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Understanding [Embedded - FPGAs \(Field Programmable Gate Array\)](#)

Embedded - FPGAs, or Field Programmable Gate Arrays, are advanced integrated circuits that offer unparalleled flexibility and performance for digital systems. Unlike traditional fixed-function logic devices, FPGAs can be programmed and reprogrammed to execute a wide array of logical operations, enabling customized functionality tailored to specific applications. This reprogrammability allows developers to iterate designs quickly and implement complex functions without the need for custom hardware.

Applications of Embedded - FPGAs

The versatility of Embedded - FPGAs makes them indispensable in numerous fields. In telecommunications.

Details

Product Status	Obsolete
Number of LABs/CLBs	196
Number of Logic Elements/Cells	466
Total RAM Bits	6272
Number of I/O	112
Number of Gates	5000
Voltage - Supply	4.5V ~ 5.5V
Mounting Type	Surface Mount
Operating Temperature	-40°C ~ 100°C (TJ)
Package / Case	144-LQFP
Supplier Device Package	144-TQFP (20x20)
Purchase URL	https://www.e-xfl.com/product-detail/xilinx/xc4005e-3tq144i

XC4000E and XC4000X Series Compared to the XC4000

For readers already familiar with the XC4000 family of Xilinx Field Programmable Gate Arrays, the major new features in the XC4000 Series devices are listed in this section. The biggest advantages of XC4000E and XC4000X devices are significantly increased system speed, greater capacity, and new architectural features, particularly Select-RAM memory. The XC4000X devices also offer many new routing features, including special high-speed clock buffers that can be used to capture input data with minimal delay.

Any XC4000E device is pinout- and bitstream-compatible with the corresponding XC4000 device. An existing XC4000 bitstream can be used to program an XC4000E device. However, since the XC4000E includes many new features, an XC4000E bitstream cannot be loaded into an XC4000 device.

XC4000X Series devices are not bitstream-compatible with equivalent array size devices in the XC4000 or XC4000E families. However, equivalent array size devices, such as the XC4025, XC4025E, XC4028EX, and XC4028XL, are pinout-compatible.

Improvements in XC4000E and XC4000X

Increased System Speed

XC4000E and XC4000X devices can run at synchronous system clock rates of up to 80 MHz, and internal performance can exceed 150 MHz. This increase in performance over the previous families stems from improvements in both device processing and system architecture. XC4000 Series devices use a sub-micron multi-layer metal process. In addition, many architectural improvements have been made, as described below.

The XC4000XL family is a high performance 3.3V family based on 0.35 μ SRAM technology and supports system speeds to 80 MHz.

PCI Compliance

XC4000 Series -2 and faster speed grades are fully PCI compliant. XC4000E and XC4000X devices can be used to implement a one-chip PCI solution.

Carry Logic

The speed of the carry logic chain has increased dramatically. Some parameters, such as the delay on the carry chain through a single CLB (T_{BYP}), have improved by as

much as 50% from XC4000 values. See [“Fast Carry Logic” on page 18](#) for more information.

Select-RAM Memory: Edge-Triggered, Synchronous RAM Modes

The RAM in any CLB can be configured for synchronous, edge-triggered, write operation. The read operation is not affected by this change to an edge-triggered write.

Dual-Port RAM

A separate option converts the 16x2 RAM in any CLB into a 16x1 dual-port RAM with simultaneous Read/Write.

The function generators in each CLB can be configured as either level-sensitive (asynchronous) single-port RAM, edge-triggered (synchronous) single-port RAM, edge-triggered (synchronous) dual-port RAM, or as combinatorial logic.

Configurable RAM Content

The RAM content can now be loaded at configuration time, so that the RAM starts up with user-defined data.

H Function Generator

In current XC4000 Series devices, the H function generator is more versatile than in the original XC4000. Its inputs can come not only from the F and G function generators but also from up to three of the four control input lines. The H function generator can thus be totally or partially independent of the other two function generators, increasing the maximum capacity of the device.

IOB Clock Enable

The two flip-flops in each IOB have a common clock enable input, which through configuration can be activated individually for the input or output flip-flop or both. This clock enable operates exactly like the EC pin on the XC4000 CLB. This new feature makes the IOBs more versatile, and avoids the need for clock gating.

Output Drivers

The output pull-up structure defaults to a TTL-like totem-pole. This driver is an n-channel pull-up transistor, pulling to a voltage one transistor threshold below V_{cc} , just like the XC4000 family outputs. Alternatively, XC4000 Series devices can be globally configured with CMOS outputs, with p-channel pull-up transistors pulling to V_{cc} . Also, the configurable pull-up resistor in the XC4000 Series is a p-channel transistor that pulls to V_{cc} , whereas in the original XC4000 family it is an n-channel transistor that pulls to a voltage one transistor threshold below V_{cc} .

Input Thresholds

The input thresholds of 5V devices can be globally configured for either TTL (1.2 V threshold) or CMOS (2.5 V threshold), just like XC2000 and XC3000 inputs. The two global adjustments of input threshold and output level are independent of each other. The XC4000XL family has an input threshold of 1.6V, compatible with both 3.3V CMOS and TTL levels.

Global Signal Access to Logic

There is additional access from global clocks to the F and G function generator inputs.

Configuration Pin Pull-Up Resistors

During configuration, these pins have weak pull-up resistors. For the most popular configuration mode, Slave Serial, the mode pins can thus be left unconnected. The three mode inputs can be individually configured with or without weak pull-up or pull-down resistors. A pull-down resistor value of 4.7 k Ω is recommended.

The three mode inputs can be individually configured with or without weak pull-up or pull-down resistors after configuration.

The PROGRAM input pin has a permanent weak pull-up.

Soft Start-up

Like the XC3000A, XC4000 Series devices have "Soft Start-up." When the configuration process is finished and the device starts up, the first activation of the outputs is automatically slew-rate limited. This feature avoids potential ground bounce when all outputs are turned on simultaneously. Immediately after start-up, the slew rate of the individual outputs is, as in the XC4000 family, determined by the individual configuration option.

XC4000 and XC4000A Compatibility

Existing XC4000 bitstreams can be used to configure an XC4000E device. XC4000A bitstreams must be recompiled for use with the XC4000E due to improved routing resources, although the devices are pin-for-pin compatible.

Additional Improvements in XC4000X Only

Increased Routing

New interconnect in the XC4000X includes twenty-two additional vertical lines in each column of CLBs and twelve new horizontal lines in each row of CLBs. The twelve "Quad Lines" in each CLB row and column include optional repowering buffers for maximum speed. Additional high-performance routing near the IOBs enhances pin flexibility.

Faster Input and Output

A fast, dedicated early clock sourced by global clock buffers is available for the IOBs. To ensure synchronization with the regular global clocks, a Fast Capture latch driven by the early clock is available. The input data can be initially loaded into the Fast Capture latch with the early clock, then transferred to the input flip-flop or latch with the low-skew global clock. A programmable delay on the input can be used to avoid hold-time requirements. See "IOB Input Signals" on page 20 for more information.

Latch Capability in CLBs

Storage elements in the XC4000X CLB can be configured as either flip-flops or latches. This capability makes the FPGA highly synthesis-compatible.

IOB Output MUX From Output Clock

A multiplexer in the IOB allows the output clock to select either the output data or the IOB clock enable as the output to the pad. Thus, two different data signals can share a single output pad, effectively doubling the number of device outputs without requiring a larger, more expensive package. This multiplexer can also be configured as an AND-gate to implement a very fast pin-to-pin path. See "IOB Output Signals" on page 23 for more information.

Additional Address Bits

Larger devices require more bits of configuration data. A daisy chain of several large XC4000X devices may require a PROM that cannot be addressed by the eighteen address bits supported in the XC4000E. The XC4000X Series therefore extends the addressing in Master Parallel configuration mode to 22 bits.

Detailed Functional Description

XC4000 Series devices achieve high speed through advanced semiconductor technology and improved architecture. The XC4000E and XC4000X support system clock rates of up to 80 MHz and internal performance in excess of 150 MHz. Compared to older Xilinx FPGA families, XC4000 Series devices are more powerful. They offer on-chip edge-triggered and dual-port RAM, clock enables on I/O flip-flops, and wide-input decoders. They are more versatile in many applications, especially those involving RAM. Design cycles are faster due to a combination of increased routing resources and more sophisticated software.

Basic Building Blocks

Xilinx user-programmable gate arrays include two major configurable elements: configurable logic blocks (CLBs) and input/output blocks (IOBs).

- CLBs provide the functional elements for constructing the user's logic.
- IOBs provide the interface between the package pins and internal signal lines.

Three other types of circuits are also available:

- 3-State buffers (TBUFs) driving horizontal longlines are associated with each CLB.
- Wide edge decoders are available around the periphery of each device.
- An on-chip oscillator is provided.

Programmable interconnect resources provide routing paths to connect the inputs and outputs of these configurable elements to the appropriate networks.

The functionality of each circuit block is customized during configuration by programming internal static memory cells. The values stored in these memory cells determine the logic functions and interconnections implemented in the FPGA. Each of these available circuits is described in this section.

Configurable Logic Blocks (CLBs)

Configurable Logic Blocks implement most of the logic in an FPGA. The principal CLB elements are shown in **Figure 1**. Two 4-input function generators (F and G) offer unrestricted versatility. Most combinatorial logic functions need four or fewer inputs. However, a third function generator (H) is provided. The H function generator has three inputs. Either zero, one, or two of these inputs can be the outputs of F and G; the other input(s) are from outside the CLB. The CLB can, therefore, implement certain functions of up to nine variables, like parity check or expandable-identity comparison of two sets of four inputs.

Each CLB contains two storage elements that can be used to store the function generator outputs. However, the storage elements and function generators can also be used independently. These storage elements can be configured as flip-flops in both XC4000E and XC4000X devices; in the XC4000X they can optionally be configured as latches. DIN can be used as a direct input to either of the two storage elements. H1 can drive the other through the H function generator. Function generator outputs can also drive two outputs independent of the storage element outputs. This versatility increases logic capacity and simplifies routing.

Thirteen CLB inputs and four CLB outputs provide access to the function generators and storage elements. These inputs and outputs connect to the programmable interconnect resources outside the block.

Function Generators

Four independent inputs are provided to each of two function generators (F1 - F4 and G1 - G4). These function generators, with outputs labeled F' and G', are each capable of implementing any arbitrarily defined Boolean function of four inputs. The function generators are implemented as memory look-up tables. The propagation delay is therefore independent of the function implemented.

A third function generator, labeled H', can implement any Boolean function of its three inputs. Two of these inputs can optionally be the F' and G' functional generator outputs. Alternatively, one or both of these inputs can come from outside the CLB (H2, H0). The third input must come from outside the block (H1).

Signals from the function generators can exit the CLB on two outputs. F' or H' can be connected to the X output. G' or H' can be connected to the Y output.

A CLB can be used to implement any of the following functions:

- any function of up to four variables, plus any second function of up to four unrelated variables, plus any third function of up to three unrelated variables¹
- any single function of five variables
- any function of four variables together with some functions of six variables
- some functions of up to nine variables.

Implementing wide functions in a single block reduces both the number of blocks required and the delay in the signal path, achieving both increased capacity and speed.

The versatility of the CLB function generators significantly improves system speed. In addition, the design-software tools can deal with each function generator independently. This flexibility improves cell usage.

1. When three separate functions are generated, one of the function outputs must be captured in a flip-flop internal to the CLB. Only two unregistered function generator outputs are available from the CLB.

Supported CLB memory configurations and timing modes for single- and dual-port modes are shown in [Table 3](#).

XC4000 Series devices are the first programmable logic devices with edge-triggered (synchronous) and dual-port RAM accessible to the user. Edge-triggered RAM simplifies system timing. Dual-port RAM doubles the effective throughput of FIFO applications. These features can be individually programmed in any XC4000 Series CLB.

Advantages of On-Chip and Edge-Triggered RAM

The on-chip RAM is extremely fast. The read access time is the same as the logic delay. The write access time is slightly slower. Both access times are much faster than any off-chip solution, because they avoid I/O delays.

Edge-triggered RAM, also called synchronous RAM, is a feature never before available in a Field Programmable Gate Array. The simplicity of designing with edge-triggered RAM, and the markedly higher achievable performance, add up to a significant improvement over existing devices with on-chip RAM.

Three application notes are available from Xilinx that discuss edge-triggered RAM: “XC4000E Edge-Triggered and Dual-Port RAM Capability,” “Implementing FIFOs in XC4000E RAM,” and “Synchronous and Asynchronous FIFO Designs.” All three application notes apply to both XC4000E and XC4000X RAM.

Table 3: Supported RAM Modes

	16 x 1	16 x 2	32 x 1	Edge- Triggered Timing	Level- Sensitive Timing
Single-Port	√	√	√	√	√
Dual-Port	√			√	

RAM Configuration Options

The function generators in any CLB can be configured as RAM arrays in the following sizes:

- Two 16x1 RAMs: two data inputs and two data outputs with identical or, if preferred, different addressing for each RAM
- One 32x1 RAM: one data input and one data output.

One F or G function generator can be configured as a 16x1 RAM while the other function generators are used to implement any function of up to 5 inputs.

Additionally, the XC4000 Series RAM may have either of two timing modes:

- Edge-Triggered (Synchronous): data written by the designated edge of the CLB clock. WE acts as a true clock enable.
- Level-Sensitive (Asynchronous): an external WE signal acts as the write strobe.

The selected timing mode applies to both function generators within a CLB when both are configured as RAM.

The number of read ports is also programmable:

- Single Port: each function generator has a common read and write port
- Dual Port: both function generators are configured together as a single 16x1 dual-port RAM with one write port and two read ports. Simultaneous read and write operations to the same or different addresses are supported.

RAM configuration options are selected by placing the appropriate library symbol.

Choosing a RAM Configuration Mode

The appropriate choice of RAM mode for a given design should be based on timing and resource requirements, desired functionality, and the simplicity of the design process. Recommended usage is shown in [Table 4](#).

The difference between level-sensitive, edge-triggered, and dual-port RAM is only in the write operation. Read operation and timing is identical for all modes of operation.

Table 4: RAM Mode Selection

	Level-Sens itive	Edge-Trigg ered	Dual-Port Edge-Trigg ered
Use for New Designs?	No	Yes	Yes
Size (16x1, Registered)	1/2 CLB	1/2 CLB	1 CLB
Simultaneous Read/Write	No	No	Yes
Relative Performance	X	2X	2X (4X effective)

RAM Inputs and Outputs

The F1-F4 and G1-G4 inputs to the function generators act as address lines, selecting a particular memory cell in each look-up table.

The functionality of the CLB control signals changes when the function generators are configured as RAM. The DIN/H2, H1, and SR/H0 lines become the two data inputs (D0, D1) and the Write Enable (WE) input for the 16x2 memory. When the 32x1 configuration is selected, D1 acts as the fifth address bit and D0 is the data input.

The contents of the memory cell(s) being addressed are available at the F' and G' function-generator outputs. They can exit the CLB through its X and Y outputs, or can be captured in the CLB flip-flop(s).

Configuring the CLB function generators as Read/Write memory does not affect the functionality of the other por-

tions of the CLB, with the exception of the redefinition of the control signals. In 16x2 and 16x1 modes, the H' function generator can be used to implement Boolean functions of F', G', and D1, and the D flip-flops can latch the F', G', H', or D0 signals.

Single-Port Edge-Triggered Mode

Edge-triggered (synchronous) RAM simplifies timing requirements. XC4000 Series edge-triggered RAM timing operates like writing to a data register. Data and address are presented. The register is enabled for writing by a logic High on the write enable input, WE. Then a rising or falling clock edge loads the data into the register, as shown in Figure 3.

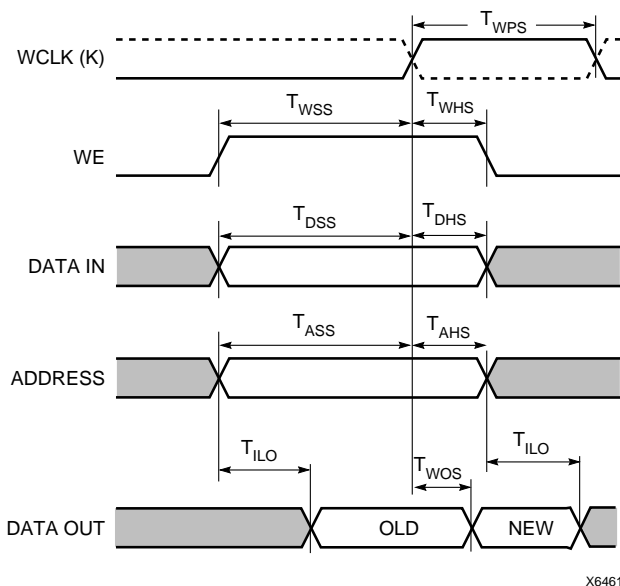


Figure 3: Edge-Triggered RAM Write Timing

Complex timing relationships between address, data, and write enable signals are not required, and the external write enable pulse becomes a simple clock enable. The active edge of WCLK latches the address, input data, and WE sig-

nals. An internal write pulse is generated that performs the write. See Figure 4 and Figure 5 for block diagrams of a CLB configured as 16x2 and 32x1 edge-triggered, single-port RAM.

The relationships between CLB pins and RAM inputs and outputs for single-port, edge-triggered mode are shown in Table 5.

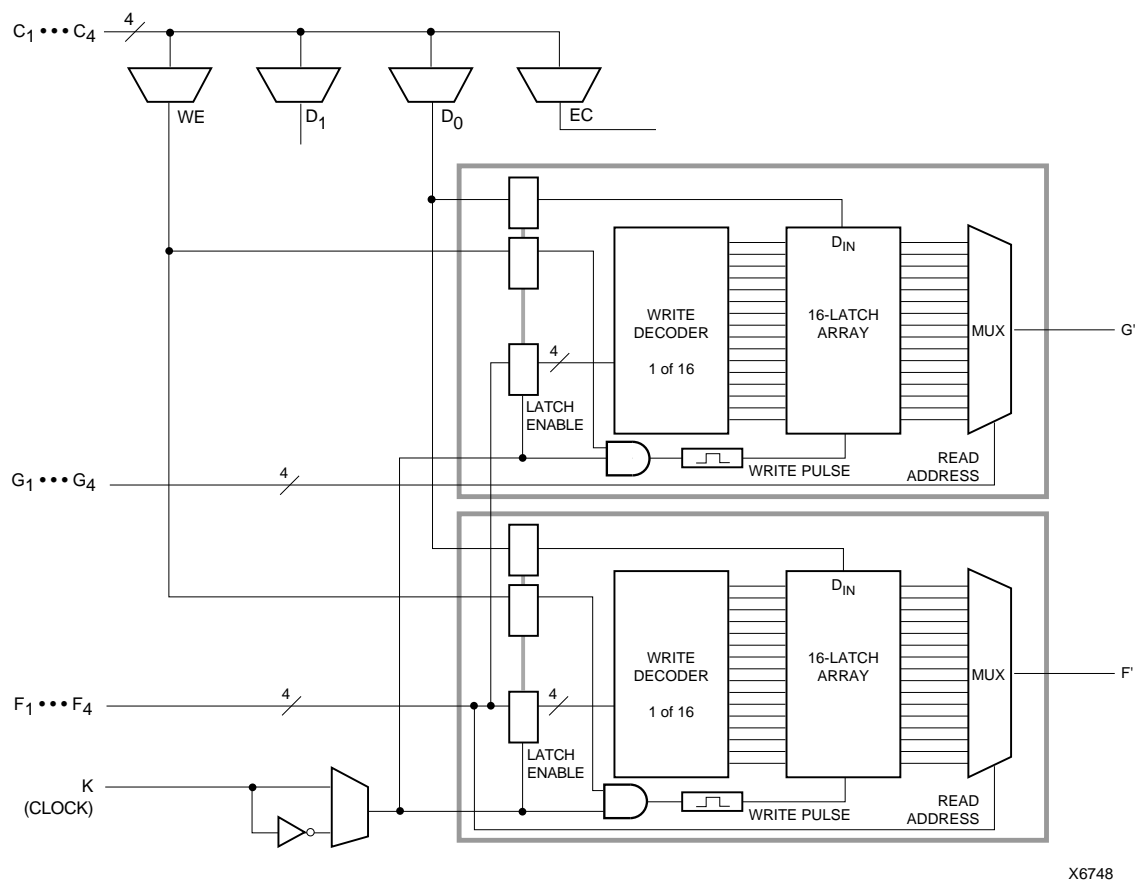
The Write Clock input (WCLK) can be configured as active on either the rising edge (default) or the falling edge. It uses the same CLB pin (K) used to clock the CLB flip-flops, but it can be independently inverted. Consequently, the RAM output can optionally be registered within the same CLB either by the same clock edge as the RAM, or by the opposite edge of this clock. The sense of WCLK applies to both function generators in the CLB when both are configured as RAM.

The WE pin is active-High and is not invertible within the CLB.

Note: The pulse following the active edge of WCLK (T_{WPS} in Figure 3) must be less than one millisecond wide. For most applications, this requirement is not overly restrictive; however, it must not be forgotten. Stopping WCLK at this point in the write cycle could result in excessive current and even damage to the larger devices if many CLBs are configured as edge-triggered RAM.

Table 5: Single-Port Edge-Triggered RAM Signals

RAM Signal	CLB Pin	Function
D	D0 or D1 (16x2, 16x1), D0 (32x1)	Data In
A[3:0]	F1-F4 or G1-G4	Address
A[4]	D1 (32x1)	Address
WE	WE	Write Enable
WCLK	K	Clock
SPO (Data Out)	F' or G'	Single Port Out (Data Out)



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Figure 7: 16x1 Edge-Triggered Dual-Port RAM

Figure 8 shows the write timing for level-sensitive, single-port RAM. The relationships between CLB pins and RAM inputs and outputs for single-port level-sensitive mode are shown in Table 7.

Figure 9 and Figure 10 show block diagrams of a CLB configured as 16x2 and 32x1 level-sensitive, single-port RAM.

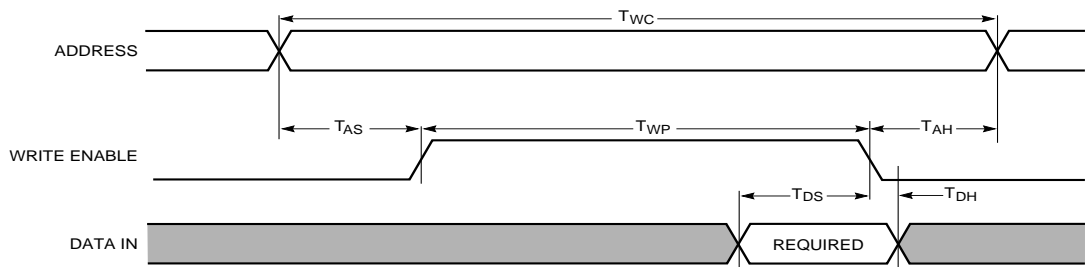
Initializing RAM at Configuration

Both RAM and ROM implementations of the XC4000 Series devices are initialized during configuration. The initial contents are defined via an INIT attribute or property

attached to the RAM or ROM symbol, as described in the schematic library guide. If not defined, all RAM contents are initialized to all zeros, by default. RAM initialization occurs only during configuration. The RAM content is not affected by Global Set/Reset.

Table 7: Single-Port Level-Sensitive RAM Signals

RAM Signal	CLB Pin	Function
D	D0 or D1	Data In
A[3:0]	F1-F4 or G1-G4	Address
WE	WE	Write Enable
O	F' or G'	Data Out



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Figure 8: Level-Sensitive RAM Write Timing

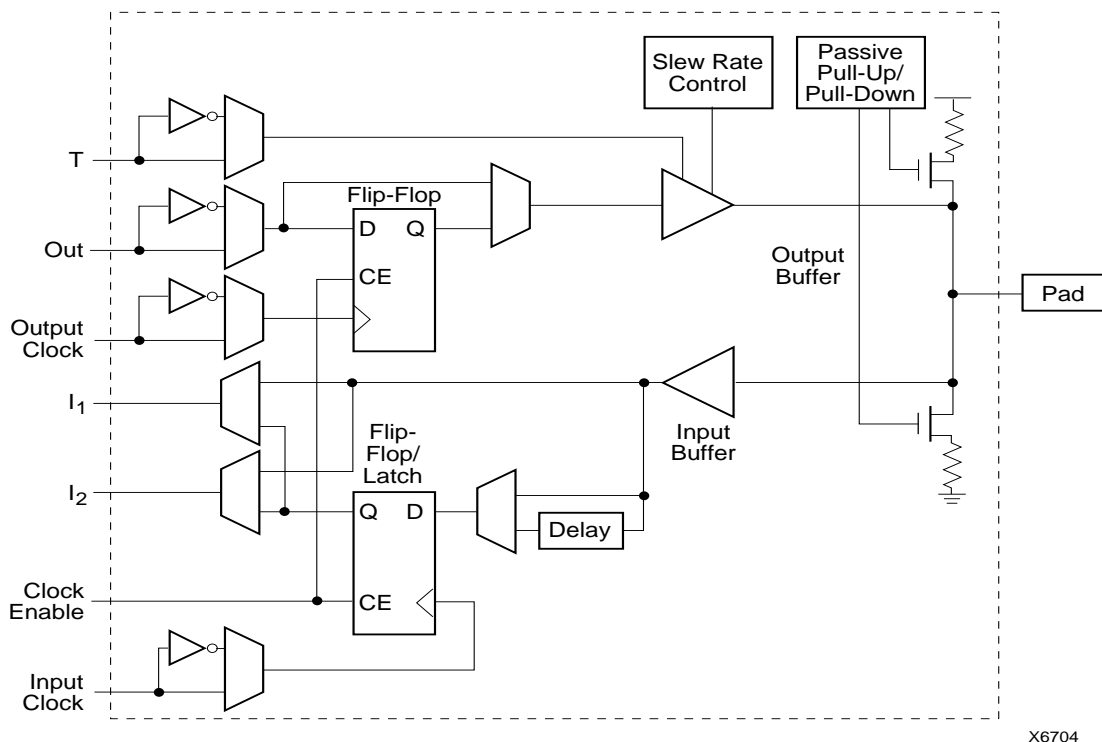


Figure 15: Simplified Block Diagram of XC4000E IOB

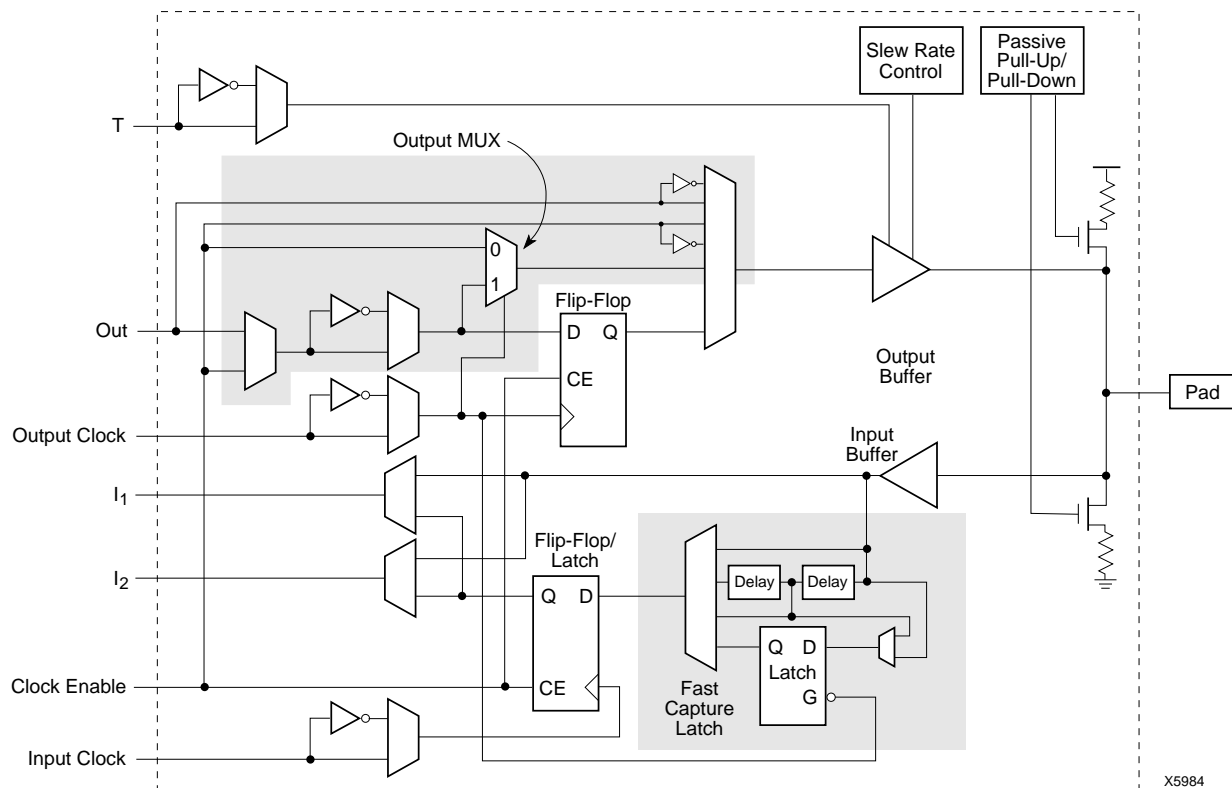


Figure 16: Simplified Block Diagram of XC4000X IOB (shaded areas indicate differences from XC4000E)

Output Multiplexer/2-Input Function Generator (XC4000X only)

As shown in [Figure 16 on page 21](#), the output path in the XC4000X IOB contains an additional multiplexer not available in the XC4000E IOB. The multiplexer can also be configured as a 2-input function generator, implementing a pass-gate, AND-gate, OR-gate, or XOR-gate, with 0, 1, or 2 inverted inputs. The logic used to implement these functions is shown in the upper gray area of [Figure 16](#).

When configured as a multiplexer, this feature allows two output signals to time-share the same output pad; effectively doubling the number of device outputs without requiring a larger, more expensive package.

When the MUX is configured as a 2-input function generator, logic can be implemented within the IOB itself. Combined with a Global Early buffer, this arrangement allows very high-speed gating of a single signal. For example, a wide decoder can be implemented in CLBs, and its output gated with a Read or Write Strobe Driven by a BUFGE buffer, as shown in [Figure 19](#). The critical-path pin-to-pin delay of this circuit is less than 6 nanoseconds.

As shown in [Figure 16](#), the IOB input pins Out, Output Clock, and Clock Enable have different delays and different flexibilities regarding polarity. Additionally, Output Clock sources are more limited than the other inputs. Therefore, the Xilinx software does not move logic into the IOB function generators unless explicitly directed to do so.

The user can specify that the IOB function generator be used, by placing special library symbols beginning with the letter "O." For example, a 2-input AND-gate in the IOB function generator is called OAND2. Use the symbol input pin labelled "F" for the signal on the critical path. This signal is placed on the OK pin — the IOB input with the shortest delay to the function generator. Two examples are shown in [Figure 20](#).



Figure 19: Fast Pin-to-Pin Path in XC4000X



Figure 20: AND & MUX Symbols in XC4000X IOB

Other IOB Options

There are a number of other programmable options in the XC4000 Series IOB.

Pull-up and Pull-down Resistors

Programmable pull-up and pull-down resistors are useful for tying unused pins to Vcc or Ground to minimize power consumption and reduce noise sensitivity. The configurable pull-up resistor is a p-channel transistor that pulls to Vcc. The configurable pull-down resistor is an n-channel transistor that pulls to Ground.

The value of these resistors is 50 kΩ – 100 kΩ. This high value makes them unsuitable as wired-AND pull-up resistors.

The pull-up resistors for most user-programmable IOBs are active during the configuration process. See [Table 22 on page 58](#) for a list of pins with pull-ups active before and during configuration.

After configuration, voltage levels of unused pads, bonded or un-bonded, must be valid logic levels, to reduce noise sensitivity and avoid excess current. Therefore, by default, unused pads are configured with the internal pull-up resistor active. Alternatively, they can be individually configured with the pull-down resistor, or as a driven output, or to be driven by an external source. To activate the internal pull-up, attach the PULLUP library component to the net attached to the pad. To activate the internal pull-down, attach the PULLDOWN library component to the net attached to the pad.

Independent Clocks

Separate clock signals are provided for the input and output flip-flops. The clock can be independently inverted for each flip-flop within the IOB, generating either falling-edge or rising-edge triggered flip-flops. The clock inputs for each IOB are independent, except that in the XC4000X, the Fast Capture latch shares an IOB input with the output clock pin.

Early Clock for IOBs (XC4000X only)

Special early clocks are available for IOBs. These clocks are sourced by the same sources as the Global Low-Skew buffers, but are separately buffered. They have fewer loads and therefore less delay. The early clock can drive either the IOB output clock or the IOB input clock, or both. The early clock allows fast capture of input data, and fast clock-to-output on output data. The Global Early buffers that drive these clocks are described in ["Global Nets and Buffers \(XC4000X only\)" on page 37](#).

Global Set/Reset

As with the CLB registers, the Global Set/Reset signal (GSR) can be used to set or clear the input and output registers, depending on the value of the INIT attribute or property. The two flip-flops can be individually configured to set

or clear on reset and after configuration. Other than the global GSR net, no user-controlled set/reset signal is available to the I/O flip-flops. The choice of set or clear applies to both the initial state of the flip-flop and the response to the Global Set/Reset pulse. See [“Global Set/Reset” on page 11](#) for a description of how to use GSR.

JTAG Support

Embedded logic attached to the IOBs contains test structures compatible with IEEE Standard 1149.1 for boundary scan testing, permitting easy chip and board-level testing. More information is provided in [“Boundary Scan” on page 42](#).

Three-State Buffers

A pair of 3-state buffers is associated with each CLB in the array. (See [Figure 27 on page 30](#).) These 3-state buffers can be used to drive signals onto the nearest horizontal longlines above and below the CLB. They can therefore be used to implement multiplexed or bidirectional buses on the horizontal longlines, saving logic resources. Programmable pull-up resistors attached to these longlines help to implement a wide wired-AND function.

The buffer enable is an active-High 3-state (i.e. an active-Low enable), as shown in [Table 13](#).

Another 3-state buffer with similar access is located near each I/O block along the right and left edges of the array. (See [Figure 33 on page 34](#).)

The horizontal longlines driven by the 3-state buffers have a weak keeper at each end. This circuit prevents undefined floating levels. However, it is overridden by any driver, even a pull-up resistor.

Special longlines running along the perimeter of the array can be used to wire-AND signals coming from nearby IOBs or from internal longlines. These longlines form the wide edge decoders discussed in [“Wide Edge Decoders” on page 27](#).

Three-State Buffer Modes

The 3-state buffers can be configured in three modes:

- Standard 3-state buffer
- Wired-AND with input on the I pin
- Wired OR-AND

Standard 3-State Buffer

All three pins are used. Place the library element BUFT. Connect the input to the I pin and the output to the O pin. The T pin is an active-High 3-state (i.e. an active-Low enable). Tie the T pin to Ground to implement a standard buffer.

Wired-AND with Input on the I Pin

The buffer can be used as a Wired-AND. Use the WAND1 library symbol, which is essentially an open-drain buffer. WAND4, WAND8, and WAND16 are also available. See the *XACT Libraries Guide* for further information.

The T pin is internally tied to the I pin. Connect the input to the I pin and the output to the O pin. Connect the outputs of all the WAND1s together and attach a PULLUP symbol.

Wired OR-AND

The buffer can be configured as a Wired OR-AND. A High level on either input turns off the output. Use the WOR2AND library symbol, which is essentially an open-drain 2-input OR gate. The two input pins are functionally equivalent. Attach the two inputs to the I0 and I1 pins and tie the output to the O pin. Tie the outputs of all the WOR2ANDs together and attach a PULLUP symbol.

Three-State Buffer Examples

[Figure 21](#) shows how to use the 3-state buffers to implement a wired-AND function. When all the buffer inputs are High, the pull-up resistor(s) provide the High output.

[Figure 22](#) shows how to use the 3-state buffers to implement a multiplexer. The selection is accomplished by the buffer 3-state signal.

Pay particular attention to the polarity of the T pin when using these buffers in a design. Active-High 3-state (T) is identical to an active-Low output enable, as shown in [Table 13](#).

Table 13: Three-State Buffer Functionality

IN	T	OUT
X	1	Z
IN	0	IN



Figure 21: Open-Drain Buffers Implement a Wired-AND Function

The oscillator output is optionally available after configuration. Any two of four resynchronized taps of a built-in divider are also available. These taps are at the fourth, ninth, fourteenth and nineteenth bits of the divider. Therefore, if the primary oscillator output is running at the nominal 8 MHz, the user has access to an 8 MHz clock, plus any two of 500 kHz, 16kHz, 490Hz and 15Hz (up to 10% lower for low-voltage devices). These frequencies can vary by as much as -50% or +25%.

These signals can be accessed by placing the OSC4 library element in a schematic or in HDL code (see [Figure 24](#)).

The oscillator is automatically disabled after configuration if the OSC4 symbol is not used in the design.

Programmable Interconnect

All internal connections are composed of metal segments with programmable switching points and switching matrices to implement the desired routing. A structured, hierarchical matrix of routing resources is provided to achieve efficient automated routing.

The XC4000E and XC4000X share a basic interconnect structure. XC4000X devices, however, have additional routing not available in the XC4000E. The extra routing resources allow high utilization in high-capacity devices. All XC4000X-specific routing resources are clearly identified throughout this section. Any resources not identified as XC4000X-specific are present in all XC4000 Series devices.

This section describes the varied routing resources available in XC4000 Series devices. The implementation software automatically assigns the appropriate resources based on the density and timing requirements of the design.

Interconnect Overview

There are several types of interconnect.

- CLB routing is associated with each row and column of the CLB array.
- IOB routing forms a ring (called a VersaRing) around the outside of the CLB array. It connects the I/O with the internal logic blocks.

- Global routing consists of dedicated networks primarily designed to distribute clocks throughout the device with minimum delay and skew. Global routing can also be used for other high-fanout signals.

Five interconnect types are distinguished by the relative length of their segments: single-length lines, double-length lines, quad and octal lines (XC4000X only), and longlines. In the XC4000X, direct connects allow fast data flow between adjacent CLBs, and between IOBs and CLBs.

Extra routing is included in the IOB pad ring. The XC4000X also includes a ring of octal interconnect lines near the IOBs to improve pin-swapping and routing to locked pins.

XC4000E/X devices include two types of global buffers. These global buffers have different properties, and are intended for different purposes. They are discussed in detail later in this section.

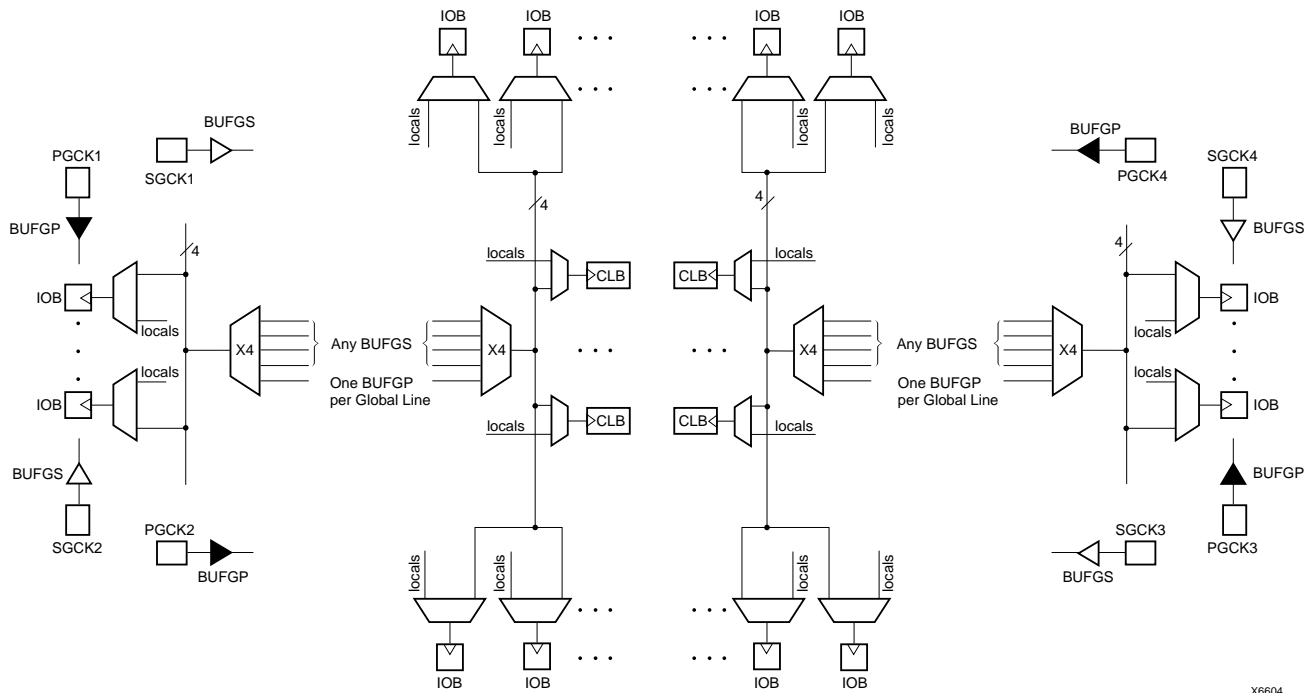
CLB Routing Connections

A high-level diagram of the routing resources associated with one CLB is shown in [Figure 25](#). The shaded arrows represent routing present only in XC4000X devices.

[Table 14](#) shows how much routing of each type is available in XC4000E and XC4000X CLB arrays. Clearly, very large designs, or designs with a great deal of interconnect, will route more easily in the XC4000X. Smaller XC4000E designs, typically requiring significantly less interconnect, do not require the additional routing.

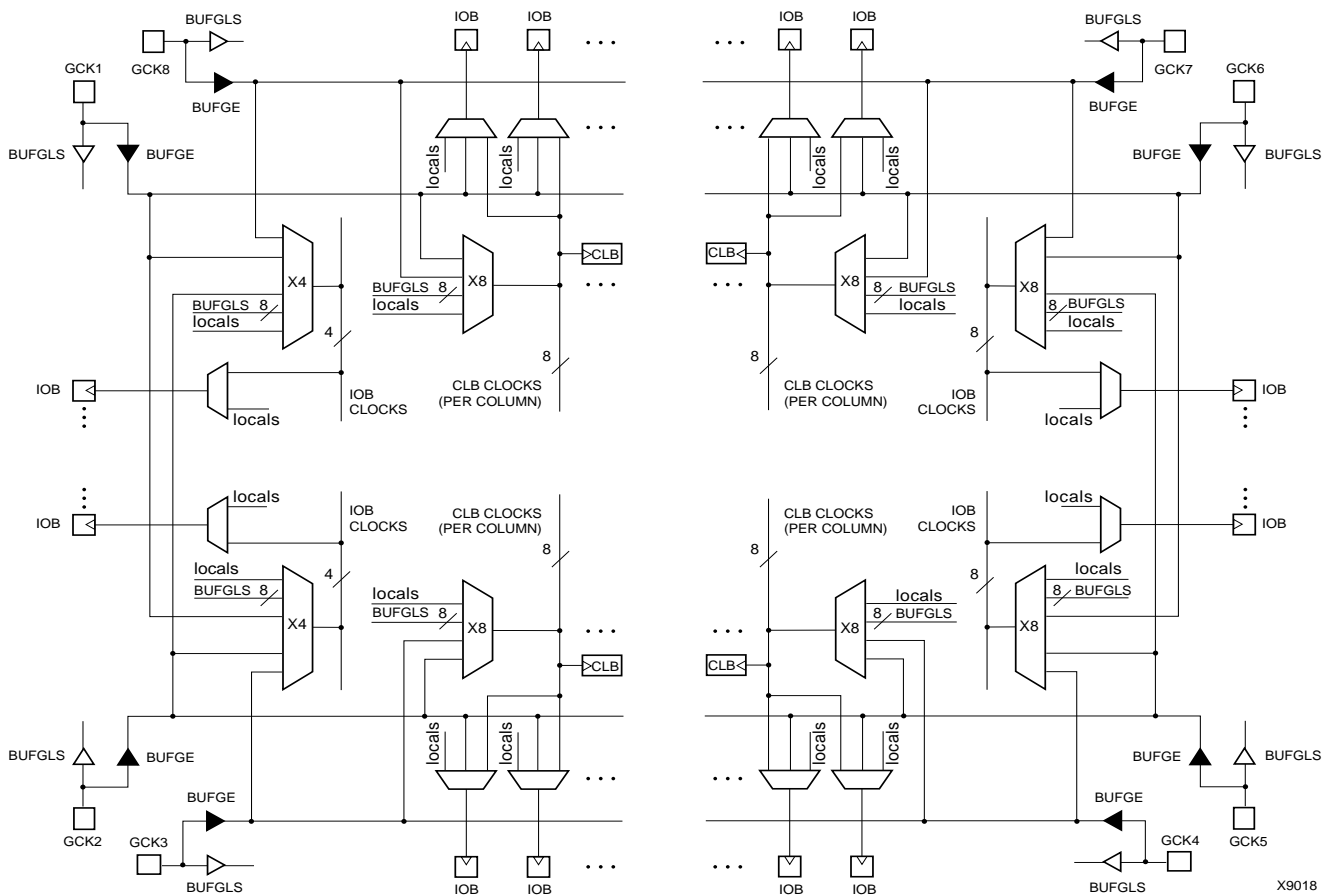
[Figure 27 on page 30](#) is a detailed diagram of both the XC4000E and the XC4000X CLB, with associated routing. The shaded square is the programmable switch matrix, present in both the XC4000E and the XC4000X. The L-shaped shaded area is present only in XC4000X devices. As shown in the figure, the XC4000X block is essentially an XC4000E block with additional routing.

CLB inputs and outputs are distributed on all four sides, providing maximum routing flexibility. In general, the entire architecture is symmetrical and regular. It is well suited to established placement and routing algorithms. Inputs, outputs, and function generators can freely swap positions within a CLB to avoid routing congestion during the placement and routing operation.



X6604

Figure 34: XC4000E Global Net Distribution



X9018

Figure 35: XC4000X Global Net Distribution

Table 16: Pin Descriptions (Continued)

Pin Name	I/O During Config.	I/O After Config.	Pin Description
$\overline{CS0}$, CS1, \overline{WS} , \overline{RS}	I	I/O	These four inputs are used in Asynchronous Peripheral mode. The chip is selected when $\overline{CS0}$ is Low and CS1 is High. While the chip is selected, a Low on Write Strobe (\overline{WS}) loads the data present on the D0 - D7 inputs into the internal data buffer. A Low on Read Strobe (\overline{RS}) changes D7 into a status output — High if Ready, Low if Busy — and drives D0 - D6 High. In Express mode, CS1 is used as a serial-enable signal for daisy-chaining. \overline{WS} and \overline{RS} should be mutually exclusive, but if both are Low simultaneously, the Write Strobe overrides. After configuration, these are user-programmable I/O pins.
A0 - A17	O	I/O	During Master Parallel configuration, these 18 output pins address the configuration EPROM. After configuration, they are user-programmable I/O pins.
A18 - A21 (XC4003XL to XC4085XL)	O	I/O	During Master Parallel configuration with an XC4000X master, these 4 output pins add 4 more bits to address the configuration EPROM. After configuration, they are user-programmable I/O pins. (See Master Parallel Configuration section for additional details.)
D0 - D7	I	I/O	During Master Parallel and Peripheral configuration, these eight input pins receive configuration data. After configuration, they are user-programmable I/O pins.
DIN	I	I/O	During Slave Serial or Master Serial configuration, DIN is the serial configuration data input receiving data on the rising edge of CCLK. During Parallel configuration, DIN is the D0 input. After configuration, DIN is a user-programmable I/O pin.
DOUT	O	I/O	During configuration in any mode but Express mode, DOUT is the serial configuration data output that can drive the DIN of daisy-chained slave FPGAs. DOUT data changes on the falling edge of CCLK, one-and-a-half CCLK periods after it was received at the DIN input. In Express mode for XC4000E and XC4000X only, DOUT is the status output that can drive the CS1 of daisy-chained FPGAs, to enable and disable downstream devices. After configuration, DOUT is a user-programmable I/O pin.
Unrestricted User-Programmable I/O Pins			
I/O	Weak Pull-up	I/O	These pins can be configured to be input and/or output after configuration is completed. Before configuration is completed, these pins have an internal high-value pull-up resistor (25 k Ω - 100 k Ω) that defines the logic level as High.

Boundary Scan

The 'bed of nails' has been the traditional method of testing electronic assemblies. This approach has become less appropriate, due to closer pin spacing and more sophisticated assembly methods like surface-mount technology and multi-layer boards. The IEEE Boundary Scan Standard 1149.1 was developed to facilitate board-level testing of electronic assemblies. Design and test engineers can imbed a standard test logic structure in their device to achieve high fault coverage for I/O and internal logic. This structure is easily implemented with a four-pin interface on any boundary scan-compatible IC. IEEE 1149.1-compatible devices may be serial daisy-chained together, connected in parallel, or a combination of the two.

The XC4000 Series implements IEEE 1149.1-compatible BYPASS, PRELOAD/SAMPLE and EXTEST boundary scan instructions. When the boundary scan configuration option is selected, three normal user I/O pins become dedicated inputs for these functions. Another user output pin becomes the dedicated boundary scan output. The details

of how to enable this circuitry are covered later in this section.

By exercising these input signals, the user can serially load commands and data into these devices to control the driving of their outputs and to examine their inputs. This method is an improvement over bed-of-nails testing. It avoids the need to over-drive device outputs, and it reduces the user interface to four pins. An optional fifth pin, a reset for the control logic, is described in the standard but is not implemented in Xilinx devices.

The dedicated on-chip logic implementing the IEEE 1149.1 functions includes a 16-state machine, an instruction register and a number of data registers. The functional details can be found in the IEEE 1149.1 specification and are also discussed in the Xilinx application note XAPP 017: "*Boundary Scan in XC4000 Devices*."

Figure 40 on page 43 shows a simplified block diagram of the XC4000E Input/Output Block with boundary scan implemented. XC4000X boundary scan logic is identical.

is passed through and is captured by each FPGA when it recognizes the 0010 preamble. Following the length-count data, each FPGA outputs a High on DOUT until it has received its required number of data frames.

After an FPGA has received its configuration data, it passes on any additional frame start bits and configuration data on DOUT. When the total number of configuration clocks applied after memory initialization equals the value of the 24-bit length count, the FPGAs begin the start-up sequence and become operational together. FPGA I/O are normally released two CCLK cycles after the last configuration bit is received. **Figure 47 on page 53** shows the start-up timing for an XC4000 Series device.

The daisy-chained bitstream is not simply a concatenation of the individual bitstreams. The PROM file formatter must be used to combine the bitstreams for a daisy-chained configuration.

Multi-Family Daisy Chain

All Xilinx FPGAs of the XC2000, XC3000, and XC4000 Series use a compatible bitstream format and can, therefore, be connected in a daisy chain in an arbitrary sequence. There is, however, one limitation. The lead device must belong to the highest family in the chain. If the chain contains XC4000 Series devices, the master normally cannot be an XC2000 or XC3000 device.

The reason for this rule is shown in **Figure 47 on page 53**. Since all devices in the chain store the same length count value and generate or receive one common sequence of CCLK pulses, they all recognize length-count match on the same CCLK edge, as indicated on the left edge of **Figure 47**. The master device then generates additional CCLK pulses until it reaches its finish point F. The different families generate or require different numbers of additional CCLK pulses until they reach F. Not reaching F means that the device does not really finish its configuration, although DONE may have gone High, the outputs became active, and the internal reset was released. For the XC4000 Series device, not reaching F means that readback cannot be ini-

tiated and most boundary scan instructions cannot be used.

The user has some control over the relative timing of these events and can, therefore, make sure that they occur at the proper time and the finish point F is reached. Timing is controlled using options in the bitstream generation software.

XC3000 Master with an XC4000 Series Slave

Some designers want to use an inexpensive lead device in peripheral mode and have the more precious I/O pins of the XC4000 Series devices all available for user I/O. **Figure 44** provides a solution for that case.

This solution requires one CLB, one IOB and pin, and an internal oscillator with a frequency of up to 5 MHz as a clock source. The XC3000 master device must be configured with late Internal Reset, which is the default option.

One CLB and one IOB in the lead XC3000-family device are used to generate the additional CCLK pulse required by the XC4000 Series devices. When the lead device removes the internal RESET signal, the 2-bit shift register responds to its clock input and generates an active Low output signal for the duration of the subsequent clock period. An external connection between this output and CCLK thus creates the extra CCLK pulse.

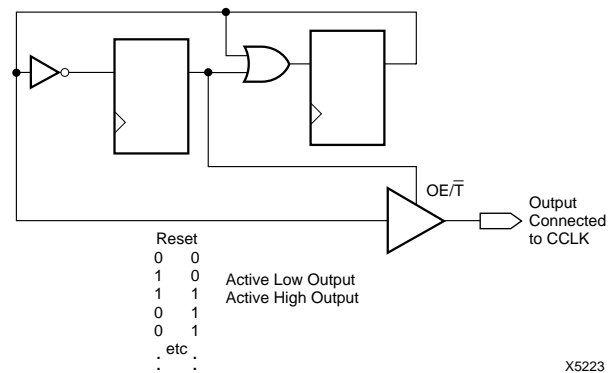


Figure 44: CCLK Generation for XC3000 Master Driving an XC4000 Series Slave

The default option, and the most practical one, is for DONE to go High first, disconnecting the configuration data source and avoiding any contention when the I/Os become active one clock later. Reset/Set is then released another clock period later to make sure that user-operation starts from stable internal conditions. This is the most common sequence, shown with heavy lines in [Figure 47](#), but the designer can modify it to meet particular requirements.

Normally, the start-up sequence is controlled by the internal device oscillator output (CCLK), which is asynchronous to the system clock.

XC4000 Series offers another start-up clocking option, UCLK_NOSYNC. The three events described above need not be triggered by CCLK. They can, as a configuration option, be triggered by a user clock. This means that the device can wake up in synchronism with the user system.

When the UCLK_SYNC option is enabled, the user can externally hold the open-drain DONE output Low, and thus stall all further progress in the start-up sequence until DONE is released and has gone High. This option can be used to force synchronization of several FPGAs to a common user clock, or to guarantee that all devices are successfully configured before any I/Os go active.

If either of these two options is selected, and no user clock is specified in the design or attached to the device, the chip could reach a point where the configuration of the device is complete and the Done pin is asserted, but the outputs do not become active. The solution is either to recreate the bit-stream specifying the start-up clock as CCLK, or to supply the appropriate user clock.

Start-up Sequence

The Start-up sequence begins when the configuration memory is full, and the total number of configuration clocks

received since $\overline{\text{INIT}}$ went High equals the loaded value of the length count.

The next rising clock edge sets a flip-flop Q0, shown in [Figure 48](#). Q0 is the leading bit of a 5-bit shift register. The outputs of this register can be programmed to control three events.

- The release of the open-drain DONE output
- The change of configuration-related pins to the user function, activating all IOBs.
- The termination of the global Set/Reset initialization of all CLB and IOB storage elements.

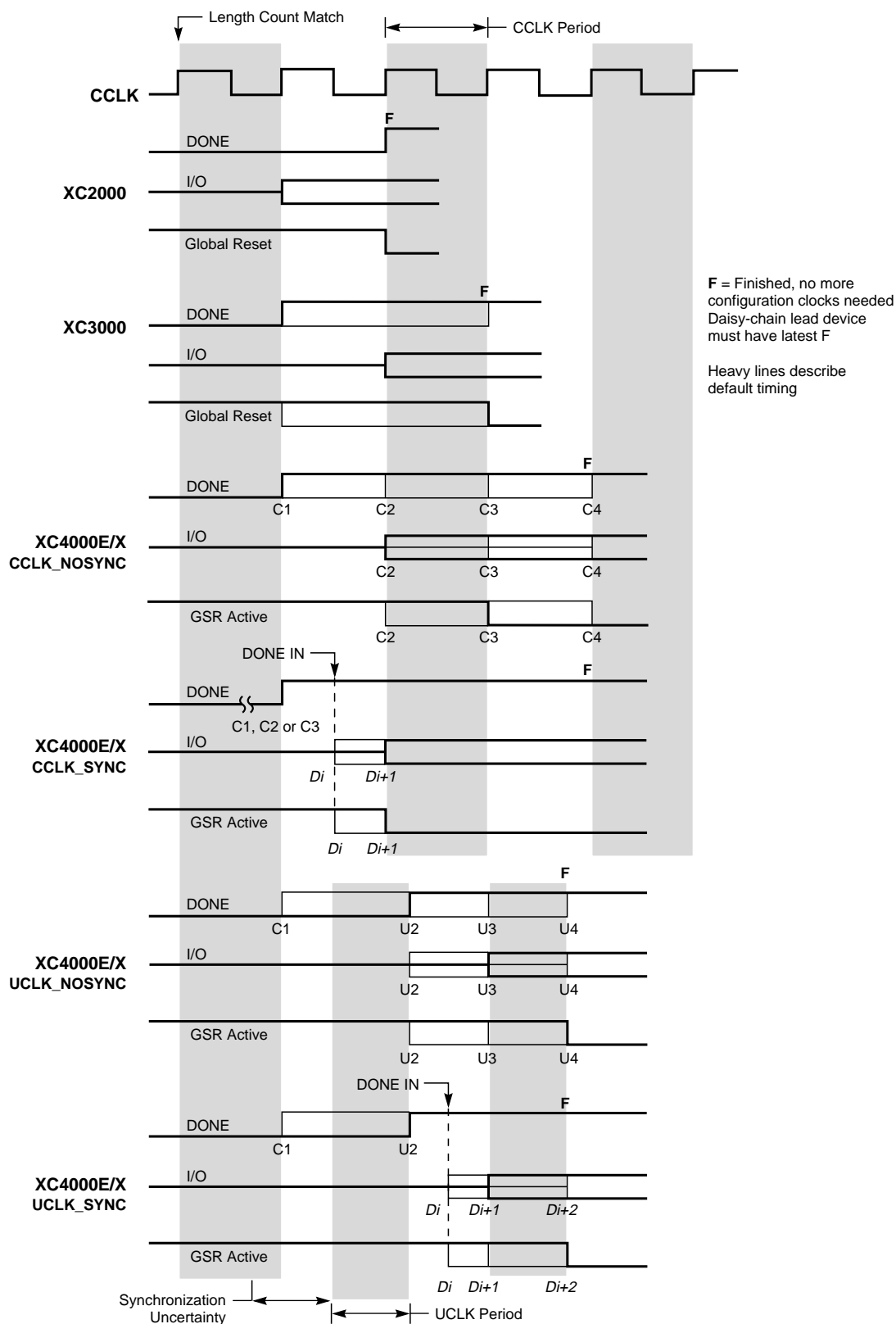
The DONE pin can also be wire-ANDed with DONE pins of other FPGAs or with other external signals, and can then be used as input to bit Q3 of the start-up register. This is called “Start-up Timing Synchronous to Done In” and is selected by either CCLK_SYNC or UCLK_SYNC.

When DONE is not used as an input, the operation is called “Start-up Timing Not Synchronous to DONE In,” and is selected by either CCLK_NOSYNC or UCLK_NOSYNC.

As a configuration option, the start-up control register beyond Q0 can be clocked either by subsequent CCLK pulses or from an on-chip user net called STARTUP.CLK. These signals can be accessed by placing the STARTUP library symbol.

Start-up from CCLK

If CCLK is used to drive the start-up, Q0 through Q3 provide the timing. Heavy lines in [Figure 47](#) show the default timing, which is compatible with XC2000 and XC3000 devices using early DONE and late Reset. The thin lines indicate all other possible timing options.



X9024

Figure 47: Start-up Timing

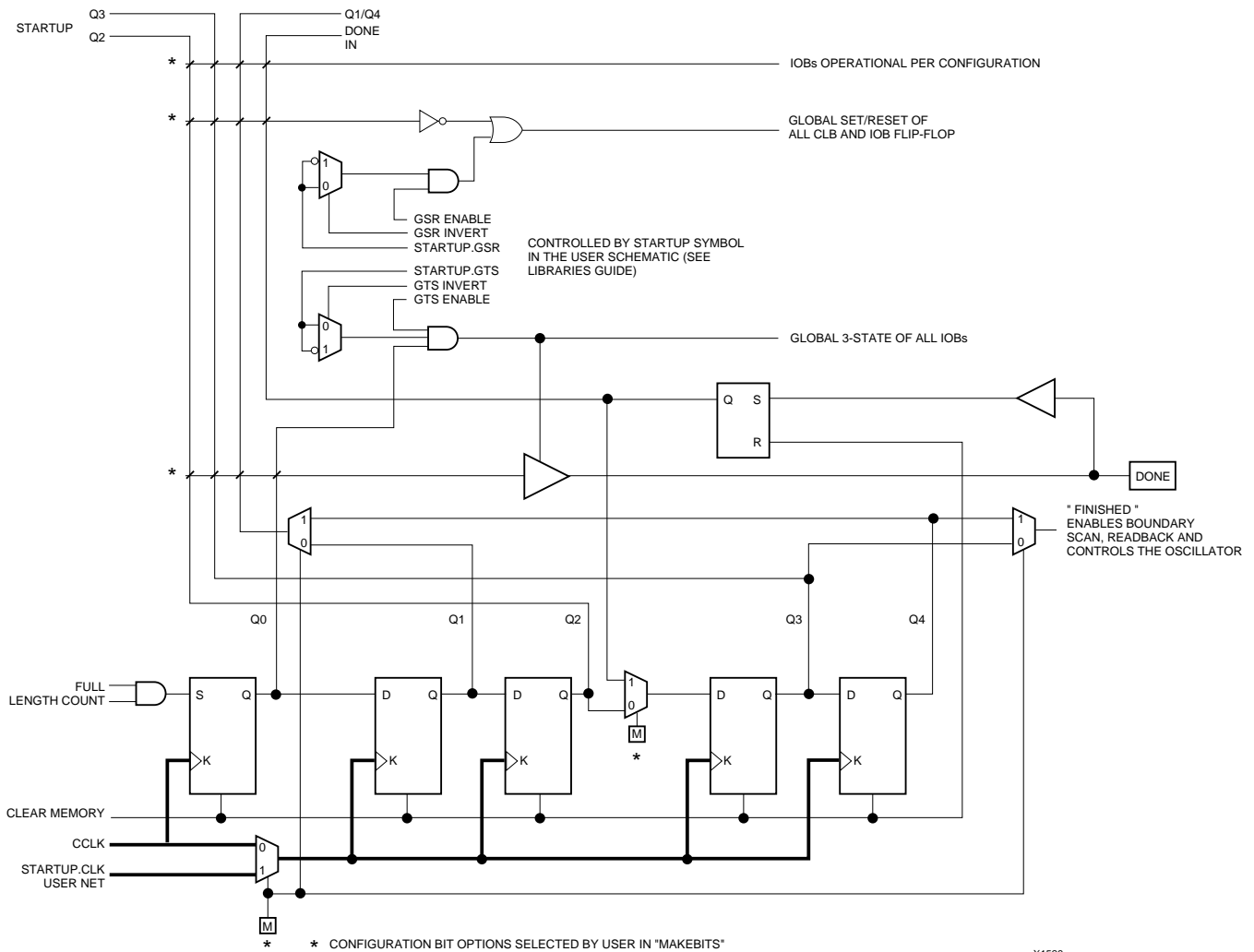


Figure 48: Start-up Logic

Readback

The user can read back the content of configuration memory and the level of certain internal nodes without interfering with the normal operation of the device.

Readback not only reports the downloaded configuration bits, but can also include the present state of the device, represented by the content of all flip-flops and latches in CLBs and IOBs, as well as the content of function generators used as RAMs.

Note that in XC4000 Series devices, configuration data is *not* inverted with respect to configuration as it is in XC2000 and XC3000 families.

XC4000 Series Readback does not use any dedicated pins, but uses four internal nets (RDBK.TRIG, RDBK.DATA, RDBK.RIP and RDBK.CLK) that can be routed to any IOB. To access the internal Readback signals, place the READ-

BACK library symbol and attach the appropriate pad symbols, as shown in [Figure 49](#).

After Readback has been initiated by a High level on RDBK.TRIG after configuration, the RDBK.RIP (Read In Progress) output goes High on the next rising edge of RDBK.CLK. Subsequent rising edges of this clock shift out Readback data on the RDBK.DATA net.

Readback data does not include the preamble, but starts with five dummy bits (all High) followed by the Start bit (Low) of the first frame. The first two data bits of the first frame are always High.

Each frame ends with four error check bits. They are read back as High. The last seven bits of the last frame are also read back as High. An additional Start bit (Low) and an 11-bit Cyclic Redundancy Check (CRC) signature follow, before RDBK.RIP returns Low.

Table 22: Pin Functions During Configuration

CONFIGURATION MODE <M2:M1:M0>						USER OPERATION
SLAVE SERIAL <1:1:1>	MASTER SERIAL <0:0:0>	SYNCH. PERIPHERAL <0:1:1>	ASYNCH. PERIPHERAL <1:0:1>	MASTER PARALLEL DOWN <1:1:0>	MASTER PARALLEL UP <1:0:0>	
M2(HIGH) (I)	M2(LOW) (I)	M2(LOW) (I)	M2(HIGH) (I)	M2(HIGH) (I)	M2(HIGH) (I)	(I)
M1(HIGH) (I)	M1(LOW) (I)	M1(HIGH) (I)	M1(LOW) (I)	M1(HIGH) (I)	M1(LOW) (I)	(O)
M0(HIGH) (I)	M0(LOW) (I)	M0(HIGH) (I)	M0(HIGH) (I)	M0(LOW) (I)	M0(LOW) (I)	(I)
HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	I/O
LDC (LOW)	LDC (LOW)	LDC (LOW)	LDC (LOW)	LDC (LOW)	LDC (LOW)	I/O
INIT	INIT	INIT	INIT	INIT	INIT	I/O
DONE	DONE	DONE	DONE	DONE	DONE	DONE
PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM
CCLK (I)	CCLK (O)	CCLK (I)	CCLK (O)	CCLK (O)	CCLK (O)	CCLK (I)
		RDY/BUSY (O)	RDY/BUSY (O)	RCLK (O)	RCLK (O)	I/O
			RS (I)			I/O
			CS0 (I)			I/O
		DATA 7 (I)	DATA 7 (I)	DATA 7 (I)	DATA 7 (I)	I/O
		DATA 6 (I)	DATA 6 (I)	DATA 6 (I)	DATA 6 (I)	I/O
		DATA 5 (I)	DATA 5 (I)	DATA 5 (I)	DATA 5 (I)	I/O
		DATA 4 (I)	DATA 4 (I)	DATA 4 (I)	DATA 4 (I)	I/O
		DATA 3 (I)	DATA 3 (I)	DATA 3 (I)	DATA 3 (I)	I/O
		DATA 2 (I)	DATA 2 (I)	DATA 2 (I)	DATA 2 (I)	I/O
		DATA 1 (I)	DATA 1 (I)	DATA 1 (I)	DATA 1 (I)	I/O
DIN (I)	DIN (I)	DATA 0 (I)	DATA 0 (I)	DATA 0 (I)	DATA 0 (I)	I/O
DOUT	DOUT	DOUT	DOUT	DOUT	DOUT	SGCK4-GCK6-I/O
TDI	TDI	TDI	TDI	TDI	TDI	TDI-I/O
TCK	TCK	TCK	TCK	TCK	TCK	TCK-I/O
TMS	TMS	TMS	TMS	TMS	TMS	TMS-I/O
TDO	TDO	TDO	TDO	TDO	TDO	TDO-(O)
			WS (I)	A0	A0	I/O
				A1	A1	PGCK4-GCK7-I/O
			CS1	A2	A2	I/O
				A3	A3	I/O
				A4	A4	I/O
				A5	A5	I/O
				A6	A6	I/O
				A7	A7	I/O
				A8	A8	I/O
				A9	A9	I/O
				A10	A10	I/O
				A11	A11	I/O
				A12	A12	I/O
				A13	A13	I/O
				A14	A14	I/O
				A15	A15	SGCK1-GCK8-I/O
				A16	A16	PGCK1-GCK1-I/O
				A17	A17	I/O
				A18*	A18*	I/O
				A19*	A19*	I/O
				A20*	A20*	I/O
				A21*	A21*	I/O
						ALL OTHERS

Table 23: Pin Functions During Configuration

CONFIGURATION MODE <M2:M1:M0>						USER OPERATION
SLAVE SERIAL <1:1:1>	MASTER SERIAL <0:0:0>	SYNCH. PERIPHERAL <0:1:1>	ASYNCH. PERIPHERAL <1:0:1>	MASTER PARALLEL DOWN <1:1:0>	MASTER PARALLEL UP <1:0:0>	
M2(HIGH) (I)	M2(LOW) (I)	M2(LOW) (I)	M2(HIGH) (I)	M2(HIGH) (I)	M2(HIGH) (I)	(I)
M1(HIGH) (I)	M1(LOW) (I)	M1(HIGH) (I)	M1(LOW) (I)	M1(HIGH) (I)	M1(LOW) (I)	(O)
M0(HIGH) (I)	M0(LOW) (I)	M0(HIGH) (I)	M0(HIGH) (I)	M0(LOW) (I)	M0(LOW) (I)	(I)
HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	HDC (HIGH)	I/O
LDC (LOW)	LDC (LOW)	LDC (LOW)	LDC (LOW)	LDC (LOW)	LDC (LOW)	I/O
INIT	INIT	INIT	INIT	INIT	INIT	I/O
DONE	DONE	DONE	DONE	DONE	DONE	DONE
PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM (I)	PROGRAM
CCLK (I)	CCLK (O)	CCLK (I)	CCLK (O)	CCLK (O)	CCLK (O)	CCLK (I)
		RDY/BUSY (O)	RDY/BUSY (O)	RCLK (O)	RCLK (O)	I/O
			RS (I)			I/O
			CS0 (I)			I/O
		DATA 7 (I)	DATA 7 (I)	DATA 7 (I)	DATA 7 (I)	I/O
		DATA 6 (I)	DATA 6 (I)	DATA 6 (I)	DATA 6 (I)	I/O
		DATA 5 (I)	DATA 5 (I)	DATA 5 (I)	DATA 5 (I)	I/O
		DATA 4 (I)	DATA 4 (I)	DATA 4 (I)	DATA 4 (I)	I/O
		DATA 3 (I)	DATA 3 (I)	DATA 3 (I)	DATA 3 (I)	I/O
		DATA 2 (I)	DATA 2 (I)	DATA 2 (I)	DATA 2 (I)	I/O
		DATA 1 (I)	DATA 1 (I)	DATA 1 (I)	DATA 1 (I)	I/O
DIN (I)	DIN (I)	DATA 0 (I)	DATA 0 (I)	DATA 0 (I)	DATA 0 (I)	I/O
DOUT	DOUT	DOUT	DOUT	DOUT	DOUT	SGCK4-GCK6-I/O
TDI	TDI	TDI	TDI	TDI	TDI	TDI-I/O
TCK	TCK	TCK	TCK	TCK	TCK	TCK-I/O
TMS	TMS	TMS	TMS	TMS	TMS	TMS-I/O
TDO	TDO	TDO	TDO	TDO	TDO	TDO-(O)
			WS (I)	A0	A0	I/O
				A1	A1	PGCK4-GCK7-I/O
			CS1	A2	A2	I/O
				A3	A3	I/O
				A4	A4	I/O
				A5	A5	I/O
				A6	A6	I/O
				A7	A7	I/O
				A8	A8	I/O
				A9	A9	I/O
				A10	A10	I/O
				A11	A11	I/O
				A12	A12	I/O
				A13	A13	I/O
				A14	A14	I/O
				A15	A15	SGCK1-GCK8-I/O
				A16	A16	PGCK1-GCK1-I/O
				A17	A17	I/O
				A18*	A18*	I/O
				A19*	A19*	I/O
				A20*	A20*	I/O
				A21*	A21*	I/O
						ALL OTHERS

* XC4000X only

- Notes
1. A shaded table cell represents a 50 kΩ - 100 kΩ pull-up before and during configuration.
 2. (I) represents an input; (O) represents an output.
 3. INIT is an open-drain output during configuration.

Synchronous Peripheral Mode

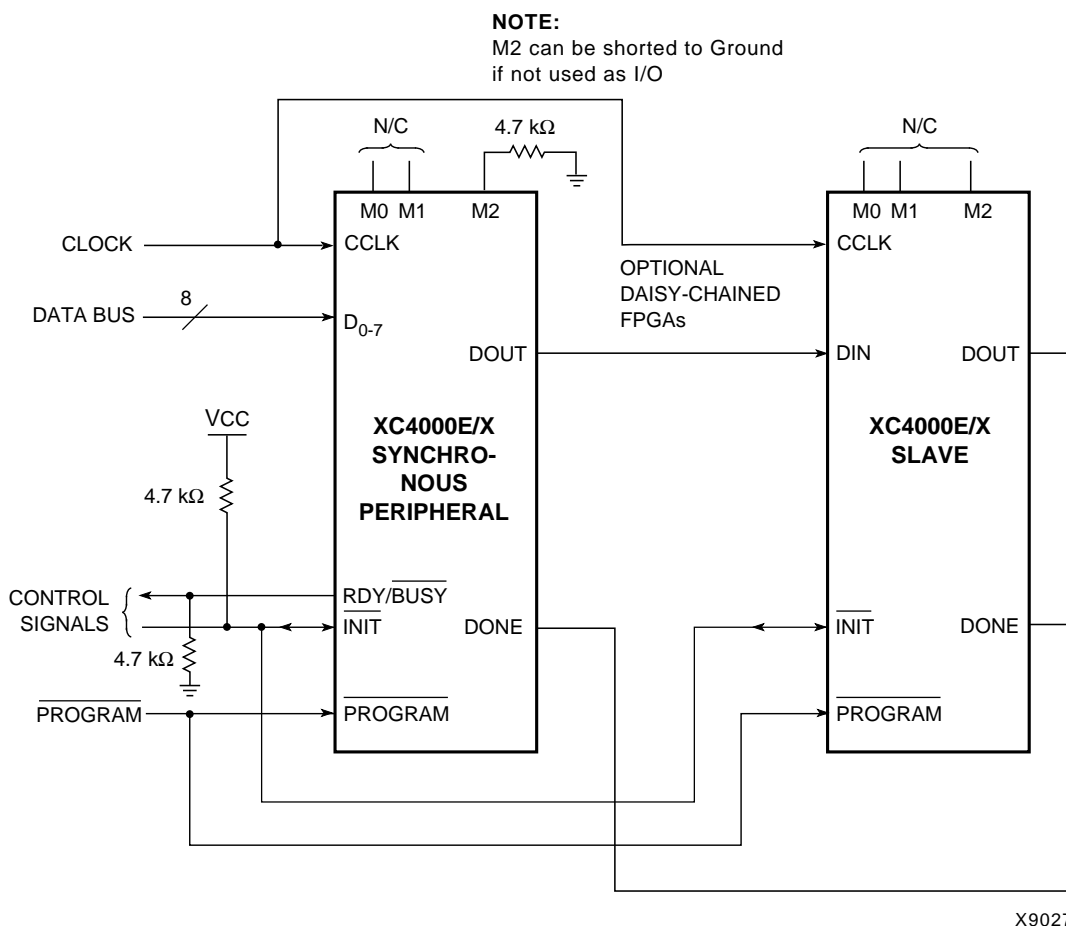
Synchronous Peripheral mode can also be considered Slave Parallel mode. An external signal drives the CCLK input(s) of the FPGA(s). The first byte of parallel configuration data must be available at the Data inputs of the lead FPGA a short setup time before the rising CCLK edge. Subsequent data bytes are clocked in on every eighth consecutive rising CCLK edge.

The same CCLK edge that accepts data, also causes the RDY/ $\overline{\text{BUSY}}$ output to go High for one CCLK period. The pin name is a misnomer. In Synchronous Peripheral mode it is really an ACKNOWLEDGE signal. Synchronous operation does not require this response, but it is a meaningful signal for test purposes. Note that RDY/ $\overline{\text{BUSY}}$ is pulled High with a high-impedance pullup prior to $\overline{\text{INIT}}$ going High.

The lead FPGA serializes the data and presents the preamble data (and all data that overflows the lead device) on its DOUT pin. There is an internal delay of 1.5 CCLK periods, which means that DOUT changes on the falling CCLK edge, and the next FPGA in the daisy chain accepts data on the subsequent rising CCLK edge.

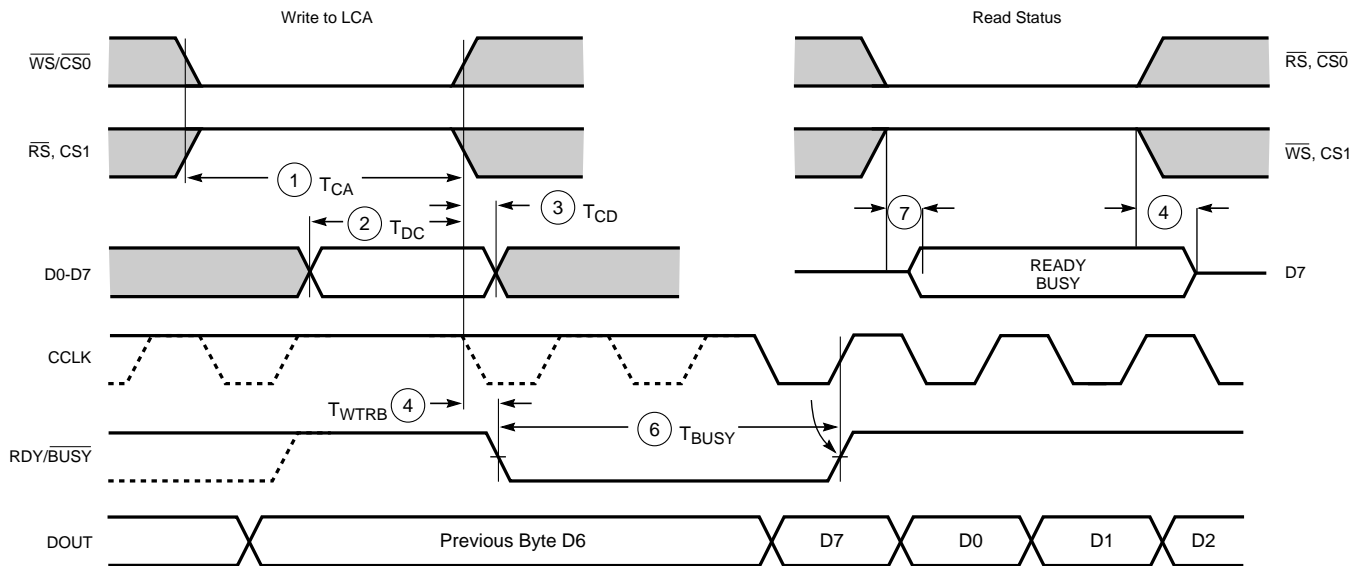
In order to complete the serial shift operation, 10 additional CCLK rising edges are required after the last data byte has been loaded, plus one more CCLK cycle for each daisy-chained device.

Synchronous Peripheral mode is selected by a <011> on the mode pins (M2, M1, M0).



X9027

Figure 56: Synchronous Peripheral Mode Circuit Diagram



X6097

	Description	Symbol	Min	Max	Units
Write	Effective Write time (CS0, WS=Low; RS, CS1=High)	1 T_{CA}	100		ns
	DIN setup time	2 T_{DC}	60		ns
	DIN hold time	3 T_{CD}	0		ns
RDY	RDY/BUSY delay after end of Write or Read	4 T_{WTRB}		60	ns
	RDY/BUSY active after beginning of Read	7		60	ns
	RDY/BUSY Low output (Note 4)	6 T_{BUSY}	2	9	CCLK periods

- Notes:
1. Configuration must be delayed until the \overline{INIT} pins of all daisy-chained FPGAs are High.
 2. The time from the end of \overline{WS} to CCLK cycle for the new byte of data depends on the completion of previous byte processing and the phase of the internal timing generator for CCLK.
 3. CCLK and DOUT timing is tested in slave mode.
 4. T_{BUSY} indicates that the double-buffered parallel-to-serial converter is not yet ready to receive new data. The shortest T_{BUSY} occurs when a byte is loaded into an empty parallel-to-serial converter. The longest T_{BUSY} occurs when a new word is loaded into the input register before the second-level buffer has started shifting out data.

This timing diagram shows very relaxed requirements. Data need not be held beyond the rising edge of \overline{WS} . RDY/BUSY will go active within 60 ns after the end of \overline{WS} . A new write may be asserted immediately after RDY/BUSY goes Low, but write may not be terminated until RDY/BUSY has been High for one CCLK period.

Figure 59: Asynchronous Peripheral Mode Programming Switching Characteristics