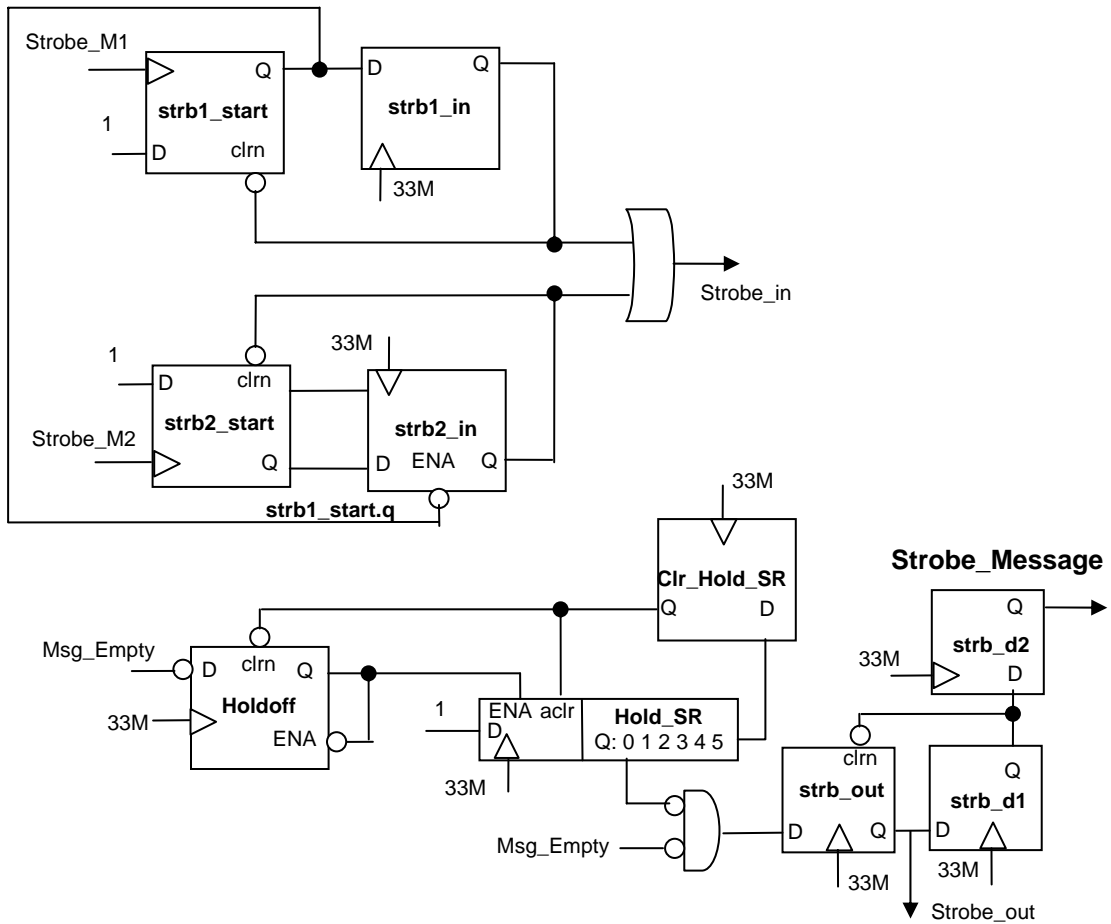
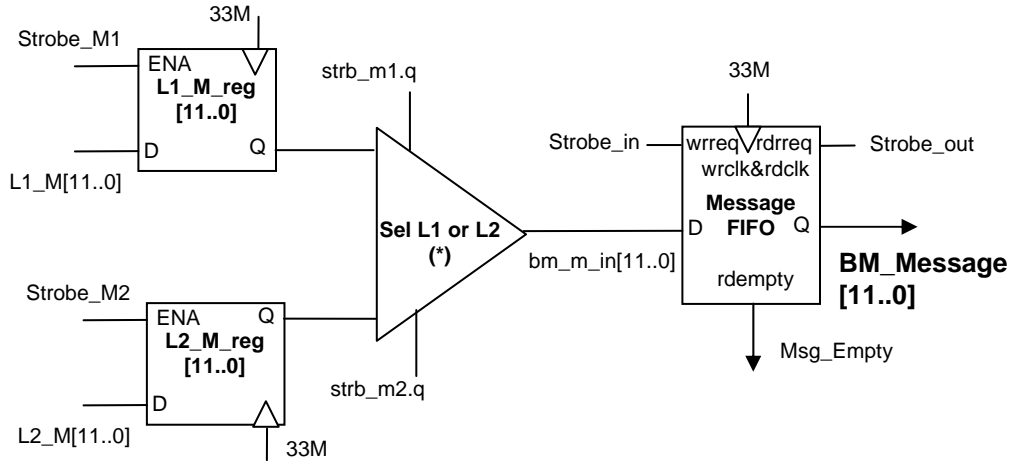


# BM: Message Output

code version: 20-May-03  
 created in: *bm\_meout.tdf*

(see message timing – next page)



<b>L1_M</b> (on L1_P)	<b>SL1_S2</b>	<b>PUT_S1</b>	<b>[11..8]</b>	<b>[7..0]</b>
PUTBUFF	0	0	1	PUT_BUFFF[3..0]
PUTBX	1	0	2	PUT_BX[7..0]
PUTEND	X	1	3	0
<b>L2_M</b> (on L2_P)	<b>SL2_S2</b>	<b>GET_S2</b>	<b>[11..8]</b>	<b>[7..0]</b>
GETBUFF	0	0	4	GET_BUFFF[3..0]
GETBX	1	0	5	GET_BX[7..0]
GETEND	X	1	6	0

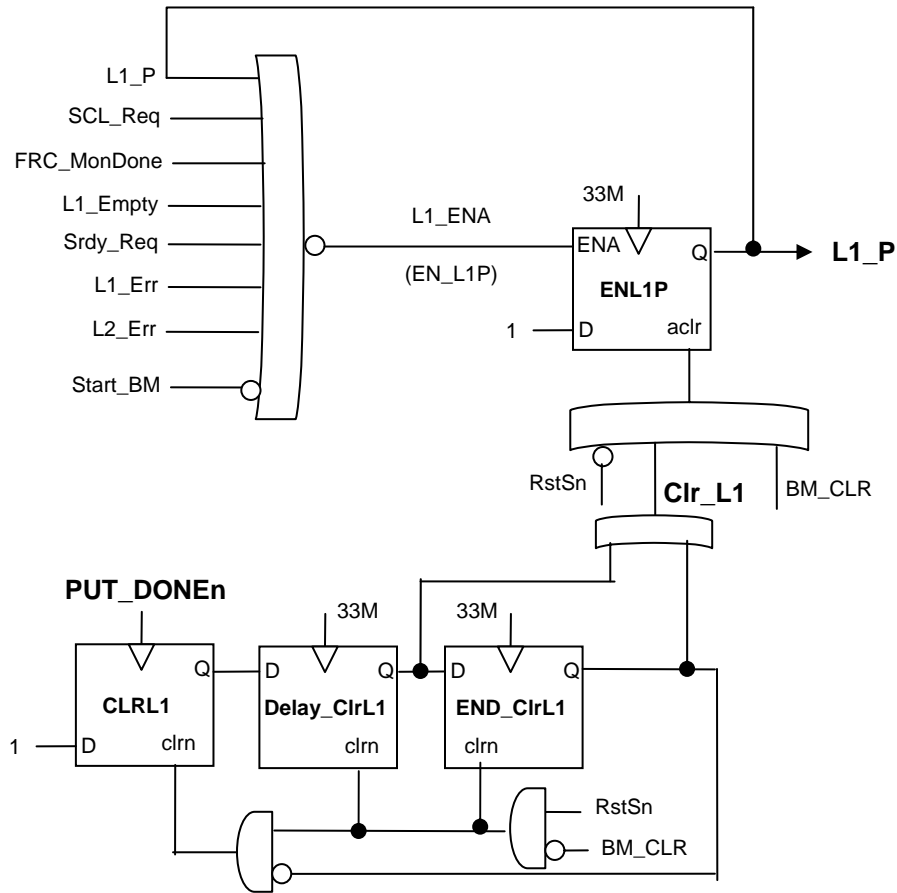
- (\*) L2\_M → bm\_m\_in If strb\_m2.q  
L1\_M → bm\_m\_in If strb\_m1.q

### Message Strobe Rules

1. The three strobe-types within L1 or L2 (buff, bx, end) must be generated at least 6 clocks apart in the upstream code
2. L1/L2 Strobes (strb\_m1/strb\_m2) are forced to be at least 6 clocks apart
3. If Strobe\_M1 = Strobe\_M2 → send out strb\_m1 first
4. Message (BM\_Message) is valid 1 clock before strobe (Strobe\_Message) and remains valid until next strobe

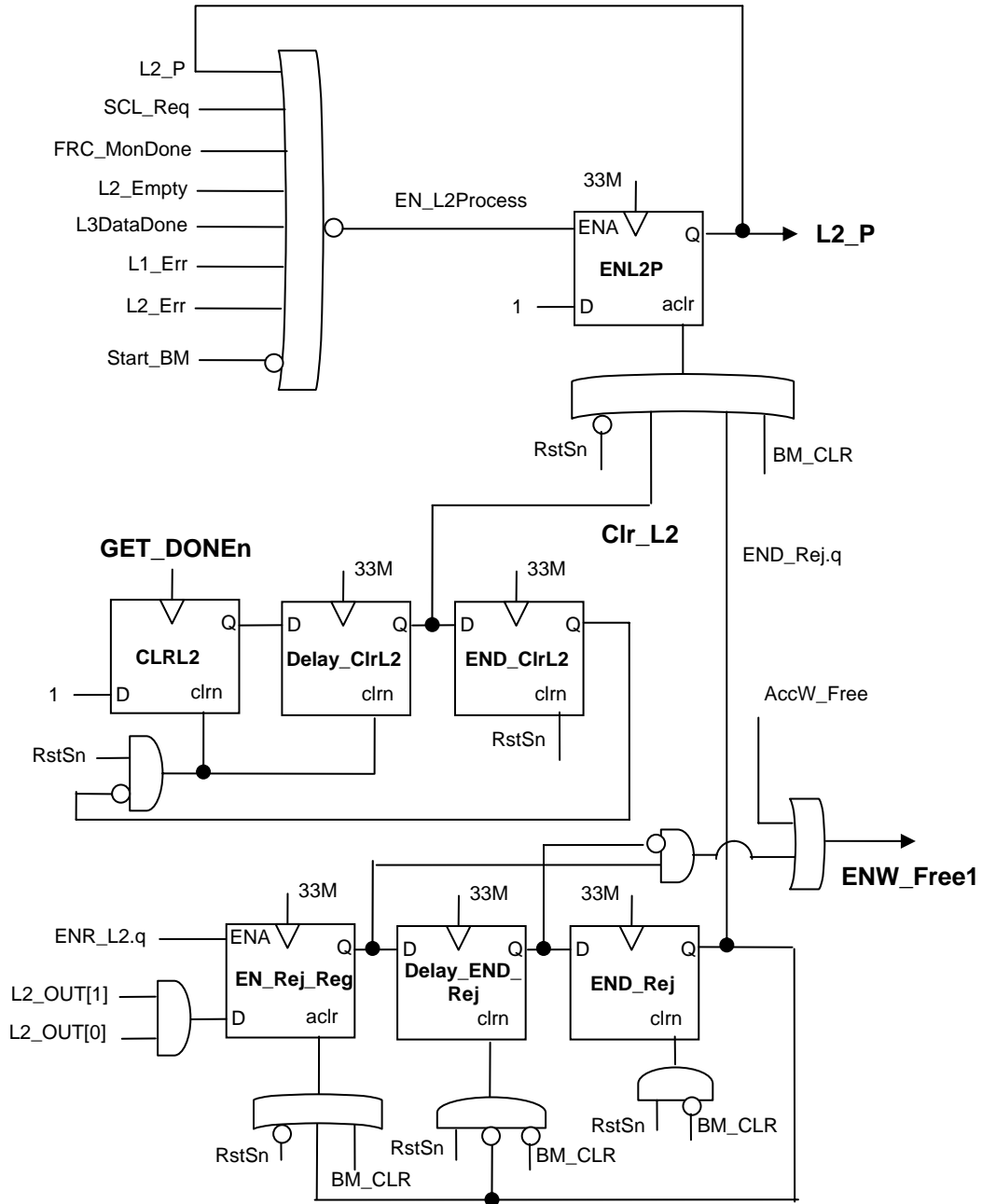
# BM: L1 Period

code version: 21-Apr-03  
created in: *bm\_l1.tdf*



# BM: L2 Period

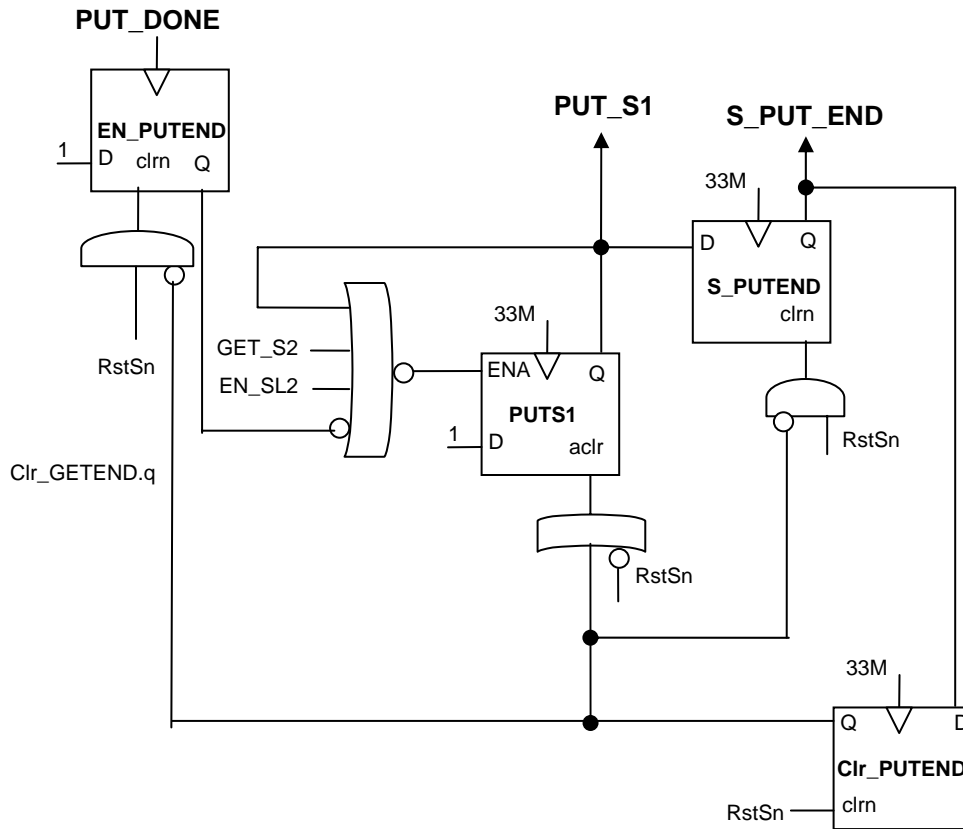
code version: 21-Apr-03  
created in: *bm\_l2.tdf*





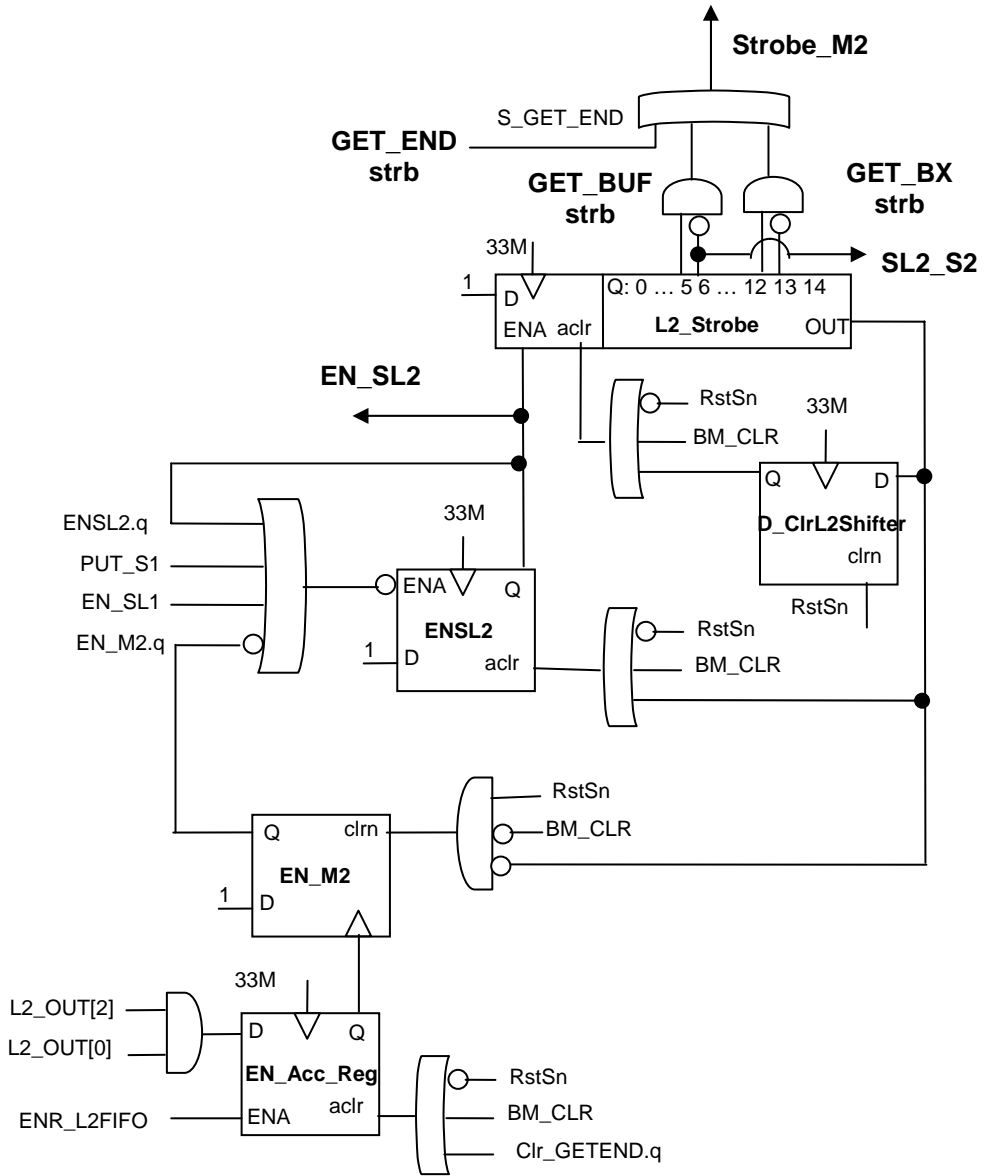
# BM: PUT\_END Strobes

code version: 21-Apr-03  
created in: *bm\_ll.tdf*



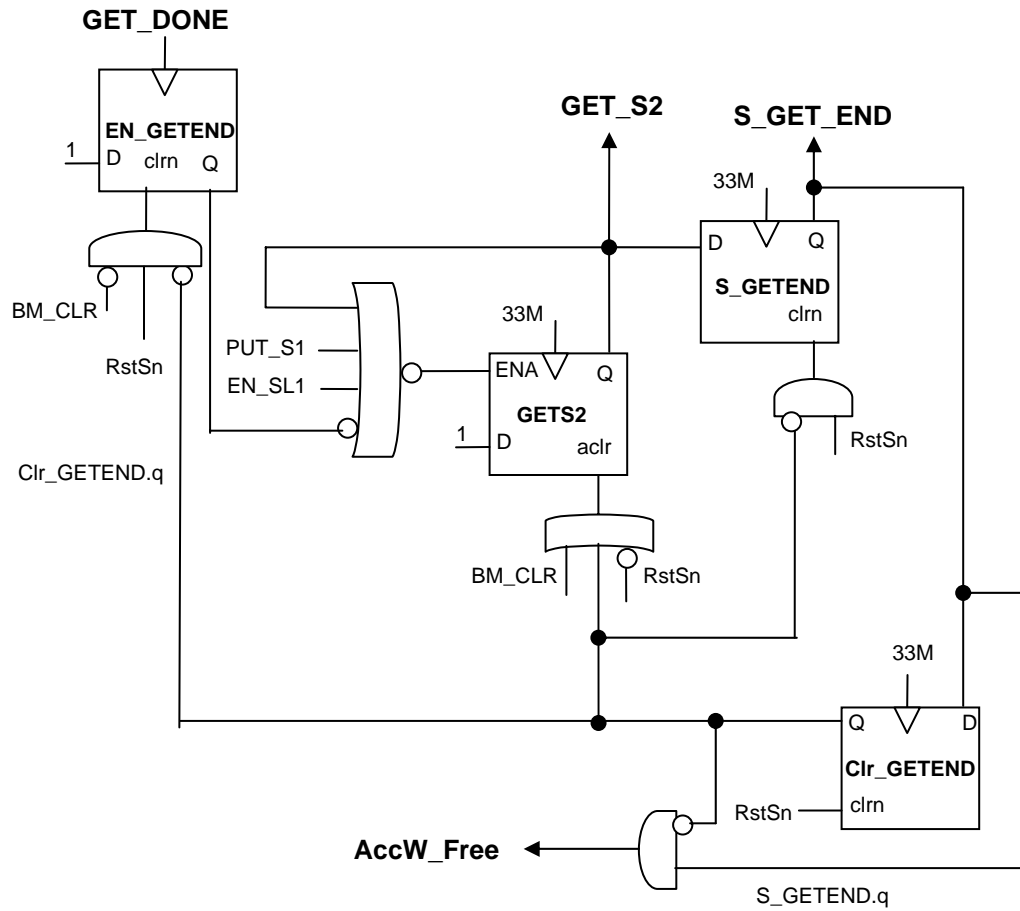
# BM: GET\_BUFF & GET\_BX Strobes

code version: 15-May-03  
 created in: *bm\_l2.tdf*



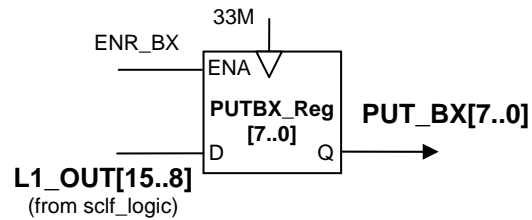
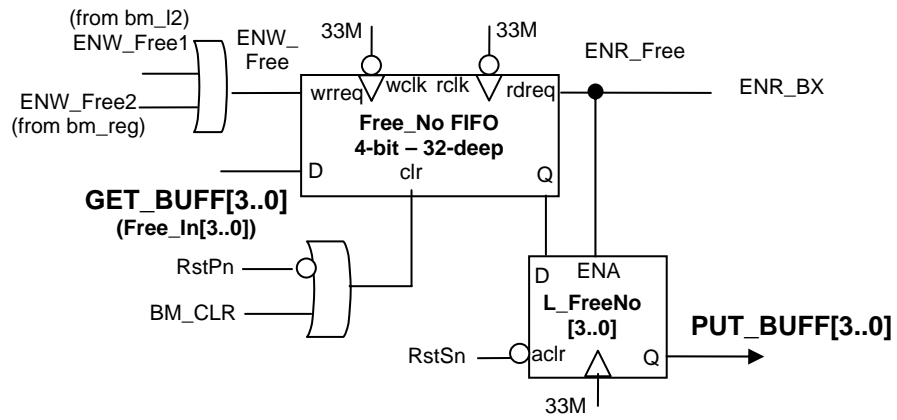
# BM: GET\_END Strobe

code version: 21-Apr-03  
created in: *bm\_l2.tdf*



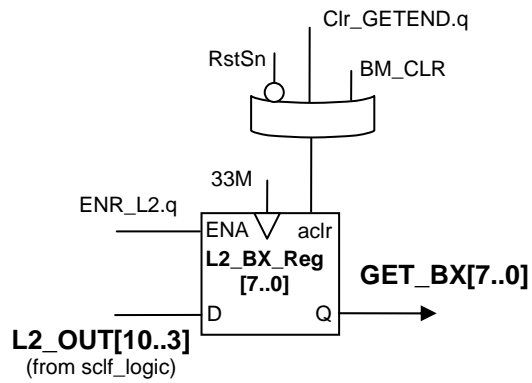
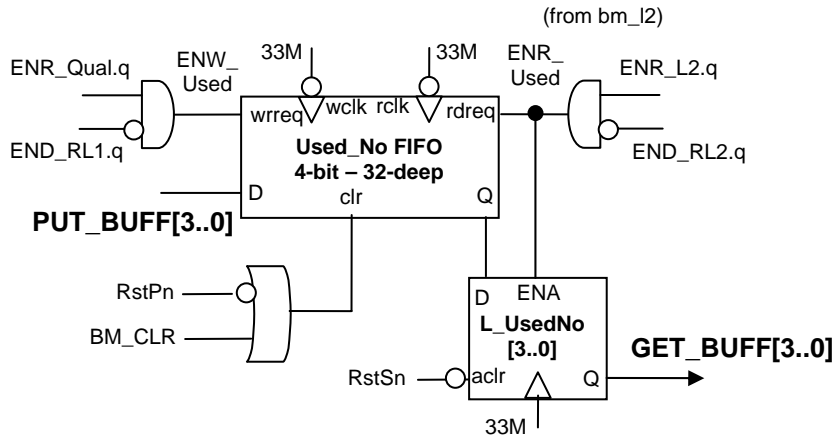
## BM: PUT\_BUF & PUT\_BX Data

code version: 21-Apr-03  
created in: *bm\_l1.tdf*



# BM: GET\_BUF & GET\_BX Data

code version: 16-Jan-03  
created in: *bm\_l1.tdf (get\_buff) bm\_l2.tdf (get\_bx)*



# BM: Reading SCLF L1 & L2 FIFOs

code version: 21-Apr-03

created in: *bm\_l1.tdf, bm\_l2.tdf* → *sclf\_logic.tdf*

