318_CPU is phase locked by U81 (AV9107S) to produce *CPUCLK* at 40MHz and *CPUCLKx2* at 80MHz. U78 and U48 (IDT49FCT805) buffer these signals to drive all the synchronous logic on the PXY.

4.1.2 PCI cLocks (CLOCKS/PCICLOCK.SCH)

Similar to the CPU clocks, *14M318* is phase locked by U31 (AV9107S) and buffered by U35 (49FCT805) to generate the clocks for the PCI bus. Selection of the PCI bus speed is via R37,R36.

R37	R36	PCI clock speed
installed	open	33MHz (default)
open	installed	66 MHz

PCI cLocks (CLOCKS/PCICLOCK.SCH)

4.2 PCI (PCI.SCH)

There are 2 PCI busses in the system. Local to PXY, third party PCI cards can be installed. This PCI bus is called P1. To communicate to the QDCs, the backplane uses a compact PCI bus and is called P2. The PCI bus arbitration is part of IOGLUE (U38).

4.2.1 PCI sLots (PCI/PCISLOTS.SCH,

PCI/PCISLOTS/PCI_S1.SCH,
PCI/PCISLOTS/PCI_S2.SCH,
PCI/PCISLOTS/PCI_S3.SCH)

The P1 PCI slots (P6,P4,P3) are standard. On each slot the open collector slot presence bits (*PRSNT1,*PRSNT2) are wired together to detect whether the card is present (PRESENTn). If the card is not present, the TDI and TDO signals are joined to complete the JTAG test chain.

For configuration cycles (IDSEL asserted), the slot to be accessed is selected via address lines - A16 for slot 1, A17 for slot 2, A18 for slot 3, A19 for PX PCI interface (U103), A20 for PY PCI interface (U104), A21 for P1-P2 PCI-PCI bridge (U102), A22 for on-board PCI SCSI (U99).

4.2.2 SCSI INTERFACE (PCI/PCISLOTS/SCSI.SCH)

PXY has an onboard PCI SCSI WIDE and FAST interface provided by U99 (SYM53C875) on the P1 PCI bus. All signals are actively terminated via U30,U33,U34 (UC5613DP). The active termination can be enabled by shorting JP8 - in normal operation, this should be shorted.

Connection to the SCSI cable can be either 8 bit single-ended narrow SCSI connected to J9 (50 way), or 16 bit WIDE single-ended SCSI connector J10 (68 way high-density).

4.2.3 MOTHERBOARD PCI CONNECTION (PCI/PCI-PCI.SCH)

The P2 PCI bus is connected to the P1 PCI bus via the PCI to PCI bridge at U102 (DEC21152). This bridge also provides PLL rebuffed clocks to the PCI bus (P2CLK1,P2CLK2,P2CLK3,P2CLK4). P2CLK0 is a 10" track used to equalise the timing of the clocks across the QDC P2 slots by simulating the length of the traces on the back plane. This is fed back as the reference to the PLL to align all clocks.

4.3 PX/PY (PX.SCH, PY.SCH, PX/PX_CPU.SCH, PY/PY_CPU.SCH)

PX and PY sub-modules both include a CPLD for logic 'glue', a DRAM interface, a PCI interface and buffers to the I/O. The logic is identical up to the I/O. For this reason the CPU sub-modules are described below in parallel.

PX and PY are 68040s (U71,U70). The 68040 requires 2 clocks for operation. The internal clock PCLK (processor clock) is twice BCLK (bus clock) which is the bus clock speed.

4.3.1 PX,PY GLUE (PX/PXGLUE.SCH, PY/PYGLUE.SCH)

PXGLUE/PYGLUE CPLDs (U74,U72) control the CPU bus cycles and provides the top level system decoding.

PX and PY have different local DRAM addresses. This allows each processor to access the other processor's memory, and PCI to have access to all peripherals. Note that since the 68040 resets to address 00000000, the XIO I/O space contains the ROMs.

Global Map

Address	Decode
80000000-FFFFFFFF	PCI bus 2 (backplane)
60000000-7FFFFFFF	PCI bus 1 (local PCI)
50000000-5FFFFFFF	PY DRAM
40000000-4FFFFFFF	PX DRAM
30000000-3FFFFFFF	PX,PY EPC PCI controller
20000000-2FFFFFFF	YIO peripherals
1F0F0000-1F0FFFFF	BMC DRAM memory controller
00000000-0FFFFFFF	XIO peripherals

The IO on the system is accessible by both processors. However, as PX is normally used for operating system functions, and PY is used for synchronisation functions; the IO bus is split into XIO and YIO. The fastest and uninterrupted accesses occur when each processor access its own IO bus (PX to XIO and PY to YIO). If a processor needs to access a peripheral on the other processor's IO bus, IOGLUE will arbitrate for exclusive access to IO and join XIO to YIO.

4.3.2 IO BUS ISOLATION (PX/PXASWIT.SCH, PY/PYASWIT.SCH PX/PXD.SCH, PY/PYD.SCH)

When an access to XIO or YIO is granted, the processor bus is enabled via sets of buffers to the IO bus by IOGLUE (PX - U59..62,U122,U124,U127,U129 PY - U54..57,U123,U125,U128,U130).

4.3.3 PCI INTERFACE (PX/PXPCI.SCH, PY/PYPCI.SCH)

The CPU address and data is isolated from the PCI (and DRAM) interface by buffers at U64, U69, U75, U80, U114..117 for PX; and U63, U66, U73,U77, U118..121 for PY. As the DRAM and PCI busses (*AMEM,DMEM*) is localised by these buffers, the PCI can only access the DRAM.

The PCI controller is a V360EPC located at U103 for PX and U104 for PY. Arbitration for the local memory bus between the CPU and PCI controller and buffer control, is handled by the respective processor's *PXGLUE/PYGLUE* part.

The PCI bus is 32 bits 5V format.

Note that in the address map for the system, the local PCI devices are in a 256M window and the CPCI (to QDCs etc) is a 2G window.

4.3.4 DRAM INTERFACE (PX/PXDRAM.SCH,PX/PXDRAM/XODD_DIM.SCH,PX/PXDRAM/XEVENDIM.SCH,PY/PYDRAM.SCH,PY/PYDRAM/YODD_DIM.SCH,PY/PYDRAM/YEVENDIM.SCH,

The DRAM interface is controlled by V292BMC at U67 for PX and U65 for PY. Each DRAM interface has dual DRAM SIMMs which are interleaved during accesses to achieve 0WS. The maximum installable memory is a 128M SIMM in each slot thus allowing up to 256M per processor.

As the *HMODE#* pin is unconnected (not shown on schematic), the startup address for the BMC registers is *1F0F0000*.

4.4 XIO/YIO BUS INTERFACE

4.4.1 JTAG INTERFACE (IO.SCH)

To program and test the PXY card, JTAG is used. This interface uses a 5 wire interface comprising of the following signals:

TDI	test data in
TDO	test data out
TMS	test mode select
TCK	test data clock
TRSTn	test interface reset

All devices capable of JTAG are connected in a chain using TDI and TDO. To allow debugging of faulty parts, the chain has jumpers at each device to allow bypassing that device in the chain.

Non-volatile CPLDs in the system are initially programmed via JTAG using the connector at JP7 (the Xilinx cable also needs Vcc,GND which are present on JP3 pins 1,2 respectively). Once the system is operational, the JTAG interface chip at U103 is used by the processors to read the JTAG chain.

The last JTAG device on every PCB (i.e. first device read) is a QS3J245 (U28 for PXY). This is simply a JTAG scannable device which has all pins binary encoded as PCB revision (pins 2,3,4,5 MSB on pin 5), modification level (pins 6,7,8,9 MSB on pin 9), and PCB identification

(pins 22,21,20,19 MSB on pin 19). The PCB identification numbers are allocated as follows

PCB ID	Card
0	PXY dual processor card
1	CG5 colour graphics/HSSL
2	QDC quad digital channel card
3	SIO1 sync I/O 1
4	SIO2 sync I/O 2
5	unused
6	AI analog in card
7	AO analog out card
8	AES digital I/O card
9..F	unused

The PCB revision is 'hard-wired' on the PCB to reflect the PCB revision number. The PCB modification level is set according to the ECNs in the field. It is essential that all of these pins are set to the correct revision levels as the software uses this information.

As the JTAG chain must be distributed to all cards, the signals are buffered by U43 (low skew buffer).

4.4.2 JOINING OF XIO AND YIO (IO/IOSWITCH.SCH)

When a processor wants to access the other processor's IO bus, the JOINION signal is asserted (after it gains exclusive access to the IO bus) which connects the busses using the quickswitches at U13..16.

4.4.3 IOGLUE (IO/IOGLUE.SCH)

The XIO and YIO busses can be joined or accessed independently by their respective processors, IOGLUE manages all the buffer enabling and arbitration to the IO busses. IOGLUE is passed a chip select as a request to access the IO bus from PXGLUE and PYGLUE (XTOXION, XTOYION, YTOXION, YTOYION). Additionally, the XVECCSn, YVECCSn may be asserted by PXGLUE, PYGLUE when the accesses is to get the vector number for vectored interrupts.

IOGLUE further sub decodes the addresses for the IO chip selects.

XIO decoding A31..A28 = 00002

A27..A19	Address	Decode
1111	0F000000-0FFFFFFF	Address trapper
1110		
1101		
1100		
1011	0B000000-0BFFFFFF	TAP interface
1010	0A000000-0AFFFFFF	HSSL
1001	09000000-09FFFFFF	CG B
1000	08000000-08FFFFFF	CG A
0111		
0110		
0101		
0100	04000000-04FFFFFF	32M flash ROM
0011		
0010		

0001		
01...	01400000-17FFFFFF	Real Time Clock
0011 .	01300000-013FFFFFF	Quad serial port 3
0010 .	01200000-012FFFFFF	Quad serial port 2
0001 .	01100000-011FFFFFF	Quad serial port 1
0000 .	01000000-010FFFFFF	Quad serial port 0
0000		
0000 1	00080000-000FFFFFF	Xilinx download flash ROM
0000 0	00000000-0007FFFF	Boot flash ROM

YIO decoding **A31..A28 = 00102**

A27..A19	Address	Decode
1111	2F000000-2FFFFFFF	Address Trapper
1110		
1101	2D000000-2DFFFFFF	SIO 2
1100	2C000000-2CFFFFFF	SIO 1
1011		
1010		
1001		
1000		
0111		
0110		
0101		
0100		
0011		
0010		
110..	22C00000-22DFFFFFF	GPIO bank
101..	22A00000-22BFFFFFF	GPIO output
100..	22800000-229FFFFFF	GPIO input
011..	22600000-227FFFFFF	Super IO (printer/serial)
010..	22400000-225FFFFFF	INTGLUE interrupt controller
001..	22200000-223FFFFFF	TSB interface
000..	22000000-221FFFFFF	Shared SRAM (128k)
0001		
0000		

IOGLUE also provides all the XIO and YIO control signals, IO wait-state generation and PCI bus arbitration.

4.4.4 INTGLUE INTERRUPT CONTROLLER (IO/INT.SCH)

All interrupt sources are connected to INTGLUE. This FPGA prioritises the interrupts and provides the vector number when the interrupt is acknowledged by the CPU. All vector numbers are hard-wired in the FPGA, however, IOGLUE can be changed as it is loaded from flash ROM at every power-on reset.

INTGLUE also provides all of the debugging features. For further information on the debug control consult the INTGLUE - interrupt glue FPGA (INTGLUE.DOC) documentation.

The power-on reset is fed into INTGLUE to produce the CPU and IO resets. Initially a CPLD loads the contents of INTGLUE from flash ROM. Once this programming is complete INTGLUE starts and hence deasserts the reset lines and ... off we go. If the FPGAs have loaded

correctly, all of the LEDs D3..10 should light.

As the PXY design is quite symmetric, a jumper at JP5 (NOTMEn) allows swapping the functions of the processors for debugging purposes. A status bit in INTGLUE allows the processors to know which one they are operating as, and who they are really.

4.5 XIO BUS

The XIO bus has IO primarily for the PX processor and hence includes IO primarily for the operating system and the GUI.

4.5.1 XIO SLOTS (IO/XIO/XIOSLOTS.SCH)

XIO provides two slots for the CG5 colour graphics cards at S3 and S4. For a single graphics card system, S3 (CGA) is used. Refer to the CG5 documentation for more information.

4.5.2 XIO MEMORY AND FPGA LOADING (IO/XIO/XIOMEM.SCH)

Upon power-on and reset switch assertion, the FPGALD CPLD at U3 has direct access to the FROM at U4 (assuming JP4 has pins 11,12 shorted) which holds the data for the FPGAs. A state machine in FPGALD reads the data from the FROM and loads the devices serially via XPROGn, XDONE, XBITS, XINITn, CCLK. It is possible to load the data from different flash ROMS by shifting the jumper at JP4.

When power-on reset is deasserted, FPGALD reads successive addresses starting from the last address in the ROM and counts down. The data read from each location is serialised to be sent to the FPGAs via XBITS and CCLK. When the XDONE signal is asserted, the FPGAs are loaded and FPGALD stops loading. Note that all jumpers should be installed at JP1 to wire-or the XDONE signals from the FPGAs.

Once the CPUs are released from reset (automatically by INTGLUE once loaded), they will attempt to access memory at 00000000. This is the address where U5 is located. By reading the status bit in INTGLUE to determine which processor they are operating as, they jump into the rest of the boot code held in U5 (for PX) or U4 (for PY).

U6 is a DS1486 used for retaining the current time and configuration data. This chip is a real time clock with 128k of (internally) battery backed up RAM.

4.5.3 XIO BUFFERS (IO/XIO/XIOBUF.SCH)

The load of the many memories on the XIO bus requires the buffers on this sheet to provide adequate drive. All buffer controls are from IOGLUE.

4.5.4 SYSTEM SERIAL IO (IO/XIO/XIOCOMMS.SCH)

U23 is a quad serial port based on the 16450 uart. Ports 1 and 2 provide the RS232 and RS422 as required by the MFX console. Port 3 is for the dongle. The fourth port is used for console download and is also available at J10.

4.6 YIO BUS

YIO has the IO primarily for the PY processor and hence is mainly synchronisation hardware.

4.6.1 SHARED SRAM (IO/YIO.SCH)

A 128k byte SRAM at U32 is used to provide inter-PX/PY software communications.

4.6.2 SIO SLOTS (IO/YIO/YIOSLOTS.SCH)

SIO1 is placed into the slot at S1 to provide the essential clocking and synchronisation features of the disk recorder. SIO2 is placed in the slot at S2 and provides the optional synchronisation features.

4.6.3 AUDIO CLOCKS (IO/YIO/YIOSLOTS/ACLOCKS.SCH)

The audio clocks derived from SIO1 are buffered by U19,U24 to the CPCI connector at J2 for distribution to the QDCs. When digital input sync is selected, one of the QDC clocks its DCLK and DCLKF signal; all other QDCs hold their clocks high. All channel's DCLKs and DCLKFs are NANDed (inverted ORed) together by U91,U25.

4.6.4 CON BOARD CONNECTOR (IO/YIO/IOCON.SCH)

The CON board holds most of the IO connectors for the system. CON connects to J1.

4.6.5 TSB INTERFACE (IO/YIO/TSB.SCH,IO/YIO/TSBCLOCK.SCH)

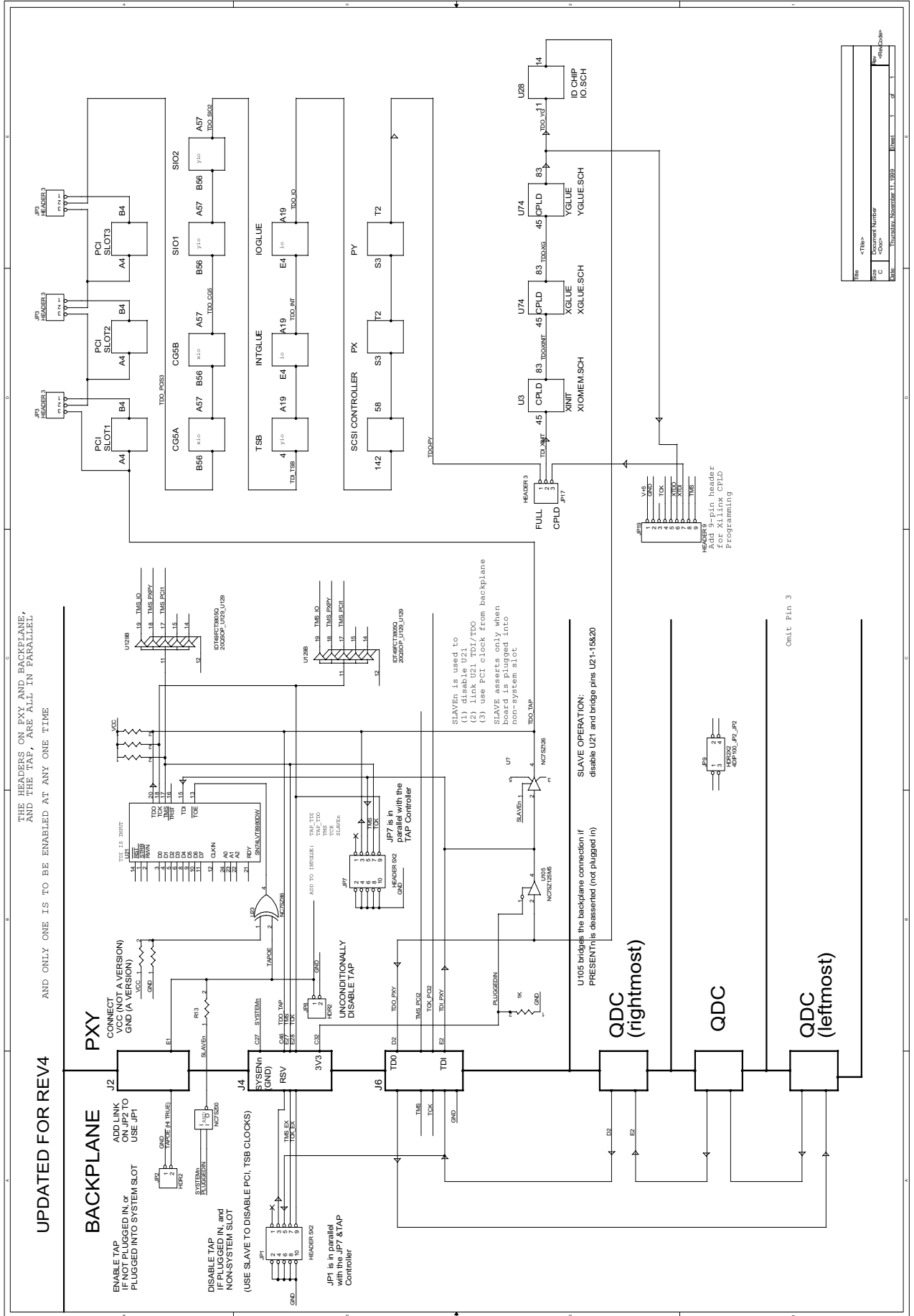
The TSB interface for digital audio exchange between the QDCs and PY is controlled by U95 (TSB) and connected via J4. The clocking is synchronised to the 14.31818MHz crystal by U11 and buffered by U97.

For information on the TSB specification refer to the Digital Audio Timesliced Bus (TSB) Design Specification document.

5.Summary of jumper settings

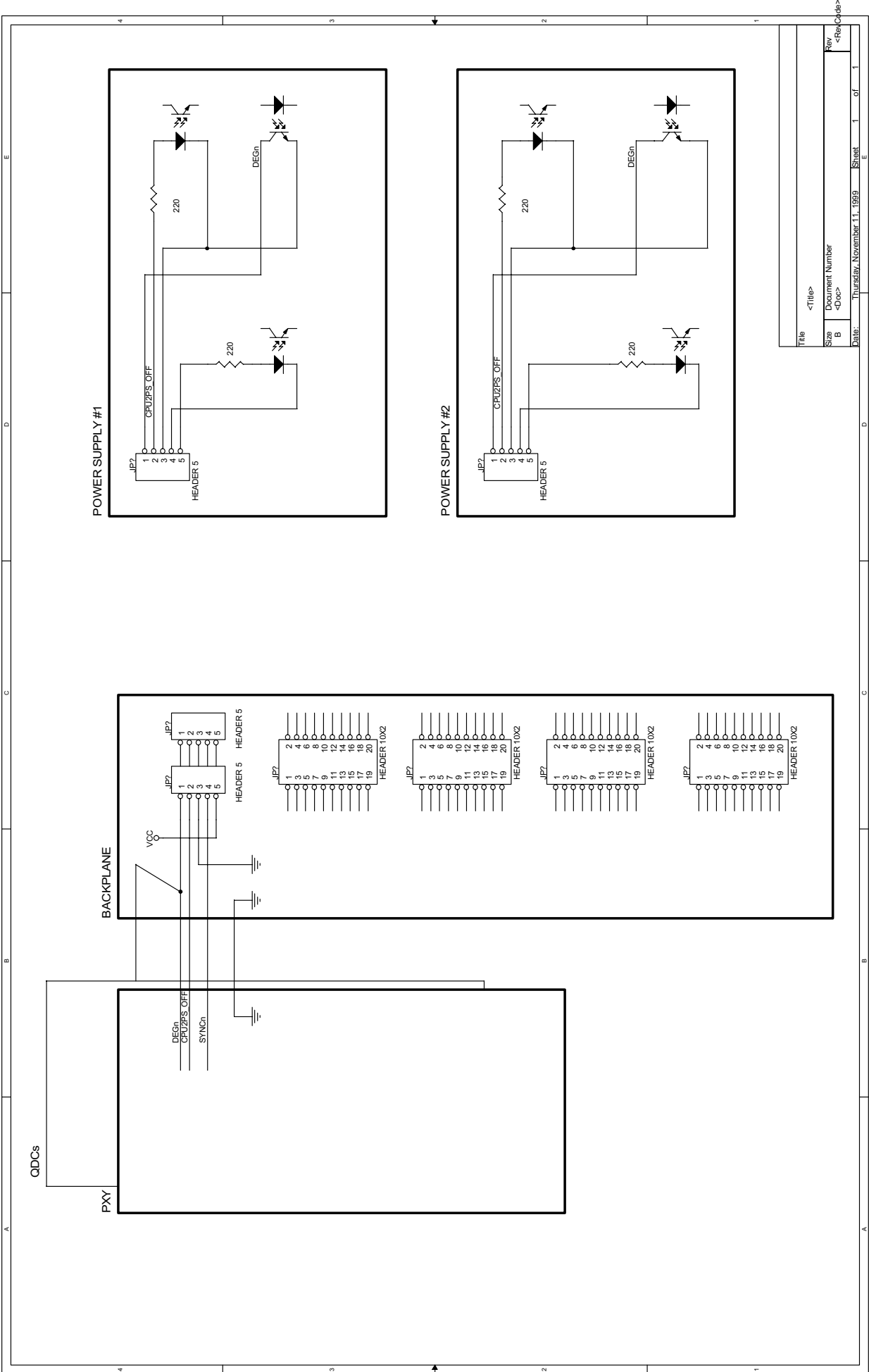
SUMMARY OF JUMPER SETTINGS

R37	R36	PCI clock speed
installed	open	33MHz DEFAULT
open	installed	66 MHz
R7	R6	TSB clock speed
installed	open	33MHz DEFAULT
open	installed	66 MHz
JP9		
1-2	include IO JTAG	DEFAULT
3-4	bypass IO JTAG	
JP10		
1-2	include ID JTAG	DEFAULT
3-4	bypass ID JTAG	
JP5	NOTMEn	
open	normal operation	DEFAULT
short	swap PX/PY	
JP6		
1	logic analyser strobe	
2	GND	
JP11	PX non-maskable interrupt	
1	PX NMIIn	
2	GND	
JP12	PY non-maskable interrupt	
1	PY NMIIn	
2	GND	
JP2		
open	Enable backup FROM	
short	normal operation	DEFAULT
JP8		
open	no SCSI termination	
short	SCSI terminated	DEFAULT
JP4	FPGA load source	
1-2	U9	
3-4	U7	
5-6	U8	
7-8	U10	
9-10	U5	
11-12	U4	DEFAULT



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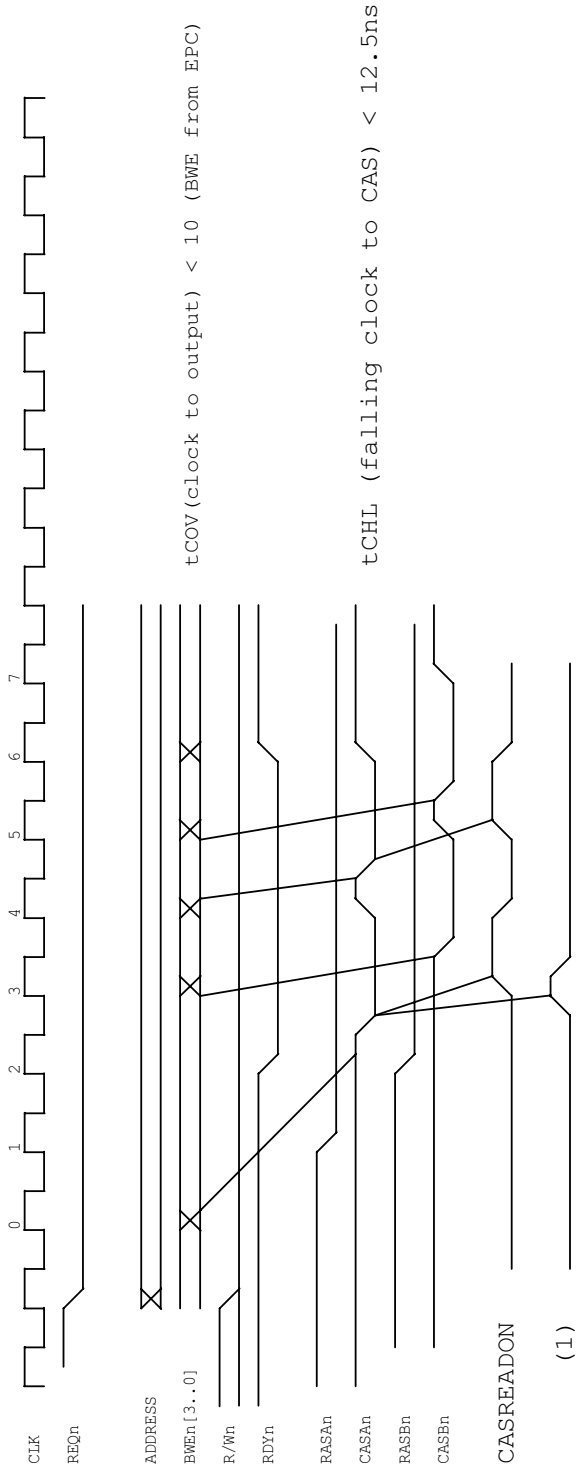
Omni Pin 3



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Sheet	1 of 1

REQUIRED BY BMC

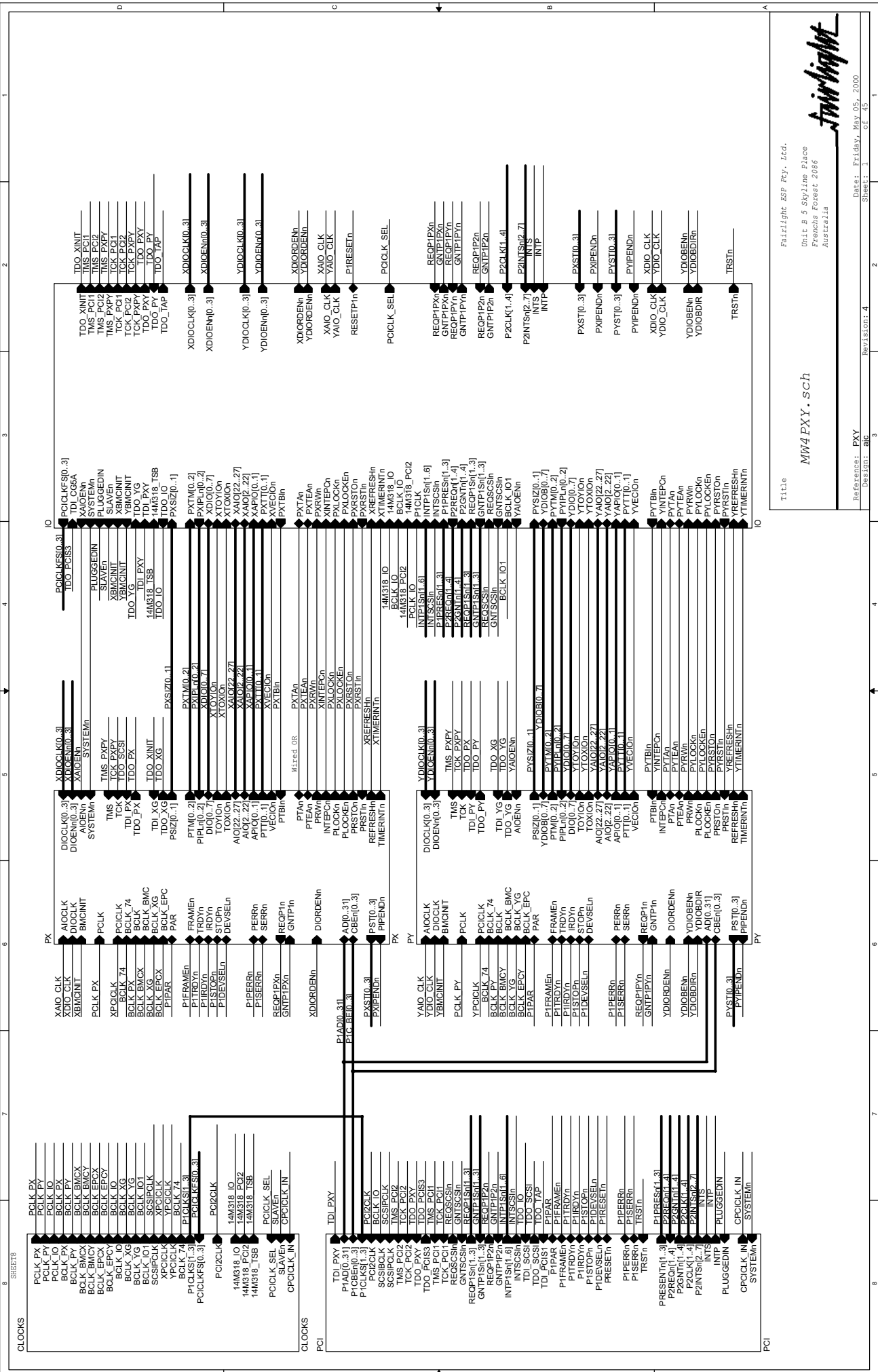
Figure8 (page14) BMC User Manual



CAS SET and CAS CLR drive a SR latch to generate CAS

- CAS_SET = BWE * CAS (bmc) _START
- CAS_CLR = CAS (bmc) _END
- CAS (bmc) _START = CAS (bmc) -XOR-CAS (bmc) _delayed * !MEMCLK _delayed
- CAS (bmc) _END = CAS (bmc) -XOR-CAS (bmc) _delayed * MEMCLK _delayed

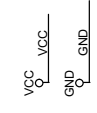
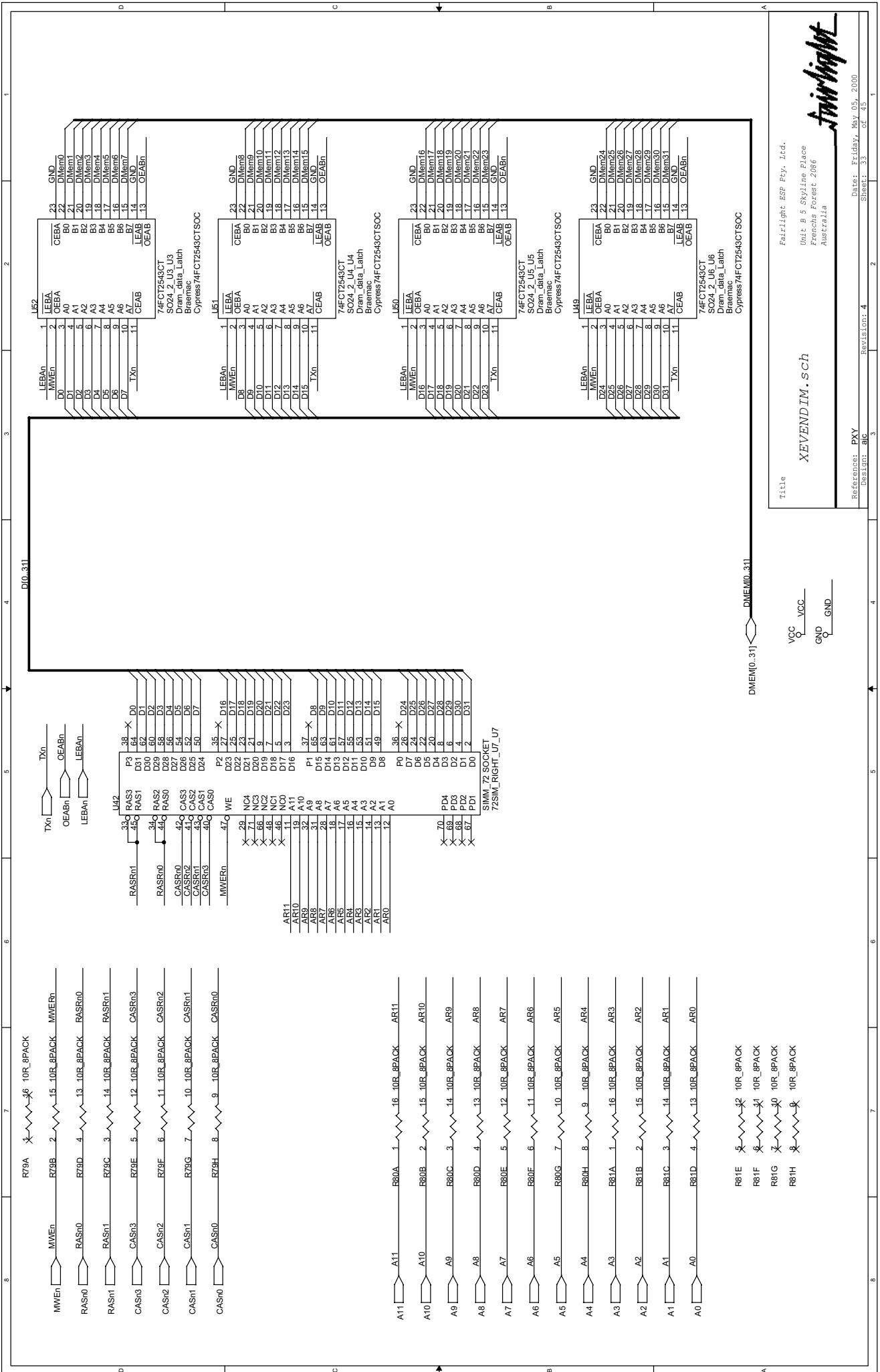
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Date:	Thursday, November 11, 1999	Sheet 1 of 1



Title
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: PXY
 Design: AC
 Date: Friday, May 05, 2000
 Sheet: 1 of 45
 Revision: 4

M44PXY.sch

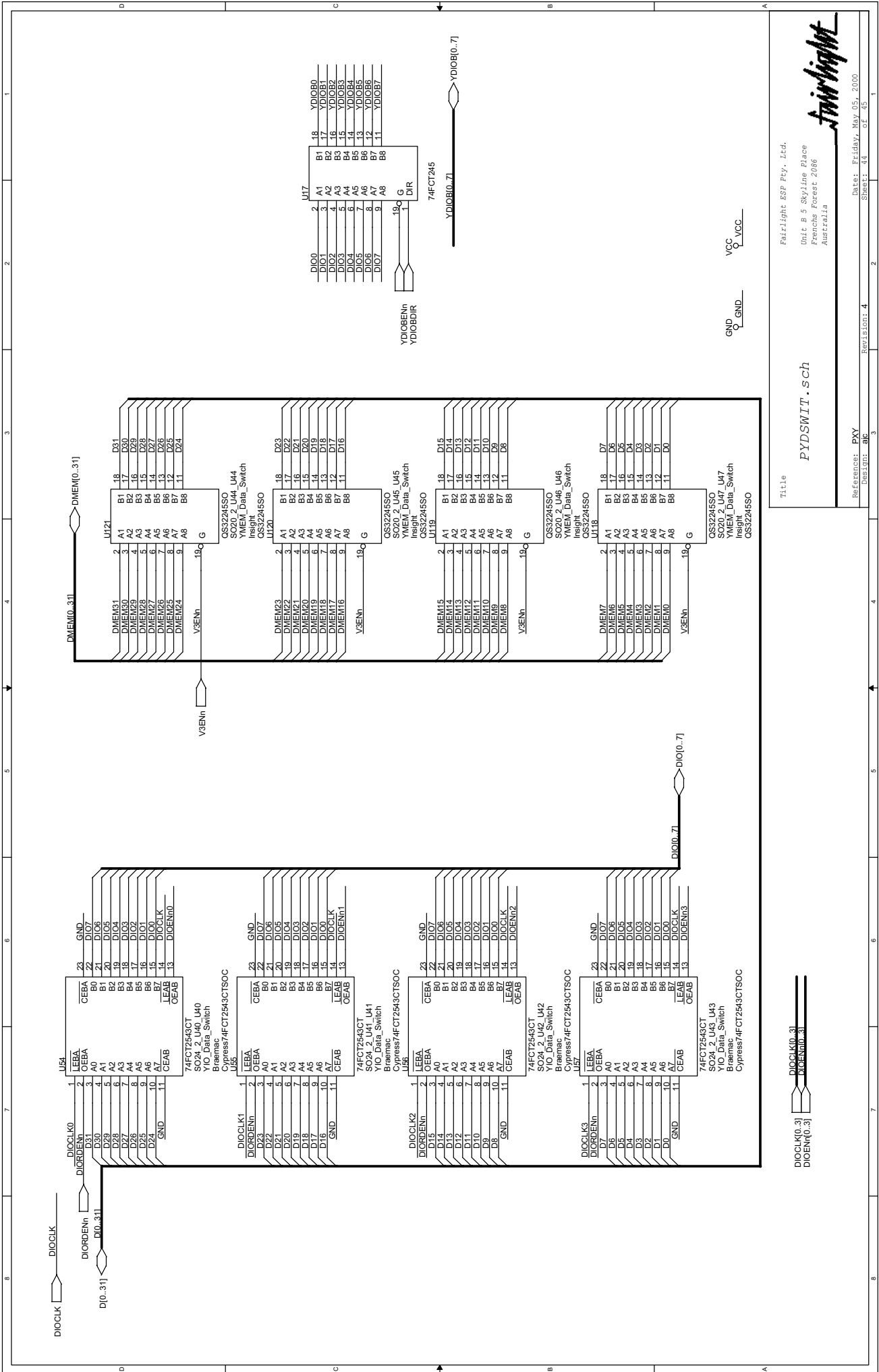


Title
XEVENDIM.SCH

Reference: PXY
Design: 81C

Fairlight ESP Pty. Ltd.
Unit: B 5 Skyline Place
Frenchs Forest 2086
Australia

Date: Friday, May 05, 2000
Sheet: 33 of 45



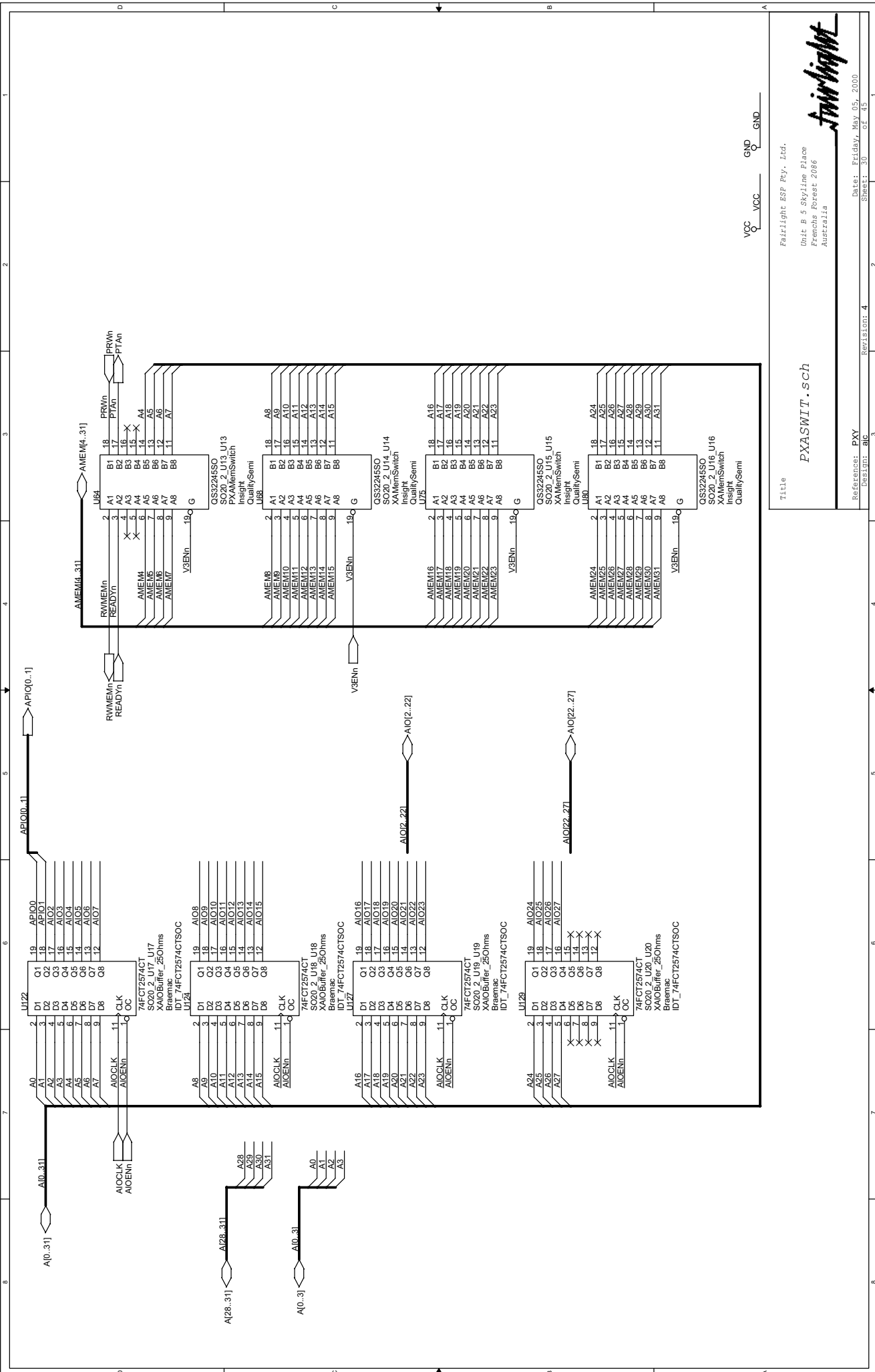
pydswit .sch

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

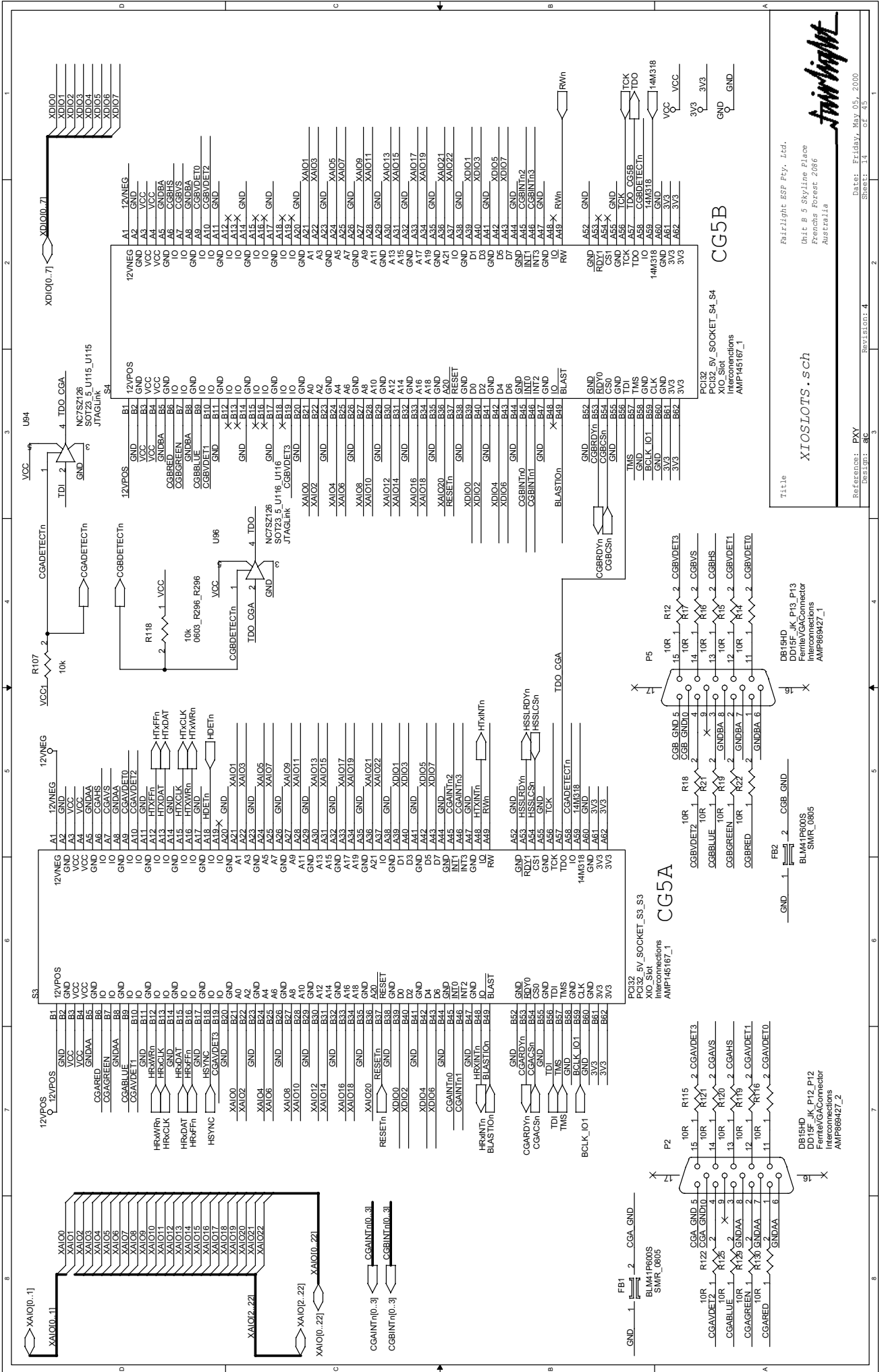
Reference: PXY
Design: JBK

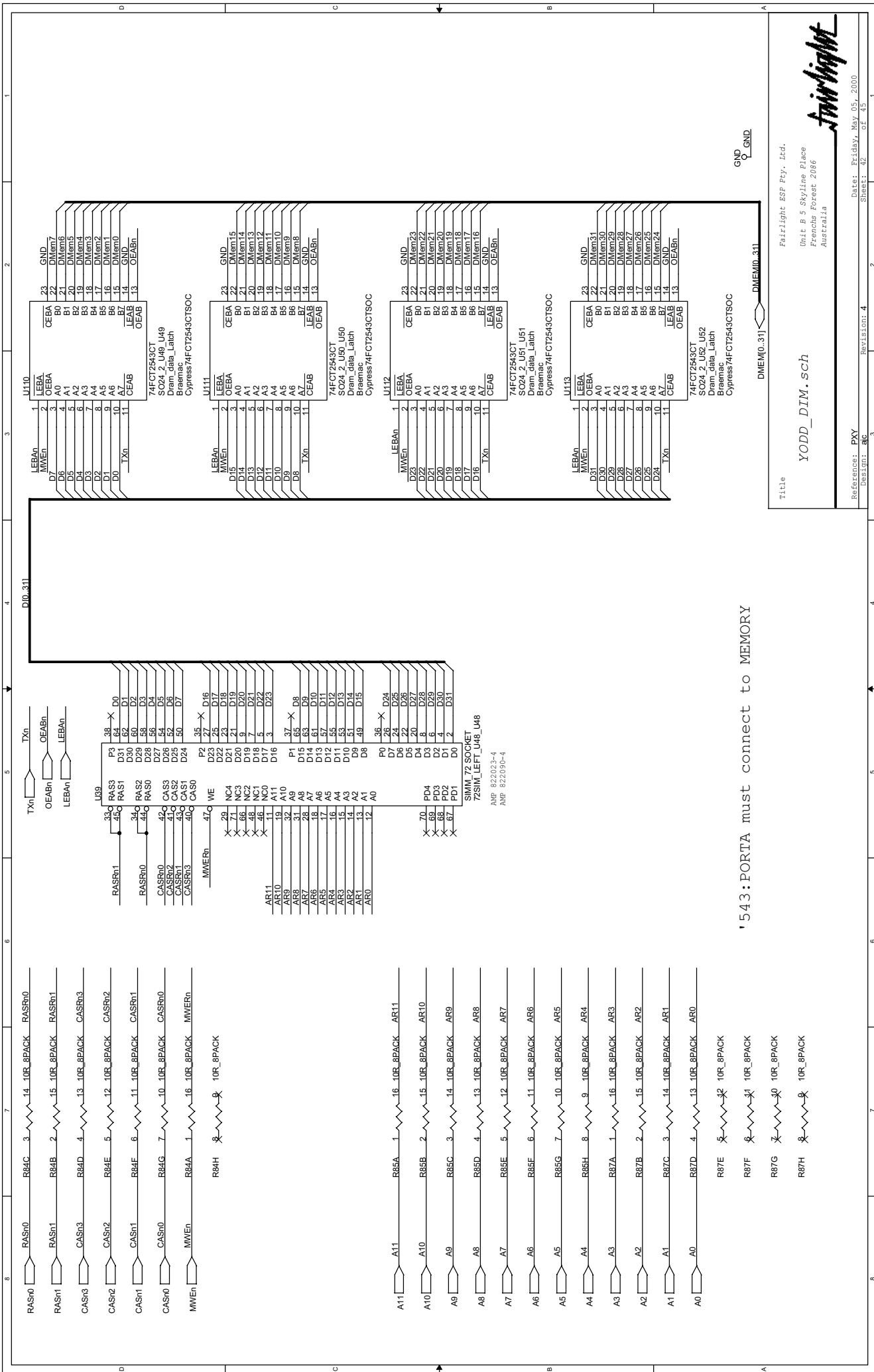
Revision: 4

Date: Friday, May 05, 2000
Sheet: 44 of 45



Title: **FXASWIT.sch**
 Fairlight ESP Pty, Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Reference: PXY
 Design: 303
 Revision: 4
 Date: Friday, May 05, 2000
 Sheet: 30 of 49

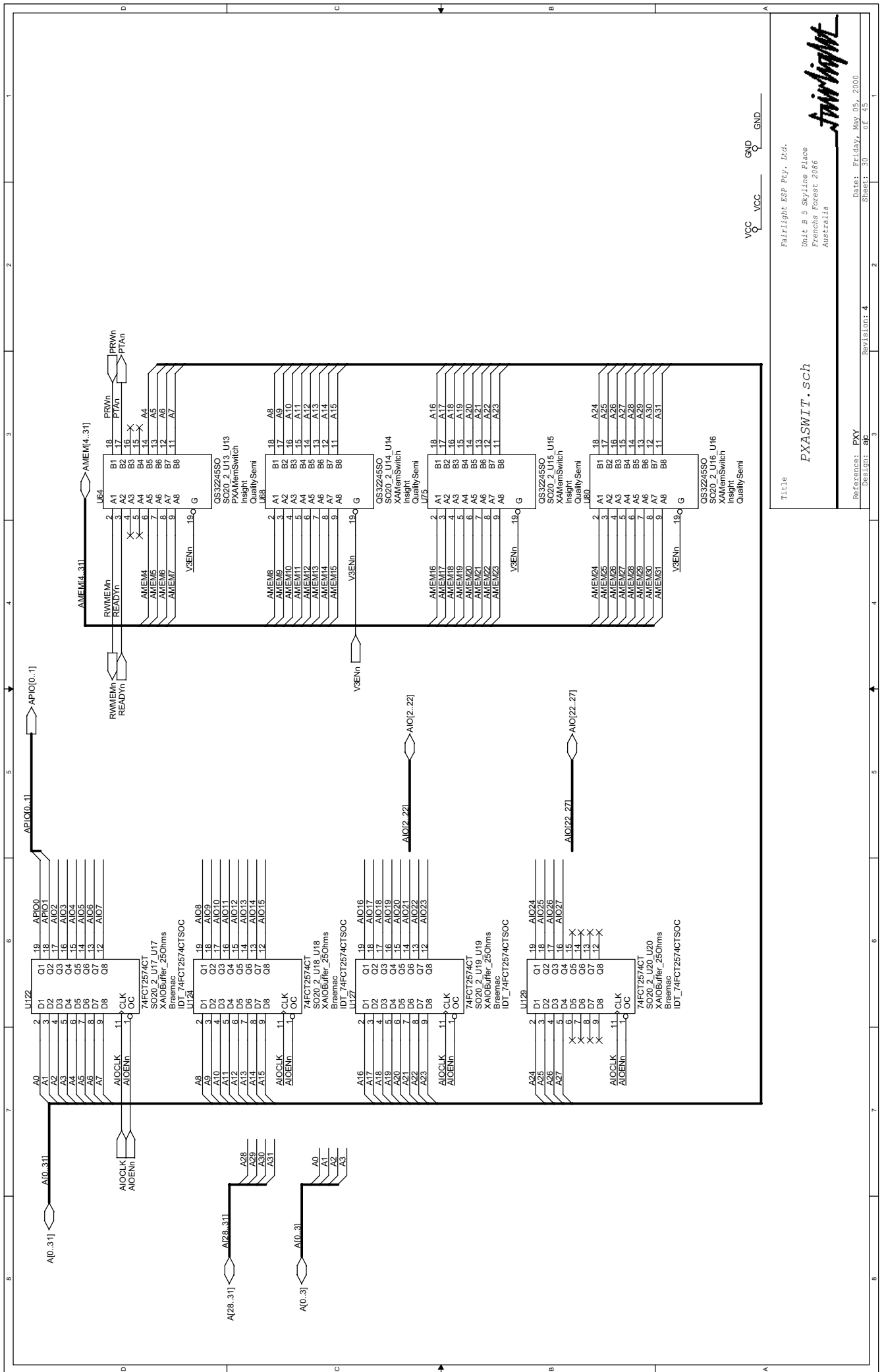




! 543: PORTA must connect to MEMORY

Reference: PXY
 Design: 83
 Revision: 4
 Date: Friday, May 05, 2000
 Sheet: 42 of 43

Title
 YODD_DIM.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia



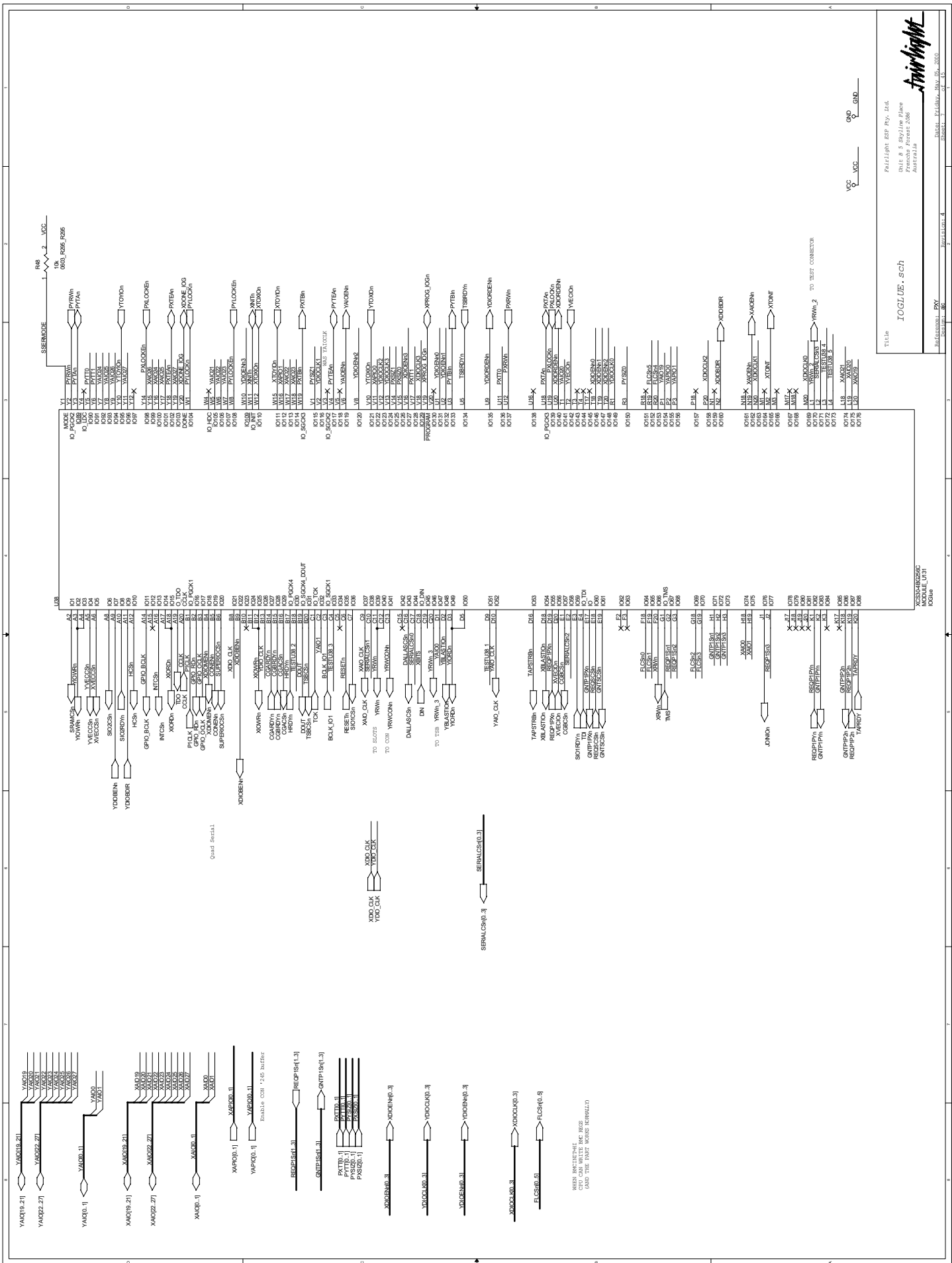
Reference: PXY
 Design: JG

Title: EXASWIT.sch

Fairlight
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Francis Forest 2086
 Australia

Date: Friday, May 05, 2000
 Sheet: 30 of 45

Revision: 4

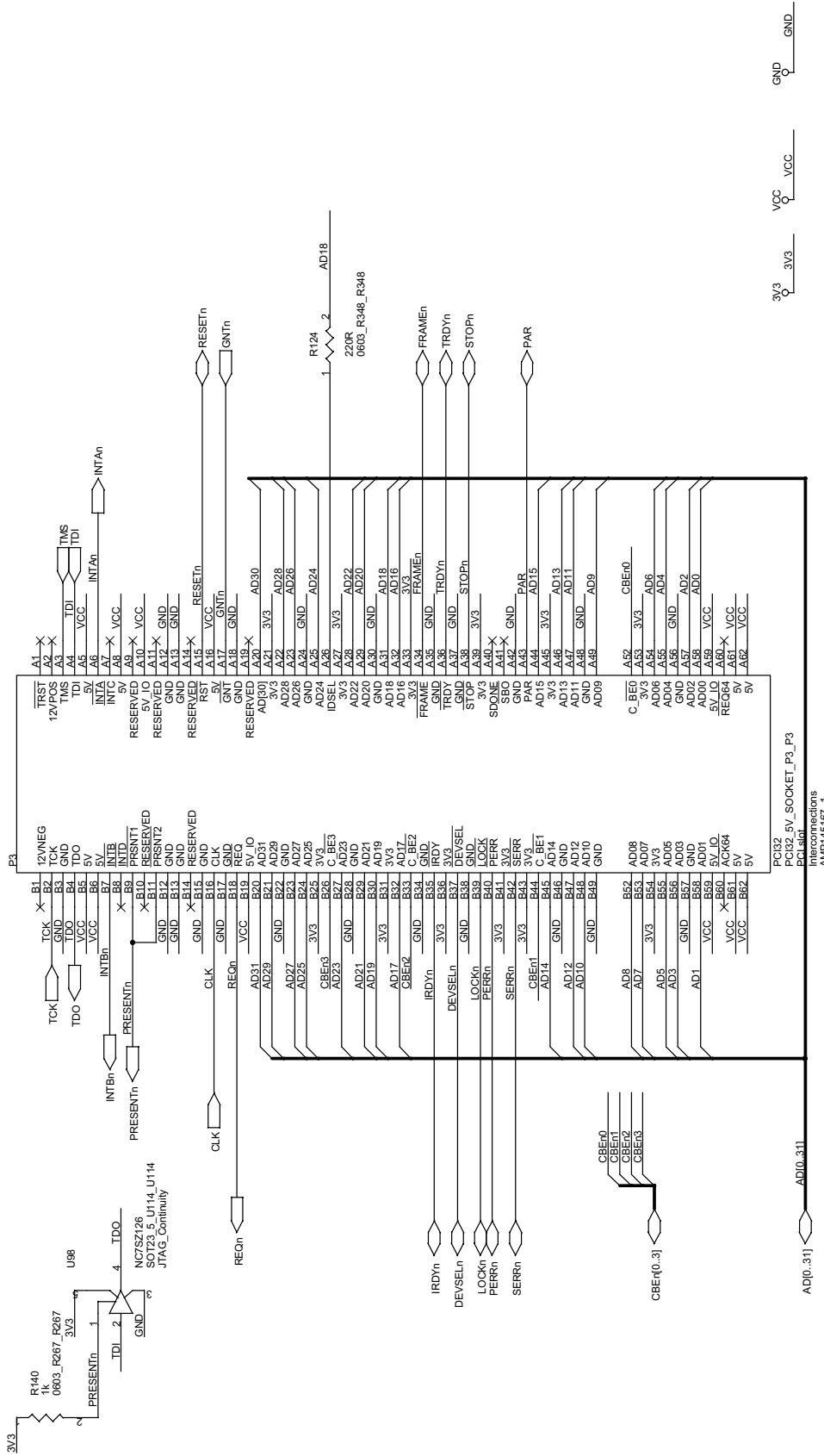


TITLE
 TOGLUE.sch
 PROJECT: EXV
 BOARD: 4
 DATE: 14/01/2003
 DRAWN: JG

FAIRLIGHT ESP Pty. Ltd.
 Unit 8, 5 Buckley Place
 Fremantle Western Australia
 Australia

Date: 14/01/2003
 Board: 4
 Drawn: JG

NOTE: ONLY INTA* and INTB* CONNECTED



PCI_33.sch

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

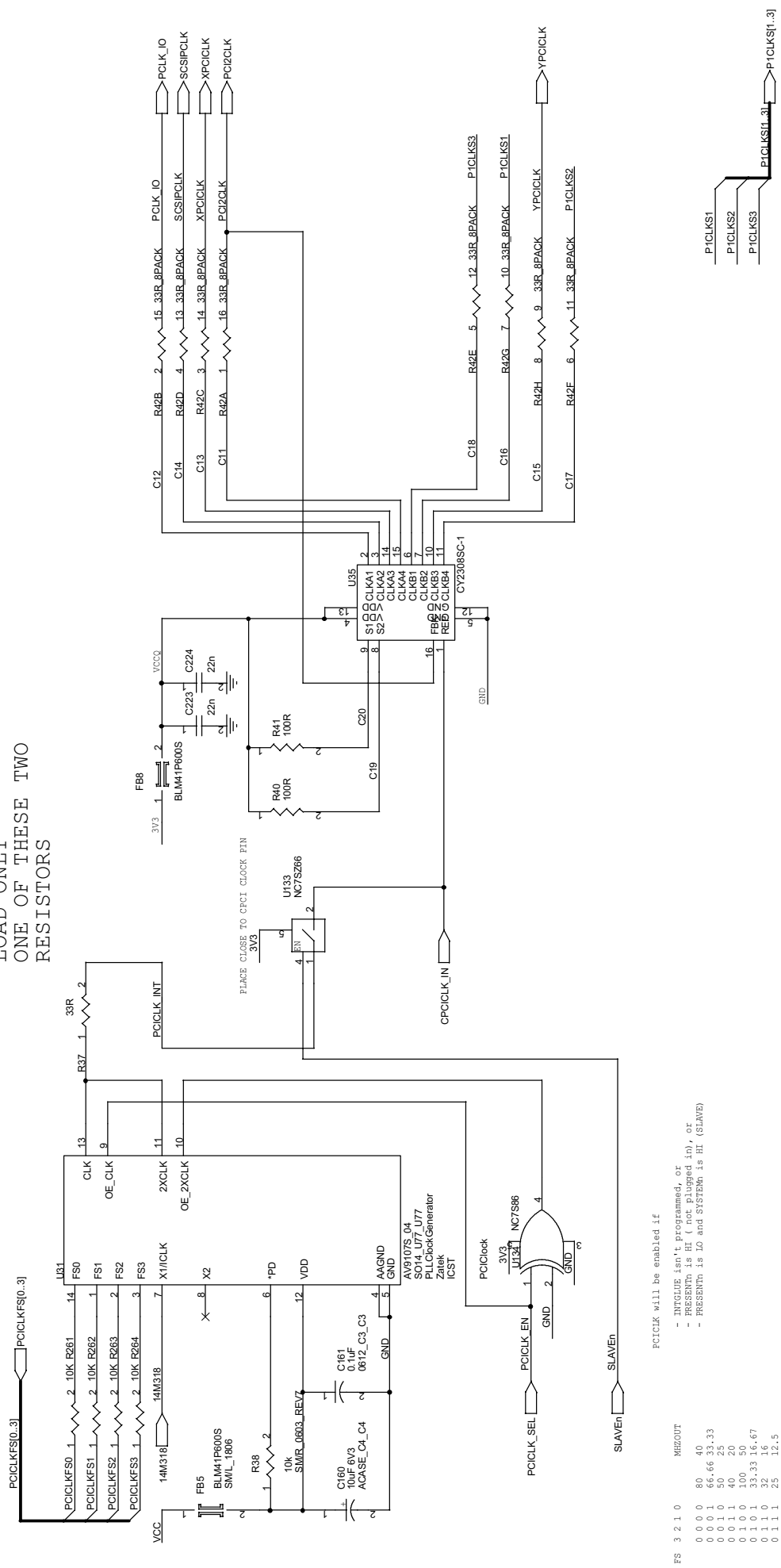
Reference: PXY
Revision: 4
Date: Friday, May 05, 2000
Sheet: 26 of 45

PCICLOCK.sch

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenche Forest 2086
Australia

Reference: PXY
Revision: 4
Date: Friday, May 05, 2000
Sheet: 4 of 45

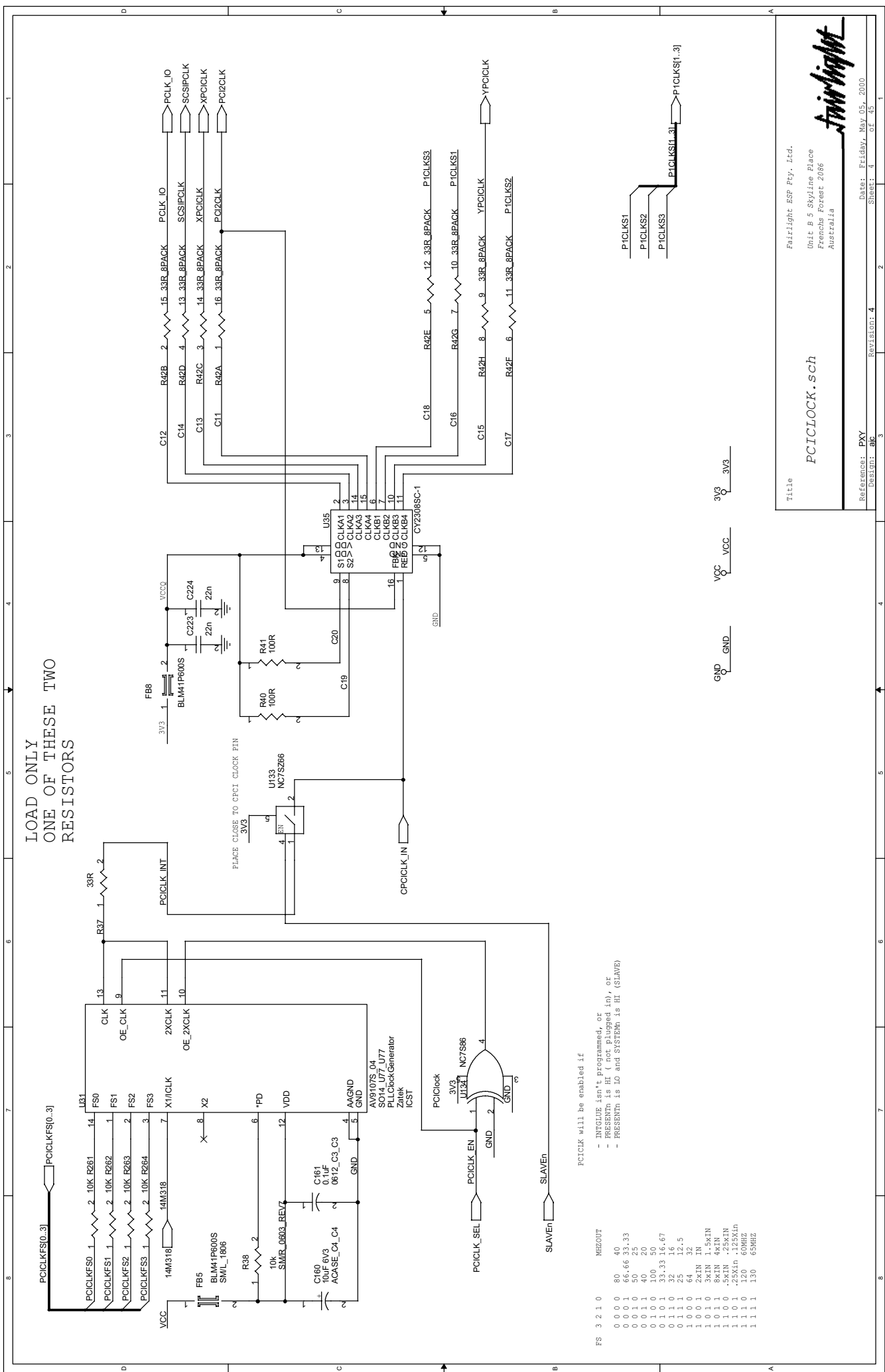
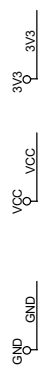
**LOAD ONLY
ONE OF THESE TWO
RESISTORS**

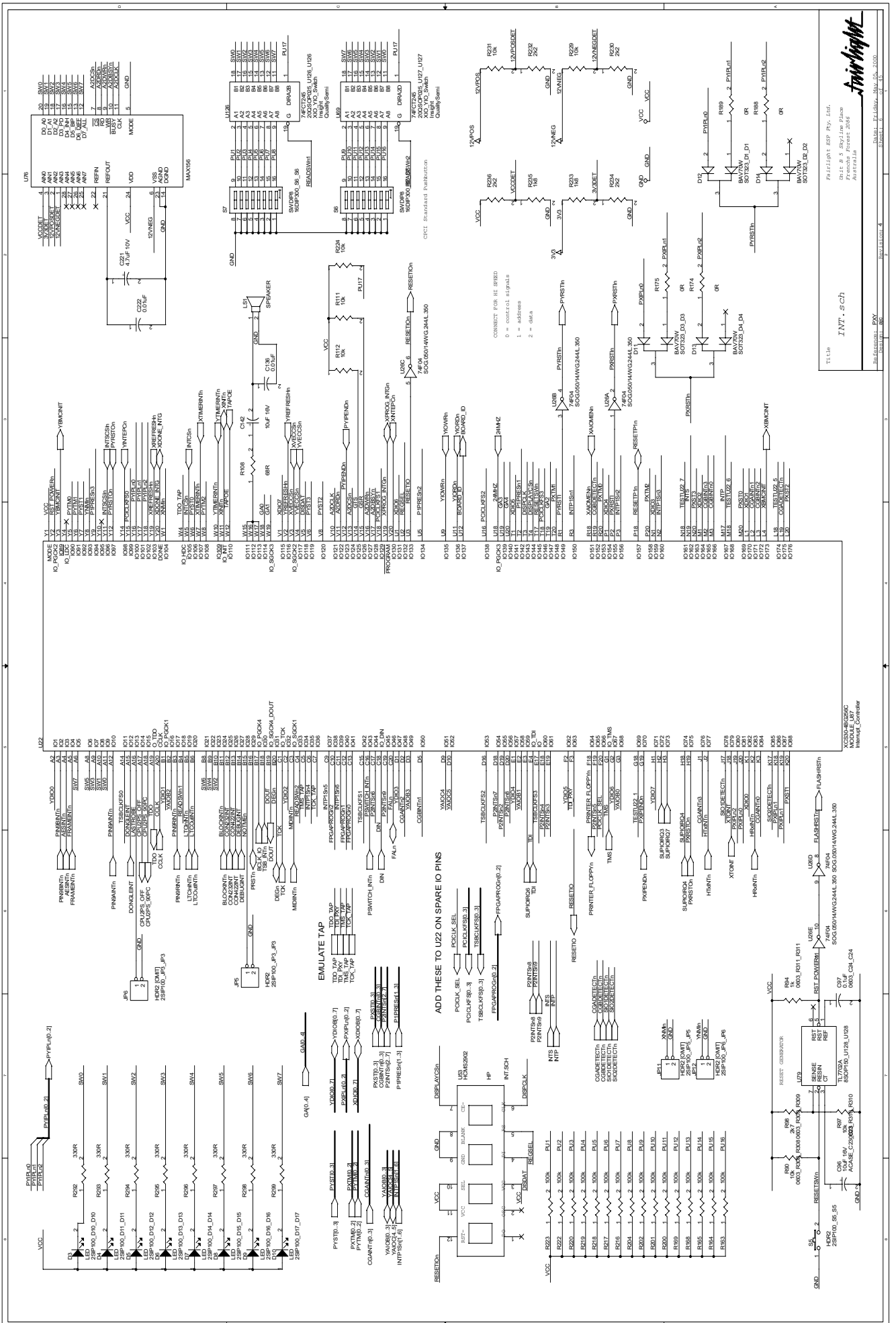


PCICLK will be enabled if

- INTGLIDE isn't programmed, or
- PRESENTH is HI (not plugged in), or
- PRESENTH is LO and SYSTEMA is HI (SLAVE)

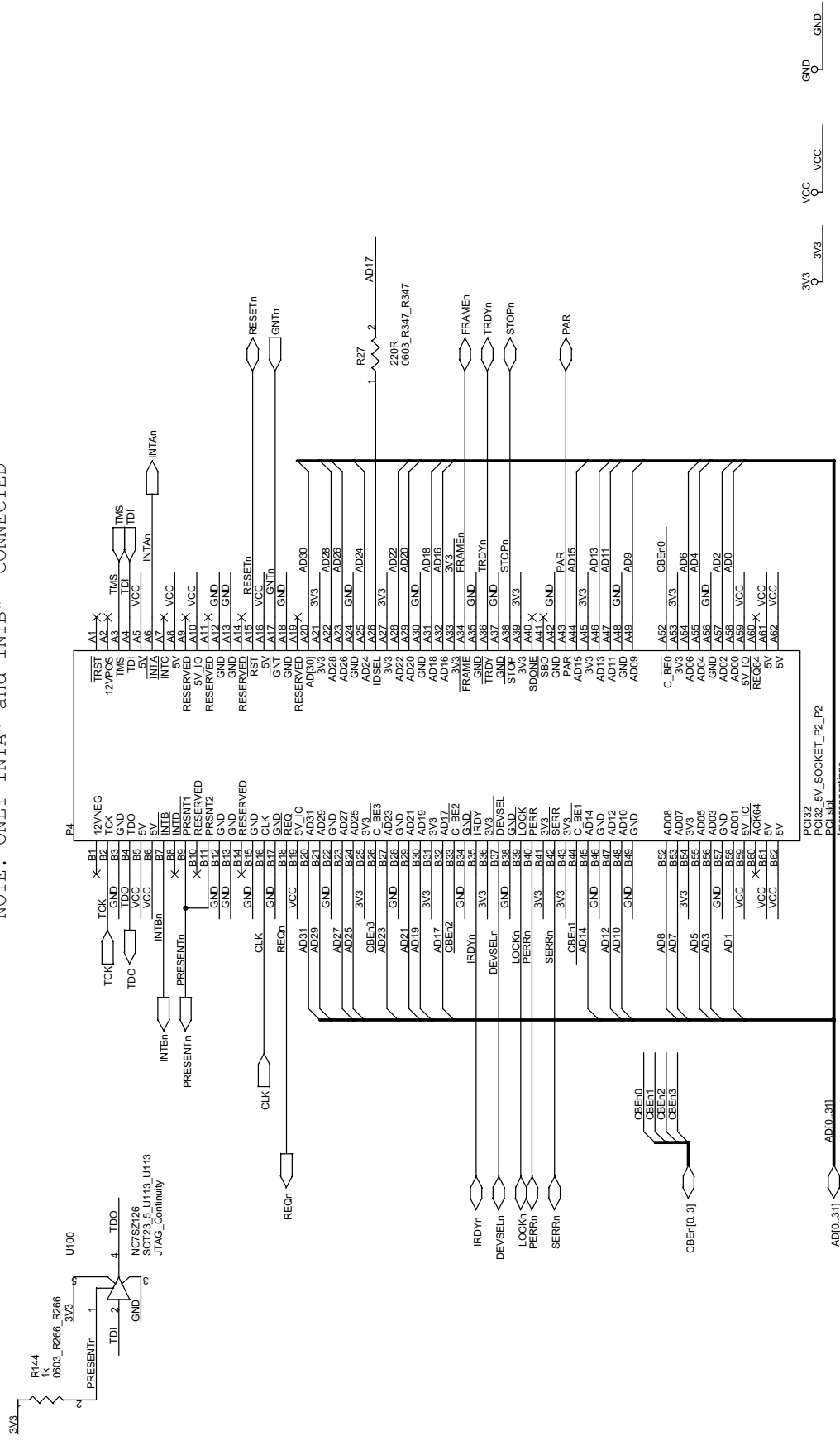
FS	3	2	1	0	MHZOUT
0	0	0	0	0	80
0	0	0	1	0	66.66
0	0	1	0	0	50
0	0	1	1	0	40
0	1	0	0	0	100
0	1	0	1	0	100
0	1	1	0	0	33.33
0	1	1	1	0	16.67
1	0	0	0	0	32
1	0	0	1	0	25
1	0	1	0	0	12.5
1	0	1	1	0	6.25
1	0	0	0	1	2XIN
1	0	0	1	1	1.5XIN
1	0	1	0	0	3XIN
1	0	1	1	0	2.5XIN
1	1	0	0	0	5XIN
1	1	0	1	0	.25Xin
1	1	1	0	0	60MHZ
1	1	1	1	0	130
1	1	1	1	1	65MHZ





Fairlight 8870 Pty. Ltd.
Suite B 9 Bayview Place
100 Bayview Avenue, 2006
Australia

NOTE: ONLY INTA* and INTB* CONNECTED



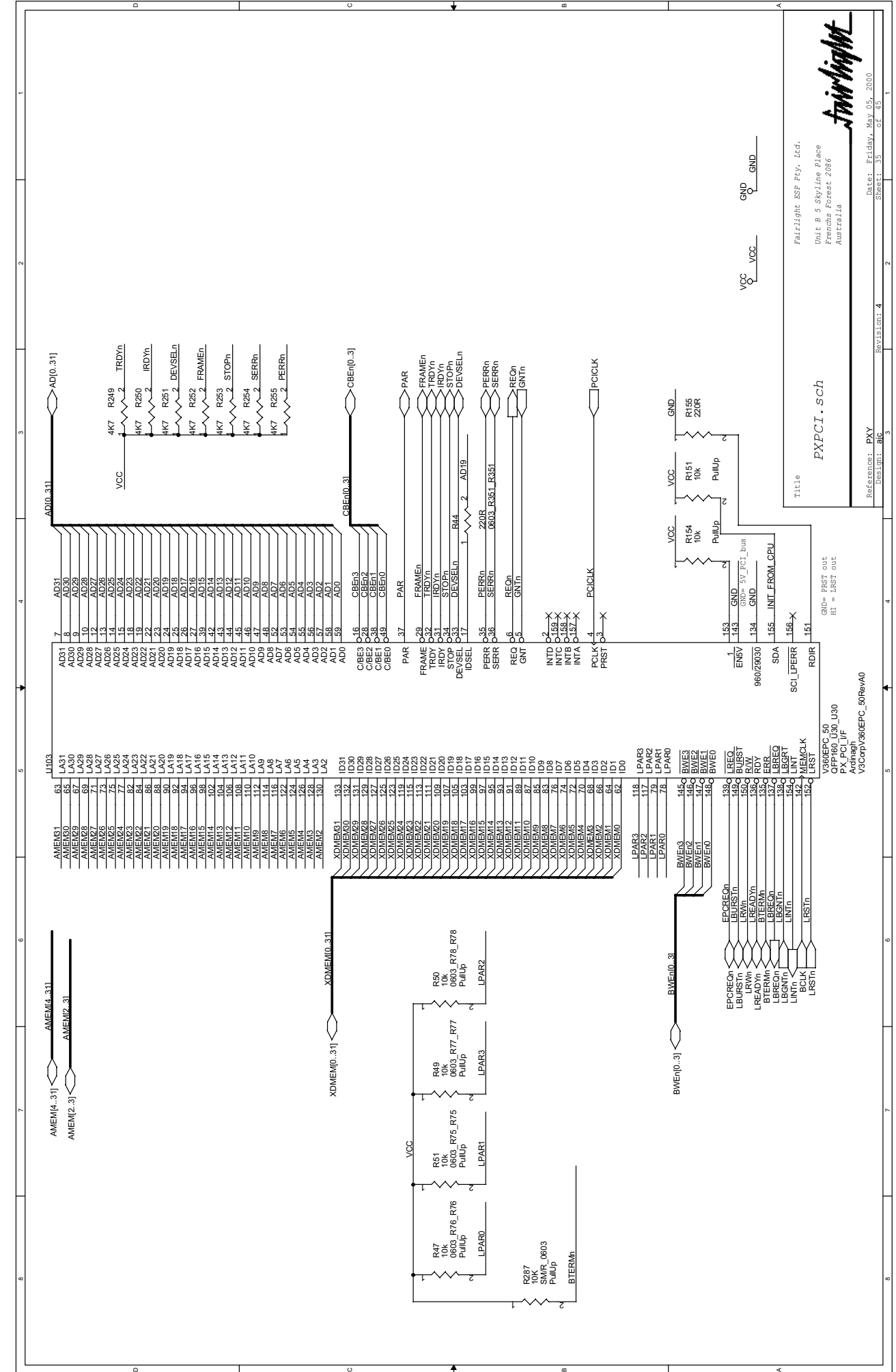
PCI_S2.sch

Fairlight BSP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

Reference: PXY
DESIGN: 303

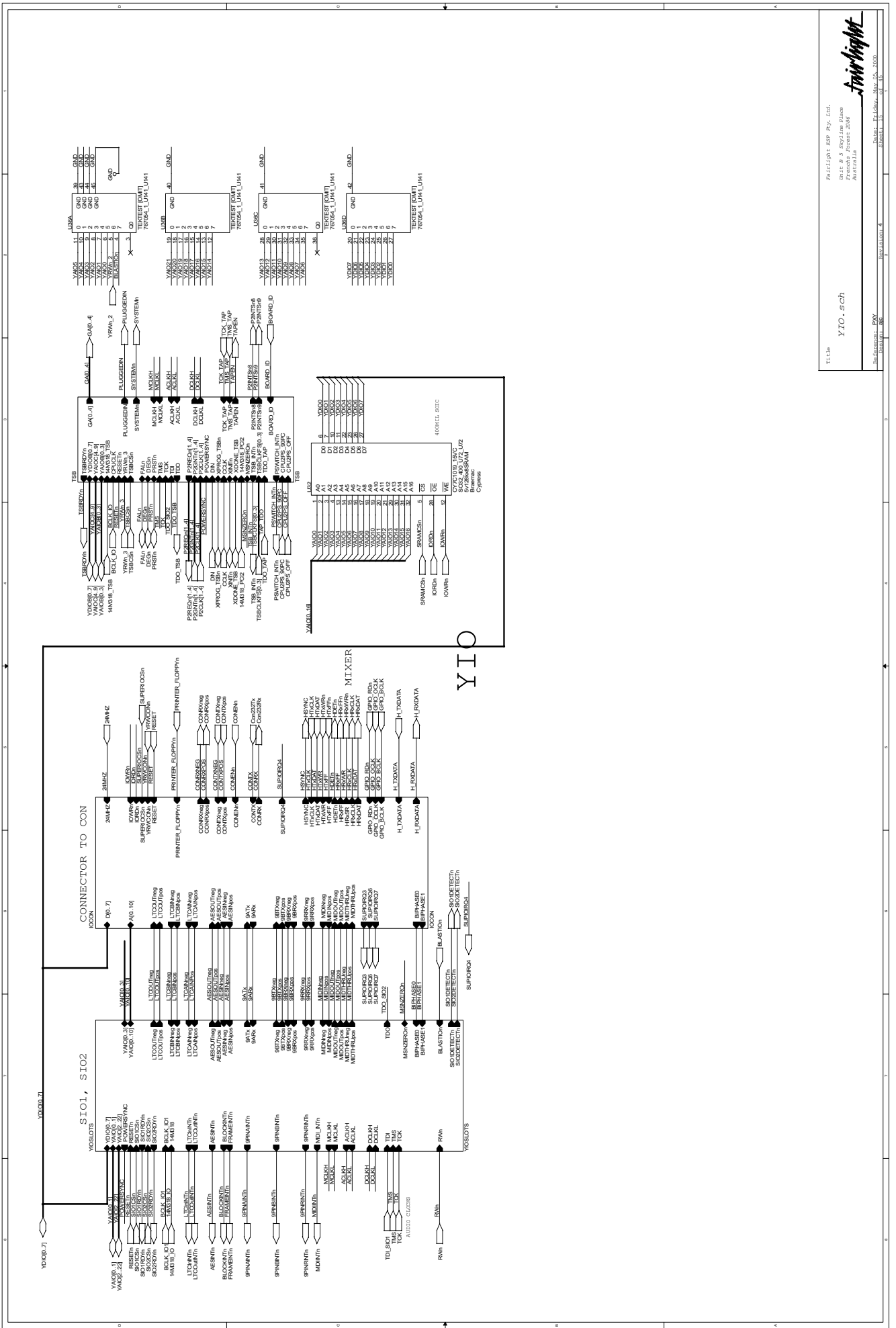
Date: Friday, May 05, 2000
Sheet: 23 of 43

Revision: 4

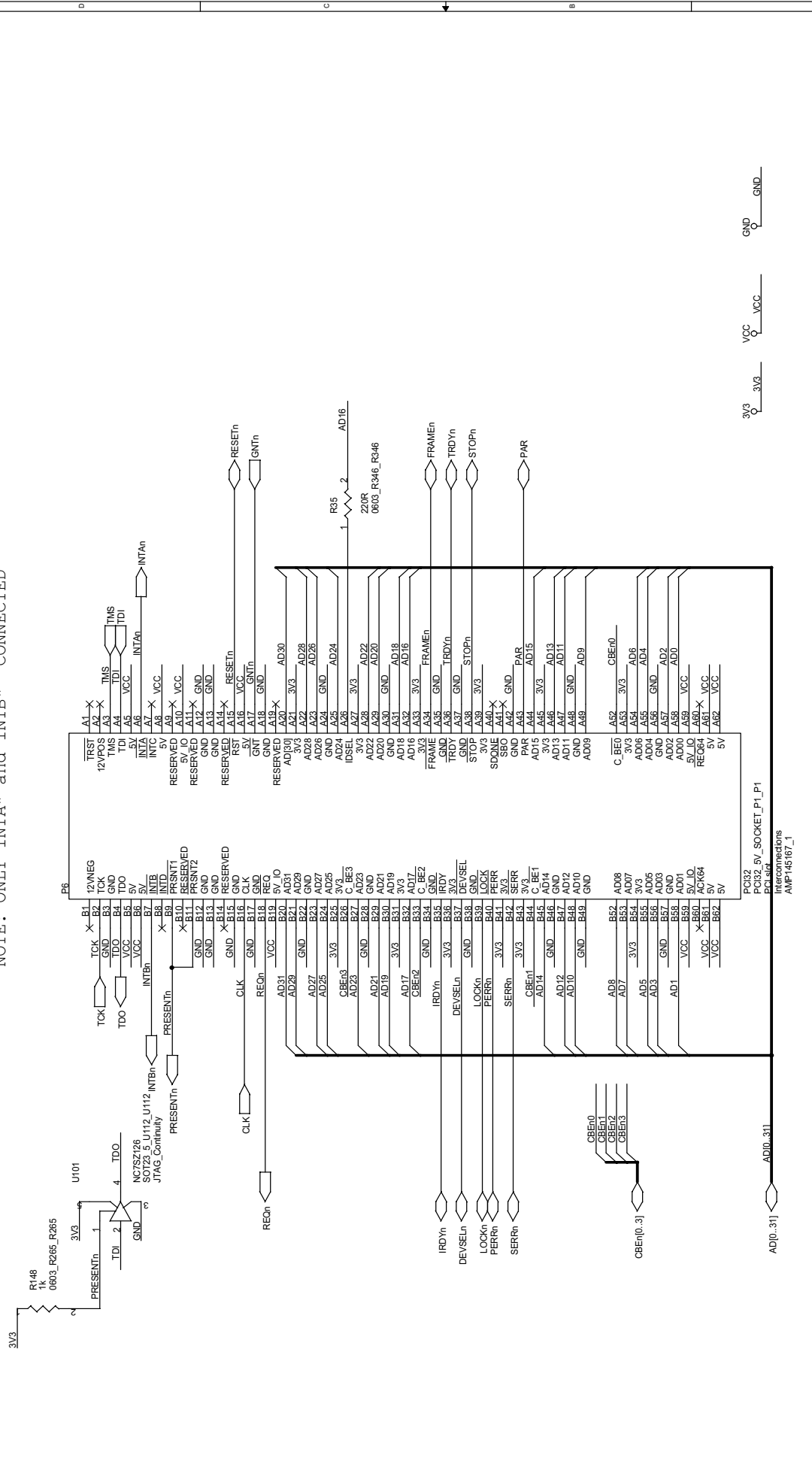


Title: **EXPCI_1.sch**
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Date: Friday, May 05, 2000
 Sheet: 35 of 45

References: PXY
 Design: BIC
 Revision: 4
 V30CapV360EPC_50RevA0
 V300EPC_50
 OPPI60_U30_U30
 PA_PCI_U/F
 (Fairlight)



NOTE: ONLY INTA* and INTB* CONNECTED

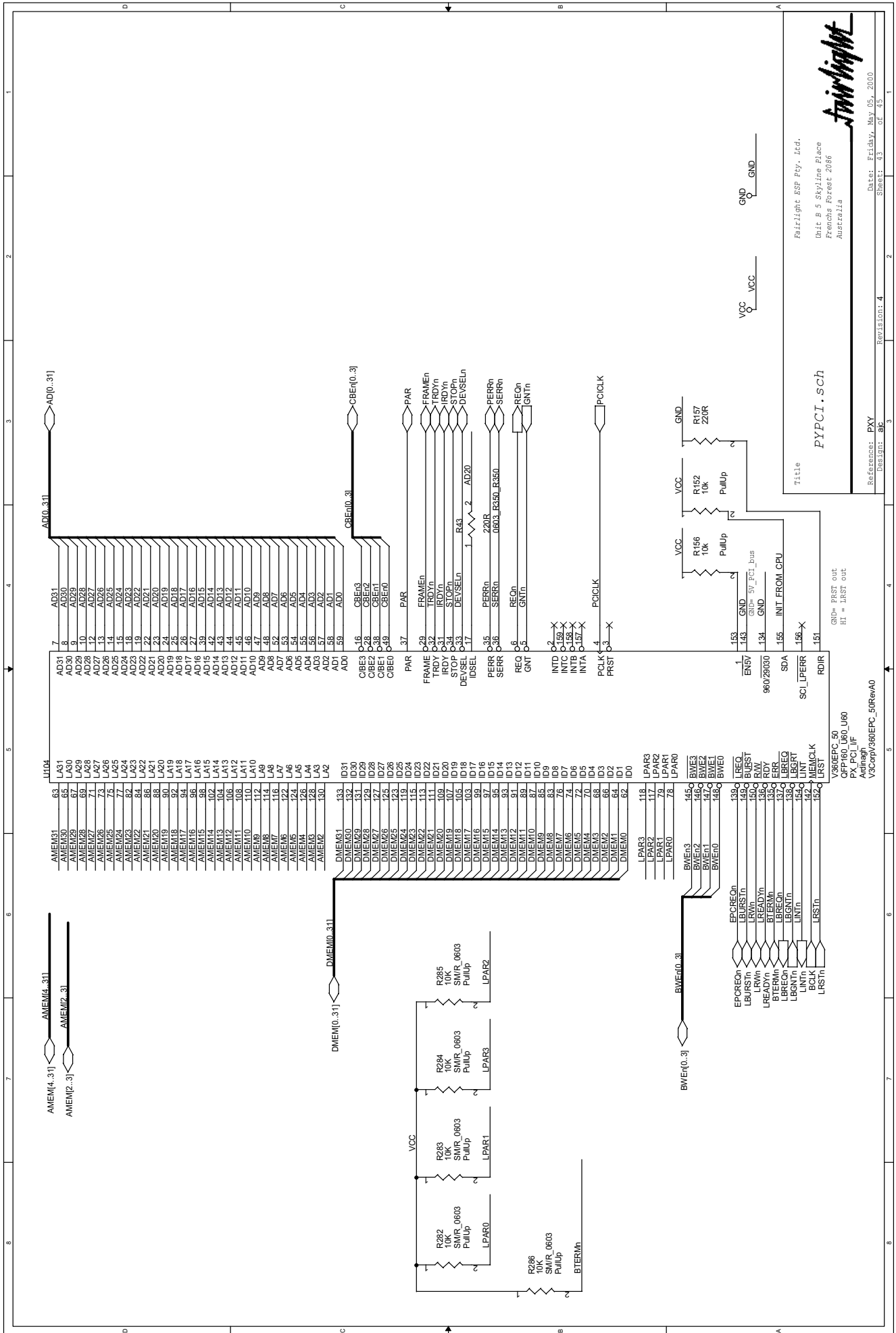


Title
PCI_S1.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

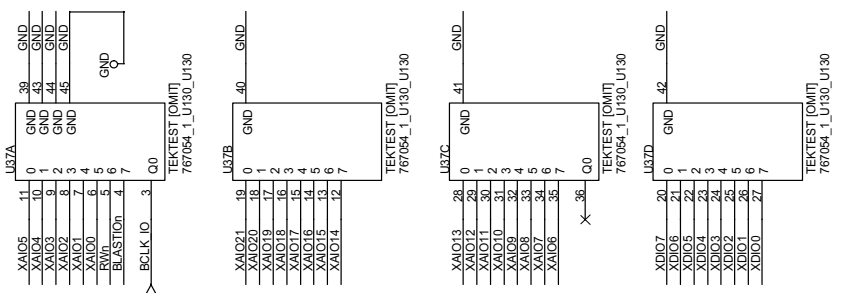
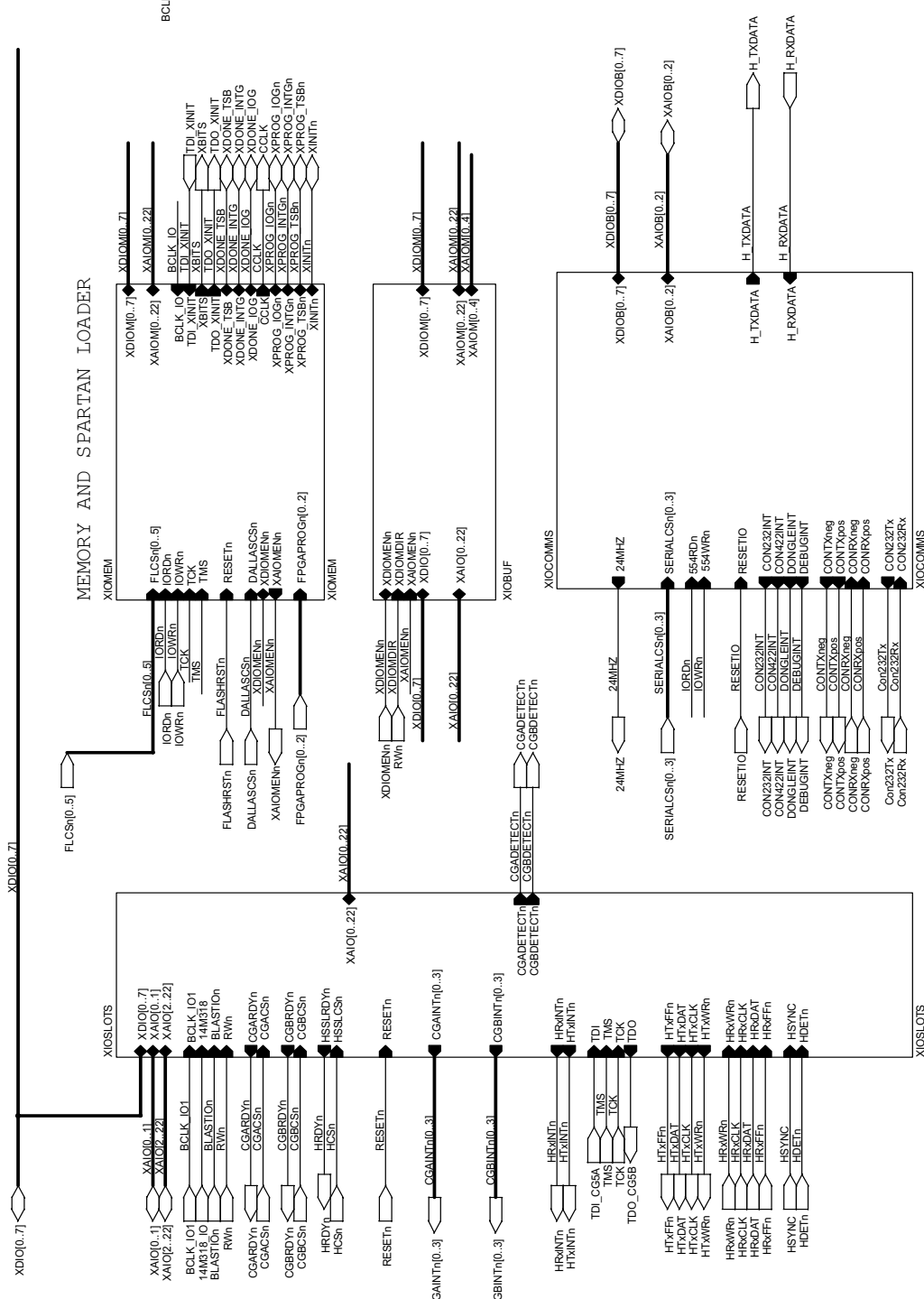
Reference: PXY
 Design: ab

Date: Friday, May 05, 2000
 Sheet: 24 of 49

Revision: 4



XIO



Title: XIO.sch

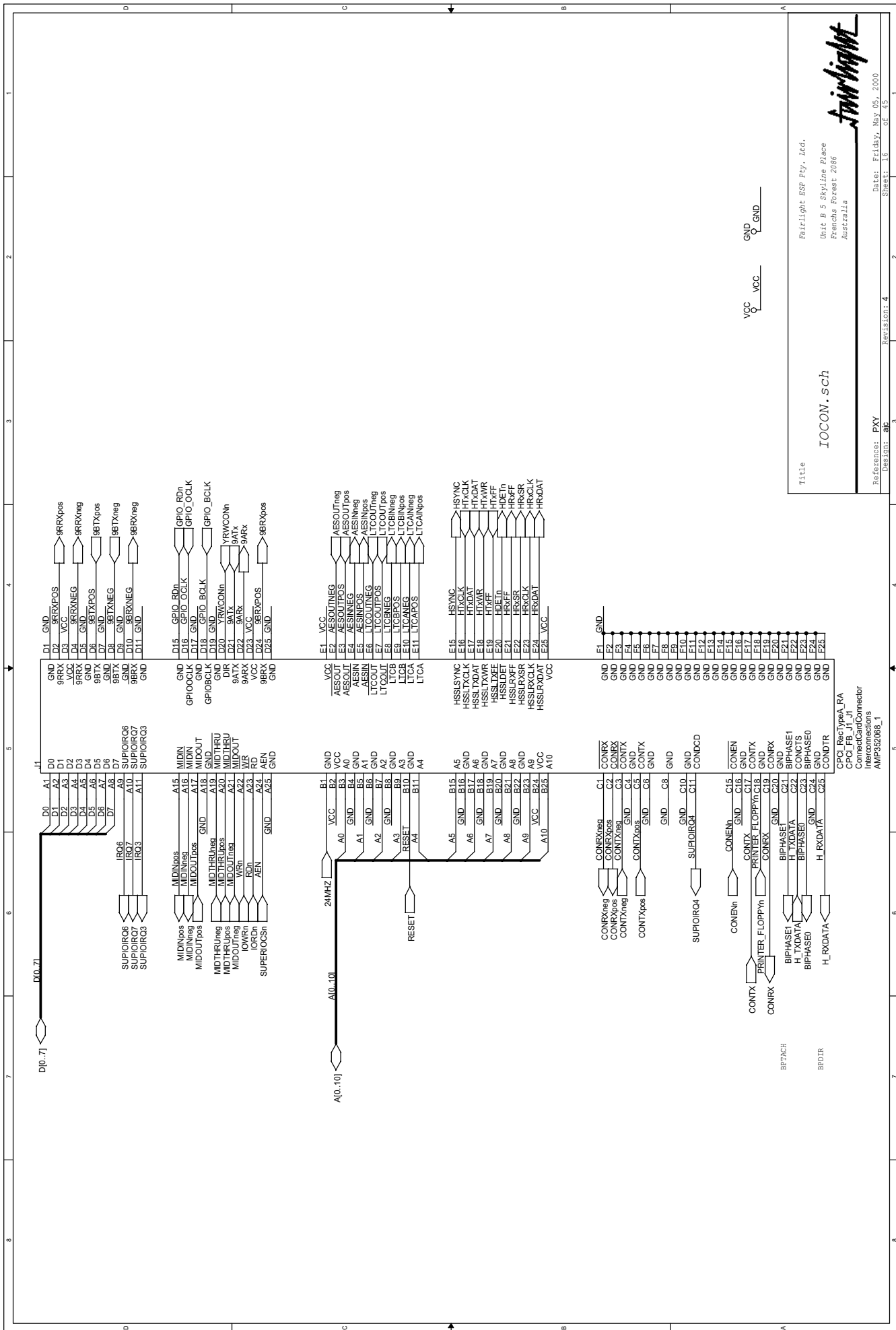
Reference: PXV
 Design: abc

Revisions: 4

Date: Friday, May 05, 2000
 Sheet: 9 of 45

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenche Forest 2086
 Australia





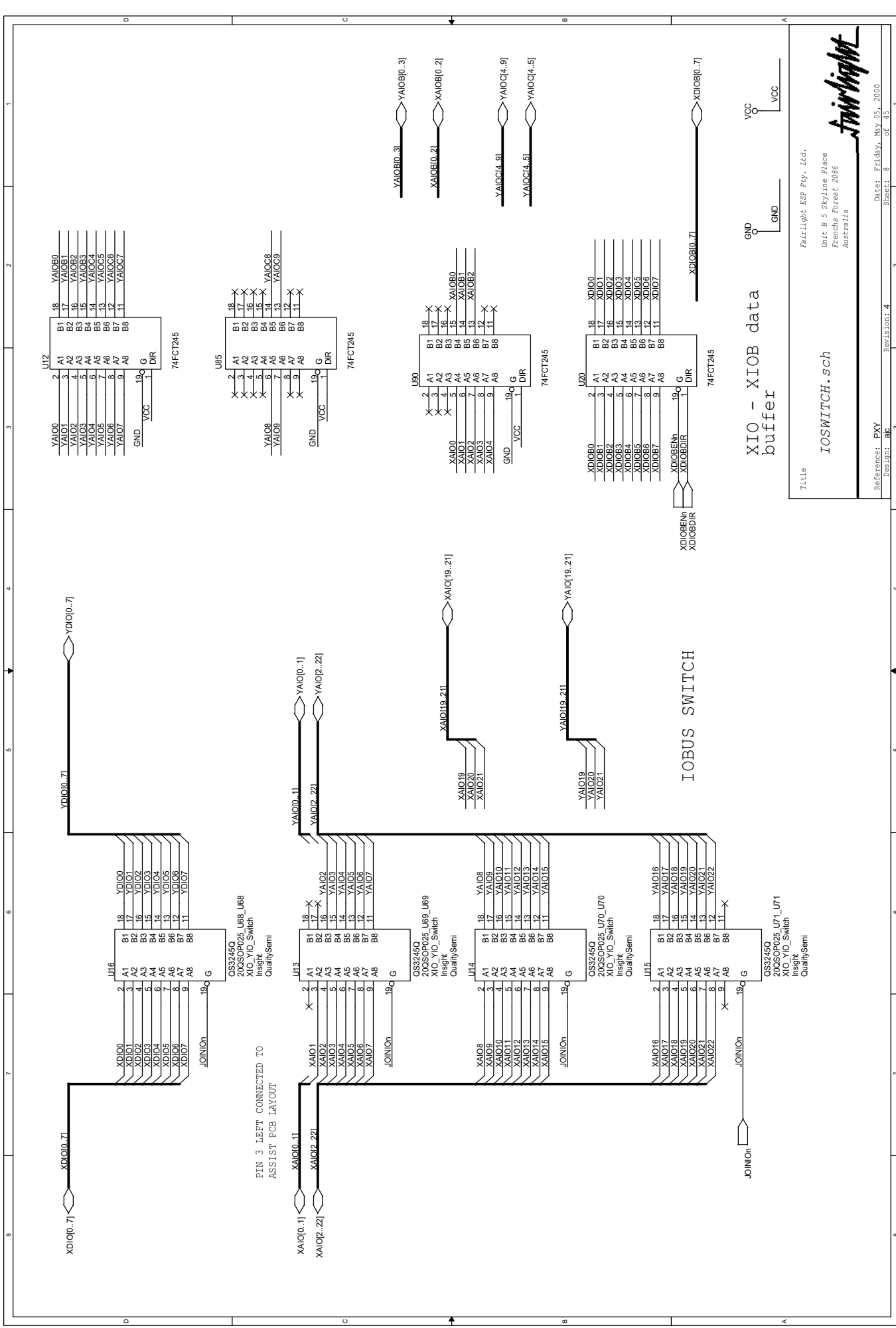
IOCON.sch

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

Date: Fri, 05 May 2000
Sheet: 16 of 49

Reference: PXY
Description: 83

Revision: 4

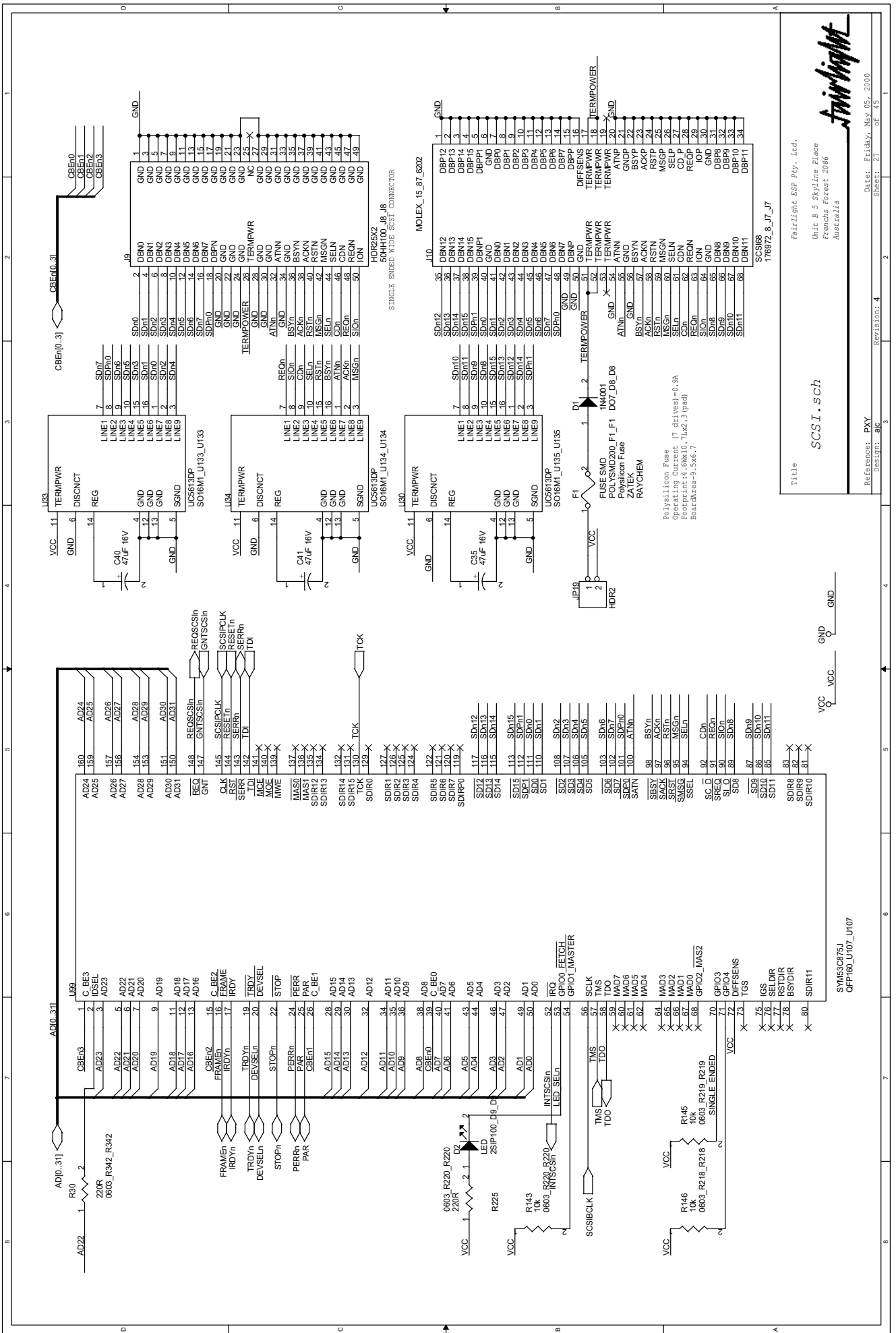


DRAFT



IOSWITCH.sch
 Title
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: PXY
 Designer: ac
 Date: Friday, May 05, 2000
 Sheet: 8 of 43
 Revision: 4

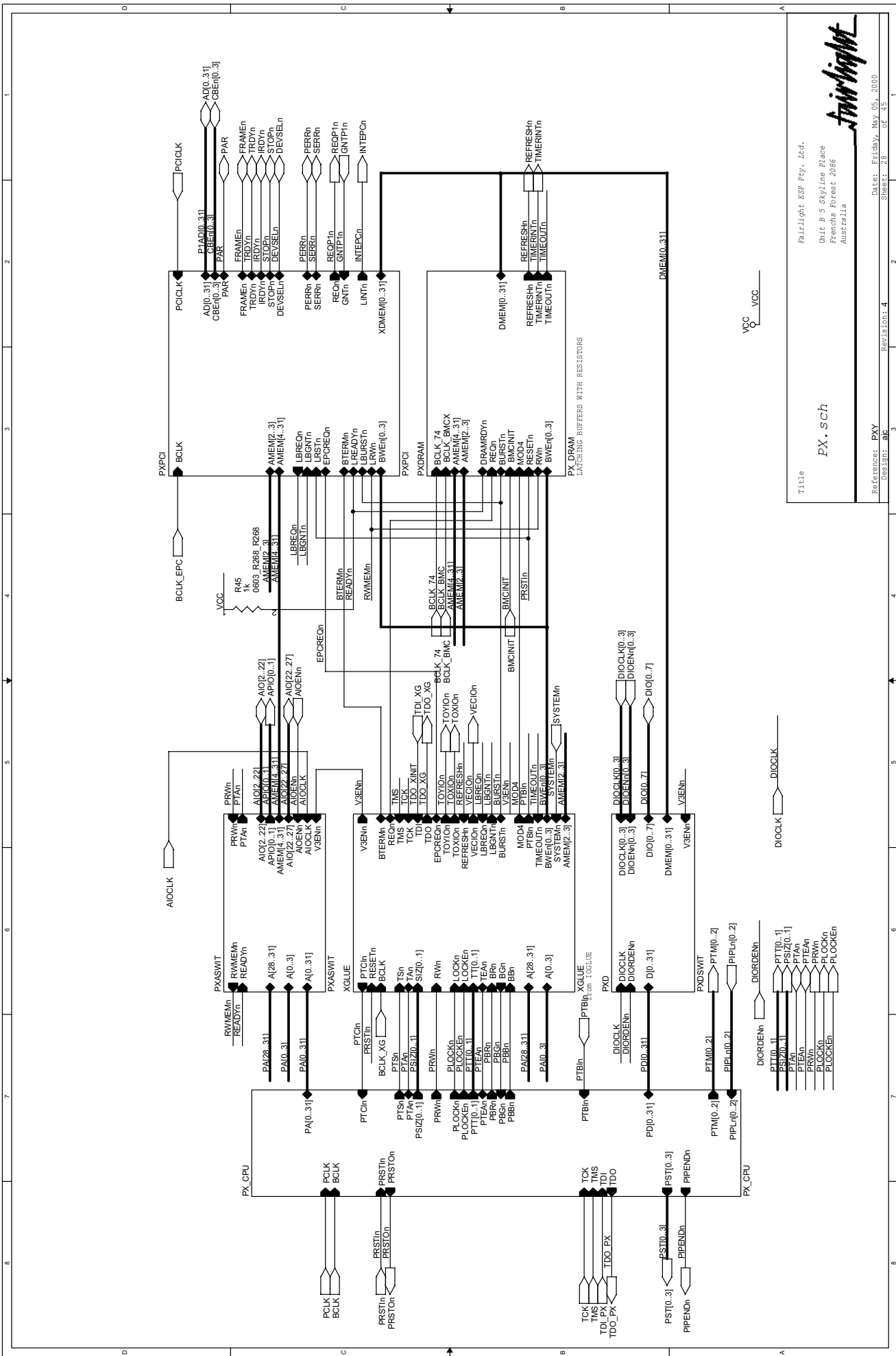


SCS1.sch
 Title
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: PXY
 Description: 85

Revision: 4
 Date: Friday, May 05, 2000
 Sheet: 21 of 49

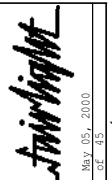
SYM53CR75J
 GPP160_U107_U107

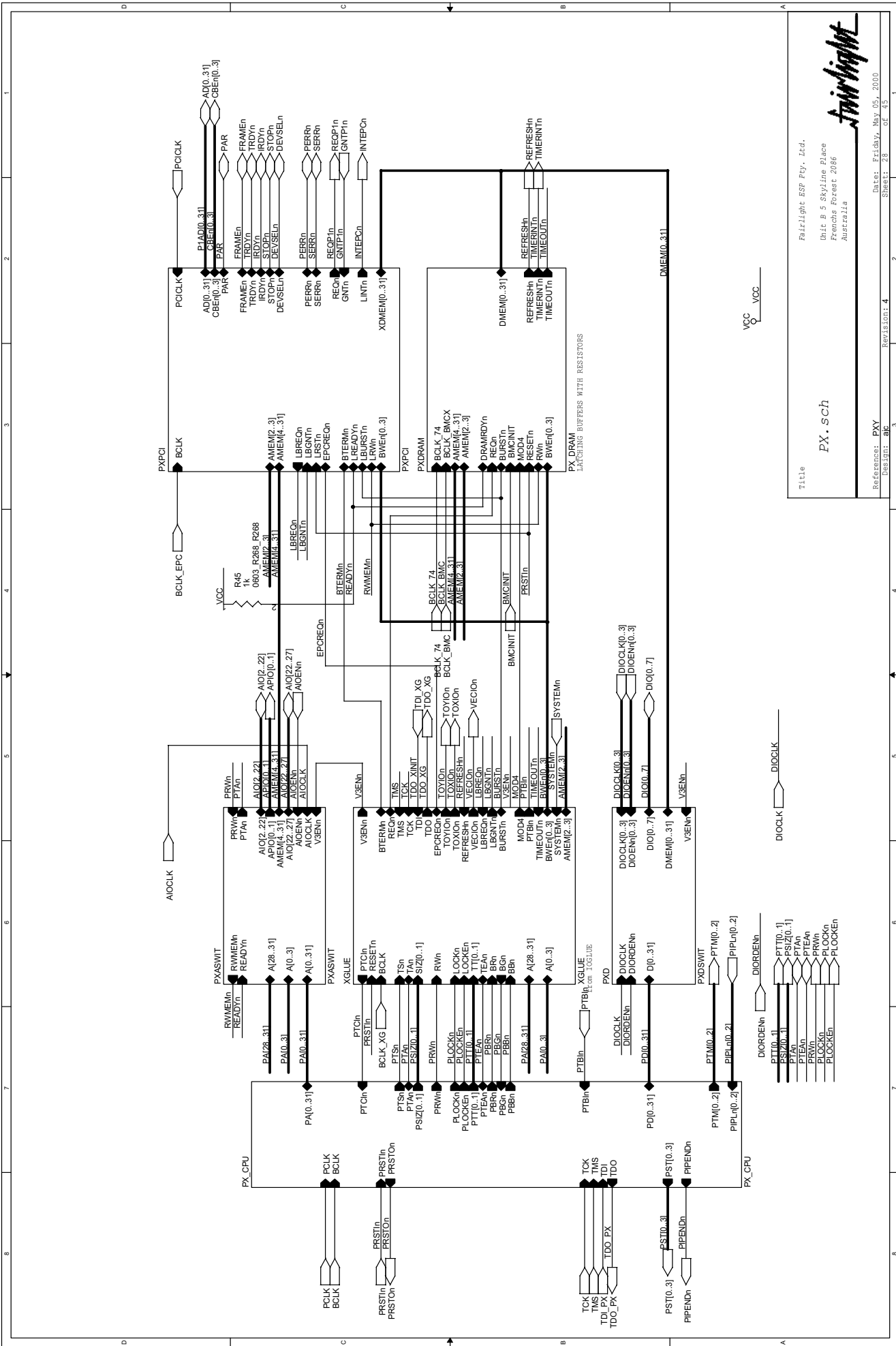


Title
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2066
 Australia

PX.sch

Reference: PXY
 Designer: AC
 Revision: 4
 Date: Friday, May 05, 2000
 Sheet: 28 of 45

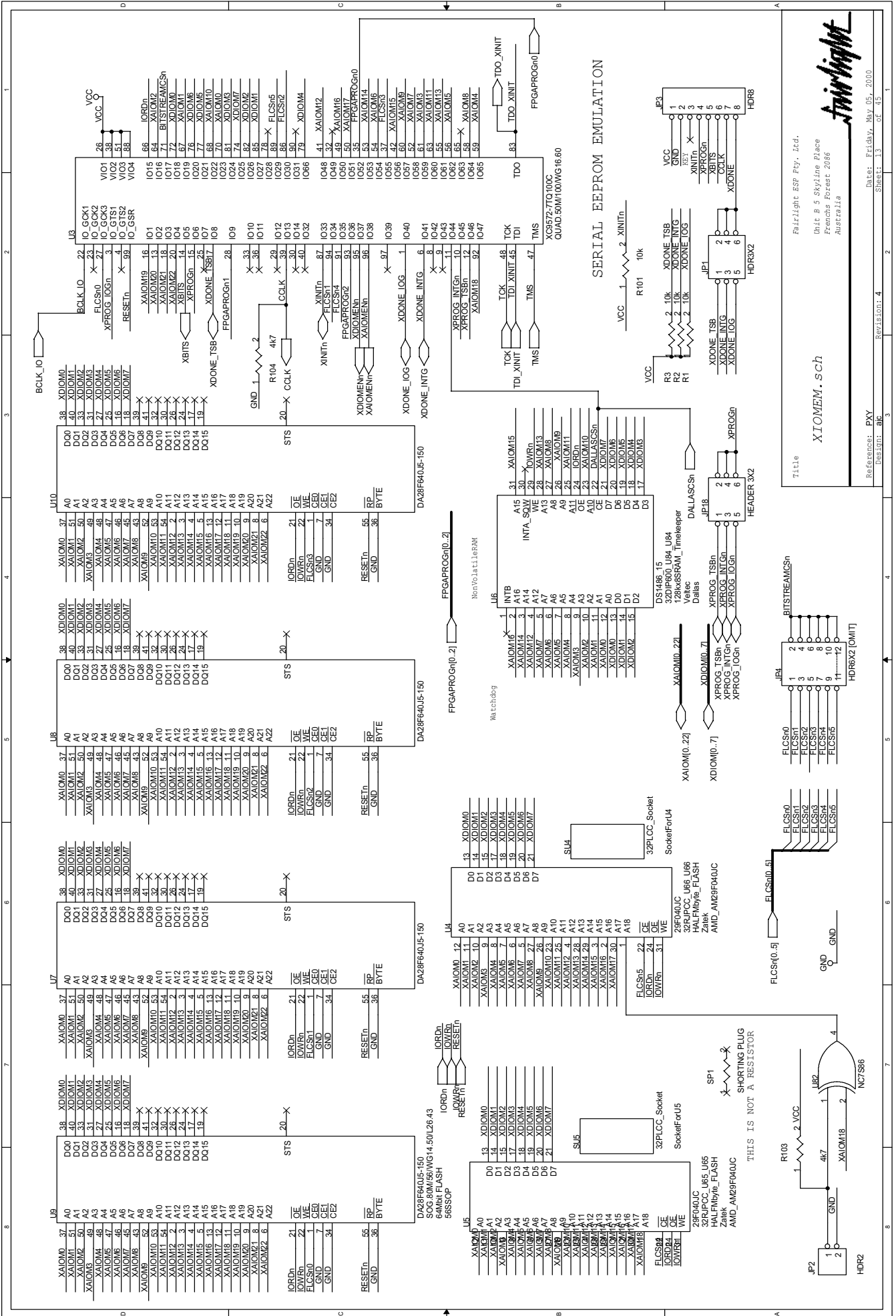




Title
 PX.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: PXV
 Description: at5

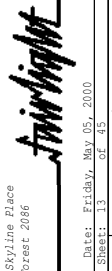
Date: Friday, May 05, 2000
 Sheet: 28 of 49



XIOMEM.sch

Reference: PKY
 DesList: abc

Date: Friday, May 05, 2000
 Sheet: 13 of 45



Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 French Forest 2086
 Australia

Revisions: 4

Title

THIS IS NOT A RESISTOR



Title

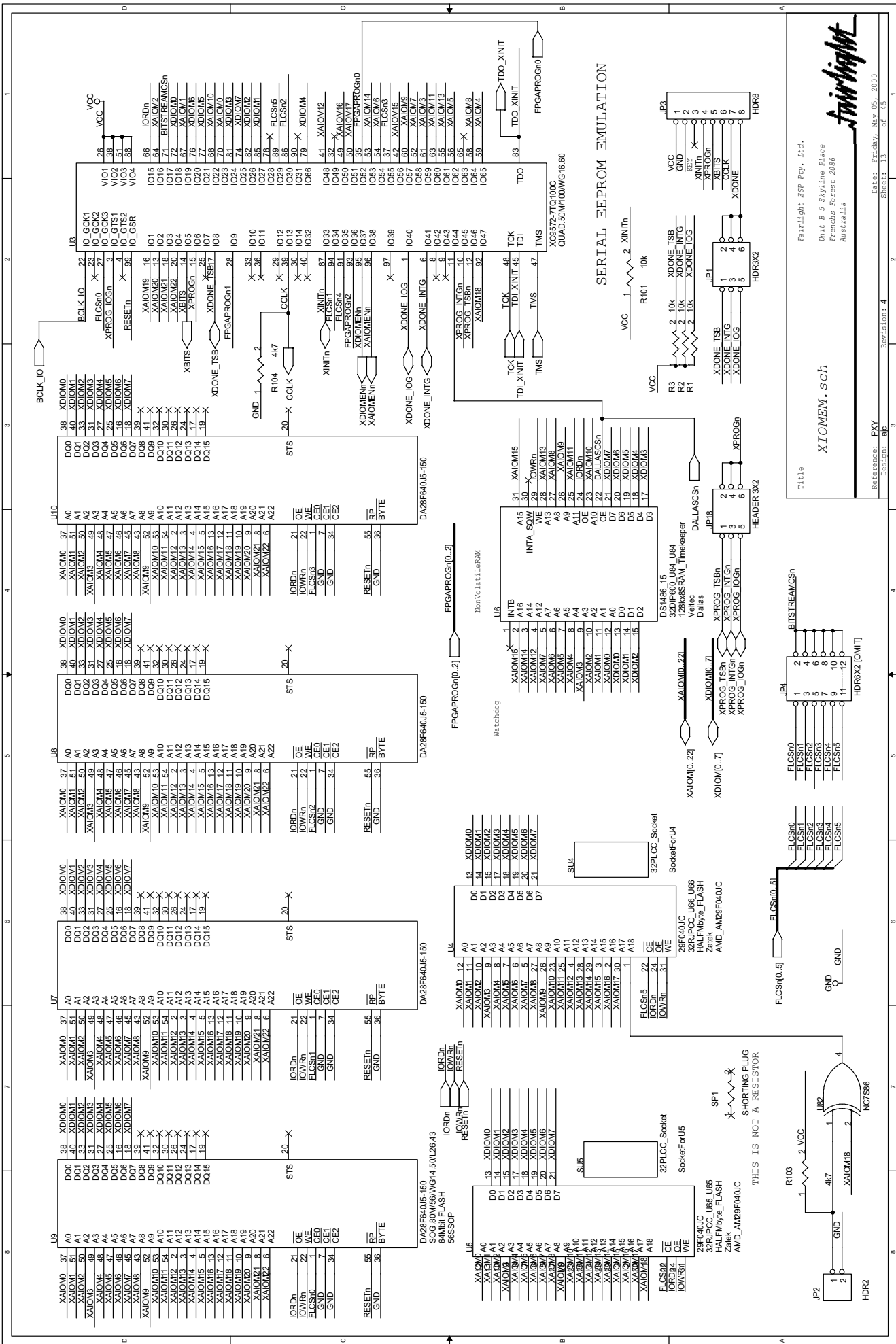
PX.sch

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

Revision: 4

Reference: PXY
Description: ats

Date: Friday, May 05, 2000
Sheet: 28 of 49



Title
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 French Forest 2086
 Australia

XCI0EMEM.sch
 Revision: 4
 Date: Friday, May 05, 2000
 Sheet: 13 of 45

Reference: PKY
 Design: abc

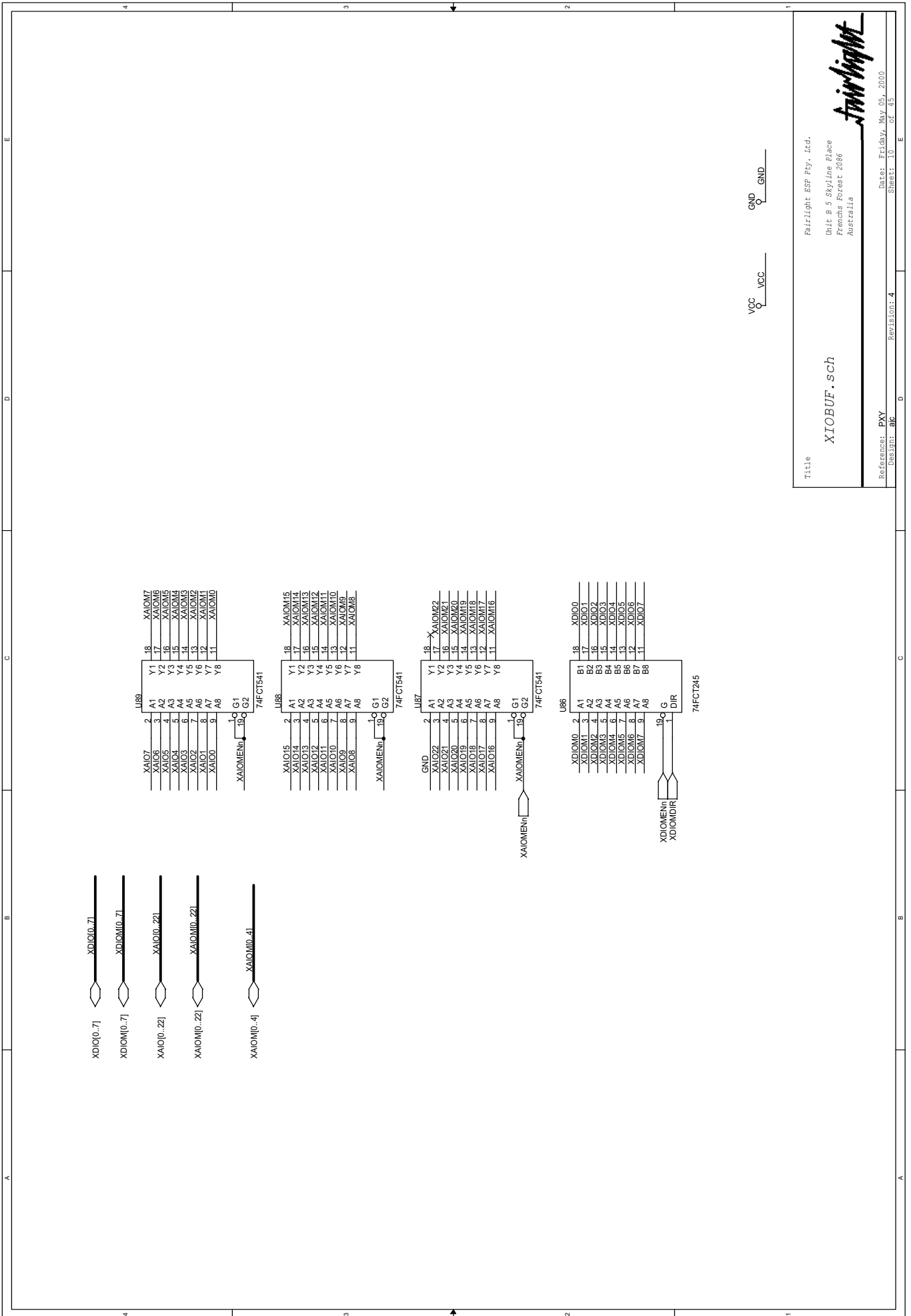
XCI0EMEM
 XCI0EMEM

XCI0EMEM
 XCI0EMEM

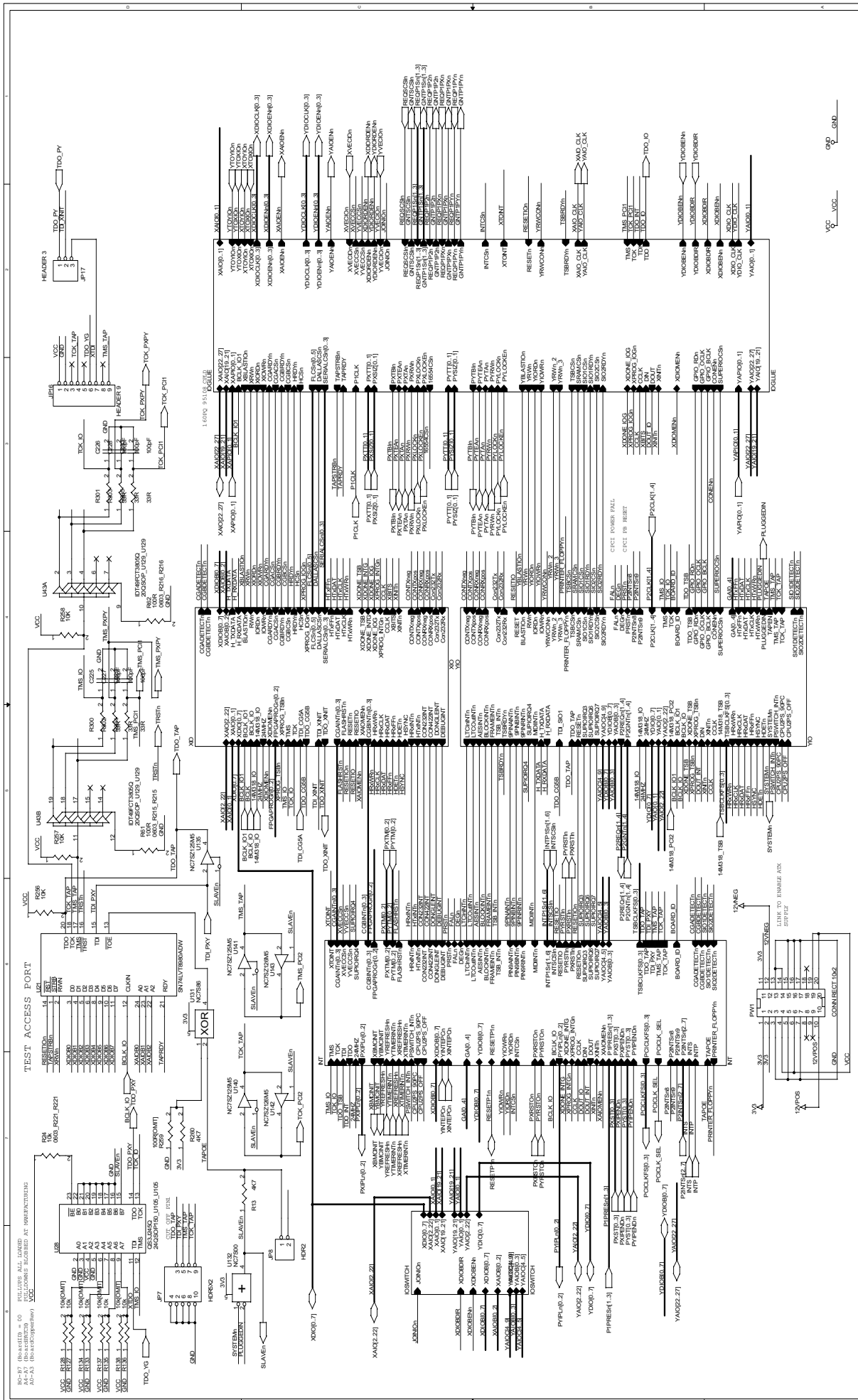
XCI0EMEM
 XCI0EMEM

XCI0EMEM
 XCI0EMEM

XCI0EMEM
 XCI0EMEM



Title
XIOBUF.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Reference: PXY
 Design: ac
 Revision: 4
 Date: Friday, May 05, 2000
 Sheet: 10 of 45



TITLE
 I.O. sch
 PROJECT: PNY
 BOARD: 1000-1
 DATE: 10/10/2000
 AUTHOR:

PULLIGHT ESP. Pty. Ltd.
 8/11 B. Stirling Place
 Frenchs Forest, 2086
 Australia

TITLE
 I.O. sch
 PROJECT: PNY
 BOARD: 1000-1
 DATE: 10/10/2000
 AUTHOR:

PULLIGHT ESP. Pty. Ltd.
 8/11 B. Stirling Place
 Frenchs Forest, 2086
 Australia

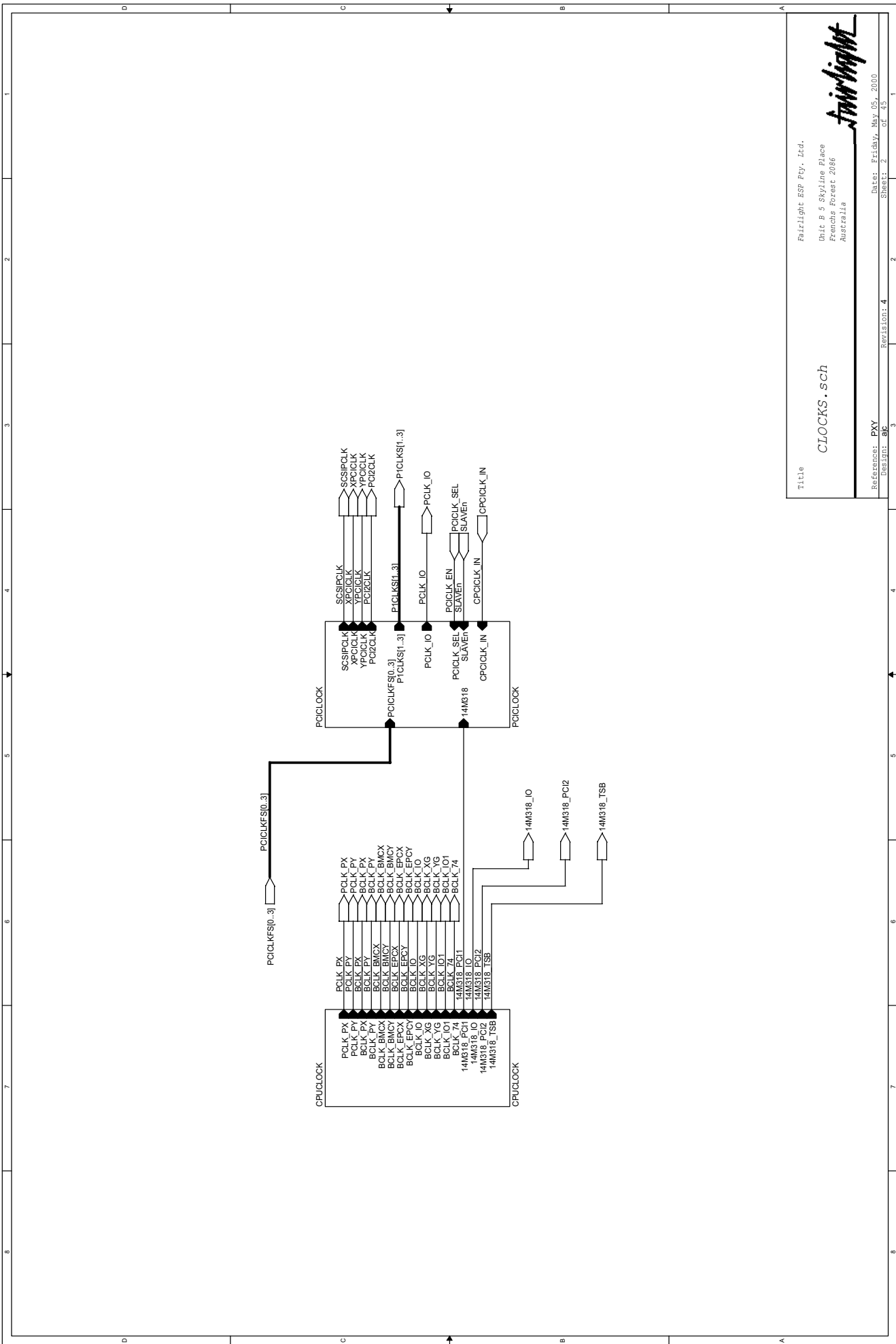
TITLE
 I.O. sch
 PROJECT: PNY
 BOARD: 1000-1
 DATE: 10/10/2000
 AUTHOR:

PULLIGHT ESP. Pty. Ltd.
 8/11 B. Stirling Place
 Frenchs Forest, 2086
 Australia

TITLE
 I.O. sch
 PROJECT: PNY
 BOARD: 1000-1
 DATE: 10/10/2000
 AUTHOR:

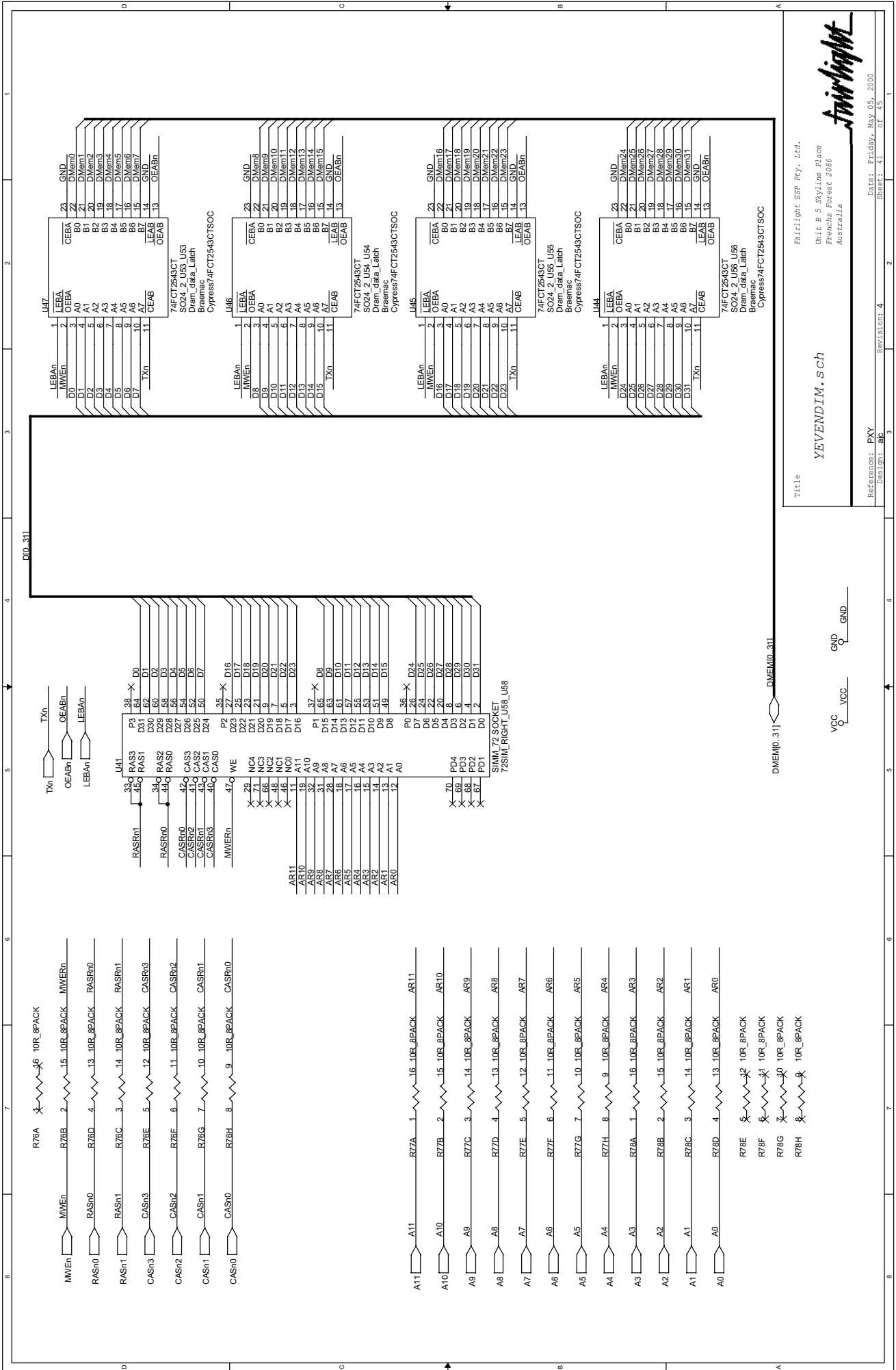
PULLIGHT ESP. Pty. Ltd.
 8/11 B. Stirling Place
 Frenchs Forest, 2086
 Australia

TITLE
 I.O. sch
 PROJECT: PNY
 BOARD: 1000-1
 DATE: 10/10/2000
 AUTHOR:

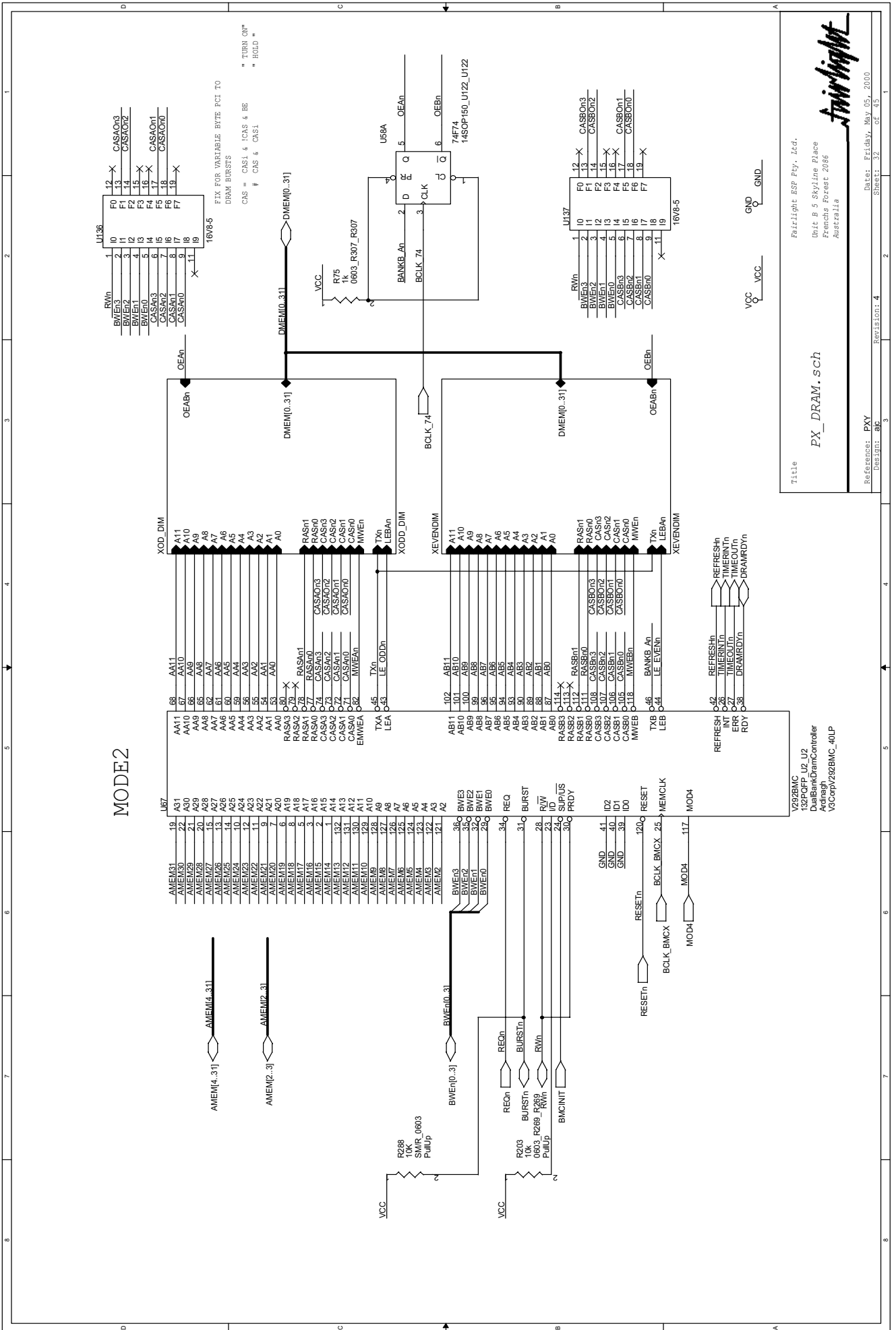


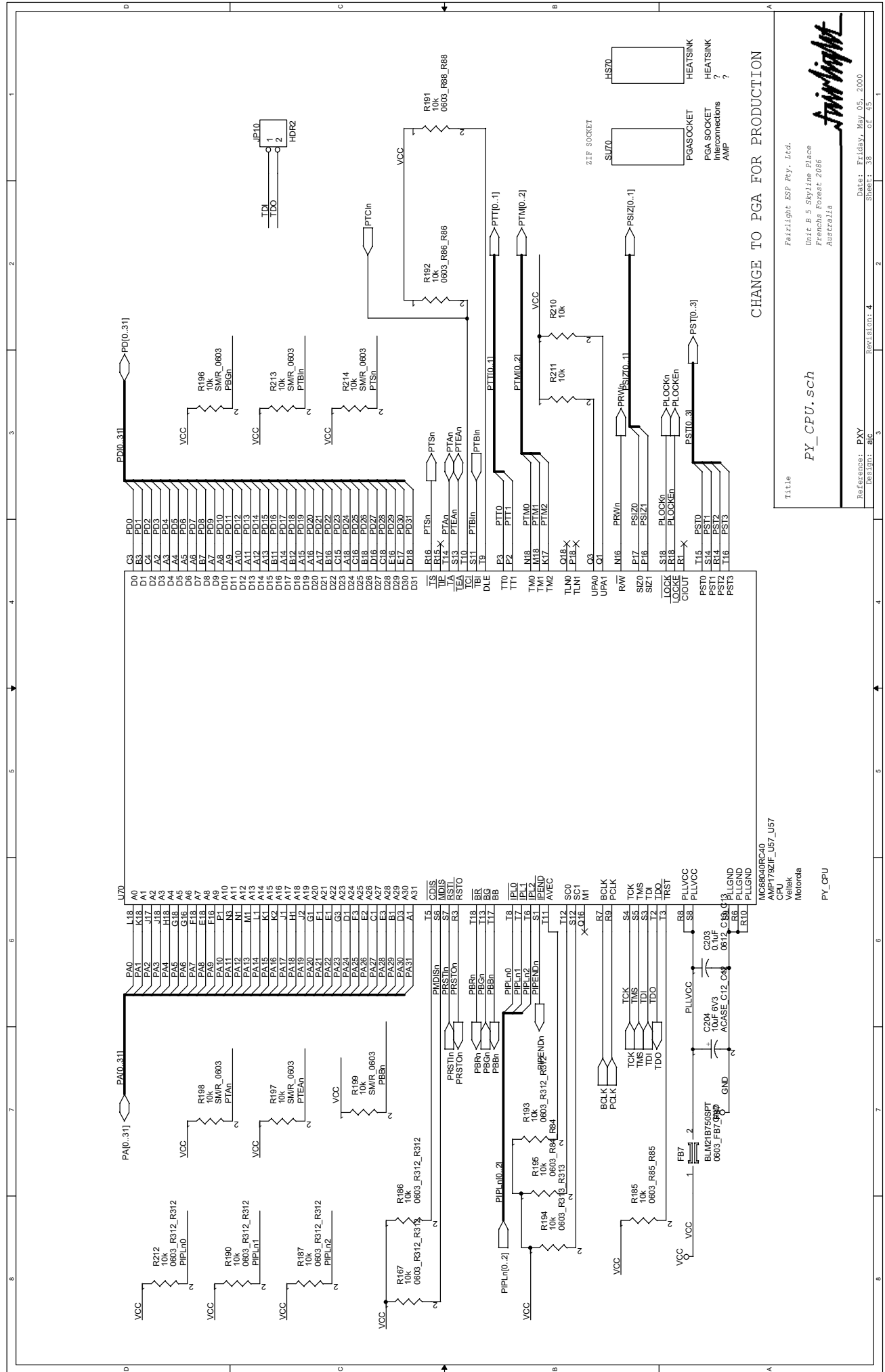
CLOCKS.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Title
 Reference: PXY
 Design: abc
 Date: Friday, May 05, 2000
 Sheet: 2 of 45
 Revision: 4

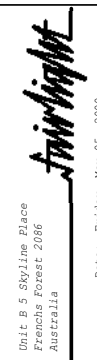


Title
 YEVEINDIM.sch
 Fairlight ESP Pty. Ltd.
 Unit B 8 Skyline Place
 Frenchs Forest 2086
 Australia
 Date: Fri, 05 May 2000
 Sheet: 41 of 49
 Revision: 4
 Reference: PXY
 Design: 86





Revision: 4
 Title: PY_CPU.sch
 Reference: PXY
 Description: 80C
 Date: Friday, May 05, 2000
 Sheet: 38 of 45



Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia

CHANGE TO PGA FOR PRODUCTION

PGASOCKET
 PGA SOCKET
 Interconnections
 AMP

HEATSINK
 HEATSINK
 ?
 ?

ZIF SOCKET
 HS70

PTOn

PTSn

PTAn

PTEn

PTBn

PTM0_21

PTM1_21

PTM2_21

PTM0_11

PTM1_11

PTM2_11

PSZ0_11

PSZ1_11

PSZ2_11

PSZ3_11

PLOCKn

PLOCKEn

PLOCKn

PLOCKEn

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

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PS12_31

PS13_31

PS10_31

PS11_31

PS12_31

PS13_31

PS10_31

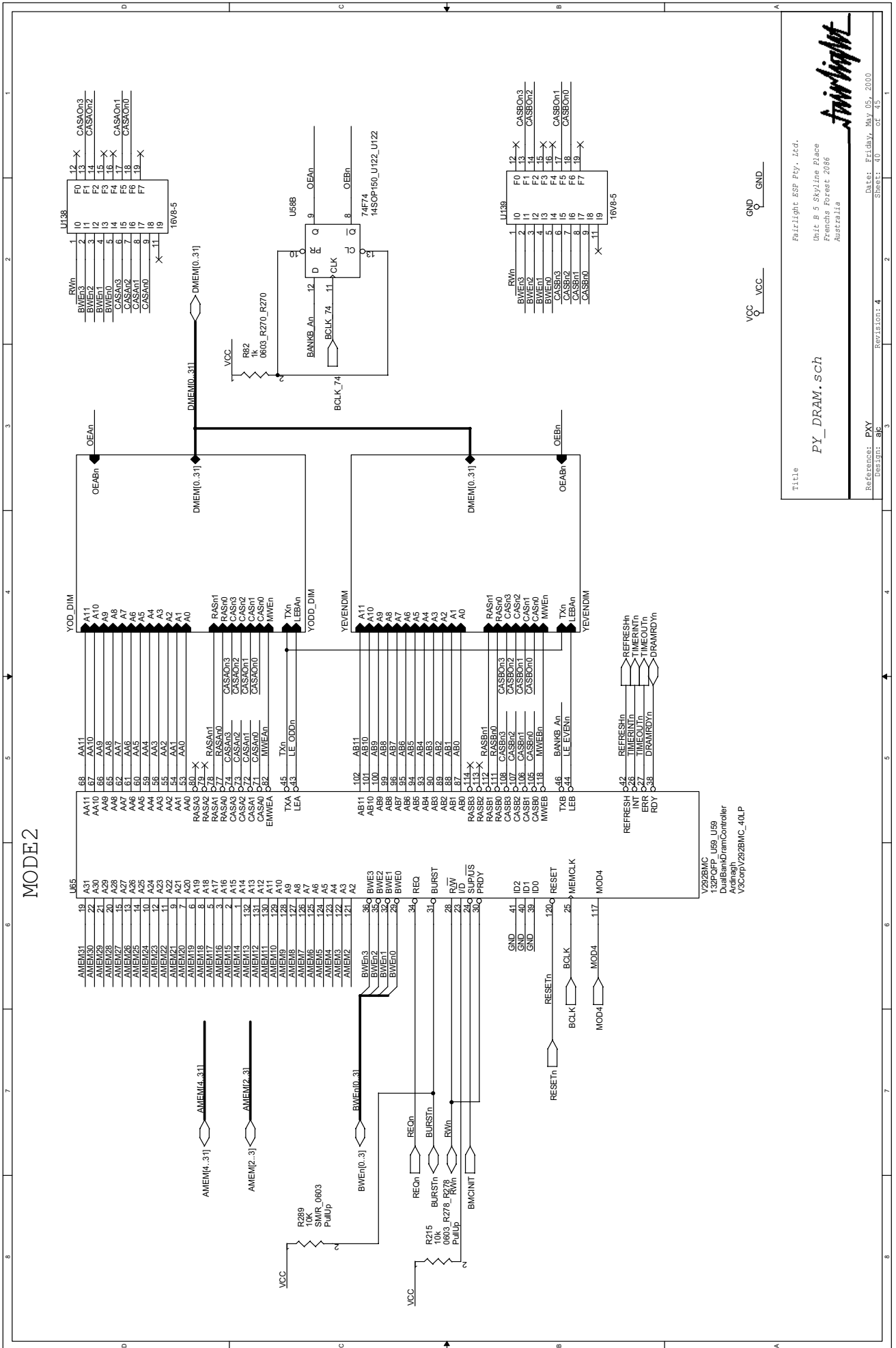
PS11_31

PS12_31

PS13_31



MODE2




Title
PY_DRAM.sch

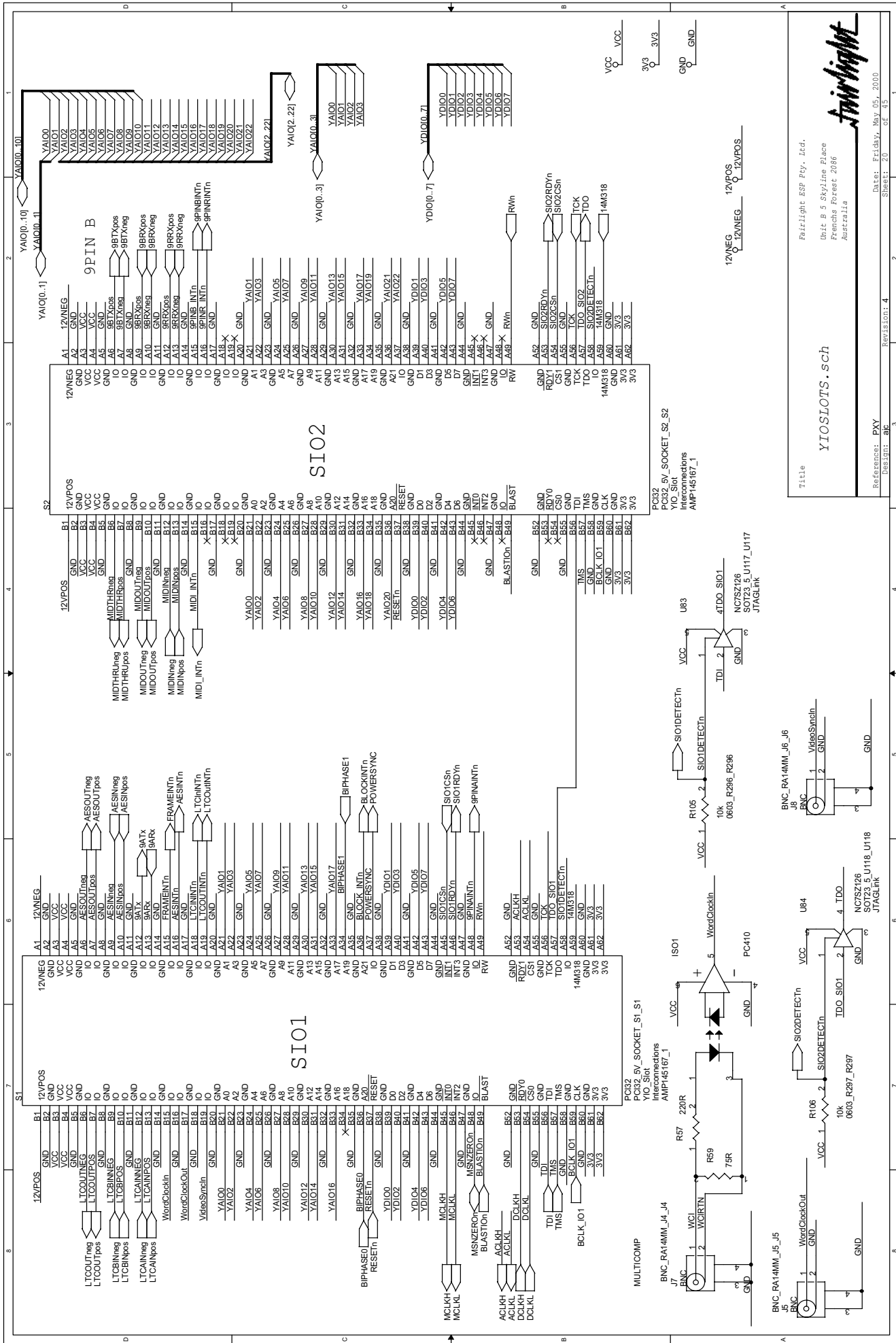
Reference: PXY
 Designt: abc

Revisions: 4

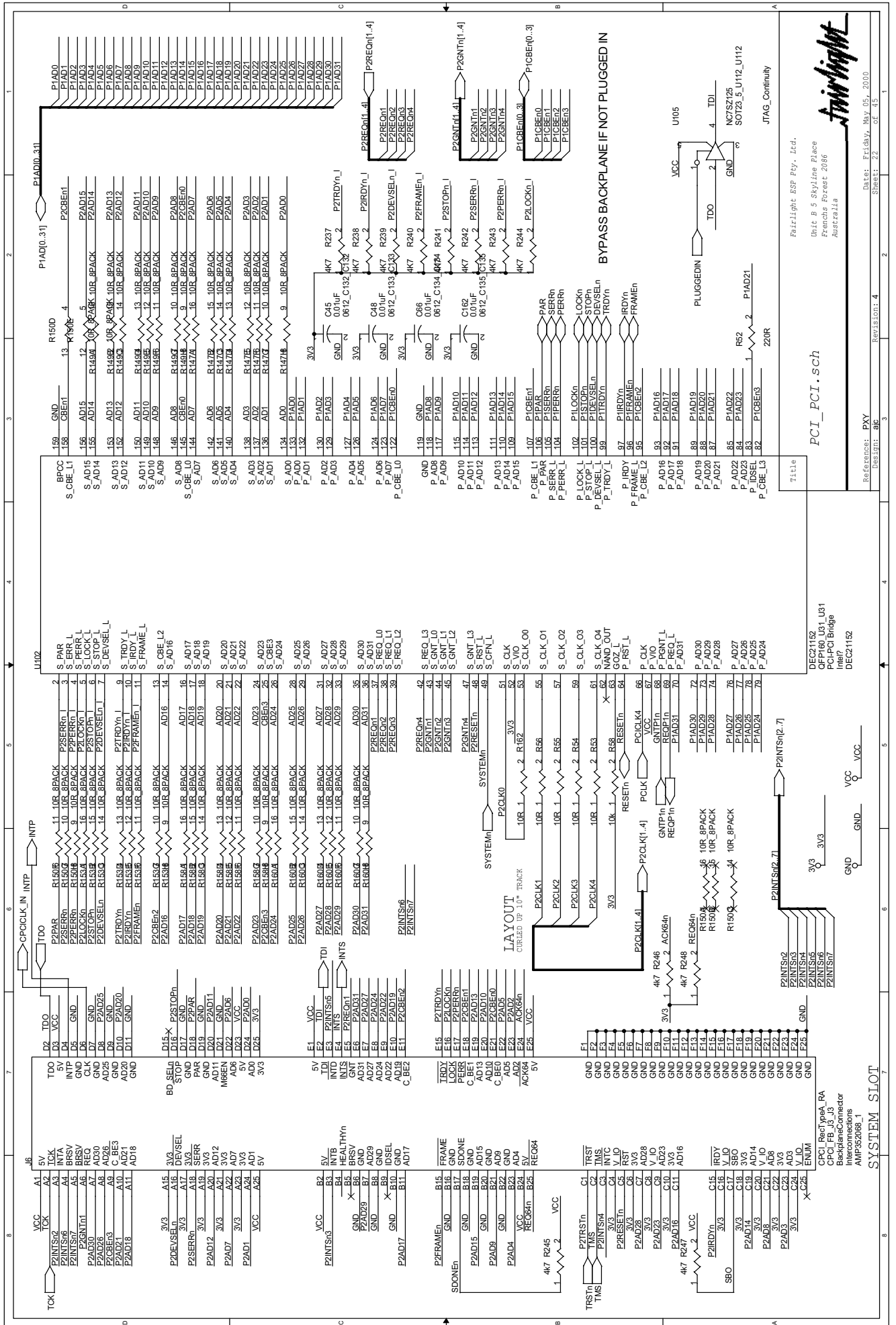
Date: Friday, May 05, 2000
 Sheet: 40 of 45

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenche Forest 2086
 Australia





Title: YIOSLOTS.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Reference: PXY
 Description: .sch
 Date: Friday, May 05, 2000
 Sheet: 20 of 49
 Revision: 4



Fairlight ESP Pty. Ltd.

Unit B 5 Skyline Place
Frenche Forest 2086
Australia

PCI_PCI.sch

Reference: PXI
Designt: abc

Revision: 4

Date: Friday, May 05, 2000
Sheet: 22 of 45



DEC1152
GPI160_U31_U31
PCI-PCI Bridge
DEC1152

SYSTEM SLOT

BYPASS BACKPLANE IF NOT PLUGGED IN

220R

R62

U105

PLUGGED IN

TDO

VCC

GND

TDI

N752125
SOT23_5_U112

JTAG Continuity

P2INTS16

P2INTS17

P2INTS18

P2INTS19

P2INTS20

P2INTS21

P2INTS22

P2INTS23

P2INTS24

P2INTS25

P2INTS26

P2INTS27

P2INTS28

P2INTS29

P2INTS30

P2INTS31

P2INTS32

P2INTS33

P2INTS34

P2INTS35

P2INTS36

P2INTS37

P2INTS38

P2INTS39

P2INTS40

P2INTS41

P2INTS42

P2INTS43

P2INTS44

P2INTS45

P2INTS46

P2INTS47

P2INTS48

P2INTS49

P2INTS50

P2INTS51

P2INTS52

P2INTS53

P2INTS54

P2INTS55

P2INTS56

P2INTS57

P2INTS58

P2INTS59

P2INTS60

P2INTS61

P2INTS62

P2INTS63

P2INTS64

P2INTS65

P2INTS66

P2INTS67

P2INTS68

P2INTS69

P2INTS70

P2INTS71

P2INTS72

P2INTS73

P2INTS74

P2INTS75

P2INTS76

P2INTS77

P2INTS78

P2INTS79

P2INTS80

P2INTS81

P2INTS82

P2INTS83

P2INTS84

P2INTS85

P2INTS86

P2INTS87

P2INTS88

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P2INTS102

P2INTS103

P2INTS104

P2INTS105

P2INTS106

P2INTS107

P2INTS108

P2INTS109

P2INTS110

P2INTS111

P2INTS112

P2INTS113

P2INTS114

P2INTS115

P2INTS116

P2INTS117

P2INTS118

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P2INTS121

P2INTS122

P2INTS123

P2INTS124

P2INTS125

P2INTS126

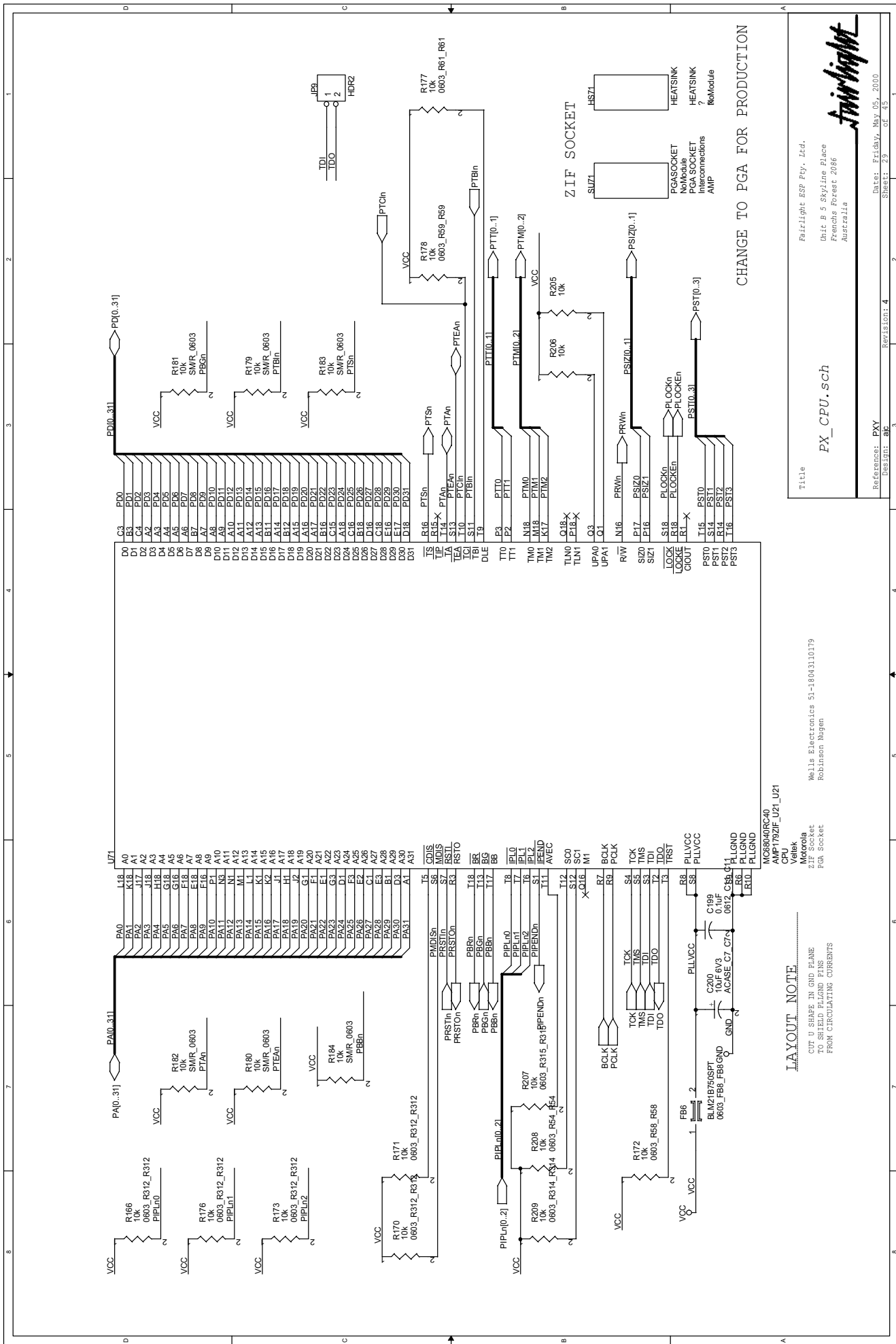
P2INTS127

P2INTS128

P2INTS129

P2INTS130

P2INTS131



CHANGE TO PGA FOR PRODUCTION

Title
 PX_CPU.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: PXY
 Description: at5

Revision: 4

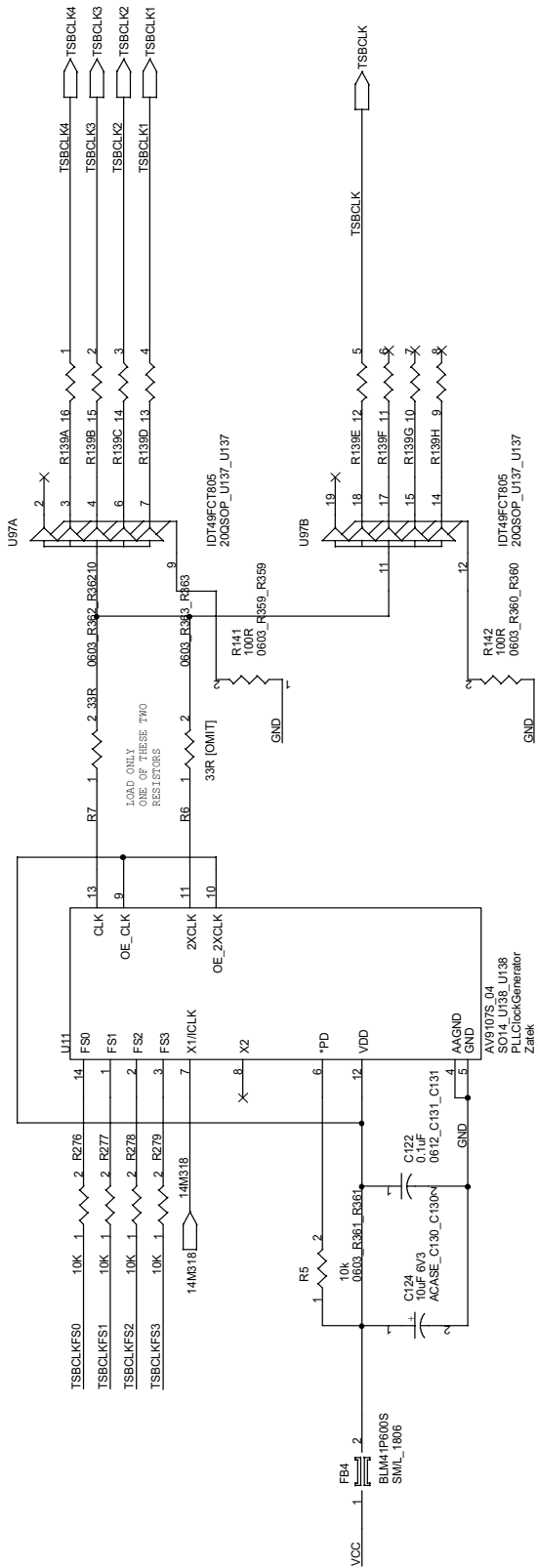
Date: Friday, May 05, 2000
 Sheet: 29 of 49

LAYOUT NOTE

CUT 0 SHAPES IN GND PLANE
 TO PREVENT SHORTS
 FROM CIRCULATING CURRENTS

LAYOUT NOTE:

TSBCLKFS[0..3]



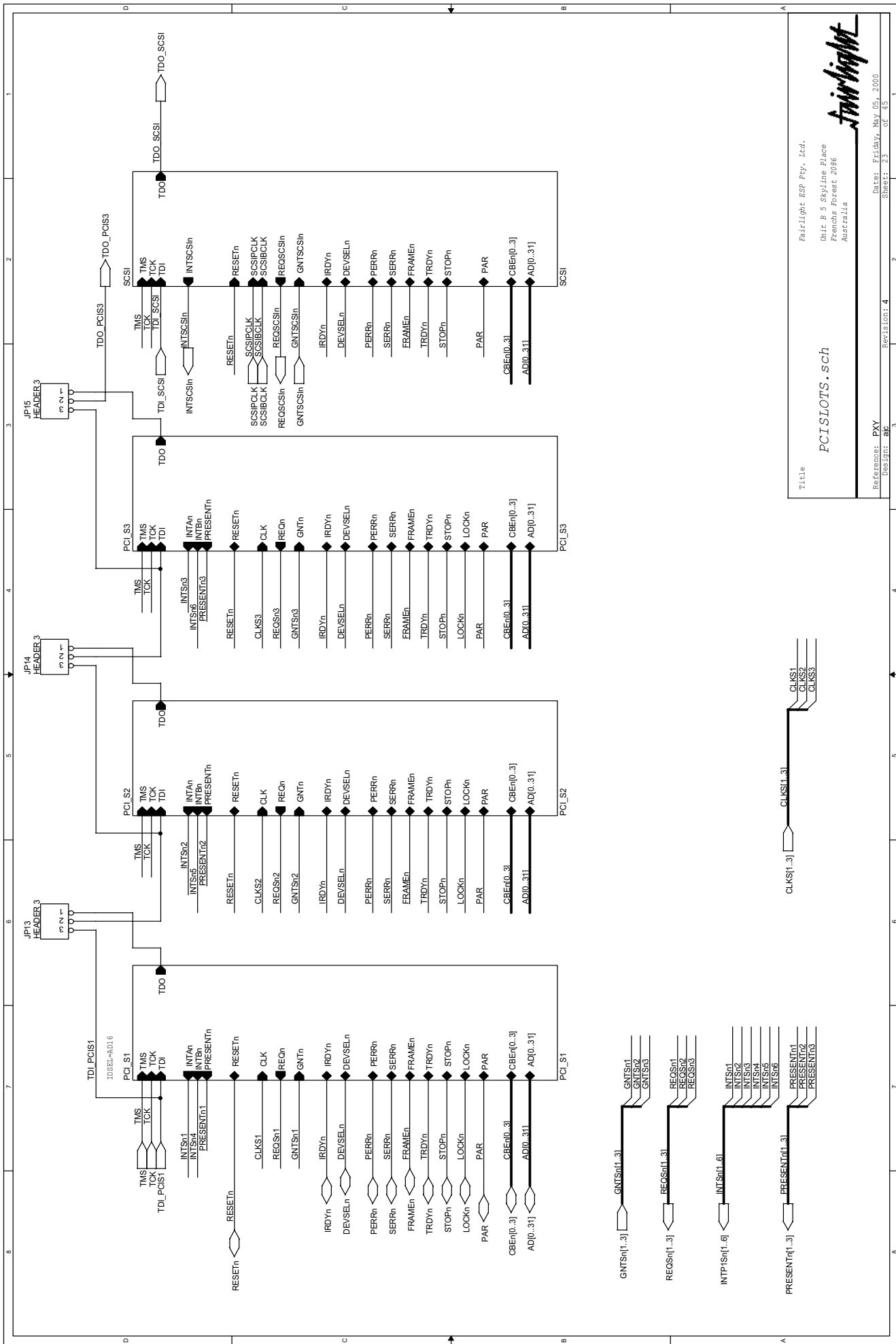
FS 3 2 1 0 MHz/OUT

0	0	0	0	80	40
0	0	0	1	66.66	33.33
0	0	1	0	50	25
0	0	1	1	40	20
0	1	0	0	100	50
0	1	0	1	53.33	16.67
0	1	1	0	25	12.5
0	1	1	1	25	12.5
1	0	0	0	64	32
1	0	0	1	2xIN	IN
1	0	1	0	3xIN	1.5xIN
1	0	1	1	8xIN	4xIN
1	1	0	0	8xIN	4xIN
1	1	0	1	2xIN	1xIN
1	1	1	0	120	60MHz
1	1	1	1	130	65MHz

NOTE:
 VALUE OF 22R RESISTORS
 TO BE ADJUSTED IN DEBUG
 FOR OPTIMAL SQUARENESS



<p>Title</p> <p>TSBCLK0.sch</p>	<p>Fairlight ESP Pty. Ltd. Unit B 5 Skyline Place Frenche Forest 2086 Australia</p>
<p>Reference: PXY</p> <p>Design: abc</p>	<p>Date: Friday, May 05, 2000</p> <p>Sheet: 19 of 45</p>



Title

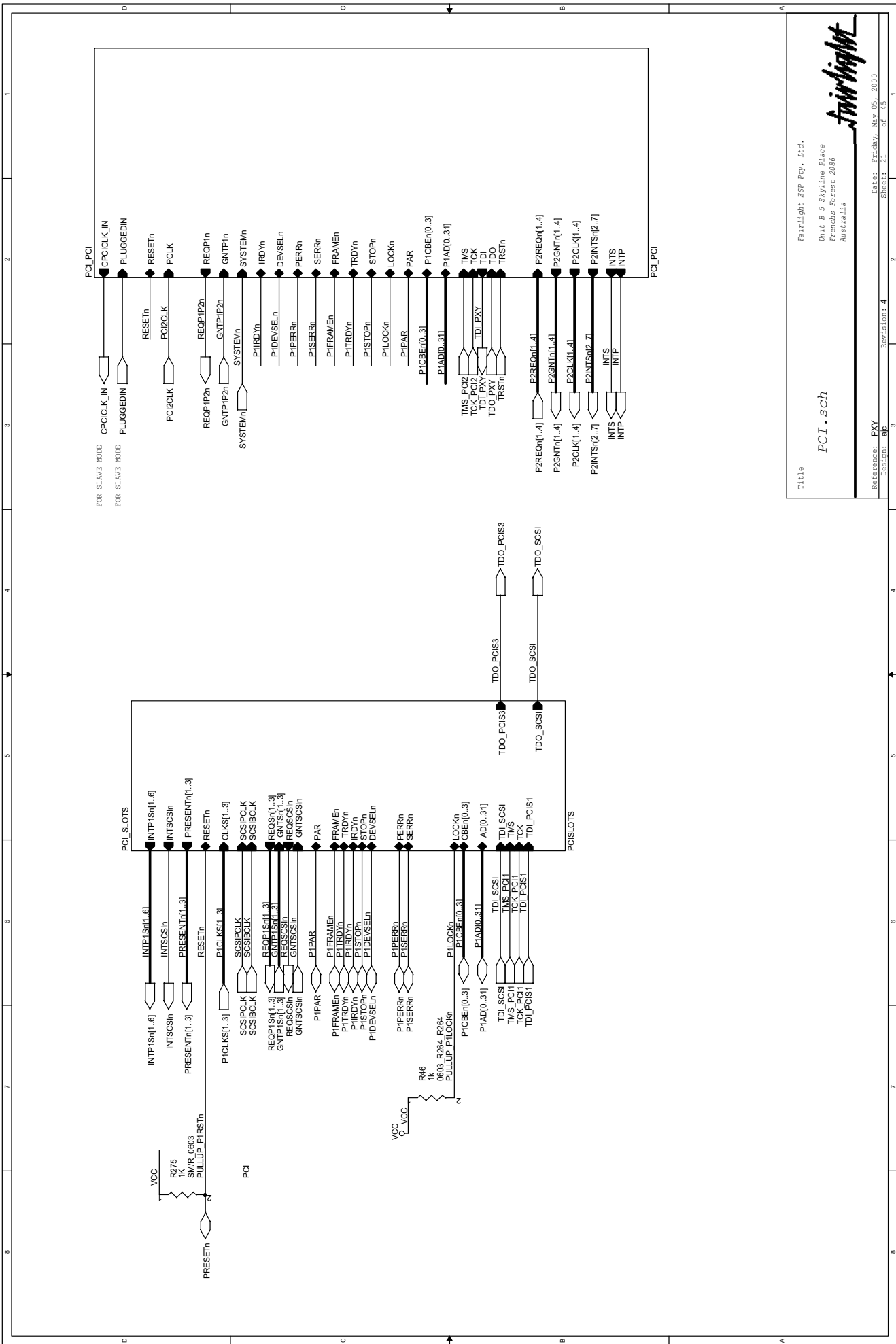
PCISLOTS.sch

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

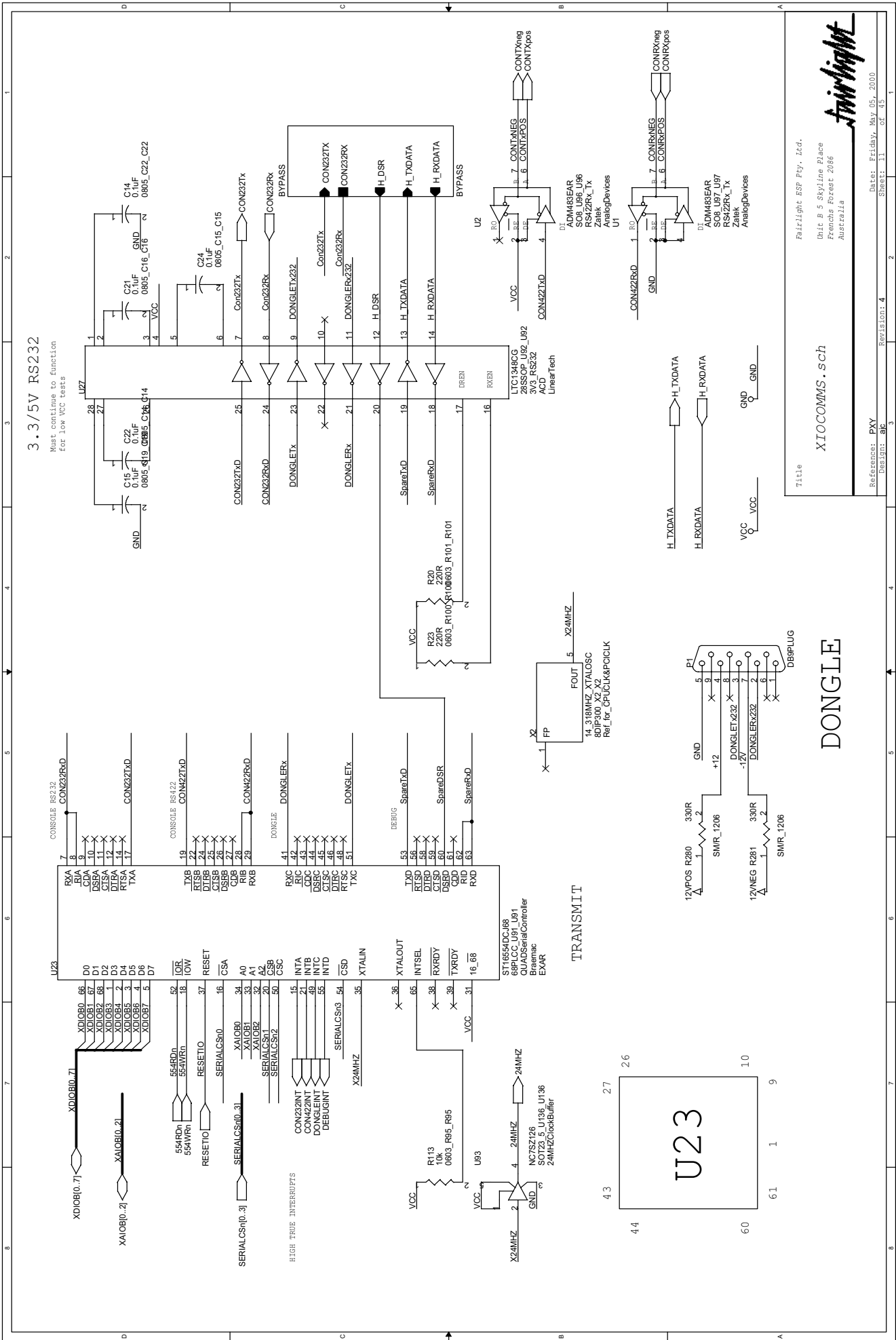
Reference: PXY
Description: als

Date: Friday, May 05, 2000
Sheet: 23 of 49

Revision: 4



Title
PCI.sch
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenche Forest 2086
 Australia
 Date: Friday, May 05, 2000
 Sheet: 21 of 45
 Reference: PXY
 Design: abc
 Revision: 4
 2
 1



9MW410C1 - BACK PANEL CONNECTOR CARD

TERMINOLOGY

IOC1 MW4-IOC1 IO connector card
PXY MW4-PXY dual processor card

Signal names are in italics.
Signal names postfixed with n are active low.

1. INTRODUCTION

The IOC1 card provides all of the synchronisation connectors which were present on the MFX3 SIO cards.

In addition to the above, the IOC1 has two serial ports (SERIAL and MODEM), PC style parallel port (PARALLEL). The hardware for the general purpose IO (GPIO) is also on IOC1.

2. FUNCTIONAL DESCRIPTION

2.1 EDGE CONNECTOR (SHEET 1)

The connector at J1 mates with the connector J1 on the PXY.

A buffer at U1 (74FCT245) isolates the data bus from this card to the PXY. When an access to the IOC1 is made, the CONENn signal is asserted low. If the access is a read, the DIR signal will be high; for writes, it is low.

All connectors are EMC isolated with BLA3216A600SG4 inductors.

U12 (74FCT541) buffers the BPI_TACH, BIPDIR) signals. These signals are a two wire biphasic interface to old style film machines.

2.2 GPIO (SHEET 2)

The GPIO interface has an output port latched by U5 (74FCT574), an input port U4 (74FCT541) and a bank select latched by U3 (74FCT574).

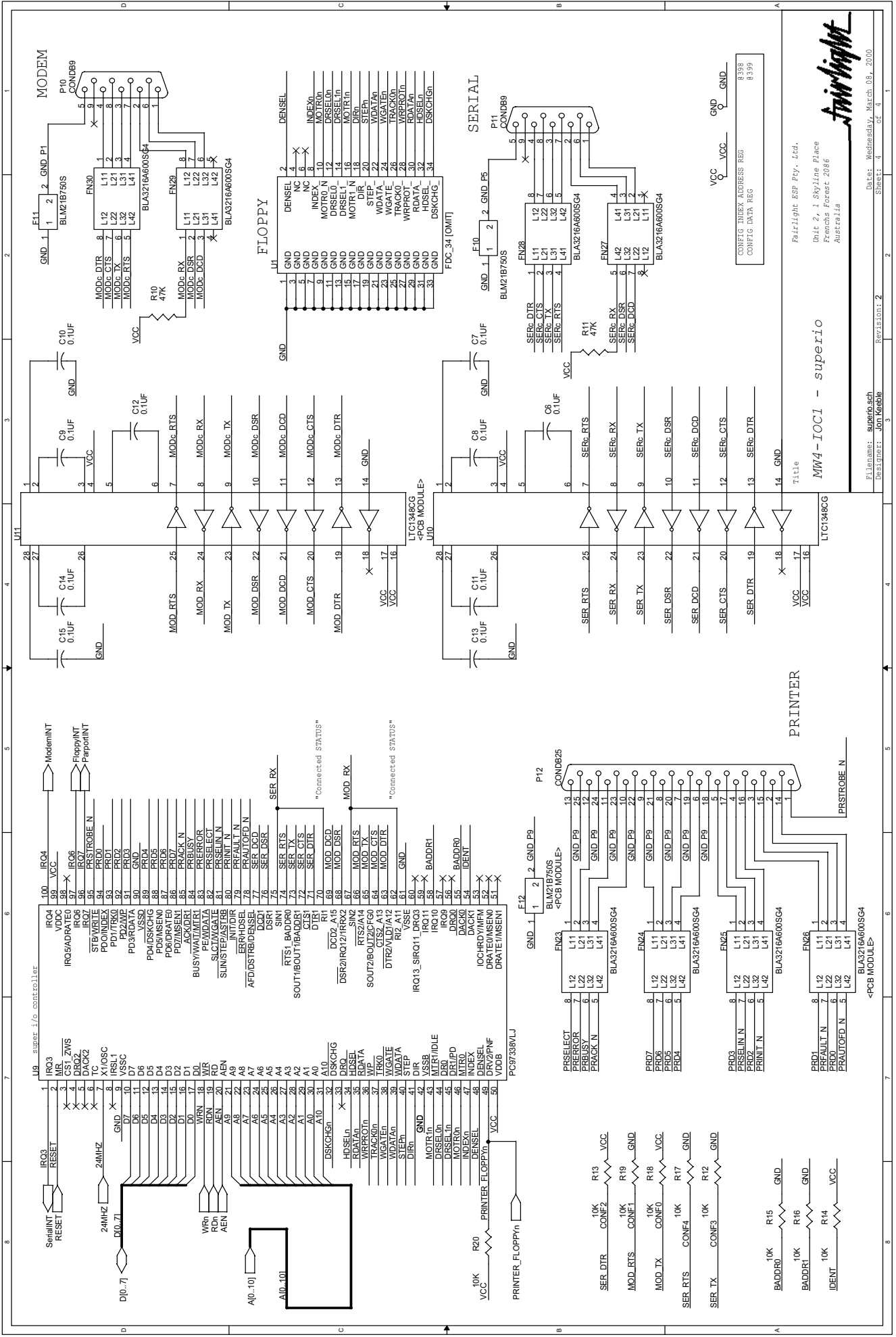
All connections are EMC isolated with BLA3216A600SG4 inductors to connector P3.

2.3 MIXER INTERFACE (SHEET 3)

ISO1 to ISO5 optically isolate all inputs. As these devices are open-collector output, they all have a 390R pullup resistor on their outputs. BAV90 diodes are used to protect the optoisolators against large voltages.

U8 (AM26C31) differentially buffers all of the output signals which feed a 100R line.

The mixer interface connects to the CG5 card placed in the CGA slot on



Fairlight ESP Pty. Ltd.
Unit 2, 1 Skyline Place
Frenchs Forest 2086
Australia

MW4-IOC1 - superio

Title

U11

U10

L7520

L7520

L7520

L7520

L7520

L7520

L7520

L7520

L7520

L7520

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L7520

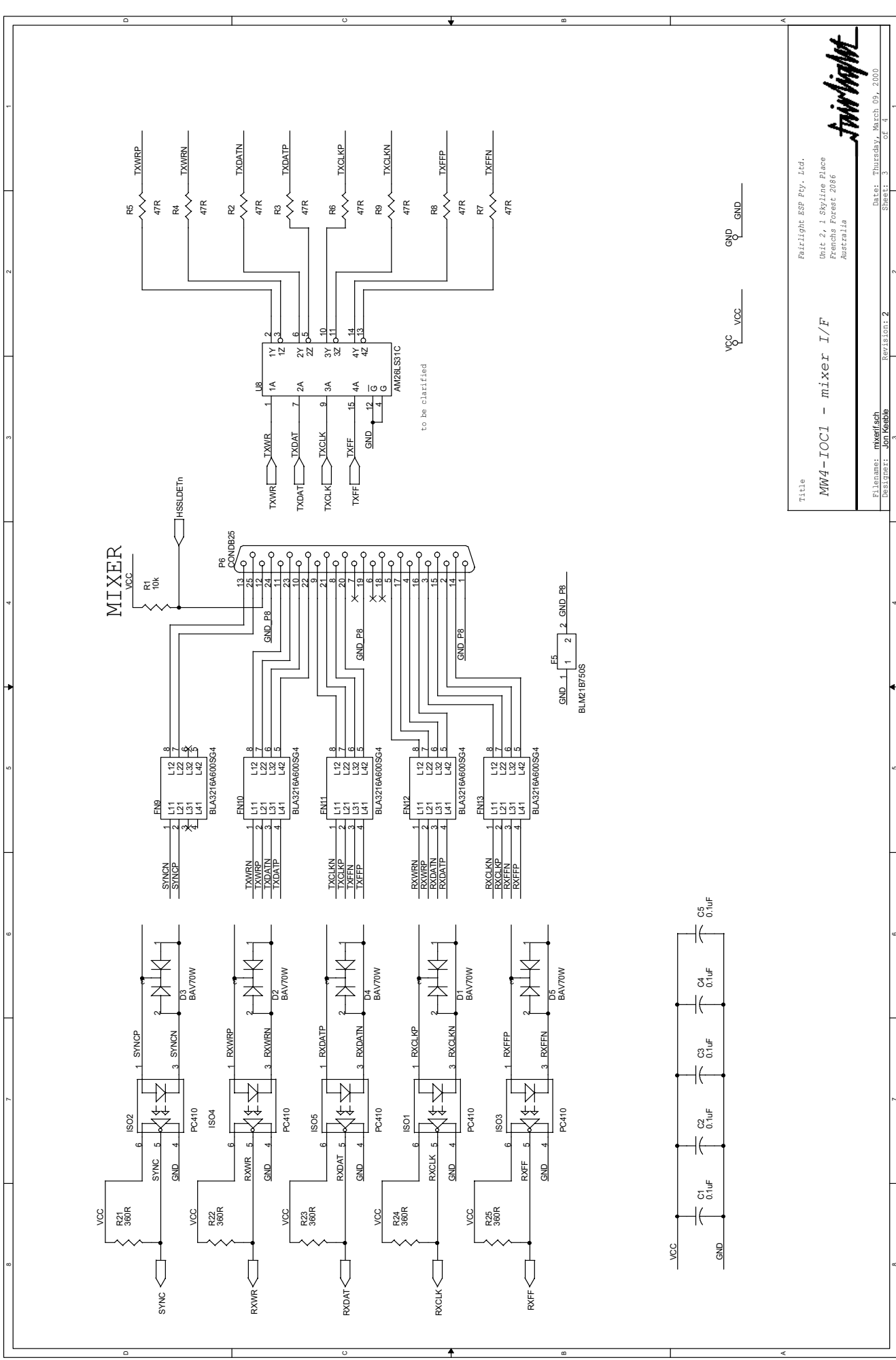
L7520

L7520

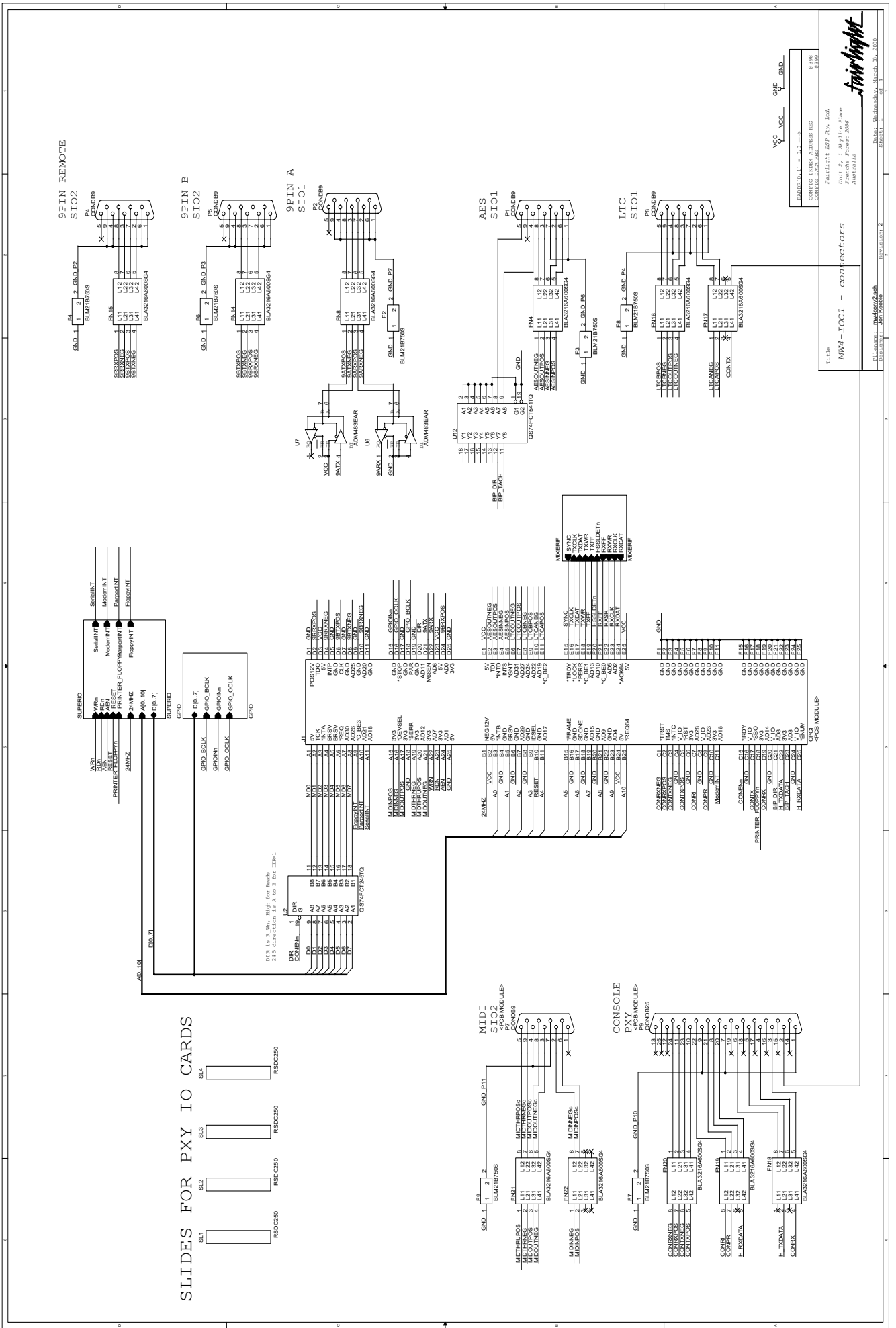
L7520

File name: superio.sch
Designer: Jon Kenble
Revision: 2
Date: Wednesday, March 09, 2000
Sheet: 4 of 4





Title
MW4-IOCI - mixer I/F
 Fairlight ESP Pty. Ltd.
 Unit 2, 1 Skyline Place
 Frenchs Forest 2086
 Australia
 Date: Thursday, March 09, 2000
 Sheet: 3 of 4
 Revision: 2
 File name: mixer1sch
 Designer: Jon Kerubus



Title
MM-IOCI - connectors

Drawn: MARYOZ/AR
Checked: JOP/ROBE

Project: 2
Date: Wednesday, March 09, 2000

Unit 2, Rayline Place
Australia

fairlight esp Pty. Ltd.

338
CONFEES INKES ADDRESS RUG
SOMERSET/DORSET

VCC_VCC_ GND_ GND_

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

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MAILED_11 = 0,11

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MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

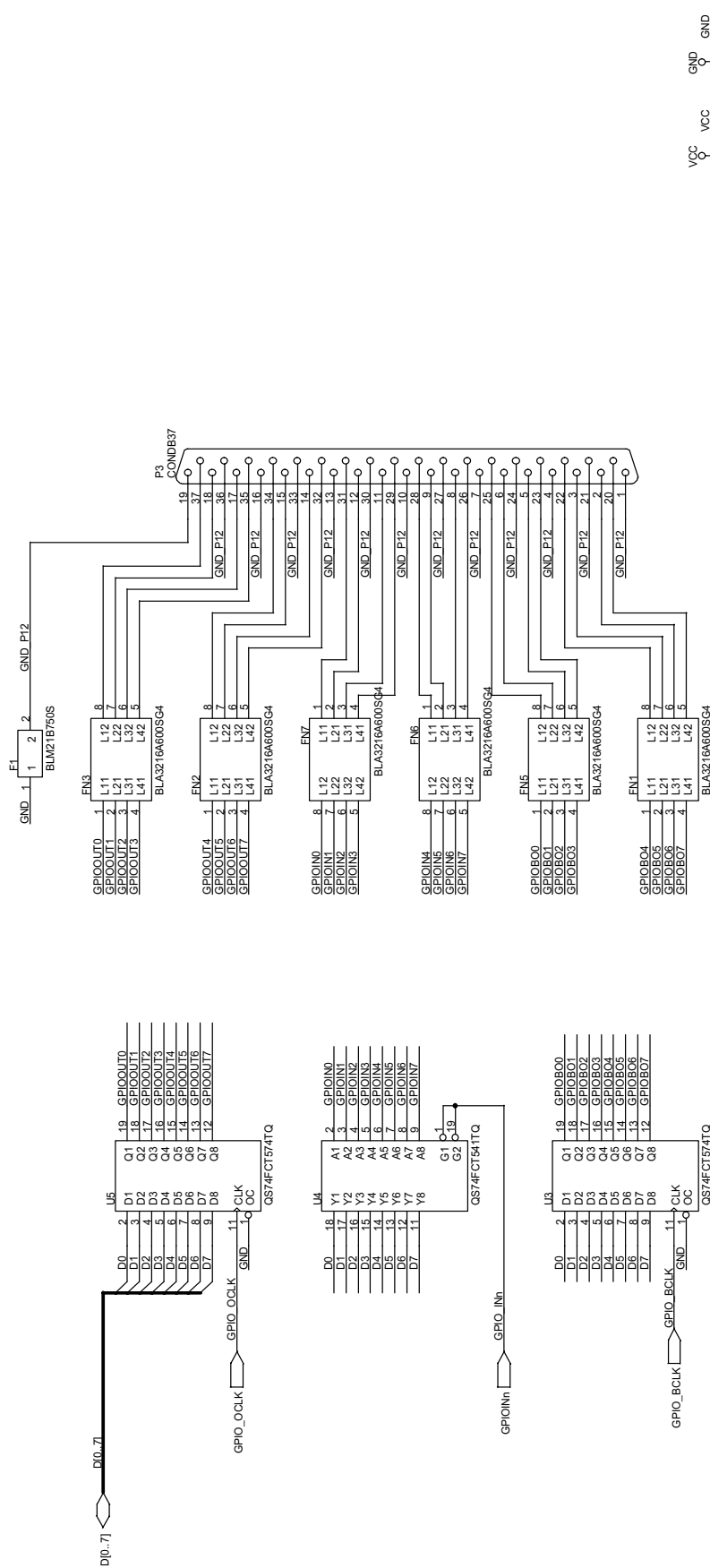
MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11

MAILED_11 = 0,11


GPIO



Title
MM4-IOC1 - GPIO
 Fairlight ESP Pty. Ltd.
 Unit 2, 1 Skyline Place
 Frenchs Forest 2086
 Australia

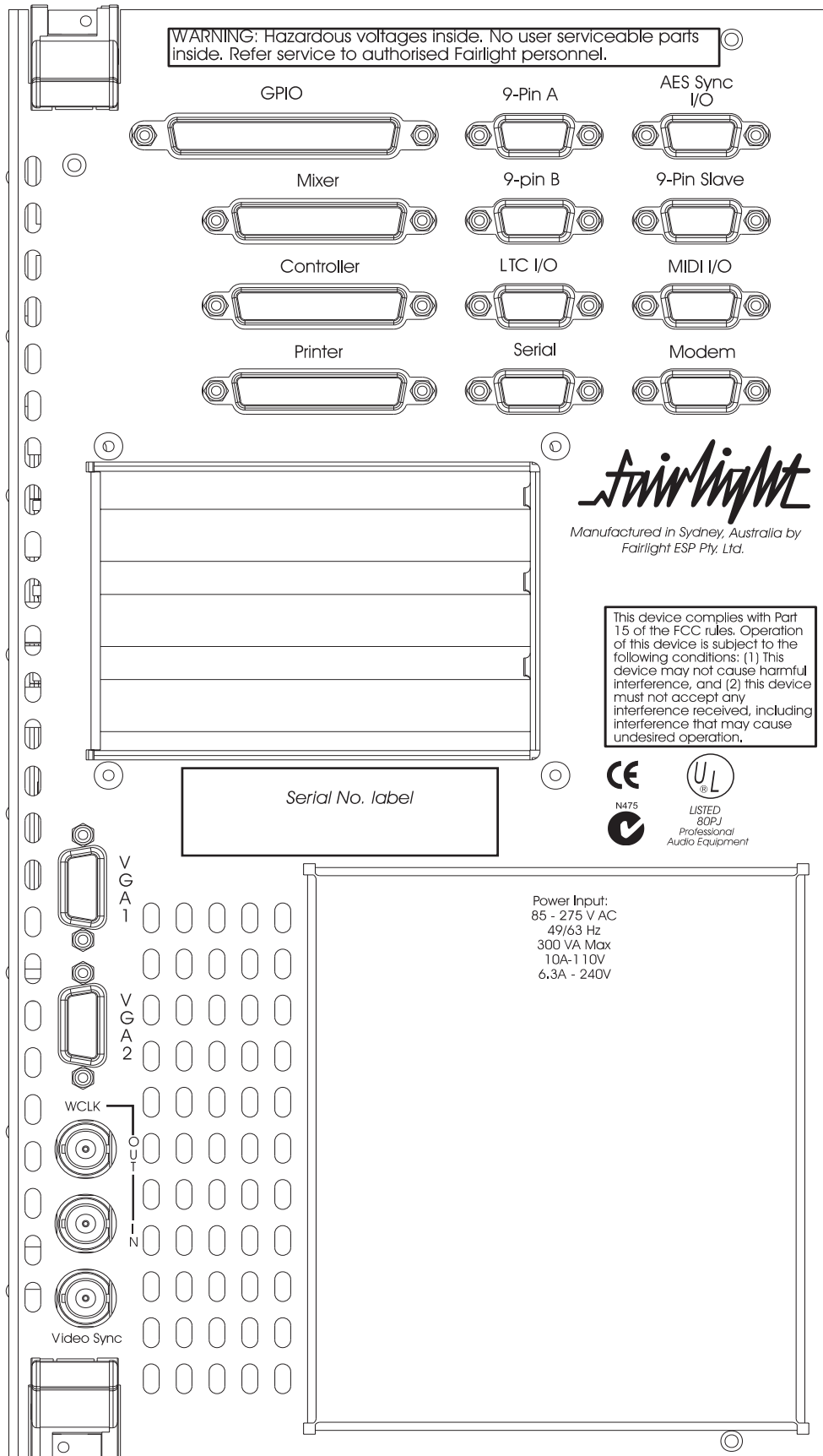
File name: gpio.sch
 Designer: Jon Gordon
 Date: Wednesday, March 05, 2008
 Sheet: 2 of 4

Revisions: 2



APPENDIX - CONNECTION & SIGNAL SPECIFICATIONS

A2 CONTROL & REFERENCE PINOUTS



Engine System I/O Panel

A3 GENERAL PURPOSE INTERFACE

Connector 37 Pin D Male
 Input TTL (1 LS Load)
 Output/Bank TTL (max 5 TTL loads)



1	GND
2	GPIO 6
3	GPIO 5
4	GND
5	GPIO BO 2
6	GPIO BO 1
7	GND
8	GPIO IN 6
9	GPIO IN 5
10	GND
11	GPIO IN 2
12	GPIO IN 1
13	GND
14	GPIO OUT 6
15	GPIO OUT 5
16	GND
17	GPIO OUT 2
18	GPIO OUT 1
19	GND
20	GPIO B 0 7
21	GND
22	GPI
23	GPIO BO 3
24	GND
25	GPIO BO 0
26	GPIO IN 7
27	GND
28	GPIO IN 4
29	GPIO IN 3
30	GND
31	GPIO IN 0
32	GPIO OUT 7
33	GND
34	GPIO OUT 4
35	GPIO OUT 3
36	GND
37	GPIO OUT 0

A4 MIXER

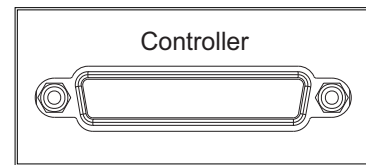
Connector 25 pin D Female



1	GND
2	RxFFN
3	RxCLKN
4	RxDATN
5	RxWRN
6	NC
7	NC
8	TxFFN
9	TxCLKN
10	TxDATN
11	TxWRPN
12	HSSLDETn
13	SYNCP
14	RxFFP
15	RxCLKP
16	RxDATP
17	RxWRP
18	NC
19	GND
20	TxFFP
21	TXxCLKP
22	TxDATP
23	TxWRP
24	GND
25	SYNCP

A5 CONTROLLER

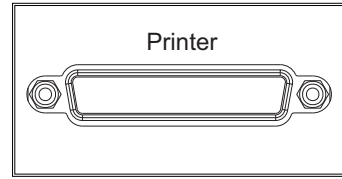
Connector 25 pin D Male



PIN 1	GND
PIN 2	CONTx
PIN 3	CONRx
PIN 4	NC
PIN 5	H_TxDATA
PIN 6	CONPR
PIN 7	GNDC
PIN 8	NC
PIN 9	GNDC
PIN 10	CONTxPOS
PIN 11	CONRxPOS
PIN 12	NC
PIN 13	NC
PIN 14	NC
PIN 15	NC
PIN 16	NC
PIN 17	NC
PIN 18	NC
PIN 19	NC
PIN 20	H_RxDATA
PIN 21	CONPR
PIN 22	CONPR
PIN 23	CONRI
PIN 24	CONRxNEG
PIN 25	NC

A6 PRINTER

Connector Standard 25 pin D female

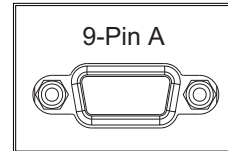


PIN 1	PSTROBE _n
PIN 2	PDR0
PIN 3	PDR1
PIN 4	PDR2
PIN 5	PDR3
PIN 6	PDR4
PIN 7	PDR5
PIN 8	PDR6
PIN 9	PDR7
PIN 10	PRACK _n
PIN 11	PRBUSY _n
PIN 12	PRERROR
PIN 13	PRSELECT
PIN 14	PRAUTOFD _n
PIN 15	PRFAULT _n
PIN 16	PRINTIT _n
PIN 17	PRSELIN _n
PIN 18	GND
PIN 19	GND
PIN 20	GND
PIN 21	GND
PIN 22	GND
PIN 23	GND
PIN 24	GND
PIN 25	GND

A8 9-PIN A

Connector

9 pin D Female

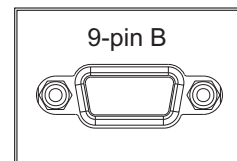


PIN 1	GND
PIN 2	9ARxA
PIN 3	9ATxB
PIN 4	GND
PIN 5	NC
PIN 6	GND
PIN 7	9ARxB
PIN 8	9ATxA
PIN 9	NC

A9 9-PIN B

Connector

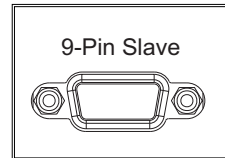
9 pin D Female



PIN 1	GND
PIN 2	9BRxA
PIN 3	9BTxB
PIN 4	GND
PIN 5	NC
PIN 6	GND
PIN 7	9BRxB
PIN 8	9BTxA
PIN 9	NC

A10 9-PIN SLAVE

Connector 9 pin D Female



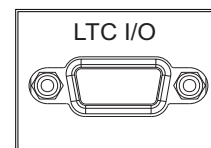
PIN 1	GND
PIN 2	9BTxA
PIN 3	9RRxB
PIN 4	GND
PIN 5	NC
PIN 6	GND
PIN 7	9BTxB
PIN 8	9BRxA
PIN 9	GND

A11 LTC - I/O

Connector 9 pin D Male

Input Level -20dbm to +10dbm

Output Level 0dbm

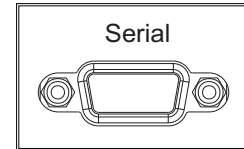


Important note: Unbalanced loads connected to LTC OUT should NOT ground the LTC OUT NEGATIVE signal.

PIN 1	GND
PIN 2	LTC A NEGATIVE
PIN 3	LTC OUT NEGATIVE
PIN 4	GND
PIN 5	LTC B POSITIVE
PIN 6	LTC A POSITIVE
PIN 7	GND
PIN 8	LTC OUT POSITIVE
PIN 9	LTC B NEGATIVE

A12 SERIAL PORT

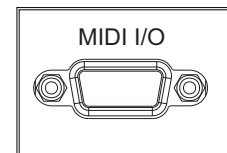
Connector Standard 9 pin D male



PIN 1	SER_DCD
PIN 2	SER_Rx
PIN 3	SER_Tx
PIN 4	SER_DTR
PIN 5	GND
PIN 6	SER_DSR
PIN 7	SER_RTS
PIN 8	SER_CTS
PIN 9	NC

A13 MIDI I/O

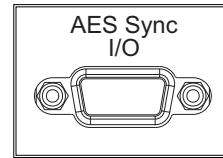
Connector 9 pin D female



PIN 1	NOT CONNECTED		
PIN 2	MIDI IN NEGATIVE	MIDI IN	DIN PIN 5
PIN 3	MIDI OUT NEGATIVE	MIDI OUT	DIN PIN 5
PIN 4	GND	MIDI THROUGH	DIN PIN 2
PIN 5	MIDI THROUGH POSITIVE	MIDI THROUGH	DIN PIN 4
PIN 6	MIDI POSITIVE	MIDI IN	DIN PIN 4
PIN 7	GND	MIDI OUT	DIN PIN 2
PIN 8	MIDI OUT POSITIVE	MIDI OUT	DIN PIN 4
PIN 9	MIDI THROUGH NEGATIVE	MIDI THROUGH	DIN PIN 5

A14 AES SYNC I/O

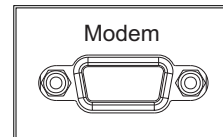
Connector 9 pin D Male



PIN 1	GND
PIN 2	AES IN NEGATIVE
PIN 3	AES OUT POSITIVE
PIN 4	BIPHASE TACH
PIN 5	BIP DIRECTION
PIN 6	AES IN POSITIVE
PIN 7	GND
PIN 8	AES OUT NEGATIVE
PIN 9	NOT CONNECTED

A15 MODEM

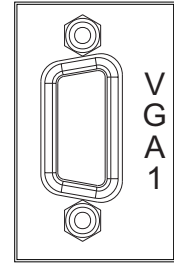
Connector 9 pin D Male



PIN 1	MOD_DCD
PIN 2	MOD_RX
PIN 3	MOD_TX
PIN 4	MOD_DTR
PIN 5	GND
PIN 6	MOD_DSR
PIN 7	MOD_RTS
PIN 8	MOS_CTS
PIN 9	NC

A16 VGA

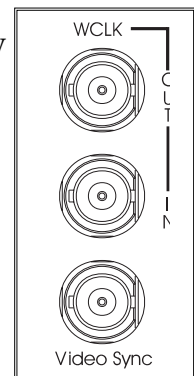
Connector 15 pin High Density D Female
 Resolution 1024(H) x 768(V)
 Frequency HSYNC: 60khz VSYNC: 75hz SVGA STANDARD



PIN 1	RED
PIN 2	GREEN
PIN 3	BLUE
PIN 4	GND
PIN 5	GND
PIN 6	GND
PIN 7	GND
PIN 8	GND
PIN 10	GND
PIN 11	GND
PIN 12	NC
PIN 13	HSYNC
PIN 14	VSYNC
PIN 15	NC

A17 VIDEO SYNC - IN

Connector BNC
 Input Level 1V p-p 75 Ohms Terminated Internally



A18 WORD CLOCK - IN

Connector BNC
 Input Optically Isolated
 Output Impedence 75 Ohms

A19 WORD CLOCK - OUT

Connector BNC
 Output Level > 4.3V TTL
 Output Impedence 75 Ohms

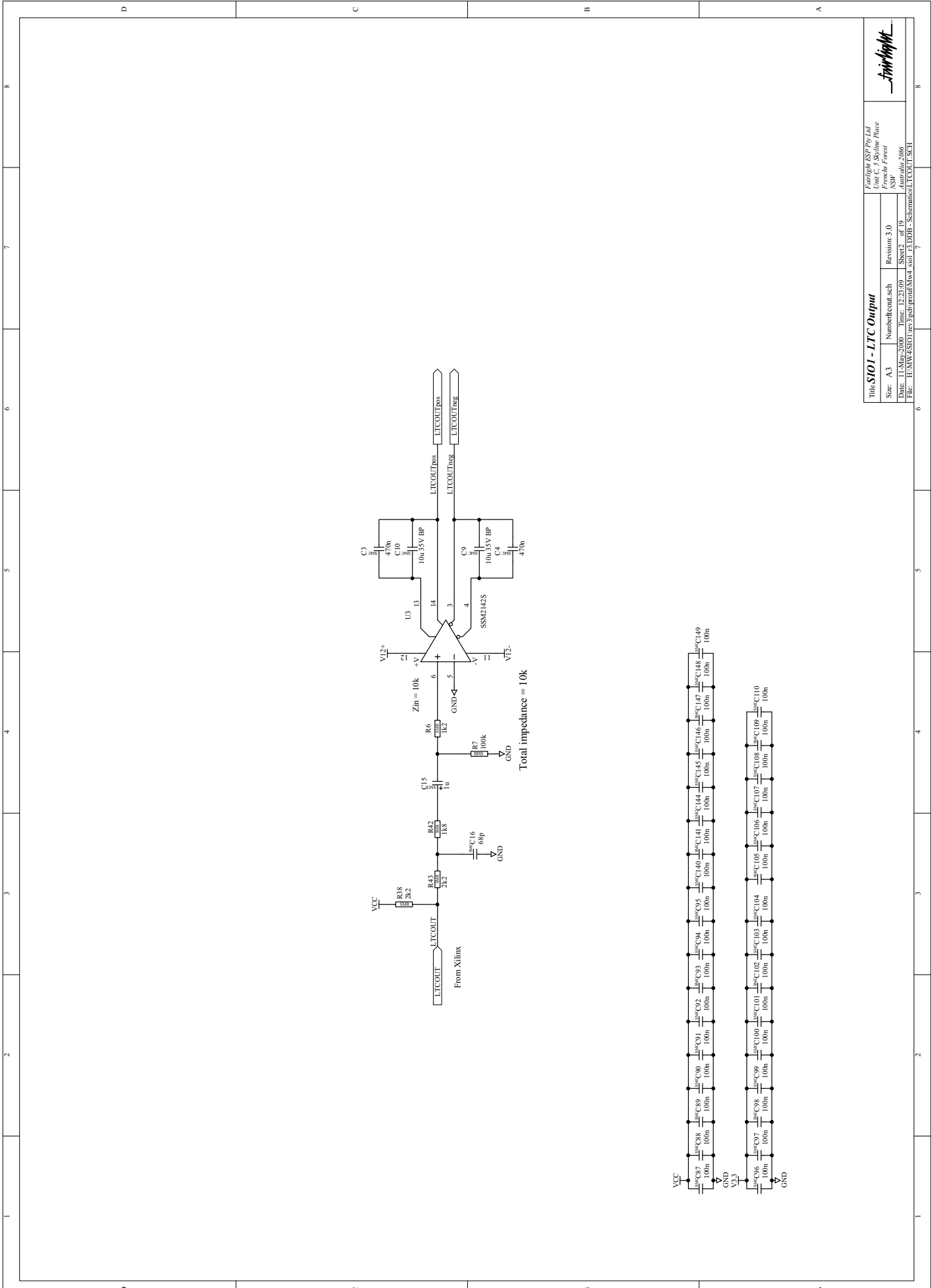
9MW4SIO1- SYNC GENERATOR AND 9PIN CARD

SIO1 TESTING

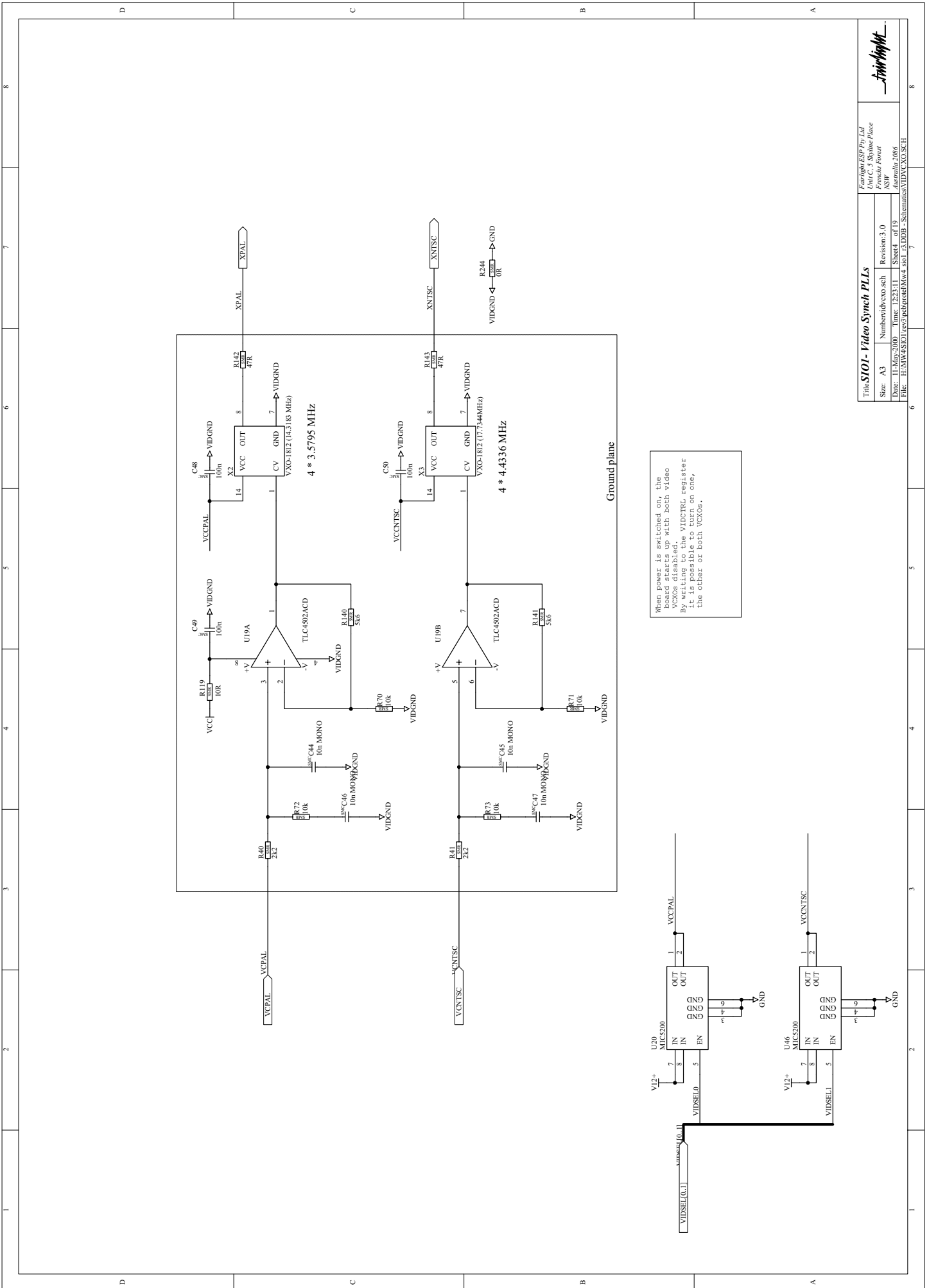
1. Connect the power supply to the PXY board.
2. Connect the Xilinx pod to the PXY as follows:

VCC: JP16 - 1 (vcc)
GND: JP16 -2 (gnd)
TDI TDO TMS TCK to JP7 as shown below

JP7 0 0 0 0 0
 . 0 0 0 0
 TDI TDO TMS TCK
3. Plug the SIO1 under test into the PXY SIO1 slot.
4. Switch on PSU.
5. Open a DOS window on the PC and 'CD' to C:\Mw4\jtag-pxy
(Use SIO JTAG shortcut)
6. Run the command: `jtag -v sio1test`
This will do the jtag testing:
7. Open a DOS window on the PC and 'CD' to C:\Mw4\jtag
(use SIO1 PROG shortcut)
8. Run the command: `jtag -v +sio1prog`
This will program the cplds.
9. Turn Off PSU and remove SIO1



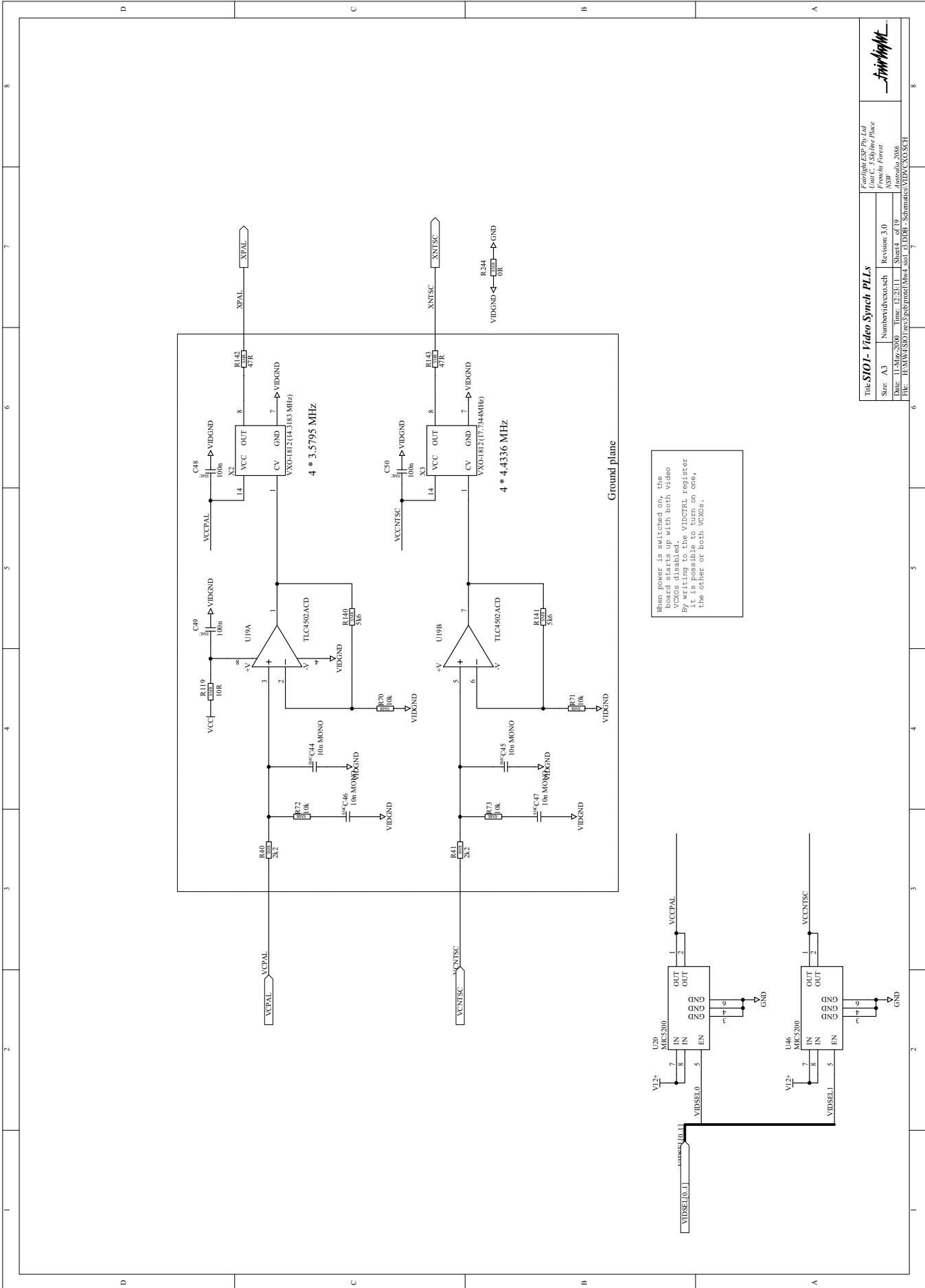
Title: SIO1 - LTC Output		Fairlight ESP Pty Ltd Unit C, 3 Skelton Place Newman Forest NSW Australia 2086	
Size: A3	Number: cont.sch	Revision: 3.0	
Date: 11-May-2000	Time: 12:23:09	Sheet: 2 of 19	
File: H:\MVA\SIO1\ev3\pcb\mod\Mva1_sch_33.DDB - Schematics\LTCOUT.SCH			



When power is switched on, the board starts up with both video VEXOS disabled. By writing to the VIDCTRL register it is possible to turn on one, the other or both VEXOS.

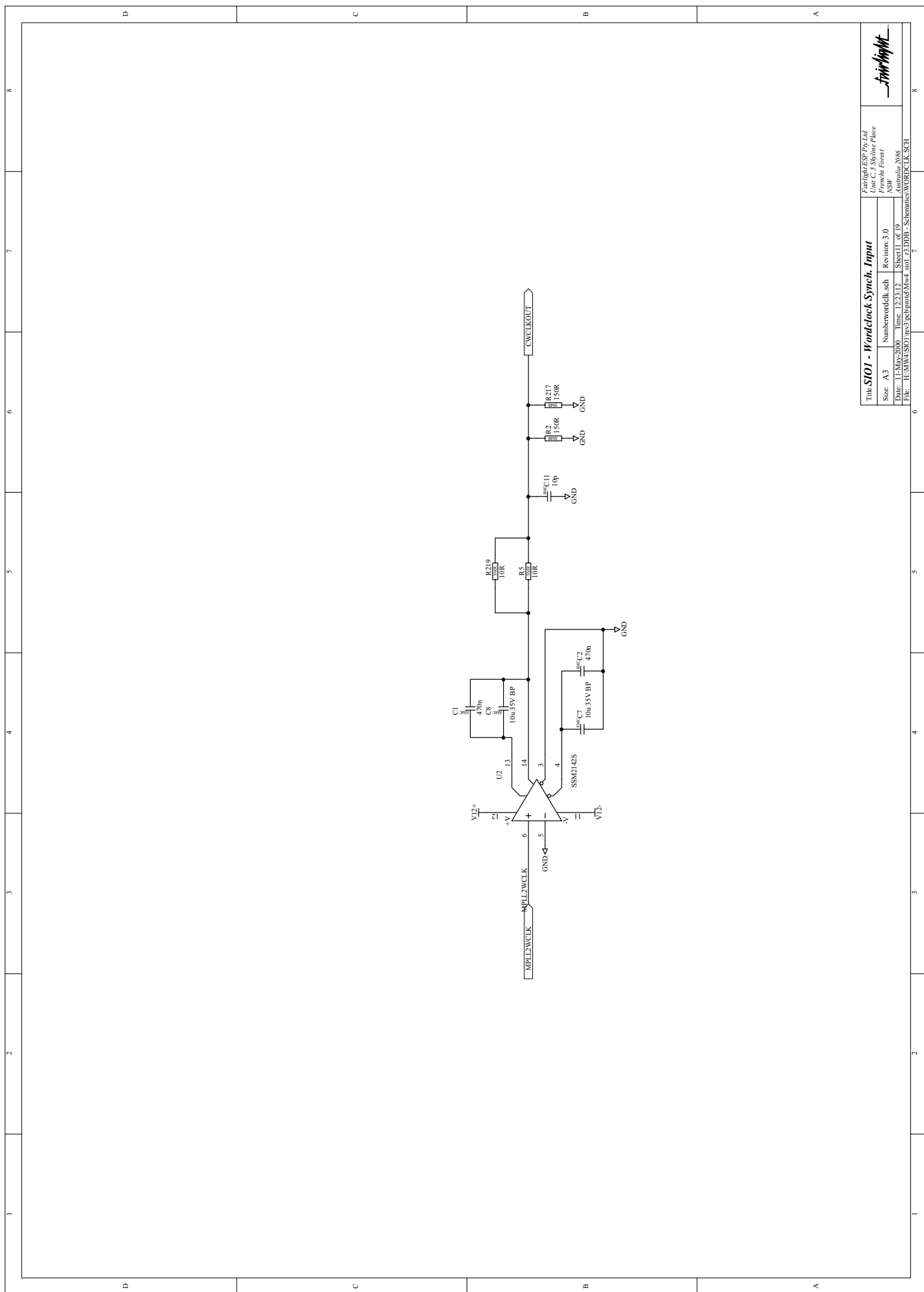
Title: ST01 - Video Synch PLLs		File: ESP7.Dwg	
Size: A3	Number: tdvcx0.sch	Revision: 3.0	Unit: C: 5 Skivline Place
Date: 11-May-2000	Time: 12:23:11	Sheet: of 19	Author: Forest NSW
File: ESP7.Dwg		Sheet: of 19	
File: ESP7.Dwg		Sheet: of 19	
File: ESP7.Dwg		Sheet: of 19	



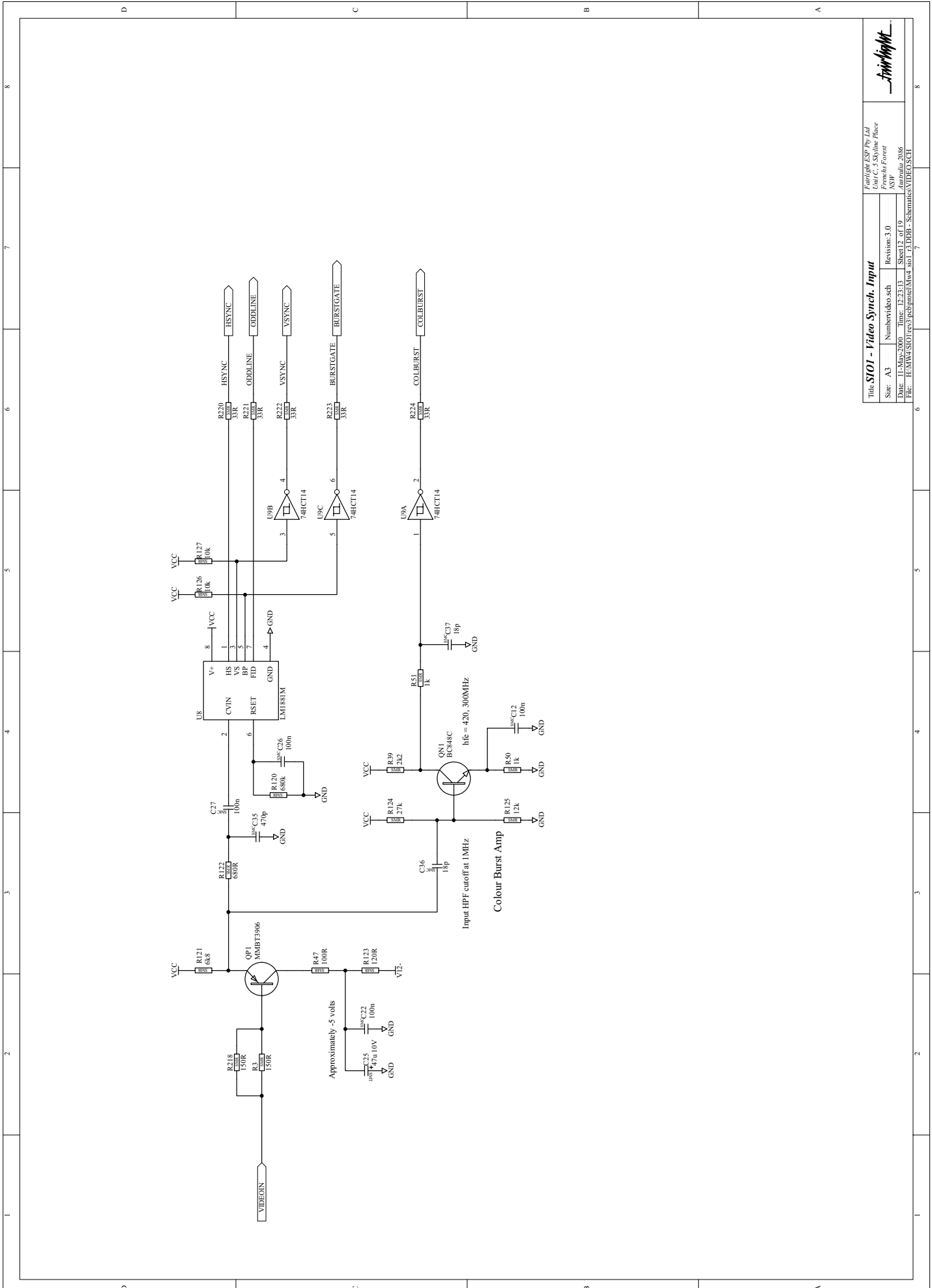


When power is switched on, the board starts up with both video VCXOs disabled. Before the VIDCTRL register it is possible to turn on one, the other or both VCXOs.

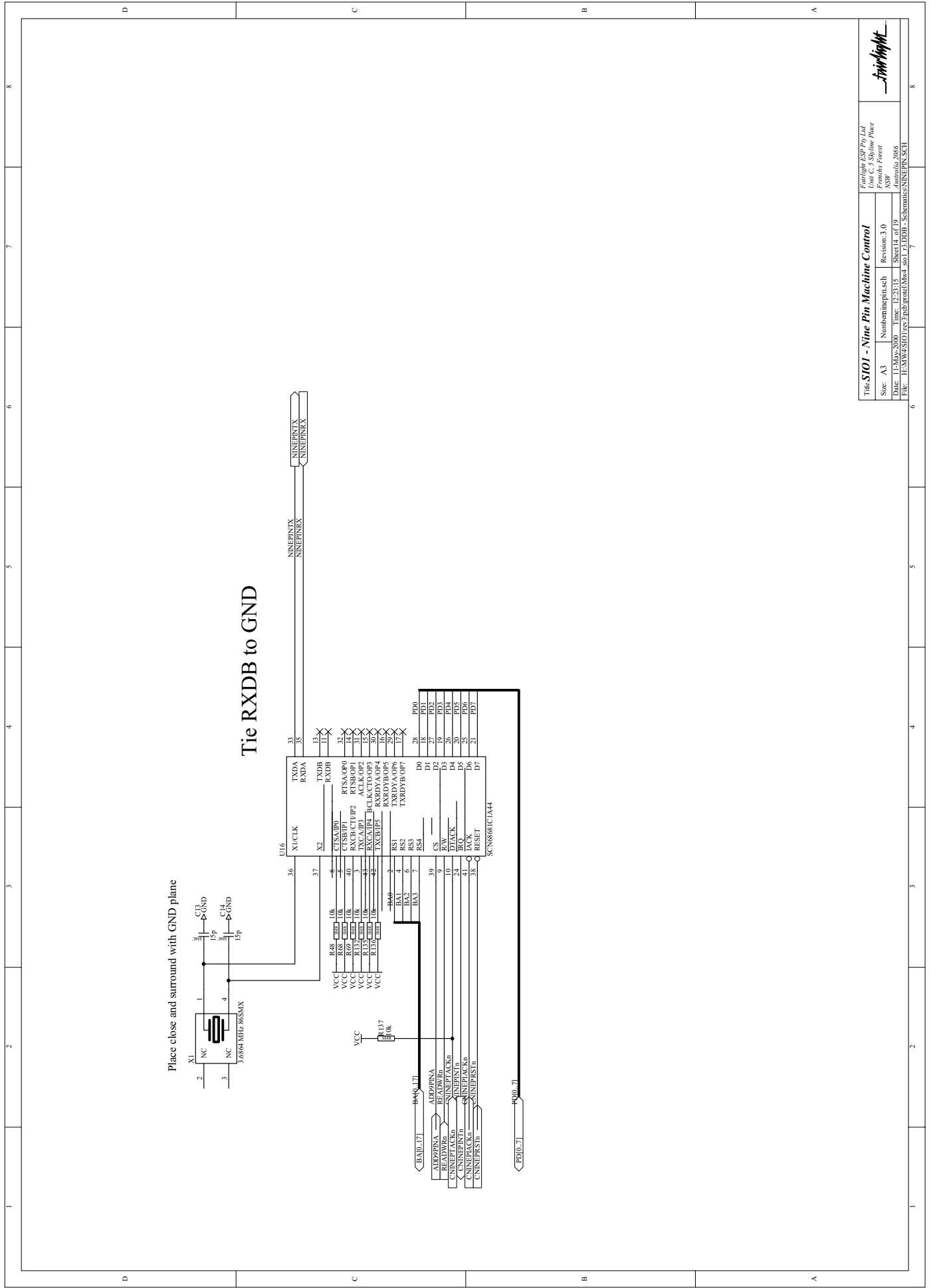
Title: SIO1 - Video Synchron PLLs		Partagon ESP Pty Ltd Unit C, 55 Sabane Place North Sydney NSW Australia 2060	
Size: A3	Number: vdxcsch	Revision: 3.0	Sheet: of 19
Date: 11-Mar-2000	Time: 12:23:11	FILE: F:\MWSIO1\rev3\pboard1\mwsio1_p1d0b1_schematics\VIDVCXOSCH	



Title: SI01 - Wordclock Synch. Input		Fairlight ESP Pty Ltd Australia	
Size: A3	Numberwordclock.sch	Revision: 3.0	Project Name: NSW
Date: 11-May-2000	Time: 12:23:12	Sheet 11 of 19	Australia 2006
File: E:\MWS\SI01\rev3\pnpwordclock.sch		E:\SI01 - Schematics\WORDCLK.SCH	



Fairlight DSP Pty Ltd Fairlight Software House French Forest NSW Australia 2066	
Title: SI01 - Video Synchronisation Input	Revision: 3.0
Size: A3	Sheet 12 of 19
Date: 1-May-2000	Time: 12:23:13
File: F:\MVA\SI01\rev3\pcb\metal\Mva_s01_3.DDF - Schematics\VIDEO_SCH	

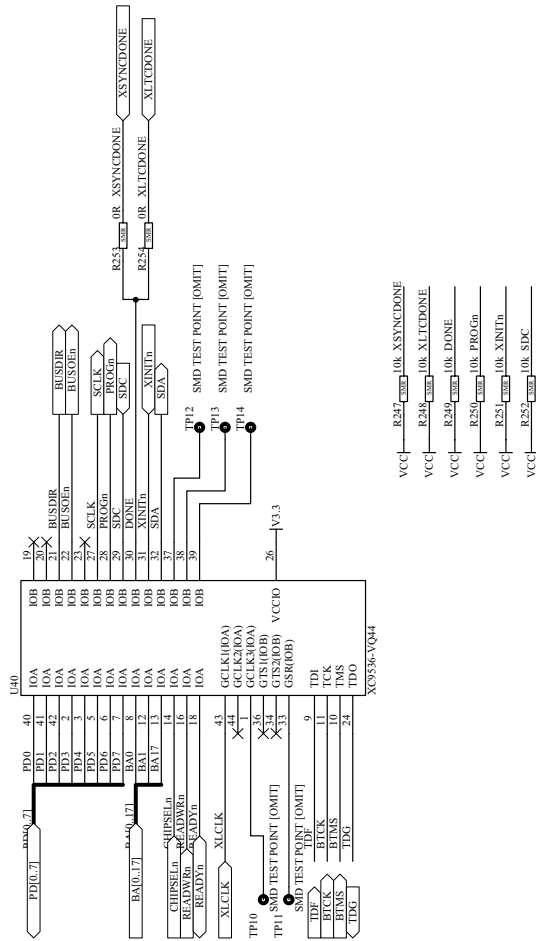


Title: S101 - Nine Pin Machine Control
 FALGUTA ESP Pty Ltd
 Innovation Place
 Emerald, QLD
 NSW
 Australia 2006

Size: A3	Number: ninepins.sch	Revision: 3.10
Date: 11-May-2009	Time: 12:23:15	Sheet 14 of 19
File: F:\EMV\SI\01\ps3\rad\proj\04\mcs173.DDB - Schematics\NINEPINS.SCH		

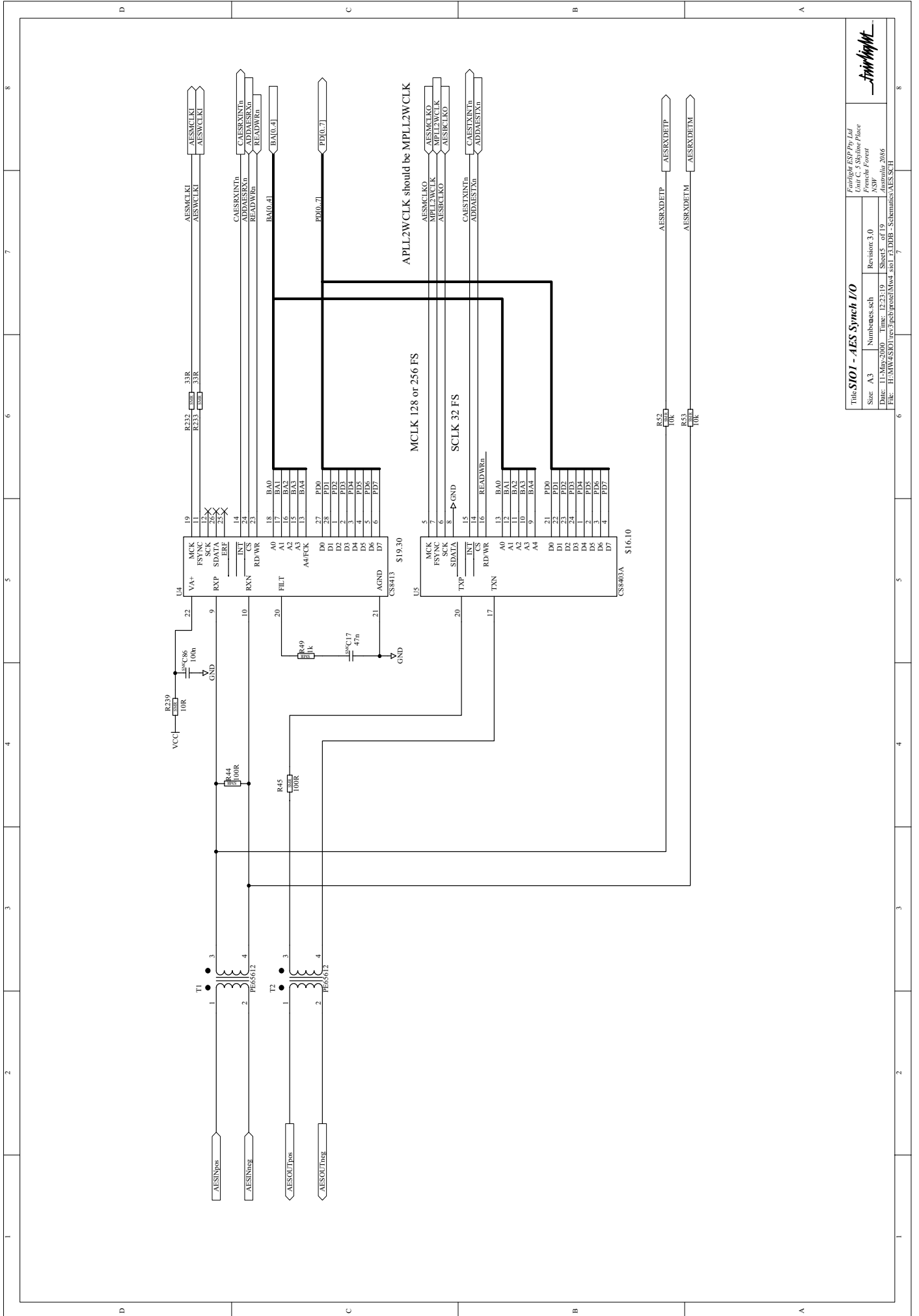
twilight

XILINX LOADER AND BUS BUFFER CONTROL

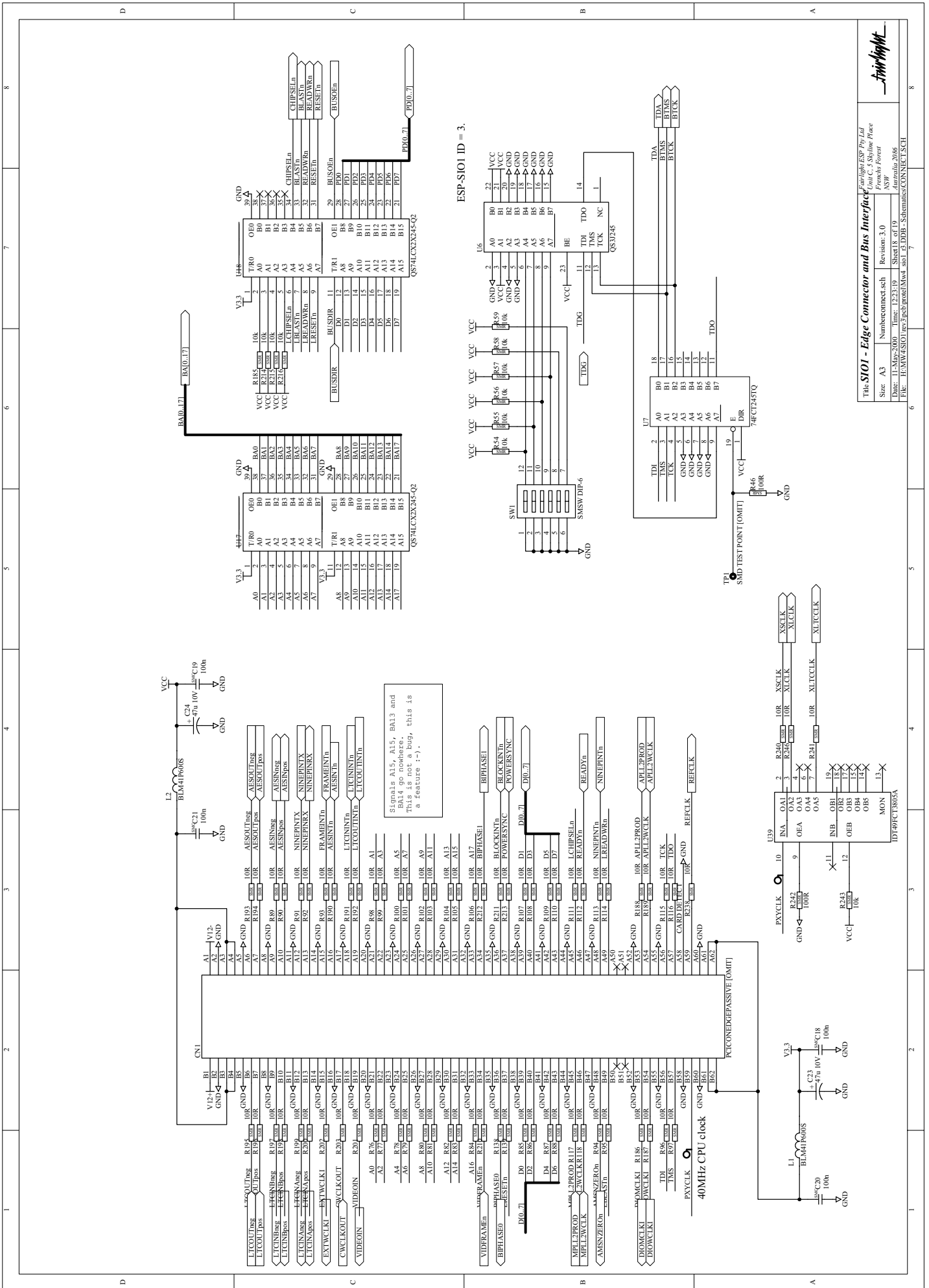


Title: SI01 - xilinx loader		Revision: 3.0	
Spec: A3	Number: 10000000	Sheet: 10 of 10	
Date: 11.11.2010	Time: 12:52:17	Sheet: 10 of 10	
File: HW/SI01/rev3.0/panel/Mov sub/F4.DDB - Schramm/SI01.DWG			

Starlight
 Fraunhofer IZSP
 Unit C, 5 Skyline Place
 Prenchs Forest
 NSW
 Australia 2046



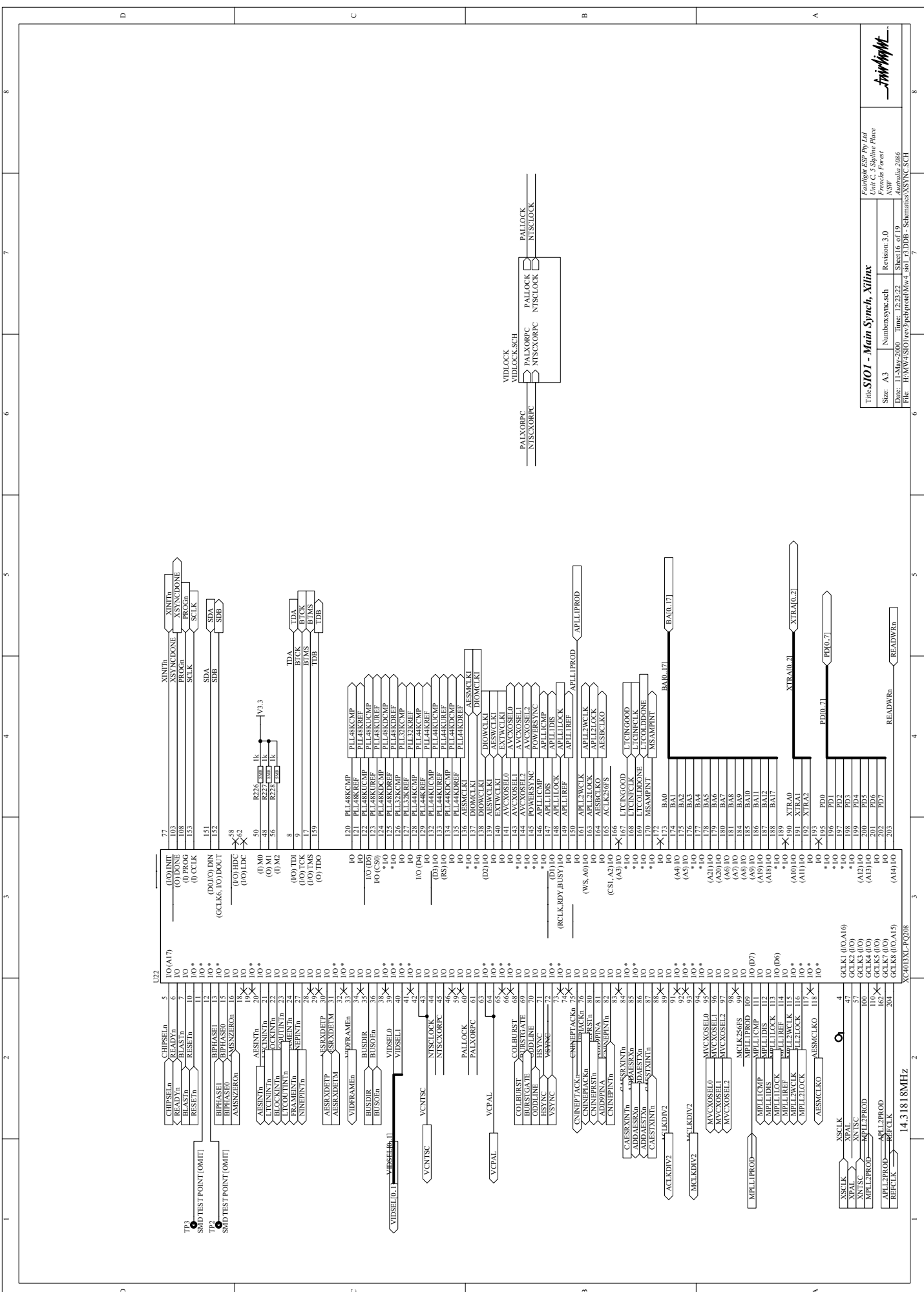
Title: S101 - AES Synchron I/O		Fairlight DSP Pty Ltd Unit C & Skidmore Place Frenchs Forest NSW Australia, 2086	
Size: A3	Number: sch	Revision: 3.0	
Date: 11-May-2000	Time: 12:33:19	Sheet: 5 of 19	
File: H:\MVE\ESD\Tech\pcd\aes\aes1.sch		Plot: 23/09/00	Submittal: AES_SCH1



ESP-S101 ID = 3.

Signals A15, A15, BA13 and BA14 go nowhere. This is not a bug, this is a feature :-).

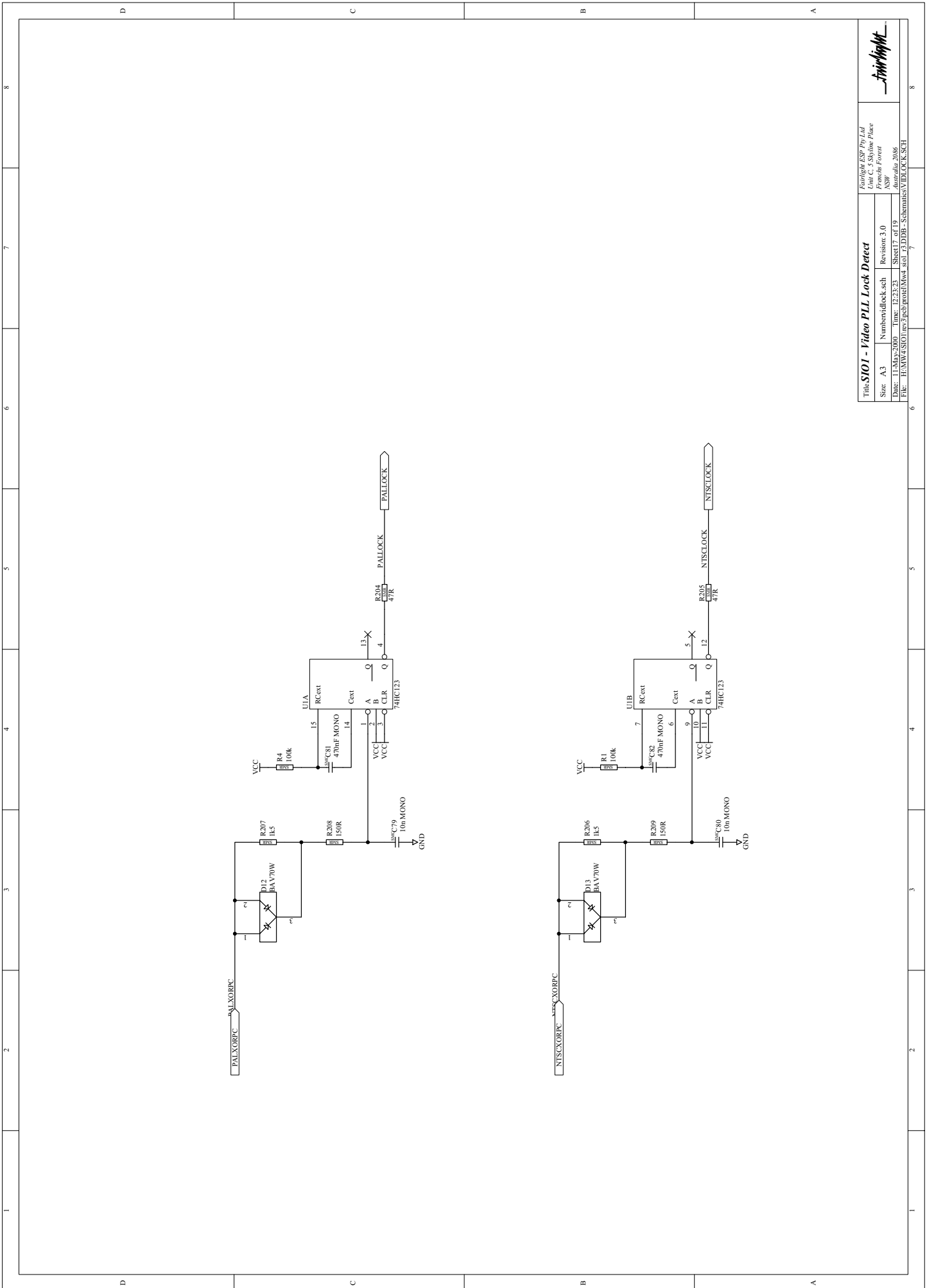
Title: S101 - Edge Connector and Bus Interface		Part: High ESP Pty Ltd	
Date: 11-May-2000		Author: John Forrest	
Revision: 3.0		NSW	
Sheet 18 of 19		Australia 2086	
File: F:\MVA\S101\p3\jph\proj\Mod_s101_r3.DDB - Schematics\CONNECT.SCH			



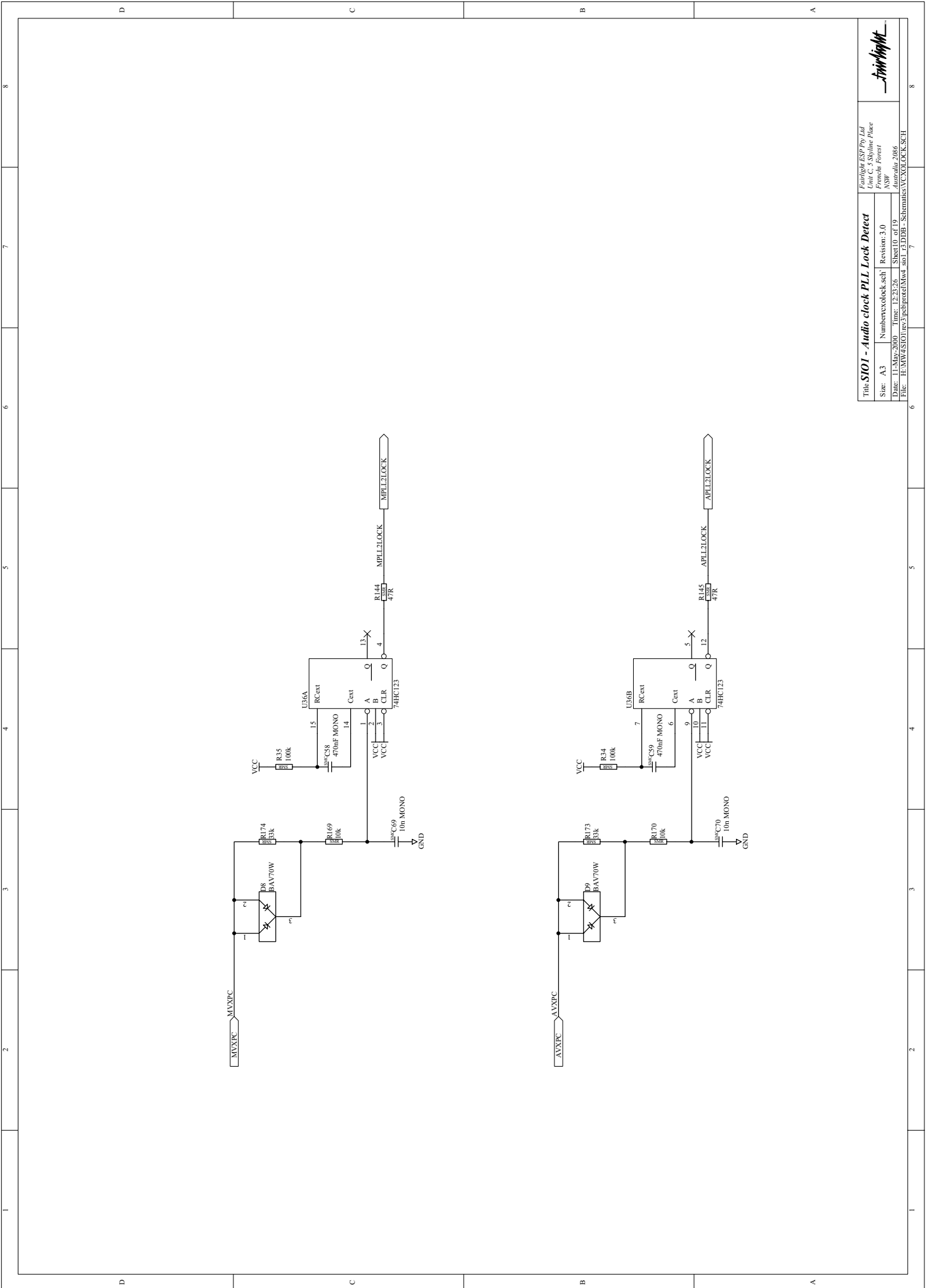
ST101 - Main Synch, Xilinx

Fairlight ESW Pty Ltd
Unit C, 3 Skylene Place
Frenchs Forest
NSW
Australia 2086

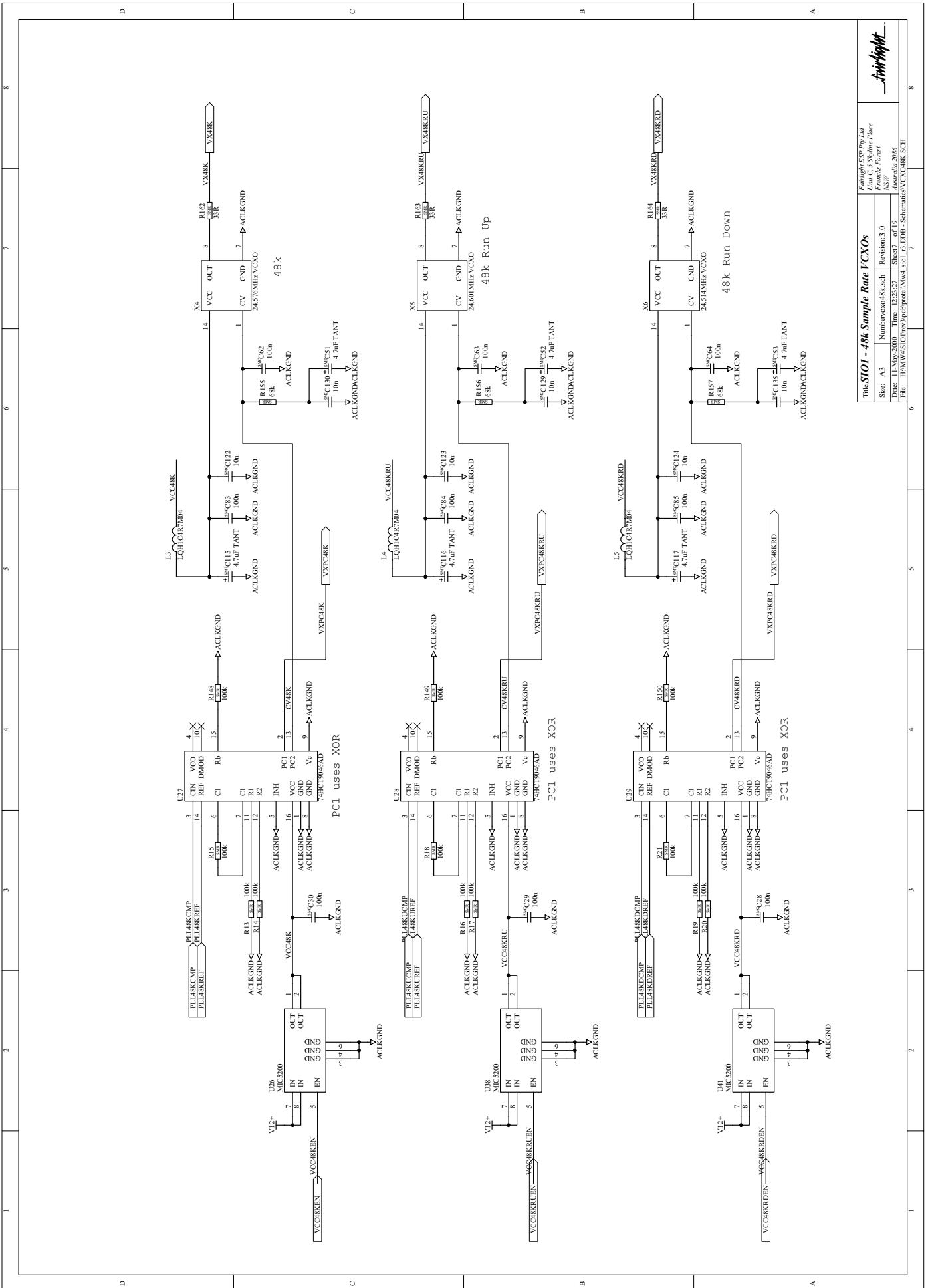
Size: A3 Numbersys.sch Revision: 3.0
Date: 11-May-2000 Draw: 13-21-22 Sheet 16 of 19
File: H:\MVA\SSO1\rev3\pinout\st101.clddb - Schmat\sys\sysnc.sch



Title: S101 - Video PLL Lock Detect			
Size: A3	Number: d1dock.sch	Revision: 3.0	File: E:\WORK\SI01\mp3\pcb\proj\SI01\SI01-3-Schematics\VIDLOCK.SCH
Date: 11-Mar-2000	Time: 12:23:23	Sheet 17 of 19	
Project: E:\WORK\SI01\mp3\pcb\proj\SI01\SI01-3-Schematics\VIDLOCK.SCH			
Author: [Signature]			

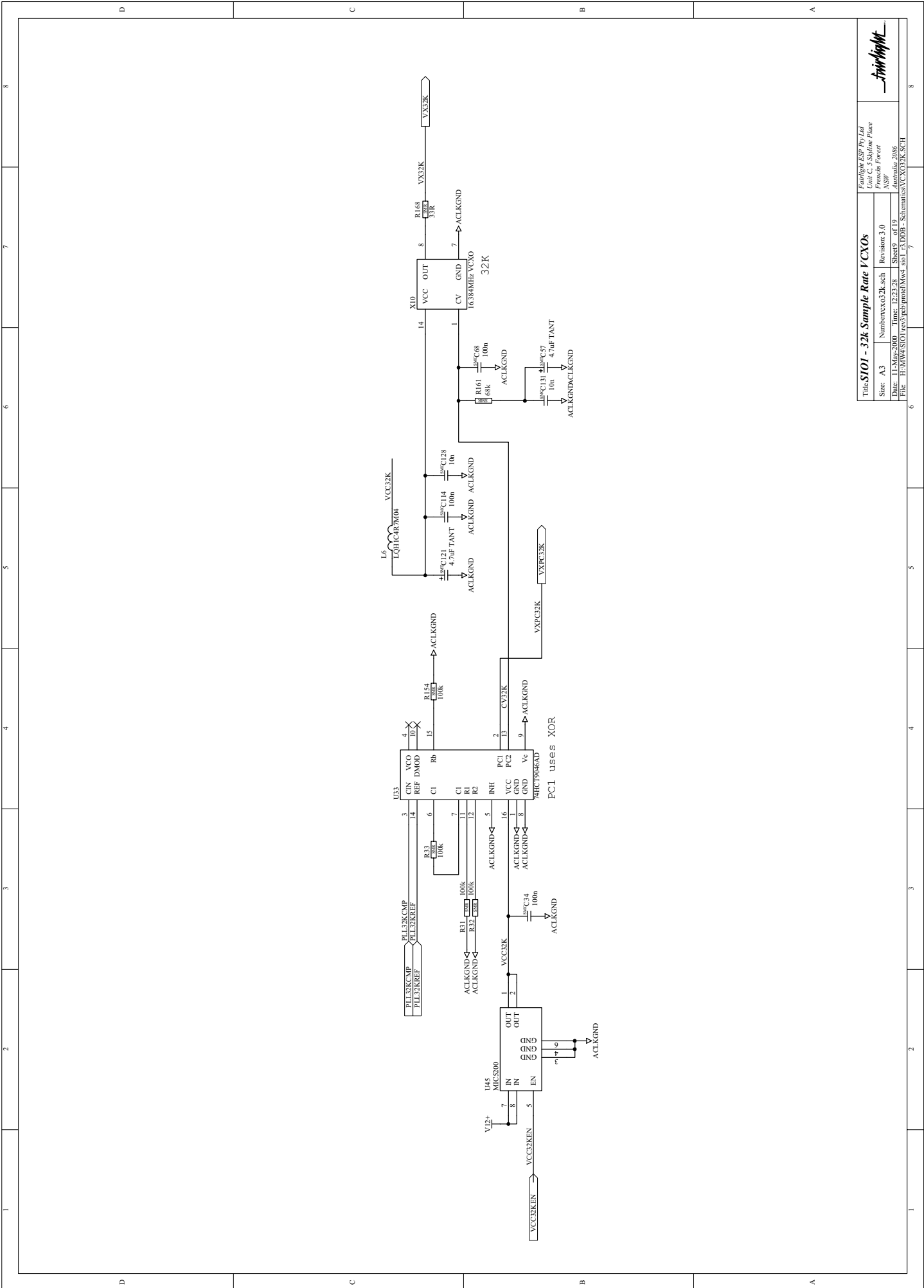


Title: SI01 - Audio clock PLL Lock Detect		Fairlight DSP Pty Ltd Unit C, 5 Skyline Place Frenchs Forest NSW Australia 2086	
Size: A3	Number: xclock_sch1	Revision: 3.0	
Date: 11-Mar-2010	Drawn: DZB/SC	Checked: C/LD	
File: H:\SW\ASIO\hw3\Reshaped\Mw4_s01_13.DDB - Sch\muxclock_sch1			

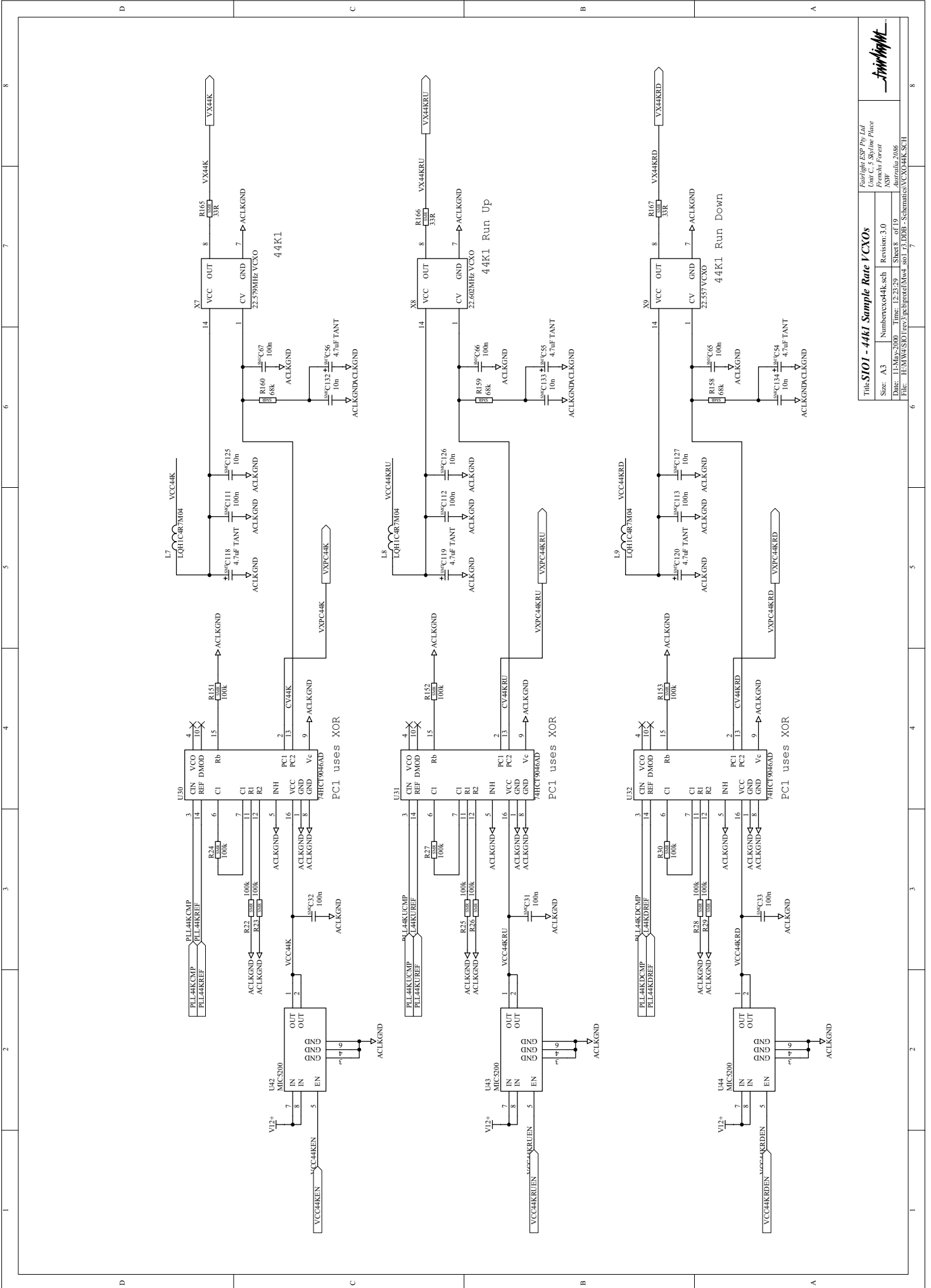


Title: ST01 - 48k Sample Rate VCXOs	
Size: A3	Number: cov-48k_sch
Date: 11/23/2010	Time: 12:23:27
File: F:\HW\ST01\cov-48k\st01.sch	Sheet: 1 of 1
Fairlight ESP Pty Ltd Unit G, 5 Skidmore Place Frenchs Forest NSW Australia 1586	

Fairlight



Title: ST01 - 32K Sample Rate VCXOs		Fountain ESP Pty Ltd	
Size: A3		Unit C, 5 Skelton Place	
Number: vx032k_sch		French Forest	
Revision: 3.0		NSW	
Date: 11-May-2011		Drawing No: 66	
Time: 12:23:38		Sheet 9 of 19	
File: F:\HW\ST01\ESP-PCB\panel\HW_esp_032k\VCXOs_SCH1		7	



Title: S101 - 44K1 Sample Rate VCOs			
Size: A3	Number: vco44k.sch	Revision: 3.0	Author: [Signature]
Date: 11-Mar-2000	Time: 12:23:29	Sheet 8 of 19	Drawn: [Signature]
File: E:\MVA\S101rev3\plh\proj\1\Most_sch\1_3\DBB - Schematics\VCO44K.SCH			

9MW4SIO2 - AUXILIARY SYNC I/O CARD

TERMINOLOGY

SIO2	MW4-SIO2 sync IO 2 card
PXY	MW4-PXY dual processor card
ECN	Engineering Change Note
IOC1	MW4-IOC1 connector board contains all IO connectors and plugs into PXY.

Signal names are in *italics*.

Signal names postfixed with *n* are active low.

1. INTRODUCTION

The SIO2 card provides the optional synchronisation features for MW4. SIO2 provides a MIDI interface, a second Sony 9 pin master interface and a Sony 9 pin slave (remote) interface.

2. FUNCTIONAL DESCRIPTION

2.1 EDGE CONNECTOR (SHEET 2)

The edge connector CN1 slots into the PXY card to connect to the IO bus. The power supply is filtered by C2 (10n), L1 (BLM41P600S), C3 (47u) and C1. The inductor L1 straddles the connector to the power plane to suppress any power noise entering or exiting the card. To further reduce EMI and match loading on the PXY IO bus, all signals to the card have 10 Ohm series resistors.

All cards in MW4 have PCB revision and modification level detection via JTAG. U1 has pins 2,3,4,5 hard wired on the PCB to indicate the PCB design revision. SW1 is set to the modification revision number. As modifications are done to the SIO2 card as per ECNs, SW1 should be changed to reflect the modification level. With all switches ON, the modification level is 0. Pins 19,20,21,22 define the card ID (4 for SIO) to allow auto card detection when the system starts.

As the JTAG chain in the system can be quite long, U2 buffers all JTAG signals. U3 and U4 buffer signals to the card to reduce loading on the PXY IO bus. All buffers have internal 25 Ohm resistors which reduce the EMI effects of signal transitions.

2.2 CONTROL (SHEET 5)

The Xilinx CPLD at U19 provides the decoding for the SIO2 card.

When *SIO2CSn* is asserted by PXY, U19 uses *A[8..15]* to decode whether the access is to the MIDI serial port (*MIDICSn* asserted) or the Sony 9 pin ports (*NPCSn* asserted). For any access to SIO2, the *SIO2ENn* signal is asserted to enable the data buffer at U4 on sheet 2.

The devices indicate transfer completion by asserting *MIDIDTACKn* (for MIDI accesses) or *NPDTACKn* (for Sony 9 pin accesses). This in turn asserts *SIO2RDYn* back to PXY.

U19 also has an internal register which reports the cable connected status bits: *MIDIINPRn* (MIDI IN cable present), *BPR* (Sony 9 pin B master cable connected), *RPR* (Sony 9 pin remote cable connected).

The register offsets (based at SIO2):

0000-000F MIDI duart

0100-010F Nine pin duart

0400 read-back control register

bit value

0..7 spare

0500 read presence bits

bit value

0 *MIDIINPR* MIDI IN cable present

1 *BPR* 9pin B cable present

2 *RPR* 9pin remote cable present

3..7 0

0700 revision of CONTROL CPLD

2.3 MIDI INTERFACE (SHEET 3)

X1,C4,C5 provide 4MHz to drive the internals of the U5 (68681) serial interface for MIDI transmission. MIDI operates as 8 bits 1 stop bit no parity at 31250 baud. To setup the baud rate the following register settings should be used:

$$\text{CTUR} = 00_{16}$$

$$\text{CTLR} = 04_{16}$$

$$\text{ACR}[6:4] = 110_2$$

$$\text{CSRA} = \text{DD}_{16}$$

$$\text{CSRB} = \text{DD}_{16}$$

MIDI OUT is generated by buffering through U11 inverter and converted to a 5mA current source using U8,R67,R68.

MIDI IN is optically isolated by U7 and protected by D1 and R66. The MIDI IN cable presence detection is provided by U10,R17,R18 by detecting *MIDIN_p* at +5V (as *MIDIN_p* would be connect via a 220R resistor to +5V like *MIDOUT_p*).

The MIDI IN is rebuffed by U12, R16, U9, R69, R70 like MIDI OUT.

2.4 SONY 9 PIN B AND REMOTE (SHEET 4)

X2,C6,C7 provide 3.6864MHz to drive the internals of the U5 (68681) serial interface for MIDI transmission. MIDI operates as 8 bits 1 stop bit no parity at 38400 baud.

Serial data to RS422 level for Sony 9 pin by U15,U16,U18 (ADM483E). Note that the Sony 9 pin Remote ports shares the transmit line from the B master port. Only one of Sony B or Remote can be used.

To detect the presence of the Sony 9 pin cables, the *BRX_n* (for Sony 9 pin B) and/or *RRX_n* (for Sony 9 pin Remote) are checked for being low.

SIO2 DEBUGGING

INTRODUCTION

The aim of this document is to accumulate information to help people debug SIO2s. Please edit and add information to this file - it will make your job easier. If you don't know how to edit the file, ask Chris Alfred. Also remember to update the 'Document Revision' above when you do any changes.

EQUIPMENT

Digital Multimeter
Digital CRO
ATX power supply
Xilinx JTAG cable (Parallel Cable III, Model:DLC5)
Xilinx JTAG software

PC with serial port program, 2 serial ports and 1 x serial cables (connects to J11 on PXY).

PXY (working) connected to harddisk and with IOC1.

Loopback connectors for IOC1.

Serial cable

DB9 female 10 way IDC

2	5
3	3
5	9

IOC1 Loopback connectors

SONY B,R 9 pin D female

Connect pin 8 to 2.
Connect pin 7 to 3.

MIDI 9 pin D male

Connect pin 2 to 3.
Connect pin 6 to 8.

Programming Files

Contained in zip file 'prog.zip'.

JTAG Connections (on PXY)

Using JP7 for whole chain (uses JP16 for power, JP17 1-2shorted, JP8 shorted)

JP7	3	TDI	JP16	1	Vcc
	5	TDO		2	GND
	7	TMS			
	9	TCK			

1. INITIAL DEBUGGING SEQUENCE

1. Do all modifications and check.
2. DONT apply power, check none of the power is shorted (+12v, - 12V, Vcc, GND). There should be about 190R between Vcc and GND (without power supply connected); and 1k between 3.3V and GND.
3. Check all power supply voltages at PXY PW1 (voltages are marked on PCB).
4. Check for 40.21MHz at edge connector pin B59.

5. Program CPLDs

Jumper PXY JP8
Jumper JP17 1-2
Connect JTAG cable to JP7 and JP16 (see JTAG Connections)

Remove any PCI cards from the PXY.

Start the PXY. When the LEDs light, place a jumper on J5 to hold it in reset.

Run jtagpgmr.exe
File:Initialise should show 12 devices
Load pxy_sio2.cdf and program all devices

6. Remove PXY jumper JP8
Remove PXY jumper J5.

Connect test loopback connectors onto IOC1 card
(P4 SONYA, P5 SONYB,

7. Boot the PXY from disk.

8. Run SIO2 diagnostics.
Type:sio2 -d

On success you should see:

```
control cpld registers
revision ..... 1
control ..... PASS
status ..... 07
midi duart
ivr ..... PASS
```

```
9pin B/R duart
ivr ..... PASS
duarts loopback
TX: B/R MIDI RX: B R MIDI (press any key to exit)
-----
nn pass pass pass pass pass
```

nn will be a counting hex number.

3. COMMON FAULTS AND SOLUTIONS

The most common faults are:

1. Modification errors
2. Hand soldering errors
3. Missing or wrong components
4. Faulty crystals

Power supply

If the impedance between Vcc and GND is low (say 10R), then there is probably an output pin shorted to Vcc (i.e. you are measuring the FET output on impedance).

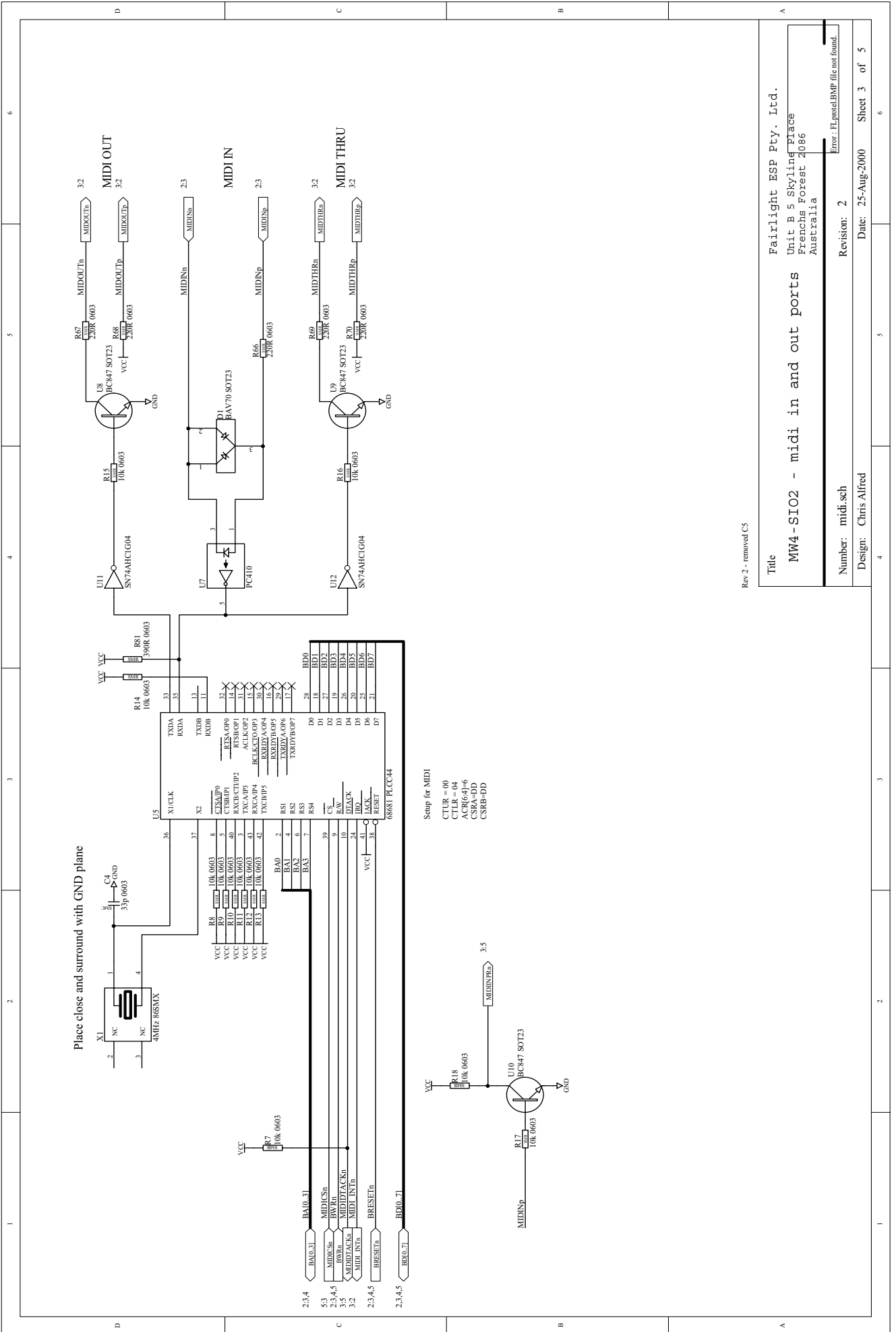
JTAG chain

If devices are not initialised/programmed

- check TCK clocking
- check TMS pulses
- check chain link

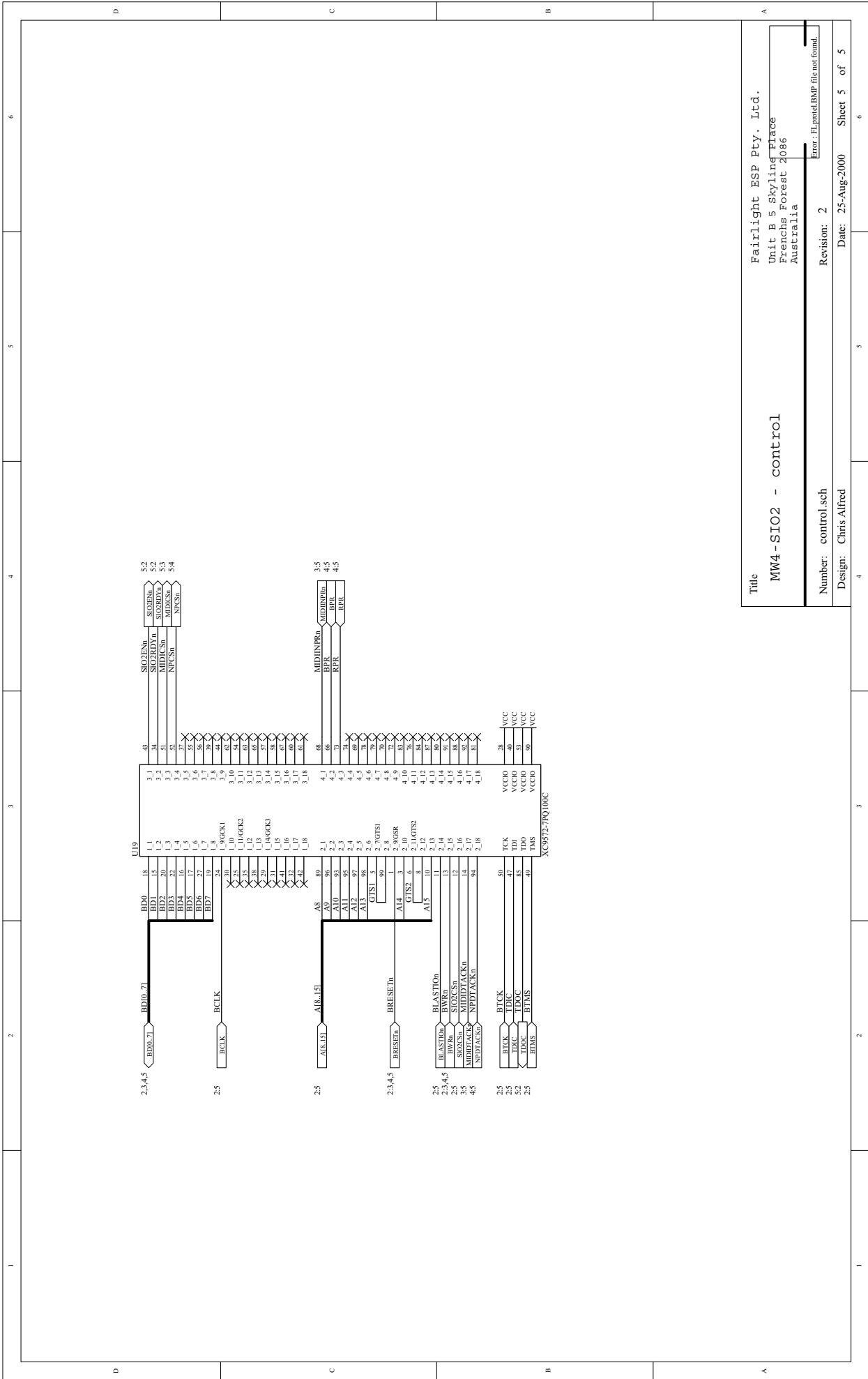
JTAG chain)

- check that end of chain is pulled-up



Rev 2 - removed CS

Title		Fairlight ESP Pty. Ltd.	
MW4-SIO2 - midi in and out ports		Unit B 5 Skyring Place Frenchs Forest 2086 Australia	
Number:	midi.sch	Revision:	2
Designer:	Chris Alfred	Date:	25-Aug-2000
		Error: FLmodel.BMP file not found.	
		Sheet 3	of 5



9MW4CG5 - HIGH SPEED GRAPHICS CARD

TERMINOLOGY

SRAM	Static RAM
VRAM	Static RAM used for video data
PRAM	Static RAM used for palette data
PXY	PXY Dual Processor Board
CG5	MW4-CG5 Graphics Card
HSSL	High Speed Serial Link for FAME console
OS	Operating System (OS9 for 68xxx)
FPGA	Field Programmable Gate Array (volatile)
CPLD	Complex Programmable Logic Device (non-volatile)
FIFO	First In First Out

1. INTRODUCTION

The CG5 graphics card was designed specifically to operate with the PXY dual processor board but also to initially be software compatible with the ESP-CG4 graphics card. Later, new Xilinx programs will be designed to increase the screen resolution from the 512 by 512 pixels of CG3 and CG4 to a new resolution of 1024 by 768 pixels and to increase the number of colour planes from 8 to 11. The document below will refer to 11 colour planes and an 88 bit video data bus even if only 8 planes (64 bit bus) will be used initially.

Included on the CG5 PCB is a HSSL for interfacing with the FAME mixing console. The use of programmable devices in the design allows the CG5 to be 99% software compatible with CG4 initially but also allows later modifications to the existing hardware by changing the configuration data loaded into the two Xilinx devices.

2. INSTALLATION

The PXY board has two slots which will accommodate the CG5. These two connectors are marked on the PXY as S3 and S4. Slot S3 should be used in preference to slot S4 which is reserved for later use.

3. General overview

The CG5 receives two clock signals from the PXY. The first is the 40MHz CPU clock, which is used for bus interface and SRAM timing as well as for the HSSL. A second 14.318MHz clock is used to generate the video clocks by use of a phase locked loop (PLL) based clock generator chip.

The rest of the CG5 can be considered as six main functional blocks. The first block (main controller) performs address decoding and handshaking with the processors on PXY. The address control logic block multiplexes addresses from the PXY CPUs with internally generated video address lines to enable addressing of both the VRAM and PRAM as well as generating all video timing signals. The data multiplexer multiplexes the 8 bit CG5 private data bus onto the 88 bit VRAM address bus and combines the 11 video plane data streams to generate an 11 bits per pixel video data bus which feeds the video output block via a high speed synchronous FIFO. The FIFO feeds the 11 bit per pixel video bus through the palette SRAMs to generate a 15 bit TTL colour signal. The last two blocks contain the video SRAM and the HSSL interface.

4. THEORY OF OPERATION (GRAPHICS)

The CG5 is a highly specialised video graphics engine with a number of features to allow certain types of images to be displayed more efficiently than would be possible on a generic PC type graphics card. In particular CG5 has dedicated hardware to efficiently generate horizontal, vertical and 45 degree angle lines from software as well as allowing horizontal scrolling areas within static areas. These features are used extensively within the Fairlight disk recorder application.

Most of the complicated logic required to implement the CG5 is contained within two high density FPGA devices; the address control Xilinx (ADDX) and the data multiplexer Xilinx (DATA). These devices store their configuration data internal to the device using SRAM which must be reloaded after each power up via the CONTROL Xilinx (U21). This operation is performed automatically by the CPU during the OS booting sequence, with the configuration file stored on the Flash ROMs of the PXY or on the machine's hard drive. It is therefore possible to change the operation of the CG5 by changing these configuration files.

During operation, the image on the screen is stored in VRAM. The two FPGAs then read the data out of the VRAM and display it line by line on the screen. In order to change the screen image, the CPUs on the PXY must be allowed to change the data held in the VRAM without interrupting the generation of the screen image. On CG4, video generation (ie the video dot clock) was locked to the speed of the CPU clock (33MHz) which made interleaving of video and CPU access to the VRAM relatively simple.

CG5 however was specified to generate a picture of 1024 by 768 pixels with a refresh rate of 75Hz and thus required special circuitry not present on CG4. This circuitry consists of a programmable clock generator (U20) and a high speed FIFO (U11). The clock generator generates 2 clock signals from the 14.318MHz reference clock. The first clock is the video dot clock which will be set at about 32MHz for 512 by 512 pixel mode or 75-80MHz for 1024 by 768 pixel mode. The second clock frequency is in the 95-98MHz range and is used by the video generation circuitry. During video generation, data is read out of the VRAM using the 40MHz CPU clock but is serialised and loaded into the high speed FIFO on the 95-98MHz FIFO clock. The serialised data is read out of the FIFO using the video dot clock. This scheme allows interleaving of CPU and video access to the video RAM.

The VRAMs are arranged as eleven separate planes (only eight are used in CG4 compatibility mode), five of which have horizontal scrolling capabilities (two in CG4 mode). Ignoring the horizontal scrolling capabilities for the moment, the first pixel on the top line is generated by taking the least significant bit of the byte at address zero of each of the eleven VRAMs and forming an eleven bit wide signal. This signal is fed into the FIFO which feeds the low eleven address lines of the PRAMs; the higher address lines act as palette attribute bits (ie odd line, odd dot, flashing etc), generating at the data output of the PRAMs a value which when fed

through a digital to analog converter produces an analog RGB value for that particular pixel.

The second pixel on the top line is generated using a similar procedure on the second least significant bit of the zeroth byte and so on. The first line of 1025 pixels is therefore generated using the first 128 bytes of the VRAMs, while the second line of pixels is generated using the second 128 bytes etc.

Five of the eleven planes (only two are used in CG4 compatibility mode) are used when horizontal scrolling is required. Scrolling areas within static areas are produced by writing separate data to the scrolling and non-scrolling planes and manipulating the value of the scroll register. For a 1024 by 768 pixel screen, the scroll register can hold a value between zero and 1023, specifying the pixel offset between the static and scrolling data. Video data which one might think would be scrolled off the right hand side of the screen is in fact wrapped around to the left hand side of the screen on the same line. Video data on any line of a scrolling plane should therefore be considered more as a loop of pixels than a line.

Hardware assisted line drawing is performed by use of a screen pixel position register/counter on the CG5. Whenever the CPU directly accesses VRAM, the VRAM address is loaded into the screen position register/counter. By then accessing a special memory area outside the VRAM address map, the pixel at the currently stored location can be accessed, with the current location being modified after the access to move the current location up/down or left/right ready for the next access. The X, Y pixel location is also stored a specific location in the CG5 memory map allowing it to be read from or written to.

The PRAMs perform a mapping from the video data to a particular colour on the screen (specified by the data values stored in the VRAMs). Software which wishes to display particular images on the screen therefore writes data to specific planes of the VRAMs depending upon which colour is to be displayed and the address specifies the location on the screen which is affected. The PRAMs are arranged as two banks of two 128k by 8 bit SRAMs with each bank producing a 15 bit wide signal which is fed into the digital to analog converters. Two banks of SRAM are required to allow adjacent pixels to be created using different banks and hence slowing down access to the PRAM to an acceptable rate.

5. DETAILED DESCRIPTION

5.1 PXY EDGE CONNECTOR

(see connect.sch)

This schematic contains the PCI style connector (the pinout is NOT the standard PCI pinout), the address and data bus buffers (U29, U30), the JTAG download port buffer and the JTAG card identifier chip (U26). The JTAG identifier chip allows the CPU on PXY to identify the card and revision number of the CG5. The DIP switch SW1 allows setting of modification level. Most signals entering or leaving the CG5 have a 10 ohm series termination resistor.

5.2 CLOCK GENERATORS

(see clock.sch)

The 40MHz PXY clock is buffered by U3 with a separate buffer output to drive each of the FPGAs and CPLDs. The video and FIFO clocks are generated from the 14.318MHz clock supplied by the PXY by use of the programmable clock generator at U20. This clock generator

chip is programmed from the CONTROL CPLD (U21) using a two pin serial protocol.

5.3 CONTROL XILINX (CPLD)

(see control.sch)

The control Xilinx (CONTROL, U21) is a non-volatile CPLD which performs address decoding as well as generating handshaking signals for communicating with the PXY, control logic to drive the address/data buffers and programming interfaces for the programmable clock generator (U20) and the SRAM based FPGAs.

When doing address decoding, the CONTROL Xilinx splits the CG5 address space into the following address areas ; CONTROL Xilinx register area, the ADDX register area (AXREG signal is asserted low), DATAX register area (DXREG asserted low), VRAM access (VRAMACC asserted low) and VRAM auto-increment access (AIACC asserted low).

5.4 ADDRESS CONTROL XILINX

(see addx.sch)

The address Xilinx (ADDX, U22) multiplexes the CPU address bus with its own internally generated addresses (used for video generation) onto video RAMs. In the process it carries out the following four main functions:

- 1) Perform address decoding; to allow the CPU access to VRAM and control registers internal to ADDX and to generate appropriate read/write signals for the VRAMs and PRAMs.
- 2) To synchronise with the data multiplexer Xilinx U12 (DATAX) (datax.sch), generate the video synchronisation signals (VSYNC, HSYNC, BLANK) and generate addresses for stepping through VRAM while generating the video output data.
- 3) To allow CPU access to the VRAM when it is not being used for video generation.
- 4) To disable video generation (PALEn driven LOW) and allow CPU access to the PRAMs.

Input addresses are supplied to ADDX via a 19 bit address bus BA[0..18]. These address signals are multiplexed inside ADDX with internally generated video access addresses to provide the VRAM address signals XA[0..16], so that during CPU accesses BA[0..16] are fed directly to XA[0..16] whilst during video generation accesses, internally generated addresses drive XA[0..16]. In addition scrolling address lines XSA[0..6] are generated by adding (ignoring any carry which may be generated) the value of a horizontal scroll register (internal to ADDX) to XA[0..6] to produce the scrolling address lines XSA[0..6].

During CPU access to VRAM, ADDX generates the handshaking signal required by the DATAX Xilinx (PALEn, BYTEMODE, BITMASK, VDATATS, BS[0..2] and HS[0..2]) and the appropriate output enable and write signals for the VRAMs (RAMOEn and RAMWRn). In addition to controls for the bus switches (PALOEn and PALEn), individual output enables (PENn[0..3]) and write (PWRn[0..3]) signals are generated for accessing the PRAMs.

Control registers internal to ADDX may be accessed from software via the 8 bit data bus PD[0..7]. The address of these internal registers may change when the configuration file for ADDX is changed to modify existing features or add new features.

ADDX also generates a number of clock signals from its DOTCLK input. VDOTCLK and FDOTCLK are the same frequency as DOTCLK and are used to drive the video generator CPLD (VIDEO, U13) and the high speed synchronous FIFO read operation (see next section). Using separate output clock signals allows more control over clock phase (inverted or not inverted) as well as improving signal integrity by restricting each clock signal to one source and one destination. Other clock signals of this type are PALCLKA and PALCLKB which are anti-phase versions of a clock running at half the frequency of VDOTCLK.

Other signals of interest are the bit select lines BS[0..2] and BYTEMODE which are generated by ADDX for CPU access to the VRAMs. When BYTEMODE is HIGH VRAM is accessed in bytes of eight contiguous pixels while when it is LOW a single pixel within the byte (ie eight consecutive pixels) is accessed depending on the value of the three bit select lines.

5.5 DATA MULTIPLEXER AND HIGH SPEED FIFO

(see datax.sch)

The data multiplexer Xilinx (DATAx, U12) sits between the 8 bit CG5 data bus PD[0..7] and the 88 bit graphics data bus which is arranged as eleven groups of 8 bits: DA[0..7], DB[0..7], DC[0..7], DD[0..7], DE[0..7], DF[0..7], DV[0..7], DW[0..7], DX[0..7], DY[0..7] and DZ[0..7]. DATAx contains an internal set of registers which drive the VRAM enable signals PDA[0..10], specifying which VRAM planes are accessed during a CPU read or write.

For a CPU byte write operation, the data arrives at the 8 bit data port PD[0..7], is manipulated internally depending on the value of internal registers and is then placed on the eleven 8 bit data buses Dx[0..7]. For byte read operations data arrives via the eleven 8 bit data buses is combined internally to DATAx to generate an 8 bit output which is driven onto PD[0..8]. When writing to a particular bit within a byte (BYTEMODE is LOW), DATAx must first read the full byte from the eleven 8 bit buses, modify the correct bit internally and then write the modified data back onto the eleven 8 bit buses.

During video generation data is read from the VRAMs via the eleven 8 bit data buses (all of the planes are enabled) and loaded into a set of internal shift registers. The 88 bits read in this operation contains the data from all eleven planes for the display of eight consecutive pixels. The data values for the eight consecutive pixels are then clocked out of DATAx to the high speed synchronous FIFO U11 via the FD[0..11] over the following eight cycles of the 95-98MHz FIFO write clock FIFOWCLK. During this time, DATAx asserts the FIFO write signal FIFOWRn. Data is clocked out of the high speed FIFO on the slower 32-80MHz FDOTCLK whenever ADDX asserts the FIFO read enable signal FIFOREn. The FIFO status signals (FIFOHF_n, FIFOEM_n FIFOFL_n, FIFOAEn and FIFOAf_n) are fed back to ADDX which controls the whole process.

5.6 VIDEO RAM

(see vram.sch)

The eleven SRAMs which make up the VRAM bank are 128kbyte by 8 bit devices. This size allows screen image of up to 1024 by 1024 pixels but to make CG5 comply with SVGA video monitor standards a screen image of 1024 by 768 pixels will be used.

The VRAM chips share common output enable and write signals, RAMOEn and RAMWRn. Address lines generated by ADDX (XA[0..16] and XSA[0..6]) specify VRAM addresses, with only the VRAMs associated with the scrolling planes being connected to the scrolling address lines XSA[0..6].

Each VRAM chip has its own enable signal, one of the PDA[0..10] lines, which allow individual VRAMs to be accessed even though they share common output enable and write signals. In addition, each VRAM has its own data bus which connects only to DATA; one of the buses DA[0..7], DB[0..7], DC[0..7], DD[0..7], DE[0..7], DF[0..7], DV[0..7], DW[0..7], DX[0..7], DY[0..7] and DZ[0..7].

5.7 PALETTE

(see palette.sch)

The video palette consists for two palette RAMs U1 and U2, and the associated chips on this schematic. During video generation (PALENN is high and PALMOD is low) the serialised video data is fed into the D inputs of U10 where it is latched. The outputs of the latch at U10 is fed into the address lines of the two palette RAMs U1 and U2 and the data coming out of the PRAM data lines VDA[0..15] is the colour data which is eventually fed into the three D-A converters to produce analogue signals for red, green and blue.

To change the colour values, video generation must be turned off (indicated by PALENN being low and PALMOD being high) which allows the address and data bus to be accessed from the PXY CPU via U8 and U9 respectively. The sixteen bit wide palette data bus is read from and written to with separate 8 bit accesses controlled by the enable signals PENn[0..1] and the palette write signals PWRn[0..1].

5.8 VIDEO GENERATION

(see video.sch)

During video generation, the data from the PRAMs is fed into the VIDEO CPLD at U13 and then into the D-A which is built around the diodes, resistors and transistors on the right hand side of this schematic. The horizontal and vertical synch signal are buffered by the drivers constructed out of Q4, Q5, Q6 and Q7.

5.9 HIGH SPEED SERIAL LINK (HSSL) INTERFACE

(see hssl.sch)

The HSSL interface is a 1Mbit bi-directional full-duplex serial link with hardware handshaking designed specifically to interface with the Amek console used in FAME systems. All signals are transmitted over the HSSL cable in differential mode using a driver on the IOC board. The HSSL cable carries data, clock and write signals as well as a receiver FIFO full signal, which is used in the transmitter control logic to hold off or halt transmission until there is room in the receiver's FIFO for another byte of data.

All of the HSSL control and CPU interfacing hardware is located in a HSSL CPLD (U24). Any CPU write to or read from the HSSL begins a HSSL specific transfer start signal, HSSLCSn, being generated on the PXY. When the read or write operation is finished, the CPLD send the signal HSSLRDYn back to the PXY. The internals of HSSL includes a read only status register and a read/write control register.

To transmit a character on the HSSL, the CPU must first check the status register inside HSSL CPLD, to ensure that the transmitter FIFO's (U23) FIFO full flag is not asserted. If everything is OK, it may write a byte to the transmitter, with the 8 data bits being transferred from the CPU

via the 8 least significant bits of the CPU data bus and the write signal for the FIFO being generating by HSSL CPLD. Whenever the transmit FIFO is not empty and the other end's receiver is not full (ie RCVFFn is HIGH), the CPLD will load a byte from the transmit FIFO into an internal shift register and shift the data out serially (at 1/16th of the 20mhz clock) driving the data and clock signals XMTDAT and XMTCLKn. At the end of the byte transfer the CPLD asserts the serial write signal XMTWRn.

Serial data is received from the differential receivers on the IOC board which drives the signals RCVDAT, RCVCLKn and RCVWRn. RCVCLKn shifts the serial data RCVDAT into a shift register inside the CPLD with a parallel output RD[0..7]. At the end of eight bits of data, the full transferred data byte exists on RD[0..7] and signal RCVWRn from the transmitter writes the byte into the receiver FIFO U28.

If there is data in the receive FIFO, a bit of the status register in HSSL CPLD is set and optionally an interrupt (HRXINTn) can be generated. When the CPU reads data from the receive FIFO, the CPLD generates the FIFO read signal *MRRD and the data is transferred over the least significant 8 bits of the CPU data bus D[0..31].

6. PROGRAMMING THE XILINX CPLD DEVICES

*** This section still not complete ***

Both Lattice devices may be programmed by connecting a special download cable from a PC to JP8 of the PXY, while the CG5 is attached to the PXY and power is ON. See [3].

7. TESTING AND DIAGNOSTICS

*** This section is still not complete ***

Two OS-9 programs have been written to test the operation (CG5TEST) and diagnose faults (CG5DIAG) in the CG5. Both programs must be run with DIP switch #2 of the PXY ON and a PC connected to the serial port JP1 of the PXY so that all I/O can be viewed on the screen of the PC while testing is being carried out. In addition, when running CG5DIAG, DIP switch #3 must also be on to disable the 68040's Memory Management Unit.

Additional References

- [1] Chris Alfred, Motorola MC68040 operation, Fairlight ESP.
- [2] Motorola, MC68040 32 bit Microprocessor User's Manual.
- [3] Chris Alfred, ESP-PXY Waveform Executive Functional Description, Fairlight ESP.
- [4] Lattice Semiconductor, Lattice Data Book 1994.
- [5] Xilinx, The Programmable Logic Data Book 1994.
- [6] Fairlight ESP, CDIAG v3.0.

9MW4QDC - QDC DIGITAL CHANNEL CARD

1. GENERAL DESCRIPTION

The PCB assembly MW4-QDC is the DSP engine of the QDC Technology architecture. As such it is the successor to ESP-DCC and performs a similar function in the MFX 48, Prodigy 2 and FAME 2 systems. It is designed to be largely compatible to ESP-DCC from a functional and software point of view, at the same time providing significantly increased capabilities for future expansion.

The name QDC "Quad Digital Channel" refers to the fact that MW4-QDC consists of four identical sections, each of which corresponds more or less to a single ESP-DCC. The name could also be interpreted as "Quad DSP Card", but this is not strictly correct since there may be up to 8 DSPs per card.

It is anticipated that depopulated QDC assemblies may be built with fewer than four sections and/or fewer than eight DSPs installed if this proves to be useful.

1.1 I/O CAPABILITIES

MW4-QDC has connectors for six I/O mezzanine cards, which plug onto and lay parallel to the main QDC PCB. These cards provide for analog and digital I/O. There are two positions available for each of three different I/O card types:

- AI-1, which provides 8 analog inputs
- AO-1, which provides 8 analog outputs
- AES-1, which provides 4 stereo digital (AES) inputs and 4 stereo digital (AES) outputs

Thus, in the normal fully loaded configuration each QDC plus I/O cards provides 16 analog ins, 16 analog outs, 8 stereo digital ins and 8 stereo digital outs.

The I/O connectors for the AES-1 and AO-1 cards are identical, which allows these cards to be interchanged as required. However use of a mezzanine card in the position normally reserved for the other will require special external I/O cabling to deal with the resulting changed pinout on the 50pin sub-D connectors.

Typically, one or both of the analog output cards (AO-1) will be replaced by digital I/O cards (AES-1), increasing the digital I/O capability up to 16 stereo in + 16 stereo out.

The maximum possible I/O capability is achieved with four AES-1 cards (configuration C in table 1).

If the analog input card (AI-1) is also fitted in this configuration then there are total of 48 (mono) input channels, of which any 32 (with certain restrictions) can be used simultaneously.

config	Number of I/O Cards			Analog		Digital (mono/		Total I/O (mono)	
	AI-1	AO-1	AES-1	Inputs	Outputs	Inputs	Outputs	Inputs	Outputs
A	2	2	2	16	16	16/8	16/8	32	32
B	2	1	3	16	8	24/12	24/12	40/32	32
C	2	0	4	16	0	32/16	32/16	48/32	32
D	2	3	1	16	24	8/4	8/4	24	32
E	2	4	0	16	32	0	0	16	32

A: standard configuration
 B,C: additional digital I/O
 D,E: additional analog outputs

Table 1. QDC I/O Configurations

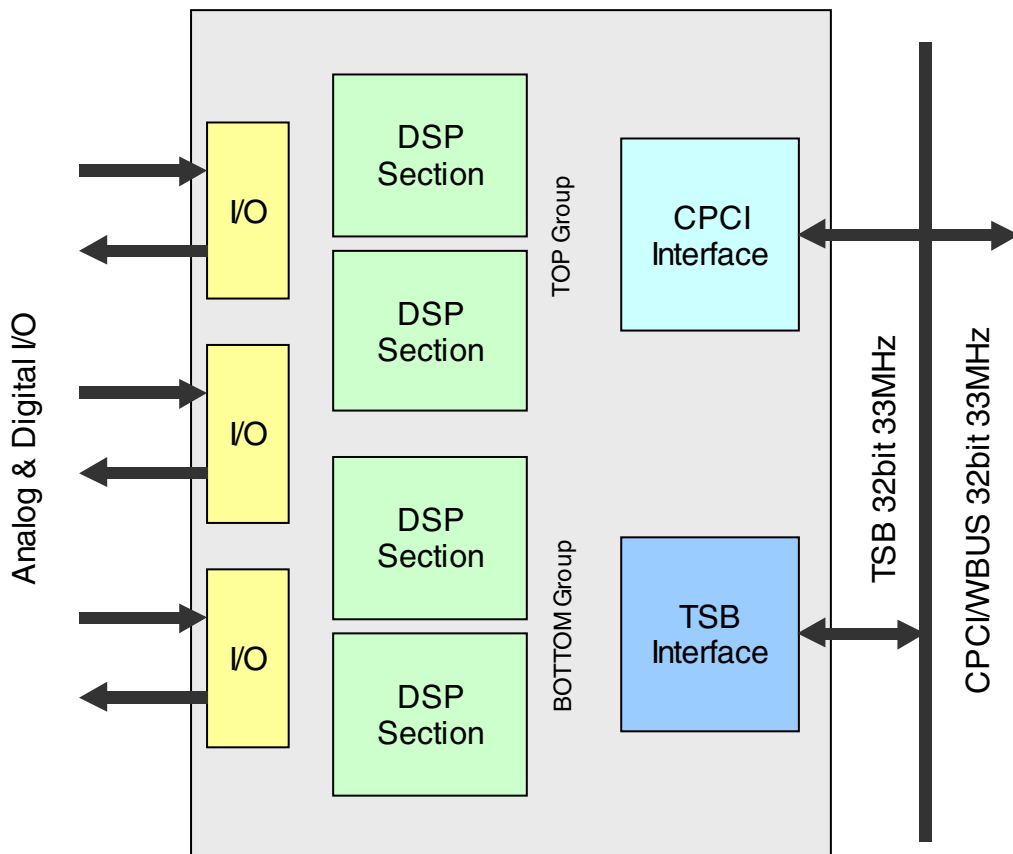


Fig. 1. QDC Basic Blocks

2. FUNCTIONAL DESCRIPTION

2.1 DSP GROUPS

The four identical DSP Sections can be viewed as two groups each consisting of two sections. The groups are referred to as the "top" and "bottom" groups for obvious reasons (see fig 2). Within each group the sections are referred to as the "left" and "right" sections. In a depopulated board the Top group must always be present and within a depopulated group the Left section must always be present.

Associated with each group is one I/O slot for each of the three I/O assemblies AI-1, AO-1 and AES-1. An input routing matrix is provided which maps the physical inputs to any of the DSP inputs within that group. Outputs have a fixed correspondence between physical outputs and DSP outputs (see figs. 3,4).

2.2 PCI INTERFACE

The Waveform Buss of the MFX3 system has been replaced by a PCI Buss using the industry standard Compact-PCI (CPCI) mechanical format. This is a 32bit synchronous buss running at a clock speed of [up to] 33MHz, providing a maximum throughput in burst mode of nearly 133MB/s.

The PCI interface on the QDC operates in slave only mode and supports zero wait state write bursts to DRAM and one wait state read bursts from DRAM. Accesses to the internal I/O buss (XBUS) incur more wait states and do not support burst mode.

2.3 TSB INTERFACE

For transmission of audio samples between QDCs and between the individual sections of a single QDC a separate buss referred to as the TSB (Time-Sliced-Buss) is provided. This is a 32 bit buss dedicated to a broadcast mode of operation whereby one device transmits data which is received simultaneously by all other devices on the buss. The external interface to the TSB uses a protocol which is electrically identical to the PCI buss and which has a transfer cycle time of 30ns (33MHz).

The TSB uses a TDM (time-division multiplexing) technique to provide multiple data channels within a sample period. At a sample rate of 48k approximately 680 channels are available.

2.4 DSP SECTION:

Each DSP section is an independent computational unit containing two Analog Devices 21061L SHARC DSPs running at 40MHz. The SHARC executes one instruction per clock cycle and can achieve a computational throughput of up to 120MFLOPs. Each DSP component has 1Mbit of high speed SRAM on-chip which is used for program and data storage.

The two DSPs share a common buss which is used to access a number of external subsystems within the DSP section:

- 3Mbit Static RAM for additional program and data storage
- 2Mbit Flash ROM which holds the initial program executed by the DSP on startup
- up to 64MB DRAM (Waveform RAM), dual-ported to CPCI buss
- TSB Interface supporting up to 1024 channels.

Each DSP has two serial inputs and two serial outputs, which provide for the transmission of audio data to and from the I/O cards. Each serial line carries a stereo pair of audio data.

2.5 XBUS

XBUS is an internal control buss which provides access to various functions such as:

- a) configuration of TSB controller
- b) configuration of audio I/O
- c) interrupt handling to/from DSP sections
- d) access to LED display for each DSP section
- e) buss access to I/O mezzanine cards

The XBUS has a data buss width of up to 10 bits; most peripherals will use the lower 8 bits as a byte-wide data path.

2.6 AUDIO I/O

External I/O is provided by three 50 pin sub-D connectors at the left side of the PCB. The top and bottom connectors are wired identically and each provide 8 analog inputs and 8 analog outputs. The middle connector provides 8 digital inputs and 8 digital outputs.

Each I/O mezzanine card is supported by two connectors at the left and right sides of the board. The left hand connectors are wired directly to the external I/O connectors, the right hand connectors carry sample clocks, serial data to the DSPs and the XBUS. Transmission of audio data between the I/O cards and DSPs uses the industry standard I2S format.

2.7 AUDIO CLOCKS

Sample synchronisation is derived from master sample clocks generated by PXY and transmitted over the backplane to QDC. There are two master sample clocks, referred to as MCLK (master) and ACLK (auxiliary), each of which consists of two signals, one running at the sample rate (F_s) and one at $256 \cdot F_s$:

master clock:	MCLKL	F_s
	MCLKH	$256 \cdot F_s$
aux. master clock:	ACLKL	F_s (alt)
	ACLKH	$256 \cdot F_s$ (alt)

The low speed clock (F_s) is also referred to as the word clock. A sample period begins with the rising edge of the master word clock.

The high speed clocks ($256 \cdot F_s$) are buffered and distributed to the I/O cards for use by converters and transceivers. For the serial transmission of audio data QDC generates a bit

clock at 64*Fs and a framing signal corresponding to the I2S serial format for use by the I/O cards and DSPs.

The master clock (MCLK) is used for all system timing and DSP sample synchronisation. ACLK is provided for special functions such as output sample rate conversion.

Provision is also made for a sample clock derived from an AES input to be transmitted back to PXY for use as a master clock reference.

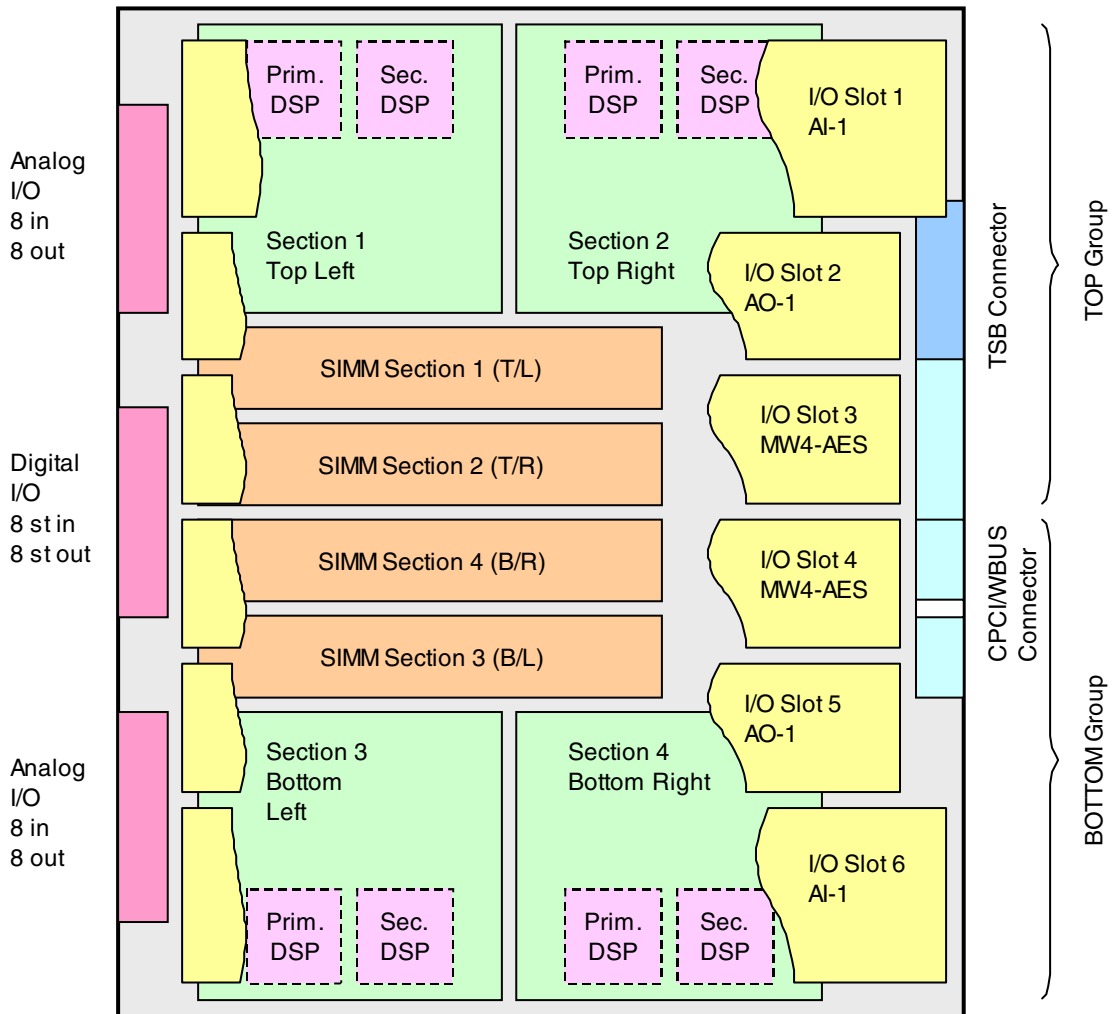


Fig. 2. QDC PCB Mechanical Layout / Functional Blocks (Top view)

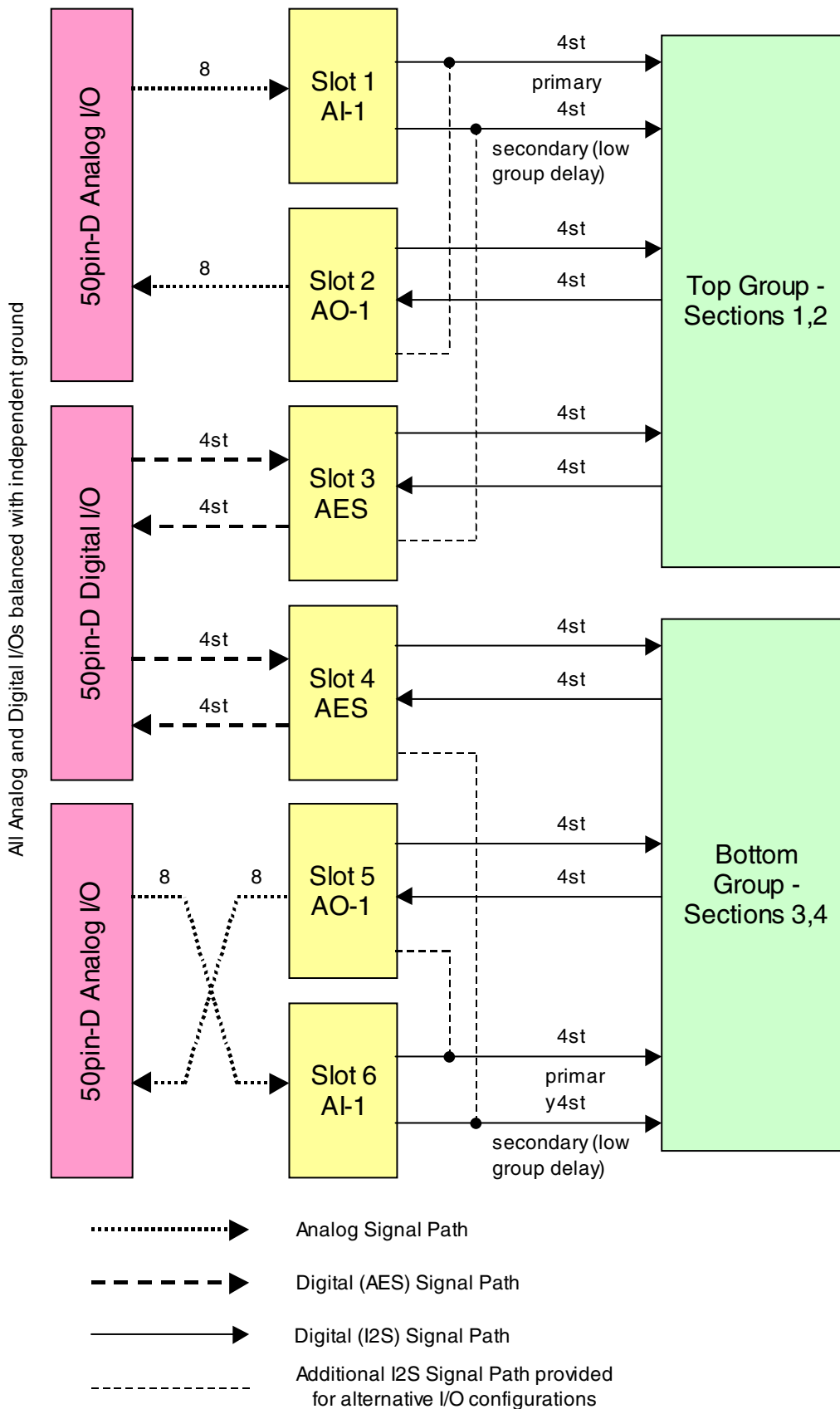


Fig. 3. QDC Audio I/O Architecture

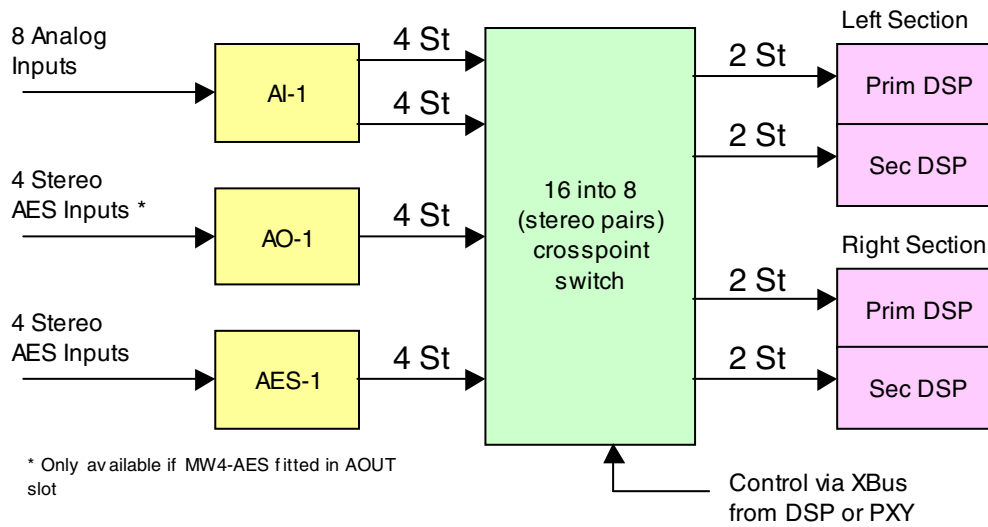


Fig. 4a. QDC Input Flow for one of two (Top/Bottom) Groups

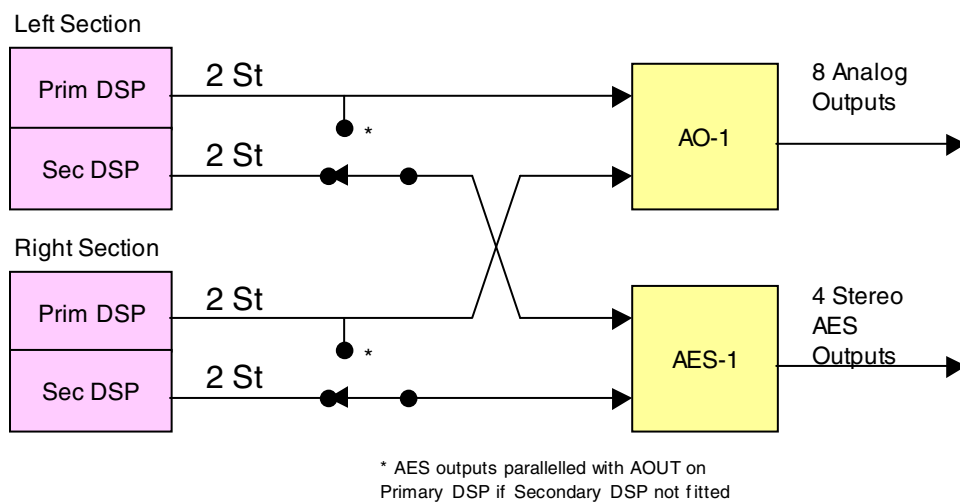


Fig. 4b. QDC Output Flow for one of two (Top/Bottom) Groups

3. MORE DETAILS

3.1 TECHNOLOGY

The QDC consists almost entirely of 3.3v surface mount technology. The only 5v components are the DRAM SIMMs and the Bus switch (Quickswitch) parts. No special interface components are required because most of the 3.3v logic devices are also 5v tolerant. However it should be noted that the 3v SHARC DSPs do not have 5v tolerant inputs. No assumptions are made about the I/O mezzanine boards, which may use either 3v or 5v logic.

3.2 PCI INTERFACE & XBUS CONTROLLER

The PCI and XBUS controllers operate in conjunction with the DRAM controllers in each DSP section to provide a multipath buss supporting four distinct modes of operation:

- a) PCI access to DRAM
- b) PCI access to XBUS
- c) PCI access to DSP host port
- d) DSP access to XBUS

In addition each DSP section may access its own DRAM independently of the above, subject to arbitration for PCI accesses to the DRAM.

In general, it is expected that access types (c) and (d) will be very infrequent, as these will obviously cause buss contention problems if used very often.

Arbitration functions are distributed between the PCI, XBUS and DRAM controllers.

The PCI Interface is implemented using a Xilinx XC95288XL CPLD, the XBUS interface uses an XCS-10XL FPGA part.

3.3 TSB INTERFACE

Access to the TSB is provided to each DSP section via a dual-port static RAM (DPRAM). The DPRAM effectively contains an image of the TSB data channels, with each data channel occupying one address in the DPRAM. At the beginning of a sample period the TSB address (channel) counter is reset to zero and is then incremented on each rising edge of the TSB clock.

The TSB clock and reset signal are generated by a central TSB master controller which is located on PXY. Each device on the TSB is assigned a range of channels during which it will transmit its data. During this time data is read from the DPRAM and driven onto the TSB data buss. Whenever a device is not transmitting data it is receiving data from the TSB and writing it to DPRAM. It is up to the software configuring each TSB device to ensure than only one device is transmitting at a given time.

The overall effect of this architecture is that at the end of a sample period the TSB images of all devices on the TSB contain the same data, thus providing a very high bandwidth data sharing mechanism.

To ensure data integrity the TSB interface on QDC implements three data "pages" for the TSB channel data. The TSB hardware cycles through these three pages in consecutive sample periods, so that during any given sample period one page is used for receiving and

transmitting data. The other two pages may be read and written by the DSP without any risk of data contention or race conditions.

3.4 DSP SECTION:

Each DSP section is an independent computational unit consisting of :-

- 2 SHARC DSPs 21061L at 40MHz
- 64K x 48bit SRAM operating at zero wait states
- 256K x 8bit 120ns Flash
- 4K x 32bit SRAM, Dual Ported to TSB
- 512K - 16M x 32bit EDO DRAM, dual ported to CPCI

3.4.1 DUAL DSP

The two SHARC 21061 DSPs share a common buss. Buss arbitration logic is built into the DSP. The primary DSP has an ID of 1, the secondary ID 2. The secondary DSP may be omitted for depopulated boards, in which case the fitting of some other components must also be changed.

The primary DSP is configured to boot from Flash ROM after restart, the secondary DSP is configured for host boot mode and is bootstrapped by the primary DSP.

In addition, the primary DSP of the left section of each group is responsible for programming the DSP Support FPGA (QDC-SUPP), and the top left primary DSP for programming the XBUS Control FPGA (QDC-XBUS) as well.

Programming of the Xilinx FPGA parts is done using the DSP flag outputs; after configuration the flag lines take on their normal functions.

3.4.2 STATIC RAM

Normally the DSPs execute programs and load data from their internal RAM, which avoids accesses to the shared external buss and possible delays due to buss arbitration. The external static RAM is intended for data storage for algorithms (eg large FFTs) which do not fit in the internal RAM. If this is not required boards can be built without the external SRAM or with smaller parts (16K x 48) or reduced data width (32 bit). Accesses to SRAM incur no wait states.

3.4.3 FLASH ROM

The Flash ROM holds the bootstrap program for the primary DSP and the data for programming the Xilinx FPGAs. In addition diagnostic software for use in standalone mode may be stored in the Flash.

3.4.4 DSP INTERFACE TO TSB

The interface to the TSB includes an address mapping RAM which allows the DSP to access TSB slots in an arbitrary sequence without using indirection (which the SHARC is not very good at). All accesses to the TSB RAM (DPRAM) have a delayed address pipeline, which means that the actual address used by an access (read or write) is the address supplied by the previous access (see fig 7).

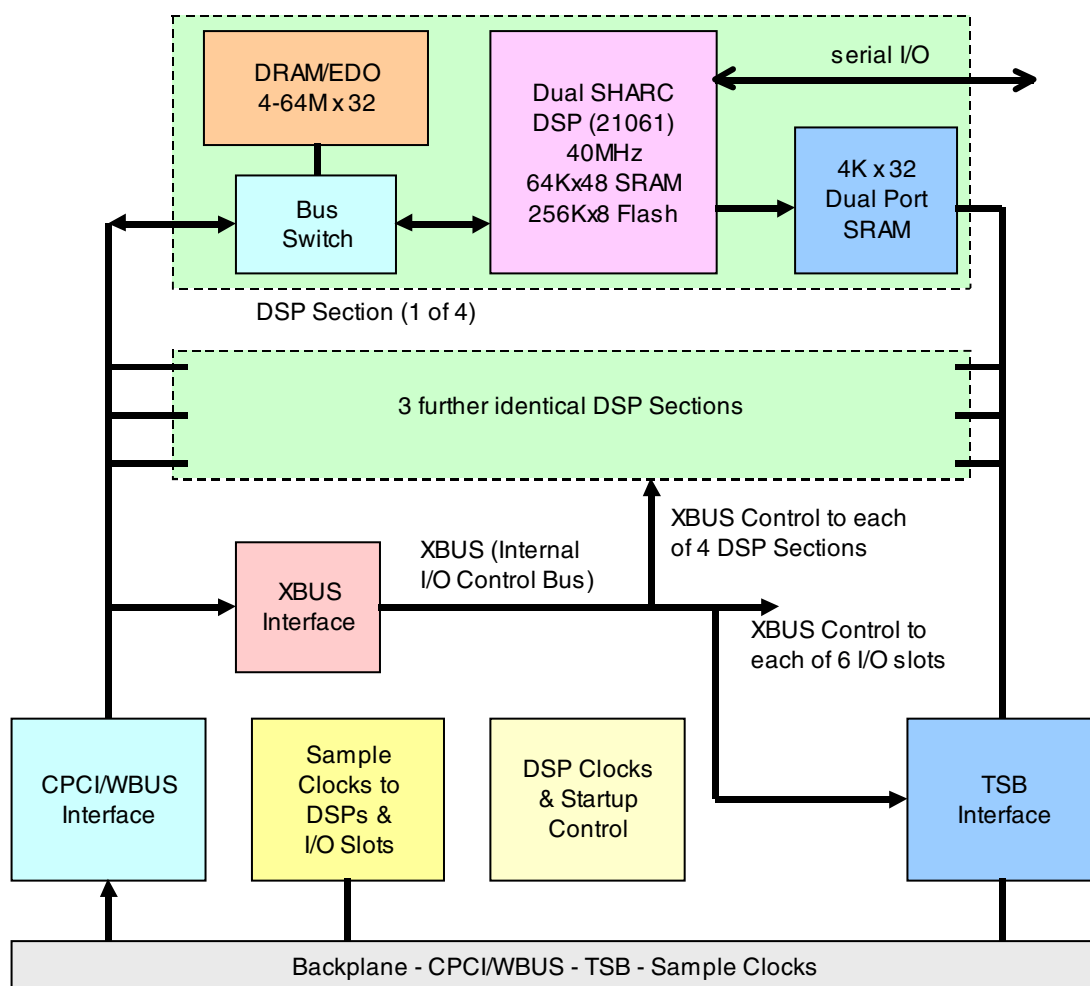
This means that only one logical process may access the TSB; however this is not normally a problem since TSB access must be synchronised to the sample clock and are therefore generally performed only in an interrupt routine.

The mapping RAM (MAPRAM) provides 16K logical channels each of which contains the address of one of the 1024 physical TSB channels. The TSB page to be accessed is not mapped, but specified directly in the address from the DSP; however the MAPRAM may specify a page offset ("next page" or "previous page").

Accesses to the TSB or MAPRAM incur no wait states on READ, but one wait state on WRITE.

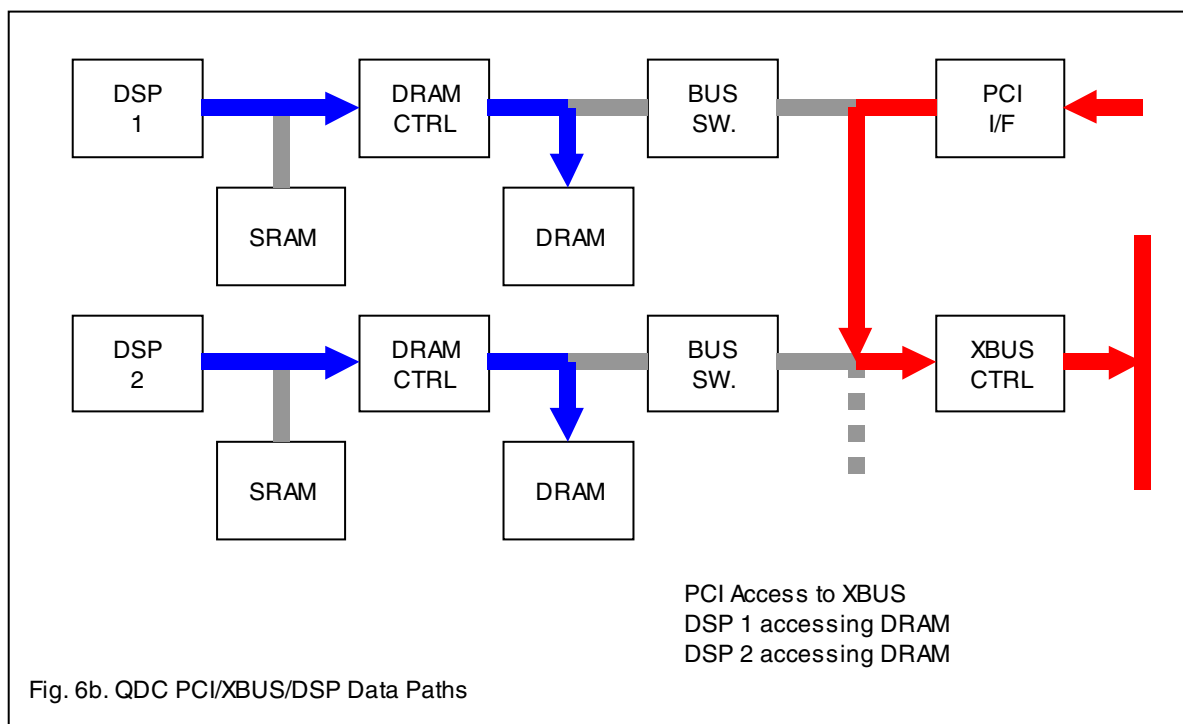
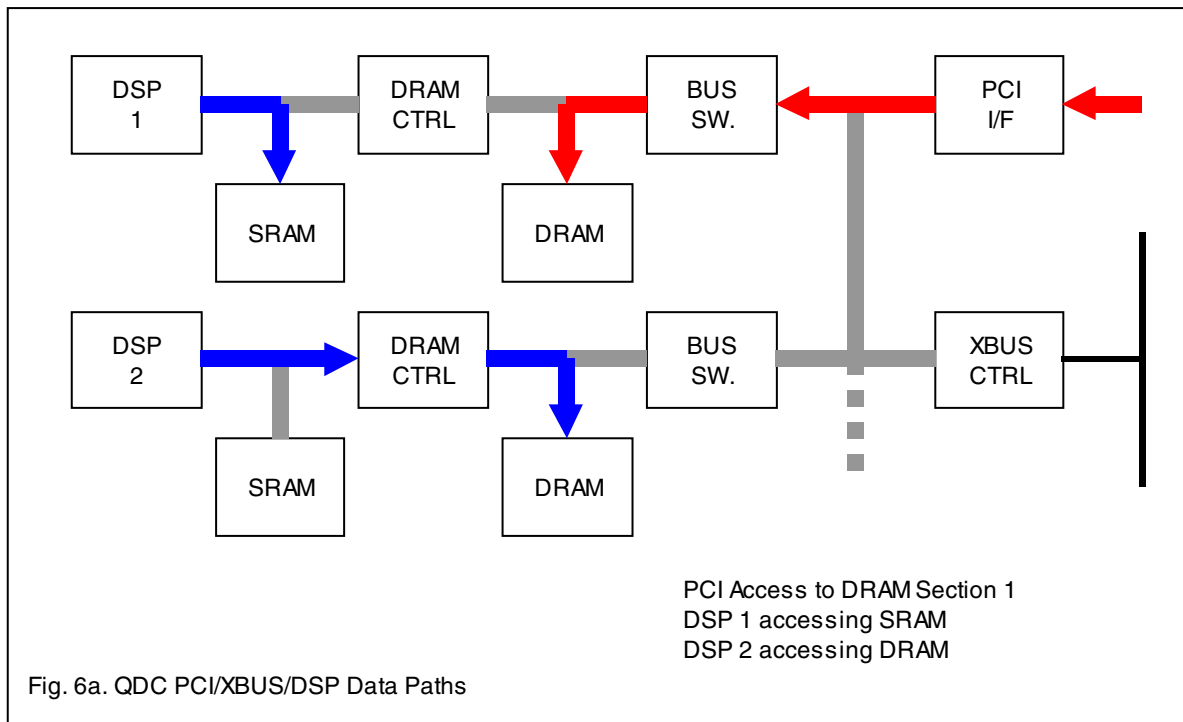
3.4.5 DSP DRAM Interface

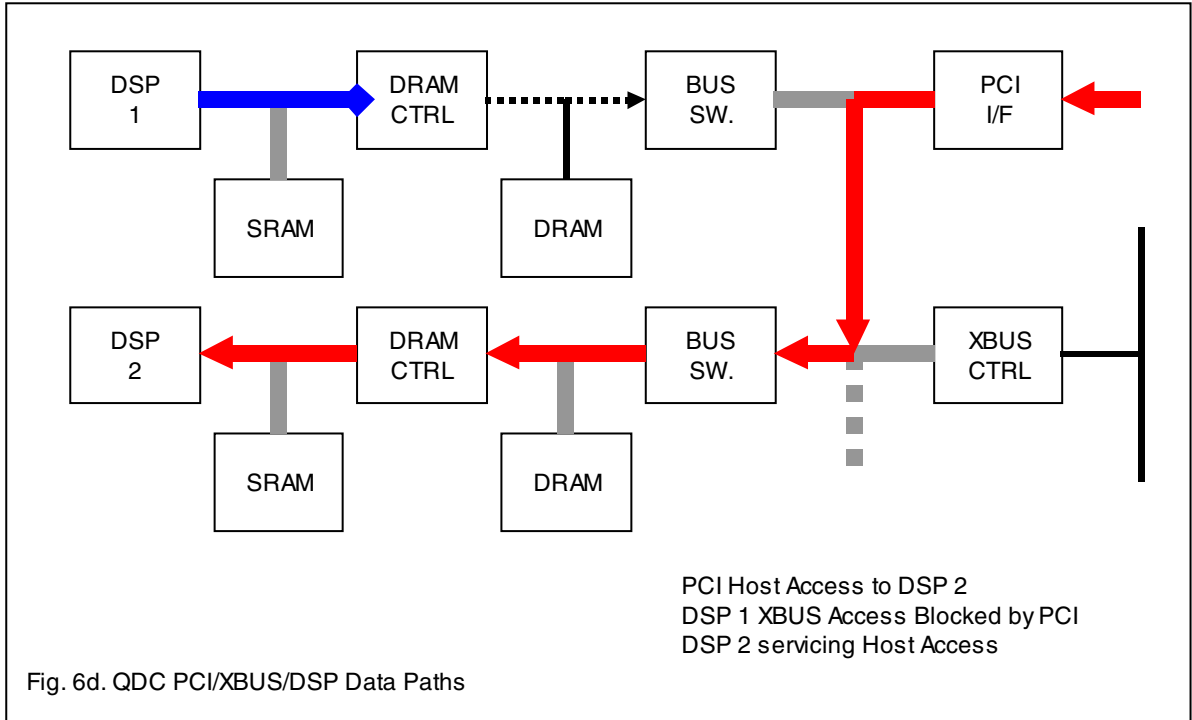
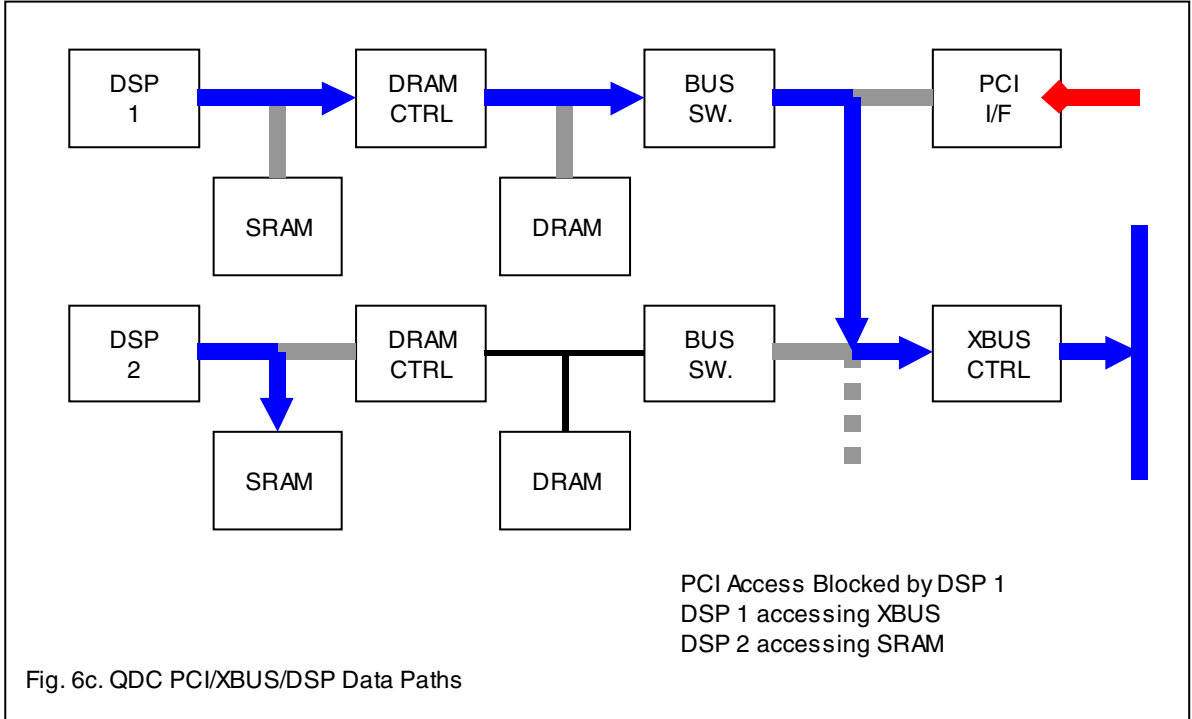
3.4.6 DSP Support FPGA



Note: filled arrows indicate direction of Bus Mastership

Fig. 5. QDC Functional Architecture





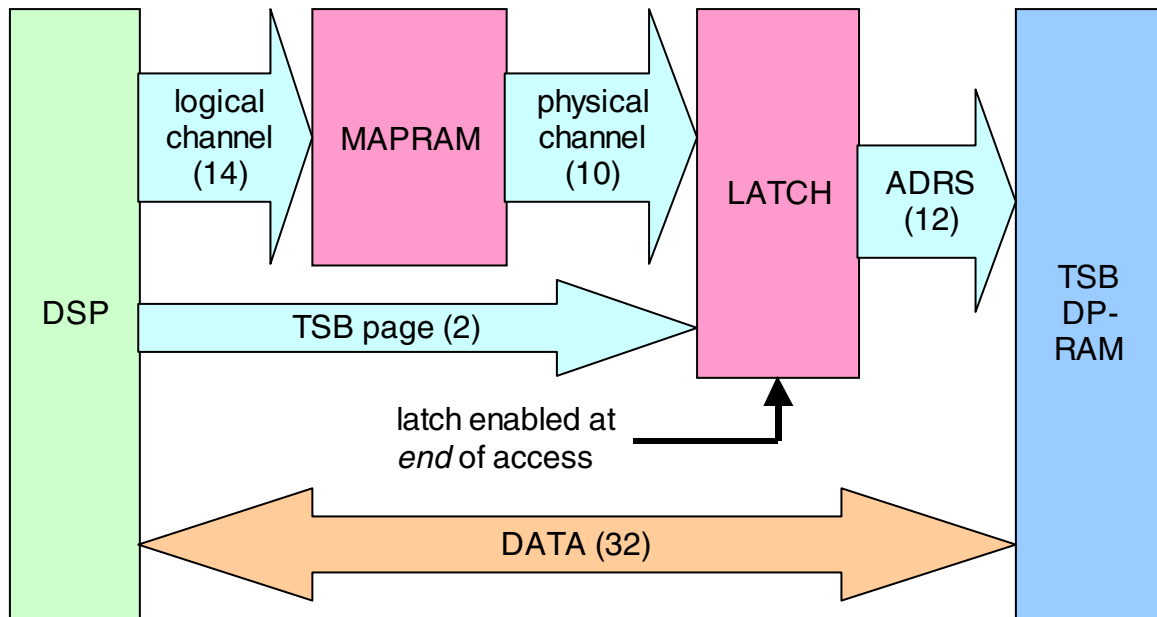
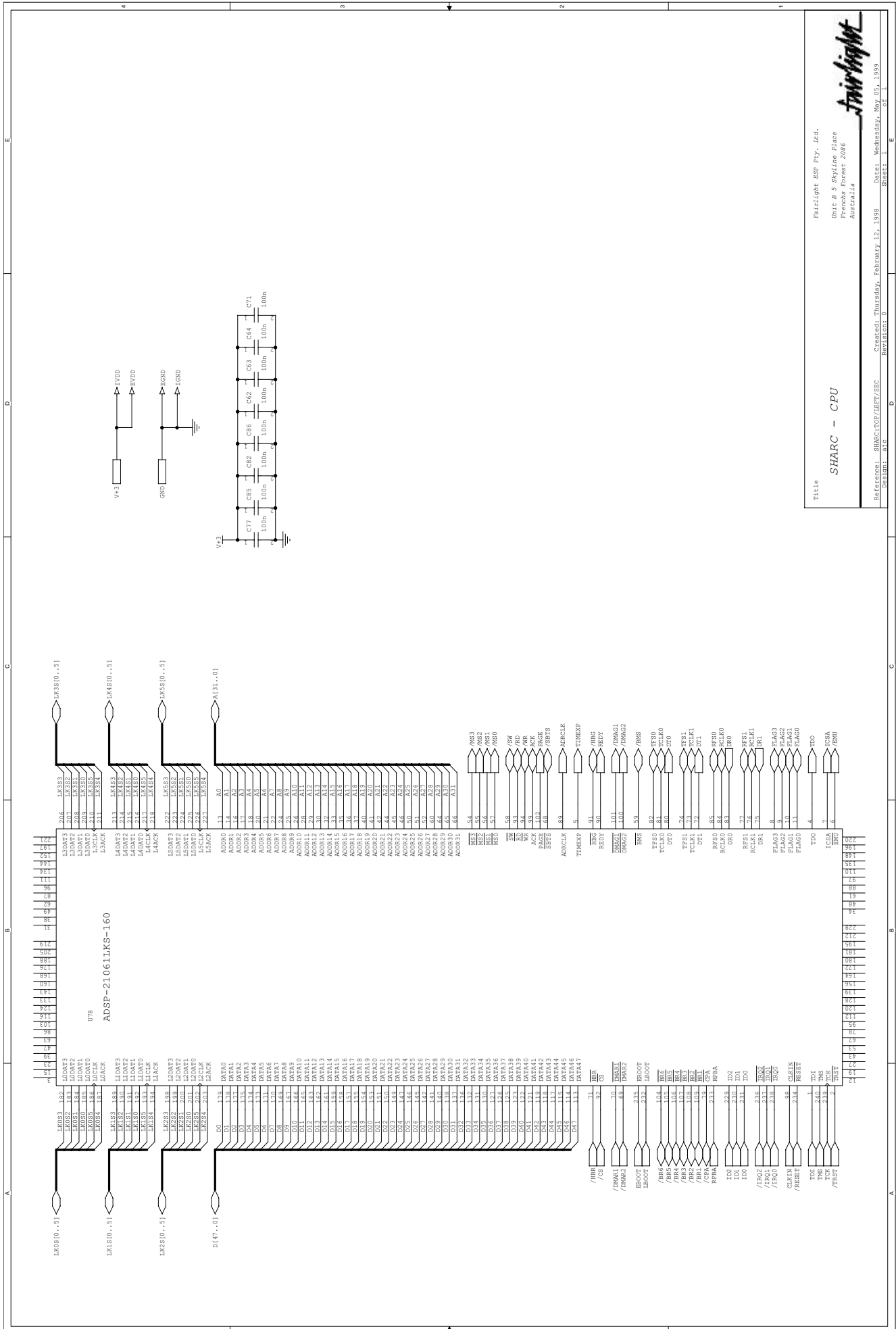
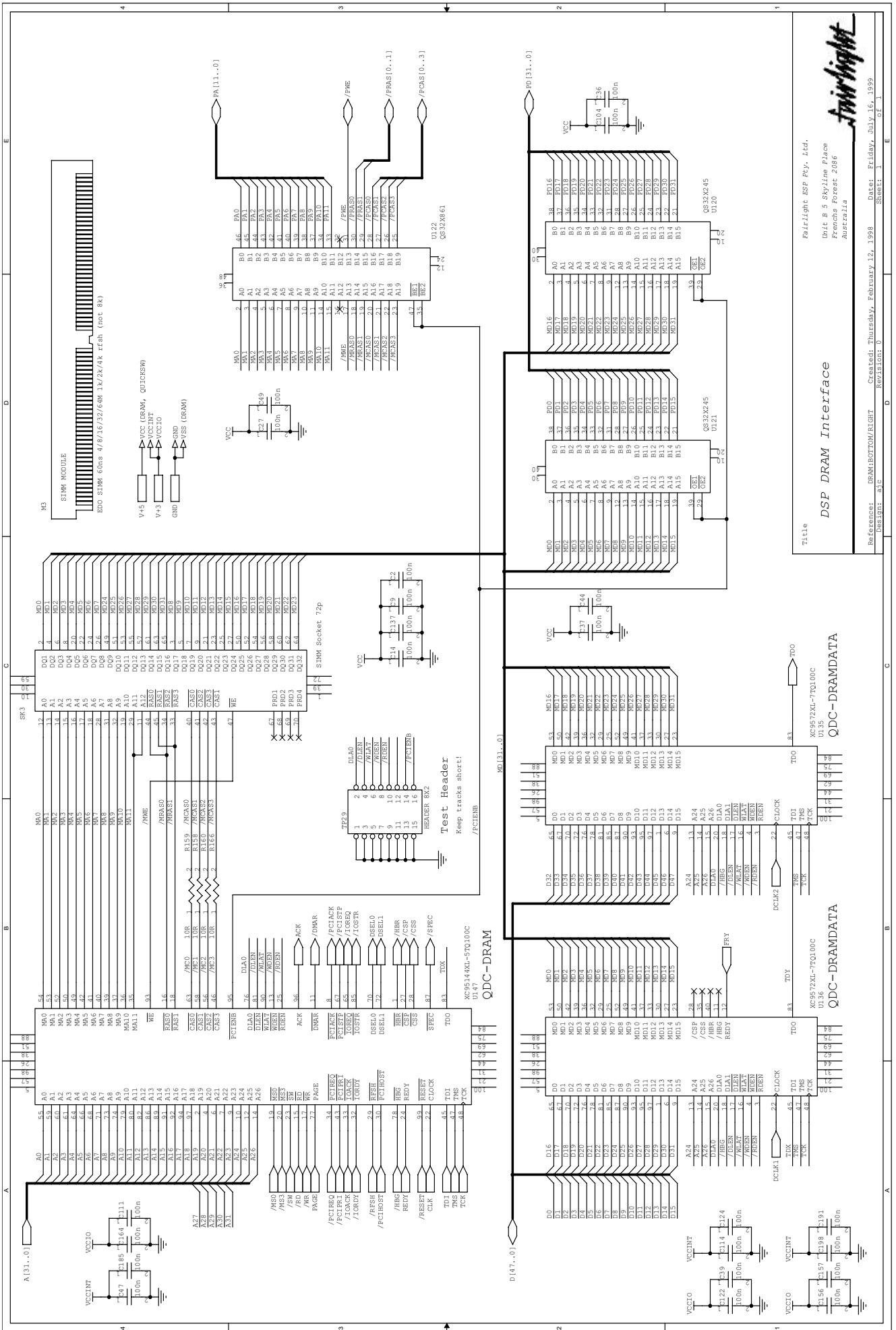


Fig. 7. QDC TSB MAPRAM & Pipeline

**CORELIS - JTAG APPLICATION NOTES
FOR REFERENCE ONLY**



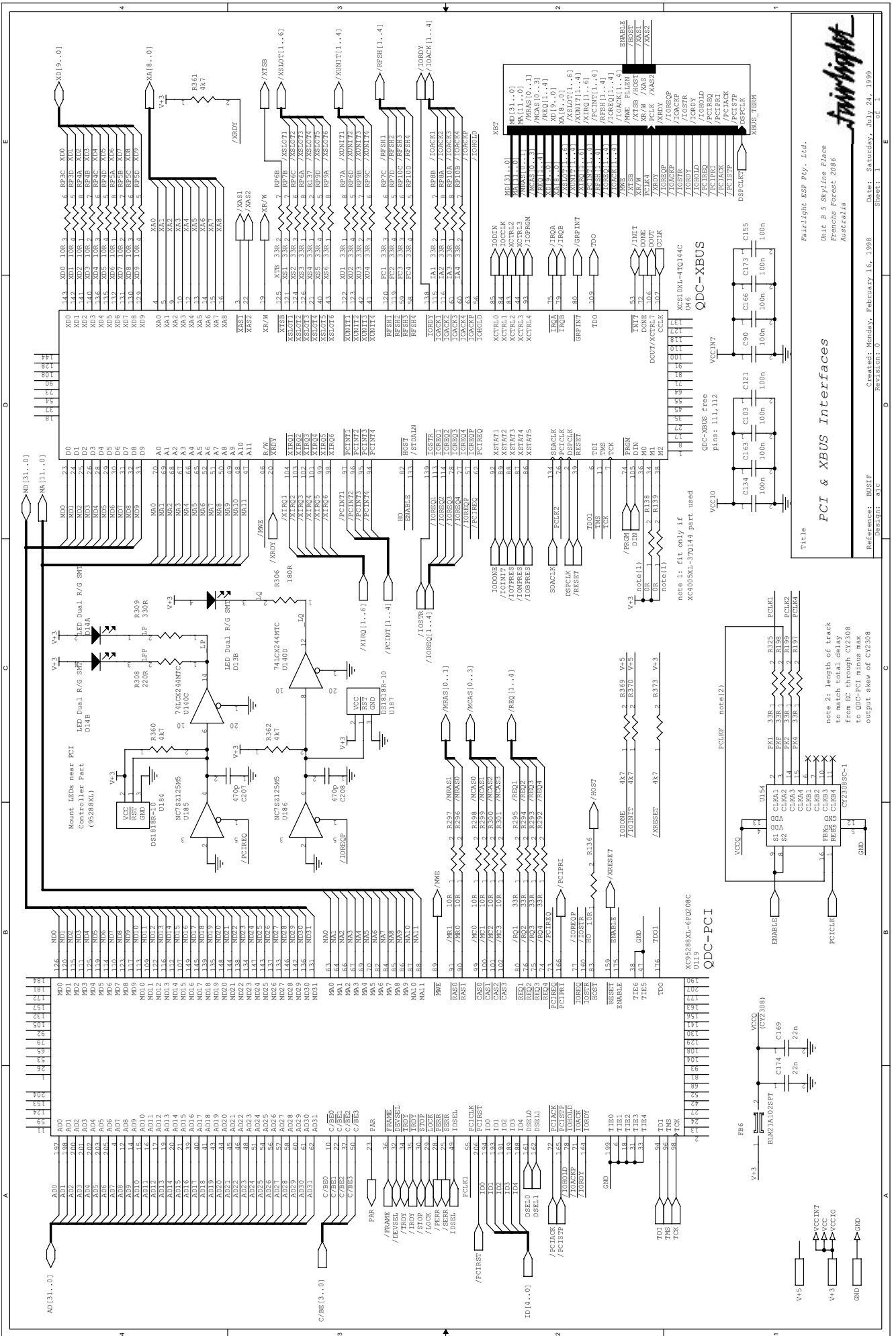
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 Unit B 5 Skyline Place
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 Sheet: 1 of 1
 Reference: SHARC:TOP/LEFT/SEC
 Created: Thursday, February 12, 1998
 Revision: 0

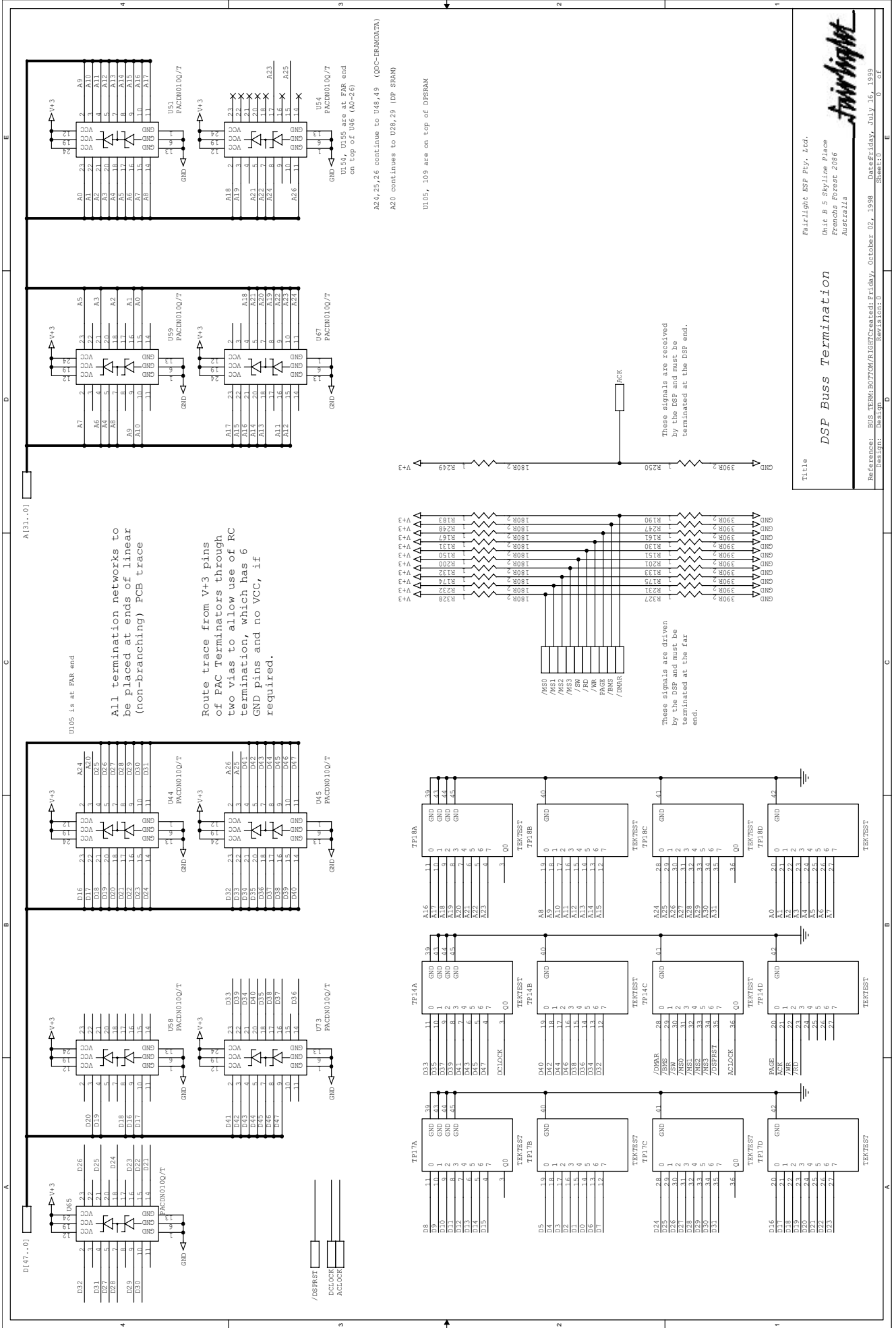


DSP DRAM Interface

Unit B 5 Skyline place
Fremont forest 2060
Australasia

Reference: DRAM:BOTTOM/RIGHT Created: Thursday, February 12, 1998 Date: Friday, July 16, 1999
DESIGN: a1c Revision: 0 Sheet: 1 of 1





DSP Bus Termination

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest, 2086
Australia

Title

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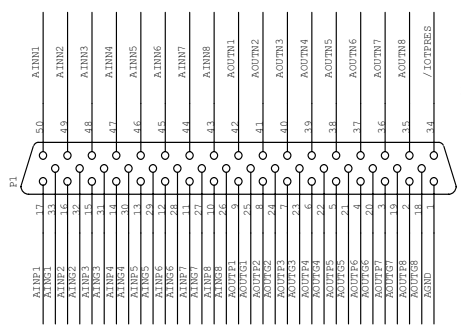
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A20 continues to U28,29 (DP SRAM)

U105, 109 are on top of DSRAM

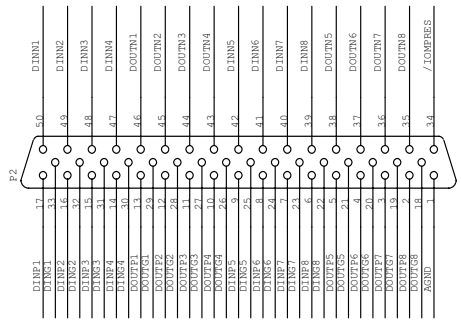
U154, U155 are at PAR end
on top of U46 (AD-26)

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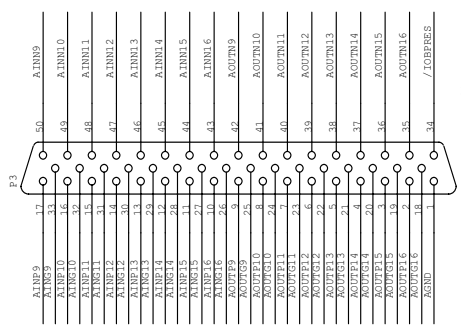
These signals are driven
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end.



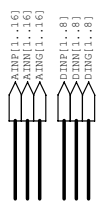
TOP CONNECTOR
(ANALOG I/O)



MIDDLE CONNECTOR
(DIGITAL I/O)



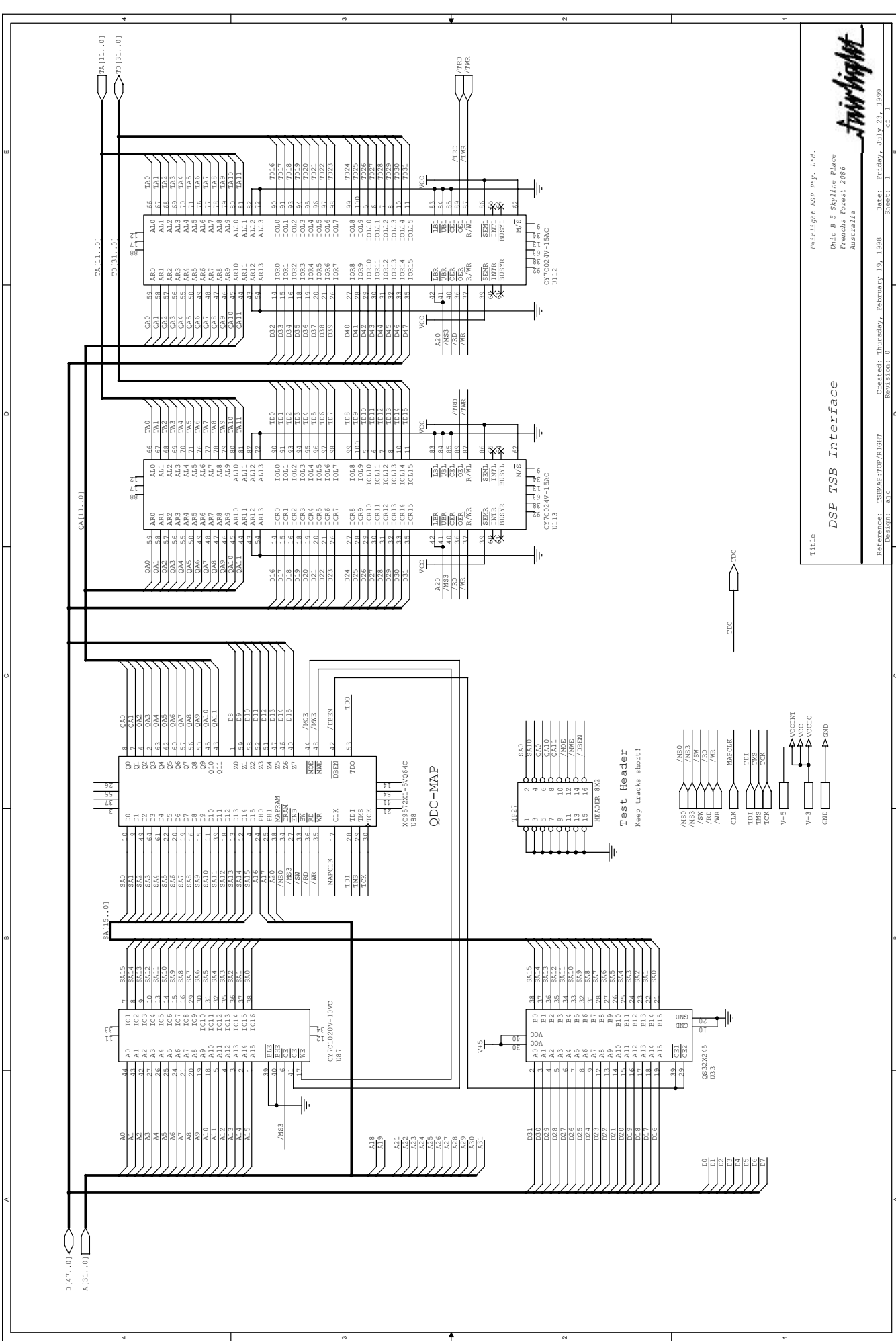
BOTTOM CONNECTOR
(ANALOG I/O)



AMP Right Angle Receptacle
745116-2,-1 Standard Mounting Screw
747193-1,-2 Female Screwlocks

Title: **ESP-DCC I/O Connectors**
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia

Reference: I000NN
 Designer: a1c
 Created: Thursday, May 14, 1998
 Date: Friday, July 16, 1999
 Revision: 0
 Sheet: 0 of 0



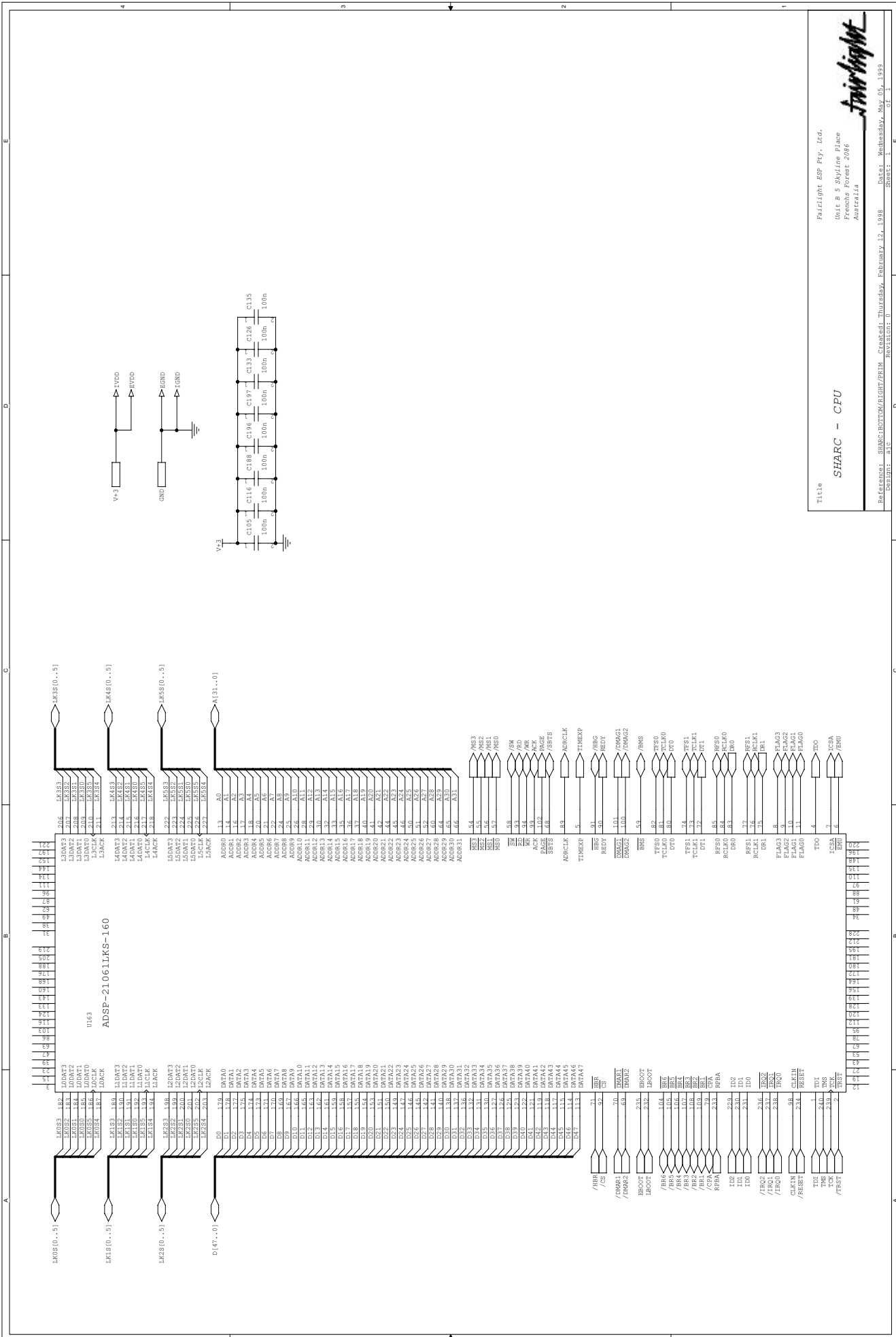
DRAFT

Fairlight ESP Pty. Ltd.
Unit: B.5 Skyline Place
Riverside
Forest Hill
Australia

DSP TSB Interface

Created: Thursday, February 19, 1998
Revision: 0
Sheet: 1 of 1

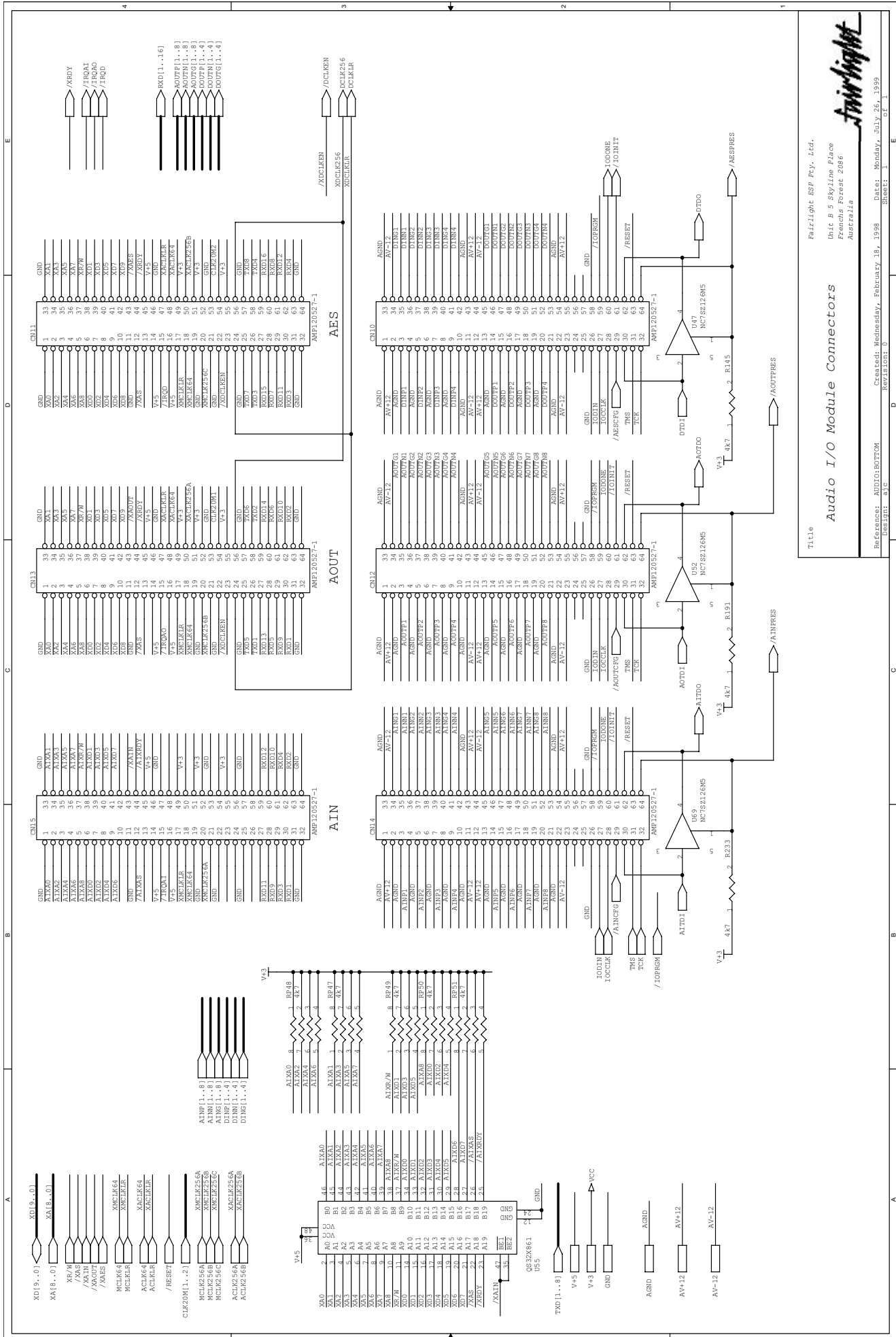




SHARC - CPU

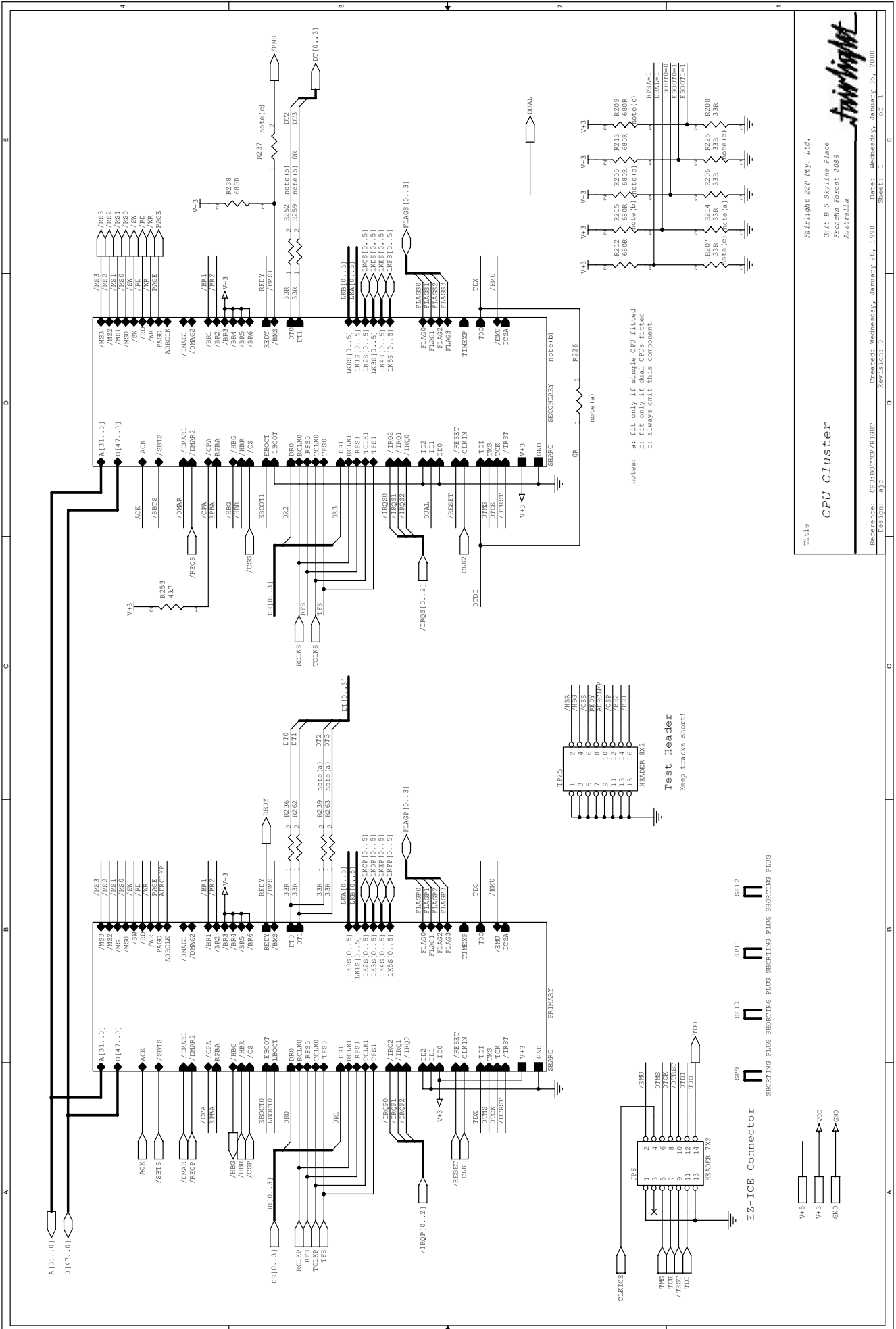
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 Unit 8, 5 Bayliss Place
 Northcote, Vic 3070
 Australia

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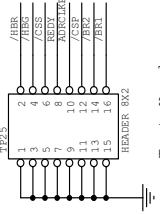


File
Audio I/O Module Connectors
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skovline Place
 Frenchs Forest 2086
 Australia

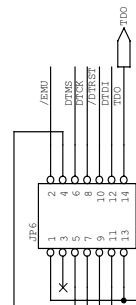
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 Author: RYAN
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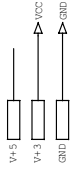
notes: a: fit only if single CPU fitted
 b: fit only if dual CPUs fitted
 c: always omit this component



Test Header
 Keep tracks short!



EZ-ICE Connector



V+3
 GND

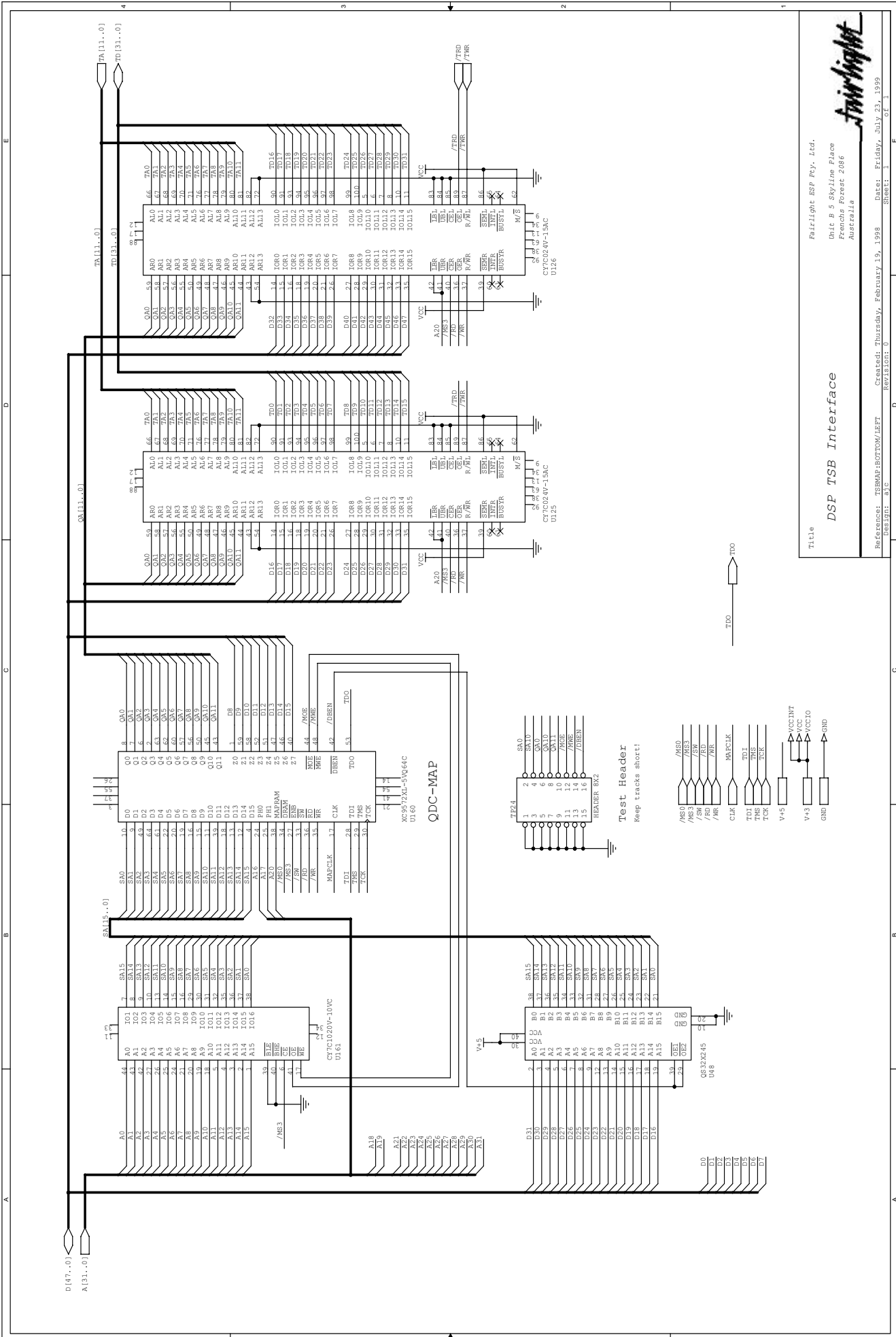


CPU Cluster

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

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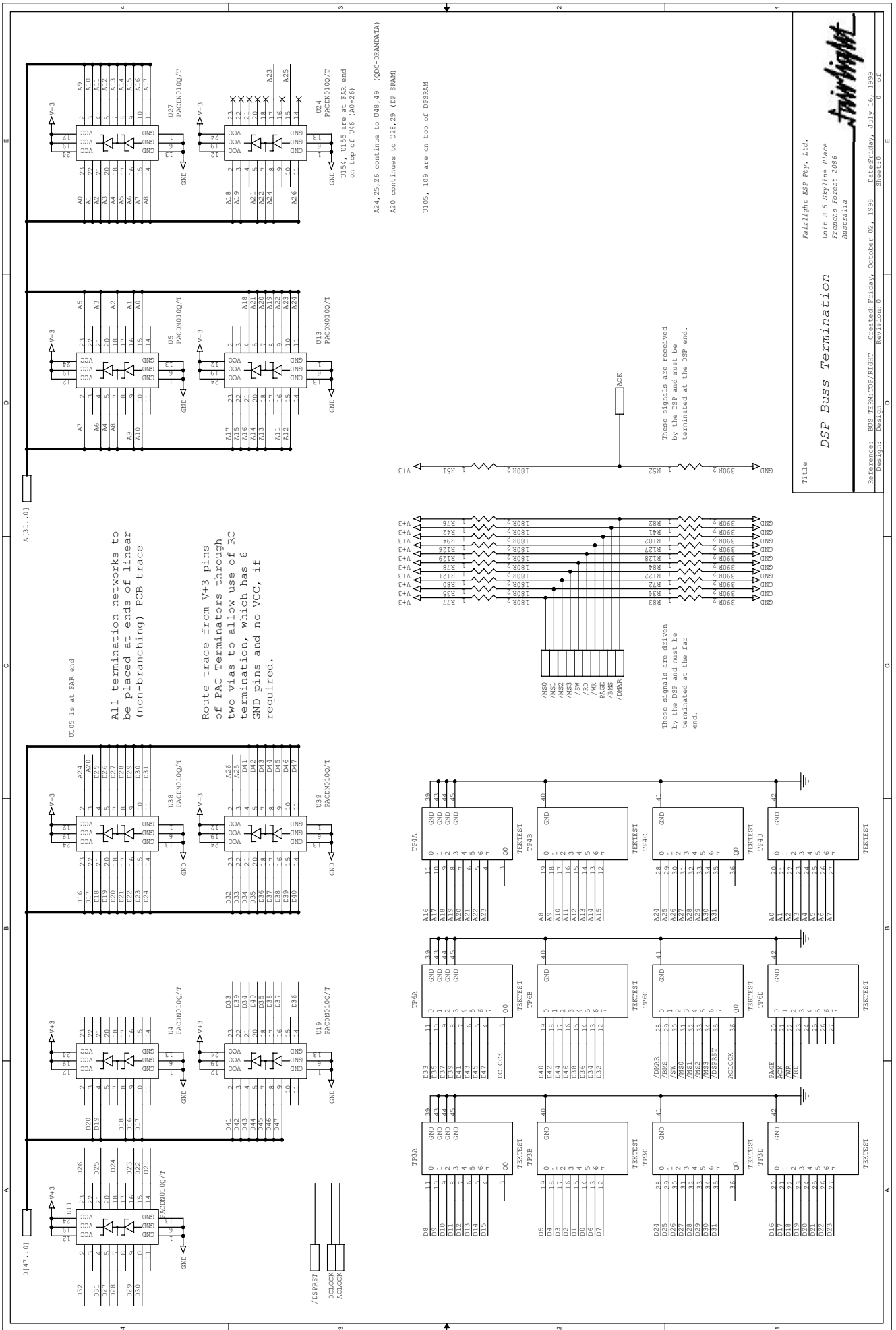




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Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenche Forest 2086
 Australia
Fairlight



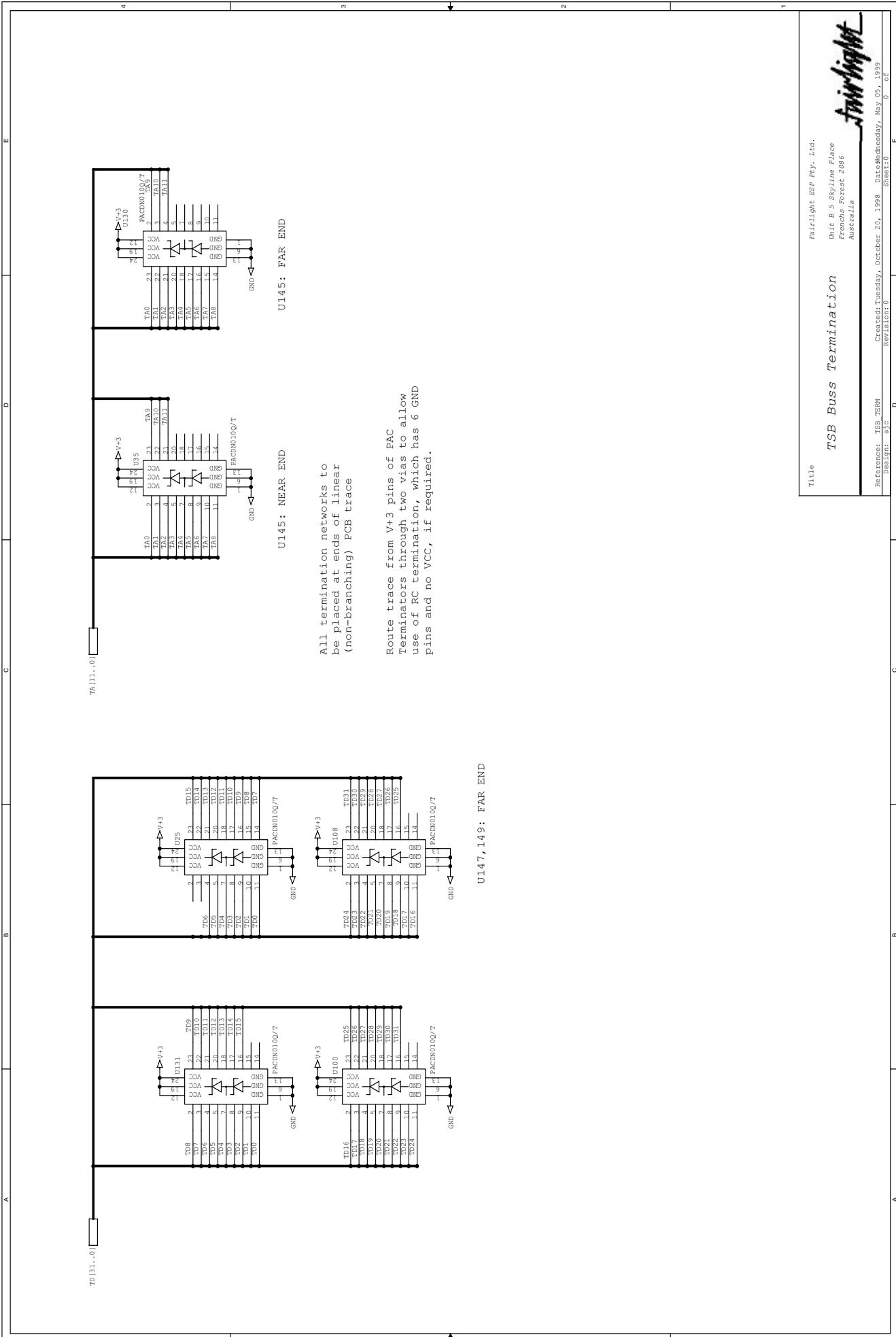


DSP Bus Termination

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia

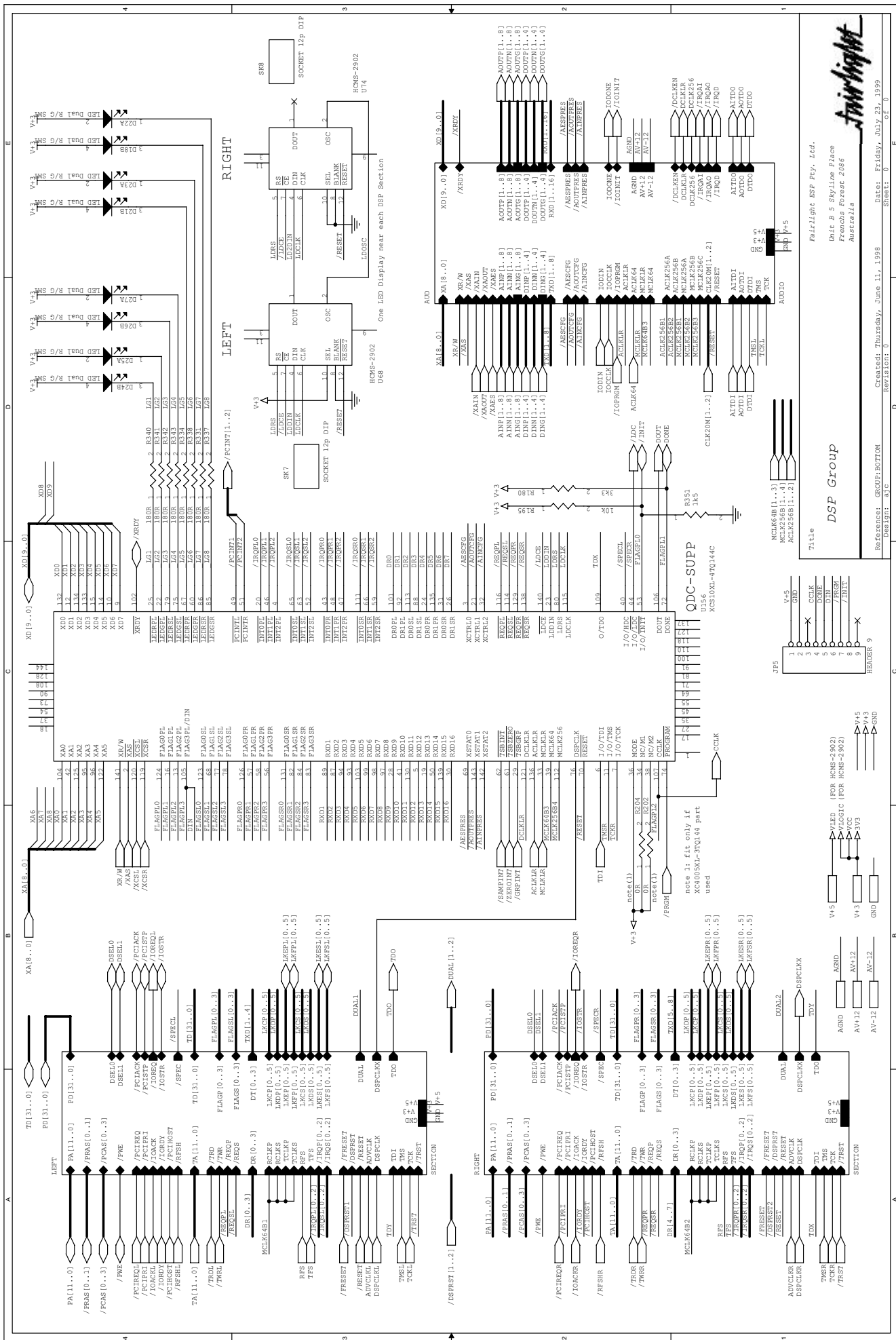
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 Designer: Desim Revision: 0 Sheet: 0 of 1



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 Unit B 5 Skyline Place
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 Date: Wednesday, May 05, 1999
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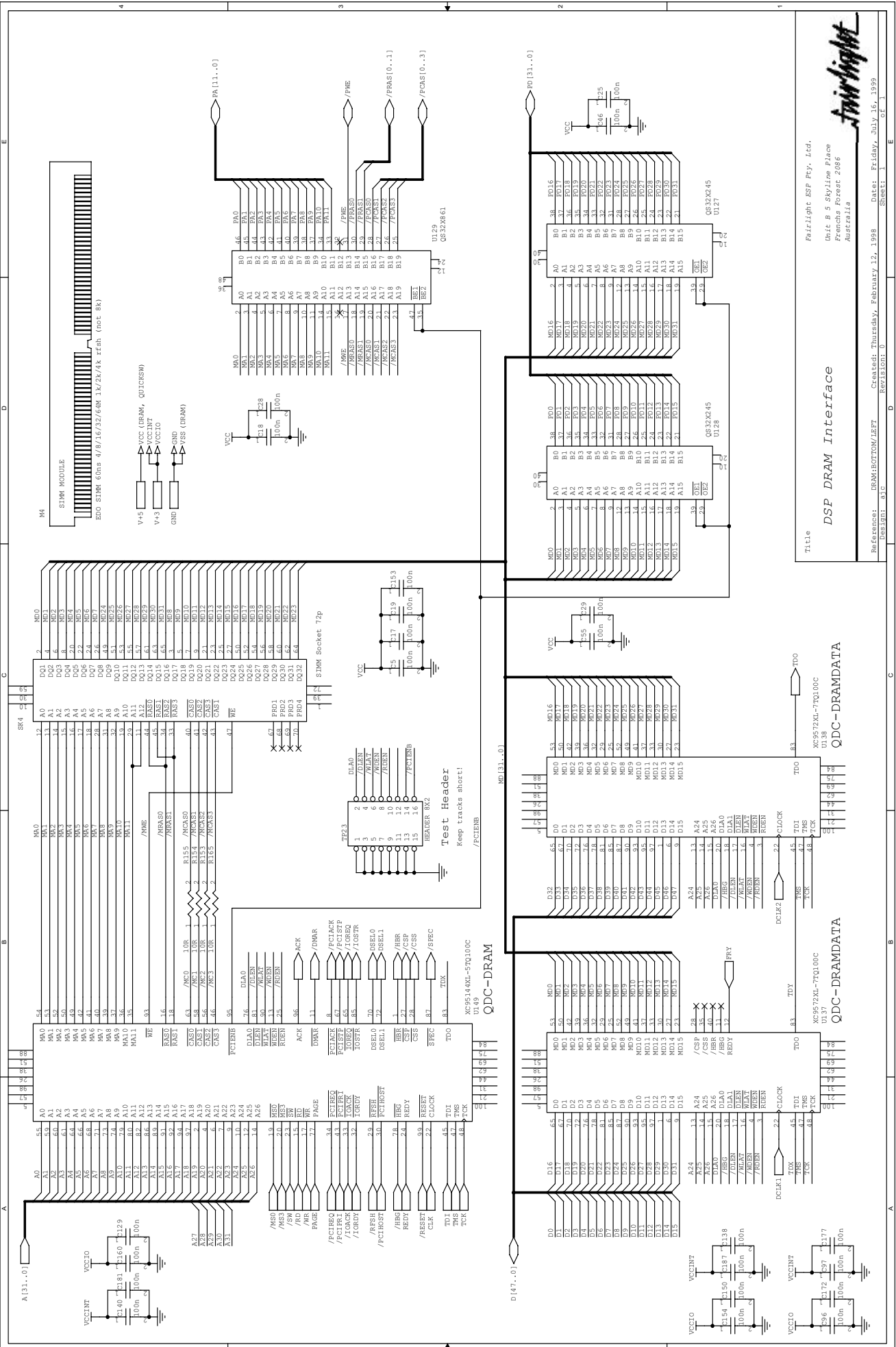


DSP Group
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 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Reference: GROUP-BOTTOM Created: Thursday, June 11, 1998 Date: Friday, July 23, 1999
 Designer: GJC Rev: 1.0.0 Sheet: 0 of 0

Title
 MCL4256B(1..3)
 MCL4256B(1..2)
 JPS
 V+5 GND
 CCLK
 DORE
 DTR
 /VCC
 /HNT
 V+3
 V+3
 V+3
 GND
 V+5
 V+3
 V+3
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 V+5
 V+3
 V+3
 GND

note 1: fit only if
 X30903AL-3TQ14 part
 used



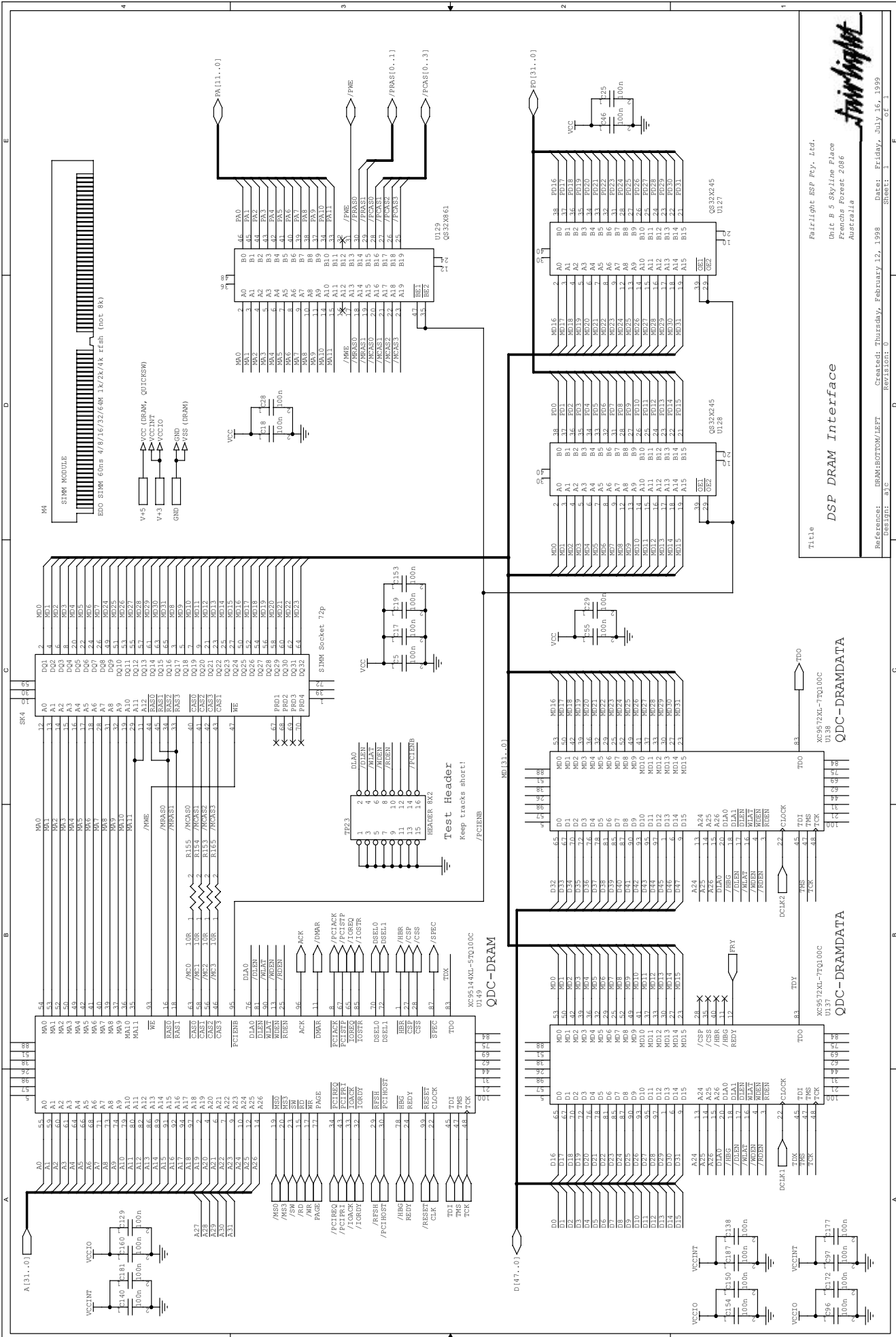


DSP DRAM Interface

Title

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
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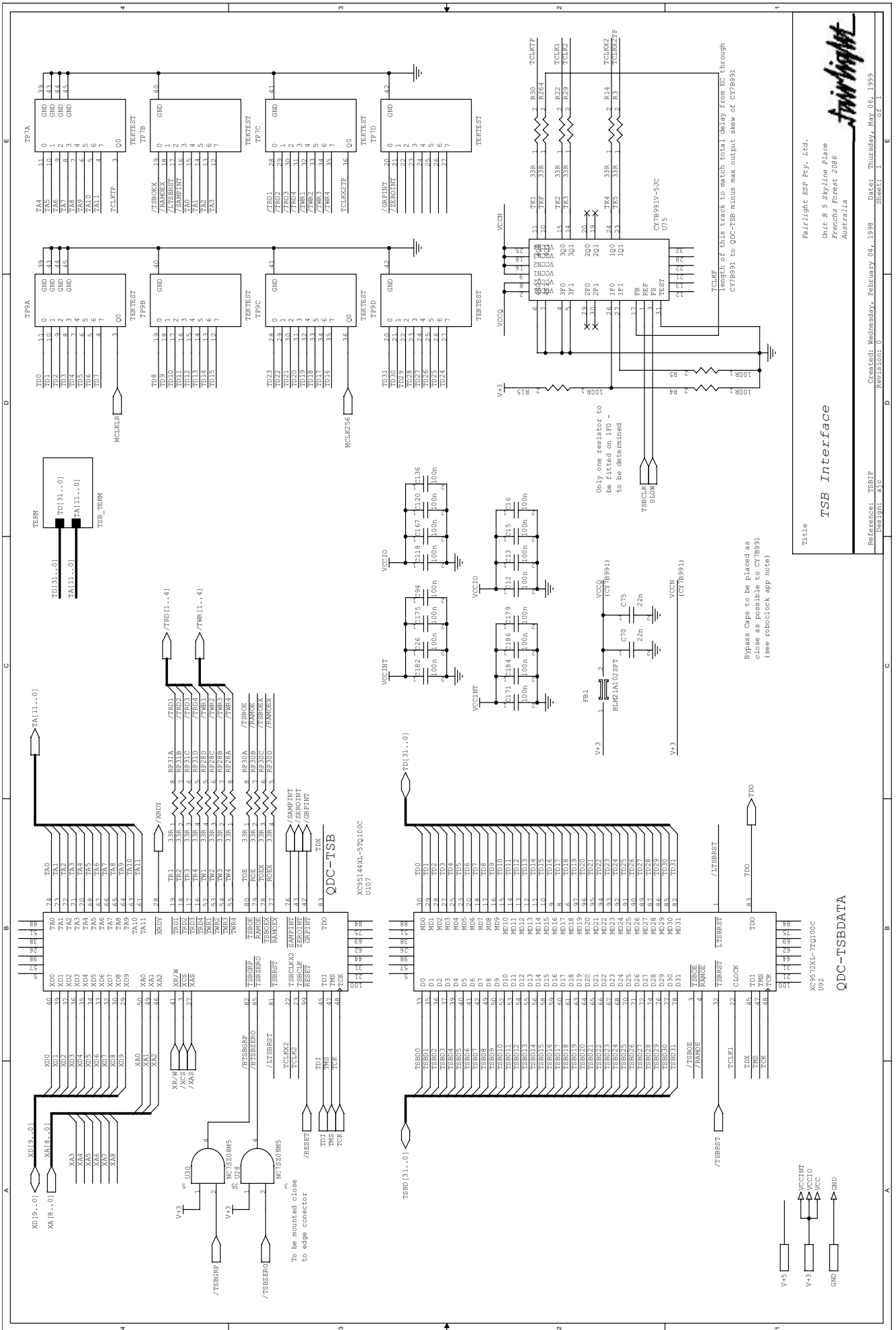
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Designer: a1c Revision: 0 Sheet: 1 of 1



Title
DSP DRAM Interface
 Reference: DRAM-BOTTOM/LEFT
 Designer: dlc
 Created: Thursday, February 12, 1998
 Date: Friday, July 16, 1999
 Sheet: 1 of 1

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenche Forest, 2086
 Australia

Fairlight
 Fairlight ESP Pty. Ltd.



TSB Interface

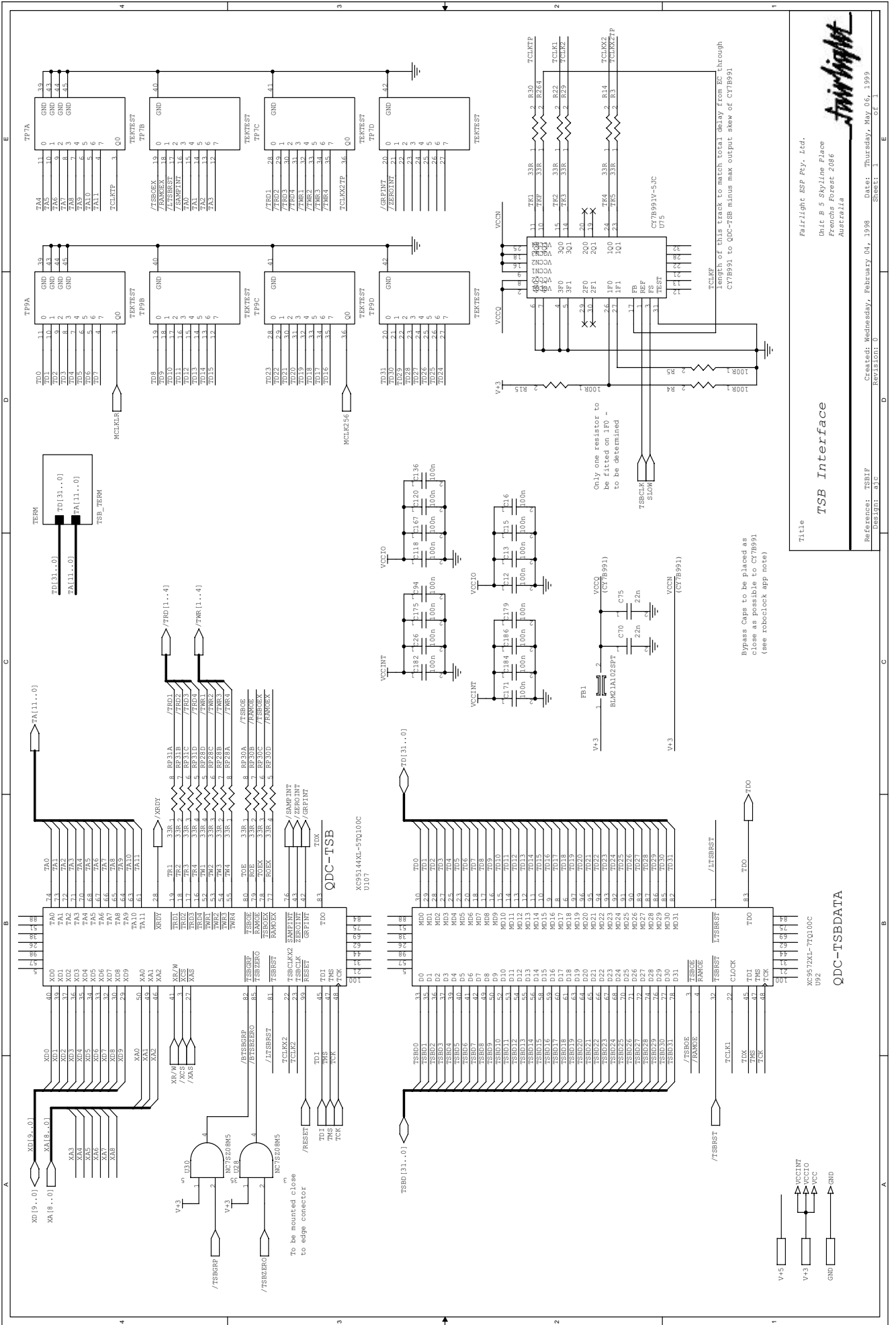
Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest, 2086
Australia

Title

Reference: TSBIF_01C
Design: 01C

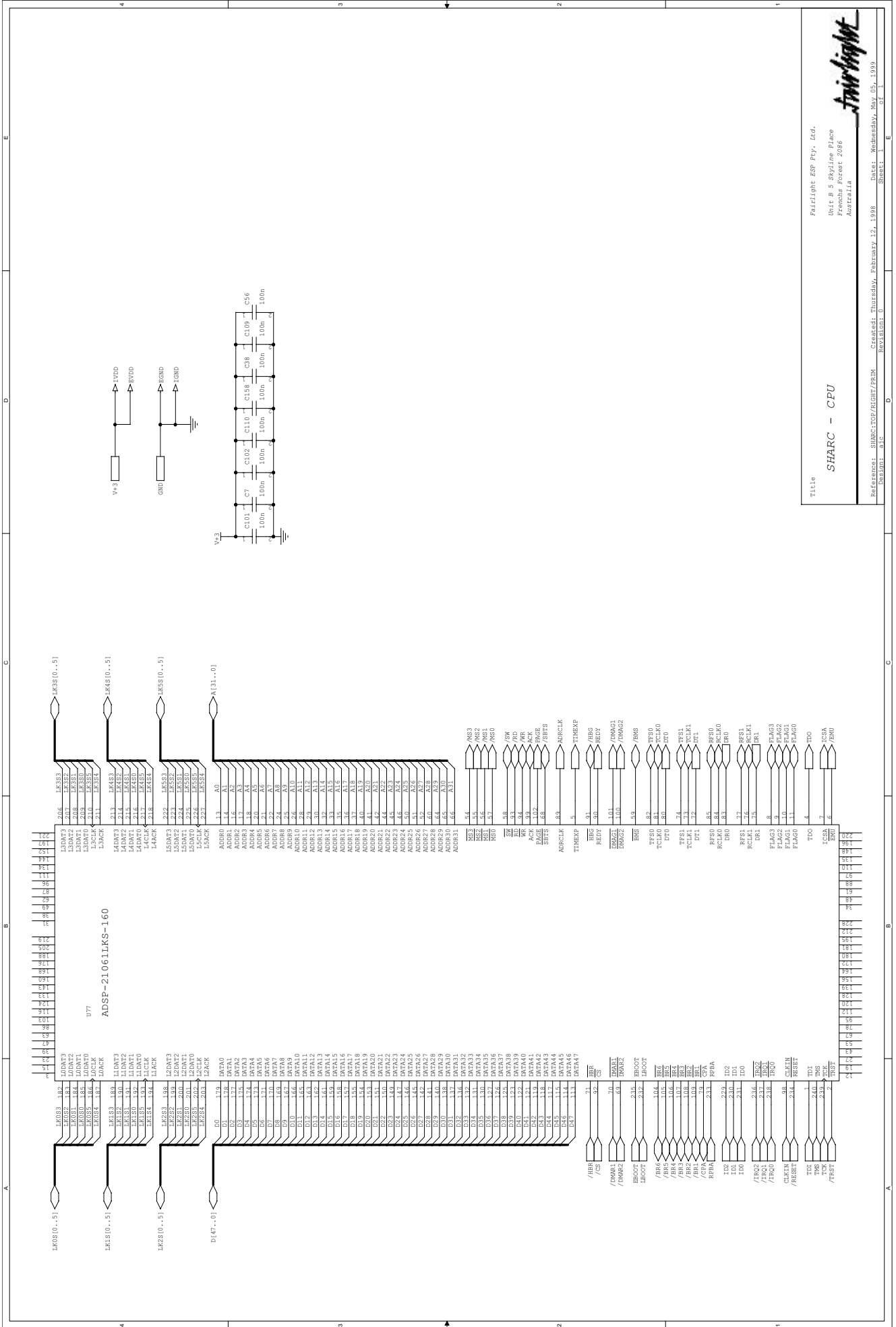
Created: Wednesday, February 04, 1998
Date: Thursday, May 06, 1999

Revision: 0
Sheet: 1 of 1



Title
TSB Interface
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia
 Reference: TSBIF
 Design: a1c
 Created: Wednesday, February 04, 1998
 Date: Thursday, May 06, 1999
 Revision: 0
 Sheet: 1 of 1



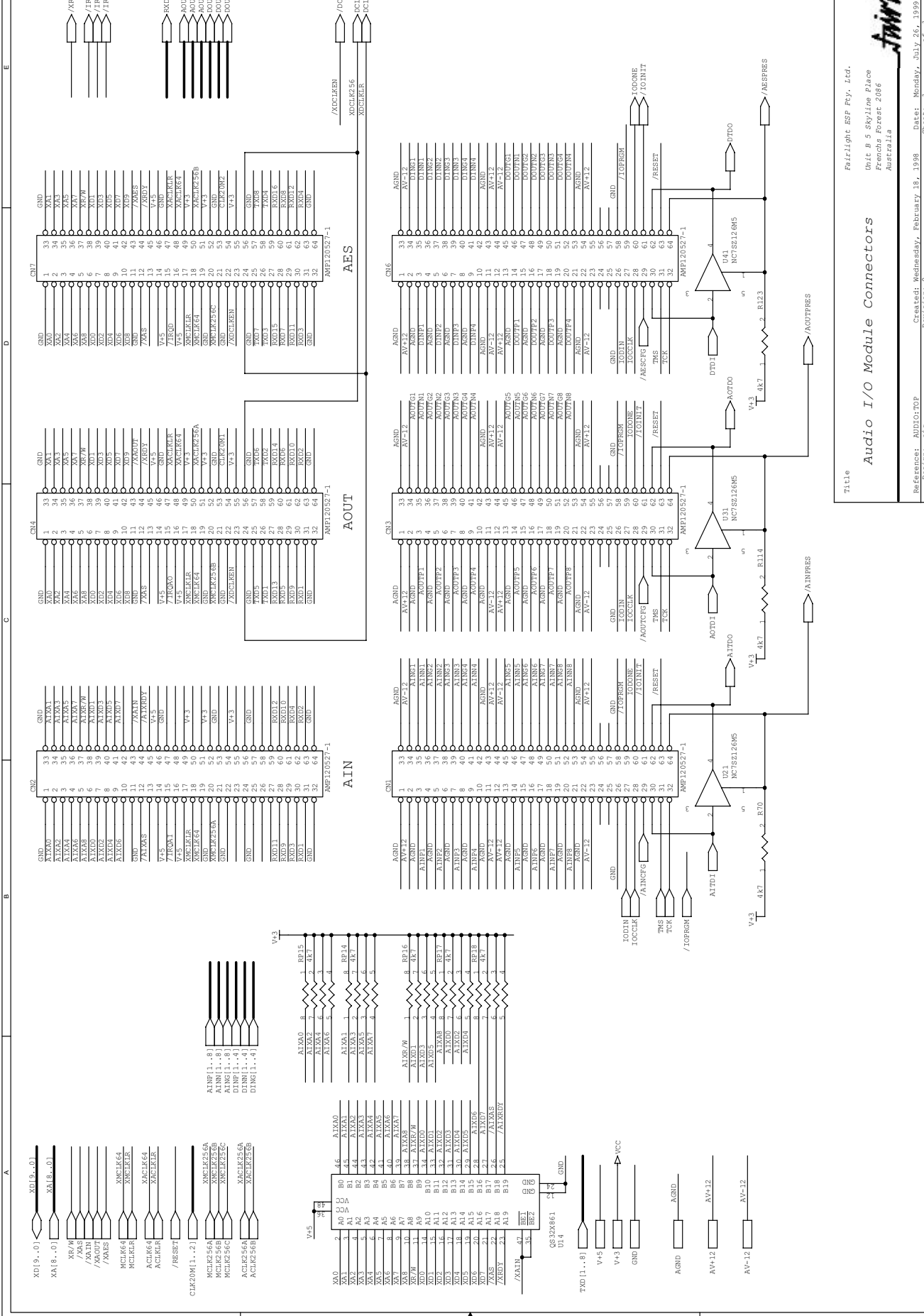


Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

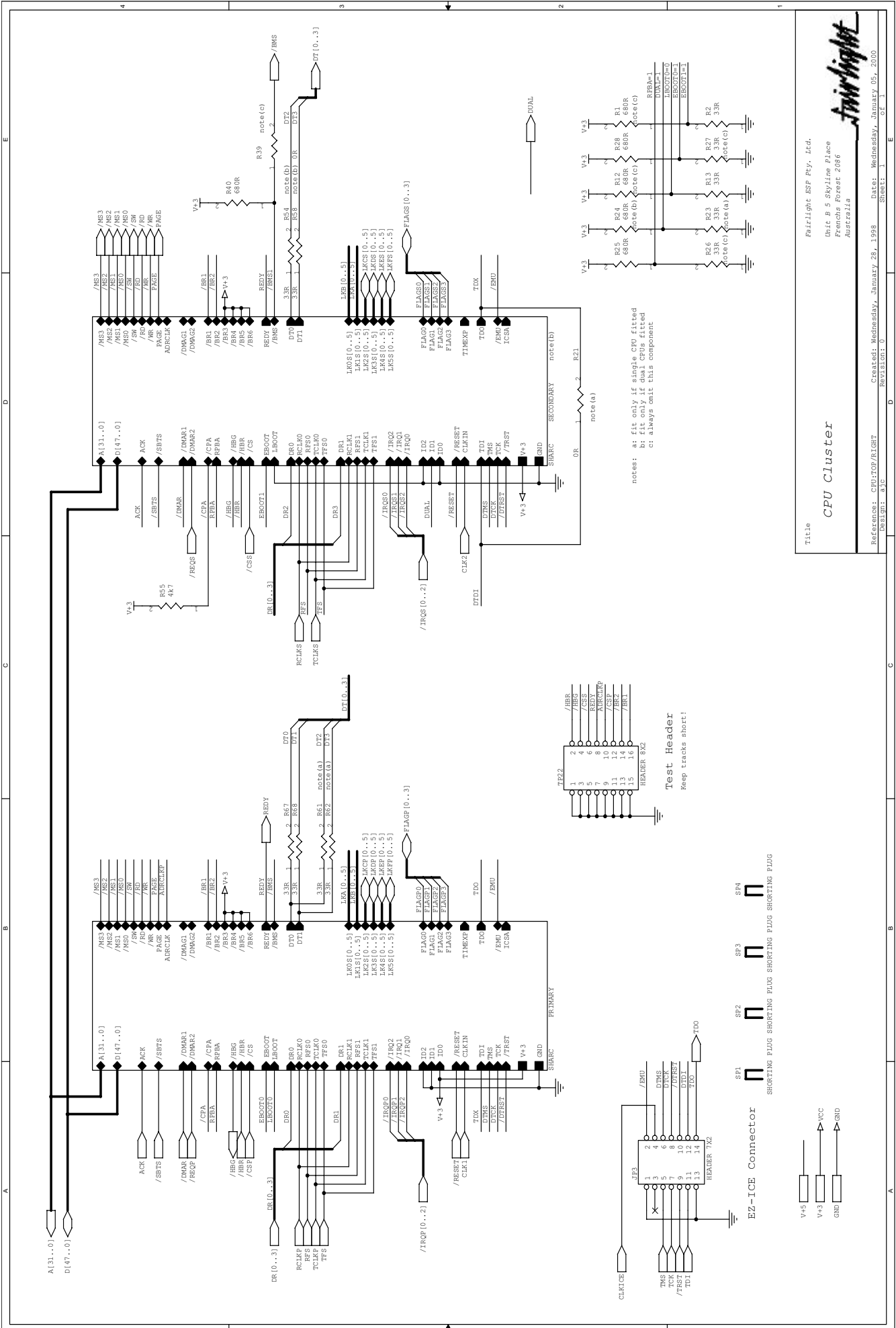
SHARC - CPU

Reference: SHARC:TOP/REGIE/PRIM
Created: Thursday, February 12, 1998
Revised: 0

Title
Date: Wednesday, May 05, 1999
Sheet: 1 of 1



Title: Audio I/O Module Connectors
 Reference: AUDIOIOTOP Rev B.1.0.0
 Date: Monday, July 26, 1999
 Sheet: 1 of 1
 Designer: a1c
 Created: Wednesday, February 18, 1998
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia
 fairlight



Title
CPU Cluster
 Fairlight ESP Pty. Ltd.
 Unit 8 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: CPU/TOP/RIGHT
 Design: a1c

Date: Wednesday, January 28, 1998
 Sheet: 1 of 1

Created: Wednesday, January 28, 1998
 Revision: 0

Created: Wednesday, January 28, 1998
 Revision: 0

Created: Wednesday, January 28, 1998
 Revision: 0

Created: Wednesday, January 28, 1998
 Revision: 0

Created: Wednesday, January 28, 1998
 Revision: 0

Created: Wednesday, January 28, 1998
 Revision: 0

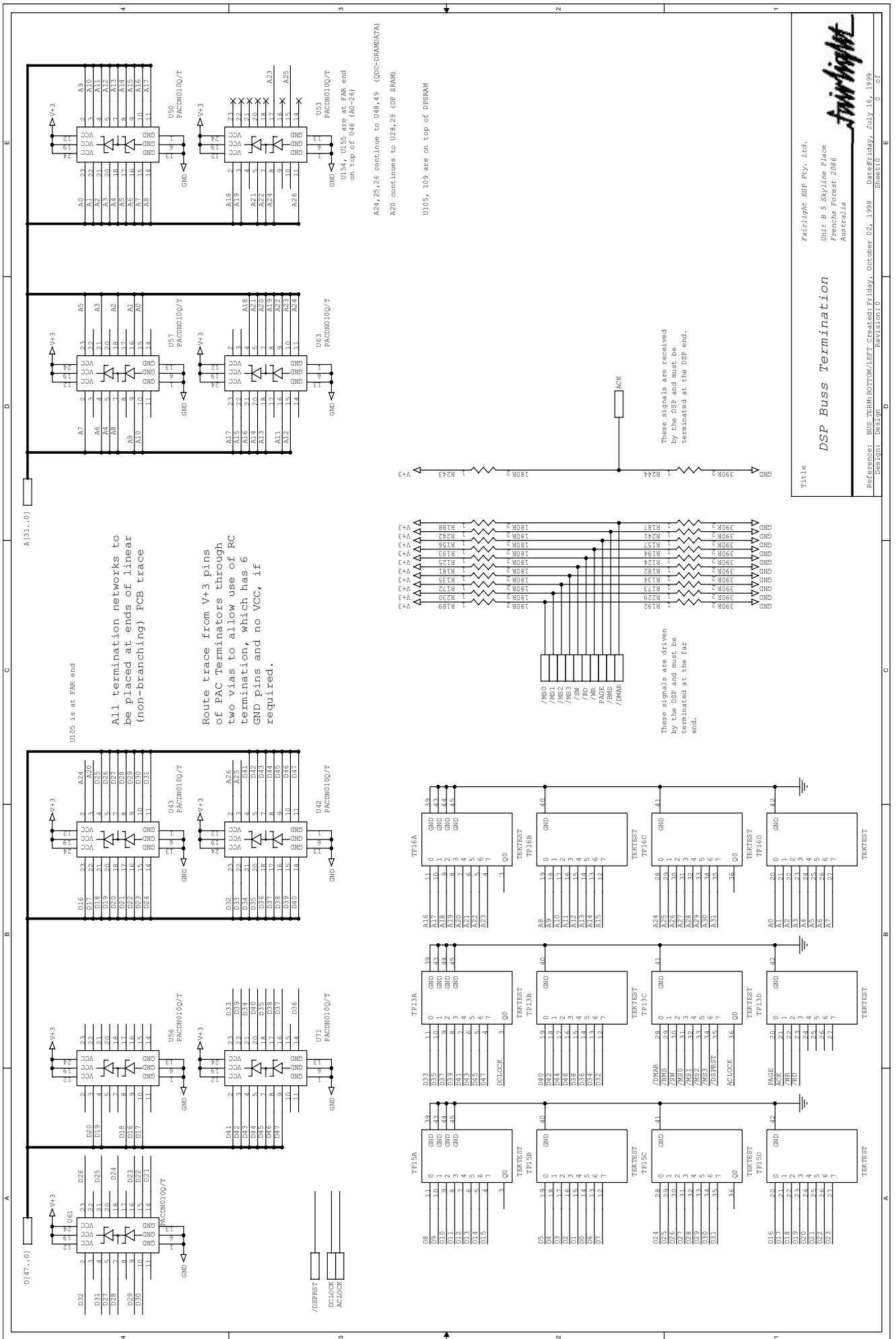
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 Revision: 0

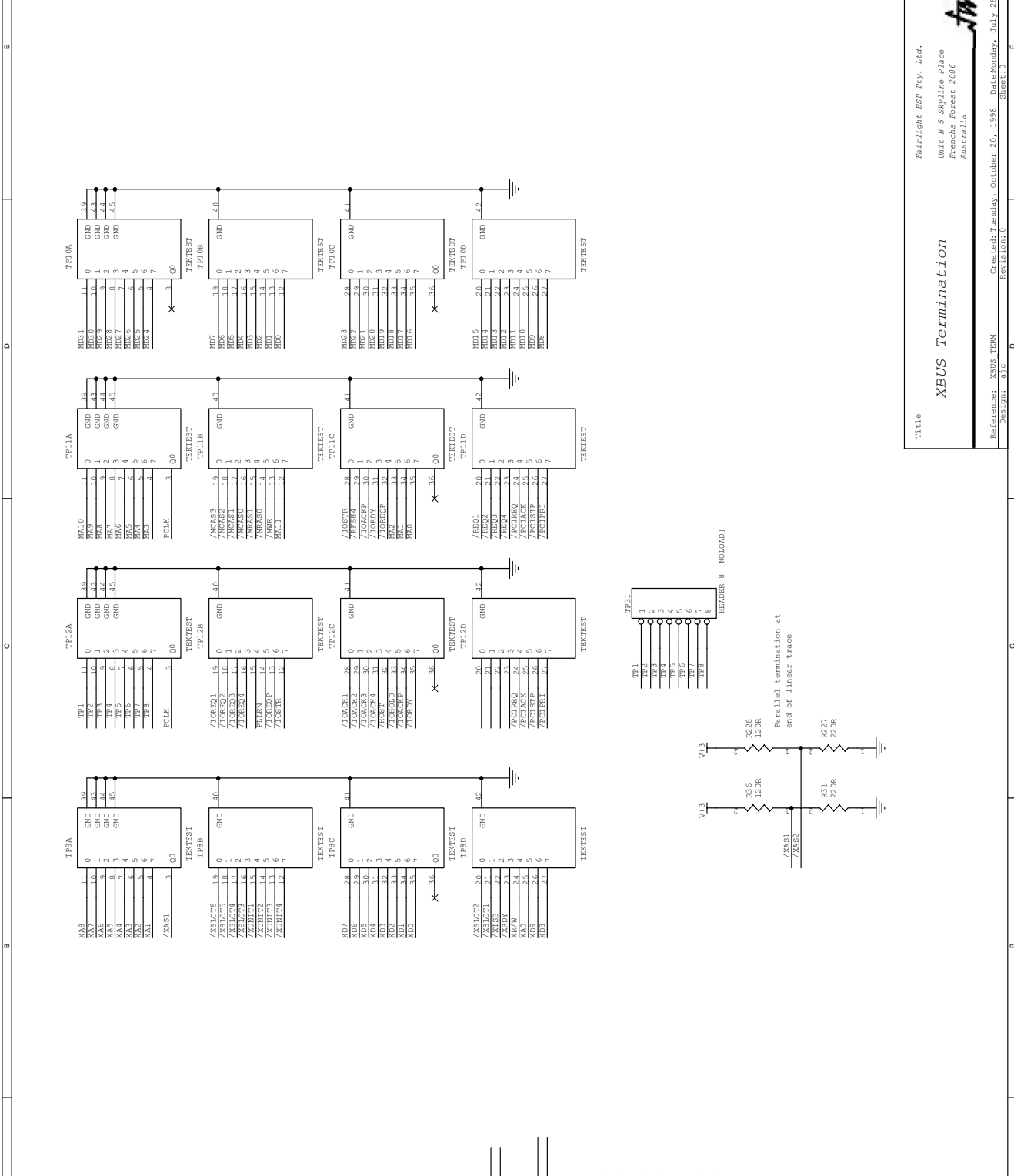
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 Revision: 0

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 Revision: 0

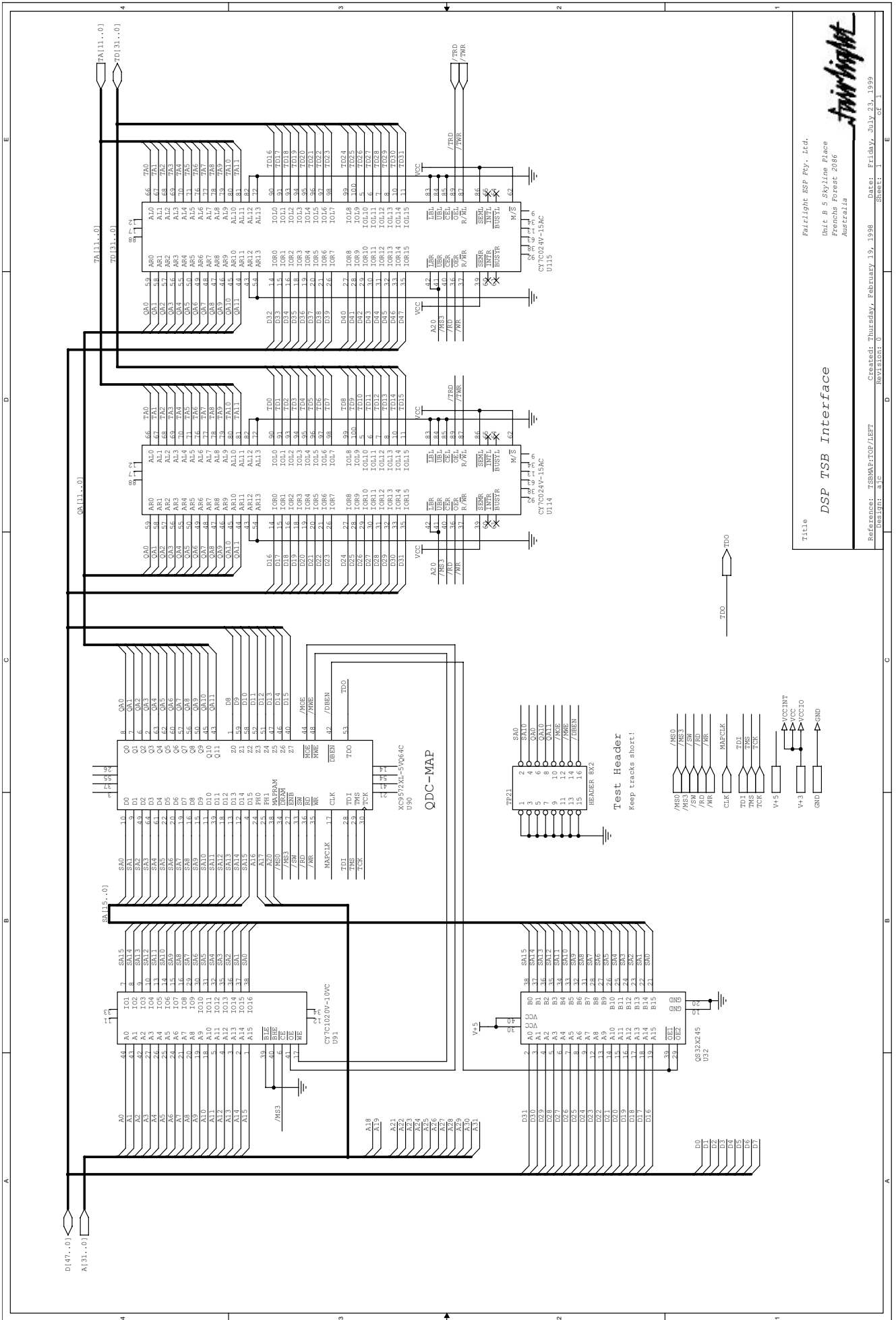


TITLE
DSP Buss Termination
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Reference: BUS TERM/BOTTOM/LEFT Created: Friday, October 02, 1998 Date: Friday, July 16, 1999
 Designer: DesLum Revision: 0 Sheet: 10 of



Title
XBUS Termination
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia

Reference: XBUS_TERM
 Date: Monday, October 20, 1998
 Created: Tuesday, July 26, 1999
 Revision: 0
 Sheet: 0 of 0



Fairlight DSP Pty. Ltd.
 Unit B 5 Skyline Place
 Ferencs Forest 2066
 Australia

Title
DSP TSB Interface

Reference: TSBMAP-TOP/LEFT

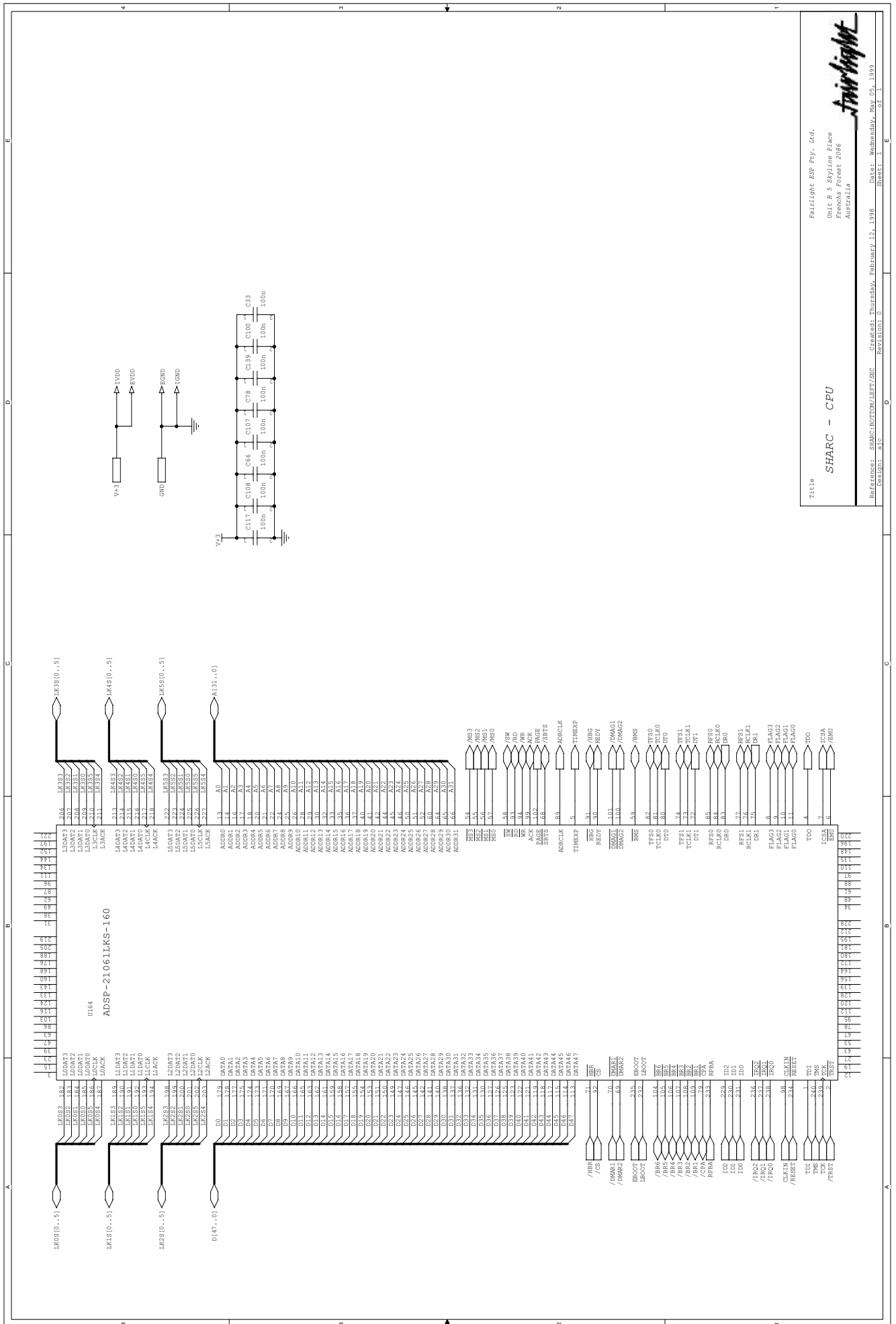
Designt: atc

Created: Thursday, February 19, 1998

Date: Friday, July 23, 1999

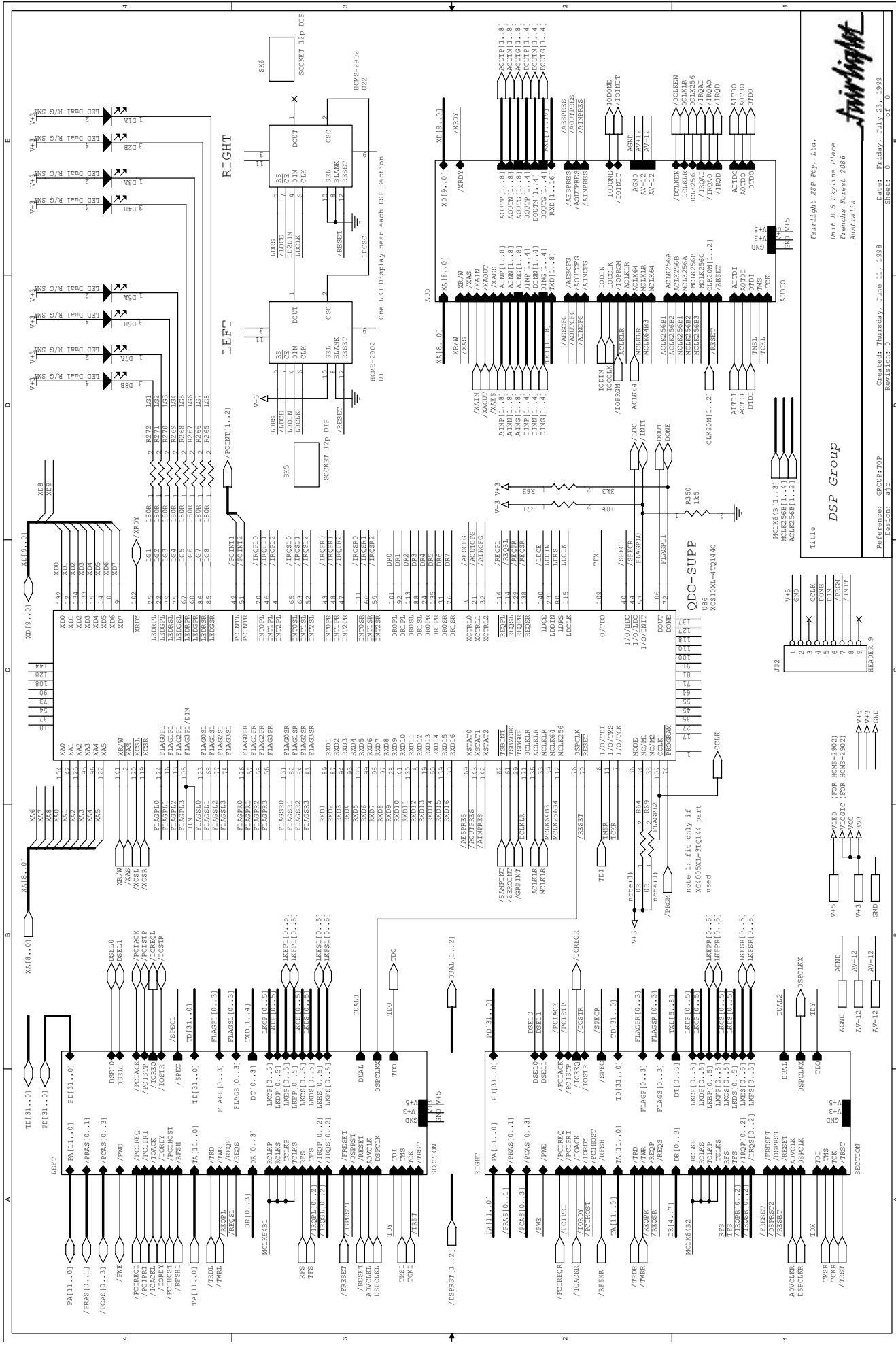
Sheet: 1 of 1

Revision: 0



SHARC - CPU
 Title
 Fairlight DSP Pty. Inc.
 Unit B, 5 Bayliss Place
 North Melbourne VIC 3040
 Australia
 Date: Thursday, February 12, 1998
 Sheet: 1 of 1

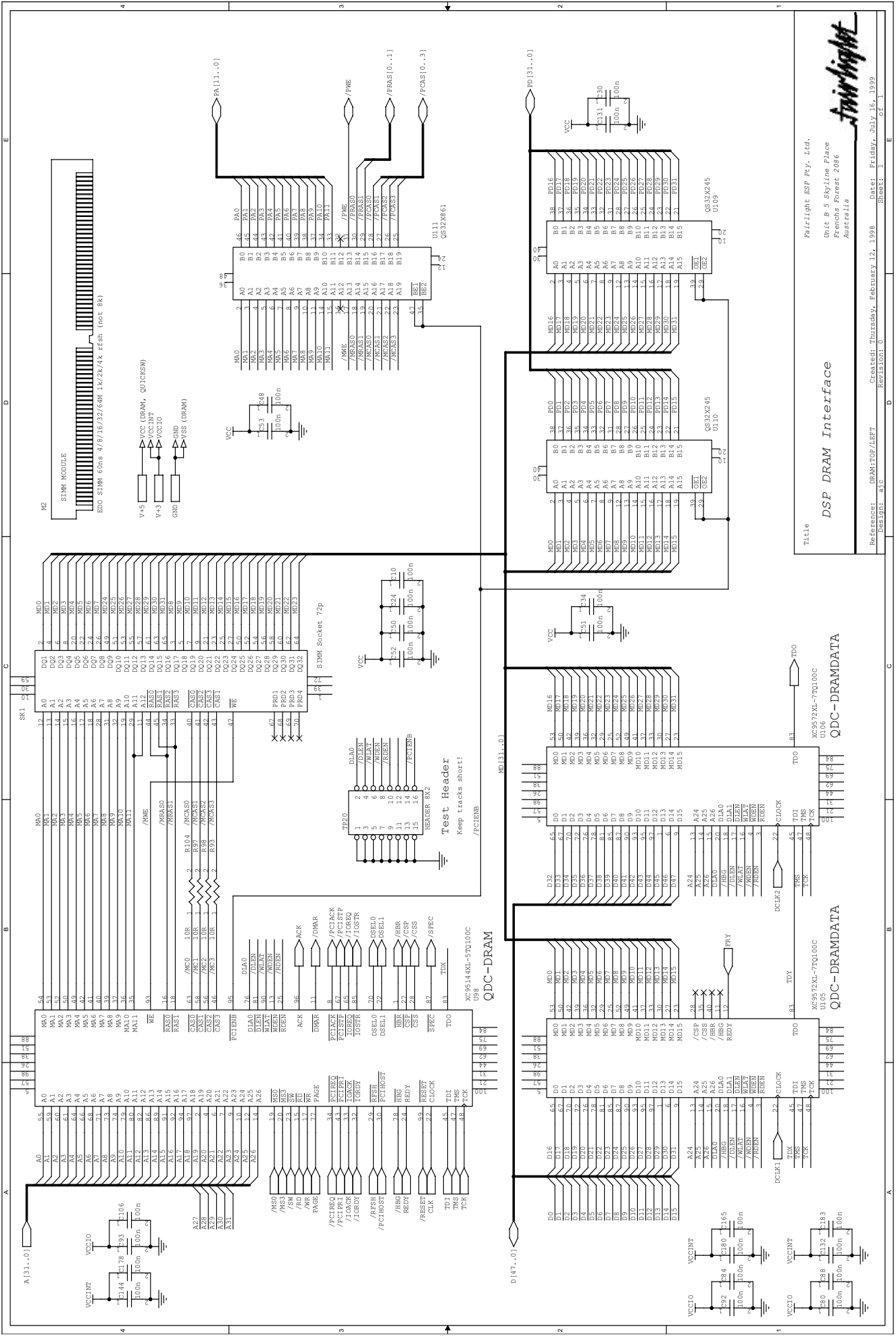




Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

DSP Group
 Title

Reference: GROUP1TOP Created: Thursday, June 11, 1998 Date: Friday, July 23, 1999
 Designer: DTIC Revision: 0 Sheet: 0 of 0



DSP DRAM Interface

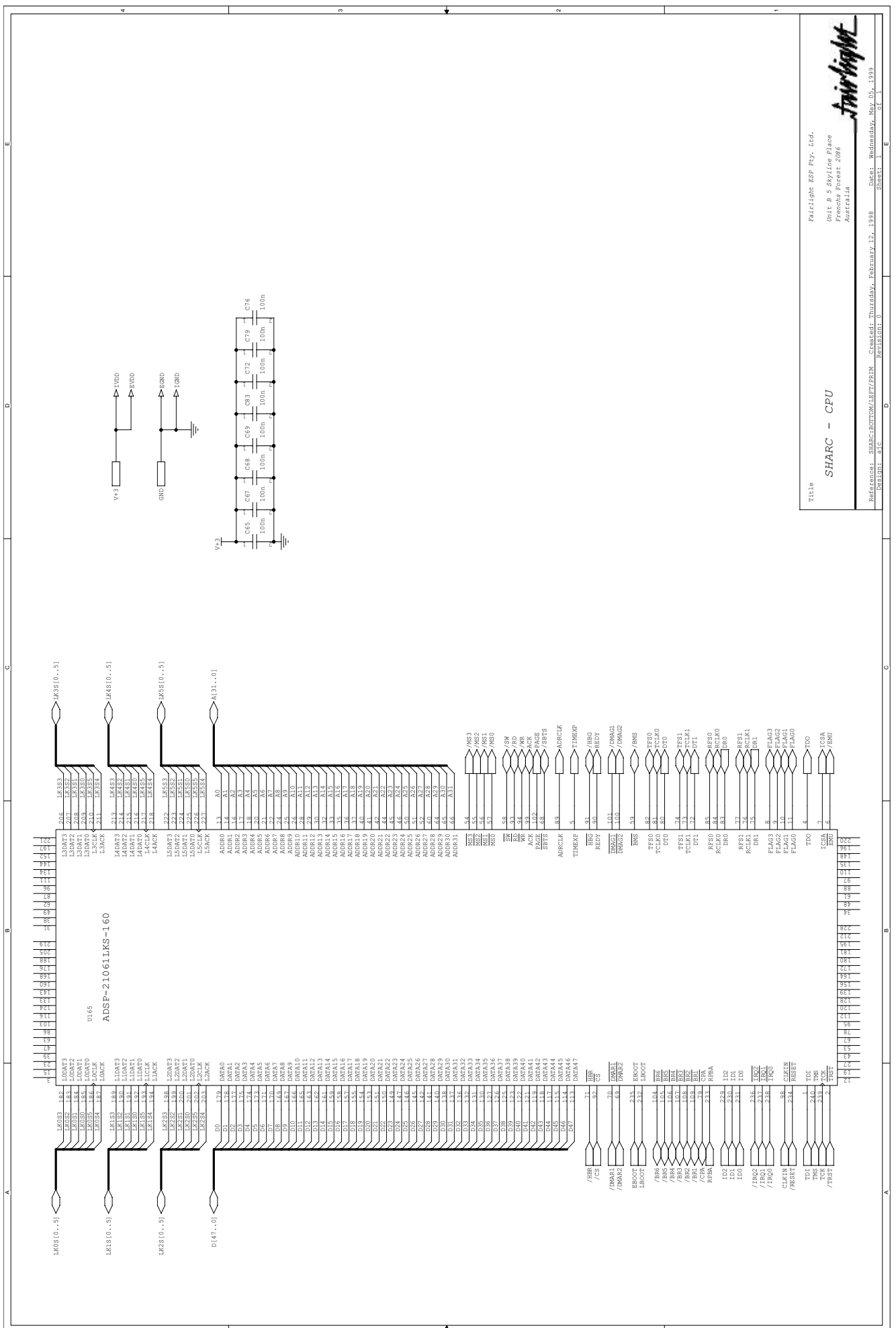
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Created: Thursday, February 12, 1998 Date: Friday, July 16, 1999

Rev 1.0.0.0 Sheet: 1 of 1

Designer: GJC

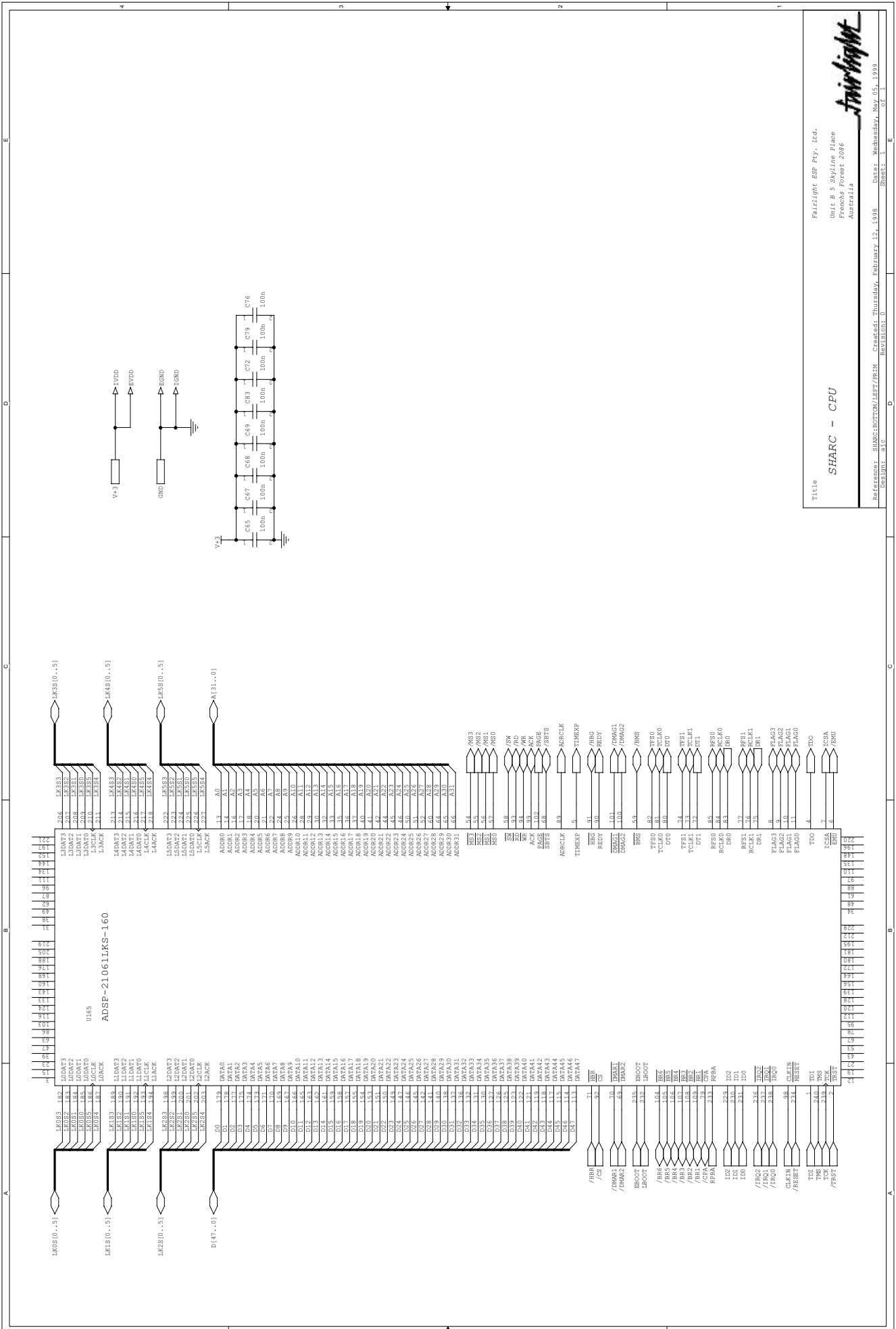
Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenche Forest, 2086
Australia



SHARC - CPU

Fairlight DSP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

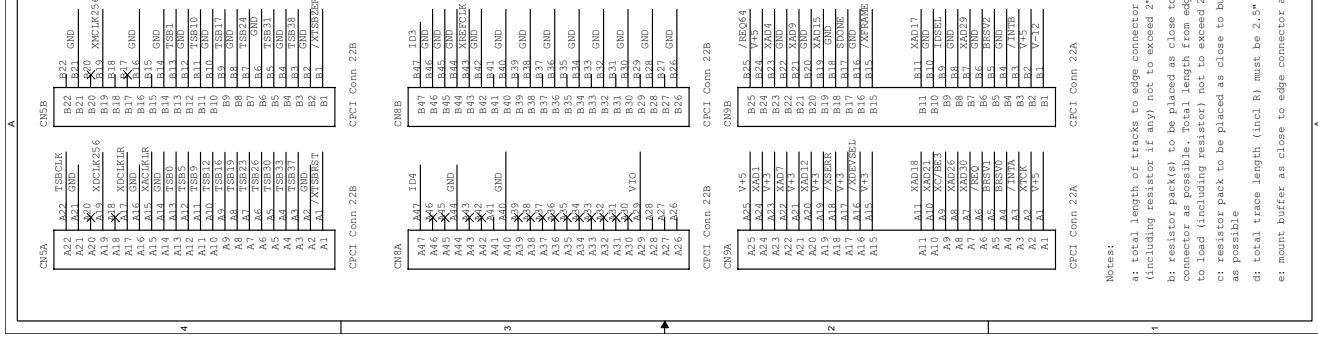
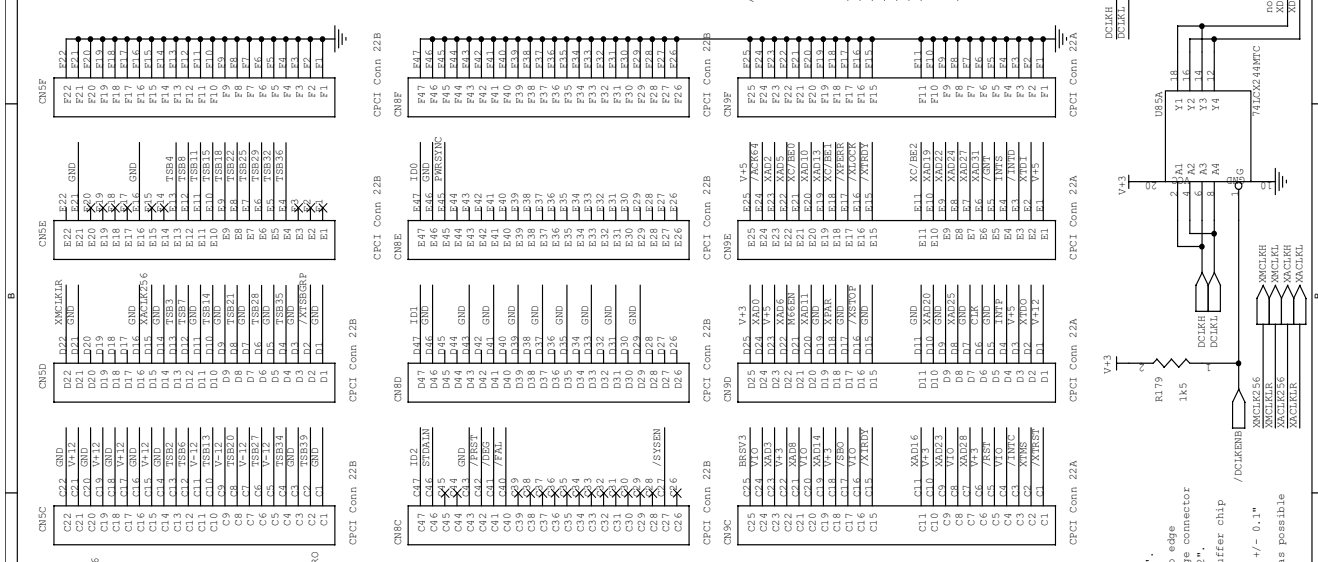
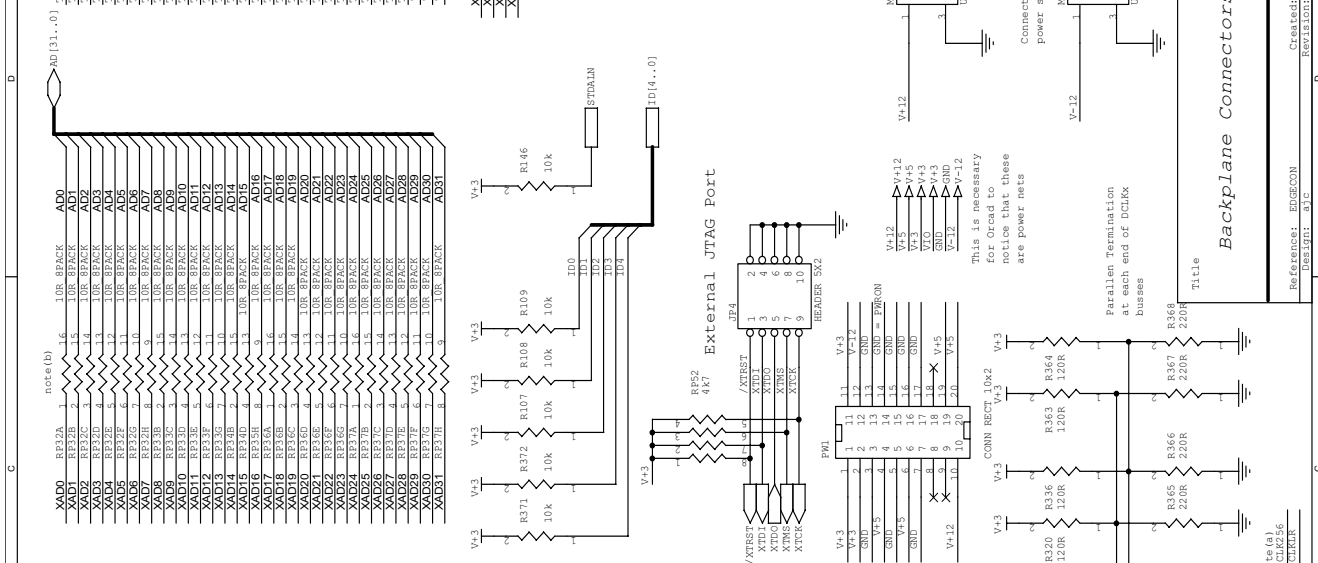
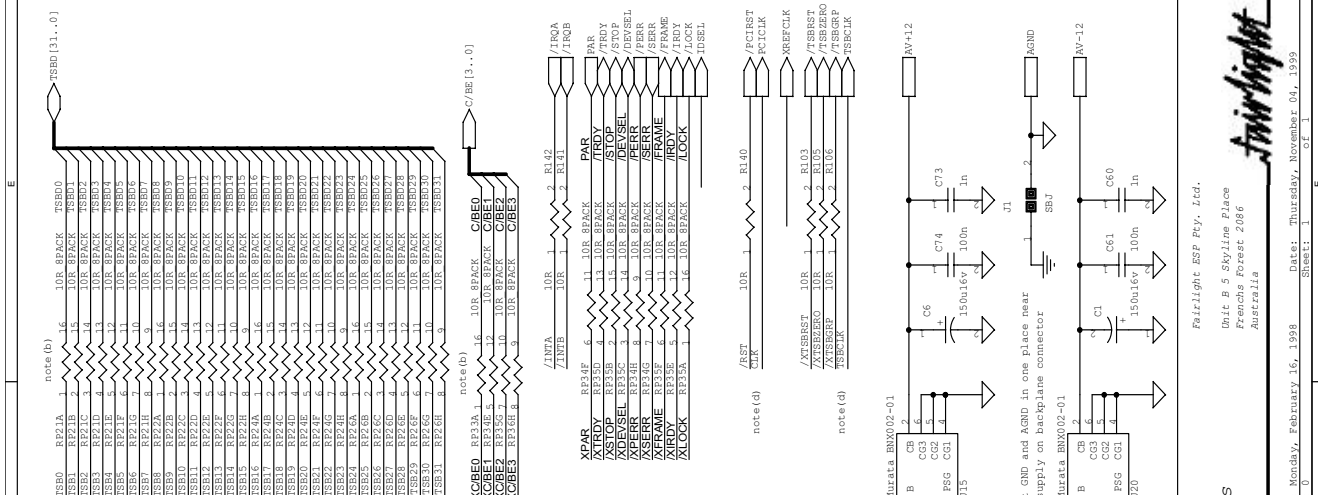
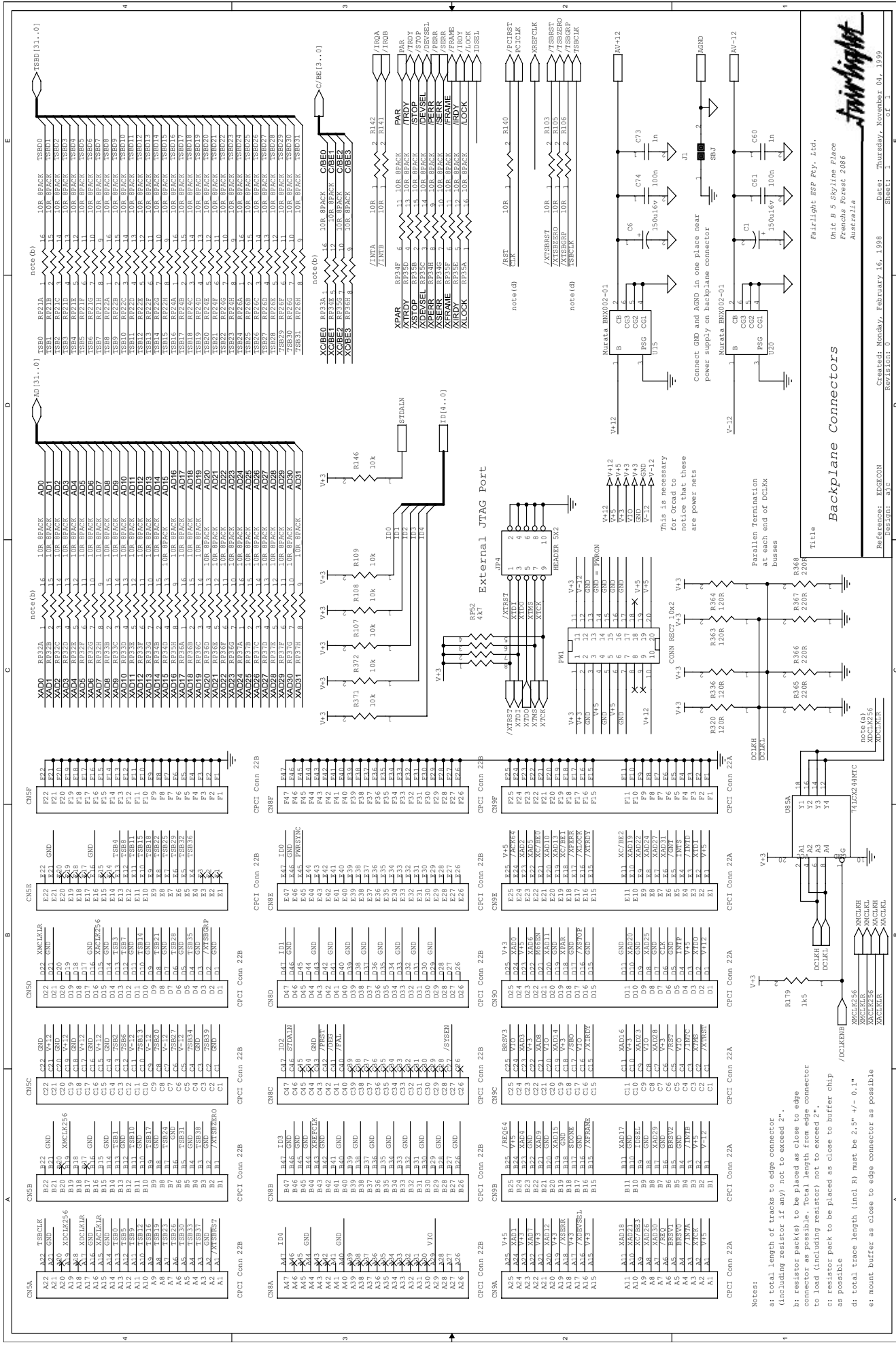
Reference: SHARC:BOTTOM/LEFT/PRIM Crashed: Thursday, February 12, 1998
 Date: Wednesday, May 05, 1999
 Revision: 0 Sheet: 1 of 1



SHARC - CPU

Fairlight ESP Pty. Inc.
Unit B, 5 Styles Place
Aurora, Victoria 3106

References: SUN3-DOTCOM/LEFF/REV1
Date: Thursday, February 12, 1999
Sheet: 01 of 01



External JTAG Port

Pinouts for JTAG signals: TCK, TMS, TDI, TDO, TRST.

External JTAG Port

Pinouts for JTAG signals: TCK, TMS, TDI, TDO, TRST.

External JTAG Port

Pinouts for JTAG signals: TCK, TMS, TDI, TDO, TRST.

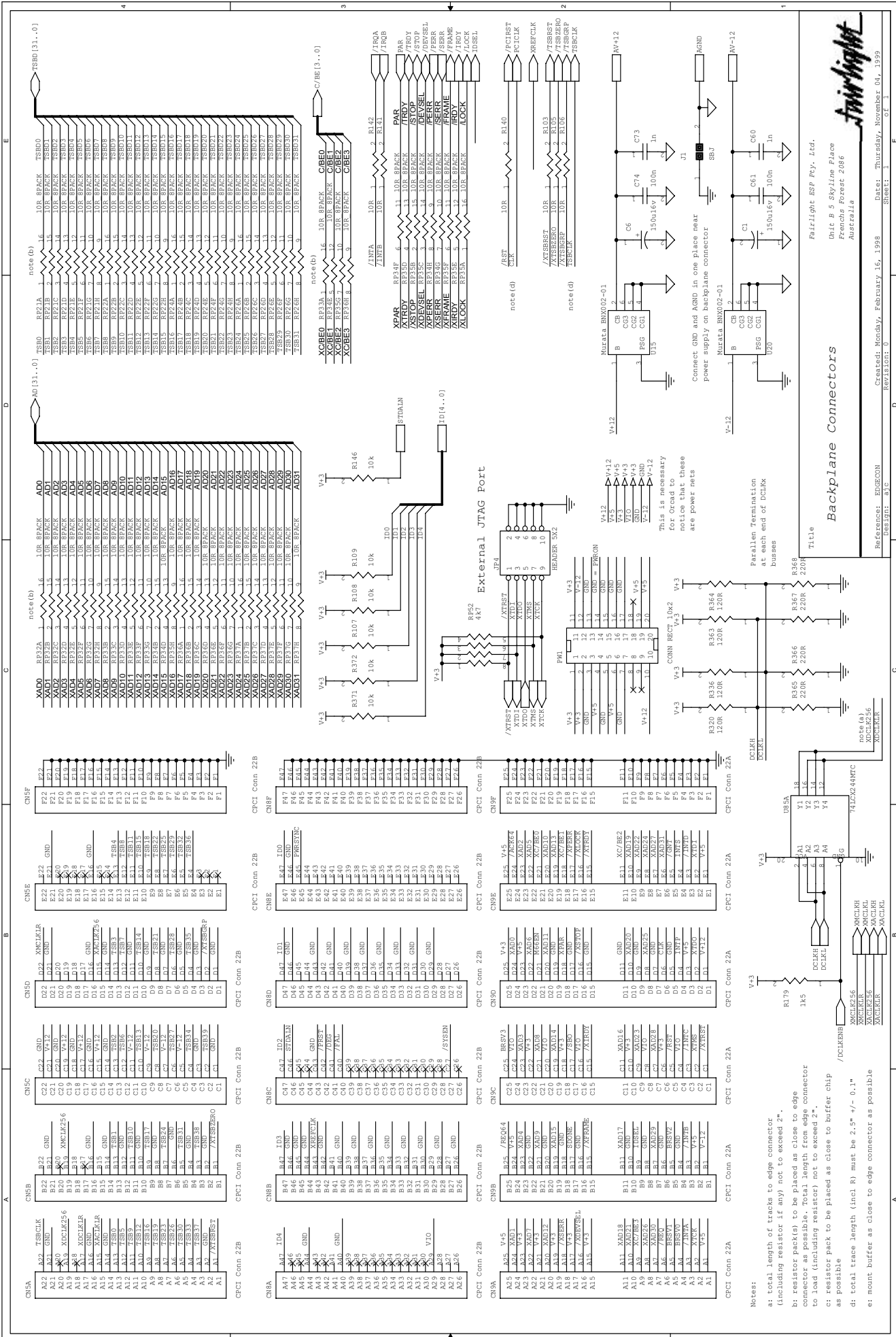
External JTAG Port

Pinouts for JTAG signals: TCK, TMS, TDI, TDO, TRST.

Notes:
 a: total length of tracks to edge connector (including resistor if any) not to exceed 2".
 b: resistor pack(s) to be placed as close to edge connector as possible. Total length from edge connector to load (including resistor) not to exceed 2".
 c: resistor pack to be placed as close to buffer chip as possible.
 d: total trace length (incl R) must be 2.5" +/- 0.1".
 e: mount buffer as close to edge connector as possible

Backplane Connectors
 Title
 Unit B 5 Skyline Place
 Frenchs Forest, 2060
 Australia

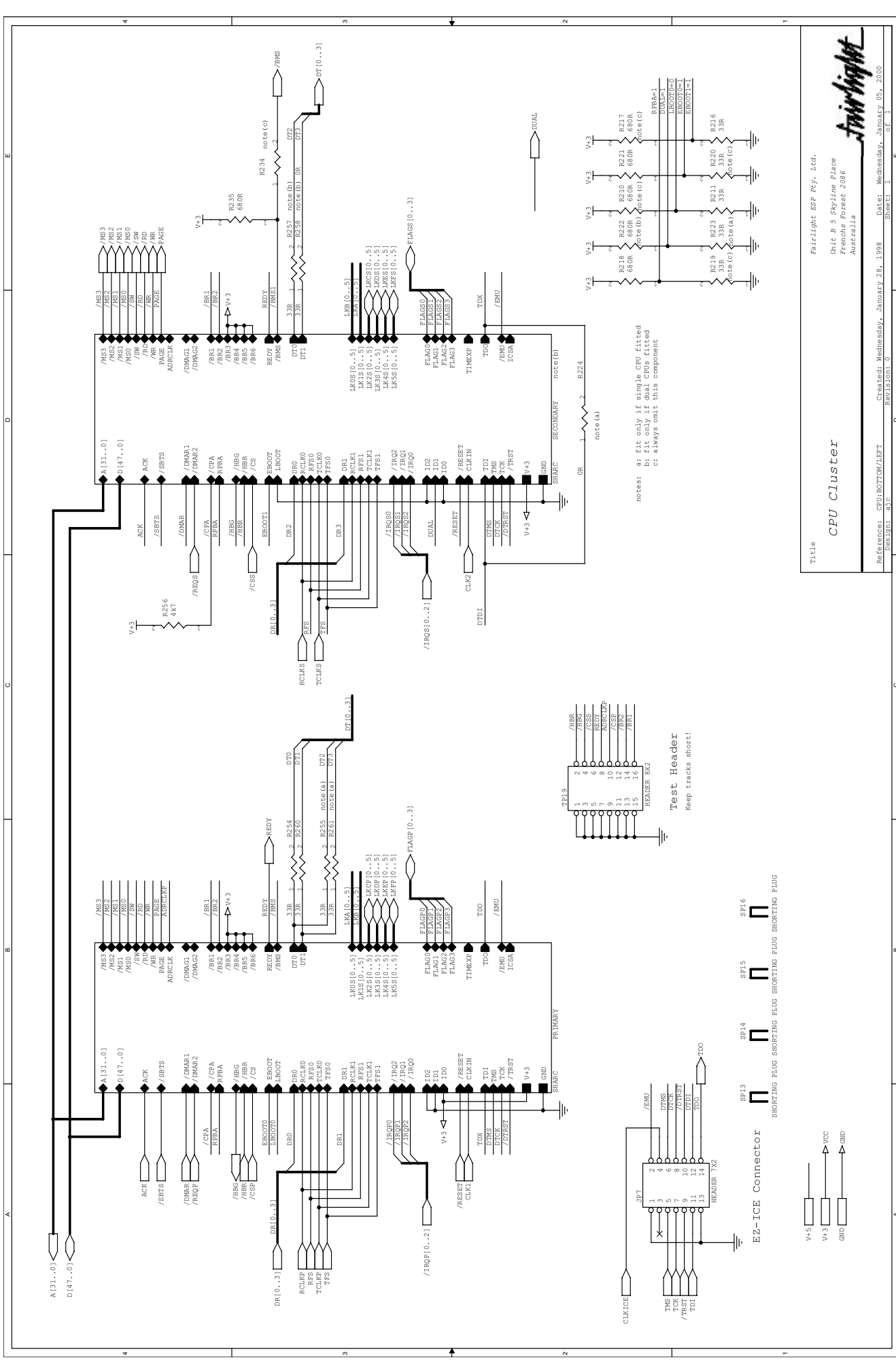
Created: Monday, February 16, 1998
 Date: Thursday, November 04, 1999
 Reference: B03CON
 Designer: DTC
 Revision: 01
 Sheet: 1 of 1



Notes:

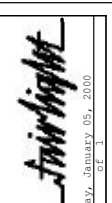
- total length of tracks to edge connector, as possible, total length from edge connector to load (including resistor) not to exceed 2".
- resistor-puck(s) to be placed as close to edge connector as possible
- resistor-puck to be placed as close to buffer chip as possible
- total trace length (incl R) must be 2.5" +/- 0.1"
- mount buffer as close to edge connector as possible

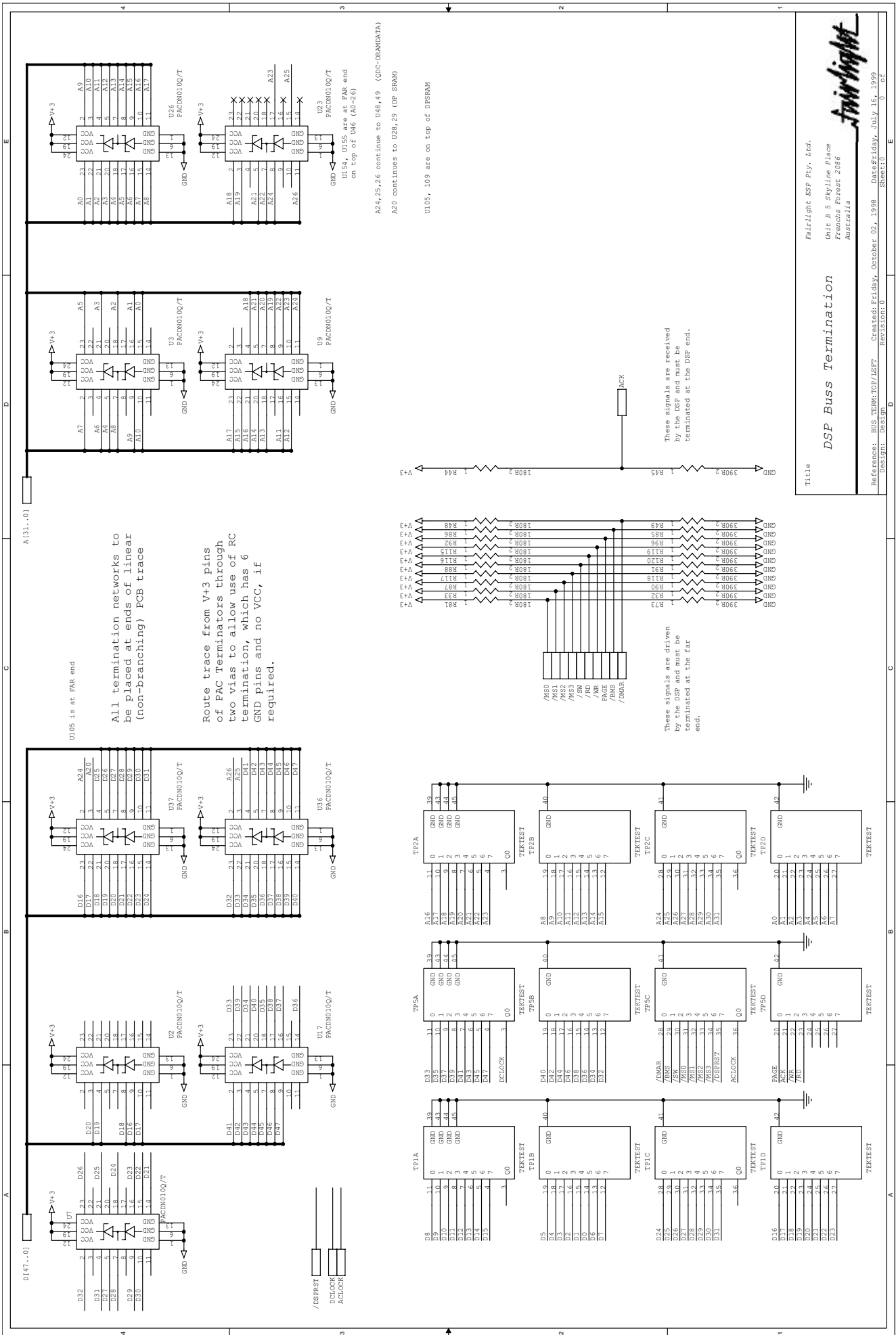
Unit B 5 Skyline Place
Frenche Forest 2086
Australia



Title
CPU Cluster
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Reference: CPU: BOTTOM/LEFT
 Design: 01C
 Created: Wednesday, January 28, 1998
 Date: Wednesday, January 05, 2000
 Revision: 0
 Sheet: 1 of 1



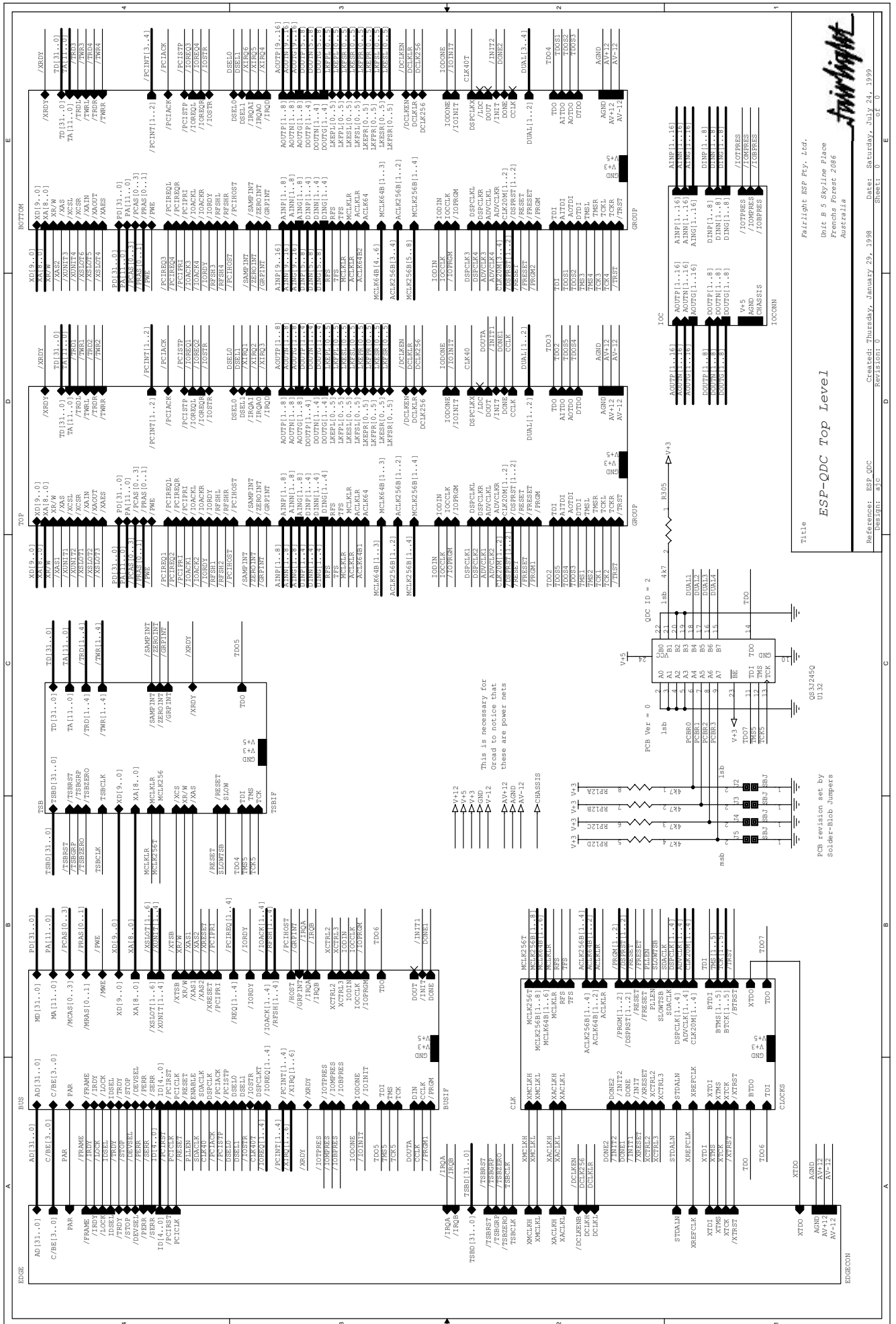


DSP Bus Termination

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest, 2086
Australia

Title

References: BUS_TERM.TOP/LEFT Created: Friday, October 02, 1998 Date: Friday, July 16, 1999
 Designer: Desim Revision: 0 Sheet: 0 of



ESP-QDC Top Level

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenche Forest 2086
Australia

Reference: ESP-QDC
Created: Thursday, January 29, 1998
Date: Saturday, July 24, 1999
Designer: a1c
Revision: 0 of 0

9MW4AI1 - EIGHT CHANNEL ANALOG INPUT CARD

AO1 AI1 AES1 JTAG TESTING

1. Connect the power supply to the QDC board.
2. Connect the Xilinx pod to the QDC as follows:

VCC to JP2 or JP5 pin 1
GND to JP2 or JP5 pin 2
TDI to JP4 pin 3
TDO to JP4 pin 5
TMS to JP4 pin 7
TCK to JP4 pin 9

as shown below:

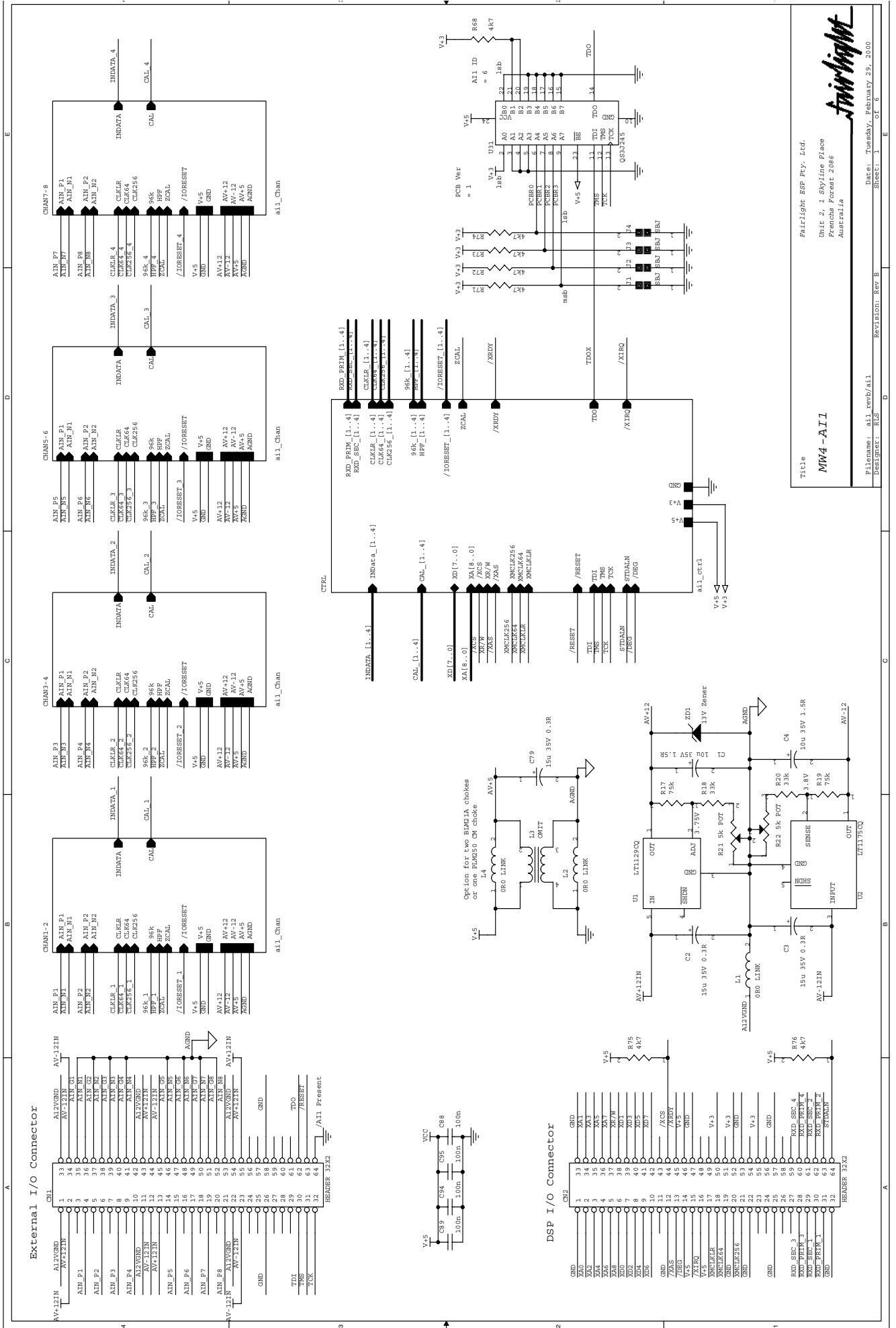
	TCK	TMS	TDO	TDI	
JP4	0	0	0	0	1
JP4	0	0	0	0	0

3. Plug the AI1 under test into the QDC at position 1 and/or 6.
4. Plug the AO1 under test into the QDC at position 2 and/or 5.
5. Plug the AES1 under test into the QDC at position 3 and/or 4.
6. Switch on PSU.
7. Open a DOS window on the PC and 'CD' to C:\Mw4\jtag-qdc (Use QDC JTAG shortcut)
8. Run the command: `jtag -v atest`

This will do the jtag testing:

The following is for AI1 only:

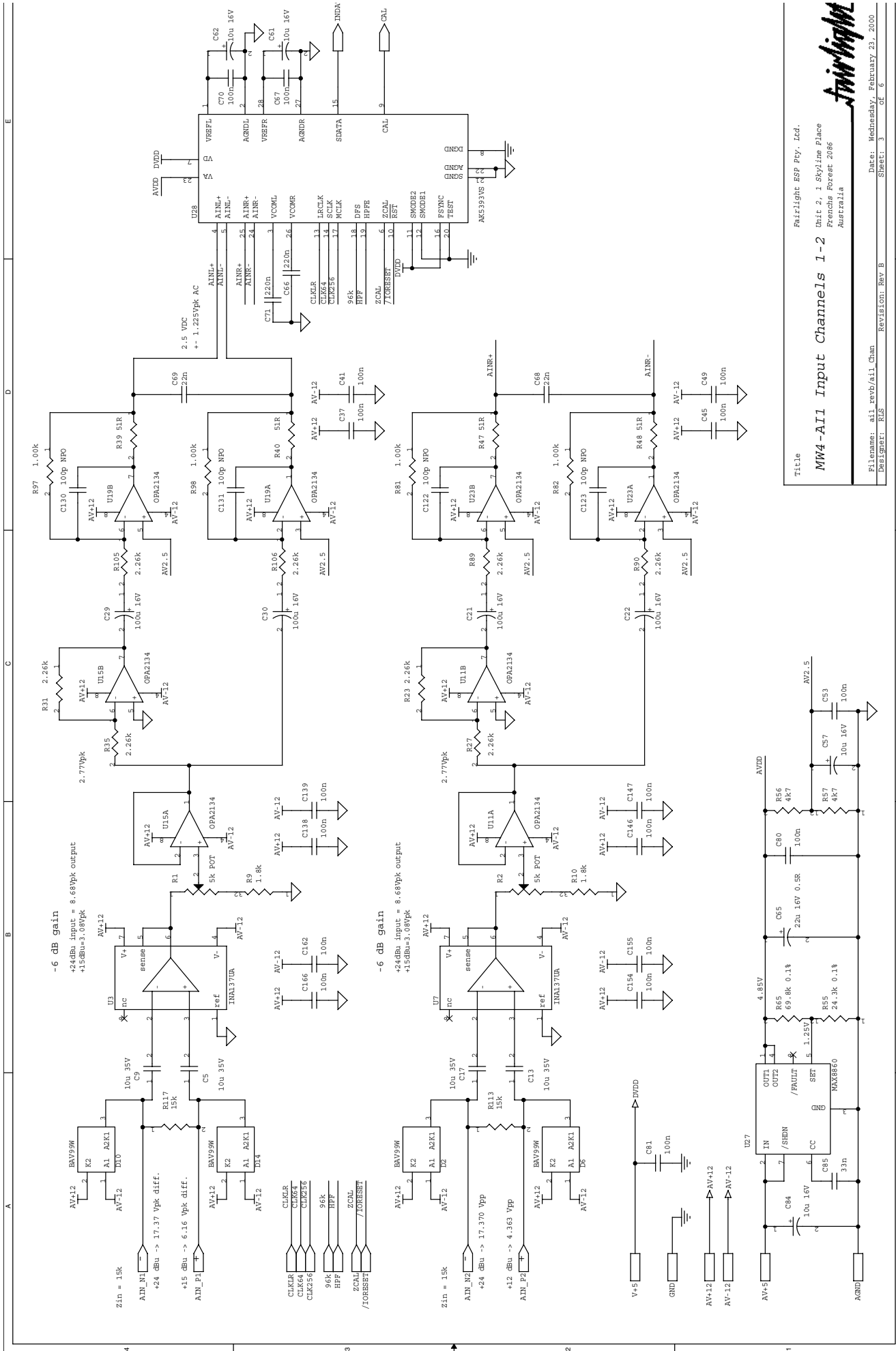
9. Open a DOS window on the PC and 'CD' to C:\Mw4\jtag-qdc
10. Run the command: `jtag -v ai1prog`
This will program the cpld on ai1.
11. Turn off PSU and remove card under test.



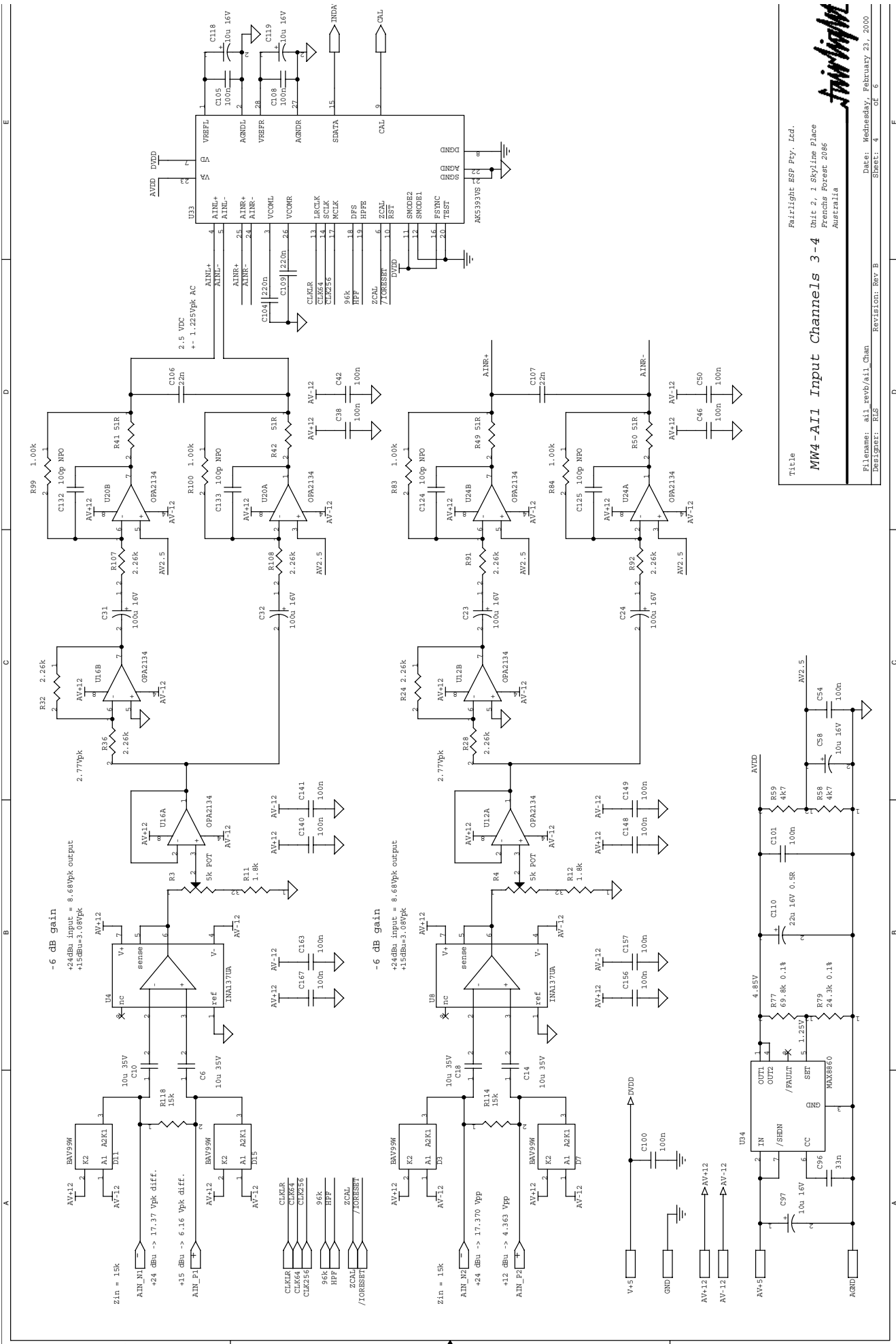
Title
MM4-A11

Fairlight ESP Pty. Ltd.
Unit 2, 1 Skyline Place
Frenchs Forest 2086
Australia

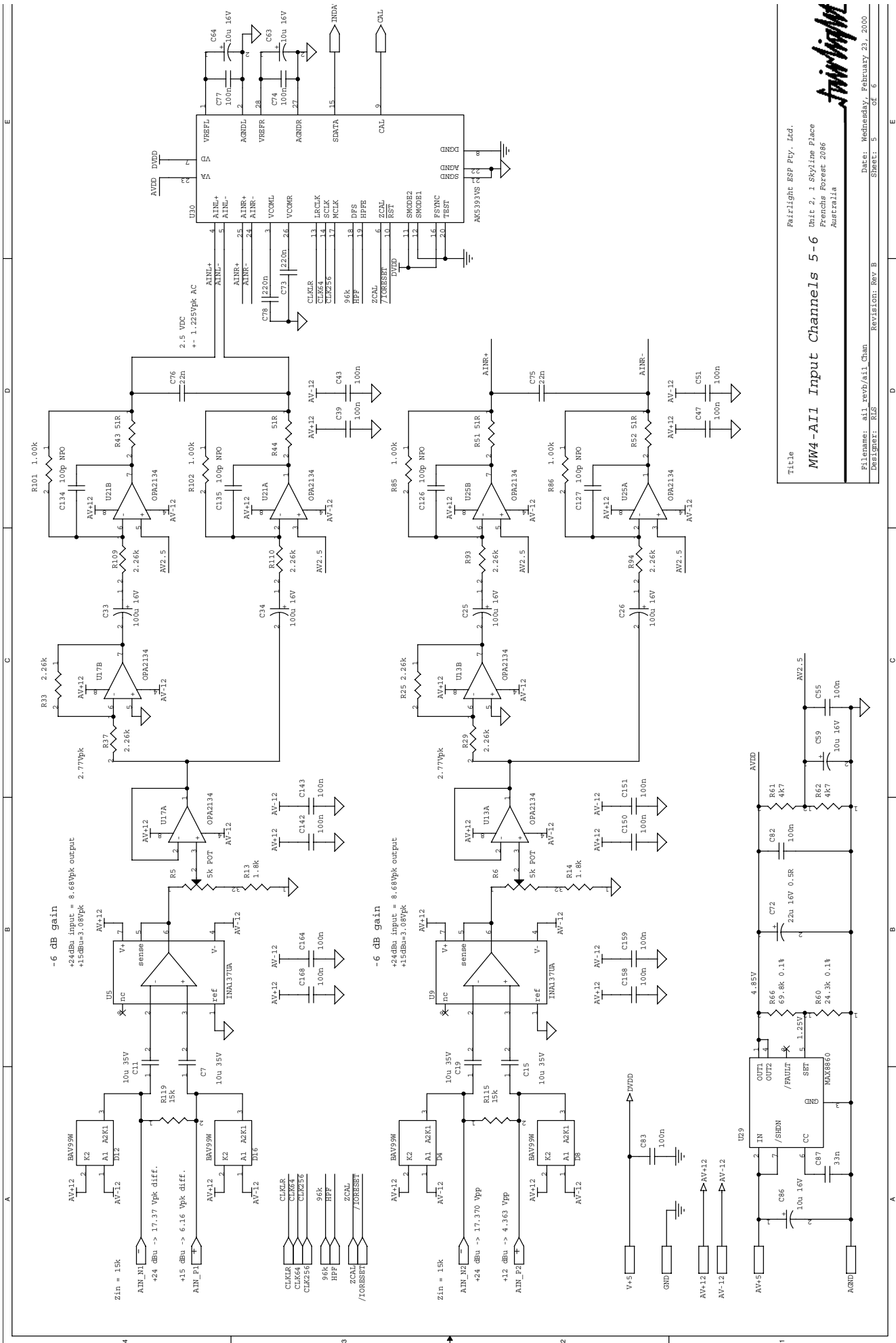
Filename: all_rev0/a11
Revision: Rev B
Date: Tuesday, February 29, 2000
Sheet: 1 of 6



Title: MM4-A11 Input Channels 1-2
Fairlight ESP Pty. Ltd.
Unit 2, 1 Skyline Place
Frenchs Forest 2086
Australia
Filename: all_revb/all_chan
Revision: Rev B
Designer: RJS
Date: Wednesday, February 23, 2000
Sheet: 3 of 6



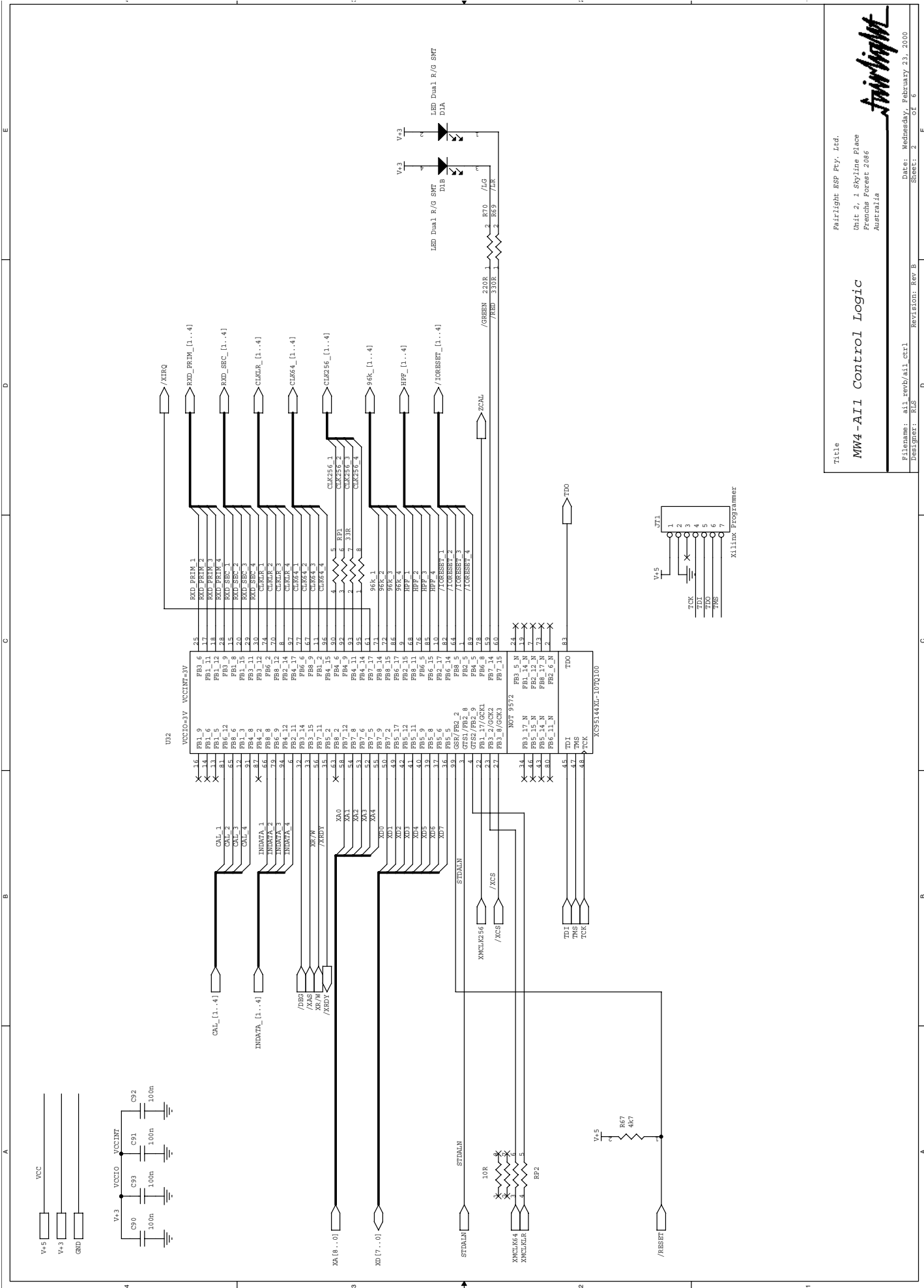
Title: Fairlight ESP Pty. Ltd.
MM4-A11 Input Channels 3-4 Unit 2, 1 Skyline Place
Frenchs Forest 2086
Australia
Filename: all revb/all chan Revision: Rev B Date: Wednesday, February 23, 2000
Designer: RLS Sheet: 4 of 6



Title: Fairlight ESP Pty. Ltd.
Unit 2, 1 Skyline Place
Frenchs Forest 2086
Australia

Filename: all_revb/all_chan
Revision: Rev B
Designer: RJS

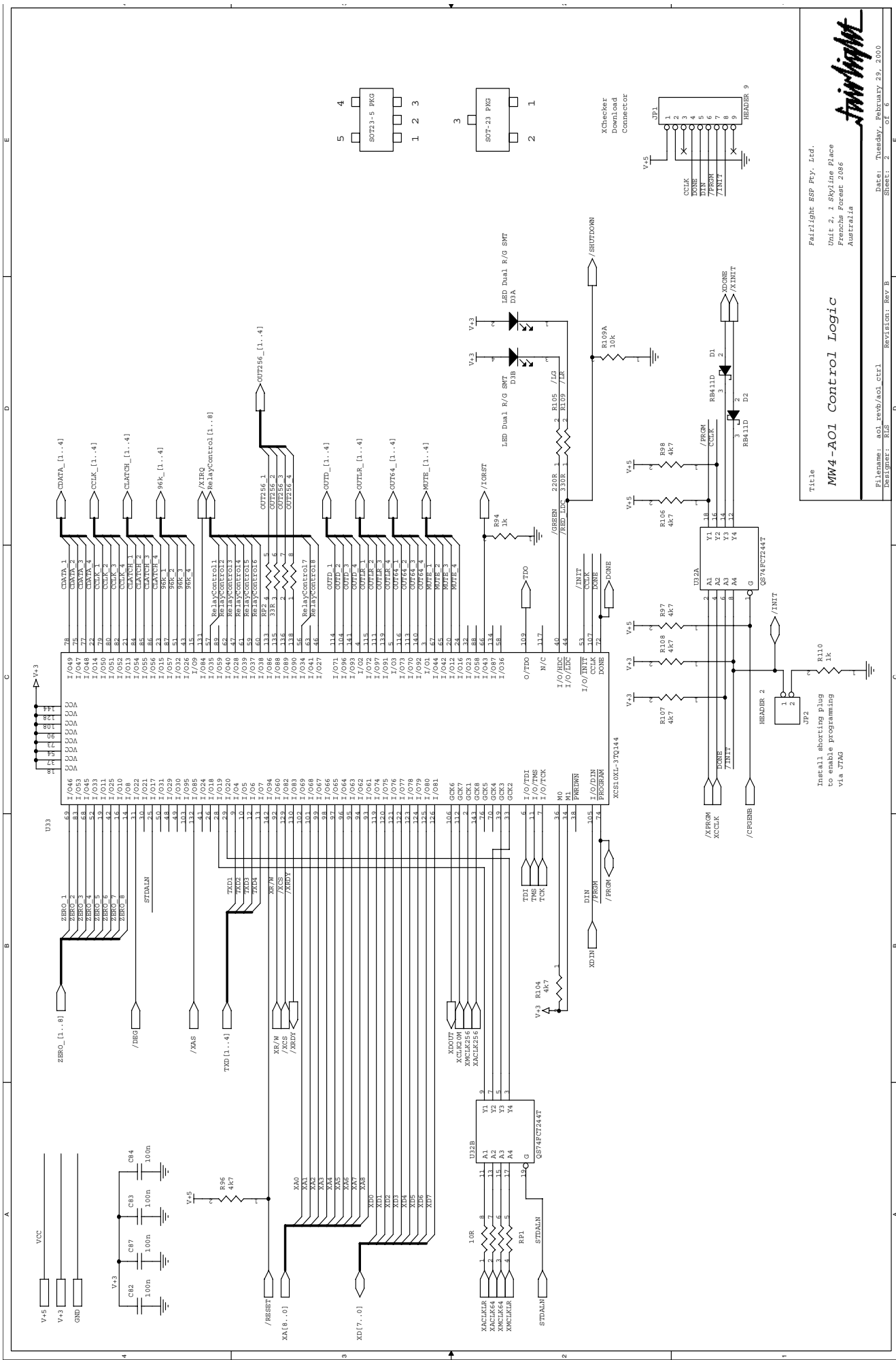
Date: Wednesday, February 23, 2000
Sheet: 5 of 6



Title
MM4-A11 Control Logic
Fairlight ESP Pty. Ltd.
Unit 2, 1 Skyline Place
Frenchs Forest 2086
Australia

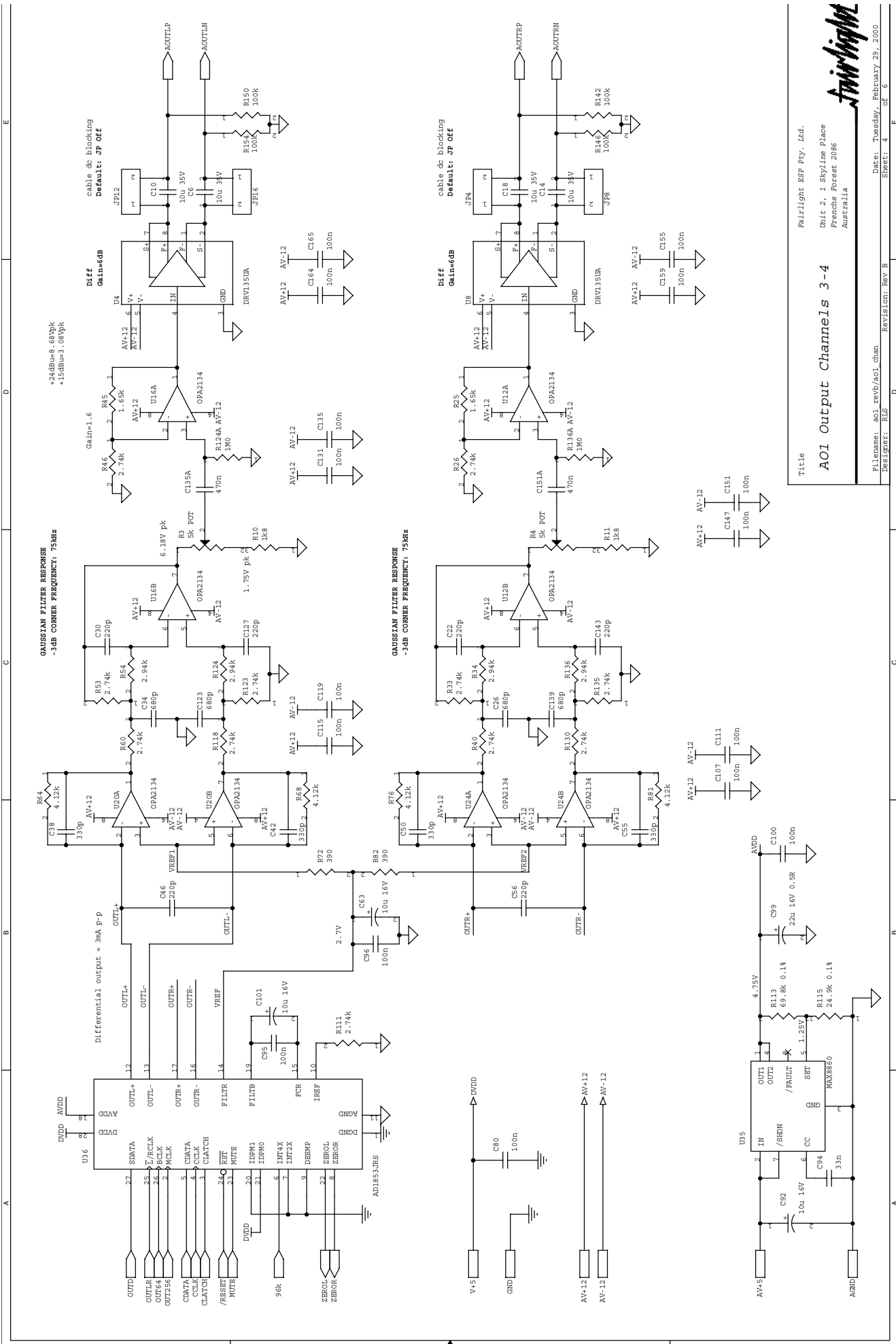
Revision: Rev B
Date: Wednesday, February 23, 2000
Sheet: 2 of 6

Filename: a11_revb/a11_ctr1
Designer: BAS
Revision: Rev B
Date: Wednesday, February 23, 2000
Sheet: 2 of 6



Title
MW4-AO1 Control Logic
 Fairlight ESP Pty. Ltd.
 Unit: 2, 1 Skyline Place
 Frenche Facet 2086
 Australia

Date: Tuesday, February 29, 2000
 Sheet: 2 of 6
 Filename: aol_revb/aol_ctl1
 Revision: Rev B
 Designer: RJS
 Rev/Eng: Rev B



GAUSSIAN FILTER RESPONSE
-3dB CORNER FREQUENCY: 75kHz

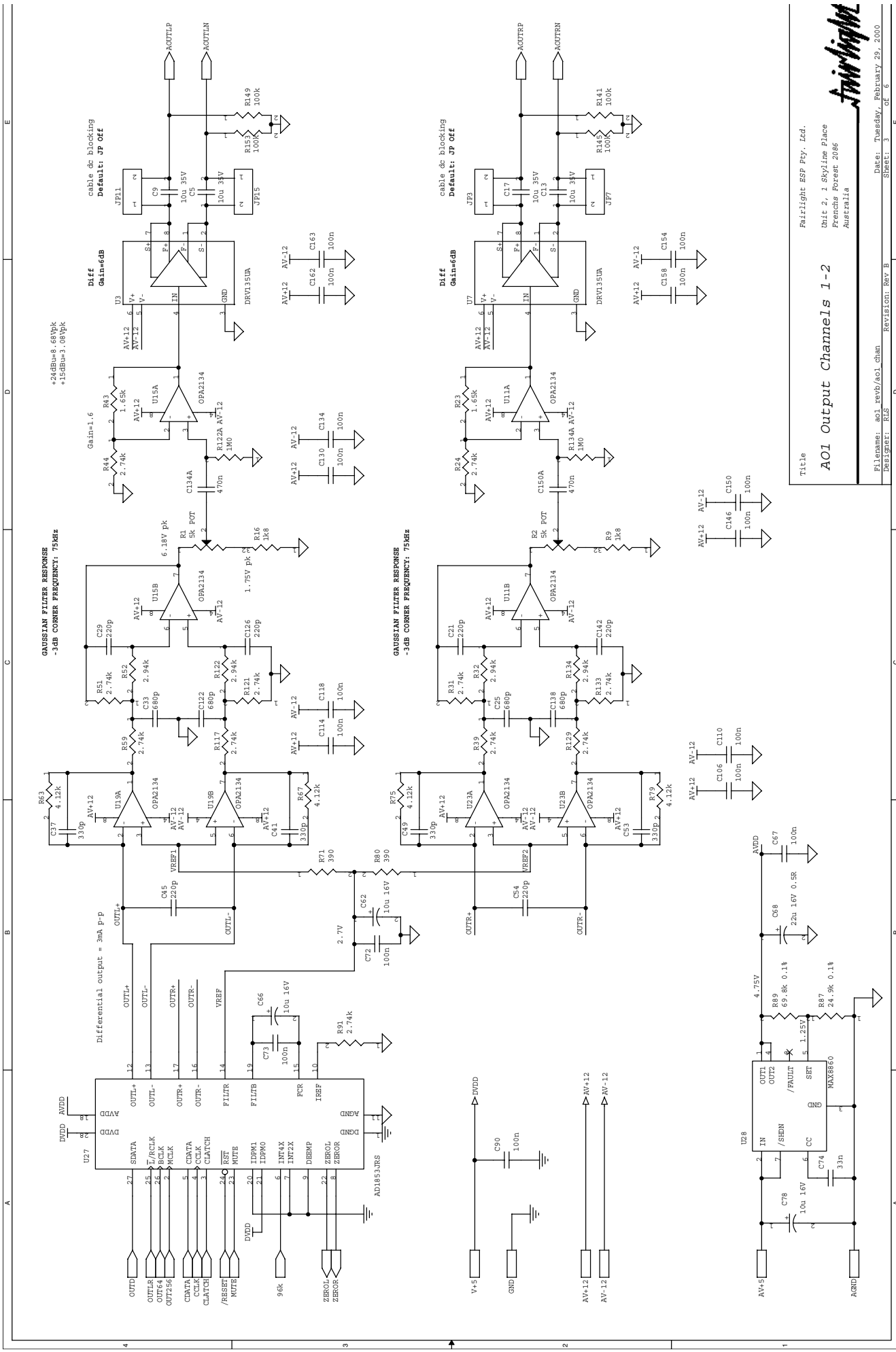
GAUSSIAN FILTER RESPONSE
-3dB CORNER FREQUENCY: 75kHz

Gain=1.6
+24dBw=8.660pk
+15dBw=3.069pk

Gain=6dB
cable dc blocking
Default: JP Off

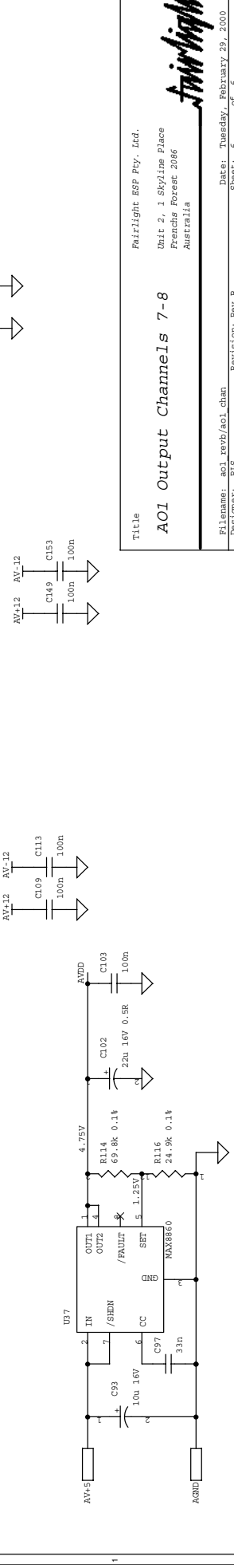
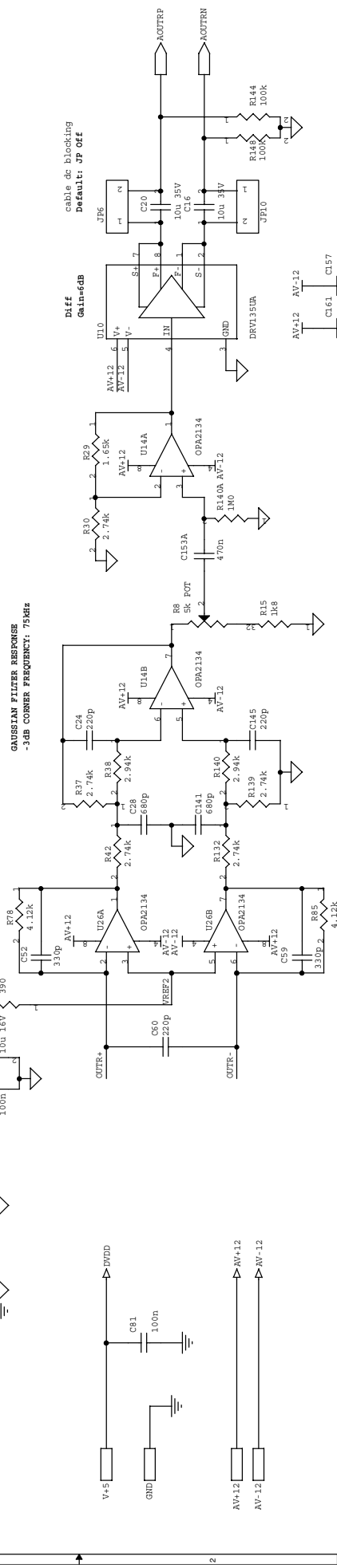
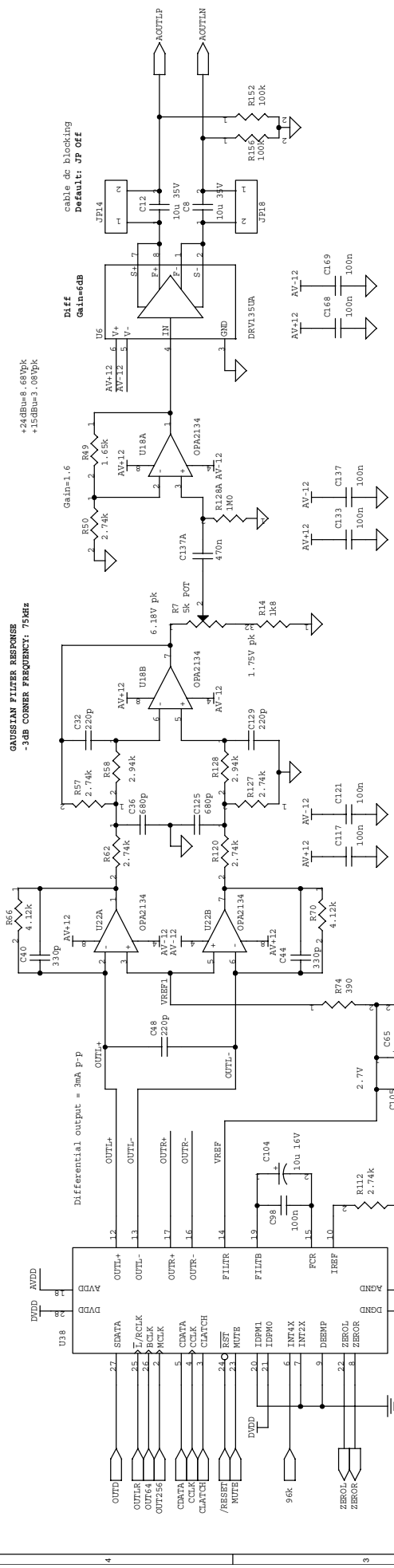
Title
AO1 Output Channels 3-4
 Fairlight ESP Pty. Ltd.
 Unit 2, 1 Skyline Place
 Frenchs Forest, 2086
 Australia
 Filename: aol_revb/aol_chan
 Revision: rev B
 Designer: RJS
 Date: Tuesday, February 29, 2000
 Sheet: 4 of 6



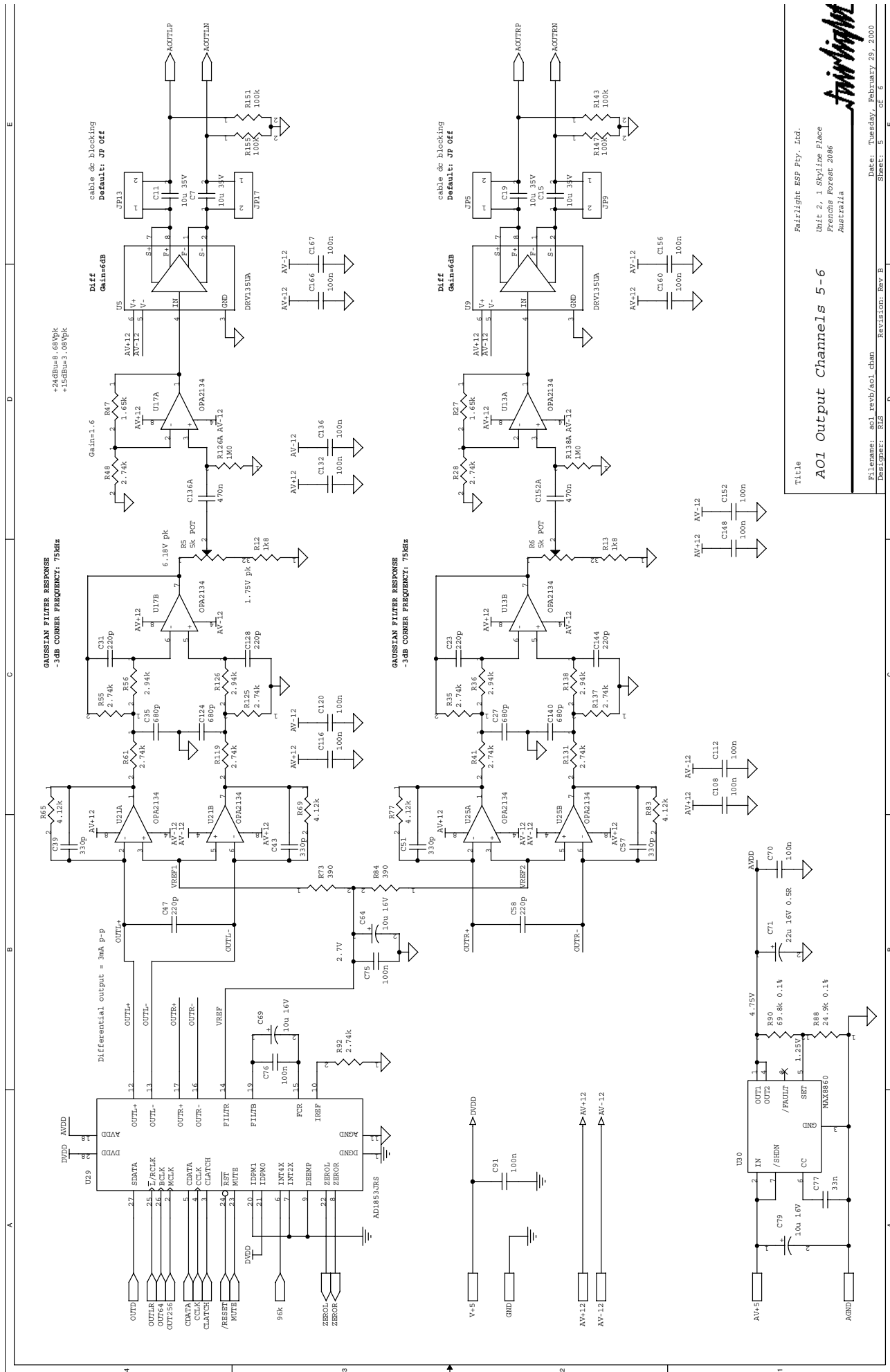


Title
AO1 Output Channels 1-2
 Fairlight ESP Pty. Ltd.
 Unit 2, 1 Skyline Place
 Frenchs Forest 2086
 Australia

Filename: aol_revb/aol_chan
 Designer: RLS
 Revision: Rev B
 Date: Tuesday, February 29, 2000
 Sheet: 3 of 6



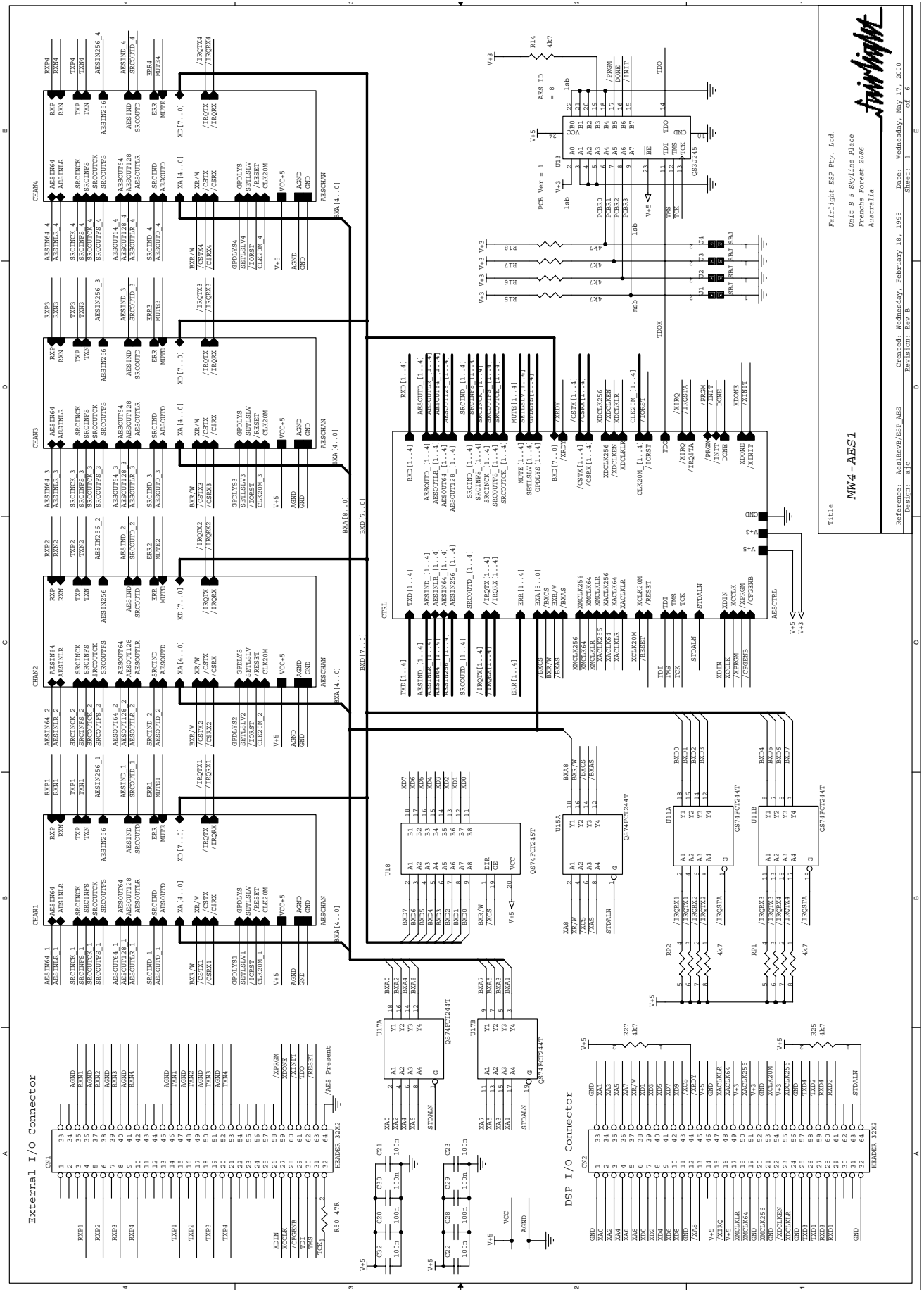
Title: Fairlight ESP Pty. Ltd.
 Unit 2, 1 Skyline Place
 Frenchs Forest, 2086
 Australia
AO1 Output Channels 7-8
 Filename: aol_revb/aol_chan Revision: rev B Date: Tuesday, February 29, 2000
 Designer: RJS Sheet: 6 of 6



Title
AO1 Output Channels 5-6
 Fairlight ESP Pty. Ltd.
 Unit 2, 1 Skyline Place
 Frenchs Forest 2086
 Australia

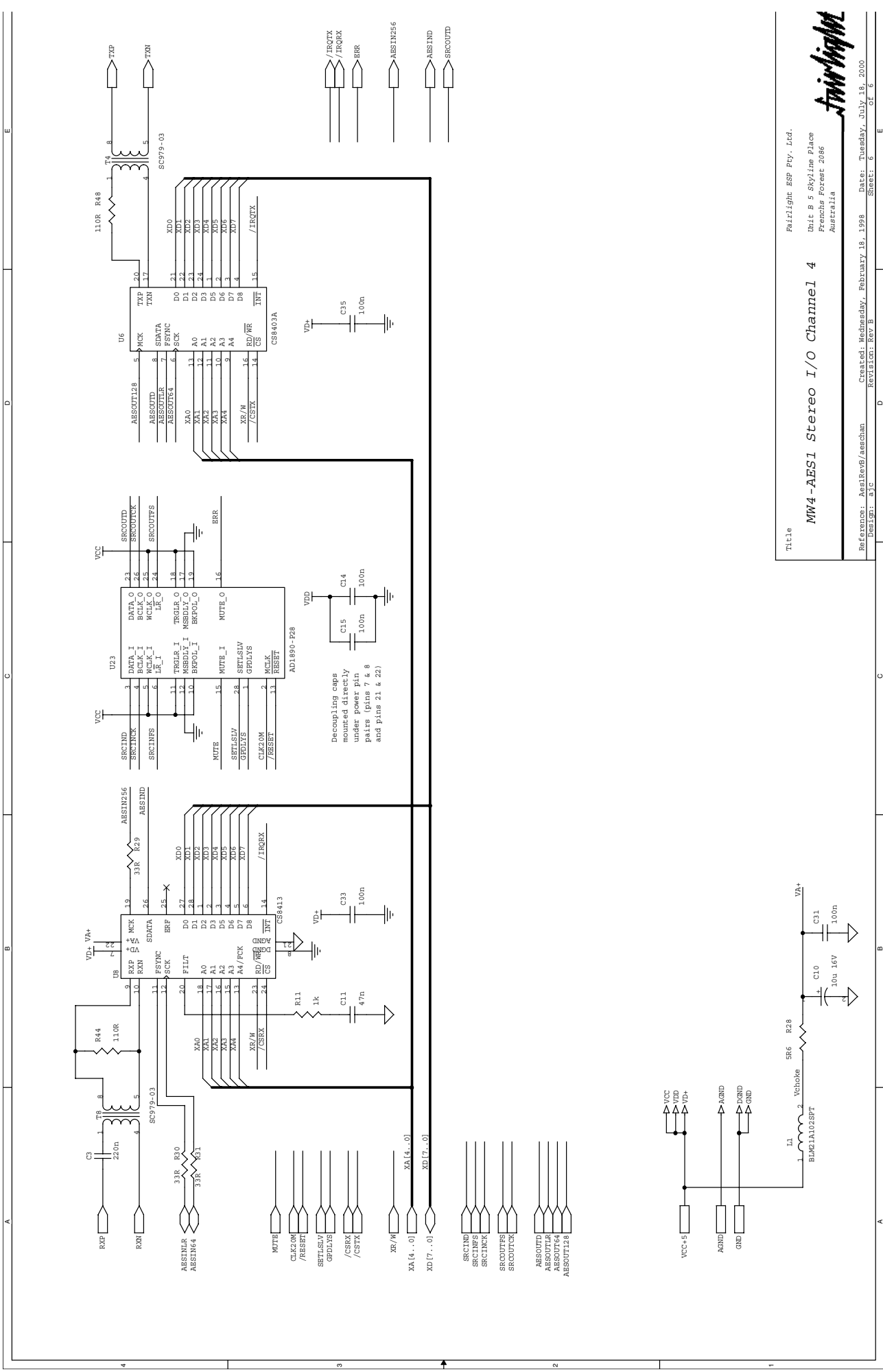
Filename: aol_revb/aol_chan Revision: Rev B
 Designer: RUS
 Date: Tuesday, February 29, 2000
 Sheet: 5 of 6

9MW4AES1 - EIGHT CHANNEL DIGITAL I/O CARD

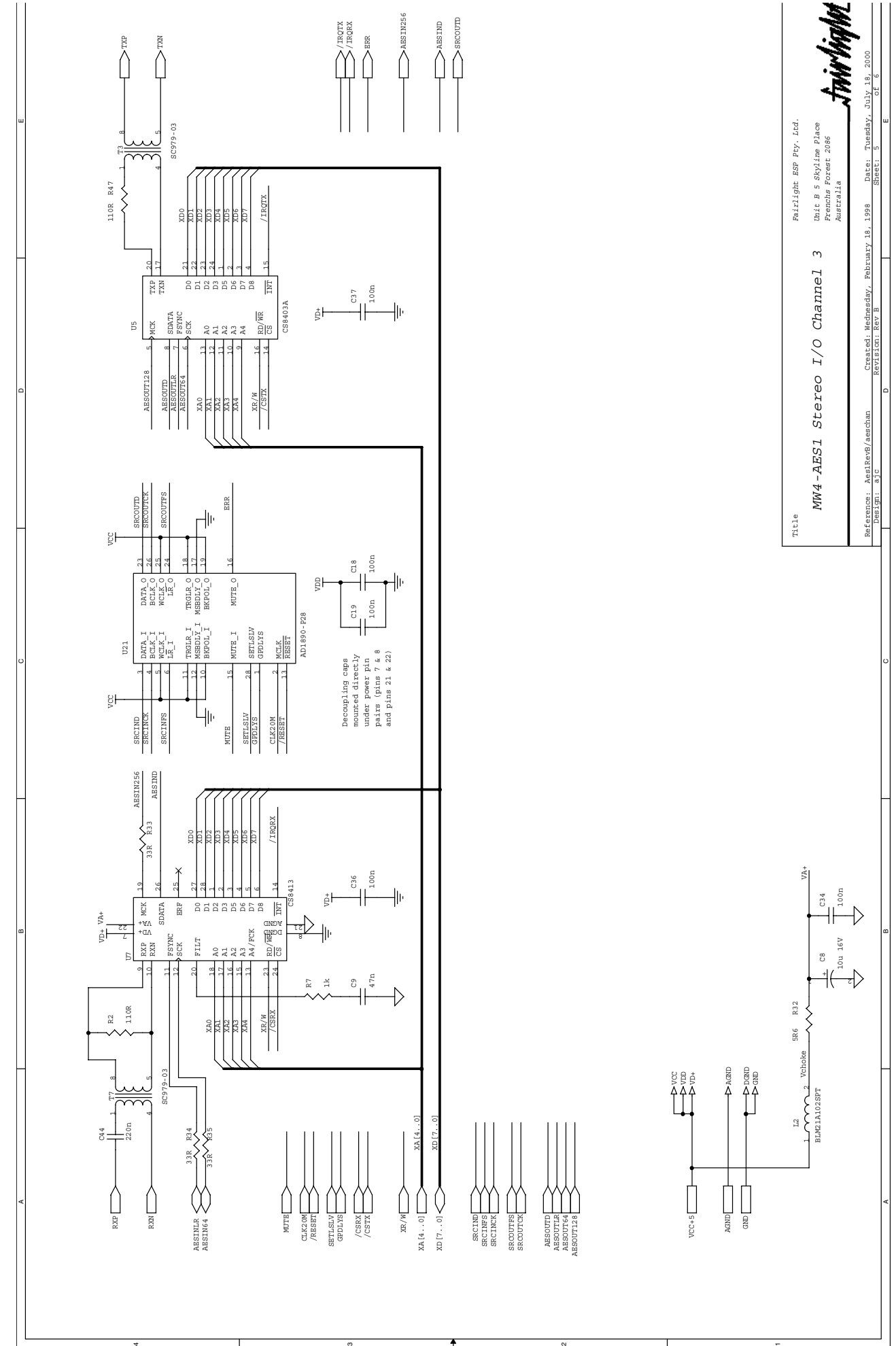


MW4-AES1
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 French Forest 2086
 Australia
 Reference: Aes1RevB/ESP AES
 Date: Wednesday, February 18, 1998
 Revision: Rev B
 Sheet: 1 of 6





Title
MM4-AES1 Stereo I/O Channel 4
 FAIRLIGHT DSP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia
 Reference: Aes1Rev8/aeschan Created: Wednesday, February 18, 1998 Date: Tuesday, July 18, 2000
 PART: 475 REV: 8 REVISION: REV B SHEET: 8 OF 8



Title: **MW4-AES1 Stereo I/O Channel 3**

Project: **Fullbright**

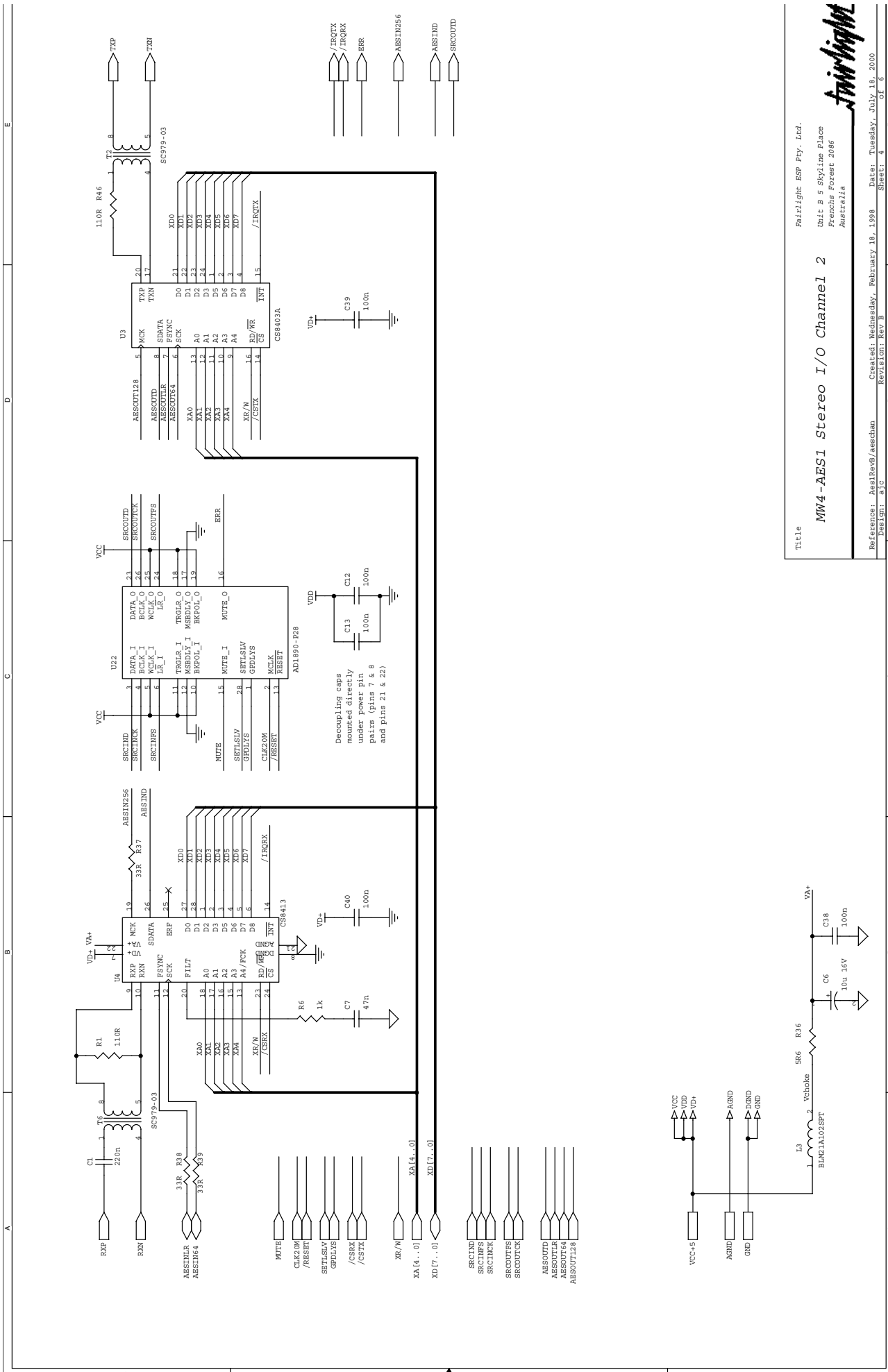
Reference: **AsslRevB/aechan**

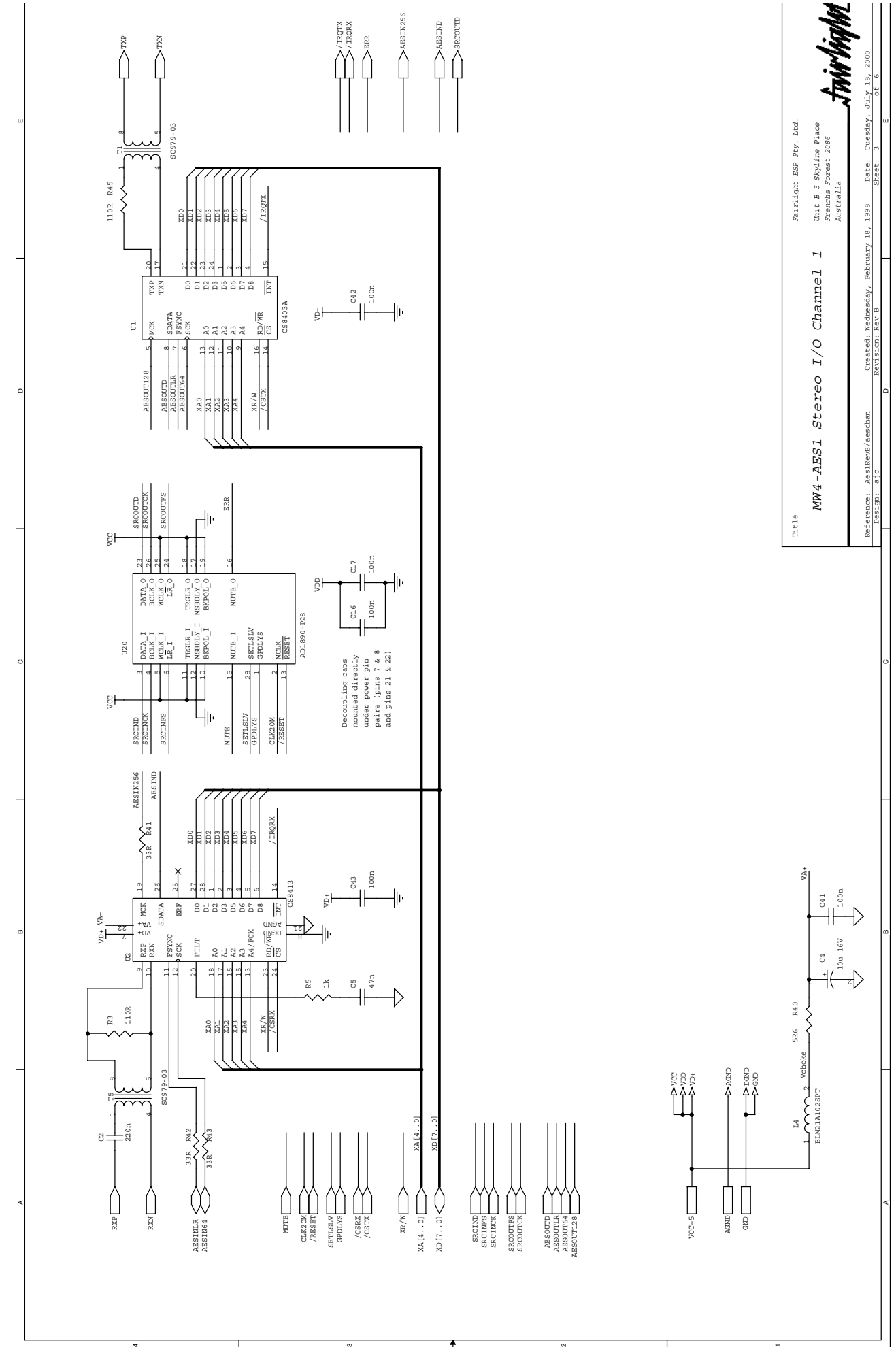
Created: **Wednesday, February 18, 1998**

Revision: **Rev B**

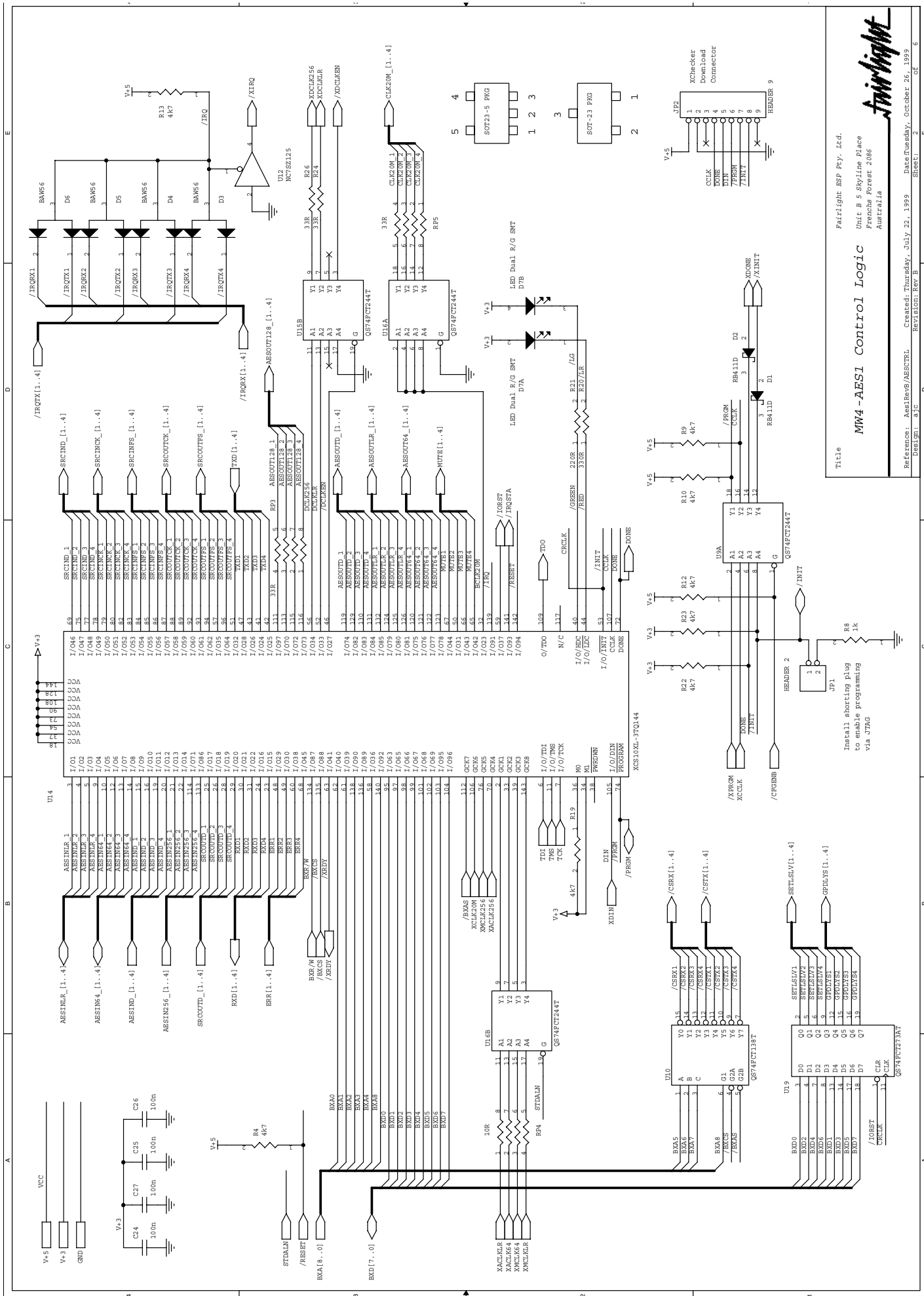
Design: **ajc**

Sheet: **5** of **6**





Title
MW4-AES1 Stereo I/O Channel 1
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Resche Forest 2086
 Australia
 Reference: Aes1RevB/aeschan Created: Wednesday, February 18, 1998 Date: Tuesday, July 18, 2000
 Designer: a3c Revision: Rev B Sheet: 3 of 6



Title
MW4-AES1 Control Logic
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Francis forest 2086
 Australia
 Reference: Aes1Rev6/ABSCTRL Created: Thursday, July 22, 1999 Date: Tuesday, October 26, 1999
 Design: s.j.c Revision: Rev B Sheet: 2 of 6

9MW4PS1 - POWER SUPPLY

INTRODUCTION

The PS1revD is a metal box with one PCB assembly that delivers sufficient power for a fully loaded M4 chassis including 4 disks, 6 fully loaded QDCs and 2 QDCs with no analog mezzanines fitted.

M4 rails are 5.1v, 3.3v, +12.6v (disks), +-12.6v (audio).

The audio cards include low dropout (LDO) linear regulators that deliver +11.6v to the analog circuit rails, sufficient for +24 dBu differential input and output.

All analog converters are powered from the 5.1v rail again via LDO regulators that deliver 4.85v.

FEATURES

The supply has an external on off switch near the power inlet.

In normal operation this switch remains on; power is turned on with a pushbutton at the front of the machine. Pressing the same button after the machine has started generates an interrupt that initiates a shutdown routine.

The supply can be synchronized to switch at a multiple of the audio clock, reducing the level of individual artifacts in the noise floor.

The supply delivers tightly regulated rails without adjustment and with low spectral noise. Consequently most of the losses usually associated with supplying clean analog rails have been eliminated. This reduces the number of rails, the operating temperature, and the amount of power required.

The supply includes control signals that lower the operating voltages to support production margin testing.

The supply includes a status signal that provides early warning of mains failure. This signal is used on QDC and the AO mezzanines to disconnect monitors before power transients can occur.

Supply does not include motion detect on the fan. It does includes thermal shutdown.

CABLING

Input is delivered via an IEC inlet and external power cable as usual.

DC power is delivered on two loom to the backplane and two looms to disks and fans.

A signal cable connects PS1 to the backplane and carries sync, voltage level control, and off signaling.

A mains potential cable connects the supply to the front panel switch to start the supply.

INPUT SPECIFICATIONS

Input voltage 85-270VAC
Frequency 49-63Hz
Power Factor 0.99

OUTPUT SPECIFICATIONS

Output Voltage and Current:

#1: +5.1V @ 35A
#2: +3.4V @ 35A shared with #1
#3: +12V @ 9A
#4: *12V@7A

Minimum Load: 2.5A on #1, none on others.

Voltage Adjustment: None

Ripple and Noise: 50mV pk-pk on all outputs with user supplied final filter capacitors.

Regulation: *2% for all conditions including initial accuracy.

Over-voltage Protection: Supply trips off at 120% on all outputs.

Overload Protection: Supply trips off at 5% overcurrent for any output.

Paralleling: Outputs #1 & #2 can be paralleled with other supplies with the connection of a current share pin for each output.

Auto Recovery from Trip: None. Supply must be manually restarted.

CONTROL FEATURES

Non-isolated remote "on" contacts, momentary operation, connected to mains potential.

Isolated remote "off", 1mA, 3V drop.

Isolated sync input for synchronizing switching frequency to external square wave
7mA, 3V drop, 174-196kHz 25-75% duty cycle for 87-98kHz switching frequency.

Power Fail TTL "0"

OPERATING SPECIFICATIONS

Efficiency: 75% typical

Switching frequency without sync signal: 92kHz.

Thermal Protection: Supply trips off on over temperature

ENVIRONMENTAL SPECIFICATIONS

Operating Temperature: 0 to 40°C

Cooling: Fan cooled

STANDARDS AND APPROVALS

Safety: UL1950, IEC950
EMI/RFI: to be decided

CONNECTORS

The supply has two wire looms terminated in ATX plugs to carry 5v, 3.3v and +-12v to the backplane.

The supply has a 5-pin connector that carries sync (2), power off (1), status (1), and GND (1) to the backplane.

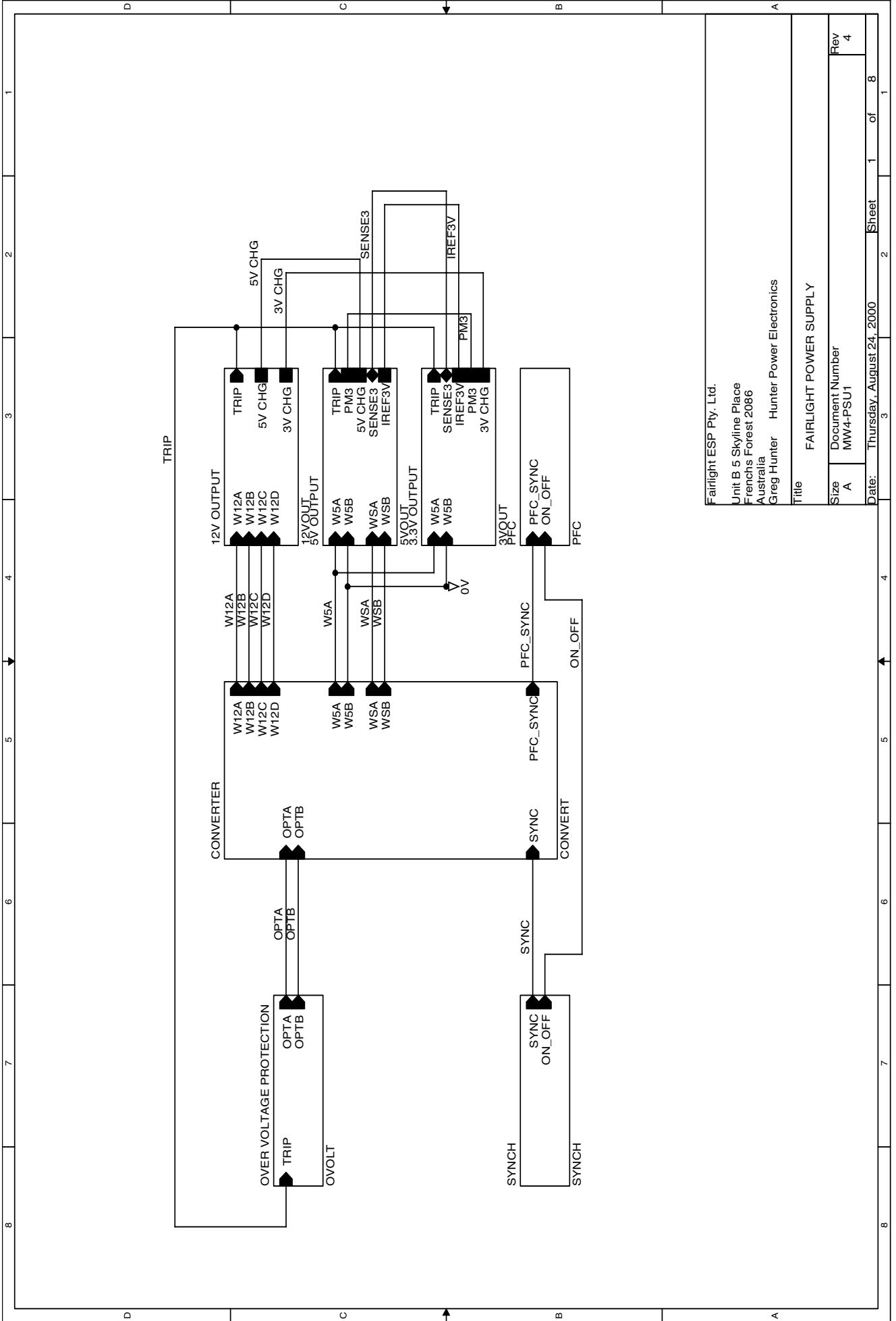
The supply has two disk power looms terminated in the usual 4 pin disk connector.

BACKPLANE

The backplane has continuous GND, 5v and 3.3v planes. The +-12v planes are split between slots 5 and 6.

The backplane has four mating friction lock headers, two on each side of the +-12v split.

One of the two ATX plugs from PS1 should be plugged into each side of the split. Typically they are plugged into the far left hand and the far right hand positions.



Fairlight ESP Pty. Ltd.

Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Greg Hunter Hunter Power Electronics

Title

FAIRLIGHT POWER SUPPLY

Size A

Document Number
 MW4-PSU1

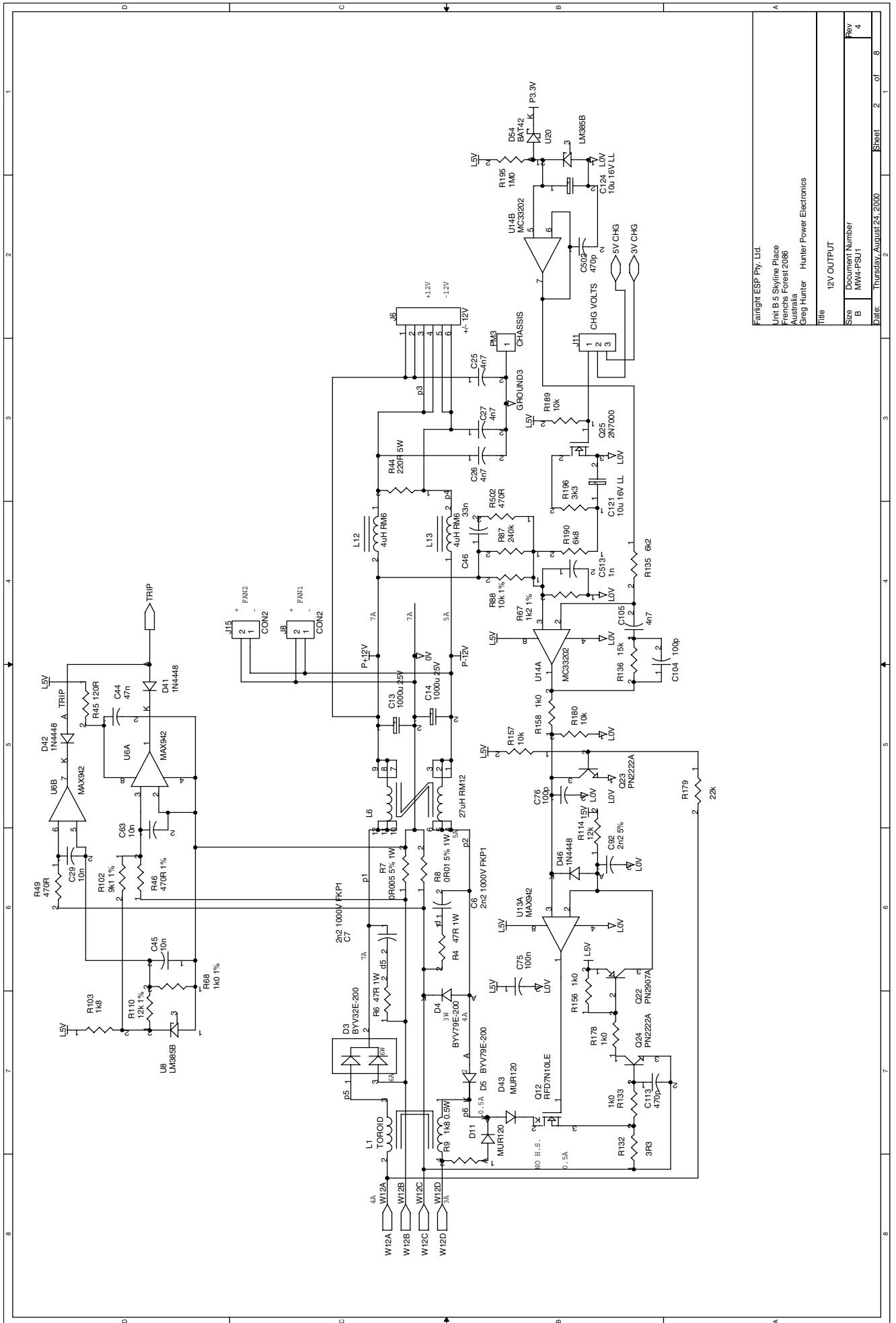
Rev

4

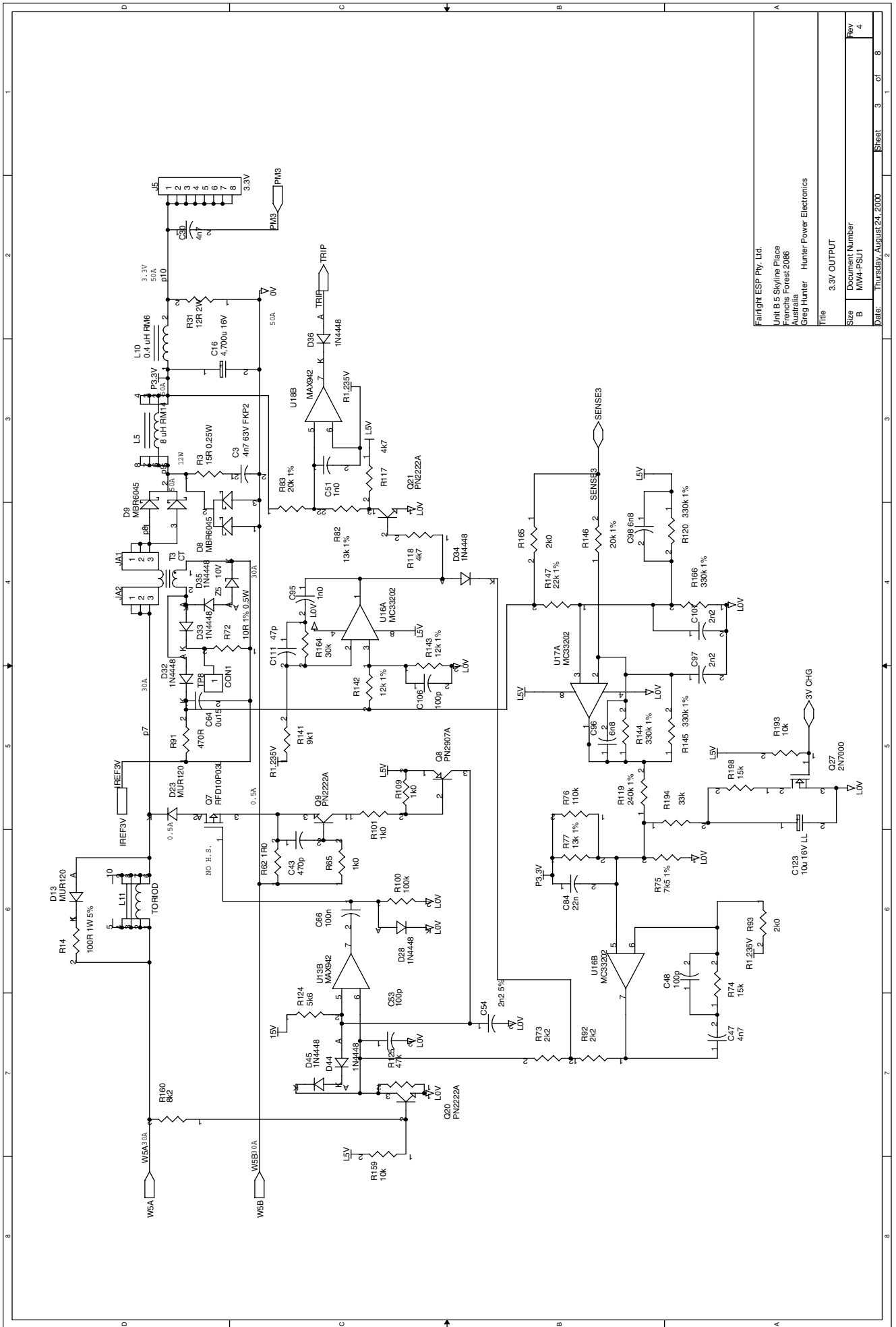
Date: Thursday, August 24, 2000

Sheet 1

of 8



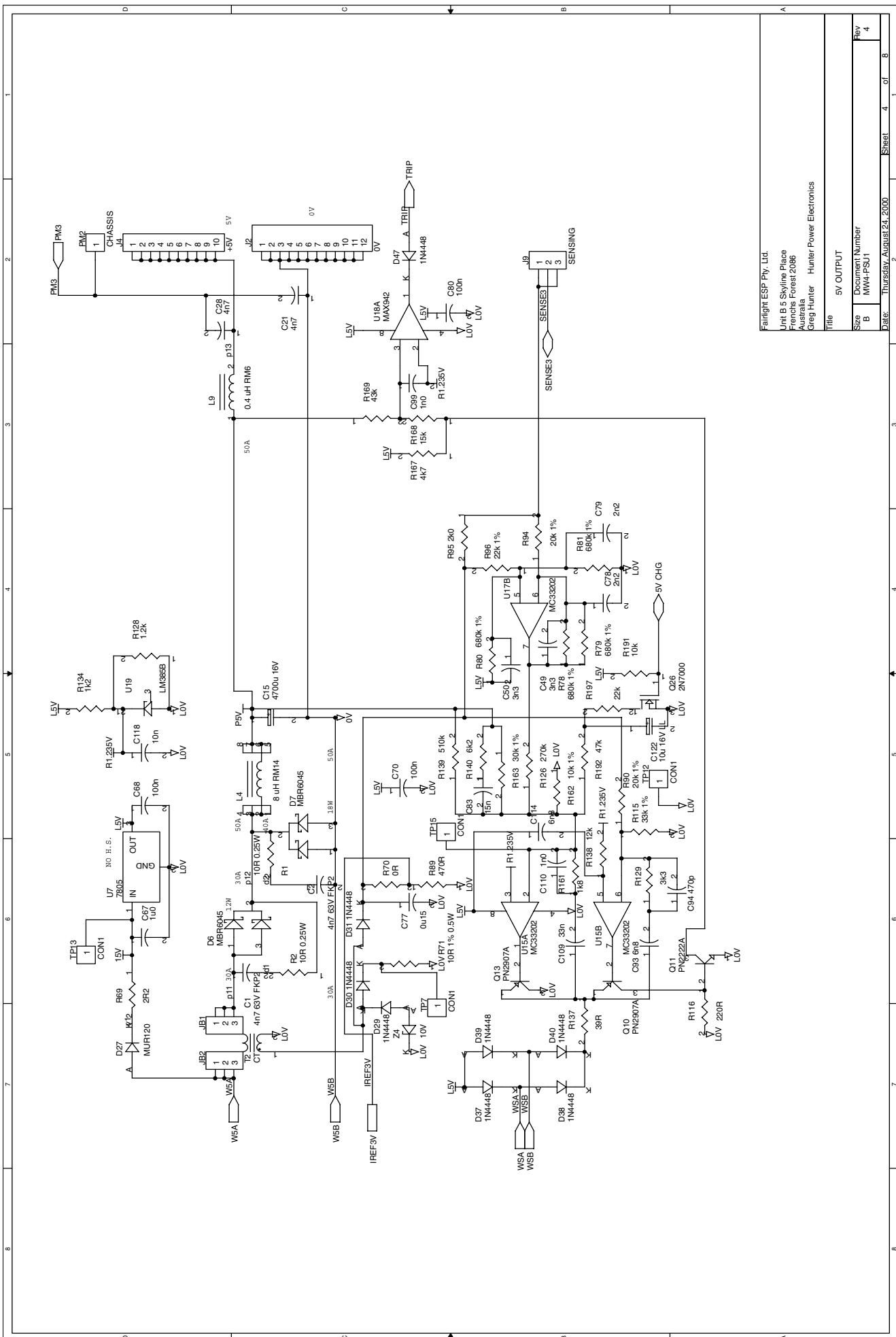
Fairlight ESP Pty. Ltd.			
Unit B.5 Styling Place Frenchs Forest 2088 Australia			
Greg Hunter Hunter Power Electronics			
Title	12V OUTPUT		
Size	Document Number	Rev	
B	MW4-PSU1	4	
Date:	Thursday, August 24, 2000	Sheet	2 of 8



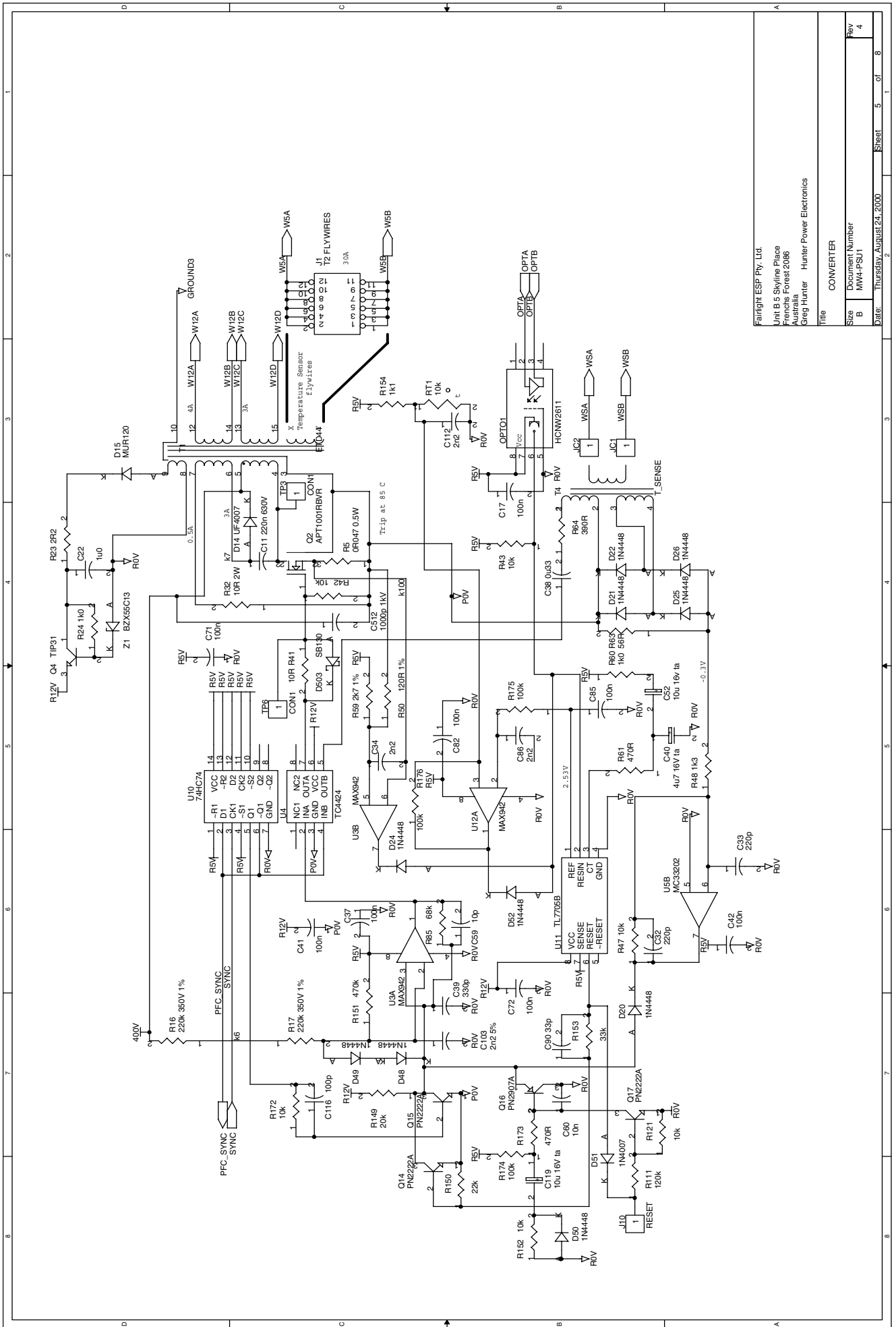
Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2088
 Australia
 Greg Hunter Hunter Power Electronics

Title: 3.3V OUTPUT
 Size: B
 Document Number: MW4-PSU1

Date: Thursday, August 24, 2000
 Sheet: 3 of 8



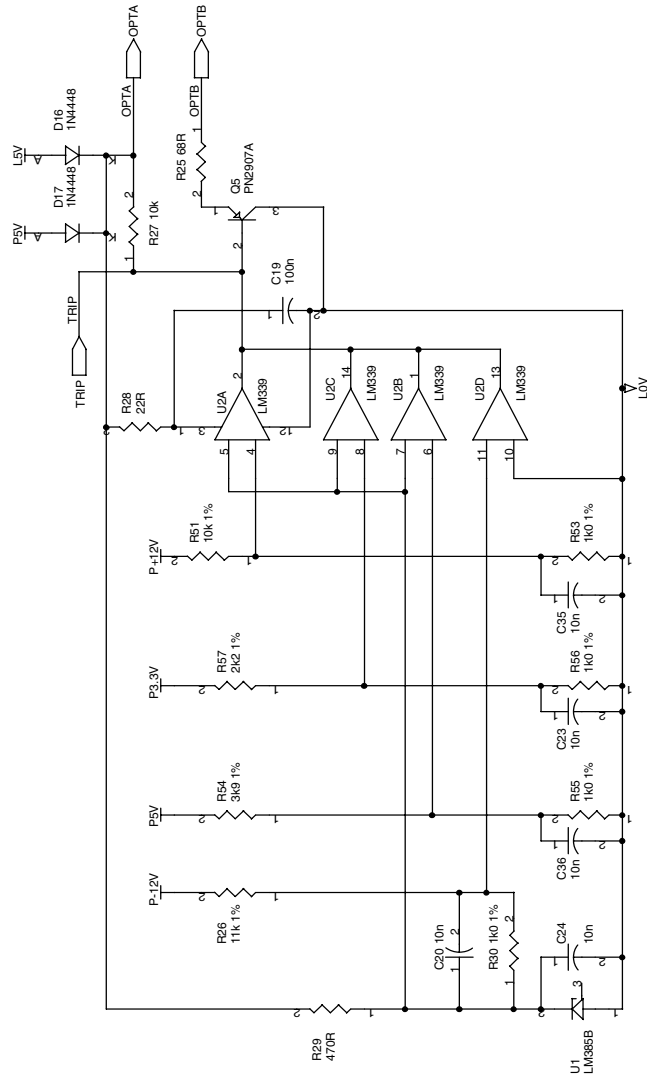
Fairlight ESP Pty. Ltd.	
Unit B 5 Styling Place	
Frenchs Forest 2088	
Australia	
Greg Hunter Hunter Power Electronics	
Title	5V OUTPUT
Size	Document Number
B	MW4-PSU1
Rev	4
Date:	Thursday, August 24, 2000
Sheet	4 of 8



Fairlight ESP Pty. Ltd.
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Title		CONVERTER
Size	Document Number	MM4-PSU1
B		
REV		4

Date: Thursday, August 24, 2000
 Sheet 5 of 8



Fairlight ESP Pty. Ltd.

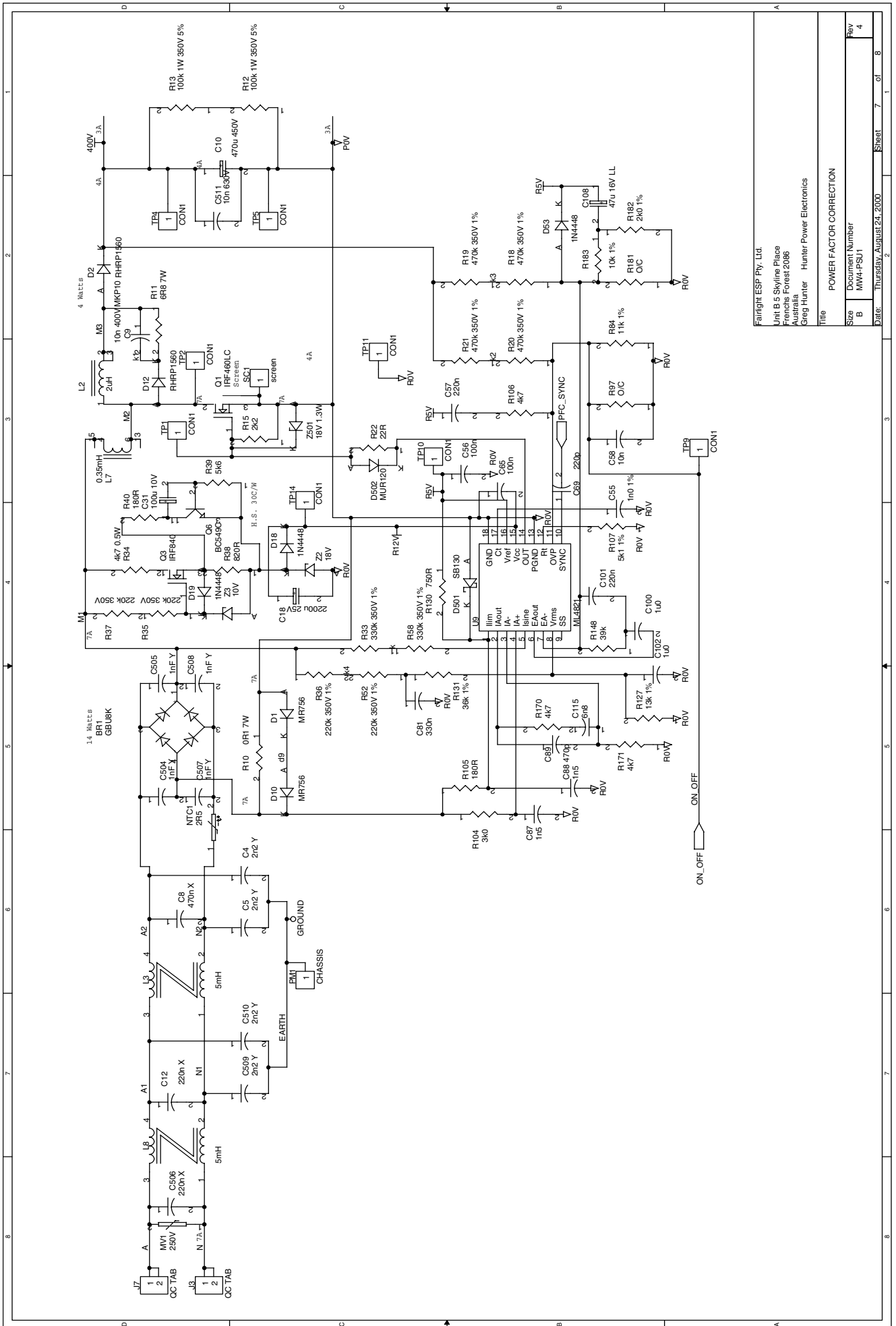
Unit B 5 Styling Place
 Frenchs Forest 2088
 Australia
 Greg Hunter Hunter Power Electronics

Title OVER VOLTAGE PROTECTION

Size Document Number
 B MW4-PSU1

Rev
 4

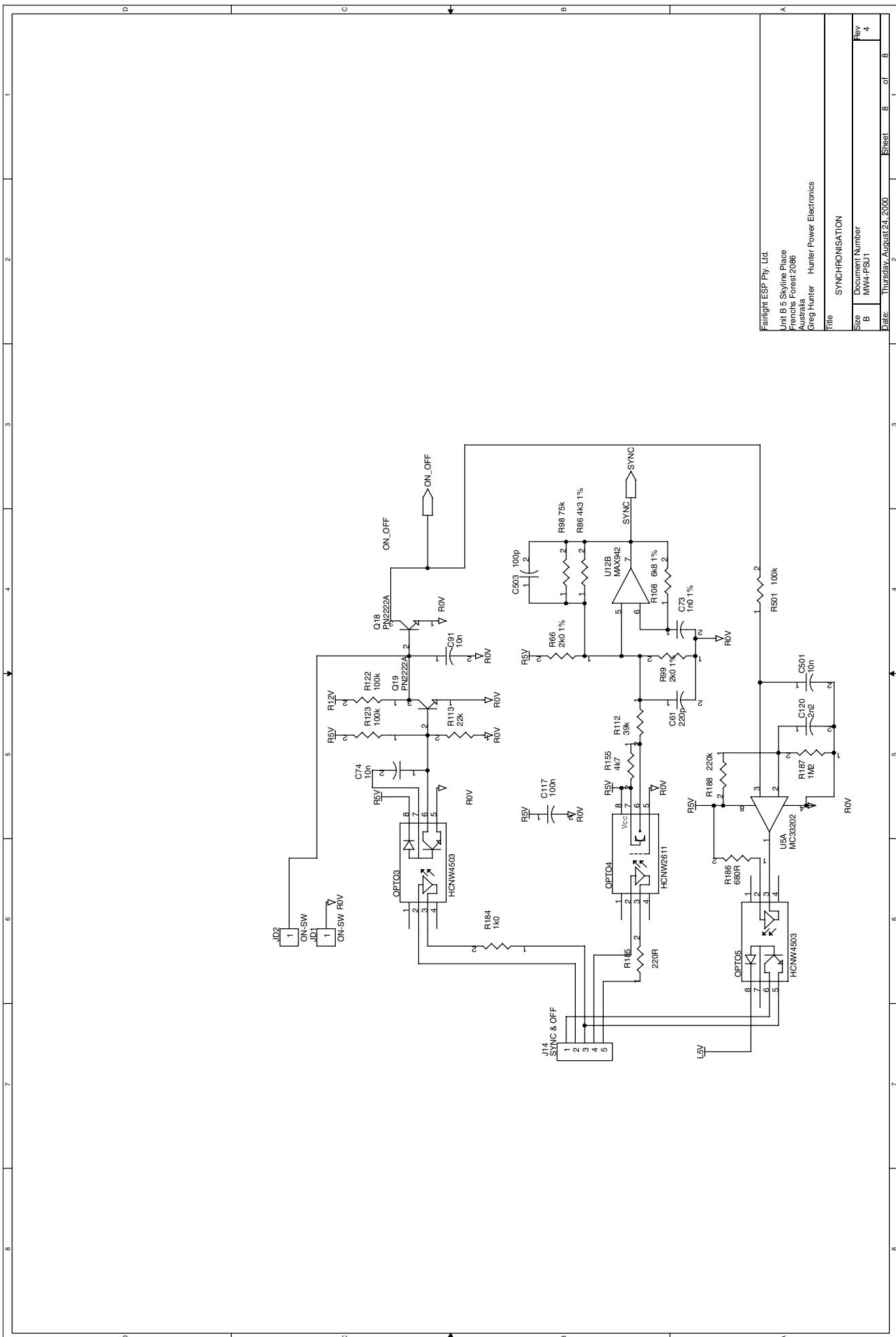
Date: Thursday, August 24, 2000
 Sheet 5 of 8



Fairlight ESP Pty. Ltd.
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Frenchs Forest 2086
Australia
Greg Hunter
Hunter Power Electronics

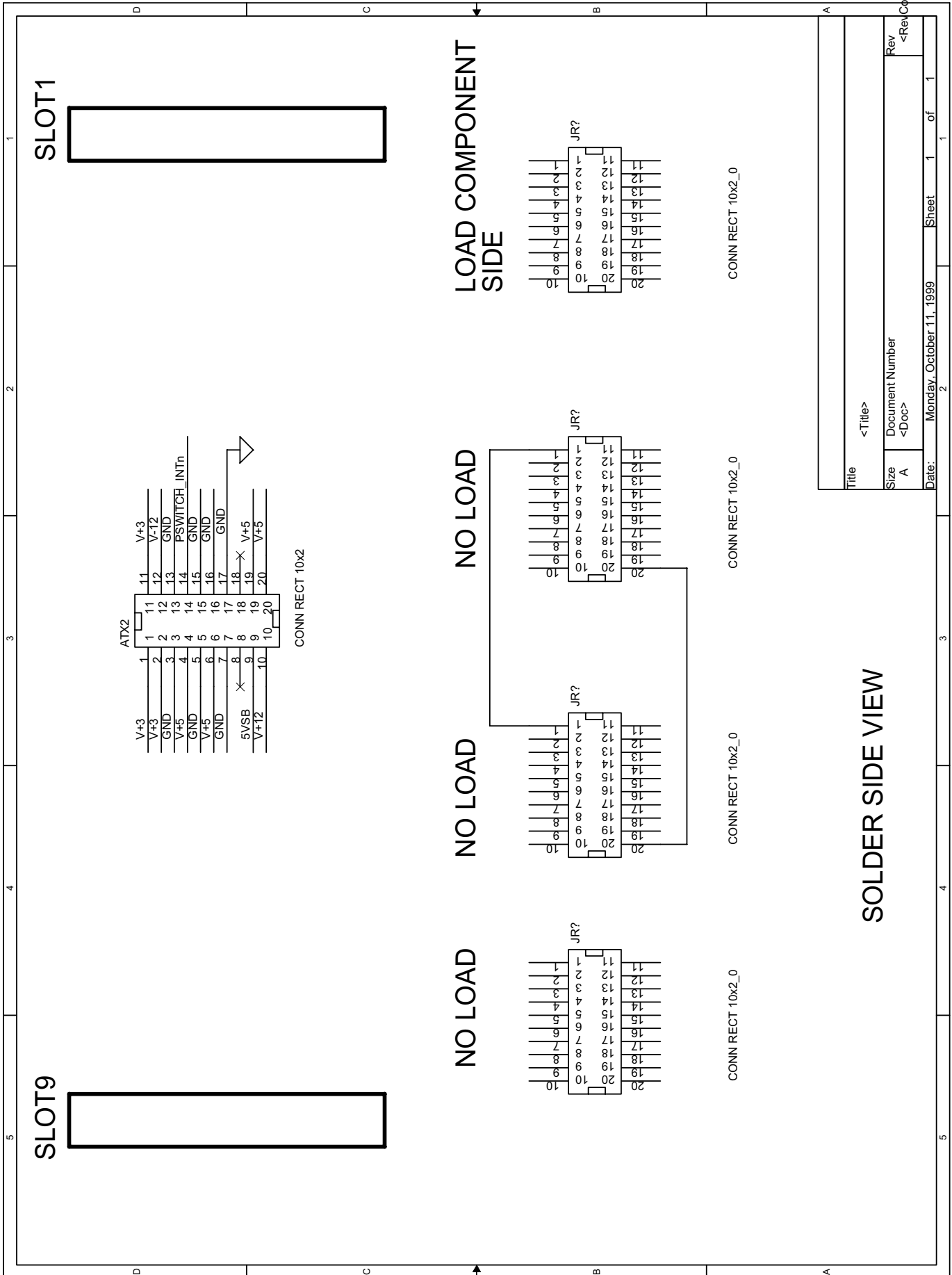
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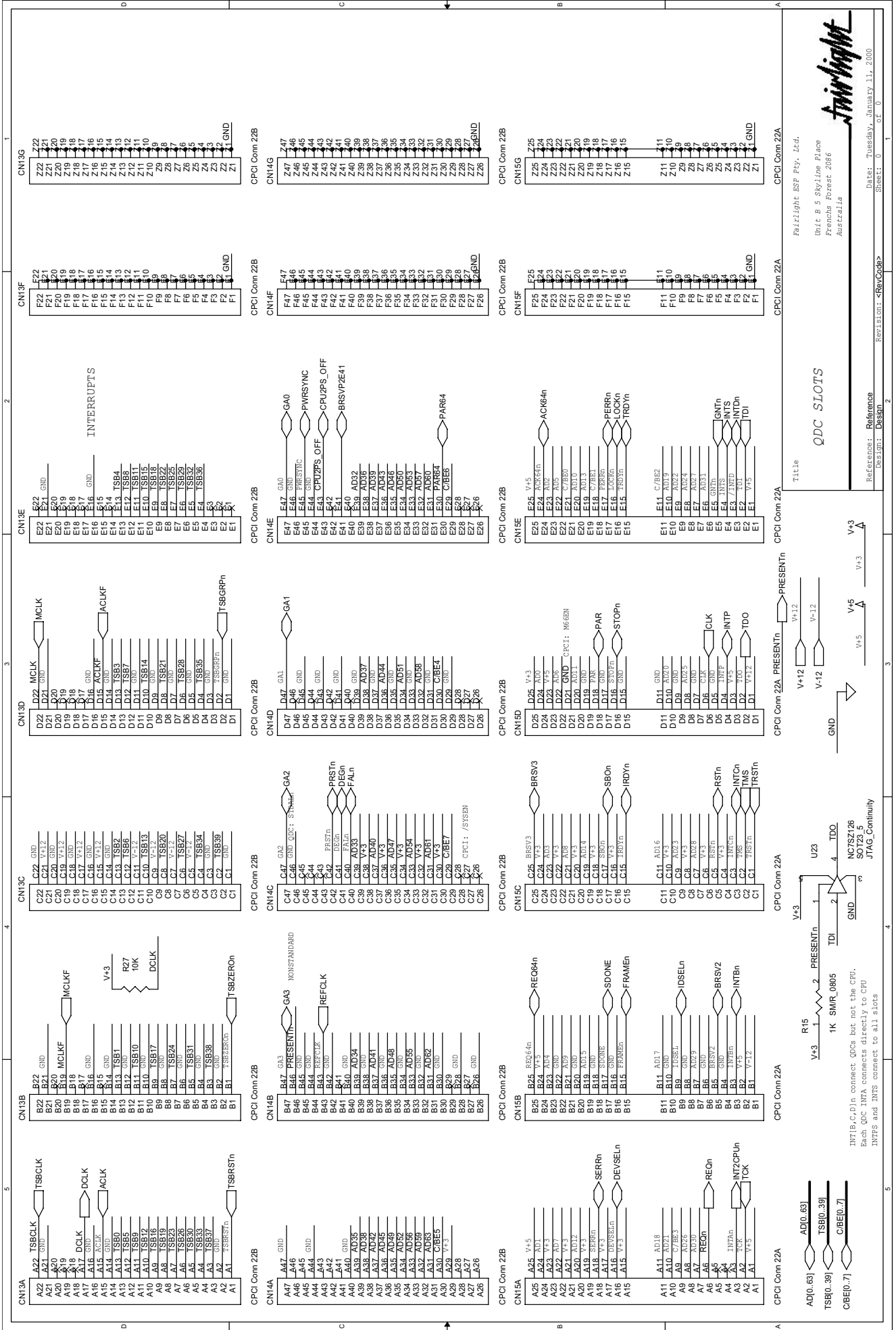
Date: Thursday, August 24, 2000 Sheet 7 of 8



Fairlight ESP Pty. Ltd.	
Unit B 5 Styling Place Franchise Forest 2088 Australia	
Greg Hunter Hunter Power Electronics	
Title SYNCHRONISATION	
Size B	Document Number MW4-PSU1
Date: Thursday, August 24, 2000	Sheet 8 of 8
Rev 4	

9MW4BPR - BACKPLANE





Reference: Reference
 Design: Design

QDC SLOTS
 Title
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Date: Tuesday, January 11, 2000
 Sheet: 0 of 0

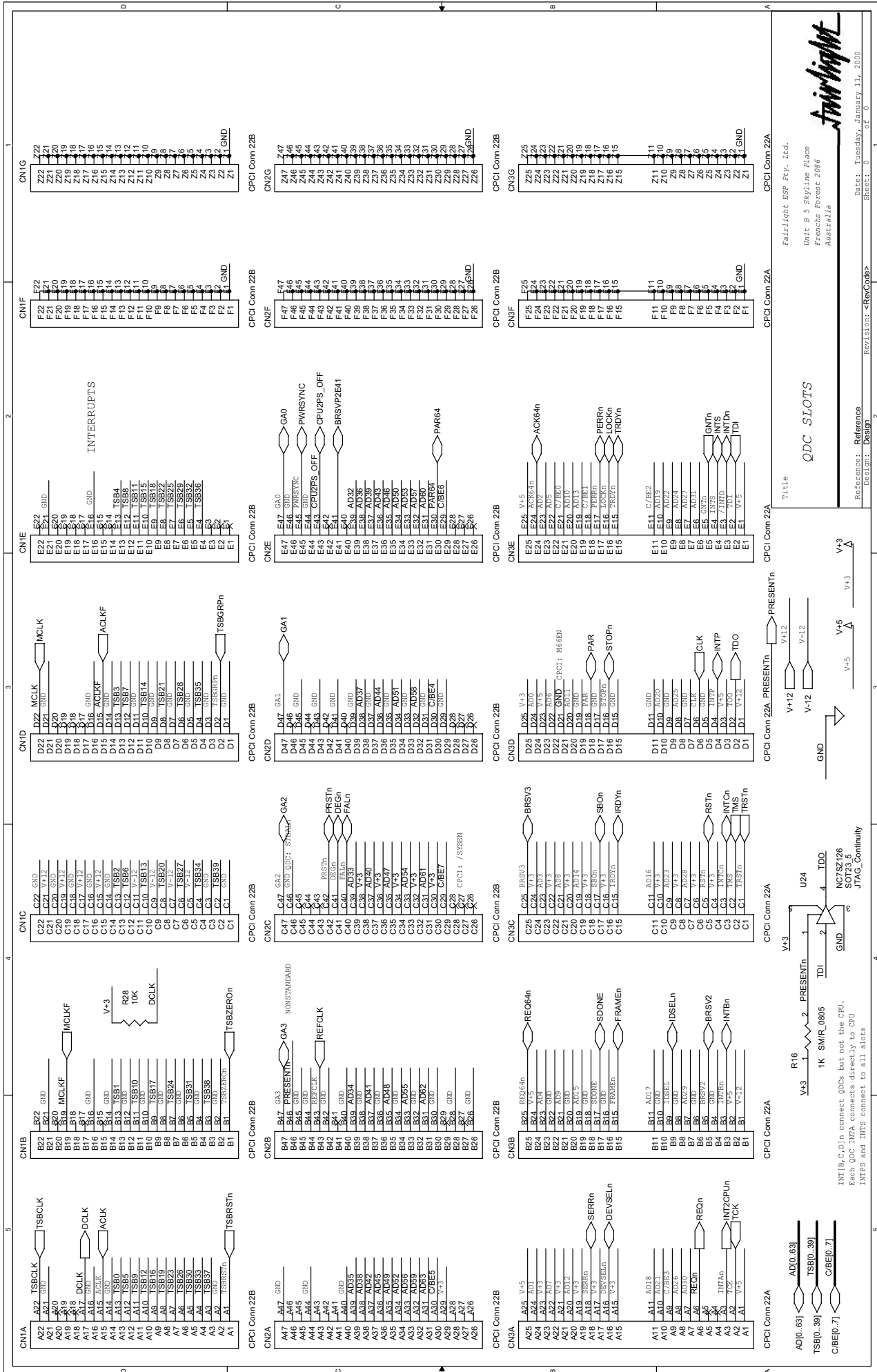
Revision: <Rev/Con>
 2

CPIC Conn 22A
 PRESENTn
 V+12
 V+12
 V+12
 GND
 V+5
 V+5
 V+3
 V+3

CPIC Conn 22A
 PRESENTn
 TDO
 JTAG Continuity

CPIC Conn 22A
 AD[0..63]
 TS[0..39]
 C[BE][0..7]

INT[18..C,D]n connect QDCs but not the CPU.
 Each QDC INTn connects directly to CPU.
 INT[15] and INT[5] connect to all slots



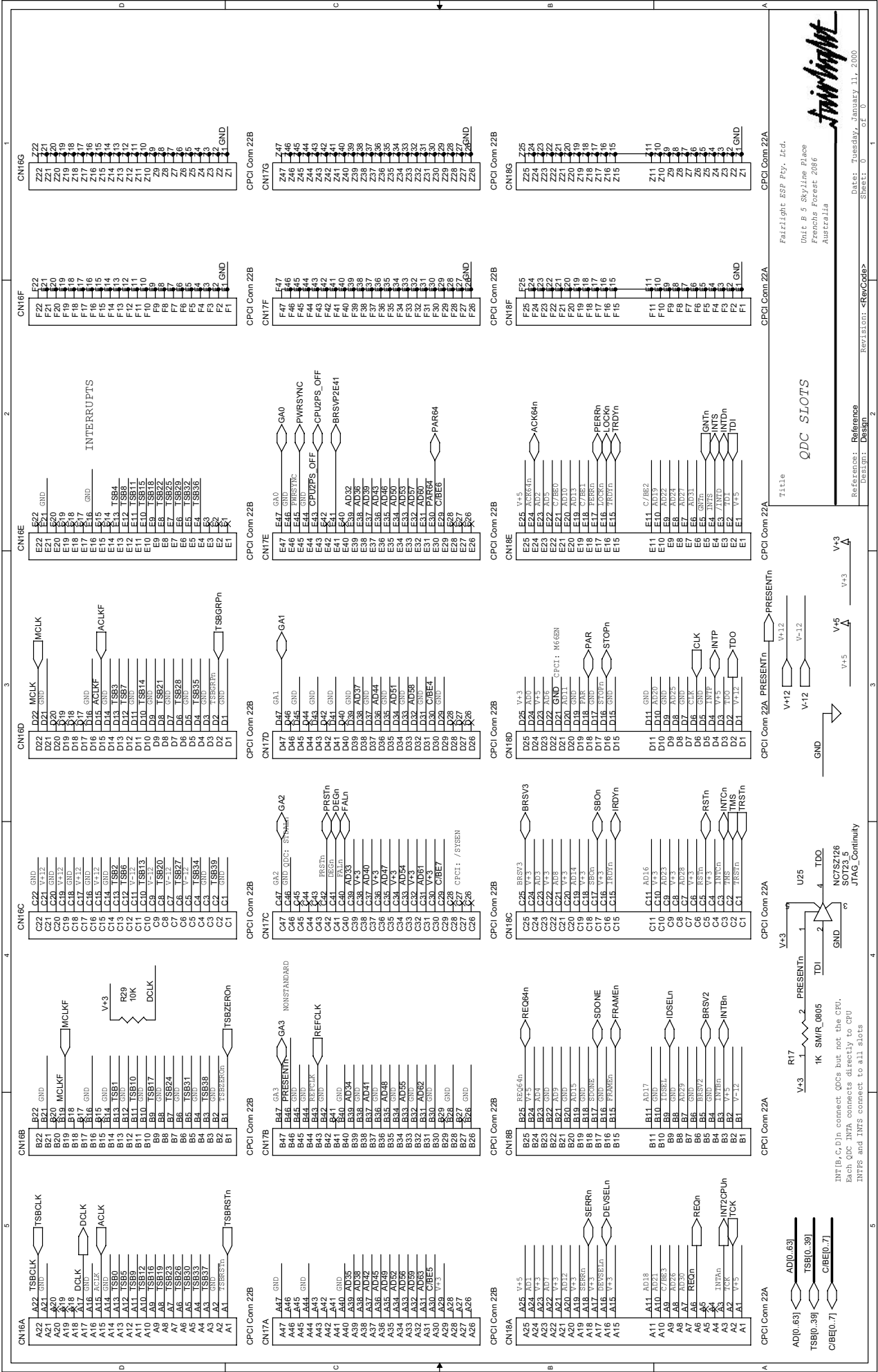
Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenche Forest 2086
 Australia

QDC SLOTS

Reference: Reference
 Design: DESIGN 2

Date: Tuesday, January 11, 2000
 Sheet: 0 of 0

INT(B,C,D)n connect QDCs but not the CPU.
 Each QDC INTA connects directly to CPU.
 INTFS and INTS connect to all slots



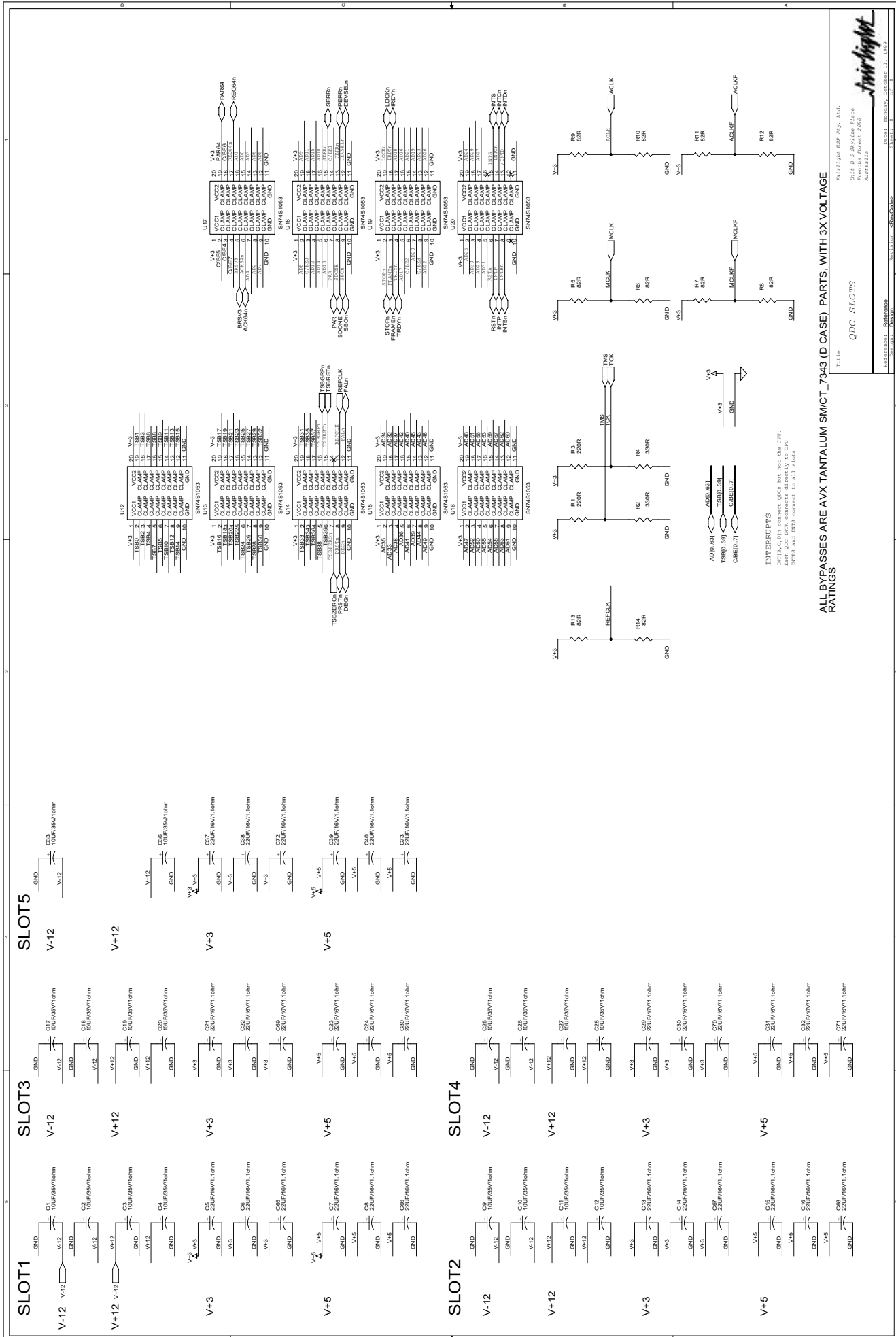
Fairlight
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

QDC SLOTS

PCB Title
Fairlight BSP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

PCB Reference: [Reference](#)
PCB Design: [Design](#)
Revision: [Revision](#) [Code](#)

Date: Tuesday, January 11, 2000
Sheet: 0 of 0



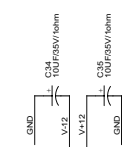
ALL BYPASSES ARE AVX TANTALUM SMVCT_7343 (D CASE) PARTS, WITH 3X VOLTAGE RATINGS

Philipp Rep Pty. Ltd.
 Suite 8 5 Magill Road
 Fremont Point 2066
 Australia

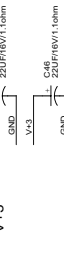
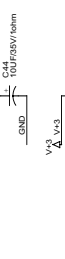
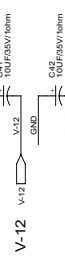
Reference: Reference
 Part No: 30600000
 Rev: 1.1
 Date: 11/01/2006

INTERRUPTS
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 Both QDC INTS connect directly to CPU.
 INTS and INTS connect to all slots.

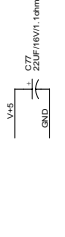
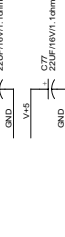
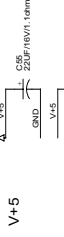
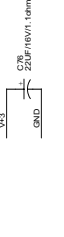
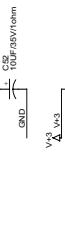
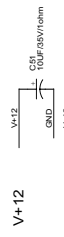
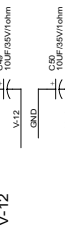
QDC SLOTS



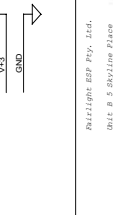
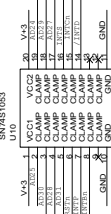
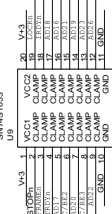
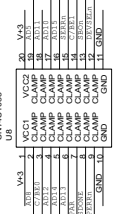
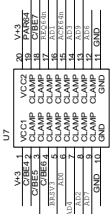
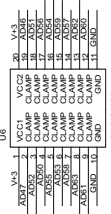
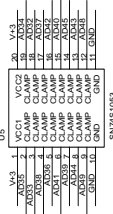
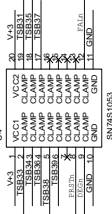
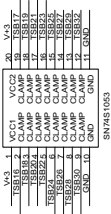
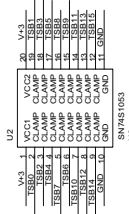
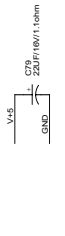
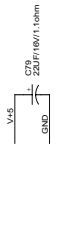
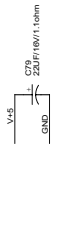
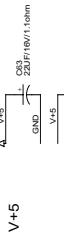
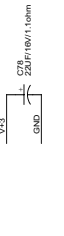
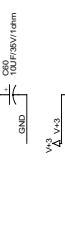
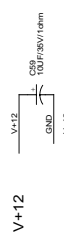
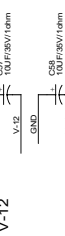
SLOT 6



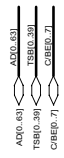
SLOT 7



SLOT 8



INTERRUPTS
 INT0-INT7 connect GND but not the CPU.
 Each GND INT0 connects directly to CPU.
 INT8 and INT9 connect to all slots

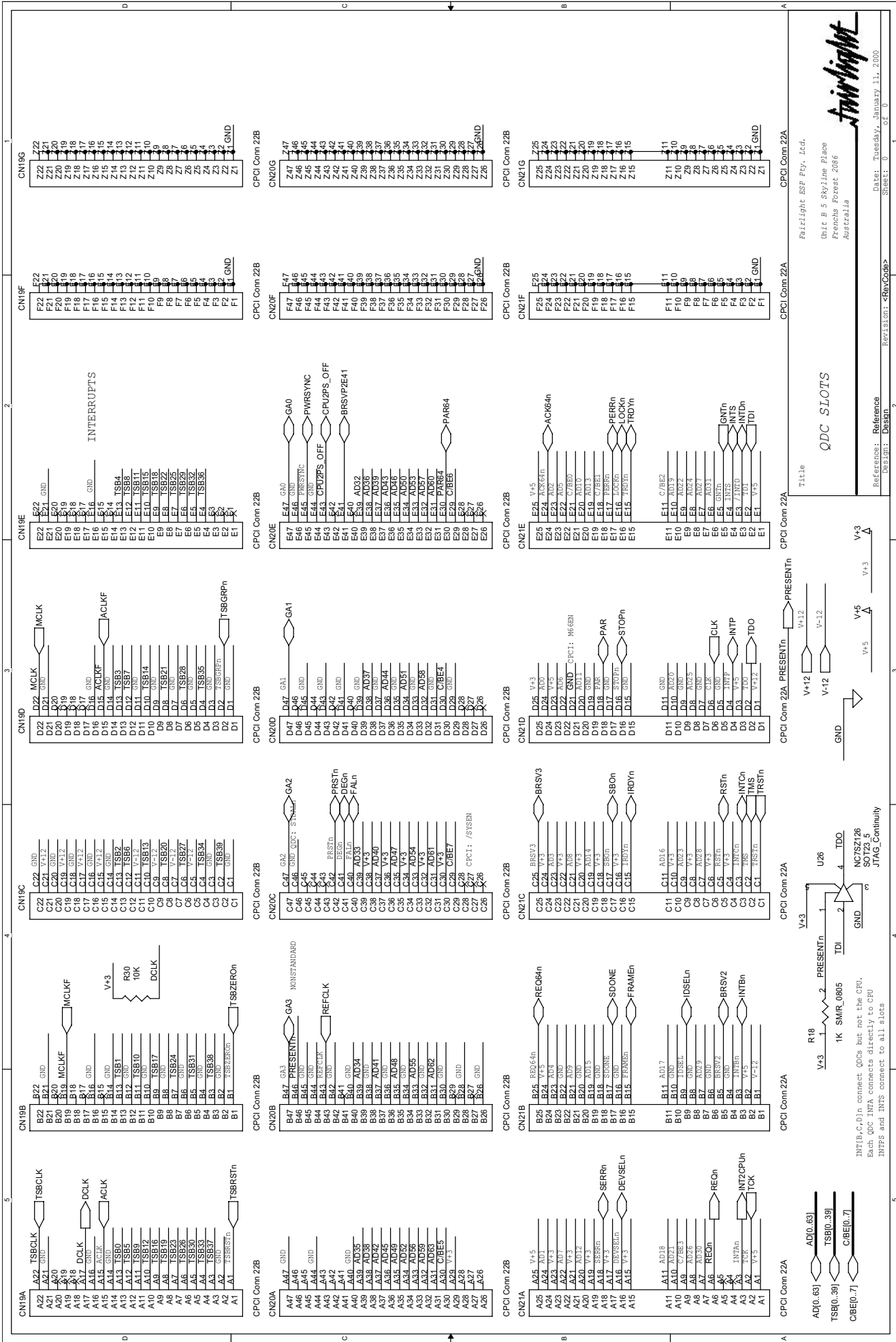


QDC SLOTS

Reference - 86660-000

DATE: Monday, October 11, 1971

Philippa EMP Pty. Ltd.
 Unit B 2 Bayline Place
 North Sydney NSW 2060
 Australia



Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest, 2086
 Australia

Date: Tuesday, January 11, 2000
 Sheet: 0 of 0

QDC SLOTS

Title

References: Reference
 Descript: Design_2

Revision: 1-RevCubP

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22A

CPCI Conn 22A

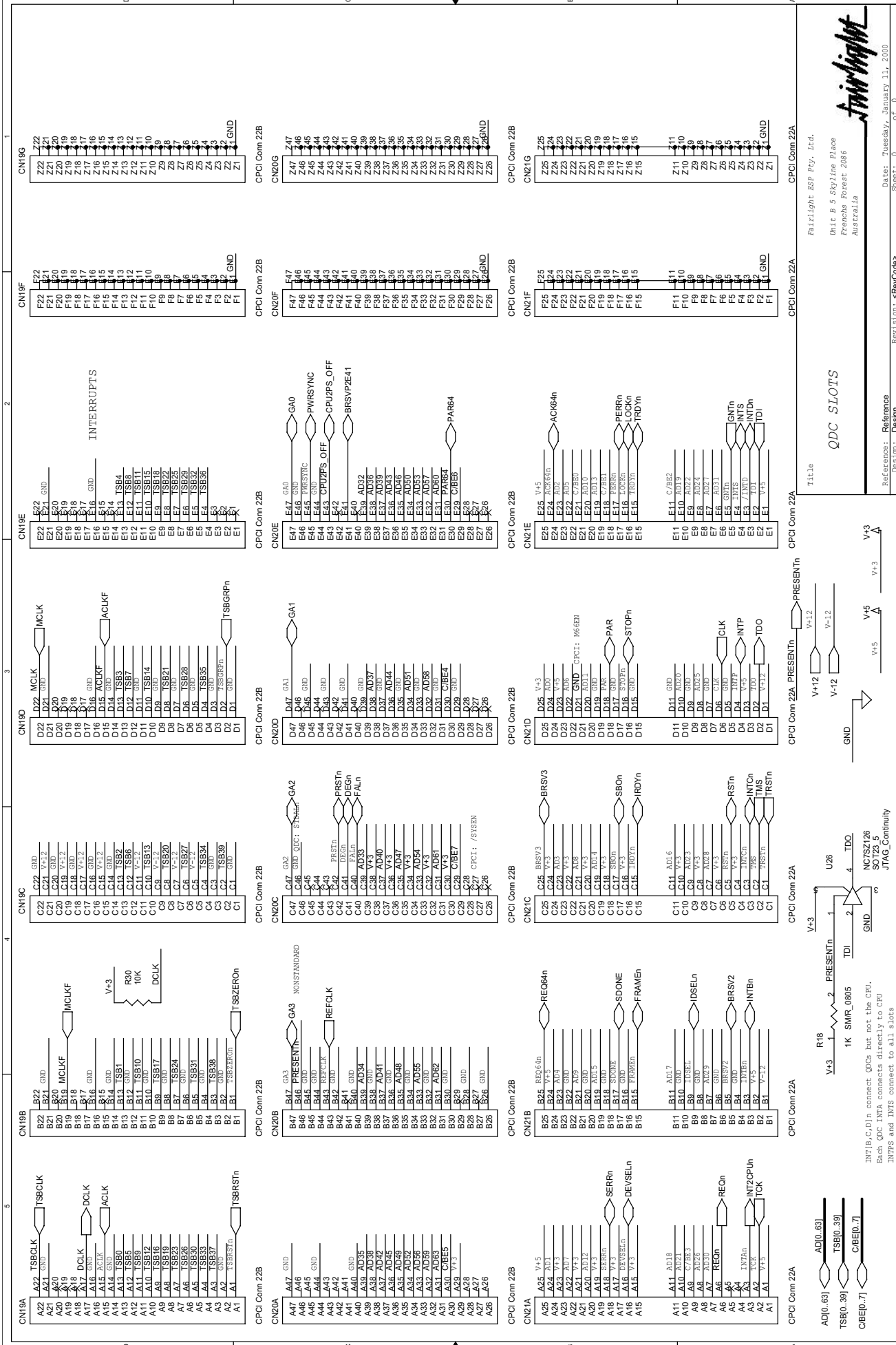
CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22B

CPCI Conn 22B

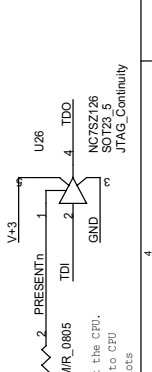
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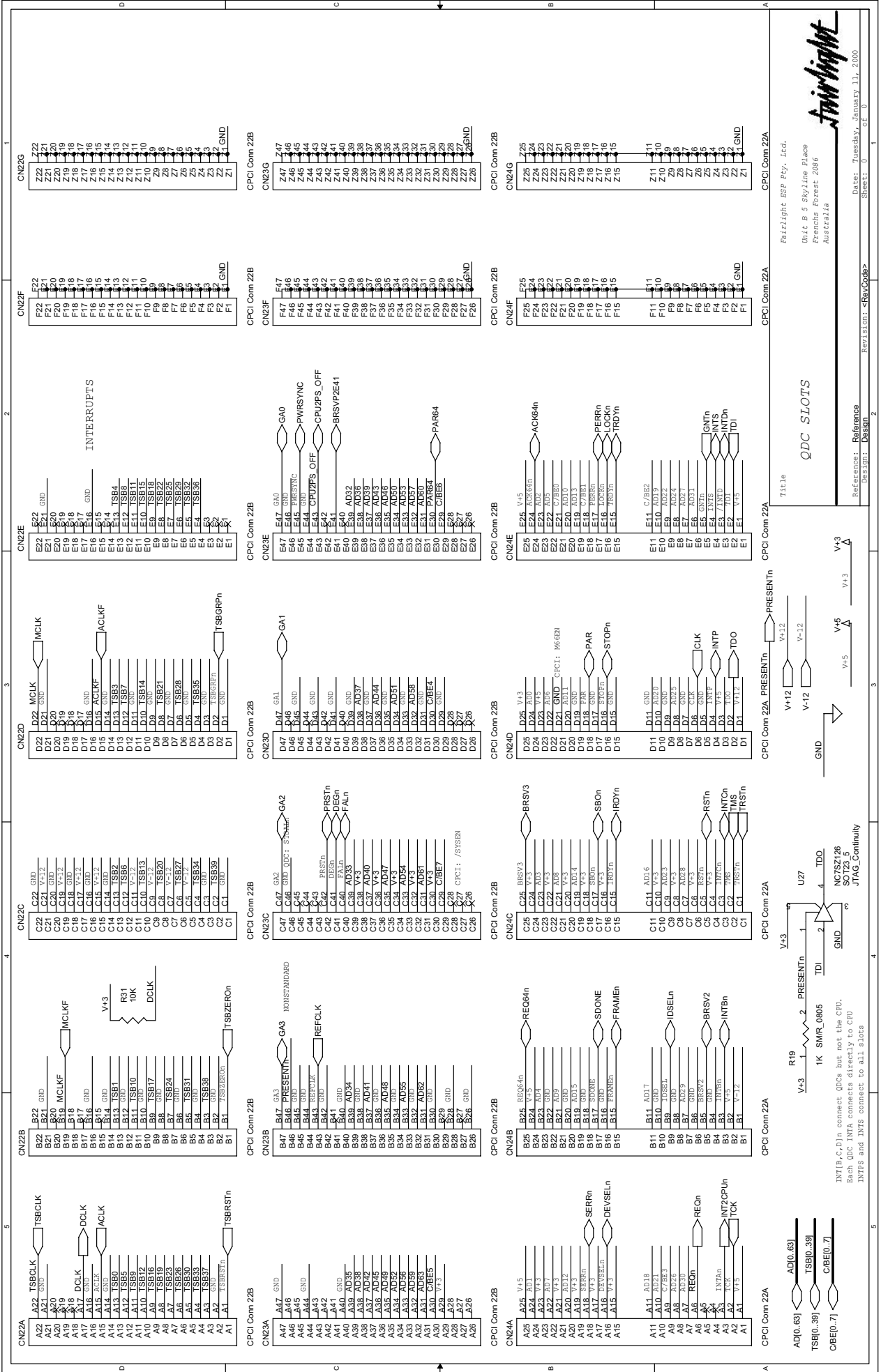
Fairlight
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

QDC SLOTS
 Title
 Reference: Reference
 Design: Design

Date: Tuesday, January 11, 2000
 Sheet: 0 of 0



INTnB, C, D in connect QDCs but not the CPU.
 Each QDC INTn connects directly to CPU.
 INTnF and INTnS connect to all slots



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 Frenchs Forest, 2086
 Australia

QDC SLOTS

Title

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

CPIC1 Conn 22A

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CPIC1 Conn 22A

Reference: Reference

Design: Design

Revision: RevCode

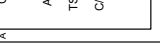
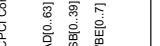
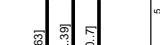
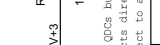
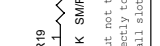
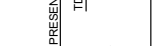
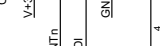
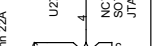
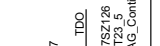
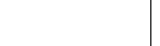
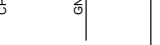
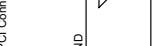
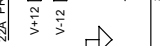
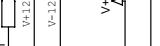
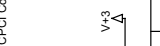
Date: Tuesday, January 11, 2000

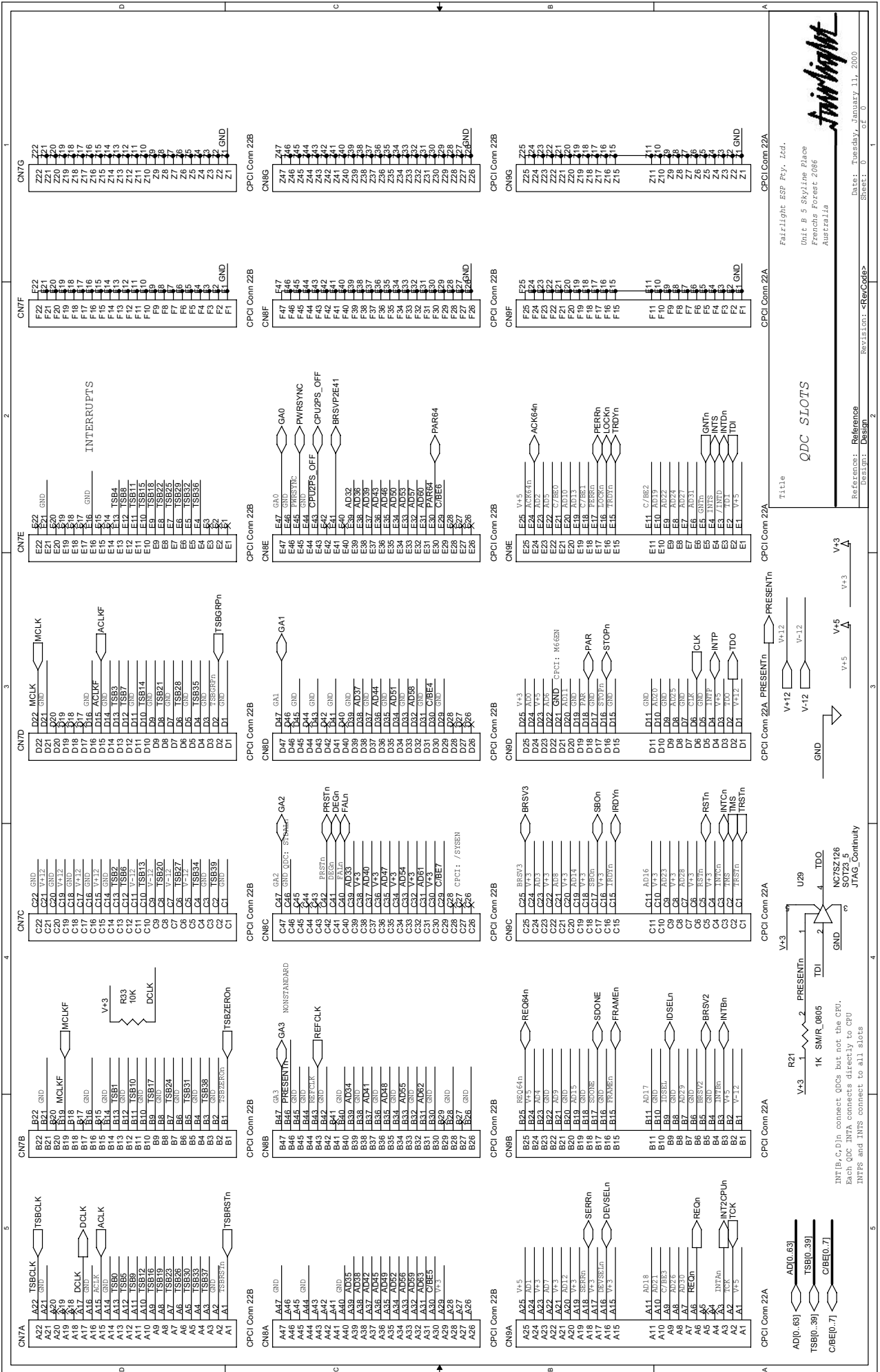
Sheet: 0 of 0

INT(B,C,D)n connect QDCs but not the CPU.

Each QDC INTA connects directly to CPU.

INTPS and INTS connect to all slots.





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 Unit B 5 Skyline Place
 Frenche Forest 2086
 Australia

QDC SLOTS



INT (B,C,D)n connect QDCs but not the CPU.
 Each QDC INTn connects directly to CPU.
 INTFS and INTS connect to all slots

25.0 MFX CONSOLE



25.1 MFX010 CONROLLER CARD DESCRIPTION

The MFX keyboard is a console designed to facilitate the use of post-production software on the MFX.

The MFX keyboard contains two circuit boards. MFX010 is the controller board for the MFX console, containing the Microprocessor. The other board, MFK, is used to decode the switches and trigger keys.

25.1.1 68000 MASTER PROCESSOR

(refer schematic MFX010-CPU (page 2 of 8))

The 68000 is responsible for the processing tasks in the MFX as it handles every task including scanning the 24 trigger keys. It has ROM, RAM and non-volatile RAM to store and execute programs and data.

The peripherals of the 68000 are memory mapped in the usual way with the high bits of the address buss determining the active peripheral. Each peripheral capable of generating interrupts is assigned to a different interrupt level.

25.1.2 ROM's

(refer schematic MFX010-MEMORY (page 3 of 8))

Two 8 bit EPROM's are used in parallel to provide the 16-bit boot code required by the 68000. These EPROM's are 27256 varieties with access times of 170ns or better. When accessing these EPROM's, no wait states are required by the 68000 allowing full-speed operation.

On power-up or after a reset, the EPROM's are mapped at location 0, as this is where the 68000 loads its initial stack pointer and program counter. The EPROM's can also be accessed at location \$100000H. By setting the signal OVLY low (U9 pin 17) the EPROM is mapped out of location 0 and replaced by static RAM. This allows the exception vector locations to be modified by software. The OVLY signal is set high by reset. Regardless of the state of OVLY, the EPROM's may be accessed starting at \$100000H.

The first instruction of the EPROM is to set OVLY low. If this does not occur then the processor is probably not able to execute any instructions. If the processor does not even load the stack pointer and program counter then the problem is very fundamental, and is not simply problems with the address or data lines.

25.1.3 RAM

(refer schematic MFX010-MEMORY (page 3 of 8))

Four 8-bit static RAM's are used in parallel to provide the 16-bit wide memory space in which to execute code. Normally 256K-bit RAM's are installed giving 64K words of memory. The memory is mapped starting at location 0. This allows direct access to the 68000 exception vectors, which occupy the first \$200H words.

On power-up or reset, the signal OVLY is high, mapping the EPROM's to location 0 and preventing access to the RAM's. Normally, the first instruction executed is sets OVLY low,

mapping the RAM to location 0. OVLY should remain low until power is removed or the processor is reset.

The MFX keyboard has been designed to allow downloading of software from the Series III CMI, eliminating the need for costly EPROM updates. The task of the boot code in the EPROM's is to move the application code from the non-volatile memory to the RAM for execution.

25.1.4 NON-VOLATILE RAM

(refer schematic MFX010-MEMORY (page 3 of 8))

Three 8K by 8-bit static RAM with battery-backup is provided to store programs configuration setups and data. This RAM is protected by a DS1234 non-volatile controller (U38), which controls write-protection and battery usage. The memory may be configured to be read-only or read-write and volatile or non-volatile. Normally the memory is kept as read-only non-volatile memory, and changed to read-write memory only when the data is being changed.

As this memory space is only 8 bits wide, it is not possible to execute programs directly from this RAM. At a temperature of 25°C, the BR2325 battery should provide a life of 8 years. Care should be taken to avoid exposing the MFX to extremes of temperature for long periods of time, as elevated temperature decreases the battery life rapidly.

At the time of writing this document, 100% CMOS RAM's are only made by Toshiba and are proving difficult to obtain. However they offer such low stand-by currents that they would offer non-volatility for the shelf life of the battery (> 10 years).

There is a jumper block provided which allows selection of a variable number of wait states for the non-volatile RAM - either 0, 2, 4 or 6 wait states. This may be necessary as the DS1234 shortens the access times of the RAM by around 30ns. The actual setting used depends on the speed of the installed static RAM.

25.1.5 ADDRESS DECODING

(refer schematic MFX010-CPU (page 2 of 8))

The address decoding is performed by two 74ACT138 demultiplexers (U21 and U26) and half of a 74HCT138 demultiplexer (U27). The 16 megabyte memory space of the 68000 is divided up into sixteen 1 megabyte areas by the two 74ACT138, with each register or peripheral given its own area. All the peripherals decoded by U26 are no wait-state devices, whilst those decoded by U21 must supply an open collector /DTACK signal.

The second last address space is supplied to the 74HCT138, which subdivides this space into four areas for use by peripherals which require synchronization to the 1MHz E clock of the 68000. The /CS6800 signal tells the 68000 to synchronise to the E clock by, asserting VPA low whenever this address range is selected. The highest 1 megabyte address space should be left vacant, as this space is selected whenever an interrupt acknowledge cycle is commenced.

/DTACK is generated by all four DUARTs (U7, U8, U9 and U10) and by the 74HC175 (U33). Whenever the demultiplexer U26 is selected, U33 is reset causing /DTACK to be asserted low. Whenever the non-volatile RAM is selected, the select signal is shifted through the flip-flops of U33 on the rising edge of PCLK (10MHz) until it appears at the link block (W4) causing /DTACK to be asserted low.

25.1.6 LED CIRCUITRY

(refer schematic MFX010-DISPLAY (page 6 of 8))

The LED's controlled by the MFX are arranged into rows and columns, and lit using a multiplexed scheme. Under this scheme each LED is pulsed on for 1ms with a high current, and then turned off for 7ms. By pulsing the LED its efficiency is improved and the drive circuitry is simplified.

The 16 columns are controlled by two 74HC273 latches (U37 and U38). If a bit is set to high, then the corresponding column is active. The columns are driven by two UDN2981A high-current source drivers (U29 and U30) and the current set by the 100R 1W resistors. The outputs of the source drivers are either VLED (+12V) if they are driven or floating if they are off.

The 8 rows are controlled by a 74HC164 shift-register (U19). This register is arranged as a circulating buffer with one bit high (the active row) and the other bits low. Every time an access is made to the column register, the active row is incremented. Two ULN2803A Darlington drivers (U15 and U12) drive the rows in parallel. The outputs of the drivers are either around 1 volt if driven or floating if they are off.

The circuitry has been designed to work optimally if the LED column register is accessed every 1ms. This speed ensures that the blinking of the LED's (125Hz) is faster than the human eye. If a Led were to be driven by this circuitry continuously then it would burnout because the driving currents are greater than the maximum allowable average current through the LED's. To prevent this undesirable event, protection circuitry has been installed to turn off the LED's if the column register is not accessed for 3ms. This protection circuitry consists of a 74HC123 dual monostables (U44 and U50) and a flip-flop (U31B). If a fault condition is detected then U37, U38 and U19 are reset, and the signal START goes high. When the LED register is next accessed, START supplies the initial conditions to drive output QH of U19 high. If the next row to become active will be ROWO then the signal CHECK will be high. This signal is available at ACIA2 (U10), input port signal IP4 (pin 43). The software should check this signal to determine if it agrees with what software expects. If a disagreement is detected, the software should immediately write a 0 to the LED column register and wait 10ms. If the signal CHECK is now high, the LED scanning may resume; otherwise the software should disable LED scanning and inform the user.

25.1.7 CLOCKS

(refer schematic MFX010-CPU (page 2 of 8))

A 10MHz oscillator (OSC1) supplies the main system clock, PCLK. The 68000 divides this signal by 10 to give the 1MHz E clock (6:4 duty cycle) used by slow synchronous peripherals (displays). The E clock is divided by a flip-flop (U31) to give a 1/2 MHz square wave. The 1/2 MHz clock is used by DUART U7 as the 16 x MIDI clock. A 3.6864MHz clock is generated by DUART U8 for use in generating RS232 baud rates. See the section on the DUARTS for more information.

25.1.8 WATCHDOG

(refer schematic MFX010-CPU (page 2 of 8))

A DS1232 watchdog (U45) is used to supervise the operation of the MFX keyboard. It

drives the open collector /RESET and /HALT signals low whenever the +5V power supply is out of range (4.76V to 5.25V), if the optional reset button has been pressed (connector J11), or if the watchdog has not been accessed by the 68000 for 100ms. The 68000 requires both /RESET and /HALT to cause it to reset. If the 68000 does a double buss fault (e.g. loading an odd address pointer during an exception vector fetch) then it will drive /HALT low. If the 68000 executes a reset instruction, then it will drive /RESET only low. Both /RESET and /HALT also drive low-current red LED's (LD6 and LD8). If both LED's light simultaneously, then it is likely that the watchdog is driving these lines. However if the /HALT LED lights marginally before the /RESET LED then it is likely that the 68000 has had a double buss fault. This would occur if the ROM's were corrupt or if there was a serious problem with the address or data buss. If the green LED (LD7) remains lit, then the 68000 is executing code and keeping the watchdog at bay. If the green and red LED's light alternately, then the 68000 is not executing correct code.

25.1.9 DISPLAYS

(refer schematic MFX010-DISPLAY (page 6 of 8))

The MFX keyboard supports the attachment of two LM402B01 displays. These displays each offer 40 columns by 2 rows with up to 8 custom characters. The display is backlit by yellow LED's, which shine through the characters (clear characters on a black background). The data buss, address buss and R/W are buffered (74HCT245 at U36 and elsewhere) before driving the display signal cables (J8 and J9). The backlight is driven from 12V, as very little other use is made of the negative supply capacity of the MFX. A contrast adjustment pot is accessible from the top right hand corner of the MFX keyboard. Before concluding that a display is faulty because nothing is visible, you should check the contrast adjustment.

25.1.10 DUARTs

(refer schematic MFX010-DUARTS & DRIVERS (page 4&5 of 8))

The MFX supports serial communications with the following devices:

1. MIDI to MIDI D on the MFX
2. MIDI from MIDI D on the MFX
3. Midi from the Fairlight music keyboard
4. RS422 to and from a LYNX synchroniser or other synchroniser supporting the ES Bus
5. RS232 to and from an MFX expansion device
6. RS232 to the MFX keyboard input
7. RS232 from printer port 2 on the MFX (this port is no longer an external connector)
8. RS232 from the music keyboard
9. RS232 to and from a mouse

Four 68C681 DUARTs (U7, U8, U9 and U10) support these communication channels.

U8 drives a 3.6864Mhz crystal, which when buffered by a 74HC240 (U6H) is supplied to the other DUARTs. This clock is divided by the 68C681s to give the RS232 baud rates. A 1/2MHz

clock is used as the MIDI 16 times clocks.

The 68C681 DUART has two transmit channels, and two receive channels. All channels have independent baud rates. An internal, 16-bit counter can be programmed in a variety of ways to act as a timer, counter or frequency generator. An 8-bit output port is provided, with some of the bits being able to provide status information. A 6 bit input port can be read directly, or programmed to generate interrupts on either or both edges of a signal.

The 68C681 implements the full 68000 interrupt vectoring scheme, by providing the contents of an interrupt vector register to the 68000 during the interrupt acknowledge cycle.

25.1.11 AC1A1

(refer schematic MFX010-DUARTS (page 4 of 8))

ACIA1 (U7) handles MIDI communications. MIDI to and from the MFX (port D) is handled by the "A" side, whilst MIDI from the music keyboard is received by side "B". The 1/2MHz clock is supplied to input pins IP2 to IP5, and the software configures these inputs to be the 16 times clock inputs. This DUART can generate level 5 interrupts, enabling quick response to MIDI data.

25.1.12 ACIA2

(refer schematic MFX010-DRIVERS (page 5 of 8))

ACIA2 (U10) handles RS422 communications at 38k4 baud to Lynx synchronisers, or other synchronisers supporting the ES-buss. The Lynx Synchroniser generates a square Wave synchronised to the field edges of a video signal (SYSC on pin3 of U10), which can be programmed to cause an interrupt in the MFX. It also handles the RS232 bi-directional channel available on the MFX expansion port. This DUART can generate level 4 interrupts.

25.1.13 ACIA3

(refer schematic MFX010-DUARTS (page 4 of 8))

ACIA3 (U8) handles RS232 communication to and from the MFX. Side "A" transmit drives the alphanumeric keyboard input signal on the MFX. The RS232 keyboard output from the MFX appears at the receive input, side "B". This DUART can generate level 2 interrupts.

25.1.14 ACIA4

(refer schematic MFX010-DUARTS (page 4 of 8))

ACIA4 (U9) handles RS232 communications to and from a mouse using side "A". This mouse should be a serial mouse with a DB9 connector for attachment to the serial port of an IBM PC-AT. There are numerous software protocols possible. Side "B" is unused, This DUART can generate level 2 interrupts.

Interface drivers

(refer schematic MFX010-DRIVERS (page 5 of 8))

MIDI is received using PC900 opto-couplers (U1, U2). This circuit is the circuit

recommended by the MIDI specifications. The MIDI transmitter is a BC549 transistor (Q7), which makes this circuit more rugged than the usual 7407 open-collector transmitter circuit. The tape synchroniser is interfaced using a DS8921 RS422 transmit receiver pair (U3), The driver has a source impedance of 110ohm and a low-pass filter. The receiver has termination impedance of 110ohm at high frequency, increasing to high impedance at DC. Pull-up resistors cause the +ve input to see a higher voltage than the -ve input if the inputs are not being driven. RS232 is driven by a 14C88-driver (U4), with all outputs filtered and output impedance's of 110 ohm. The voltage swing is +11V to -11V typically. A 14C89-receiver (U5) has termination impedances of 120 ohm at high frequency, increasing to high-impedance at DC.

25.1.15 SPEAKER

(refer schematic MFX010-DRIVERS (page 5 of 8))

Five of the output pins of ACIA2 (U10) are used to produce tones through the speaker of the MFX. Each output is connected to a different resistor and summed at a common node. The signal is then AC-coupled and low-pass filtered before reaching the non-inverting input of a power op-amp (U14). By turning a pot accessible from the top right hand corner of the MFX, the gain of the op-amp may be varied. The op-amp directly drives an 8ohm speaker. Each output can produce an independent tone, with a volume level that depends upon the Output Used. The Signal SL1 produced by OP3 (pin 15 of ACIA2 (U10)) can be programmed to be a free running square-wave derived from the internal counter. The other four outputs require that the processor toggle each bit directly.

25.1.16 KEY SCANNING

(refer schematic MFX010.004 and 009)

The switches are arranged into banks, with each bank containing 8 switches. The bank address is written to the output register of ACIA1 (U7), and the state of the 8 switches can then be read from the 74HC244 buffer (U11). A 1 in a switches bit position indicates that the switch is open (up), whilst a 0 indicates that the switch is closed (depressed). The bank address consists of a 4-bit diode network number, and a 4-bit circuit board selection number.

7		unused (future expansion)
6		unused (future expansion)
5	ENPANEL	0 panel key (MFK panel keys) enabled 1 panel key disabled
4	ENQWERTY	0- qwerty key (MFK qwerty keys) enabled 1= qwerty key disabled
3	SWI3	number of the active
2	SWI2	diode-network on
1	SWI1	each circuit board
0	SWI0	(MFX030 and MFX040)

Fig 1. Switch bank address register (output port of U7)

25.1.17 JOGGER WHEEL

(refer schematic MFX010-DRIVERS (page 5 of 8))

The MFX supports the decoding of an optical shaft encoder. The quadrature output of the encoder is pulled up and low-pass filtered before being buffered by a 74HC132-schmitt-trigger (U18). The outputs of the Schmidt trigger are fed to ACIA2 (U10), input port bits IPO and IP1. The DUART can be configured to cause an interrupt on the edge of the quadrature signal.

25.1.18 MFK QWERTY BOARD.

(Refer schematic MFK)

The MFK board supports and decodes the QWERTY keyboard, the function keys and the panel trigger keys. It receives power from MFX010 through a 10-way Molex connector, and communicates with, MFX010 through a 50-way IDC connector. The panel trigger keys and all other switches are scanned by the 68000 processor.

25.1.19 QWERTY, PANEL TRIGGER SWITCHES AND FUNCTION KEYS.

(refer schematic MFK-MFX console key panel)

The QWERTY, function and panel keys are decoded using a diode matrix, with an active row/column scheme. This allows infinite key roll-over to be implemented. The diodes are contained in 25 common cathode diode networks (DN1 through DN25).

25.1.20 QWERTY

(refer schematic MFK-qwerty keys 1 to 4)

The QWERTY keys are arranged into 4 banks (qwerty1, qwerty2, qwerty3, and qwerty4). The address of the active QWERTY key is set up by the 12-bit code SWQ0 through SWQ12. SWQ0-3 selects qwerty1, SWQ4-7 selects qwerty2, SWQ8-11 selects qwerty3, and SWQ12 selects qwerty4.

The anodes of the QWERTY diode networks are connected to the outputs of two 74HC138 8-channel multiplexors (U3 and U4). If the signal ENQWERTY is low, then the signals SWI0 through SWI3 set which of the 12 (plus 4 unused) outputs SWQ0 through SWQ15 will be low.

25.1.21 PANEL

(refer schematic MFK-panel keys 1 to 4)

The PANEL keys are arranged into 4 banks (panel1, panel2, panel3, and panel4). The address of the active PANEL key is set up by the 14-bit code SWP0 through SWP13. SWP0-3 selects panel1, SWP4-7 selects panel2, SWP8-11 selects panel3, and SWP12-13 selects panel4.

The anodes of the PANEL diode networks are connected to the outputs of two 74HC138 8-channel multiplexors (U2 and U1). If the signal ENPANEL is low, then the signals SWI0 through SWI3 set which of the 14 (plus 2 unused) outputs SWP0 through SWP15 will be low.

The signals SW000 through SW07 are pulled up to +5V by resistors on MFX010. Thus only one diode network will have its cathode near GND, allowing its diodes to conduct if the attached switches are closed.

25.2 MFX CONSOLE DIAGNOSTICS

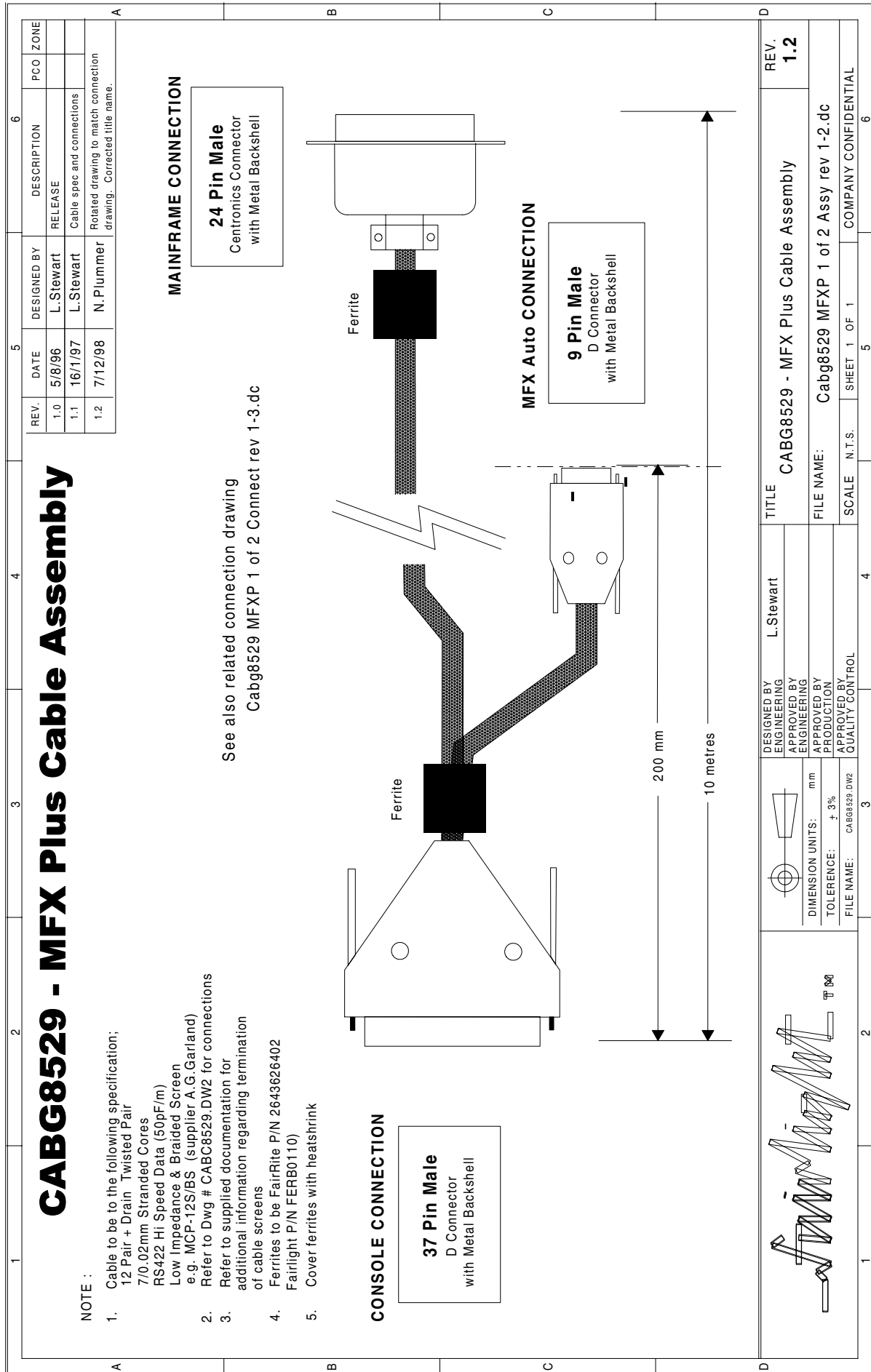
1. To reset the non-volatile RAM in the MFX console switch OFF power and hold down numeric keypad keys 1:2:3. Switch on power while keys are depressed. Go to the shell from MFX project screen by typing "SHIFT" \$ <ret>. At the # type "mfxload" ret>. The system will load the non-volatile RAM. When operation is complete depress "ESC" key.
2. To enter diagnostics on the MFX console hold down numeric keypad keys 4:5:6. Switch on power while keys are depressed. Release keys when you are ready to enter diagnostics. Depress F1:F3:F5:F7 to exit test.

	TEST NUMBER	TEST DESCRIPTION
	0	LCD, 68000 RAM, LED circuits
	1	Raw Keyboard Test
	2	ASCII keyboard Test, depress 'keys and Check LCD display
	3	Jogger and mouse X axis / Y axis
	4	N/A
	5	N/A
	6	N/A
	7	Speaker level test. Adjustment on top right corner of console
	8	RS422 / N/A
	9	Return MFX console to MFX operation

To set LCD contrast, adjust preset on top right corner of console.

3. Depressing keys -:+BLUE will set console for software up load. This does not reset the non-volatile RAM as in point 1.

25.3 MFX CABLE PINOUTS AND SPECIFICATIONS



CABG8529 - MFX Plus Cable Connection Diagram

NOTES :

- ** Assumes this signal when appropriate jumper is in place
- 1. Cable is to be to the following specification;
14 Pair + Drain Twisted Pair
7/0.02 Stranded cores
RS422 HI SPEED Data (50pF/m)
LOW IMPEDANCE
Braided screen
e.g. MCP-12S/BS (Supplier: A.G. Garland)

See also related assembly drawing

Cabg8529 MFXP 2 of 2 Assy rev 1-2.dc

REV.	DATE	DESIGNED BY	DESCRIPTION	PCO	ZONE
1.0	16/12/96	L.Stewart	RELEASE		
1.1	16/1/96	L.Stewart	Cable Spec & Connections		
1.2	27/8/98	M.Paolino	Signal names corrected (Midin / out) Previous change reversed.		
1.3	7/12/98	N.Plummer	Signal names changed to PCB name at each end. Corrected part number in title.		

Signal Name (MFX010 PCB)	Connector Pin No.	Colour	Mandatory	Connector Pin No.	Signal Name (ESP-MIDI PCB)
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Signal Name (MFX010 PCB)	Connector Pin No.	Colour	Mandatory	Connector Pin No.	Signal Name (ESP-MIDI PCB)
FS+	13	Brown	Yes	5	X422+
FS-	31	Brown/White	Yes	17	X422-
TS+	12	Grey	Yes	6	R422+
TS-	30	Grey/White	Yes	18	R422-
MO1+	8	Green		10	Mid+
MO1-	26	Green/White		22	Mid-
MI1+	9	Blue		9	MOut+
MI1-	27	Blue/White		21	MOut-
MI2+	11	Orange		7	n/c
MI2-	29	Orange/White		19	n/c
RSI1	6	Brown	Yes	12	Data2
Gnd	21	Brown/Black	Yes	14	Gnd **
RSI2	7	Grey		11	Data1 **
Gnd	20	Grey/Black	Yes	13	Gnd **
RSO2 **	25	Green		23	KEYBDOUT **
n/c	16	Green/Black		15	n/c
Gnd	10	Green	Yes	8	*MFX Present
SYSC	28	Green/Yellow		20	n/c
RSO1	24	Orange	Yes	24	Datain
Gnd	23	Orange/Black	Yes	16	Gnd **
n/c	2	Grey		2	n/c
n/c	4	Grey/Red		3	n/c
Gnd	1	Green	Yes	1	Gnd **
n/c	14	Green/Red		4	n/c
MRXD	36	(any)	Yes	2	(MRXD)
MTXD	37	(any)	Yes	3	(MTXD)
Gnd	33	(any)	Yes	5	Gnd

Console Connection

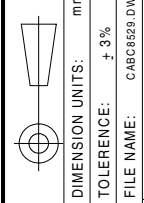
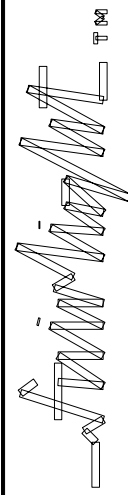
37 Pin Male
D Connector
with Metal Backshell
UL Recognised
(Connects to J2 on MFX010)

Mainframe Connection

24 Pin Male
Centronics Connector
with Metal Backshell
UL Recognised
(Connects to P5 on ESP-MIDI)

MFX Auto Connection

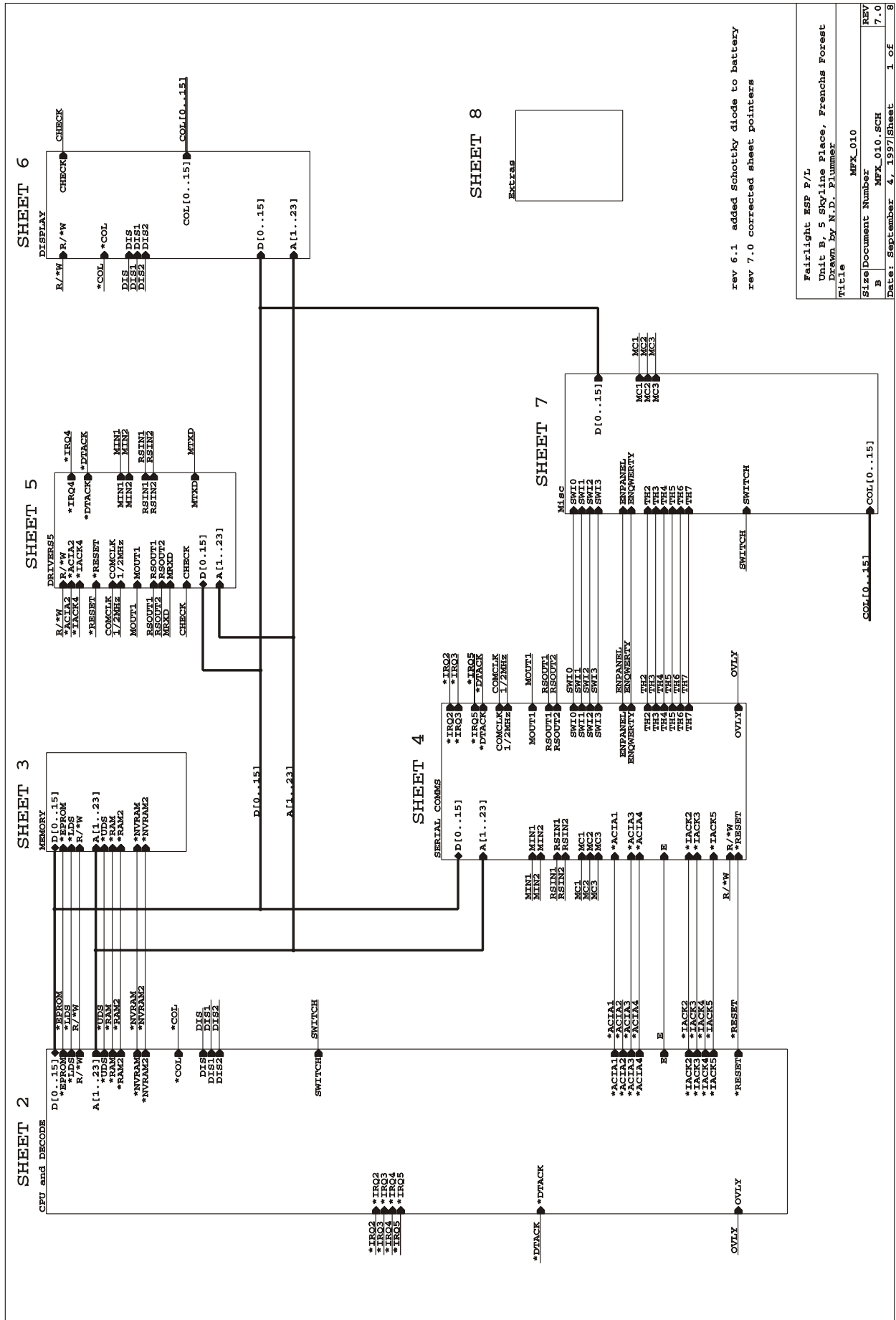
9 Pin Male
D Connector
with Metal Backshell
UL Recognised
(Connects to Serial Port on PC)



DESIGNED BY ENGINEERING	L.Stewart
APPROVED BY ENGINEERING	
APPROVED BY PRODUCTION	
APPROVED BY QUALITY CONTROL	

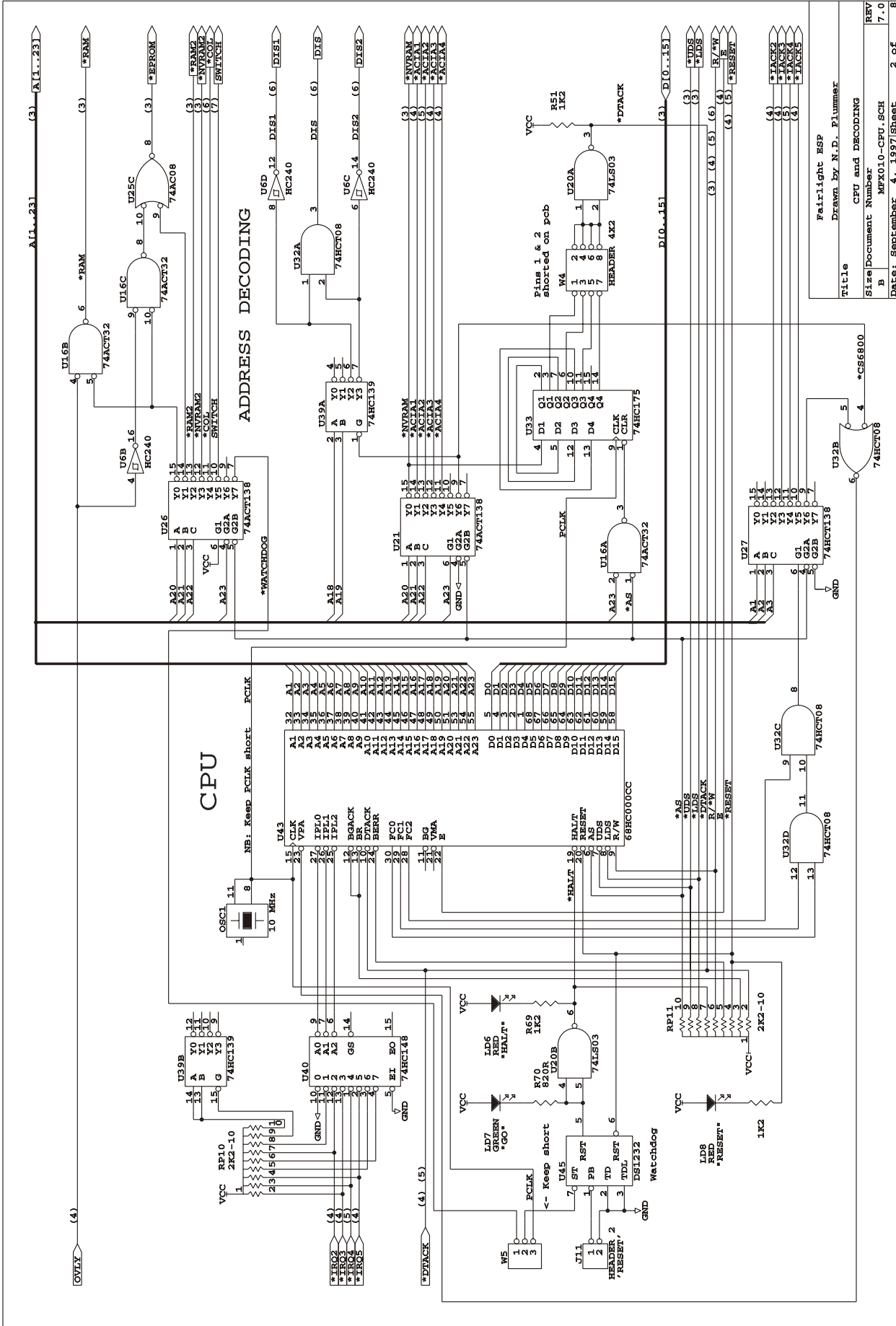
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FILE NAME:	Cabg8529 MFXP 2 of 2 Connect rev 1-3.dc	SCALE	N.T.S.
SHEET	1 OF 1	COMPANY	CONFIDENTIAL

25.4 MFX010 CONTROLLER CARD SCHEMATICS



rev 6.1 added Schottky diode to battery
 rev 7.0 corrected sheet pointers

Fairlight ESP F/L Unit B, 5 Skyline Place, Frenchs Forest Drawn by N.D. Plummer	
Title	MFX_010
Size/Document Number	B MFX_010.SCH
REV	7.0
Date: September 4, 1997/Sheet	1 of 8



OVLY (4)

A[1..23]

(3) A[1..23]

(3) *RAM

(3) *EPROM

(3) *NVRAM

(3) *NVRAM2

(3) *NVRAM3

(6) *NVRAM4

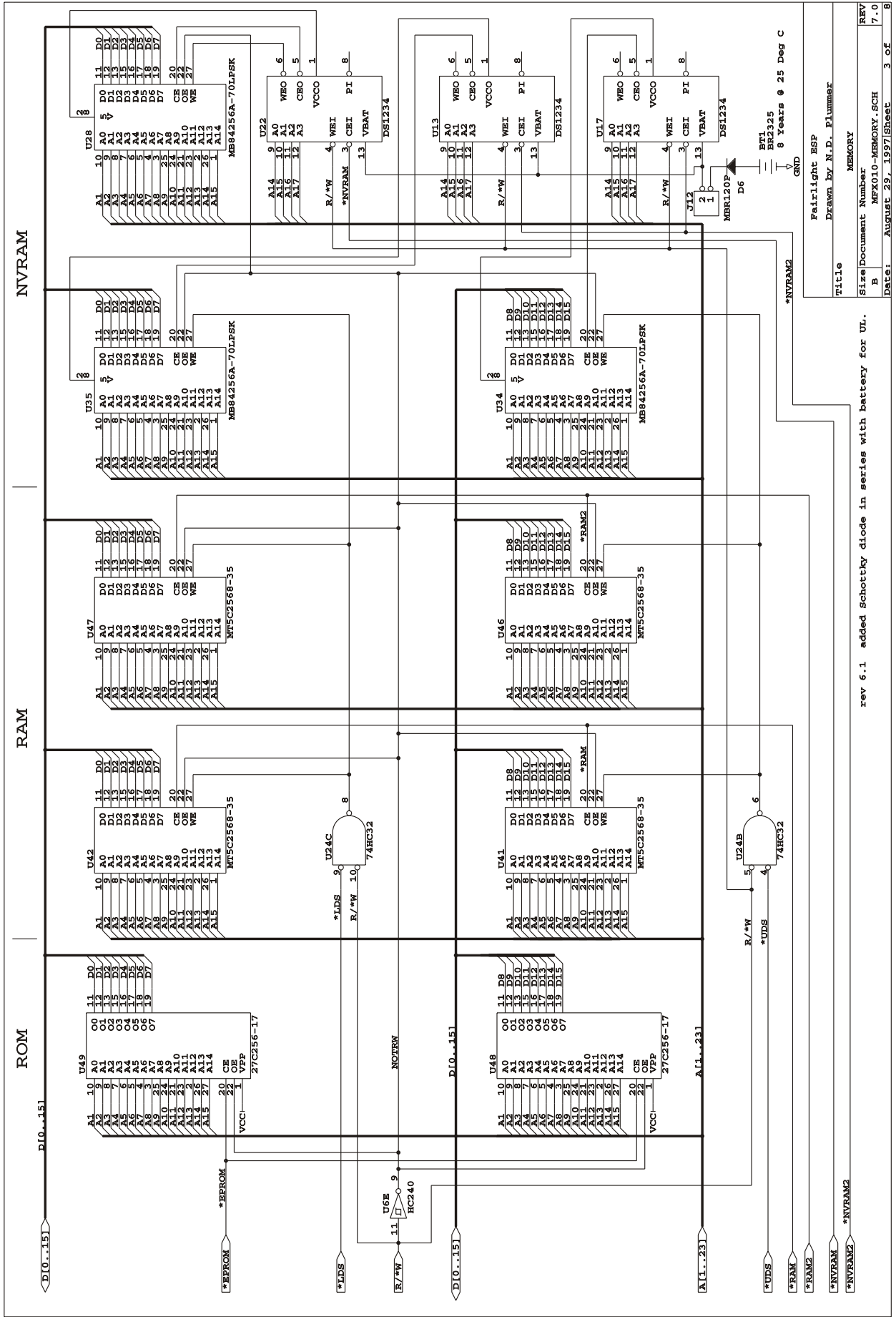
(7) *NVRAM5

(7) SWITCH

ADDRESS DECODING

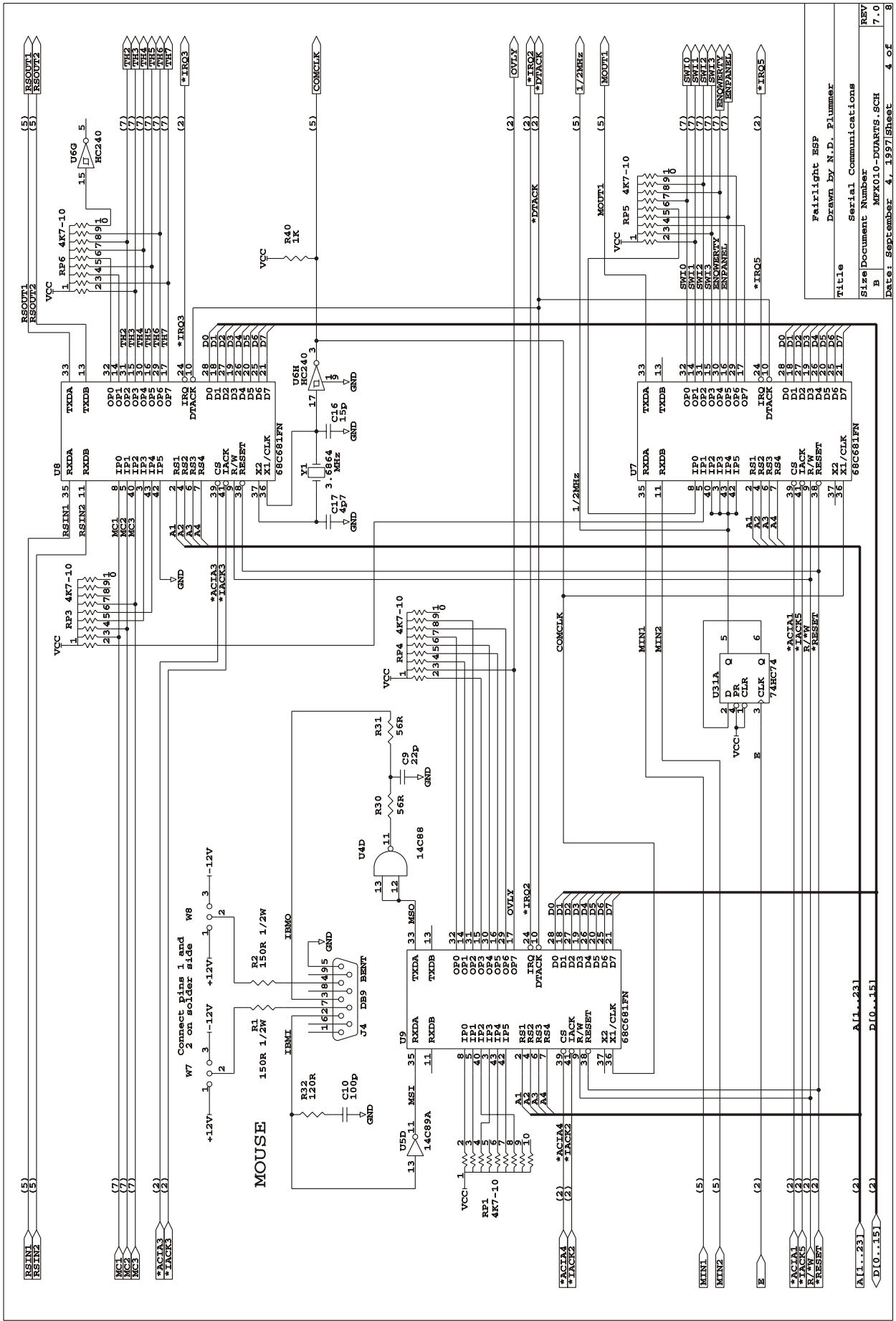
CPU

Title		Fairlight BSP	
Drawn by		N.D. Plummer	
Size		CPU and DECODING	
Document Number		MFX010-CPU_SCH	
REV		7.0	
Date:		September 4, 1997	
Sheet		2 of 8	



rev 6.1 added Schottky diode in series with battery for UL.

Title	Fairlight ESP
Drawn By	N.D. Plummer
Size	MEMORY
Document Number	MPX10-MEMORY.SCH
REV	7.0
Date	AUGUST 23, 1997/Sheet 3 of 8



Title
 Serial Communications
 Size Document Number
 B MFX010-DUARTS_SCH
 Date: September 4, 1997 Sheet 4 of 8

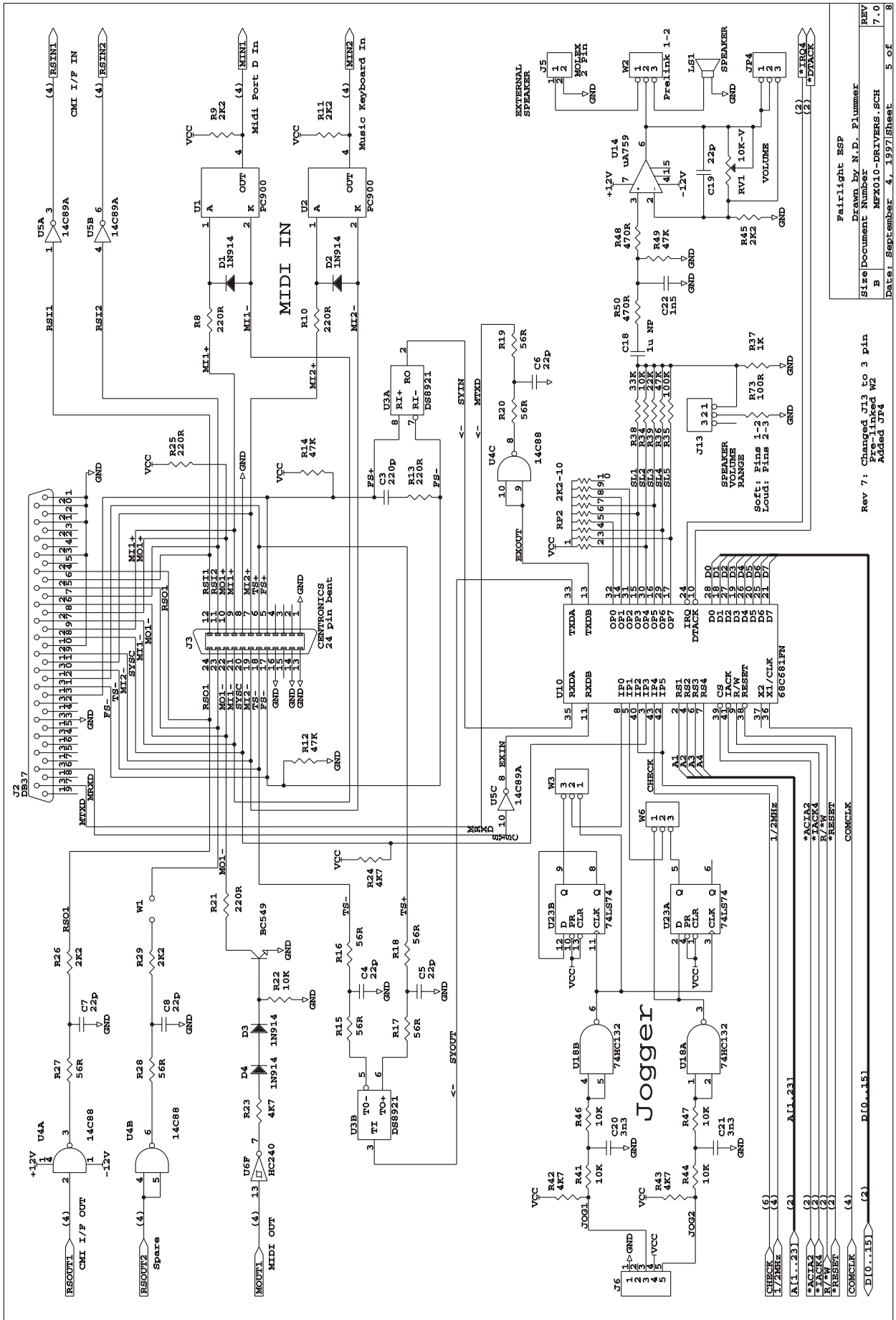
Fairlight RSP
 Drawn by N.D. Plummer

Title
 Serial Communications
 Size Document Number
 B MFX010-DUARTS_SCH
 Date: September 4, 1997 Sheet 4 of 8

Title
 Serial Communications
 Size Document Number
 B MFX010-DUARTS_SCH
 Date: September 4, 1997 Sheet 4 of 8

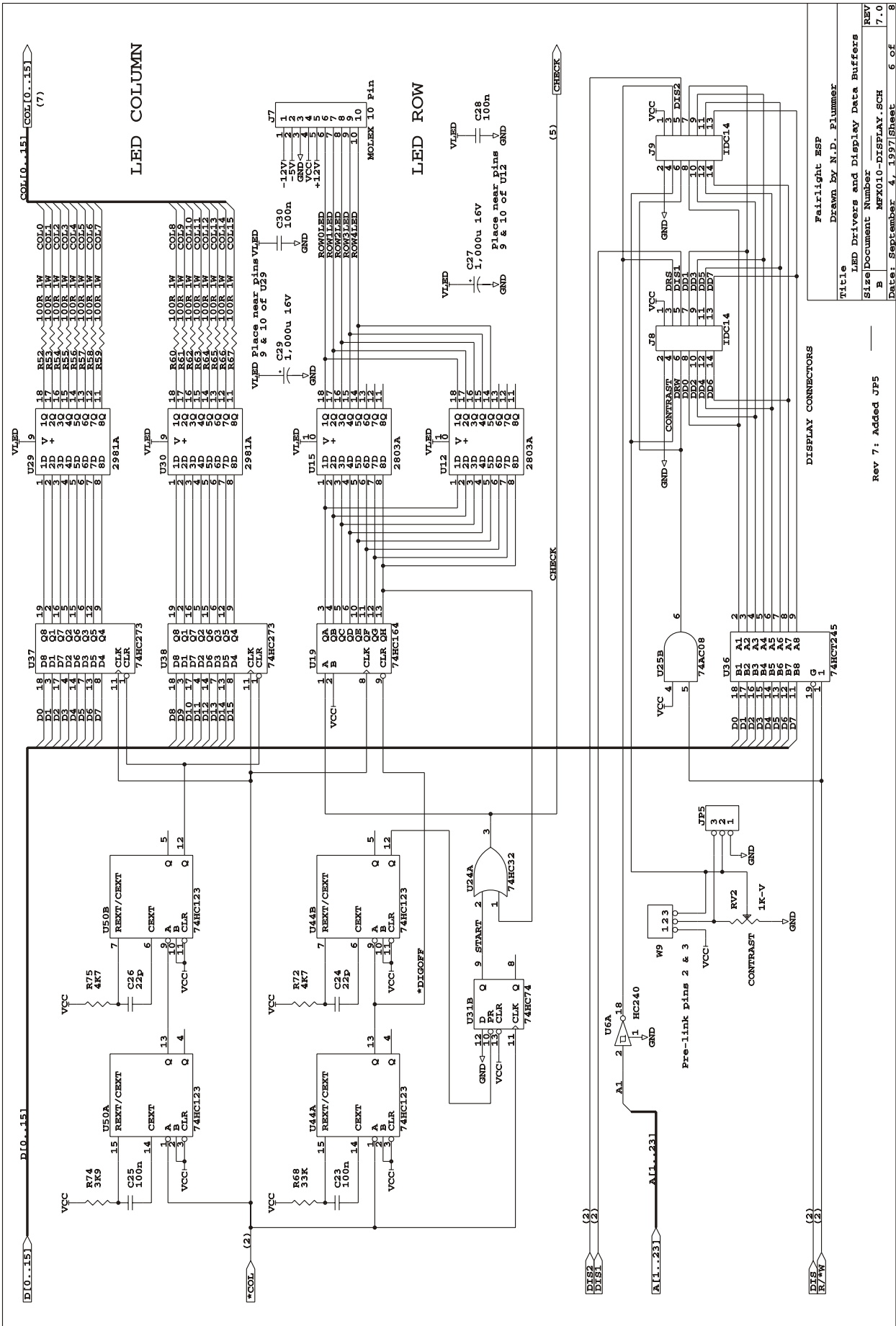
Title
 Serial Communications
 Size Document Number
 B MFX010-DUARTS_SCH
 Date: September 4, 1997 Sheet 4 of 8

Title
 Serial Communications
 Size Document Number
 B MFX010-DUARTS_SCH
 Date: September 4, 1997 Sheet 4 of 8



Fairlight ESP
 Drawn by N.D. Plummer
 Size/Document Number
 B MFX10-DRIVERS.SCH
 REV 7.0

Rev 7: Changed J13 to 3 pin
 Pre-linked W2
 Added JF4
 Date: September 4, 1997/Sheet 5 of 8

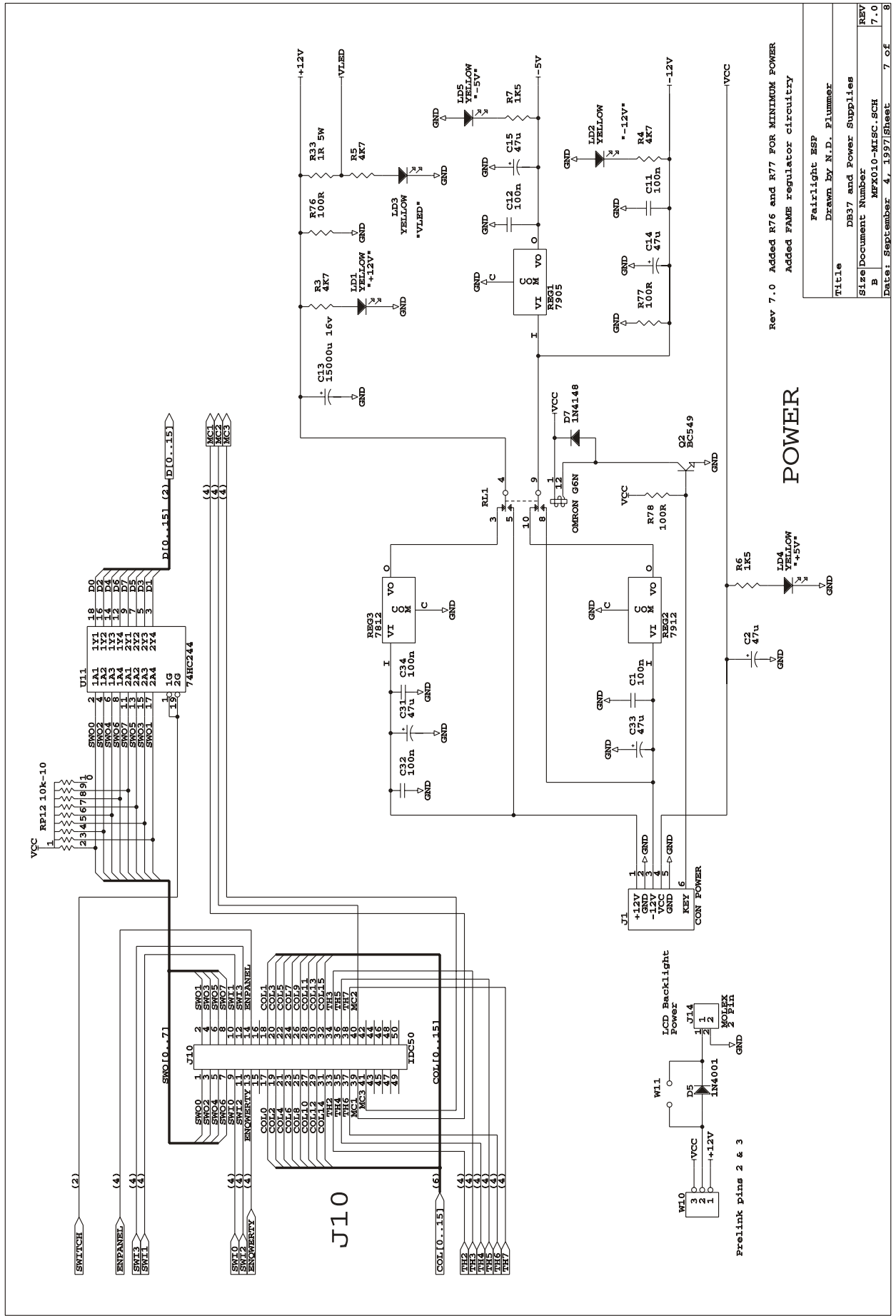


Title: LED Drivers and Display Data Buffers
 Drawn By: N.D. Flummer

Rev 7: Added JP5

Size: Document Number: MPX10-DISPLAY.SCH
 REV: 7.0

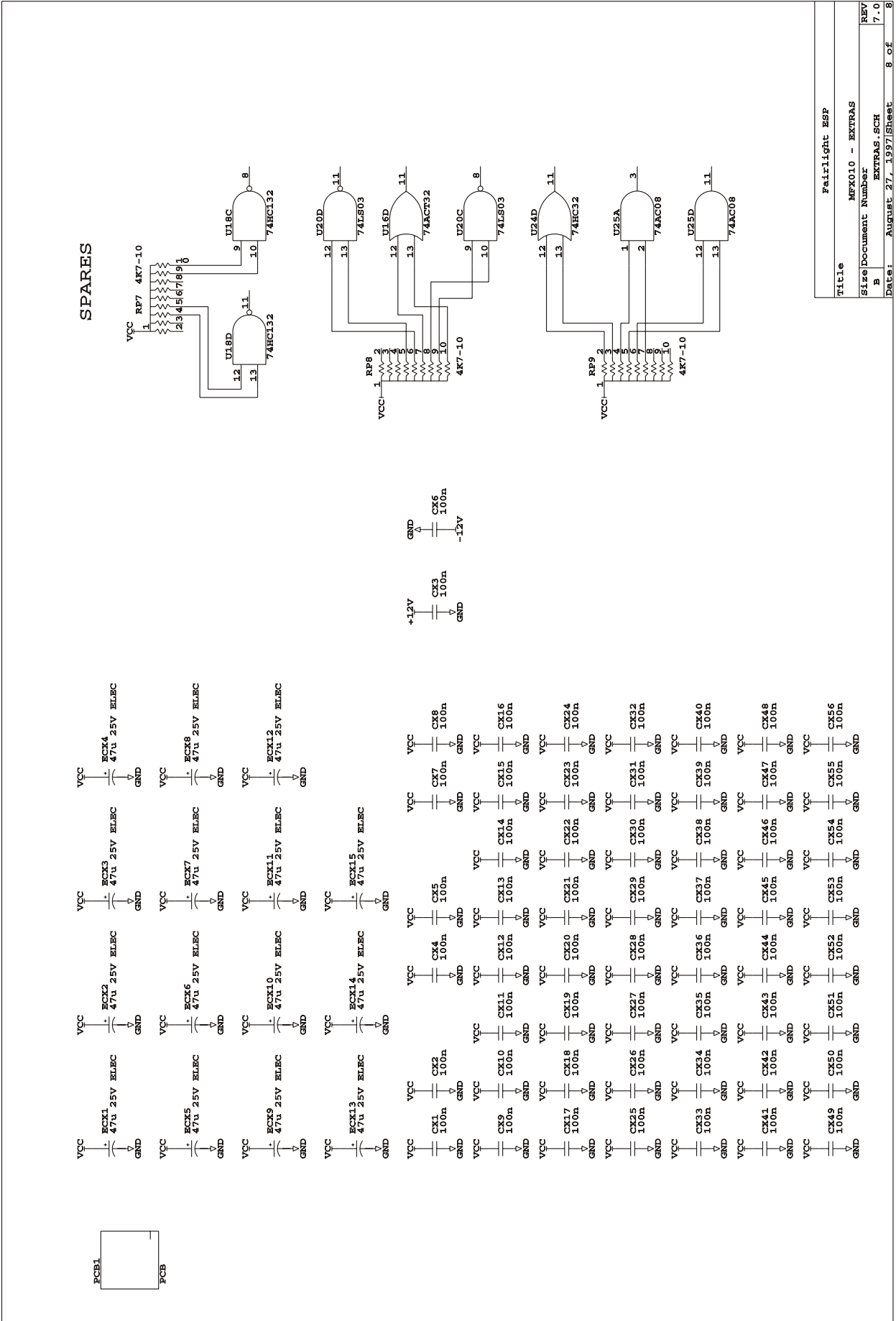
Date: September 4, 1997/Sheet 6 of 8

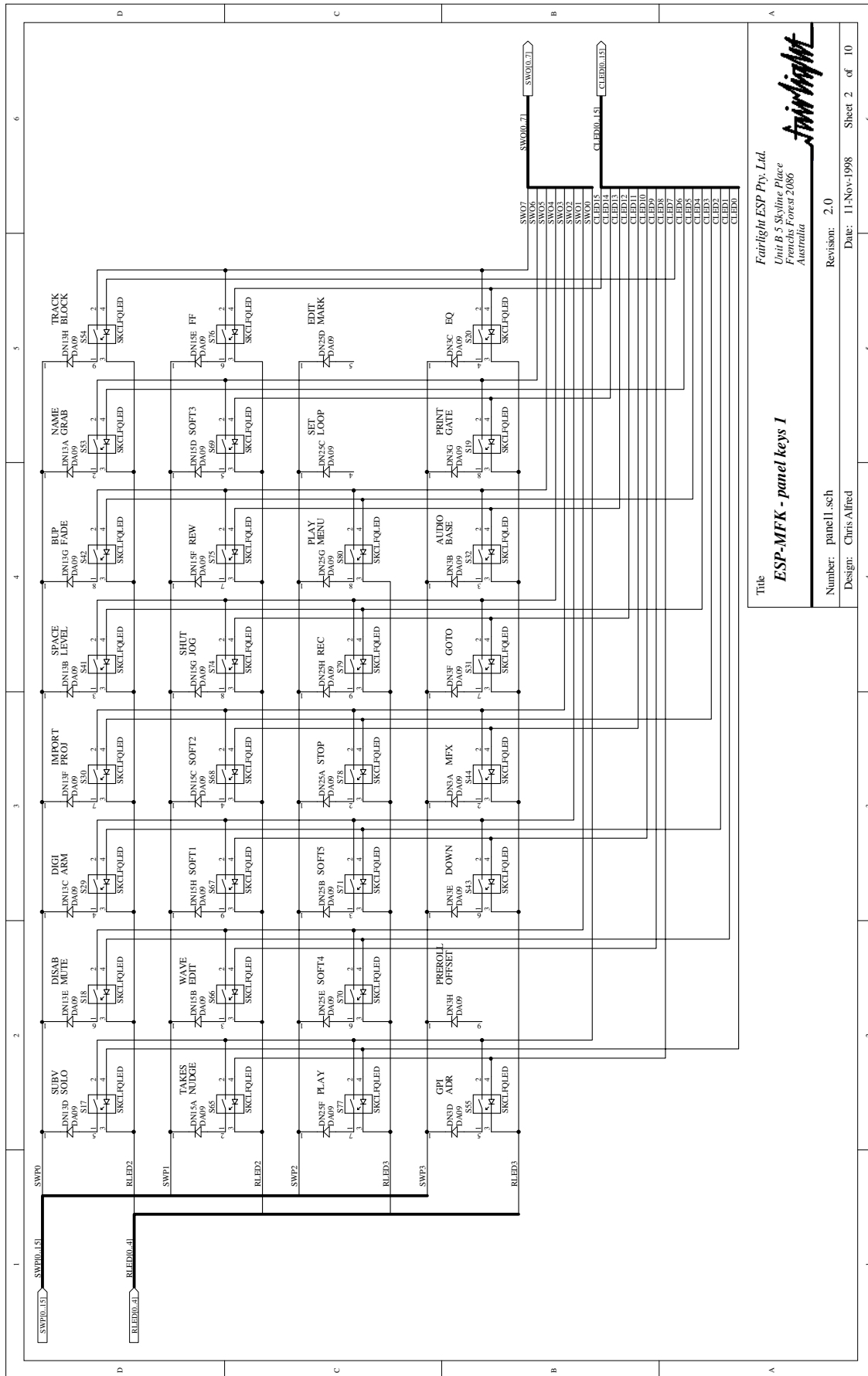


Rev 7.0 Added R76 and R77 FOR MINIMUM POWER
Added PAME regulator circuitry

POWER

Title	Fairlight ESP
Drawn by	N.D. Plummer
DB37 and Power Supplies	
Size/Document Number	MF010-MISC.SCH
REV	7.0
Date:	September 4, 1997/Sheet 7 of 8

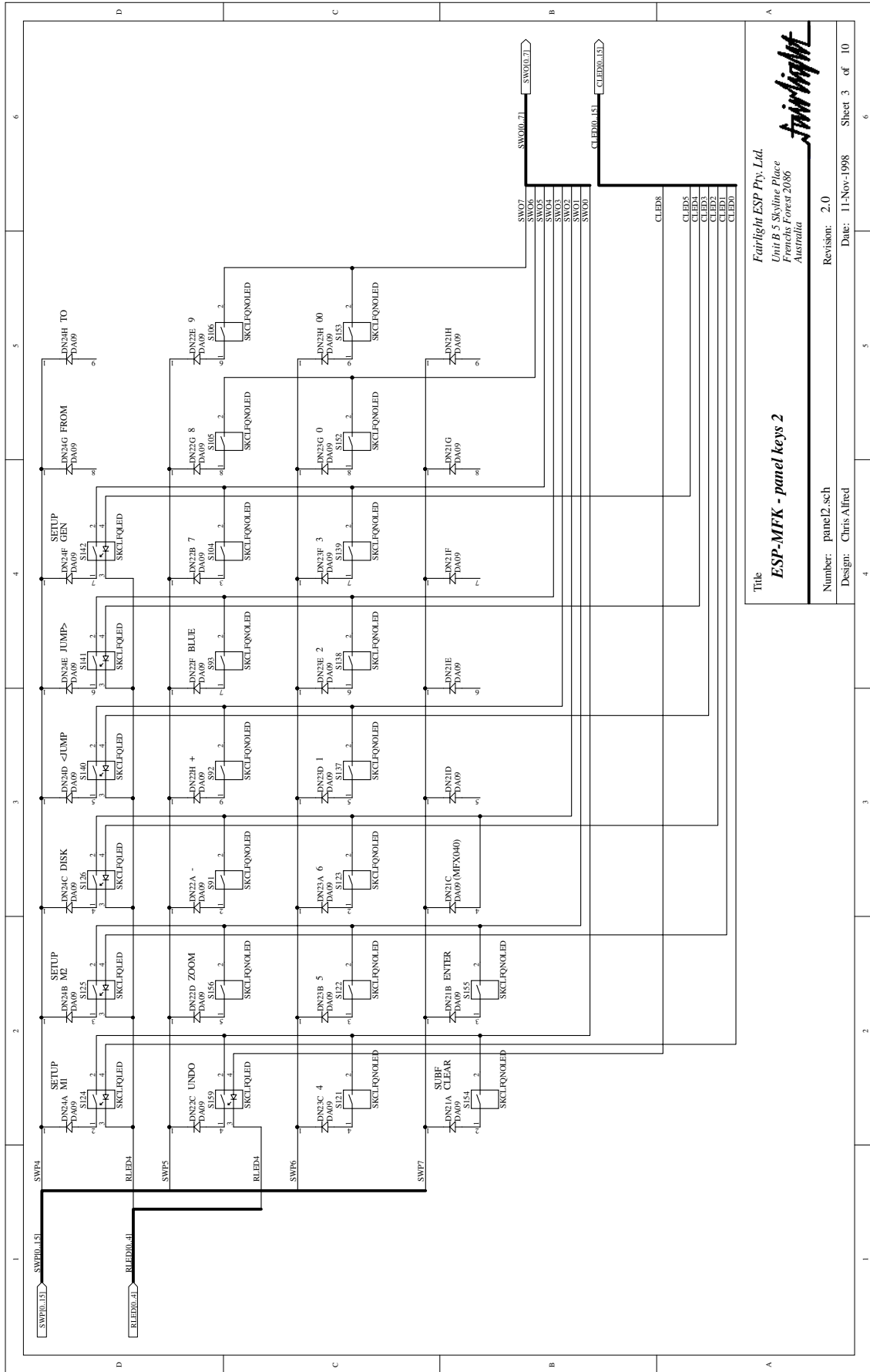




Title: **ESP-MFK - panel keys 1**
 Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Forest Hill, Vic 3131
 Australia

Number: panel1.sch
 Design: Chris Alfred
 Revision: 2.0
 Date: 11-Nov-1998
 Sheet 2 of 10





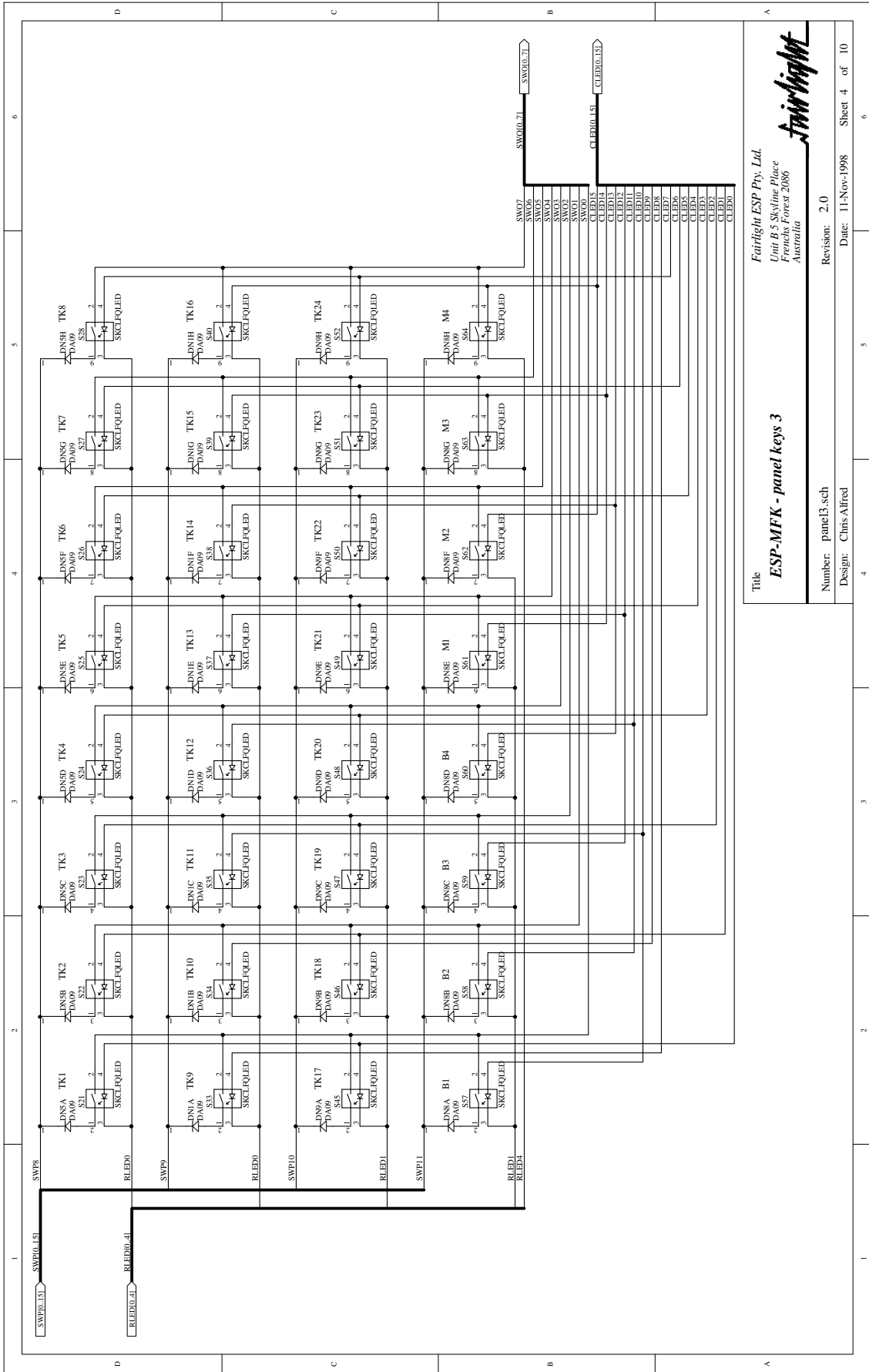
ESP-MFK - panel keys 2

Title: **Fairlight ESP Pty. Ltd.**
 Unit B 5 Skyrise Place
 Franchis Forest 2080
 Australia

Number: panel2.sch
 Design: Chris Alfred

Revision: 2.0
 Date: 11-Nov-1998

Sheet 3 of 10



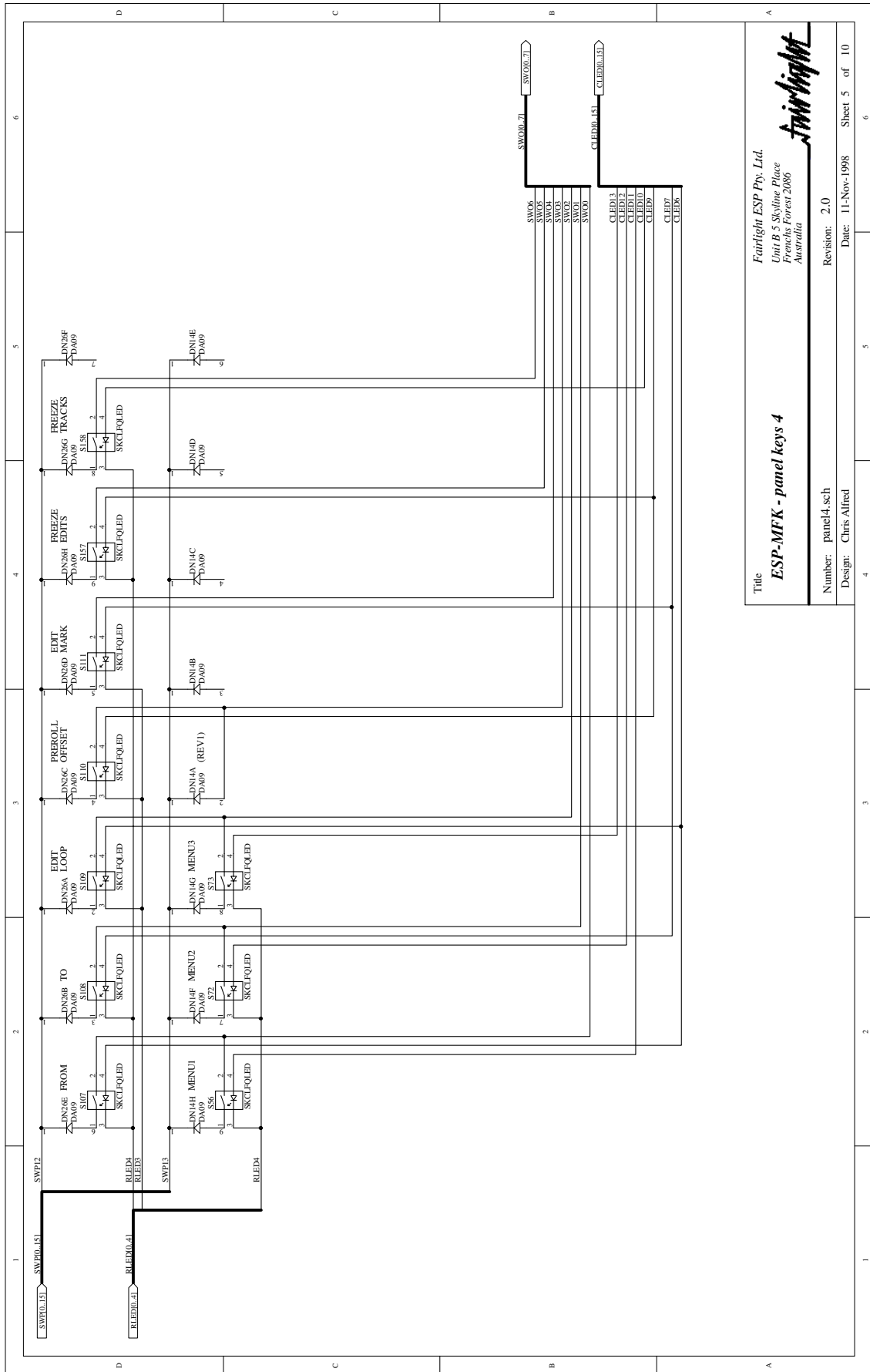
Title
ESP-MFK - panel keys 3

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

Revision: 2.0
Date: 11-Nov-1998

Number: panel3.sch
Design: Chris Alfred

Sheet 4 of 10



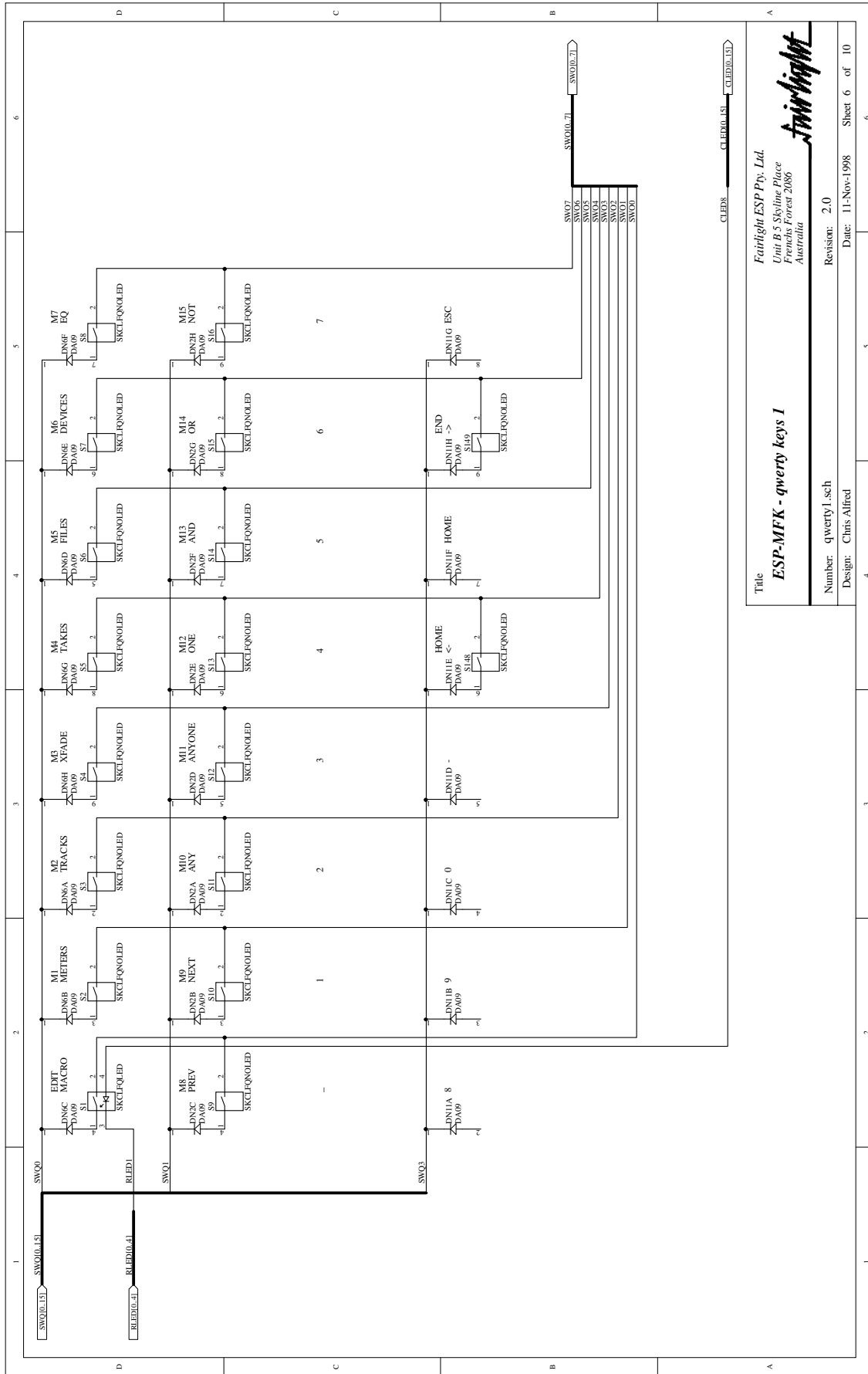
Title
ESP-MFK - panel keys 4

Fairlight ESP Pty. Ltd.
 Unit B 5 Skelton Place
 Francis Forest 2886
 Australia

Revision: 2.0
 Date: 11-Nov-1998

Number: panel4.sch
 Design: Chris Alfred

Sheet 5 of 10

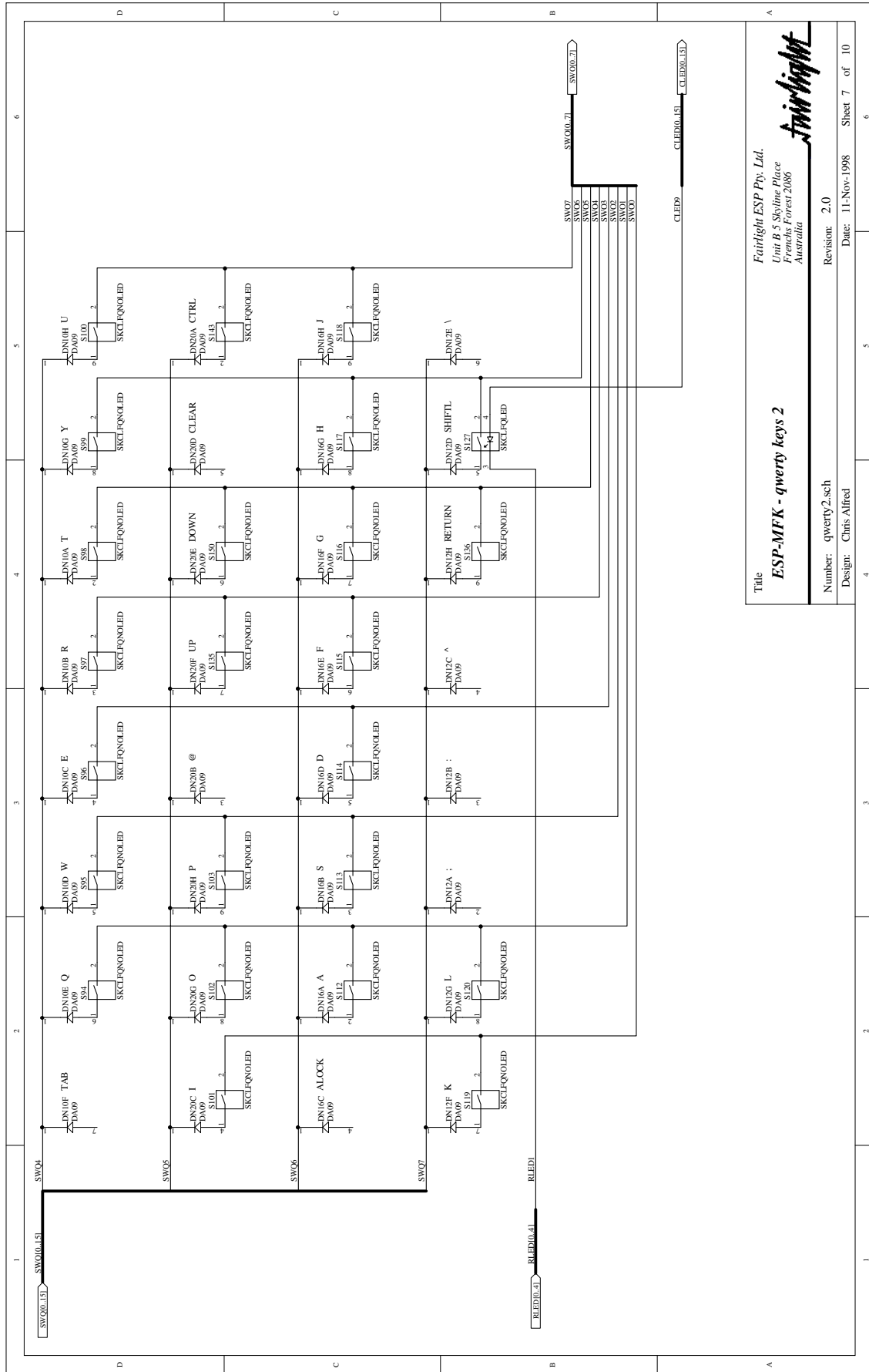


Title
ESP-MFK - qwerty keys I

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Revision: 2.0
Date: 11-Nov-1998
Sheet 6 **of** 10

Number: qwerty I.sch
Design: Chris Alfred



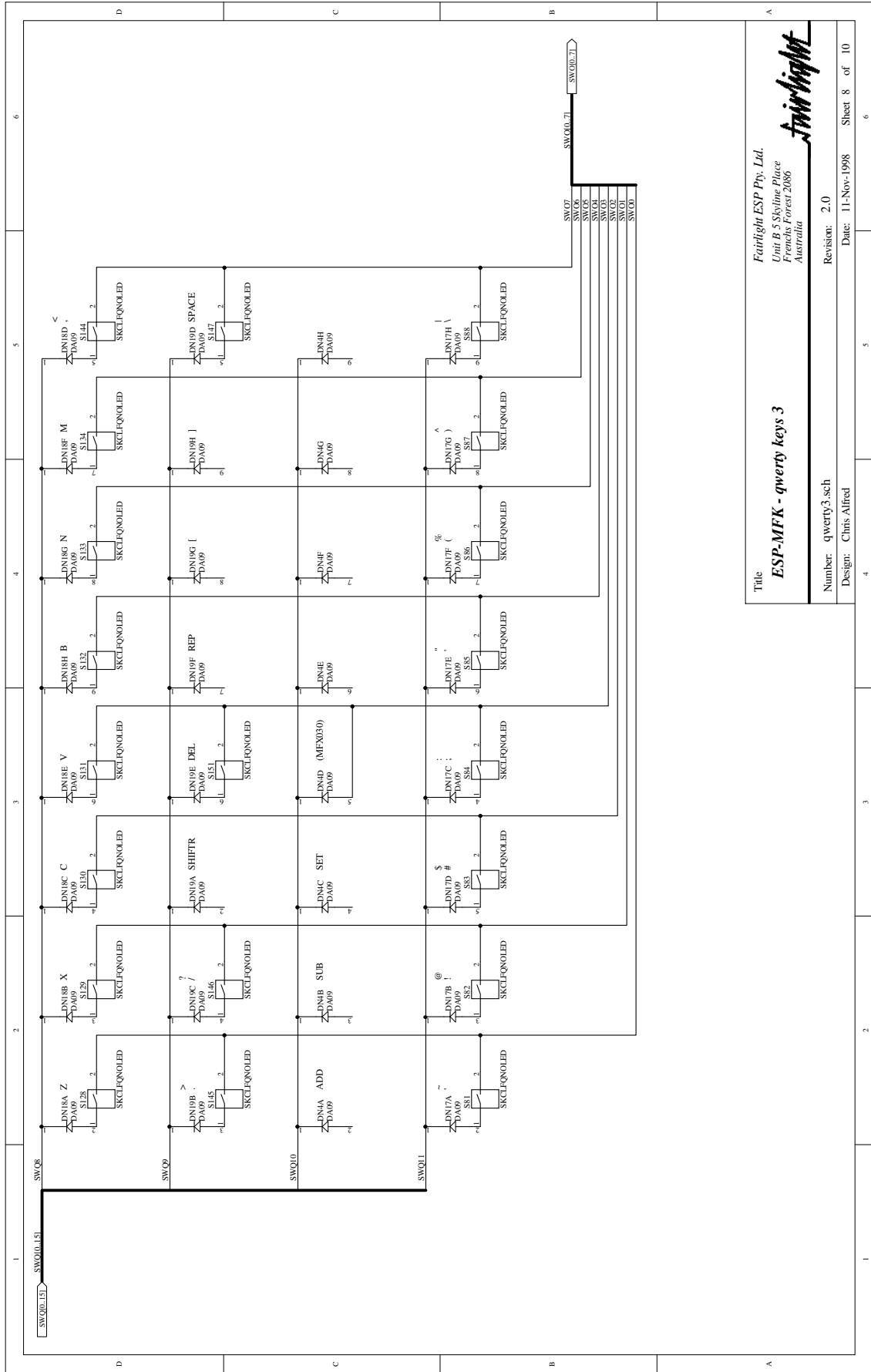
Title
ESP-MFK - qwerty keys 2

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyrise Place
 Friends Forest 2086
 Australia

Revision: 2.0
 Date: 11-Nov-1998

Number: qwerty2.sch
 Design: Chris Alfred

Sheet 7 of 10



Title
ESP-MFK - qwerty keys 3

Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

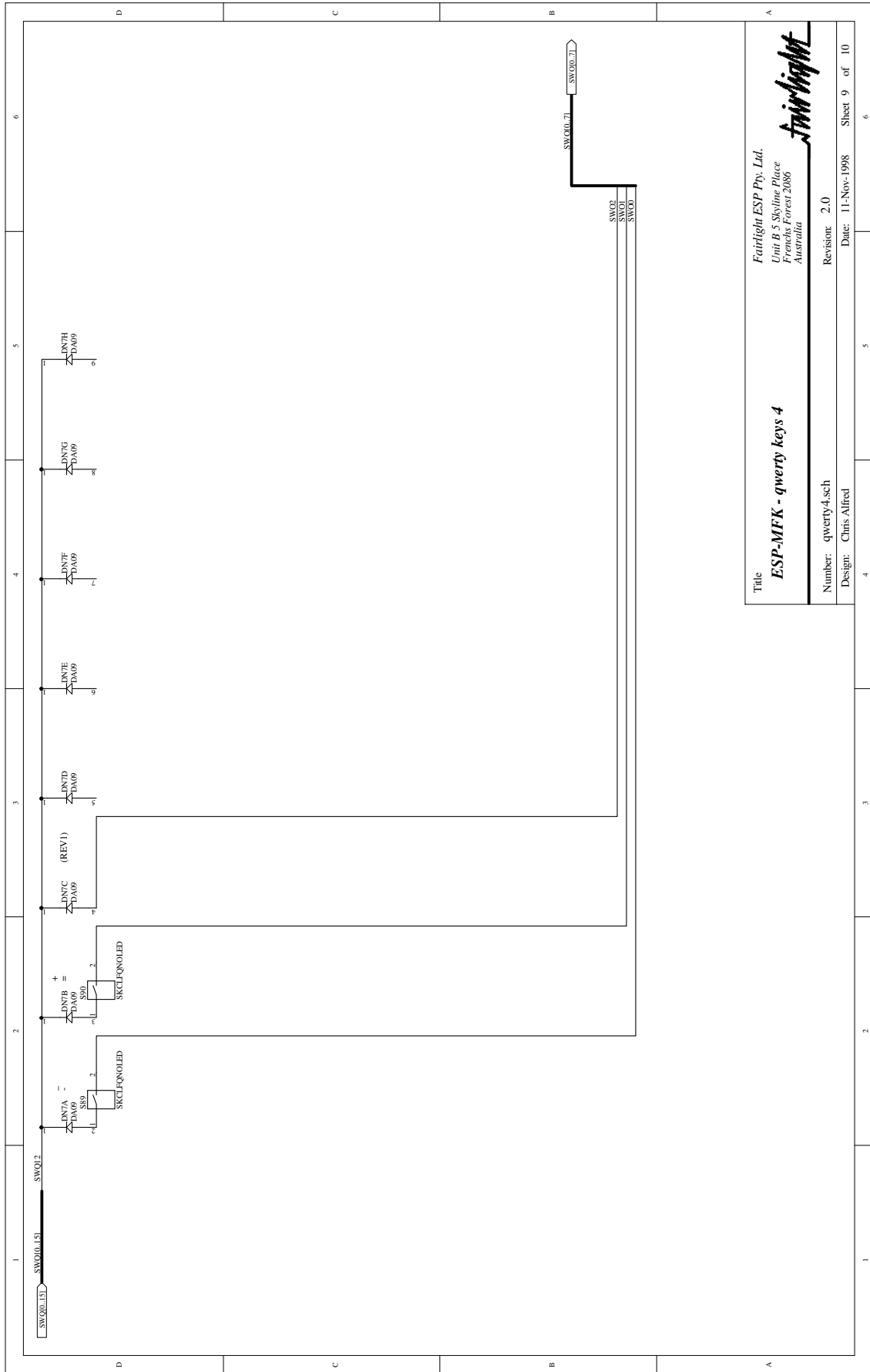
Revision: 2.0

Number: qwerty3.sch

Designer: Chris Alfred

Date: 11-Nov-1998

Sheet 8 of 10



Title ESP-MFK - qwerty keys 4		Fairlight ESP Pty. Ltd. Unit B 5 Skelbina Place Friends Forest 2086 Australia	
Number: qwerty4.sch	Revision: 2.0	Date: 11-Nov-1998	Sheet 9 of 10
Design: Chris Alfred			

9MW4RK1 - MERLIN CONSOLE KEYBOARD CARD

MERLIN CONSOLE TEST ROM

ENTERING DIAGNOSTICS

Hold down keys 4, 5, 6 on the console while turning the power on. This should cause the console to enter the diagnostics mode. To enter each test press one of the numeric keys. Some tests exit automatically, and some tests need to be completed by pressing "clear" key on the Merlin surface or "ESC" on the AT Keyboard.

Tests Number and Description

- 0 LED SRAM TEST
This test writes four data values (00000000, FFFFFFFF, aa55aa55, 55aa55aa) to the SRAM that stores the LED data. The LCD displays the results from the test, and will show the address where an error has occurred.
- 1 PANEL KEYBOARD TEST
Shows the output from the panel keys on the Merlin Console. To return from the test, press the "clear" key. The screen should be in the following format.

```
00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 0000 00
```

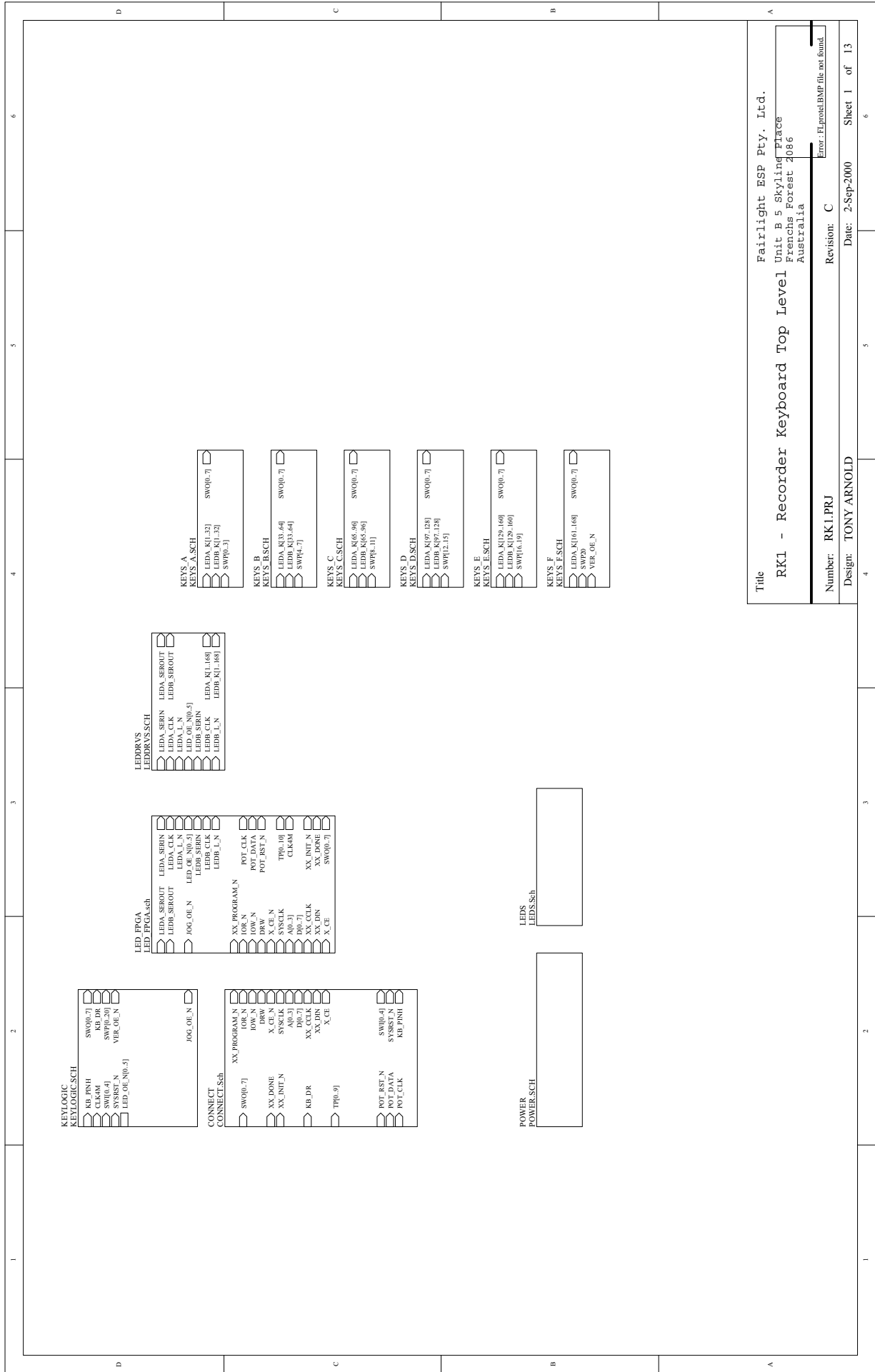
The first line shows the hexadecimal output from the 96 track keys. Each pair of digits shows one key row consisting of the output for 8 keys. For example, an output of 40h (01000000) indicates that one key on that row is held down. Therefore D6 on the data bus is active.

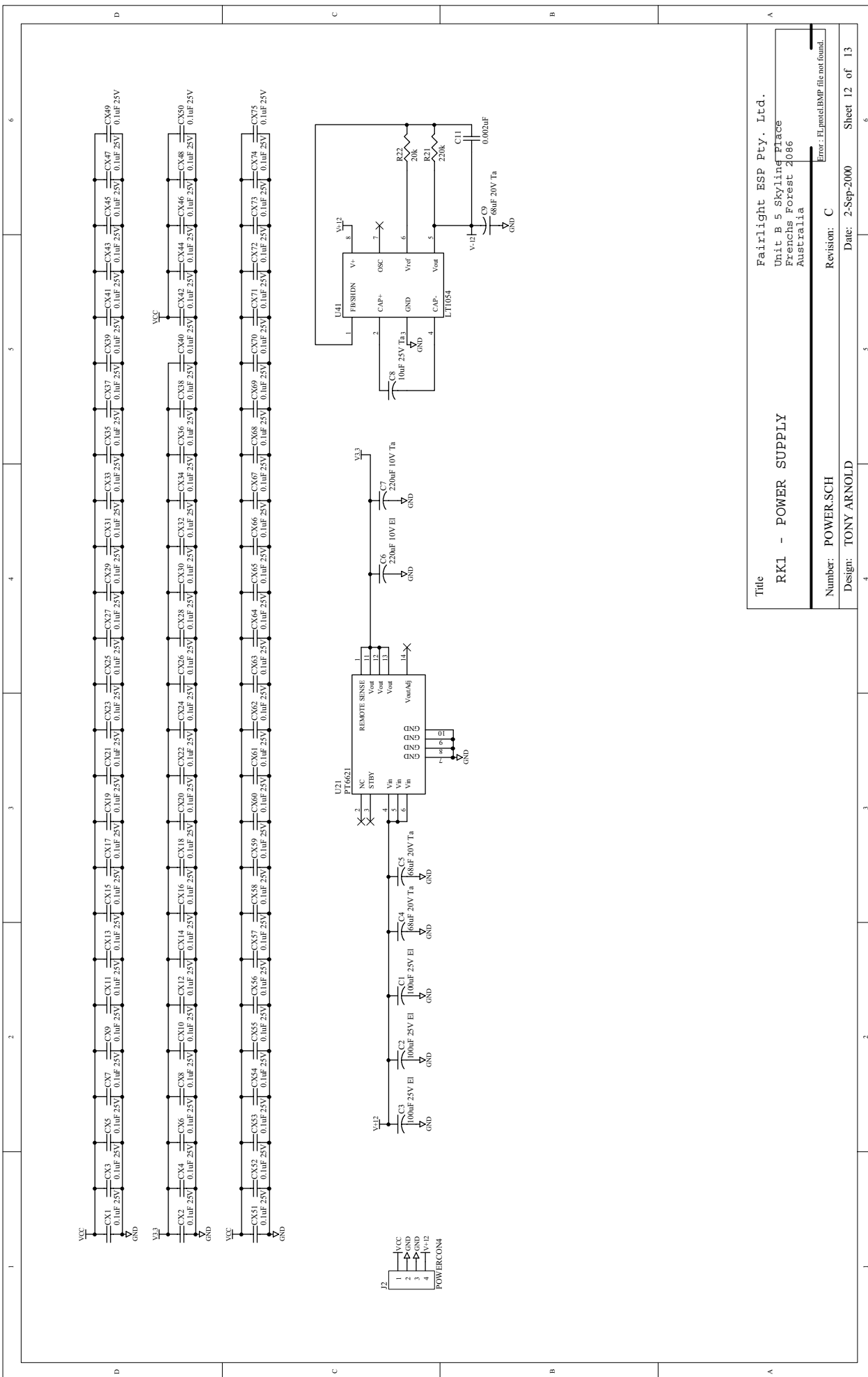
The next line shows the hexadecimal output from the 72 remaining keys in the first 9 byte outputs. The remaining part of the display (00 0000 00) is the jogger output (00), the decoded value of the last character (0000) and the number of buttons being held down (00).

- 2 AT KEYBOARD OUTPUT
Displays the value of the latest ASCII character received from the AT Keyboard. To return from the test, press the ESC key on the keyboard.
- 3 EMC TEST FUNCTION
Flashes LEDs, scrolls text on the LCD and sends characters on the RS232 line. To return from the test, press the "clear" key.
- 4 TURN ALL 'A' LEDS ON
Each key switch has either one or two LEDs to indicate the state of the key. This test turns on what is defined as the 'A' LED for each key.
- 5 TURN ALL 'B' LEDS ON
This test turns on what is defined as the 'B' LED for each key.
- 6 TURN OFF ALL LEDS
- 7 SPEAKER TEST

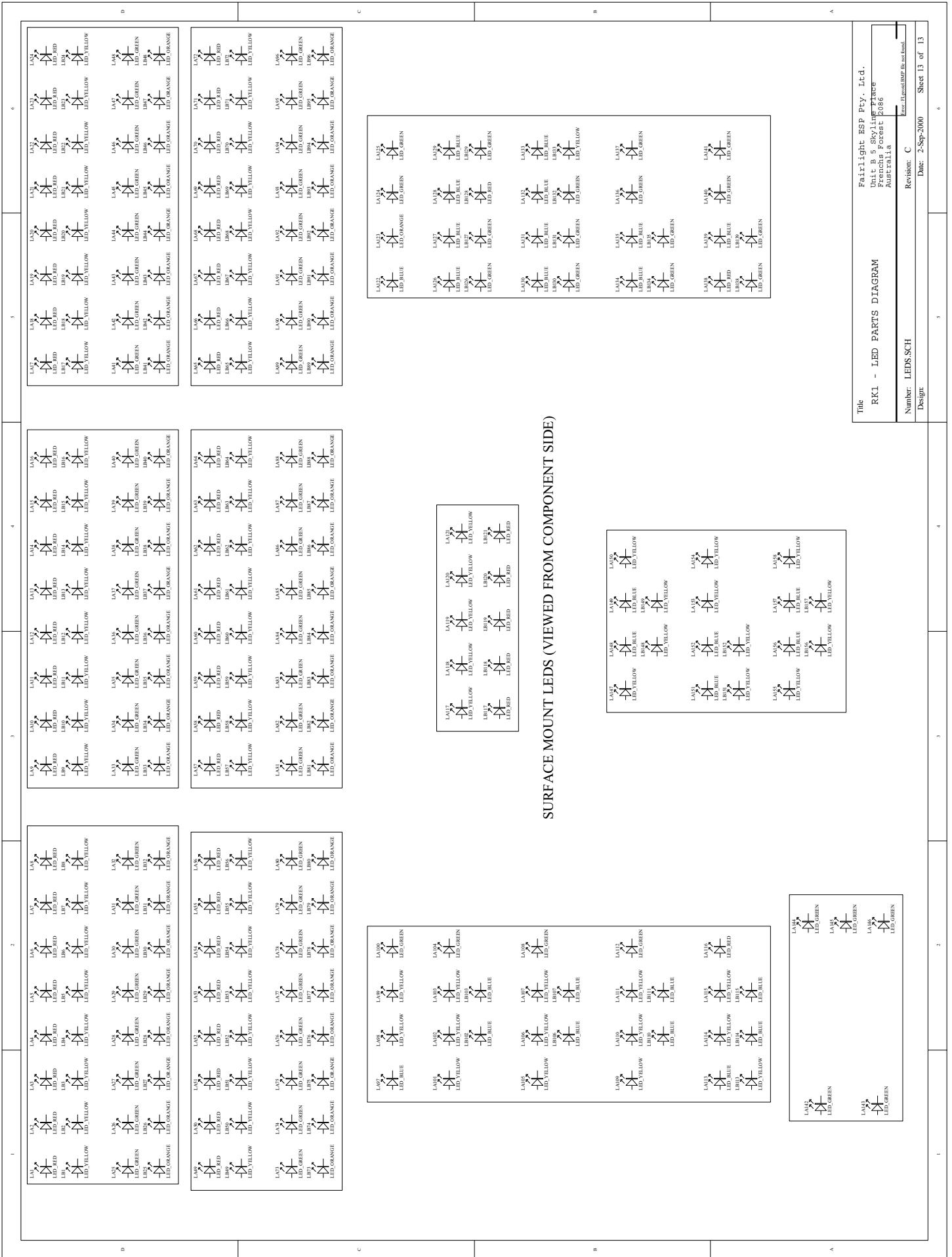
8 UNDEFINED TEST

9 RESET CONSOLE





1 2 3 4 5 6
A B C D
Sheet 12 of 13



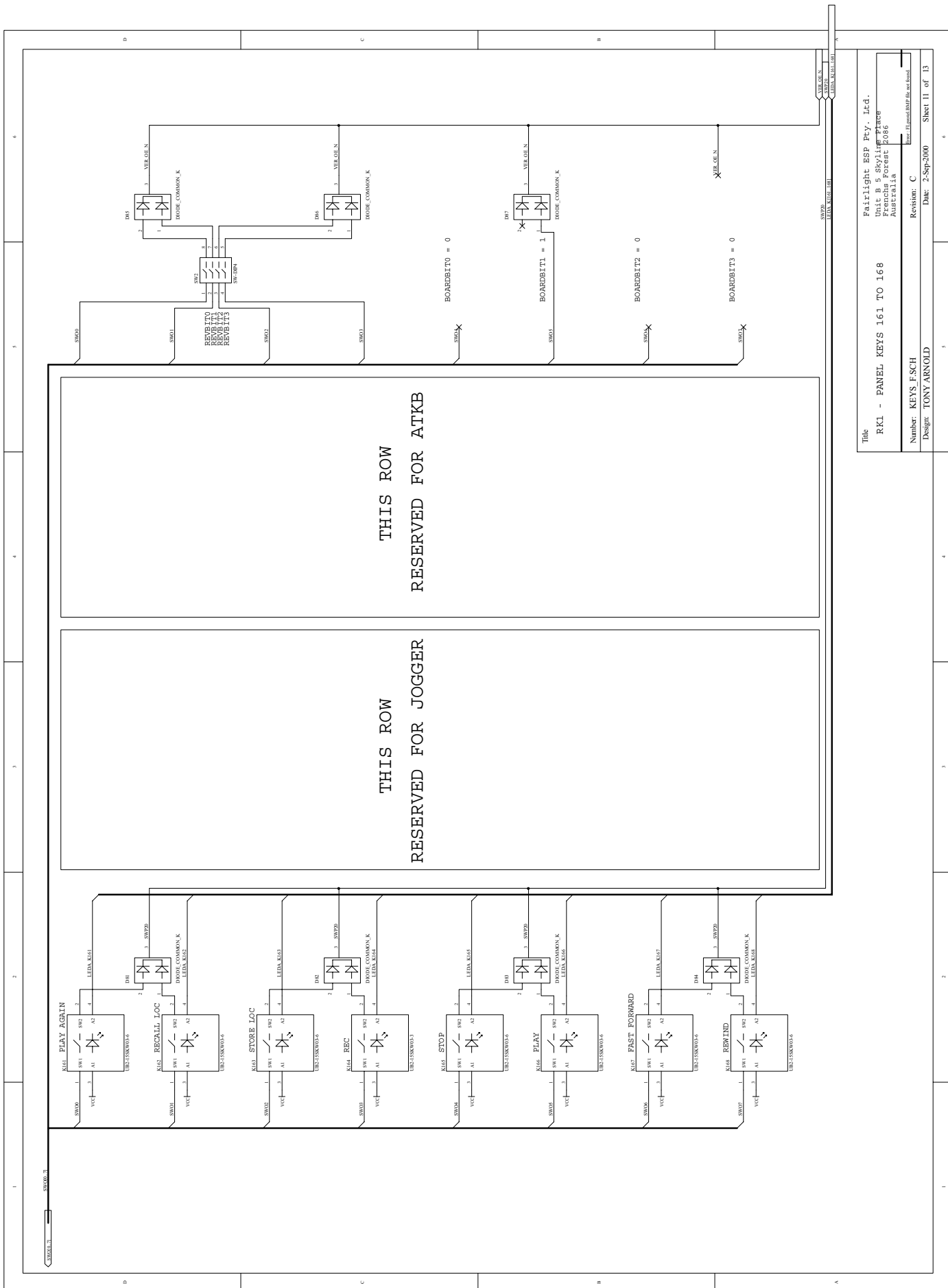
Title: Fairlight ESP Pty. Ltd.
 Unit B 5 Skyline Place
 Frenchs Forest 2086
 Australia

Number: LEDS.SCH

Revision: C

Date: 2-Sep-2009

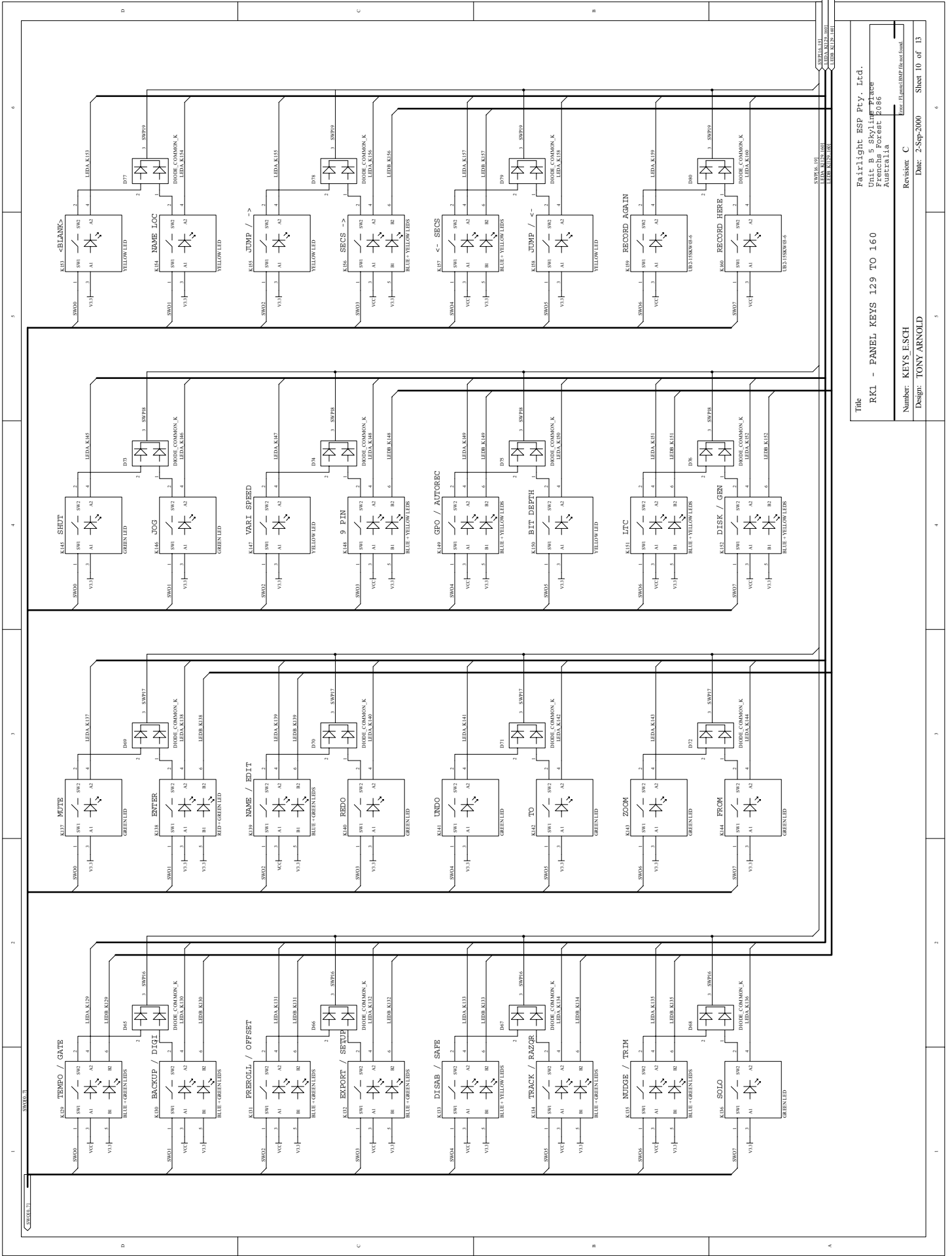
Sheet 13 of 13



THIS ROW
RESERVED FOR ATKB

THIS ROW
RESERVED FOR JOGGER

Title	Fairlight ESP Pty. Ltd.
Unit	Unit B 5 Skyring Place French Forest Australia
Number	KEYS.F.SCH
Revision	C
Date	2-Sep-2000
Sheet	11 of 13

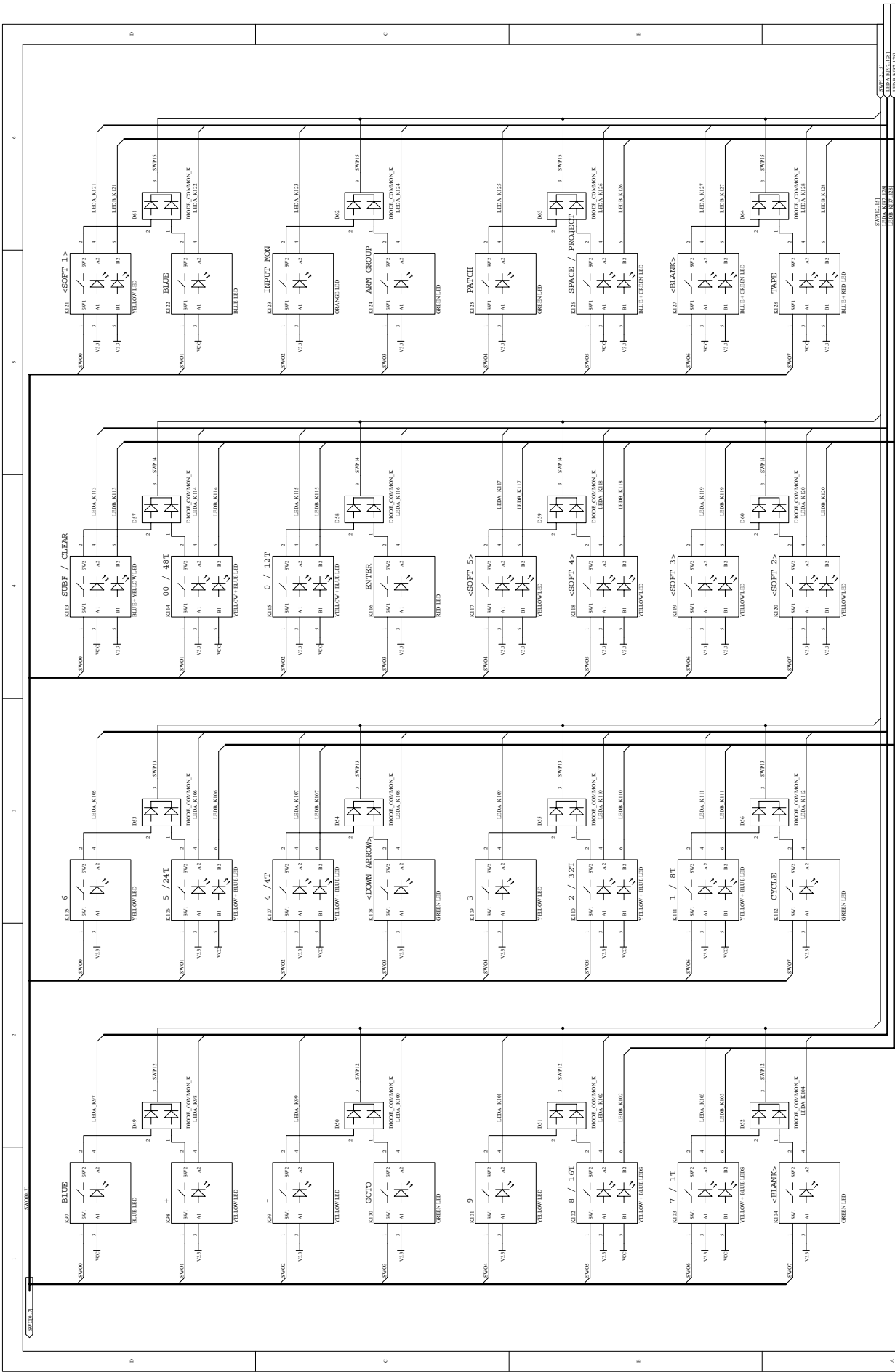


Title
RCL - PANEL KEYS 129 TO 160

Number: KEYS_ESCH
Designer: TONY ARNOLD

Revision: C
Date: 2-Sep-2000
Sheet 10 of 13

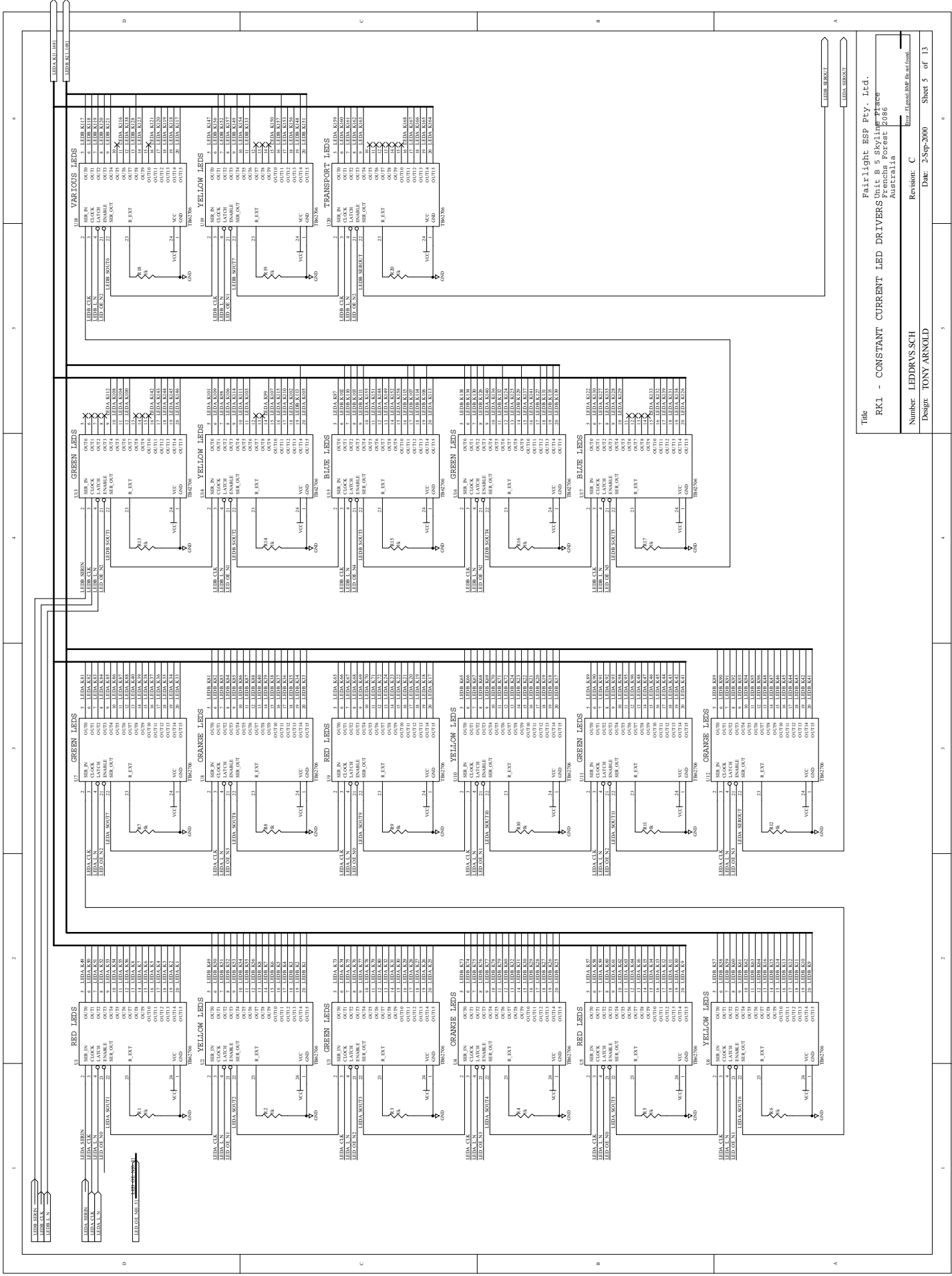
Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia



Title
 RK1 - PANEL KEYS 97 TO 128
 Number: KEYS D.SCH
 Design: TONY ARNOLD

Fairlight ESP Pty. Ltd.
 Unit B 5 Skyller Place
 French Forest 2086
 Australia
 (08) 8398 1000
 Revision: C
 Date: 2-Sep-2000

Sheet 9 of 13

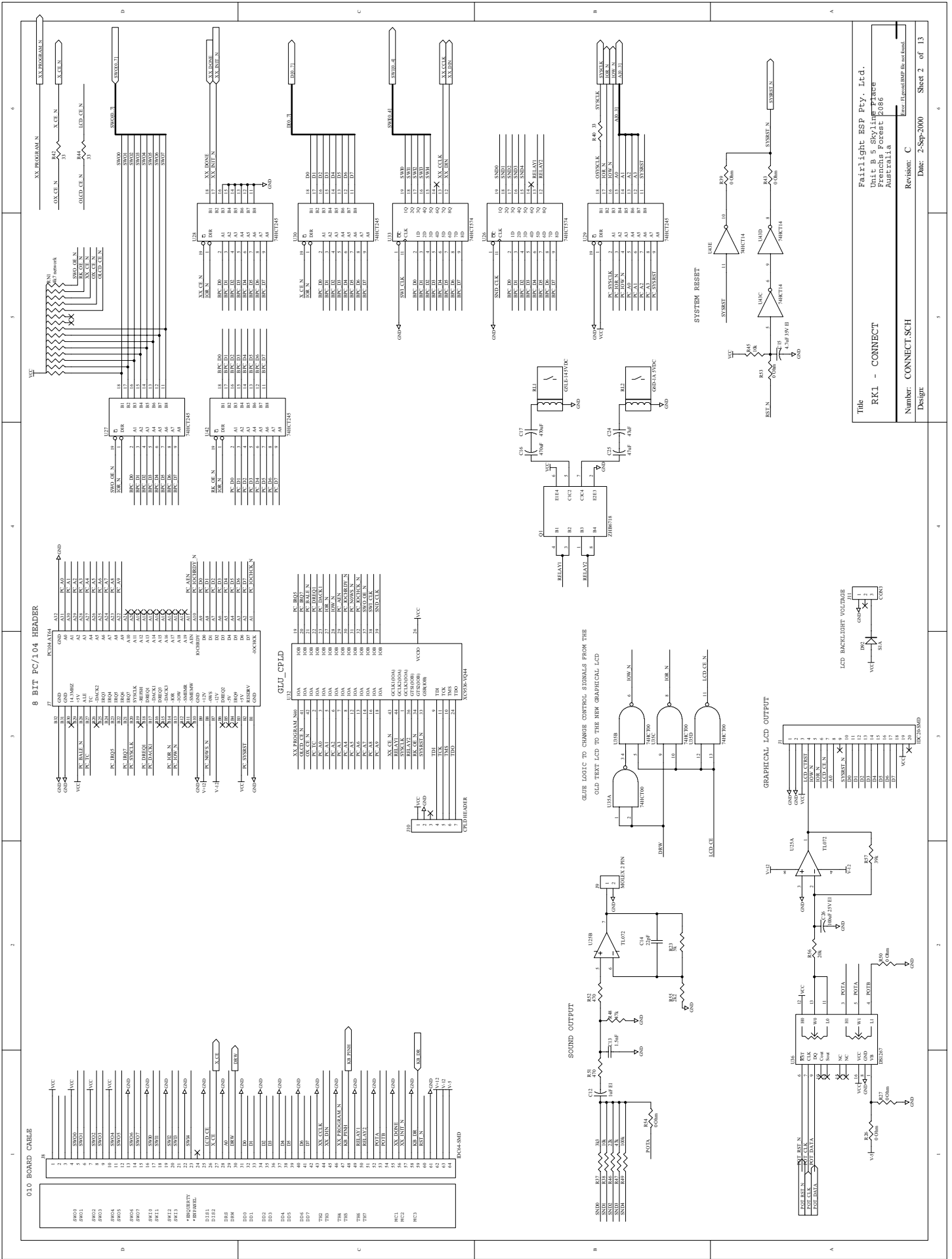


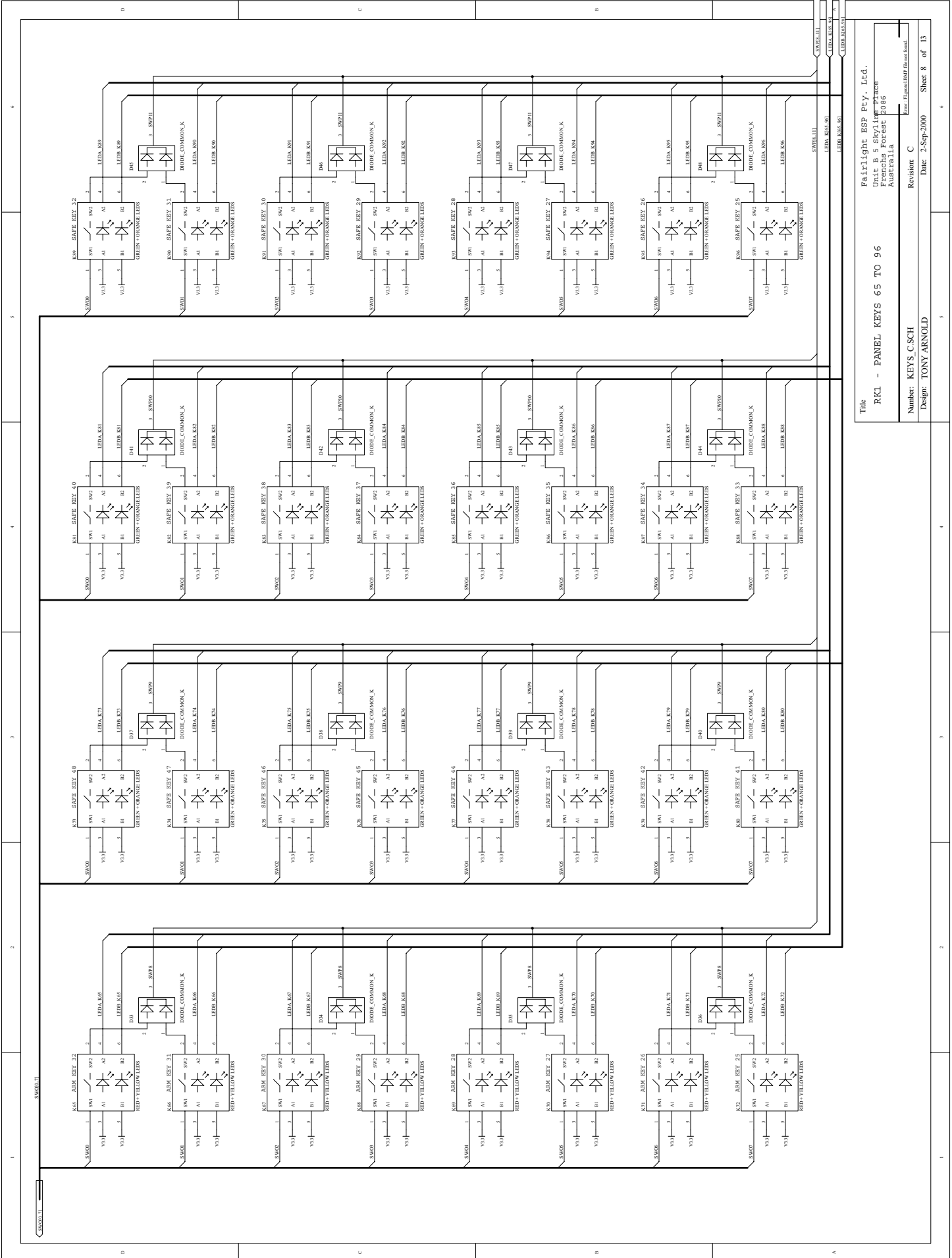
Title
Fairlight BSP Pty. Ltd.
Unit B 5 Skyline Place
Frenchs Forest 2086
Australia

Number: LEDDRVSCH
Design: TONY ARNOLD

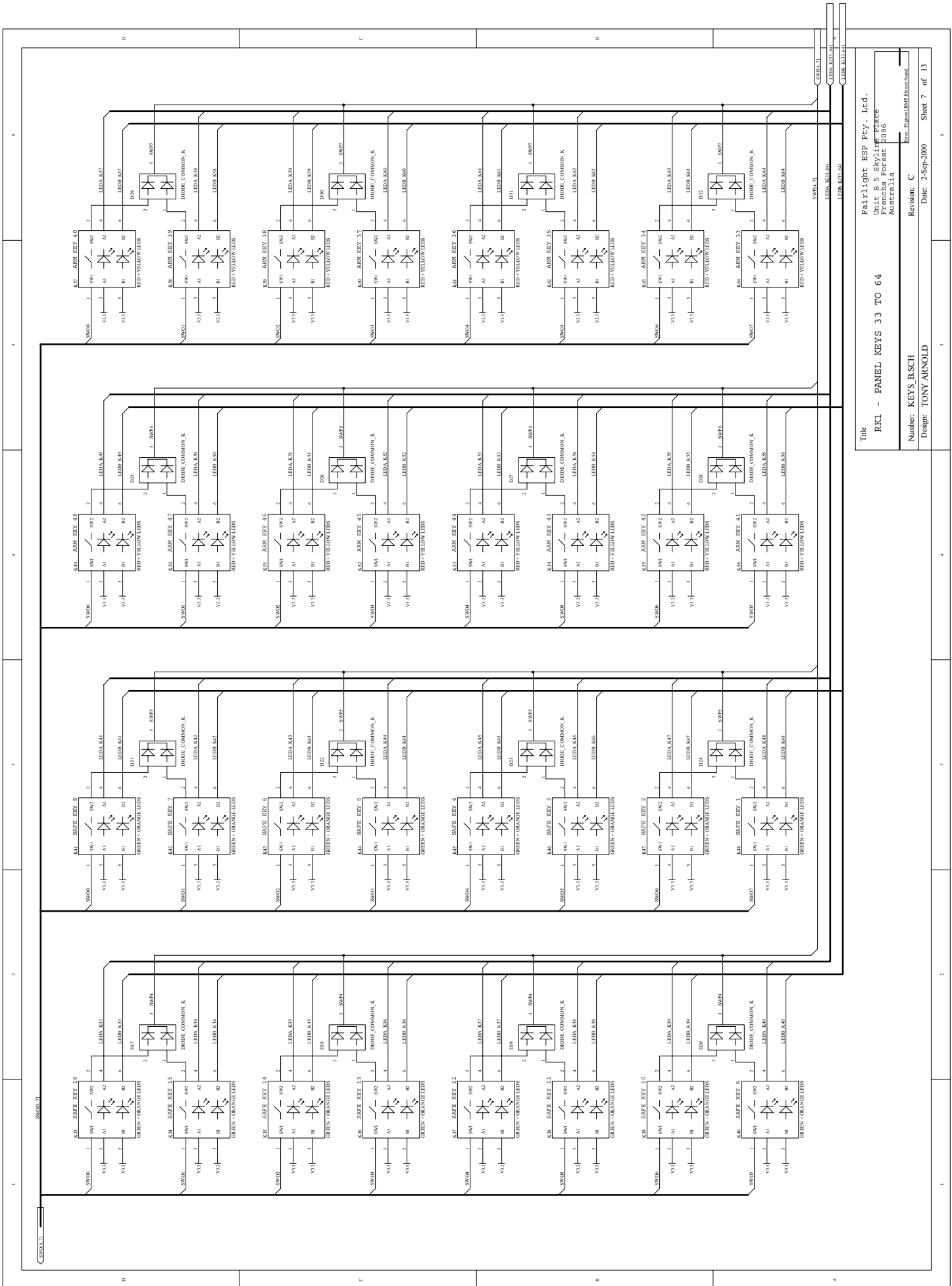
Revision: C
Date: 2-Sep-2000

Sheet 5 of 13





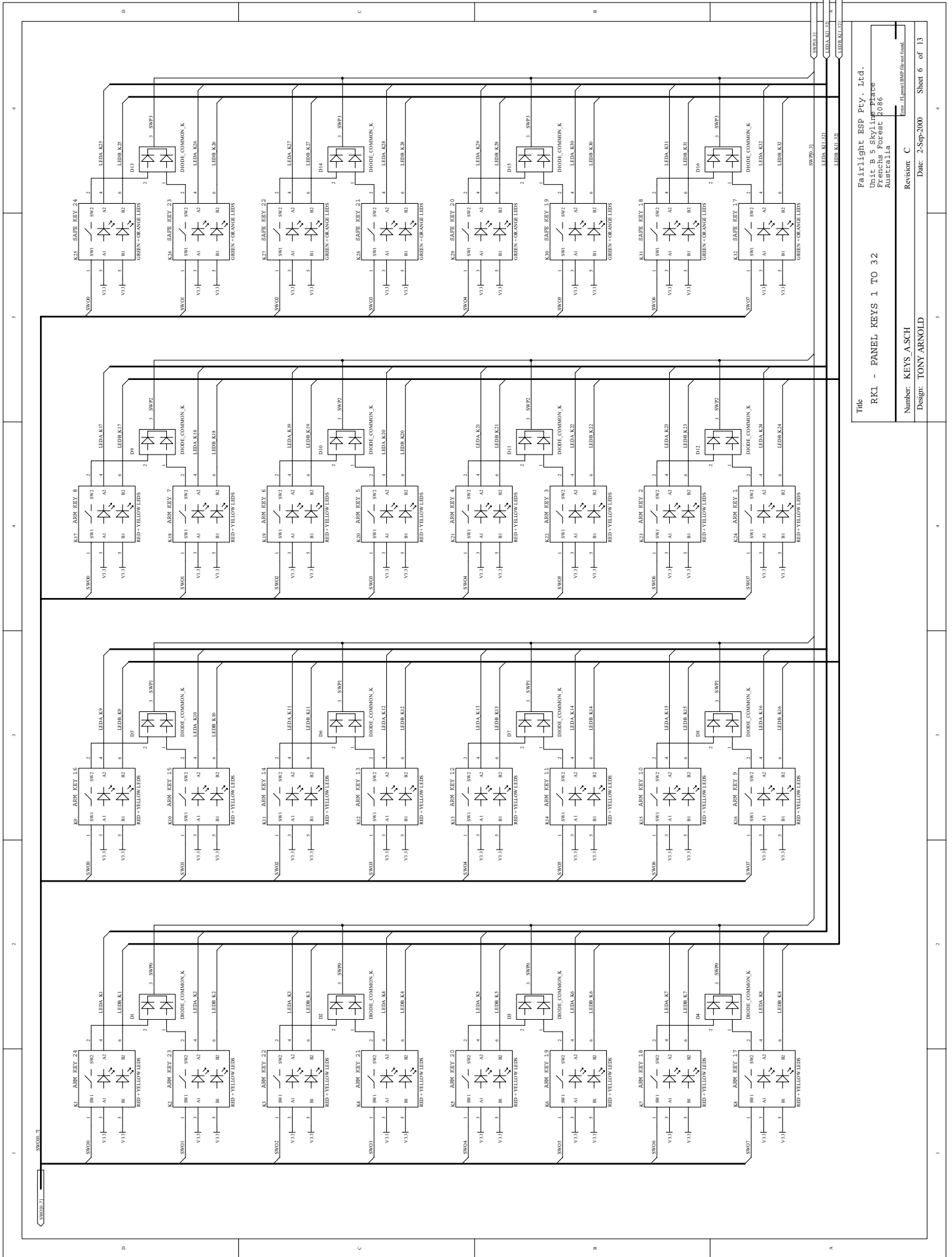
Title: Fairlight ESP Pty. Ltd.
 Unit: B - Skyline Terrace
 Project: 4088
 Location: Australia
 Number: KEYS C.SCH
 Design: TONY ARNOLD
 Revision: C
 Date: 2-Sep-2000
 Sheet 8 of 13



Title
RKL - PANEL KEYS 33 TO 64
Number: KEYS.BSCH
Design: TONY ARNOLD

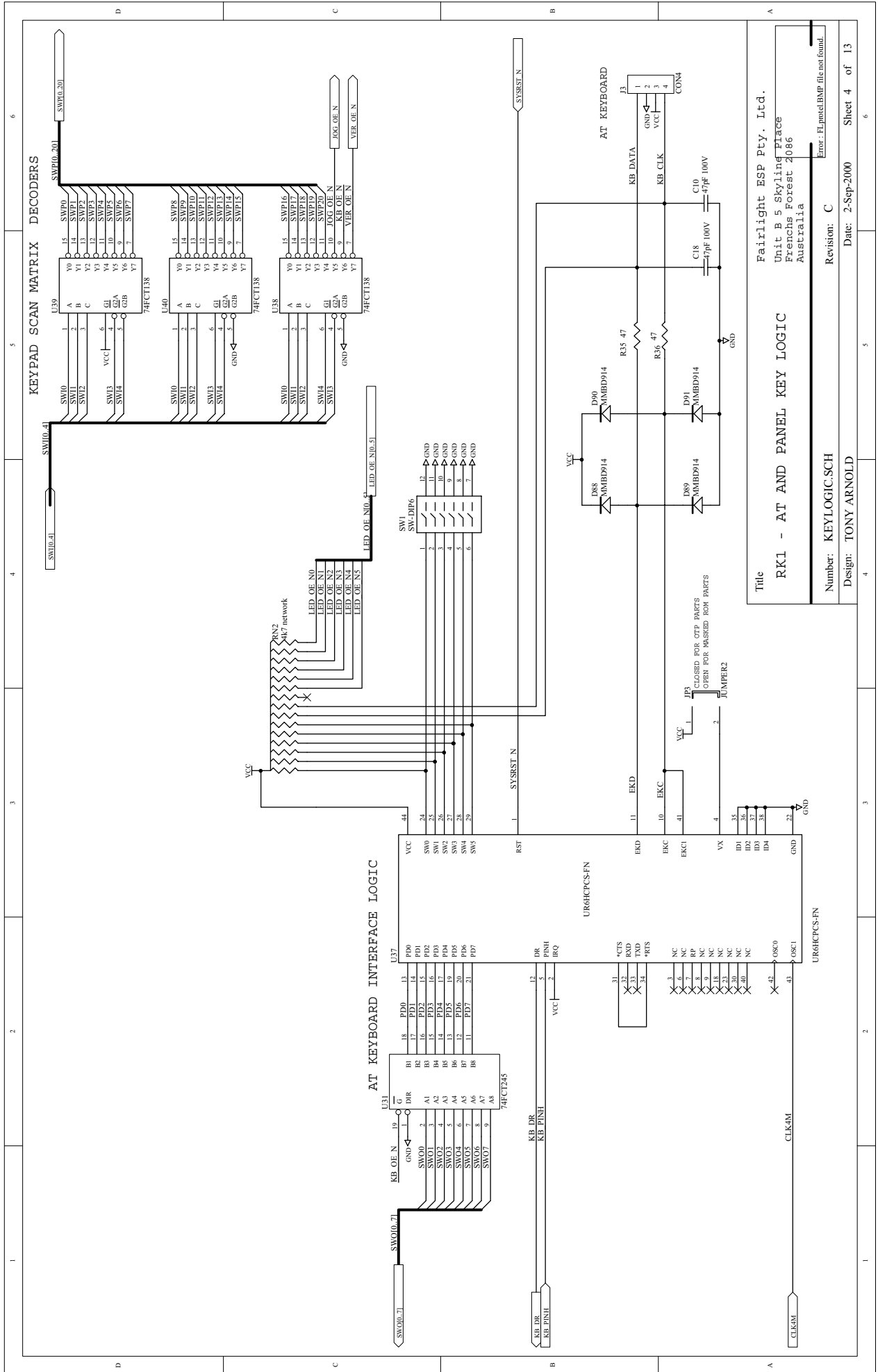
Fairlight ESP Pty. Ltd.
Unit B 5 Skyline Place
Frenche Forest 2086
Australia

Revision: C
Date: 2-Sep-2000
Sheet 7 of 13



Title: RKL - PANEL KEYS 1 TO 32
 Number: KEYS_A.SCH
 Design: TONY ARNOLD
 Revision: C
 Date: 2-Sep-2000
 Sheet 6 of 13

Fairlight ESP Pty. Ltd.
 150 Rydalmere Road
 Rydalmere NSW 2114
 Australia
 Email: tony@fairlight.com.au



SPARES PACKAGES

BOM Part Number requests

1FM2-M3UG FAME 2 Upgrade Kit

Application

Provides everything required to upgrade an existing FAME 1 to a FAME 2.

Contents

QTY	Description	Fairlight Part Number
1	M4 Rack fitted with 3 x QDCs, 24 x Digital IO and 24 x Analogue IO	
1	M4 to MFK console cable adapter	AMW4112-A
1	Set M4 compatible ROMs for MFK console	SRD9552FM2
1	FAME V3.1 or later Mix and Automation Manual	DFM2101-A
1	FAME V16.2 or later Editing and Recording Manual	DFM2102-A
1	FAME 2 Installation manual	DFM2100-A
1	FAME V3.1 or later software update disk set	7FM1111

1MW4-M3ADAPT FAME 2 Upgrade Engine connector adapter Kit

Application

Provides cable adapters to connect an existing FAME 1 wiring installation to a FAME 2 engine.

Contents

QTY	Description	Fairlight Part Number
3	M4 50-pin D to MFX 3 15 pin D analogue Input adapter cables	AMW4110-A
3	M4 50-pin D to MFX 3 15 pin D analogue Output adapter cables	AMW4110-A
3	M4 50-pin D to MFX 3 37 pin Digital IO adapter cables	AMW4111-A
2	9-pin adapter connectors (9-pin female-female gender changer)	AMW4116-A

1	AES IO adapter cable	AMW4117-A
1	MIDI IO adaptor cable	AMW4114-A
1	GPIO adaptor cable	AMW4115-A
1	LTC IO adapter Cable	AMW4113-A

1MW4-8CHUG FAME 2 IO Expansion Kit (8 IO)

Application

Offers an upgrade from the standard 24 IO to a 32 IO configuration FAME 2.

Contents

QTY	Description	Fairlight Part Number
1	M4 AES card	9MW4061
1	M4 Analogue Input card	9MW4081
1	M4 Analogue Output card	9MW4091

9MW4-SPARES M4 Engine complete Spares Kit

Application

Provides a complete set of spare parts for an M4 engine.

Contents

QTY	Description	Fairlight Part Number
1	QDC Spares kit	9MW4041S
1	PXY spares Kit	9MW4011S
1	PSU	9PS1611
1	PXY daughter board kit	9MW4051S

9MW4041S

QDC Spares Kit

Application

Provides a basic set of QDC spare parts for an M4 engine.

Contents

QTY	Description	Fairlight Part Number
1	QDC	9MW4041
1	Analogue Output Card	9MW4091
1	Analogue Input Card	9MW4081
1	AES IO card	9MW4061

9MW4011S PXY Spares Kit

Application

Provides a spare PXY for an M4 engine. It's a built PXY without daughter boards.

Contents

QTY	Description	Fairlight Part Number
1	PXY	9MW4011
1	IOC	9MW4032
1	PXY Metalwork (assembled to PXY/IOC)	MMW4025

9MW4051S PXY daughter board Kit

Application

Provides a set of PXY daughter boards.

Contents

QTY	Description	Fairlight Part Number
1	SIO1	9MW4101
1	SIO2	9MW4102
1	CG5	9MW4051
1	Network card	PASYPWBPNE