

ACCESS.bus™

Specifications Version 3.0

Previous versions of this document are obsolete and should be discarded.
This document supersedes all previous versions.

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September 1995

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ACCESS.bus

Hardware Specification

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1. Introduction

ACCESS.bus is a serial communication protocol allowing a computer host to communicate with external peripherals as well as with on-board system devices. It provides a simple, uniform and inexpensive way to connect peripheral devices such as keyboards, mice, joysticks, modems, monitors, and printers to a single computer port. In addition, ACCESS.bus provides a communication link between the host computer and on-board intelligent devices such as smart-batteries, smart-chargers and power plane controllers. With ACCESS.bus the system can communicate and control up to 125 devices through a single microcontroller host equipped with an I²C port.

The ACCESS.bus protocol includes a physical layer based on the I²C serial bus developed by Philips, and several software layers. The software layers include the base protocol, the device driver interface, and several specific device protocols (keyboard, locator, text, etc.).

The base protocol defines standard messages for device communication, device initialization, device identifications, address assignment, and a message envelope for device reports and control information. In the following discussion the host computer is simply called the **computer** and all the other partners on the bus are called **devices**. A bus transaction is called a **message**.

This document describes the various layers of the ACCESS.bus protocol starting with the physical layer hardware specification.

Because of the difference in the electrical requirements between devices operating externally to the system and devices operating internally within the system box, there are two independent electrical specifications for each type of these devices.

Peripherals operating externally to the system box are referred to as **Off-board** devices. The objective of the hardware specification for Off-board devices is to specify maximum capacitance and cable lengths.

Devices permanently connected on the motherboard are referred to as **On-board** devices. The main objective of the hardware specification for On-board devices is to provide for low power operation and implementation flexibility in systems operating at different voltages.

In this specification, ACCESS.bus refers to both On-board and Off-board ACCESS.bus components unless otherwise stated.

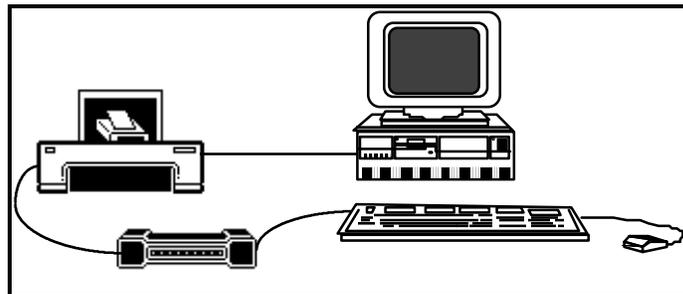


Figure 1.1: A Typical ACCESS.bus System

Version 3.0 of the ACCESS.bus Hardware Specification introduces new definitions, enhancements and modifications that will allow new applications and implementations to be developed using the ACCESS.bus standard. The main objective of Version 3.0 is to provide a specification for on-board implementations of ACCESS.bus. An on-board specification for ACCESS.bus aims to provide an industry wide standard for establishing a low cost network of microcontrollers and ASIC devices that can

be used for various system control and management functions. On-board ACCESS.bus devices may use either the original ACCESS.bus messaging protocol or the newly defined messaging protocol extensions described in this document. On-board ACCESS.bus devices using these new extensions will be referred to as System Management devices or SM devices. They are optimized for internal system usage, particularly with regard to their ability to meet low power and minimal complexity requirements. On-Board components implementing either the original ACCESS.bus messaging protocol and/or these new extensions are designed to operate together on a common set of wires. On-board and off-board ACCESS.bus components have different electrical requirements and therefore should not share the same physical network. The additions made to this specification to satisfy the requirements for the On-board ACCESS.bus do not violate the backward compatibility principle of ABIG.

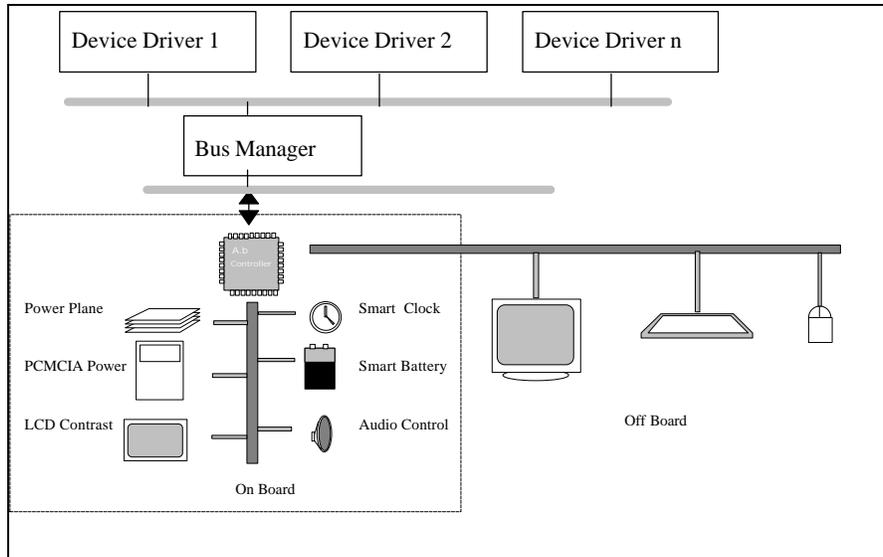


Figure 1.1.a: A typical On-board/Off-board implementation of ACCESS.bus

Both On-board and Off-board ACCESS.bus systems can share a common host as well as the software interface.

1.1. General Description

ACCESS.bus is based on two wires, serial data (SDA) and serial clock (SCL), which carry information between the devices connected to the bus. Following initialization, each device is recognized by a unique address and can operate as either a master transmitter or slave receiver. A master is the device which initiates a data transfer on the bus and generates the clock signals to permit that transfer. The master device always transmits data to the slave. Any device addressed by the master is considered a slave.

The ACCESS.bus is typically a multi-master bus. Every device connected to the ACCESS.bus is normally capable of being both a bus master and a bus slave. On-board ACCESS.bus SM devices may act as either a master, a slave or both.

The master generates the timing and terminates the transfer. Since more than one device will be connected to the ACCESS.bus, more than one master could try to initiate a data transfer at the same time. To avoid the chaos that might ensue from such an event - an arbitration procedure has been developed. This procedure relies on the wired-AND connection of all ACCESS.bus interfaces to the ACCESS.bus.

If two or more masters have to put information onto the bus, the first to produce a 'one' when the other produces a 'zero' will lose the arbitration. The clock signals during arbitration are a synchronized combination of the clocks generated by the masters using the wired-AND connection to the SCL line.

Generation of clock signals on the ACCESS.bus is always the responsibility of master devices; each master generates its own clock signals when transferring data on the bus. Bus clock signals from a master can only be altered when they are stretched by a slow-slave device holding-down the clock line, or by another master when arbitration occurs.

1.2. General Characteristics

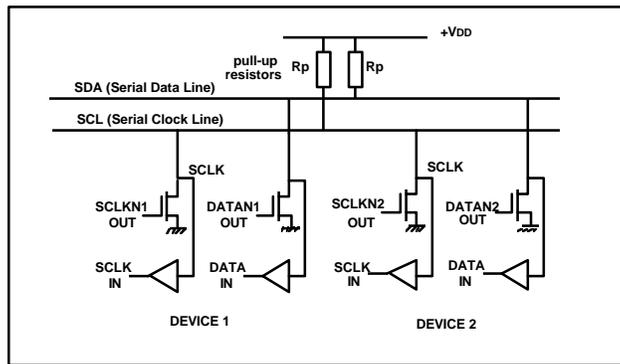


Figure 1.2: Connecting ACCESS.bus devices to the ACCESS.bus

Both SDA and SCL are bi-directional lines, connected to a positive supply voltage via a current source or pull-up resistor. When the bus is free, both lines are HIGH. The output stages of devices connected to the bus must have an open-drain or open collector in order to perform the wired-AND function. Data on the ACCESS.bus can be transferred at a rate up to 100 kbit/s in the standard-mode. The number of Off-board device interfaces connected to the bus is dependent on the bus capacitance limit of 1000 pF, the overall bus length of 10 meters, and the current available to power the devices.

The data on the SDA line must be stable during the HIGH period of the clock. The HIGH or LOW state of the data line can only change when the clock signal on the SCL line is LOW (see Figure 1.3).

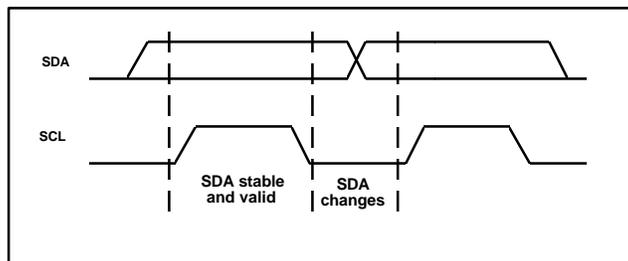


Figure 1.3: Bit transfer on the ACCESS.bus

1.2.1. START and STOP Conditions

Within the procedure of the ACCESS.bus, unique sequences are defined as START and STOP conditions (see Figure 1.4).

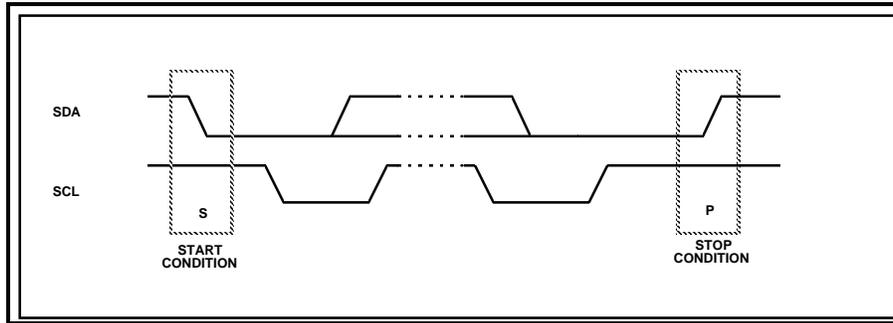


Figure 1.4: START and STOP conditions

A HIGH to LOW transition on the SDA line while SCL is HIGH indicates a START condition.

A LOW to HIGH transition on the SDA line while SCL is HIGH defines a STOP condition.

START and STOP conditions are always generated by the master. The bus is considered to be busy after the START condition. The bus is considered to be free again a certain time after the STOP condition.

1.3. Data Transfer

1.3.1. Byte format

Every byte put on the SDA line must be 8-bits long. The number of bytes that can be transmitted per transfer is restricted by the ACCESS.bus protocol. Each byte must be followed by an acknowledge bit. Data is transferred with the most significant bit (MSB) first (Figure 1.5).

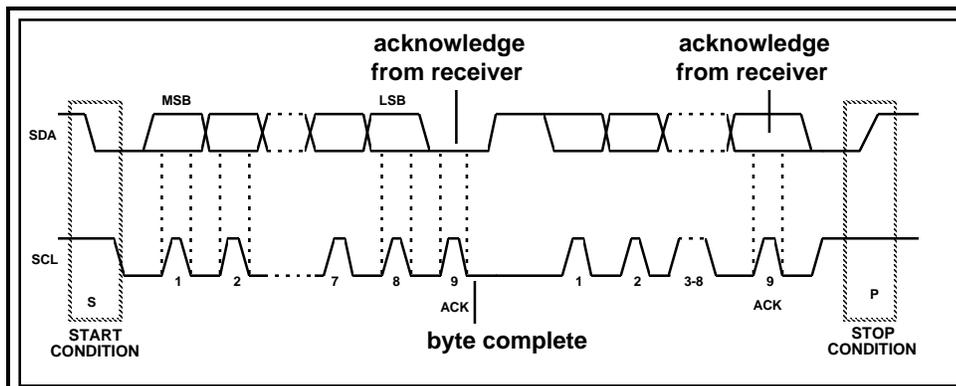


Figure 1.5: data transfer on the ACCESS.bus

If a receiver can't receive another complete byte of data until it has performed some other function, for example servicing an internal interrupt, it can hold the clock line SCL LOW

transfer then continues when the receiver is ready for another byte of data and releases clock line SCL.

1.3.2. Acknowledge

The acknowledge related clock pulse is generated by the master. The master releases the SDA line (HIGH) during the acknowledge clock pulse.

The slave must pull down the SDA line during the acknowledge clock pulse so that it remains stable LOW during the HIGH period of this clock pulse (Figure 1.6) meeting set-up and hold times.

When a slave-receiver doesn't acknowledge the slave address (for example, it is unable to receive because it is performing some real-time function), the data line must be left HIGH by the slave. The master can then generate a STOP condition to abort the transfer. This is called 'negative acknowledge.'

If a slave-receiver does acknowledge the slave address but, some time later in the transfer cannot receive any more data bytes, the master must again abort the transfer. This is indicated by the slave generating the negative acknowledge on the first byte that cannot be received. The slave leaves the data line HIGH and the master generates the STOP condition.

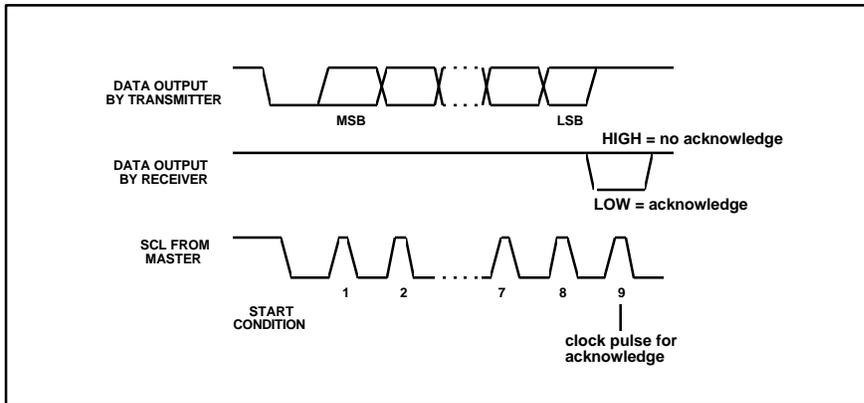


Figure 1.6 Acknowledge on the ACCESS.bus

1.4. Arbitration and Clock Generation

1.4.1. Synchronization

All masters generate their own clock on the SCL line to transfer messages on the ACCESS.bus. Data is only valid during the HIGH period of the clock. A defined clock is therefore needed for the bit-by-bit arbitration procedure to take place.

Clock synchronization is performed using the wired-AND connection of ACCESS.bus interfaces to the SCL line. This means that a HIGH to LOW transfer on the SCL line will cause the devices concerned to start counting off their minimum LOW period and, once a device clock has gone LOW, it will hold the SCL line in that state until the clock HIGH state is reached (Figure 1.7). However, the LOW to HIGH transition of this clock may not change the state of the SCL line if another clock is still within its LOW period. The SCL line will therefore be held LOW by the device with the longest LOW period. Devices with shorter LOW periods enter a HIGH wait-state during this time.

ACCESS.bus defines a minimum actual bus speed for devices, to limit this type of clock stretching.

When all devices concerned have counted off their LOW period, the clock line will be released and go HIGH. There will then be no difference between the device clocks and the state of the SCL line, and all the devices will start counting their minimum HIGH periods. The first device to complete the HIGH period will again pull the SCL line LOW.

In this way, a synchronized SCL clock is generated with its LOW period determined by the device with the longest clock LOW period, and its HIGH period determined by the one with the shortest clock HIGH period.

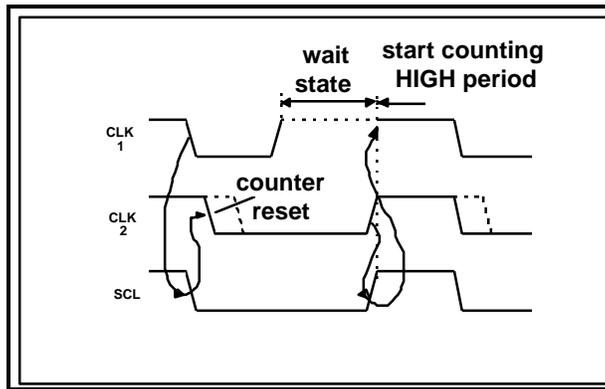


Figure 1.7: Clock synchronization during the arbitration procedure

1.4.2. Arbitration

A master may start a transfer only if the bus is free. Two or more masters may generate a START condition within the minimum hold time ($t_{HD;STA}$) which results in a valid START condition on the bus.

Arbitration takes place on the SDA line, while the SCL line is at the HIGH level, in such a way that the master which transmits a HIGH level, while another master is transmitting a LOW level will switch off its DATA output stage because the level on the bus doesn't correspond to its own level.

Arbitration can continue for many bits. Its first stage is a comparison of the slave address bits. If the masters are each trying to address the same device, arbitration continues with comparison of the sending master address. Arbitration should always be completed during the slave and master address transmission. Because address information on the ACCESS.bus is used for arbitration, no information is lost during this process.

A master which loses the arbitration can generate clock pulses until the end of the byte which it loses the arbitration.

If a master loses arbitration during the addressing stage, it's possible that the winning master is trying to address it. The losing master must therefore switch over immediately to its slave-receiver mode.

Figure 1.8 shows the arbitration procedure for two masters. Of course, more may be involved (depending on how many devices are connected to the bus).

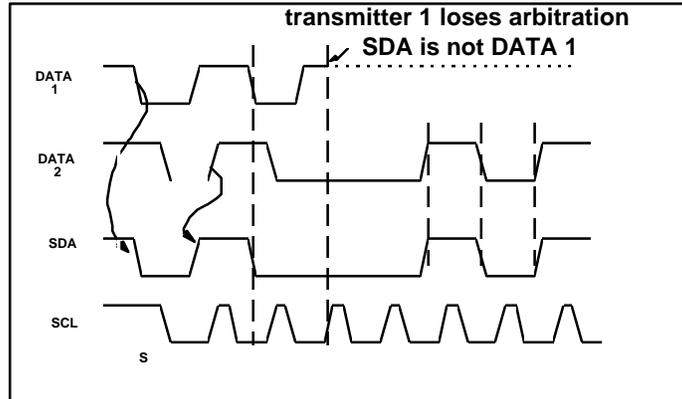


Figure 1.8: Arbitration procedure of two masters

The moment there is a difference between the internal data level of the master generating DATA 1 and the actual level on the SDA line, its data output is switched off, which means that a HIGH output level is then connected to the bus. This will not affect the data transfer initiated by the winning master.

1.4.3. Use of the clock synchronizing mechanism as a handshake

In addition to being used during the arbitration procedure, the clock synchronization mechanism can be used to enable receivers to cope with fast data transfers, on either a byte level or a bit level.

On the byte level, a device may be able to receive bytes of data at a fast rate, but needs more time to store a received byte or prepare another byte to be transmitted. Slaves can then hold the SCL line LOW after reception and acknowledgment of a byte to force the master into a wait state until the slave is ready for the next byte transfer in a type of handshake procedure.

On the bit level, a device such as a microcontroller without, or with only a limited hardware ACCESS.bus interface on-chip can slow down the bus clock by extending each clock LOW period. The speed of any master is thereby adapted to the internal operating rate of this device.

1.5. Format of 7-Bit Addresses

Data transfers follow the format shown in Figure 1.9. After the START condition (S), a slave address is sent. The address is 7 bits long followed by an eighth bit which is normally a zero.

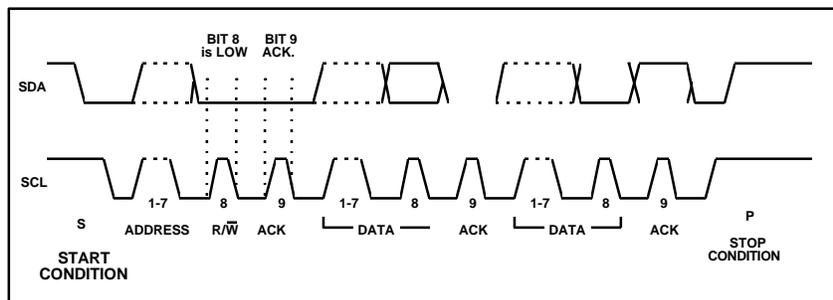


Figure 1.9: A complete data transfer

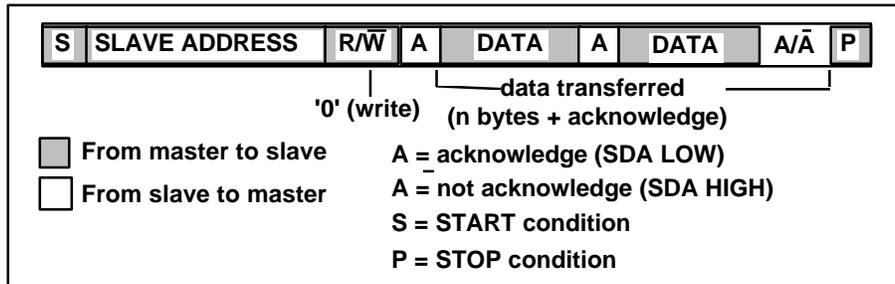


Figure 1.10: A master-transmitter addresses a slave receiver with a 7-bit address.

Notes:

1. Each byte is followed by an acknowledgment bit as indicated by the A or \bar{A} blocks in the sequence.
2. ACCESS.bus compatible devices must reset their bus logic on receipt of a START or repeated START condition such that they all anticipate the sending of a slave address.

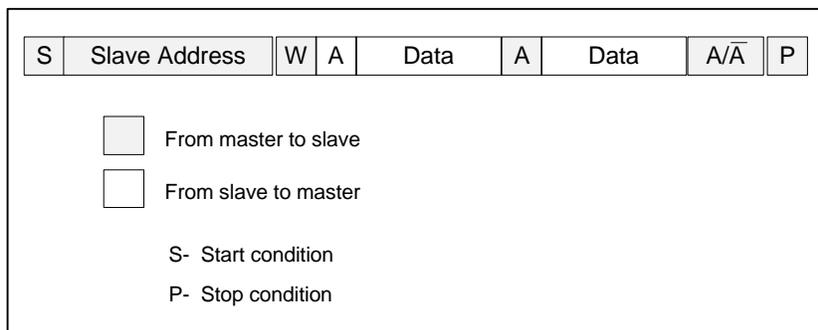


Figure 1.11: A Master reads a Slave immediately after the first byte

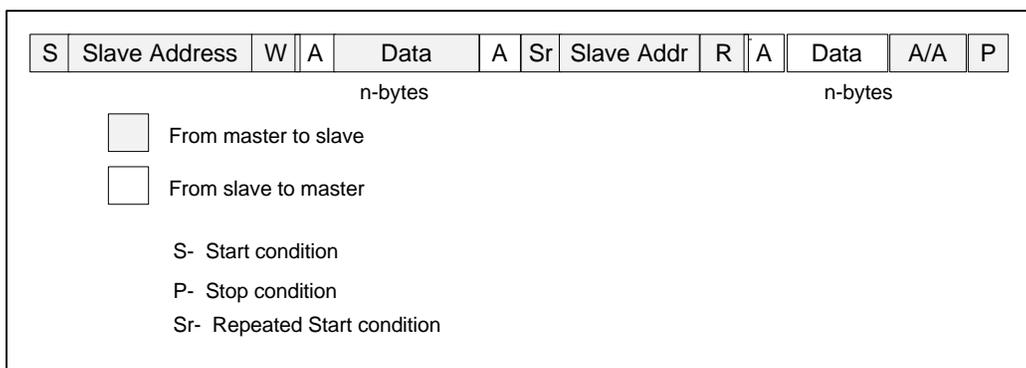


Figure 1.12: “Combined format” with repeated start condition

1.6. 7-Bit Addressing

The addressing procedure for the ACCESS.bus is such that the first byte after the START condition normally determines which slave device will be selected by the master.

1.6.1. Definition of bits in the first byte

The first seven bits of the first byte make up the slave address (Figure 1.11). The LSB (least significant bit) or eighth bit is the read/write bit and is usually zero.

When an address is sent, each device in a system compares the first seven bits after the START condition with its address. If they match, the device considers itself addressed by the master as a slave-receiver.

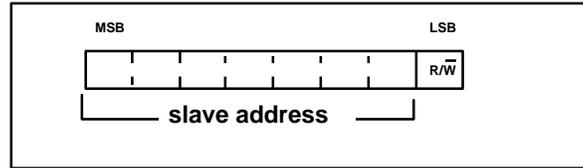


Figure 1.13: The first byte after the START procedure

1.7. Off-board ACCESS.bus

1.7.1. Cabling and Connectors

Off-board ACCESS.bus uses a four-pin, shielded MOLEX SEMCONN or AMP SDL, modular-type connector. The MOLEX version is not keyed, the AMP version has key "D". This "D" key provides compatibility between AMP and MOLEX connectors.

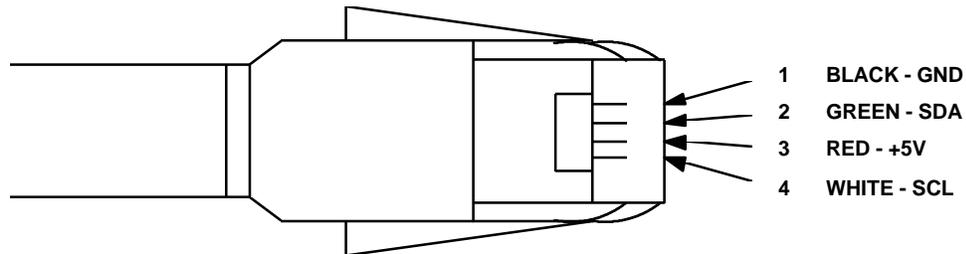


Figure 1.14: Shielded Modular Male Connector - Pins Side (Not to Scale)

The Off-board ACCESS.bus cable is a four conductor, low capacitance shielded cable (refer to Section 7 of this document for dimensioned outline drawings). The four conductors are used for ground - GND, serial data - SDA, plus five volts - +5V, and serial clock - SCL.

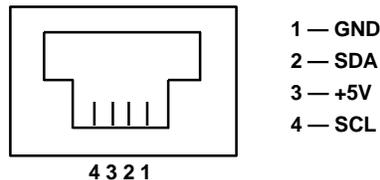


Figure 1.15: Female Connector, Front View (Not to Scale)

The host computer and the devices which do not have built-in captive cables, have one or two female connectors.

Hand-held devices such as mice or bar code readers have one male connector at the end of a captive cable.

Tee connections are allowed to connect multiple devices.

The Off-board ACCESS bus cable has the following wire sizes:

- SDA and SCL wire size AWG #28.
- GND and +5V wire size AWG #26.

The capacitance of the SCL and SDA conductors shall be less than 70 pF per meter between one conductor and other conductors connected to shield.

1.7.2. Power

The Off-board ACCESS.bus host should supply +4.75V to 5.25V. The rise time of the +5V supply should be less than 100 milliseconds to insure power up reset for all the devices connected to the bus.

Each device connected to the bus should have a de-coupling capacitor of 10µF connected to the +5V and GND lines.

Off-Board ACCESS.bus devices may get the +5V from their own power supply and not use the host's +5V supply. The device's external power supply should provide a power up reset when power is applied to the bus by the host. The external +5V power supplies are connected to the Off-board ACCESS.bus by GND pin only, the +5V must be isolated from the Off-board ACCESS.bus +5V signal.

Off-board ACCESS.bus host's power supply or device's power supplies must supply a minimum of 50mA and a maximum of 1A. Current limiting or over-current protection is recommended. The current consumption of each device should be stated in the device documentation.

Each Off-board ACCESS.bus device must have two ratings: maximum current in milliamperes ("I") and maximum capacitive load in pF ("C").

Table 1.1: Typical Ratings of Off-board ACCESS.bus devices

Device	Typical Rating
ACCESS.bus host computer	I200 C100
ACCESS.bus cable, 1 meter	I0 C65
ACCESS.bus keyboard	I110 C20
ACCESS.bus mouse	I30 C80

It is recommended that the ratings will be labeled on the device itself.

1.7.3. Maximum Number of Off-board Devices

The maximum number of Off-board ACCESS.bus devices is limited by three factors:

1. Device address - limited to 125 devices.
2. Power consumption - less than the host's power supply rating.
3. The capacitance on the bus - less than 1000pF.

The Off-board ACCESS.bus does not have any recommended topology or configurations. The only restriction is to satisfy the limits of power consumption from the host's power supply and not exceed the limit of 1000pF on the bus.

The maximum cable length is limited to maximum 10 meters.

For any cable length the bus must conform with the following limits:

1. The total capacitance on the bus should not to exceed 1000pF.
2. The voltage measured on pins +5V and GND of each device on the bus should not drop in any case below 4.5V.
3. Plugging-in a new device to the bus should not drop the supply voltage to the other devices below 4.5V

The cable length may exceed the limit of 10 meters by using an Off-board ACCESS.bus repeater for the SDA and SCL signals.

1.7.4. Cable Shield

The cable shield is connected only to the host computer connector's case. The host's connector case is connected also to the host's GND.

The cable's shield is not used by any device and not connected to any device. The minimum resistance between the cable's shield to any signal on the bus is 100K Ohms, while the cable is connected to all the devices and disconnected from the host.

1.7.5. Pull-ups and Series Resistors

The host provides a pull-up resistor or a 6mA current source for both the SDA and the SCL open drain signals.

The pull-up resistors or the current sources provide 6mA per line to pull the line to HIGH logic level. The minimum pull-up resistor is 820 Ohms.

A 51 Ohm maximum series resistor is connected between the SDA and SCL pins on each device and the corresponding signals on the Off-board ACCESS bus. This resistor smoothes the bus signals and offers additional ESD (electrostatic discharge) protection to the device. Two clamping diodes to GND and +5V offer additional ESD protection. The diodes are needed only if they do not exist in the devices controller.

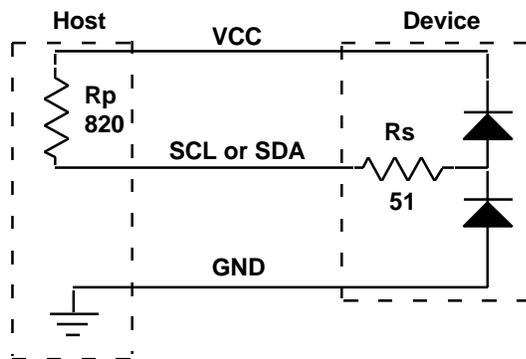


Figure 1.16: Pull-up and serial resistors for the SDA and SCL lines

1.7.6. Main Differences Between the I²C and Off-board ACCESS.bus

1. The Off-board ACCESS.bus specifies a connector and a cable. I²C-bus does not.
2. The V_{CC} and GND are supplied by the host in addition to the SDA and SCL. The I²C-bus has only SDA and SCL lines.
3. The master device always transmits data to a slave. In I²C-bus protocol the master can also read from the slave.
4. Every device connected to the Off-board ACCESS.bus must be capable of being a bus master and a bus slave.
5. The fast mode of the I²C-bus was omitted from this version of the Off-board ACCESS.bus specification. The Off-board ACCESS.bus currently works only at 100Kbit/sec.
6. IOL = 6mA for the Off-board ACCESS.bus, vs. IOL = 3mA for the I²C-bus. The pull-up resistors and the serial resistors for Off-board ACCESS.bus operation were decreased to allow IOL = 6mA.
7. The maximum capacitance per line was increased from 400pF for the I²C-bus to 1000pF on the Off-board ACCESS.bus.
8. The Off-board ACCESS.bus maximum cable length without a repeater is 10 meters. The I²C-bus does not define a maximum cable length.

1.8. On-board ACCESS.bus

1.8.1. Current Sources, Pull-ups and Series Resistors

The host provides a 350 μ A current source (recommended) or pull-up resistor for the SDA and SCL open drain signals. An SM device, when asserting either the SCL or SDA lines exhibits a total series resistance of less than 1100 ohms. An optional 700 ohm maximum series resistor may be connected between the SDA and SCL pins on each device and the corresponding signals on the On-board ACCESS bus. This resistor provides ESD (electrostatic discharge) protection to the device. Two optional clamping diodes to GND and the device's V_{dd} offer additional ESD protection.

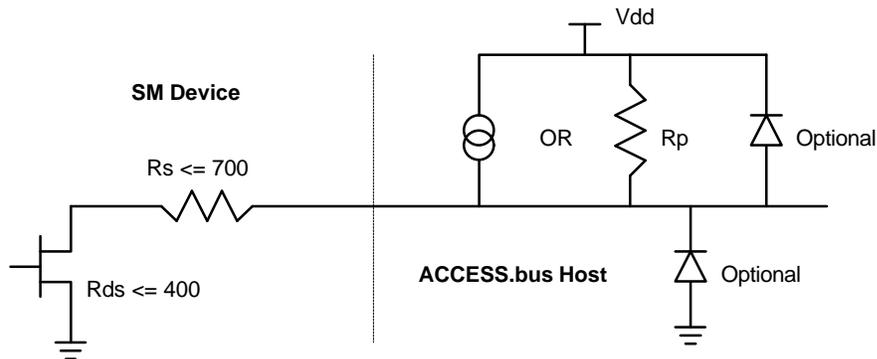


Figure 1.17 Current Sources and resistors for On-board ACCESS.bus

1.8.2. Main Differences Between the I²C and On-board ACCESS.bus

1. The fast mode of the I²C-bus was omitted from this version of the On-Board ACCESS.bus specification. The On-Board ACCESS.bus currently works only at 100Kbit/sec.
2. IOL = 350 μ A for the On-board ACCESS.bus, vs. IOL = 3mA for the I²C-bus. It is recommended that the pull-up resistors be replaced by current sources.
3. The maximum capacitance per line of 400pF for the I²C-bus was replaced with required rise and fall times for On-board ACCESS.bus devices.
4. Logic levels “0” and “1” are fixed at 0.6V and 1.4V respectively.

1.9. Electrical Specifications and Timing For I/O Stages and Bus Lines

The I/O levels, and I/O current for ACCESS.bus devices are given in Table 1.2.a and 1.2.b. The ACCESS.bus timing is given in Table 1.3. Figure 1.17 shows the timing definitions for the ACCESS.bus.

Table 1.2.a Characteristics of SDA and SCL I/O stages for Off-board ACCESS.bus devices

Parameter	Symbol	Off-board devices		Unit
		Min.	Max.	
Supply voltage measured at the host	V _{DD}	4.75	5.25	V
Supply voltage measured at the device	V _{DD}	4.5	-	V
LOW level input voltage: fixed input levels V _{DD} -related input levels	V _{IL}	-0.5	0.3V _{DD}	V
HIGH level input voltage: fixed input levels V _{DD} -related input levels	V _{IH}	0.7V _{DD}	*1)	V
LOW level output voltage (open drain or open collector: at 6 mA sink current	V _{OL}	0	0.6	V
Output fall time from V _{IH} min. to V _{IL} max. with a bus capacitance from 10 pF to 1000 pF: with up to 6 mA sink current at V _{OL}	t _{OF}	-	250 ²⁾	ns
Input current each I/O pin with an input voltage between 0.6 V and 0.9V _{DD max.}	I _i	-10	10	uA

1. maximum V_{IH} = V_{DD max.} +0.5V
2. c_b = capacitance of one bus line in pF. Note that the maximum t_F for the SDA and SCL bus lines quoted in Table 1.3 (300 ns) is longer than the specified maximum t_{OF} for the output stages (250 ns). This allows series protection resistors (R_S) to be connected between the SDA/SCL pins and the SDA/SCL bus lines.

Table 1.2.b Characteristics of SDA and SCL I/O stages for On-board ACCESS.bus devices

Parameter	Symbol	On-board devices		Unit
		Min.	Max.	
Range of Operating Voltages	V _{DD}	2.0 ¹⁾	5.0 ¹⁾	V
LOW level input voltage: fixed input levels V _{DD} -related input levels	V _{IL}	-0.5 -0.5	0.6 0.3V _{DD}	V
HIGH level input voltage: fixed input levels V _{DD} -related input levels	V _{IH}	1.4 0.7V _{DD}	5.5 V _{DD} +0.5	V
LOW level output voltage (open drain or open collector: at 350 uA sink current	V _{OL}	0	0.4	V
Output fall time from V _{IH} min. to V _{IL} max. with a bus capacitance from 10 pF to 1000 pF: with up to 350 uA sink current at V _{OL}	t _{OF}	-	250	ns
Maximum leakage current	I _{LEAK}		10 ²⁾	uA
Maximum current through On-board pull-up resistor or current source	I _{PULLUP}	100	350 ²⁾	uA

1. On-board ACCESS.bus operating voltages are defined at V_{DD} +/- 10%
2. Because of the low pullup current, devices connected to On-board ACCESS.bus should maintain low leakage currents in order to prevent unnecessary bus loading. Devices connected to On-board ACCESS.bus MUST maintain the maximum leakage current specification even while unpowered.

Table 1.3: Characteristics of SDA and SCL bus lines for ACCESS.bus devices

Parameter	Symbol	Access.bus		Unit
		Min.	Max.	
SCL clock frequency	f_{SCL}	0 ¹ 10	100	kHz
Bus free time between a STOP and START condition	t_{BUF}	4.7	-	us
Hold time (repeated) START condition. After this period, the first clock pulse is generated	$t_{HD;STA}$	4.0	-	us
LOW period of the SCL clock	t_{LOW}	4.7	-	us
HIGH period of the SCL clock	t_{HIGH}	4.0	- 50 ²	us
Set-up time for a repeated START condition	$t_{SU;STA}$	4.7	-	us
Data hold time: for Access.bus devices	$t_{HD;DAT}$	0 ³ 300	-	ns
Data set-up time	$t_{SU;DAT}$	250	-	ns
Rise time of both SDA and SCL signals ⁴	t_R	-	1000	ns
Fall time of both SDA and SCL signals	t_F	-	300	ns
Set-up time for STOP condition	$t_{SU;STO}$	4.0	-	us
Off-board ACCESS.bus				
Capacitive load for each bus line with pull up	C_b	-	1000	pF
Capacitive load for each bus line with current source	-	-	1500	pF
Cable length	-	-	10	meter
Pull-up resistor	R_p	820	-	Ohm
Serial resistor	R_s	-	51	Ohm
Cable Capacitance	C	-	70	pF/m
On-board ACCESS.bus				
SM device timeout	$t_{TIMEOUT}$	25	35	ms
Cumulative clock low extend time SM slave device ⁵	$t_{LOW;SEXT}$	-	25	ms
Cumulative clock low extend time SM master device ⁶	$t_{LOW;MEXT}$	-	10	ms

Note: When two values appear for one parameter, the unshaded portion is for Off-board devices and the shaded portion for On-board devices.

1. See Section 2.8.3 for Off-board minimum data rate definition.
2. The maximum t_{HIGH} value provides On-board devices a guaranteed method to detect an idle bus.
3. An Off-board device must internally provide a hold time of at least 300 ns for the SDA signal (referred to the $V_{IH\ min}$ of the SCL signal) in order to bridge the undefined region of the falling edge of SCL.
4. Rise time is measured from V_{SS} to $0.7 V_{DD}$. For On-board devices, V_{DD} is assumed to be 2 volts.
5. $t_{LOW;SEXT}$ is the cumulative time an SM slave device is allowed to extend the clock cycles in one message from the initial start to the stop. If an SM slave device exceeds this time, it is expected to release both its clock and data lines and reset itself.
6. $t_{LOW;MEXT}$ is the cumulative time an SM master device is allowed to extend its clock cycles within each byte of a message as defined from start-to-ack, ack-to-ack, or ack-to-stop.

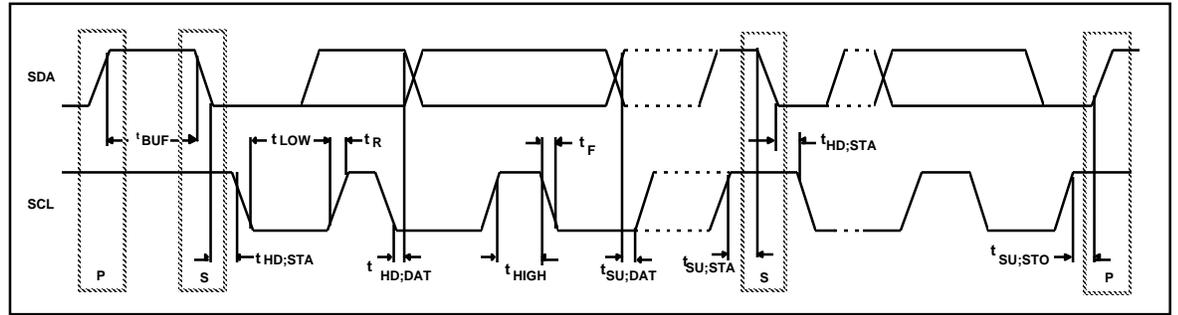


Figure 1.18: Definition of timing on the ACCESS.bus

SECTION 2

ACCESS.bus

Base Protocol Specification

September 1995

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2. ACCESS.bus Base Protocol

The ACCESS.bus 3.0 base protocol consists of two subsets called Programmable Address (PA) protocol and Fixed Address (FA) protocol respectively. An ACCESS.bus device may implement either PA or FA protocol subset, or the complete base protocol. The same protocols apply to either On-board or Off-board devices. Off-board devices implementing the PA protocol subset are identical to those defined in previous versions of the ACCESS.bus specification. On-board devices implementing the FA protocol subset are called System Management (SM) devices .

At the system level, ACCESS.bus includes several software layers. Those include the base protocol, the device driver interface, and several specific device protocols (keyboard, locator, text, battery system etc.). Other chapters of this specification define the interfaces above the base protocol layer. These interfaces are the same regardless of which subset of the base protocol is supported at the device level.

2.1. Programmable Address (PA) Base Protocol Subset

NOTE: IN SECTION 2.1 , “ACCESS.bus” REFERS TO THE PA SUBSET OF THE ACCESS.bus BASE PROTOCOL

2.1.1. General Description

Every device on the bus must support either the On-board or Off-board ACCESS.bus physical layer interface.

A message transmits information between a device and the computer or between the computer and one or more devices. There is one exception: a device may attempt to reset other devices assigned to the same address by sending a Reset message to itself.

Initially, all devices respond to a default power up address. During the configuration process the computer assigns a unique address to every device on the bus. ACCESS.bus supports multiple devices of the same type, or different types without switches or jumpers.

The bus supports dynamic reconfiguration while the system is operating. Connecting new devices shall not require powering down or rebooting the system before the new devices can be used ("hot plugging" is permitted).

2.1.2. Message Format

ACCESS.bus messages have the following format:

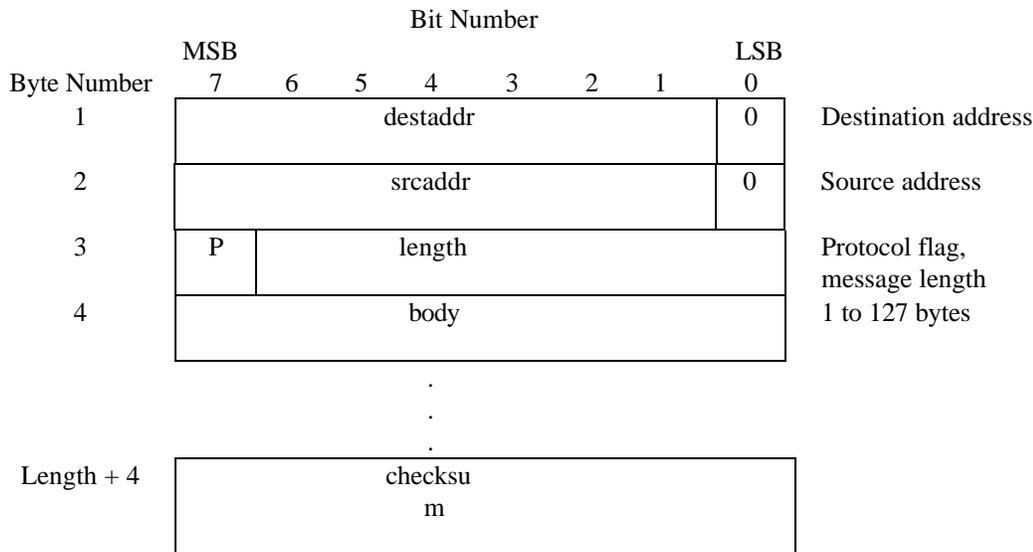


Figure 2.1: ACCESS.bus Message Format

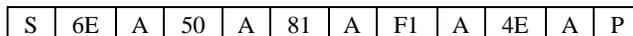
Messages are either Device Data Stream (P=0) or control/status (P=1), as indicated by the protocol (P) flag. The minimum length of a message shall be four bytes. The maximum theoretical length of a message is 131 bytes (127 data bytes and four bytes for overhead); the maximum practical length is constrained by the transmission speed and the maximum time a device may hold the bus as master (see Timing Rules).

The message checksum shall be computed as the logical XOR of all previous bytes, including the message address. The checksum shall be computed such that the logical XOR of all previous bytes plus the ECC is equal to zero (0). A device or the computer shall only execute commands with a valid checksum.

ACCESS.bus data follows Big Endian bit order (see section 1). The most significant bits are always sent first.

The standard byte order for multibyte integers is Big Endian.

Example:



Where:

- S START Signal
- 6E destination address (device default)
- A Acknowledge pulse from receiver
- 50 source address (computer)
- 81 Control/Status length 1
- F1 Identification Request
- 4E Checksum
- P STOP Signal

Figure 2.2: ACCESS.bus Message Example

2.1.3. ACCESS.bus Protocol Messages

The ACCESS.bus protocol defines nine required interface messages that are summarized below. Parameters defined within the body of the message are listed in parenthesis.

Table 2.1: Protocol Messages

Computer-to-device Messages	Purpose
Reset()	Force device to power-up state and default ACCESS.bus address.
Identification Request()	Ask device for its "identification string."
Assign Address(ID strng, new addr)	Tell device with matching "identification string" to change its address to "new address."
Capabilities Request(offset)	Ask device to send the fragment of its capabilities information that starts at "offset."
Enable Application Report	Enable or disable a device to send application reports to the host computer
Presence Check	Check if the device is present on the bus at the specific address.
Device-to-computer Messages	Purpose
Attention	Inform computer that a device has finished its power-up/reset test and needs to be configured.
Identification Reply(ID string)	Reply to Identification Request with device's unique "identification string."
Capabilities Reply(offset, data frag)	Reply to Capabilities Request with "data fragment," a fragment of the device's capabilities string; the computer uses "offset" to reassemble fragments.

2.1.4. Addressing

ACCESS.bus addresses follow the address format defined below. The LSB shall be zero (0) to indicate a master transmitter or write operation. The LSB shall be one (1) to indicate a master read operation.

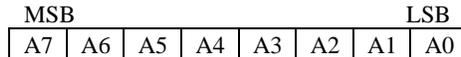


Figure 2.3: ACCESS.bus Address Format

The following ACCESS.bus addresses are pre-assigned (even numbers only):

50h	host computer address
10h	SM device host address
6Eh	power up default address for all devices
02-4Eh; 52-6Ch; 70-FEh	125 assignable ACCESS.bus device addresses (with certain specific exceptions for monitor and System Management devices)

An Off-board ACCESS.bus computer implementation must support the 125 assignable device addresses noted above. An On-board ACCESS.bus implementation may support the 125 assignable device address as noted as well as provide support for its particular collection of System Management devices.

The computer addresses shall never be changed unless the computer wants to simulate a device. This feature may be useful for debugging.

At power up or after a reset command, devices will respond to the default address (6Eh) except for FA- ACCESS.bus devices which may have pre-assigned addresses.

The least significant bit of the source address field which is not used for addressing (indicates R/W in destination address) is reserved for future protocol extension. Conforming devices shall transmit this bit as zero and ignore received messages in which this bit is one until such extensions, if any, are defined.

2.1.5. Identification

ACCESS.bus is a bus-topology network that uses unique identification strings to distinguish devices. These strings are structured as follows:

protocol revision:	1 byte ("B")
module revision:	7 bytes (e.g., "V1.0 ")
vendor name:	8 bytes (e.g., "DEC ")
module name:	8 bytes (e.g., "LK501 ")
device number:	32-bit signed integer

The protocol revision shall be a single byte used to identify the protocol implementation to the computer. This specification defines protocol revision "B" (42h). Any new protocol revisions shall be approved by the ACCESS.bus Industry Group.

The module revision, vendor name, and module name strings are left justified ASCII character strings padded with spaces. The content of these fields shall be determined by the device vendor.

The device number string shall be a 32-bit two's complement signed integer and may be either a random number (if negative) or a unique serial number (if positive).

It is important to note that the host software should never attempt to recognize a device based on the hardware ID string. Host software should always rely on the capabilities string fields for device identification.

2.1.5.1. Random versus Serial Device Numbers

Identification Reply messages. Unique serial numbers are more expensive to implement, but allow device identification and usage to be remembered between sessions when the system has been turned off or device hot plugged.

When devices of the same type have to be physically identified, a fixed serial number may be used. Example:

Three identical ACCESS.bus laser printers are located in three different offices. Each printer reports a fixed serial number that is interpreted by the user 's software as the physical location of the printer.

The purpose of the 32-bit device number is to distinguish otherwise like devices with the same firmware. To aide ACCESS.bus management software,

serial numbers are reported as positive (2's complement integers), while random numbers are always reported as negative.

If a pseudo random number is used in the Identification Reply message, it must be produced in a way that will help distinguish like devices.

Guideline: The number of clock cycles since power on at the time a command is received may be used as a pseudo random number. The natural dispersion of resonator frequencies is usually sufficient to separate otherwise identical devices.

A new pseudo random number must be generated if a reset command is received. The pseudo random number shall not change between identify reports unless an intervening power-up or reset command occurs.

2.1.6. Capabilities Information

Device capabilities is the set of information that describes the functional characteristics of an ACCESS.bus peripheral. The purpose of capabilities information is to allow software to recognize and use the features of bus devices without prior knowledge of their particular implementation. By having locator devices report their resolution, for example, generic software can be written to support a range of device resolutions. Capabilities information provides a level of device independence and modularity.

The structure of capabilities information is designed to be simple and compact for efficiency, but also extensible to support new devices without requiring changes to existing software or peripherals. These objectives are supported by making the structure hierarchical and representing capabilities information in a form that applications (and humans) can use directly. The capabilities information shall be an ASCII string constructed from a simple, readable grammar. The capabilities string for a locator might read as follows:

```
(  
  prot(locator)  
  type(mouse)  
  model(VSXXX-AA)  
  buttons(1(L)2(R)3(M))  
  dim(2) rel res(200 inch) range(-127 127)  
  d0(dname(X))  
  d1(dname(Y))  
)
```

Capabilities information is normally constant for a device. However, the capabilities of some devices may change over time. Devices whose capabilities change will notify the host with an application Status Message when their capabilities have changed. The information shall describe the potential operating modes and characteristics of a device. From the point of view of an ACCESS.bus peripheral, capabilities information can simply be a string of bytes which is transferred to the computer via the Capabilities Request and Capabilities Reply commands.

Capabilities information must be placed in the capabilities string in the following order:

```
prot()
type()
model()
pwr()
bwm()
protocol specific portions of the Capabilities string
device specific portions of the Capabilities string
```

prot, type, and model must always be the first three items in the capabilities string and they must occur within the first sixty-four (64) characters. These three properties are used by the host software to identify the appropriate device driver for the particular device.

2.1.6.1. Capabilities String Syntax and Semantics

Capabilities information shall be an ASCII string constructed from the simple grammar as follows.

1. The terminal symbols of the grammar are STRING, TAG, WS, `(`, and `)`.
2. WS is a sequence of one or more white space characters: SPACE, TAB, RETURN or LF.
3. A STRING is a sequence of one or more non-white space characters. All Capabilities data shall be represented as STRING: integers (123), floats (+3.0e8), strings (keyboard). Special characters may be included in STRINGs by escaping them as `\xHH` where HH represents two hexadecimal digits. SPACE, TAB, RETURN, LF, `(`, `)`, and ``\`` are special characters and must be escaped as `\xHH` to include them in STRINGs.
4. A TAG is a STRING which is immediately followed by a `(`.
5. `(` and `)` are open and close parenthesis used for grouping.
6. The grammar allows STRINGs to be formed into lists separated by white space, lists with tagged elements, and nested lists according to the following rules (BNF).

```
Capabilities ::= ( cap string )
cap string ::= STRING
cap string ::= cap string WS cap string
cap string ::= TAG cap string )
cap string ::= TAG cap string ) cap string
```

Notes:

1. All 8-bits of characters are significant. This is to allow 8-bit multinational character sets such as ISO Latin-1 to be used.
2. Keyword comparisons are not case sensitive.
3. Capabilities are hierarchical. The meaning of a keyword within a tagged list depends on the tagged list in which it appears.

2.1.6.2. Standard Capabilities and Conventions

Certain keywords appearing at the top level of a capabilities string are defined to have standard meanings within the ACCESS.bus protocol as follows:

<u>Keyword</u>	<u>Meaning</u>
prot()	The "prot()" entry identifies the generic protocol or device type to system software. prot() is the device driver's view of a device. prot() defines the behavior of a device in terms of commands and responses in addition to those defined in the Base Protocol.
prot(keyb)	generic keyboard
prot(locator)	generic locator
prot(text)	generic text
type()	The "type()" entry is intended to identify the device type to the user in a recognizable form. type() is a user's view of a device. That is, a joystick, mouse, or whatever. It is also a second level identifier of the device used by the system software.
type(keyboard)	Keyboard
type(mouse)	Mouse
type(digitizer)	Digitizing tablet
type(tball)	Trackball
type(ptrstick)	Force activated joystick (typically embedded in keyboards)
type(touchscn)	Touchscreen
type(dial)	Dials, arrays of dials, and other single axis valuator
type(swpad)	Switch pads, such as those used for game control, where a set of switches are used to control position and functions. (as opposed to keyboard)
model()	The "model()" entry is provided to present the full model name to the user if different from the module name. The "model()" entry is optional. It is also a third level identifier of the device used by the system software.
pwr()	Power management capability string, see Section 2.11.3
bwm()	Bandwidth management capability string, see Section 2.12.1

The following capability usage convention is recommended to maximize compatibility between hardware and software from different vendors.

1. Tags used as keywords to identify device features should be no more than eight characters in length (only the first eight characters are significant). Characters A-Z, a-z, and 0-9 are assumed to be handled transparently on all systems.

Device features or events that are represented by bit positions should be numbered sequentially starting with "1" for the least significant bit (bit 0). For example, locator buttons within a 16 bit keyswitch word might be identified as "buttons(1(L)2(R)3(M))". 1 is related to bit 0, 2 is related to bit 1, and 3 is related to bit 2.

Example: The Keyswitch word represents the possible 16 functional buttons of a locator.

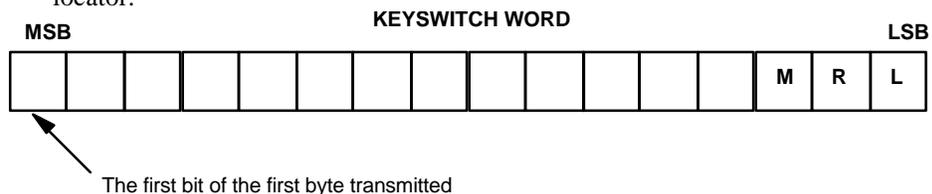


Figure 2.4: Keyswitch Word

3. Features controlled by a numeric value parameter can be described by the feature name as a tag followed by the parameter range. If the range is from zero to maximum, the zero minimum value can be omitted. Keyclick volume ranging from 0 (off) to 7 (maximum) can be described as "click(7)" for example. It is suggested that these values not be normalized. By not normalizing it is possible to preserve the full resolution of the device, thus allowing the computer to determine the smallest meaningful volume increment.

Specific additional capabilities are defined in generic device protocol specifications. Generic specifications for keyboards, locators, and text devices have been developed to date.

2.1.6.3. Binary Data in Capabilities Strings

To include binary information in the Capabilities string a new keyword bin is defined. The binary data within the Capabilities string has the following format:

```
bin(count(binary data bytes))
```

where count is an integer count of the number of binary data bytes.

2.1.7. Configuration Process

The configuration process shall be used to detect the devices that are present on the bus, assign each device a unique address, and connect devices to the appropriate software driver. Configuration shall occur at system start-up, or at any time when the computer detects the addition or removal of a device.

2.1.7.1. Power-up/Reset Phase

When reset or powered-up, a device shall always revert to the default address and send an Attention message to alert the computer to its presence. At system start-up or reinitialization, the computer shall send a Reset message to all ACCESS.bus addresses in the ACCESS.bus device address range to insure that all devices on the bus respond at the power up default address.

2.1.7.2. Identification Phase

To begin address assignment, the computer sends an Identification Request message at the device default address. Every device at this address must then respond with an Identification Reply message. As each device sends its message, the ACCESS.bus physical layer arbitration mechanism automatically separates the messages based on the identification strings. The computer can then assign an address to each device by including the matching identification string in the Assign Address message. A device that receives this message and finds a complete match with the identification string moves its device address to the new assigned value. As soon as a device has a unique address, it shall change to 'on line state' in a 'disable mode'. In this state the device is waiting to receive an "Enable Application Report" control message from the host to start sending its application reports.

The ACCESS.bus physical layer bus protocol allows multiple devices on the bus at the same time, if those devices are transmitting exactly the same message. In the rare event that two like devices report the same random number or are mistakenly assigned to the same address, each interactive device

transmits a Reset message to its assigned address immediately prior to sending its first data message after being assigned a new address. The self-addressed Reset message forces other devices at the same address back to the power-up default address, as if they had just been hot-plugged. The message guarantees that each device has a unique address, but not until the device is actually used. The pseudo random number (or serial number, if available) distinguishes devices at identification time before they are used, allowing the computer to inventory which devices are present.

2.1.7.3. Capabilities Phase

After assigning a unique address to a device, the computer retrieves the device's capabilities string as a series of fragments using the Capabilities Request and Capabilities Reply messages. The computer then parses the capabilities string to choose the appropriate application driver for the device. The parsed string shall also be made available to application programs using the device.

2.1.7.4. Normal Operation

During normal operation, the ACCESS.bus manager periodically checks the presence of all devices on the bus. If a device is found to be missing, the bus manager will notify the device driver with a Device Disconnected message and will update the device table.

2.1.8. Timing Rules

2.1.8.1. Bus Timing

Since the ACCESS.bus may be shared by multiple peripheral devices, it is important to assign the bus bandwidth in such a way that every device will be able to send (or receive) its messages on time. Assuming that the bus bandwidth is sufficient to serve all the devices, we need a mechanism that will control the time duration and the rate that each device occupies the bus. This mechanism is the Bandwidth Management that is described later in this section. Since the Bandwidth Management is optional it is important that each device will obey the following timing rules:

1. A device must allow at least fifty microseconds (50 microseconds) between releasing bus mastership at the end of a message and requesting to become bus master again. This is to give other devices a chance to access the bus without arbitration.
2. ACCESS.bus interfaces shall not hold SCL low for more than two milliseconds (2ms). A watchdog timer or other provision shall be implemented by each device to assure it releases SCL before the two millisecond (2ms) limit is reached.

2.1.8.2. Response Timing

Time limits for certain commands to execute are specified so that the computer can determine when all the devices present have had sufficient time to respond (time out). The following limits apply:

1. Devices shall complete the Reset command or the power on reset within 250ms. This is believed to be long enough for basic power up self test (from stable power) without causing excessive delays. All devices should attempt to minimize this time.

2. Devices shall respond to all other commands that require a response within forty milliseconds (40ms).
3. If a command can be responded to by more than one device, the time limit shall be extended to forty milliseconds (40ms) since the last device that responded.

2.1.8.3. Minimum Device Performance

Each device connected to the ACCESS.bus, including the host, can affect the overall bus performance. When a device is transmitting as a bus master if the device is too slow it occupies the bus for a longer time than is necessary and reduces the overall bus performance. Second, as a listener, if a device is too slow, it slows the transmitting speed of the master device which also results in lower bus performance.

To guarantee good ACCESS.bus performance all ACCESS.bus devices should comply with the following requirements.

1. The host interface acting as master transmitter shall transmit at a minimum data rate of 8 Kbyte/sec (assuming that the receiver does not stretch the clock during the message).
2. The host interface acting as a slave receiver shall not slow down the data rate to less than 8 Kbyte/sec (assuming that the transmitter is faster than 8 Kbyte/sec).
3. Devices that in nominal bandwidth mode require 50% to 100% of the bus time shall transmit at a minimum rate of 8 Kbyte/sec (assuming that the receiver does not stretch the clock during the message) and as a receiver shall not slow down the data rate to less than 8 Kbyte/sec (assuming that the transmitter is faster than 8 Kbyte/sec).
4. Devices that in nominal bandwidth mode require 25% to 50% of the bus time shall transmit at a minimum rate of 7.5 Kbyte/sec (assuming that the receiver does not stretch the clock during the message) and as a receiver shall not slow down the data rate to less than 7.5 Kbyte/sec (assuming that the transmitter is faster than 7.5 Kbyte/sec).
5. Devices that in nominal bandwidth mode require 10% to 25% of the bus time shall transmit at a minimum rate of 7 Kbyte/sec (assuming that the receiver does not stretch the clock during the message) and as a receiver shall not slow down the data rate to less than 7 Kbyte/sec (assuming that the transmitter is faster than 7 Kbyte/sec).
6. Devices that in nominal bandwidth mode require 0% to 10% of the bus time shall transmit at a minimum rate of 6 Kbyte/sec (assuming that the receiver does not stretch the clock during the message) and as a receiver shall not slow down the data rate to less than 6 Kbyte/sec (assuming that the transmitter is faster than 6 Kbyte/sec).
7. A peripheral device or host interface acting as slave receiver shall ignore any data on the bus, therefore not affect the transmission data rate, if the destination address of the message does not match the device's address. The peripheral device or host interface shall start listening to the bus again after they have detected the previous message Stop condition.

2.1.9. Exception Handling

The following general requirements and recommendations are defined for handling ACCESS.bus exception conditions. Additional requirements may be defined by the individual device protocol specifications.

1. Arbitration Loss - If a device detects that it has lost arbitration, the device shall cease transmitting and then try again to become bus master to resend the message. If the device was trying to send an Attention, Identification Reply or Capabilities Reply message then the device should get bus ownership as soon as possible, and try to send the message again. The device should try as many times as necessary until the message is received by the host.
2. If the message is an application report, it is the device's decision whether to discard the message, or to re-send the message. In general, devices should retry as many times as necessary to win arbitration and send their message.
3. Negative Acknowledge - If a device transmits a byte which is negatively acknowledged (no receiver, or rejected for some reason), or if the bus times out, the device shall abort the transfer immediately by generating a Stop condition. If the device was trying to send an Attention, Identification Reply or Capabilities Reply message then the device should get bus ownership as soon as possible, and try to send the message again. The device should try as many times as necessary until the message is received by the host.
4. If the message is an application report, it is the device's decision whether to discard the message, or to re-send the message.
5. Checksum Error - If a device detects a checksum error in a received message, the message data shall be ignored.
6. Premature STOP - If a device detects a premature STOP signal before the end of a message is reached, the message data shall be ignored.
7. If the computer detects a checksum error or premature STOP condition, it is suggested the computer log the error and re-issue its most recent request to that device. A large number of interface errors may indicate a software error or faulty hardware configuration. In this case, it is suggested the computer notify the user and attempt to restart the configuration process.
8. Repeated STOP - A device should not respond to any event of a repeated STOP signal.
9. Unrecognized Commands and Parameters - If a device receives a command with valid checksum but does not recognize the command op-code, the entire command shall be ignored. If a device receives a command with valid checksum but does not recognize the value of a required parameter, the entire command shall be ignored. If a device receives a command with valid checksum that includes additional data beyond that expected, it is recommended the additional data be ignored, however, the device may execute the command.
10. A device will never hang up the bus by pulling the SCL or the SDA lines to low level for more than 2msec. Every device has to have a watchdog mechanism to release the bus after the 2 msec period.
11. A device must respond to the default address (6EH) before it is assigned an address by the host, and to its assigned address afterwards. As an exception, a device can negatively

acknowledge the message when the device is busy with internal data processing. A well behaved device should minimize the number of these situations.

2.1.10. Detailed Command/Message Descriptions

2.1.10.1. Command Coding

For the purpose of illustrating message encoding, the following notation is used:

PLLLLLLL	'P' is a 1-bit protocol flag: P=0 denotes a data stream; P=1 denotes a control/status message
LLLLLLL	LLLLLLL is a 7-bit length field that encodes values 0-127
ddddddd0 =	7-bit destination ACCESS.bus address plus 0 as the LSB
sssssss0 =	7-bit source ACCESS.bus address plus 0 as the LSB
xxxxxxx =	8-bit message op-code
ccccccc =	8-bit checksum

Numeric values are always transmitted MSB first.

ACCESS.bus messages are either Device Data Stream (P=0), or Control /Status (P=1). Data Stream messages always refer to the application part of a device, as opposed to the interface part. The coding of Data Stream messages is dependent on the device. They are not pre-defined or restricted by the ACCESS.bus protocol.

<u>Data Stream Msg</u>	<u>Control/Status Msg</u>
ddddddd0	ddddddd0
sssssss0	sssssss0
0LLLLLLL	1LLLLLLL
	xxxxxxx op code
body[0-127]	
	body[0-126]
ccccccc	
	ccccccc

The first data byte of Control/Status messages (P=1) shall always be an op-code. Control/Status messages may refer to either the application part or the interface part of a device. Pre-defined Control/Status op-codes (messages) are used to initialize and configure ACCESS.bus devices. A range of Control/Status op-codes are reserved for private use by devices and will not be pre-defined as part of the ACCESS.bus protocol.

The breakdown of ACCESS.bus message types is shown in the following diagram:

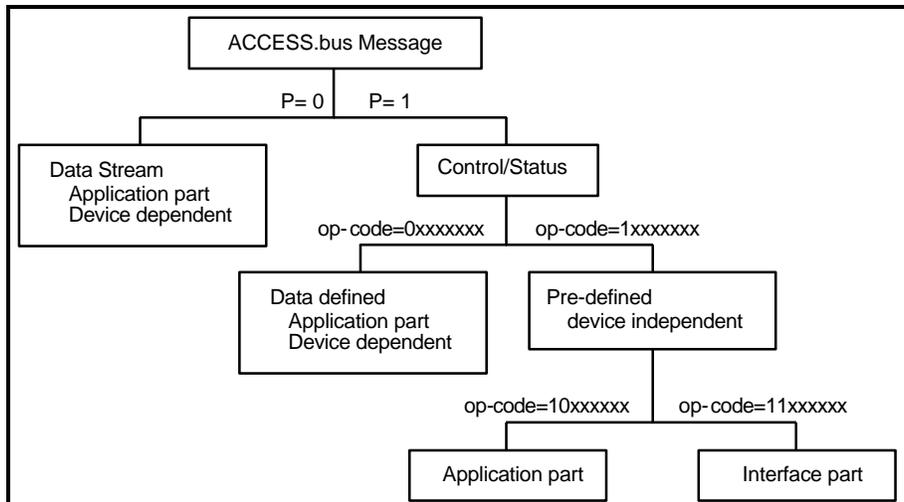


Figure 2.5: ACCESS.bus Message Types Breakdown

2.1.10.2. Device Data Stream Message

These messages are usually used for the bulk of the device's data. The intent is that the most common messages (keypress reports, locator movements, etc.) should be easiest to send and have the lowest overhead. Device Data Stream messages are distinguished by the Protocol flag bit being zero. The body of these messages are defined by the individual device protocol specifications.

Devices are not permitted to send device data stream messages at the power on Default Address. After a successful Assign Address command, devices shall change into an on line state in a disabled mode. After receiving an Enable Application Report command the device should send a self addressed reset message immediately prior to transmission of its first application report.

2.1.10.3. Device Defined Control/Status (C/S) Messages

Device control or status information shall be sent with the protocol flag set to one (P=1). Op-codes in the range 00h to 7Fh are reserved for device defined peripheral messages (application part). Refer to the individual device protocol specifications for details.

2.1.10.4. Pre-defined C/S Messages, Interface Part

Interface Part Control/Status messages are used to control the ACCESS.bus itself.

2.1.10.4.1. Reset

A Reset message shall be used to instruct the addressed device(s) to reset to the power up state.

Format:

```
ddddddd0
sssssss0
10000001      (81h, P=1, length=1)
|
11110000      (F0h, Reset op-code)
|
cccccccc
```

This command is intended to be completely equivalent to power on reset including changing of device address to the Default Address, power on self testing, and transmission of an Attention message at the Default Address.

Notes:

1. The device shall ignore all commands from the computer until it has completed power-up processing and transmitted a successful Attention message. This is the only command which may cause a device to temporarily ignore bus messages.
2. A device must wait at least eight milliseconds (8ms) after its ACCESS.bus hardware is reset before transmitting to insure its ACCESS.bus hardware has synchronized with any message frame in progress.
3. The Reset command must be completed within 250ms (excluding the time spent waiting to become bus master).
4. Because the ACCESS.bus does not have a General Call or Broadcast address, the ACCESS.bus shall be reset by issuing Reset commands to all 125 standard ACCESS.bus device addresses.

2.1.10.4.2. Attention

An Attention message shall be sent by a device to the computer. This message notifies the computer that a device needs attention after power up or reset.

Format:

```
ddddddd0
sssssss0
10000001      (81h, P=1, length=1)
|
11100000      (E0h, Attention op-code)
|
cccccccc
```

Notes:

1. This message must be transmitted within 250ms after a reset command or stable power is applied (excluding time spent waiting to become bus master).
2. A device must wait at least eight milliseconds (8ms) after its ACCESS.bus hardware is reset before transmitting to insure its ACCESS.bus hardware has synchronized with any message frame in progress.
3. The device must ignore all commands from the computer until it has completed power-up processing and transmitted a successful Attention message. Devices that fail must not respond to any commands.
4. Because Attention is only generated after power on or reset, it will always be transmitted at the Default Address. Receiving an Attention message shall indicate to the computer that a device is present on the bus and awaiting configuration.

2.1.10.4.3. Identification Request

An Identification Request message shall instruct the addressed device(s) to send a complete identification report (see Section 2.10.4.4 - Identification Reply).

Format:

```
ddddddd0  
sssssss0  
10000001      (81h, P=1, length=1)  
|  
11110001      (F1h, Identification Request op-code)  
|  
cccccccc
```

The Identification Request message will cause all devices at the Default Address to send a unique identification string so that the computer can assign each device to a distinct address.

2.1.10.4.4. Identification Reply

The Identification Reply message shall be issued by a device in reply to an Identification Request message. The reply shall consist of a string that identifies the device hardware. A four byte pseudo random number (or serial number if available) shall be included in order to distinguish like hardware devices.

Format:

```
ddddddd0
sssssss0
10011101          (P=1, length=29)
|
11100001          (E1h, Identification Reply op-code)
protocol revision (1 byte, "B")
module revision  (7 bytes, e.g., "V1.0 ")
vendor name      (8 bytes, e.g., "DEC  ")
module name      (8 bytes, e.g., "LK501 ")
device number    (32 bit signed integer)
|
cccccccc
```

The module revision, vendor name, and module name shall be left justified ASCII strings padded with the space character (20h). See "Random versus Serial Device Numbers" for a description of the device number.

2.1.10.4.5.Assign Address

An Assign Address message shall be issued by the computer to instruct the addressed device(s) with matching identification strings to move to the specified device address.

Format:

```
ddddddd0
sssssss0
10011110          (P=1, length=30)
|
11110010          (F2h, Assign Address op-code)
protocol revision (1 byte, "B")
module revision  (7 bytes, e.g., "V1.0 ")
vendor name      (8 bytes, e.g., "DEC  ")
module name      (8 bytes, e.g., "LK501 ")
device number    (32 bit signed integer)
new A.b address  (1 byte)
|
cccccccc
```

When a device receives this command and finds a complete match in the protocol revision, module revision, vendor name, module name, and device number field it moves its address to the new assigned value. If the device is successfully assigned a new address, it shall be able to respond to messages at the new address immediately, that is, on the next valid ACCESS.bus message frame.

If the identify information does not match that of the receiving device, the entire message shall be ignored.

Devices shall not transmit user data while at the Default Address. If the Assign Address is successful, the device change to an on line state waiting for Enable Application Report message to start sending its application reports. Once an

Enable Application Report message is received, the device shall send a self addressed reset command on its new address immediately prior to sending its first data report.

2.1.10.4.6. Capabilities Request

A Capabilities Request message shall be issued by the computer to a device to instruct the addressed device to reply with a Capabilities Reply. The Capabilities Reply shall contain data starting at "offset".

Format:

```
ddddddd0
sssssss0
1000011          (P=1, length=3)
|
11110011        (F3h, Capabilities Request op-code)
offset          (16-bit unsigned integer)
|
cccccccc
```

The Capabilities Request and Capabilities Reply messages form a protocol for transferring an arbitrary byte-string from the device to the computer, via a series of fragments. "Offset" shall be the index (from 0) into this string. To simplify the device's implementation of this protocol, "offset" shall be restricted to three values:

1. "send first" zero, indicating the computer wants to start over at the beginning;
2. "send again" the offset from the most recently transmitted Capabilities Request, indicating the computer did not receive a response and wants a retransmit;
3. "send next" the offset from the most recently received Capabilities Reply plus the number of bytes in the message fragment. (new offset = old offset + fragment length) (fragment length = message length - 3).

With these restrictions the computer can make three requests: start over, send current, and send next. See Capabilities Reply message for further details.

2.1.10.4.7. Capabilities Reply

A Capabilities Reply shall be used to reply to a Capabilities Request message with a fragment of data starting at "offset".

Format:

```
ddddddd0
sssssss0
10LLLLLL        (P=1, length=3-35)
|
11100011        (E3h, Capabilities Reply op-code)
offset          (16-bit unsigned integer)
```

data (0-32 bytes)
 |
 ccccccc

The protocol is designed to be simple for the device to implement: The device is free to choose the most convenient fragment size from one message to the next.

The only state information the device should need to maintain is the current offset and length of the most recently transmitted fragment.

On receiving a Capabilities Request message, the device shall examine the "offset" field:

1. If equal to zero, the device shall set the current offset to zero and send the fragment from offset zero (0).
2. If equal to the current offset, the device shall re-send the fragment from the current offset.
3. If equal to the "current offset" + "fragment length", the device shall update the current offset (current offset := current offset + fragment length) and then look up (or calculates) the next fragment to send and sends it.
4. If the device has reached end-of-string, it shall send a fragment with the next offset but zero data bytes. This will indicate an end of string.
5. Otherwise, the device shall set the "current offset" to zero and send the fragment from offset 0.

2.1.10.4.8.Enable Application Report

An Enable Application report command shall be used to instruct an on line device to start (Enable) or to stop (Disable) sending application reports.

Format:

```

ddddddd0
sssssss0
10000010          (82h, P=1, length=2)
|
11110101          (F5h, Enable Application Report op-code)
000000XX          (XX=00 for disable, XX=01 for enable)
ccccccc
```

Device in the disable mode shall not send application reports.

2.1.10.4.9.Presence Check

This command is used by the host to check if a device is connected to the bus and responding to its ACCESS.bus address. This message requires no response from the device. The host uses the device acknowledge bits in each byte (see section 1) as an indication for the device presence.

Format:

```
ddddddd0
sssssss0
10000010      (82h, P=1, length=2)
|
11110111      (F7h, Presence Check op-code)
00000000      (for future use)
cccccccc
```

2.1.10.5.Resource Request (Optional)

A Resource Request shall be sent by a device to request a resource from the computer. The Resource Request command is optional, but is used by the Power Management and Bandwidth Management commands.

Format:

```
ddddddd0
sssssss0
100xxxxx      (P=1, length=n)
|
11100101      (E5h, Resource Request op-code)
res code      (resource designator)
data          (optional data)
|
cccccccc
```

Table 2.2 lists supported resource codes.

Table 2.2: Supported Resource Codes

Resource Code (hex)	Description
01	Request ACCESS.bus address for private use. Data byte 1, if specified, shall be the desired ACCESS.bus address.
02	Relinquish ACCESS.bus address. Data byte 1 shall be the ACCESS.bus address to be relinquished.
03	Request time and date. No additional data provided.
04	Write data request. The host saves a block of data for the device. See section 2.11.4, Power Management, for additional information.
05	Read data request. The host sends the block of stored data back to the device. See section 2.11.4, Power Management, for additional information.
06	Request continued bus power. The device requests that the host continue to provide power to it so that it can complete an operation in progress. See section 2.11.4, Power Management, for additional information.
10	Request bandwidth from the host. The device requests permission to use additional bus bandwidth. See section 2.12.4, Bandwidth Management, for additional information.

2.1.10.6.Resource Grant (Optional)

The Resource Grant command shall be sent by the computer to a device to indicate that a requested resource has been granted to the requesting device.

Format:

```

ddddddd0
sssssss0
100xxxxx      (P=1, length=n)
|
11110100      (F4h, Resource Grant op-code)
res code      (resource designator)
status        (0=success, 1=unsupported,
              2=failed- try again later, 4=failed)
data          (optional data)
|
cccccccc

```

Table 2.3 lists supported resource codes.

Tab 2.3: Supported Resource Codes

Resource Code (hex)	Description
01	ACCESS.bus address granted for private use. Data byte 2 shall be the ACCESS.bus address
02	Response to relinquish ACCESS.bus address. Data byte 2 shall be the ACCESS.bus address relinquished.
03	Current time and date. Data bytes 2,3 = year Data byte 4 = month Data byte 5 = day of month Data byte 6 = hour Data byte 7 = minute Data byte 8 = second Data byte 9 = .01 second

2.1.10.7.Vendor Reserved Commands (Optional Interface Part)

A small range of op-codes are reserved for vendors to invoke private functions for testing, alignment, or set-up at manufacturing time. These commands might be used to down load an EEPROM with a serial number for example. These commands are device dependent and should not be used during normal ACCESS.bus operation. If these commands invoke any private modes, it is recommended that such modes be exited by the Reset command (op-code F0h).

Op-codes C0 to C8 hex are reserved for vendor specific use.

2.1.11. Pre-defined C/S Messages, Application Part

2.1.11.1. Application Hardware Signal (Optional)

The Application Hardware Signal shall be sent by a device to the computer. It shall be used to instruct the computer ACCESS.bus controller to generate a high priority hardware signal.

Format:

```

ddddddd0
sssssss0
10000010      (P=1, length=2)
|
10100000      (A0h, Application Hardware Signal op-code)
sigcode       (signal code 1=reset, 2=halt, 3=attention)
|
cccccccc
    
```

The action taken by the computer on receiving this messages shall be dependent on the computer. The intent is that the computer's ACCESS.bus controller physically interrupt the computer.

Table 2.4: Application Hardware Signals

Number	Name	Purpose
1	Reset	Attempt soft reset of host computer. If no response within pre-set time limit, activate hardware reset of host computer
2	Halt	Primarily a debugging tool; could cause exit to a ROM debugger
3	Attention	Gain the attention of the computer

This command is optional for both the host computer and for the devices.

2.1.11.2. Application Test

An Application Test command shall instruct the addressed device to reply with the results of a self-test specific to the device.

Format:

```

ddddddd0
sssssss0
10000001      (P=1, length=1)
|
10110001      (B1h, Application Test op-code)
|
cccccccc
    
```

This command shall be used by the Application driver to test the Application Part of the device. When the command is issued, the device has already been configured so the basic ACCESS.bus functions are assumed to be working.

Unlike power up testing, the device must respond promptly and may not continue testing until the test succeeds; the device may not ignore other bus commands while testing; and the testing shall not alter the application state. If no application specific testing is required, it is recommended that the device report the previous test results gathered during power up testing.

If useful in a particular application, the device may return a new test report each time the Application Test command is received. The device's Application driver may then issue Application Test commands until the device signals success.

2.1.11.3.Application Test Reply

An Application Test Reply shall reply to an Application Test message with a self-test report specific to the device.

Format:

```

ddddddd0
sssssss0
1LLLLLLL      (P=1, length=2-32)
|
10100001      (A1h, Application Test Reply op-code)
status         (0=passed, non-zero=failure)
body           (0-30 bytes of additional test information)
|
cccccccc

```

The only restriction on the message is that the first byte of the body (status) be zero if the test succeeded, and non-zero otherwise.

The computer may respond to a failed test report by either ignoring the message (and the device), or printing the body of the message, perhaps in both hexadecimal and ASCII (if printable).

2.1.11.4.Application Status Message

Devices may report changes in their status, or various error conditions to the host computer by sending an Application Status Message. This message is intended to be used for reporting information to device drivers about changes in the application specific portion of the device. It includes both pre-defined and private fields. The private fields are ignored by generic device drivers but may be used to encode vendor status information for use by vendor supplied device drivers.

Application Status Message - A2h 00h (optional)

Format:

```

ddddddd0
sssssss0
10000101      (85h, P=1, length=5)
10100010      (A2h, Application Status Message)
00000000      (00h, Second byte of Application Status Message
              Command)
sssssss      (Status Code)

```

yyyyyyyy (Device specific data, set to 0 if unused)
yyyyyyyy
cccccccc

Device to Host 50 XX 85 A2 00 SS YY YY CS

Where:

A2h 00h is the Application Status MessageCommand.

SS is the status code

00 - Device ready

01 - Device not ready

02 - Device capabilities have changed

03 - Device has lost its internal state, most likely due to a failed state restore operation after a low power suspend or power off mode.

04 - Device has lost applications data, most likely due to an internal data buffer overrun.

05 - Reserved for vendor use, suggested for status changes.

06 - Reserved for vendor use, suggested for errors.

YY YY are two bytes of vendor specific data. Devices that do not use these fields should return 00 00 in them.

2.1.12. Device Power Management (Optional)

The Device Power Management command shall be sent by the computer to a device to request that the device change its operating mode in order to control power usage by the device, or to notify a device of the computer's intentions to turn off the ACCESS.bus power supply. All of the Device Power Management (DPM) commands are advisory, and a device may continue to operate in the mode it is in as necessary to complete its tasks. As soon as possible, the device should attempt to switch to the operating mode requested by the computer. Devices may also make internal decisions with respect to which operating mode they should be in to control power usage, and they may transition to a low power level without specific direction from the host computer.

Devices which support power management should power up in the lowest power operating mode possible.

There are five operating modes supported by the DPM commands, each requiring successively less power:

1. Run. In this mode the device is operating at full power, and is either in operation or ready for immediate use.
2. Standby. In standby mode the device has reduced its power consumption as much as is possible while still being able to respond to applications data reports or operations without undue delay or restart power consumption. For example, a laser printer would shut off its toner fusing heater and imaging laser, but would probably leave its image rasterizing processor and memory on.
3. Suspend. In suspend mode the device should reduce its power consumption to the lowest possible level. Only Interface Part Control/Status messages will be sent to the device by the computer while suspend mode is in effect. The device may send applications messages to the computer, allowing the possible use of keyboard, mouse, or other peripheral events to

end a system wide suspend mode, however the computer may elect to ignore applications messages received while it is in suspend mode.

4. **Shutdown.** Shutdown mode is equivalent to suspend mode except that the device may not initiate a transition to a state which requires higher ACCESS.bus power on its own. (A device in suspend mode could do so in response to some external event.) Shutdown mode will be used by the host for ACCESS.bus power supply load shedding. In shutdown mode the device should reduce its power consumption to the lowest possible level. Only Interface Part Control/Status messages will be sent to the device by the computer while shutdown mode is in effect. A device which has received a shutdown mode command shall remain in shutdown mode until it receives another DPM command.
5. **Power off.** In each of the three operating modes the device's bus interface is still active, and the device can respond to commands from the computer. In this mode the bus power supply is turned off, causing all bus powered devices to be turned off. During an orderly shutdown the computer will issue the Power Off DPM command to all DPM capable devices and then wait for 100 ms after the last ACCESS.bus packet before shutting off the bus power supply. Devices which require continued power to complete a task in process can request that the computer leave the power on by using a Resource Request for power during this interval. The computer will attempt to comply with the request, but may be unable to.

Devices entering Suspend, Shutdown or Power Off mode must, if at all possible, save their internal state information so that they can resume operation transparently after they return to Standby or Run mode. There are many ways to do this including local non volatile storage, a device power supply separate from the ACCESS.bus, an ACCESS.bus power supply separate from the host computer, and temporary storage of device state information by the host computer. This last approach is supported by Resource Requests to read and write device data, and additional DPM command, Restart, which is used to notify a device that has been powered off that saved state information is available for it.

Devices that have saved their internal state in response to DPM Suspend or Shutdown command using a Resource Write Data Request should restore their state when they receive a DPM Restate command By using a Resource Read Data Request.

Devices that save their internal state in response to a DPM Power Off command using a Resource Write Data Request should restore their state when they receive a DPM Restart command by using a Resource Read Data Request. It is possible that the device's attempt to restore its state will fail. In this case the device should retain its addressing and other bus interface related state and restore the rest of its state to the condition it was in prior to attempting to restore its state. The device should then notify its driver using the Application Status Message.

The host computer can query a device for its operating mode and power consumption by sending the DPM Query power mode command. The device will respond with a Device Power Usage Reply which includes the operating mode the device is in and optionally the devices actual or estimated power consumption.

2.1.12.1.Device Power Management Command

Host to Device XX 50 82 F6 {00,01,02,03,04,05,06} CS

Where:

F6 - Device Power Management Command

00 - Run mode

01 - Standby mode

- 02 - Suspend mode
- 03 - Shutdown mode
- 04 - Power off advisory
- 05 - Restart
- 06 - Query power mode

Devices which only implement a subset of the Device Power Management Command should simply ignore unimplemented commands, or treat unsupported modes as equivalent to some supported mode. Thus, a keyboard might treat Run mode and Standby mode commands identically.

Device Power Usage Reply

Device to Host 50 XX 87 E6 00 OM BH BL LH LL CS

Where:

OM is the operating mode

- 00 - Run mode
- 01 - Standby mode
- 02 - Suspend mode
- 03 - Shutdown mode
- 04 - ready for Power off

BHBL is a 16 bit integer representing the ACCESS.bus power usage in .01 watt units. A value of FFFFh indicates unknown power usage.

LHLL is a 16 bit integer representing the line power usage in .01 watt units. A value of FFFFh indicates unknown power usage.

2.1.12.2. Power Management Capabilities String

Devices which support the Device Power Management command shall include as a part of their capabilities string a tag pwr, and if possible the power capabilities string specified below. The DPM capabilities must follow immediately after the prot(), type(), and model() declaration

```
prot()
type()
model()
pwr( {run() stbby() susp() shut() ssave() psave() } )
```

where the { } brackets indicate optional items, and:

pwr() indicates a device that supports DPM commands but whose support for specific modes is undisclosed and whose power consumption in different modes is unknown.

run, stbby indicate that the device supports the named mod, and if susp and numeric values are included what the power usage is for that mode.

ssave(#) indicates that the device can save its state across a suspend and if it requires use of host computer resources approximately how many bytes of data. Zero as an amount indicates that the actual number of bytes required is unknown. No number indicates that the device does not require the use of host resources.

psave(#) indicates that the device can save its state across a power off mode and if it requires use of host computer resources approximately how many bytes of data. Zero as an amount indicates that the actual number of bytes required is unknown. No number indicates that the device does not require the use of host resources.

The format of the power usage specifier is:

```
run( {B}# {L#} )
```

where power usage from the ACCESS.bus power supply is specified by either a number with no prefix, or the prefix B followed by a number, and power usage from another source is specified by the prefix L followed by a number. In each case the number represents the approximate power consumption of the device in .01 watt units.

For example, the power management capabilities string for a laser printer which uses line power for its toner fusing heaters and rasterizer, and the ACCESS.bus power supply only for its ACCESS.bus interface might be:

```
pwr(run(B10 L 10000) stdby(B10 L 10000) susp(B10 L2) ssave( ) psave( ) )
```

This example device doesn't require any storage from the host computer to save its state since it keeps a small amount of memory active using line power even if the ACCESS.bus power is turned off.

For a keyboard that uses state save to save the state of its indicator lights, the power management capabilities string might be:

```
pwr(run(15) susp(3) ssave( ) psave(1) )
```

In this example the keyboard only requires storage from the host computer when it will be totally powered off. Otherwise its local Microcontroller can save the state of the indicator lights even though they are turned off during suspend mode.

Devices do not need to fully disclose their power management capabilities in the pwr string in order to receive DPM commands from the host computer, however devices should disclose their state saving ability whenever possible.

2.1.12.3. Power Management Resource Request command

Resource Write Data Request - resource code 04

Device to Host 50 XX 100xxxxx E5 04 data CS

where the third byte contains a five bit count of the number of bytes to write, and the data bytes are private binary data.

The host computer stores the data with a tag identifying the device which saved the data and the sequence of writing the data. Resource Read Data Requests are fulfilled in first in first out order.

Resource Read Data Request - resource code 05

Device to Host 50 XX 82 E5 05 CS

Resource Power Request - resource code 06

Device to Host 50 XX 82 E5 06 CS

This request is made by devices that have received a DPM Power Off advisory and need additional time to complete the task they are doing, or otherwise want to continue operation. There is no guarantee that the host computer will grant this request to continue providing ACCESS.bus power. If the host computer cannot grant the request it will respond with a Response Grant with the status code set to failed.

2.1.12.4. Power Management Resource Grant command

The response provided by the Resource Grant command is unchanged for the Resource Write Data Request, and the status byte reflects the action taken by the host. Note that a host computer which has run out of storage it can use for this purpose would return a status of either failed - try again later or failed.

The response provided by the Resource Grant command consists of the data from the oldest successful Resource Data Write Request for the requesting device. (Note that the host computer must perform the necessary mapping between bus addresses and device identification if the assignment of bus address to devices has changed since the Resource Data Write Request.)

Host to Device XX 50 100xxxxx F4 data CS

Where the third byte contains a five bit count of the number of bytes read, and the data bytes are private binary data.

In the event that there are no data records available to the device, the status will be set to failed. Data records which are not read before the second power shutdown after the data record was written are discarded by the host.

Devices using the Resource Read Data Request to restore their internal state should include information in the data they save which will allow them to verify the correctness and completeness of the data they receive. Devices which attempt to reset their state and are unsuccessful should revert to the state they were in prior to attempting to reset their state and send an Application Status Message to the computer from the assigned address.

The response provided by the Resource Grant command is unchanged for the Resource Power Request, and the status byte reflects the action taken by the host. A host computer which cannot or will not continue to provide ACCESS.bus power will return a status of failed.

2.1.12.5. Power Management Status Message

The Application status message is used by devices to report a failure of a state restore operation after a power down/restore sequence.

It is recommended that devices which rely on the Resource Write Data and Read Data request to store internal state information use this message to report failures which occur during state restorations. Device drivers which receive

this message may be able to reset the device, restore its state and continue with operations.

2.1.13. Device Bandwidth Management (Optional)

2.1.13.1. Bandwidth Management Capabilities String

To put in place the foundation for software Bandwidth Management mechanism - BWM, each ACCESS.bus device will report to the host, as part of its capabilities string, its requirements for bus bandwidth.

Devices which support the Bandwidth Management mechanism - BWM command shall include as a part of their capabilities string a tag bwm, and if possible the bandwidth capabilities string specified below. The BWM capabilities has to be immediately after the DPM (Device Power Management) capabilities

```
prot()  
type()  
model()  
pwr()
```

```
bwm( {mlength(maximum nominal minimum) mwt(maximum nominal  
minimum)})
```

bwm is the keyword for bandwidth management group of parameters.

mlength - stands for message length. The maximum, nominal, and minimum attributes are the maximum, nominal, and minimum of the number of bytes in the device application message. The message length includes all the message bytes (destination and source addresses, message length, data, and checksum) in hexadecimal.

mwt - stands for "message wait time". The mwt is the minimum waiting time between the end of the current message, and the beginning of the next message. This time is calculated as the following:

$$\text{mwt} = \text{decimal value of (mwtH mwtL)} \times 100\text{sec [seconds]}$$

The maximum, nominal, and minimum attributes are the maximum, nominal, and minimum values of the device wait time.

Examples:

A mouse reports

```
bwm({mlength(0A 0A 0A) mwt(00122 0064 005A)})
```

A keyboard reports

```
bwm({mlength(0E 05 05) mwt(2710 1388 07D0)})
```

When a device is connected to the bus, it will set itself to the nominal bandwidth mode. The Bandwidth Management mechanism - BWM will get the bandwidth attributes of all the devices, and will instruct each one of the

devices in which mode to stay. This decision can also be manually controlled by the user via an ACCESS.bus control panel. The BWM will alert the user if there are too many devices connected to the bus and will advise him to disconnect or disable a device / devices (Enable Application Reports).

2.1.13.2. Device Bandwidth Management Command

This command is used by the host to send the device its operating bandwidth parameters.

Host to Device

Format:

XX 50 84 F8 YY mlength mwtH mwtL CS

Where:

F8 = Device Bandwidth Management command
YY = 00 instruction to the device to switch to the specified bandwidth mode.
YY = 01 request to the device to report its current bandwidth mode (Device Bandwidth Usage Reply)
mlength = Maximum message length - hexadecimal
mwtH, mwtL = Two bytes of the Maximum messages rate (messages per second) - hexadecimal

2.1.13.3. Device Bandwidth Usage Reply

This command is used by the device to tell the host the device operating bandwidth parameters. This command is sent to the host to acknowledge the acceptance of Device Bandwidth Management command (YY=00), or as a reply to host bandwidth inquiry (YY=01)

Device to Host

Format:

50 XX 84 E8 mlength mwtH mwtL CS

Where:

E8 = Device Bandwidth Usage Reply
mlength = Current message length - hexadecimal
mwtH mwtL = Two bytes of the current messages rate (messages per second) - hexadecimal

2.1.13.4. Bandwidth Resource Request command

When a device finds that it needs more bus bandwidth (the device loses too many messages), the device will send a BWM resource request message to request more bus time.

Device to host:

Format:

ddddddd0
ssssss0

```

100xxxxx(P=1, length=n)
|
11100101 (E5h, Resource Request op-code)
00010000 (10h BWM resource designator)
mlength (message length)
mwtH (message rate high)
mwtL (message rate low)
|
cccccccc

```

2.1.13.5. Bandwidth Resource Grant command

This command is used by the host as a response to the device bandwidth request (Bandwidth Resource Request)

Host to device

Format:

```

ddddddd0
sssssss0
100xxxxx(P=1, length=n)
|
11110100(F4h, Resource Grant op-code)
00010000(10h BWM resource designator)
status (0=success, 1=unsupported,
        2=failed- try again later, 4=failed)
mlength (message length granted)
mwtH (message rate granted high)
mwtL (message rate granted low)
cccccccc

```

2.2. Fixed Address (FA) Base Protocol Subset

2.2.1. System Management devices

Version 3.0 of ACCESS.bus provides support for fixed address devices designed for use in system management (SM devices). The ACCESS.bus host on each system must maintain an exclusion address list to avoid conflicts between fixed and programmable address devices. Note that some SM devices support “Master transmit” mode.

2.2.2. On-board ACCESS.bus Host Addresses

On board ACCESS.bus hosts should support both the PA ACCESS.bus host address (Hex 50) and the SM device host address (Hex 10).

2.2.3. System Management device command support

On-board ACCESS.bus provides support for a new class of devices called System Management devices. An example of these devices, is the Smart Battery. Section 8 of the ACCESS.bus specification describes in detail the Smart Battery System commands. Note that the System Management device commands should be supported by the On-board ACCESS.bus host, but it is not necessary for a particular On-board ACCESS.bus device to support all these command formats. It is the responsibility of the Bus Manager to identify the appropriate protocol for accessing an SM device connected to

the Bus. Following is a description of the new commands included in the ACCESS.bus Version 3.0 base protocol specification.

2.2.3.1. Quick Command

The Quick command is suitable for SM devices that have severely limited capability.. The quick command consists of one byte and there is no further data or response associated with it.



From master to slave

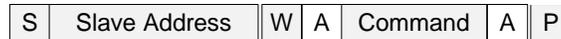
From slave to master

S- Start condition

P- Stop condition

2.2.3.2. Send Byte

The Send Byte command allows a simple SM device to recognize its own slave address and accept a single byte wide command.



From master to slave

From slave to master

S- Start condition

P- Stop condition

2.2.3.3. Receive Byte

The Receive Byte command is similar to Send Byte except that the SM device returns one byte of data rather than accepting a command.



From master to slave

From slave to master

S- Start condition

P- Stop condition

2.2.3.4. Write Byte/Word

The Write Byte/Word command allows an SM device to recognize its own slave address and accept a one byte command followed by one or two bytes of data.



From master to slave

From slave to master

S- Start condition

P- Stop condition

2.2.3.5. Read Byte/Word

The Read Byte/Word command is similar to Write Byte/Word command except that the SM device returns one or two bytes of data rather than accepting data.



From master to slave

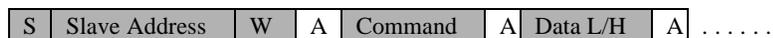
From slave to master

S - Start Condition

P - Stop Condition

2.2.3.6. Process Call

Process Call command allows an SM device to process data for a particular device function and return a value. The SM device recognizes its own slave address and accepts a one byte command followed by data. It then returns a value dependent on the specific command. It consists of a Write Word followed by a Read Word without a second command or stop condition.



From master to slave

From slave to master

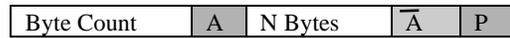
S - Start Condition

P - Stop Condition

2.2.3.7. Block Read/Write

The Block Read/Write command allows an SM device to accept or return a block of data. The command starts with the SM device's slave address and a read or write condition. The SM device will either accept or provide a data block up to 32 data bytes.





From master to slave

From slave to master

S - Start Condition

P - Stop Condition

2.2.4. Communicating with the On-board ACCESS.bus Host

The SM devices may communicate with the On-board ACCESS.bus host using the Write Word protocol. The SM device substitutes its slave address for the command code followed by two bytes of SM device specific data. Following is the format of such communications.



From master to slave

From slave to master

S- Start condition

P- Stop condition

Byte 1: On board ACCESS.bus SM Device Host Address

Byte 2: On-Board ACCESS.bus SM Device Address

Appendix A. ACCESS.bus Interface Op-codes Summary

The following table lists the ACCESS.bus Interface Op-codes, for the PA base protocol subset:

Op-code (hex)	Function
F0	Reset
F1	Identification Request
F2	Assign Address
F3	Capabilities Request
F4	Resource Grant (optional)
F5	Enable Application Report
F6	Power Management (optional)
F7	Presence Check
F8	Device Bandwidth Management (optional)
E0	Attention
E1	Identification Reply
E2	(Reserved)
E3	Capabilities Reply
E4	(Reserved)
E5	Resource Request (optional)
E6	Power Usage Reply (optional)
E7	(Reserved)
E8	Device Bandwidth Usage Reply (optional)
C0	(reserved for vendor usage)
C1	(reserved for vendor usage)
C2	(reserved for vendor usage)
C3	(reserved for vendor usage)
C4	(reserved for vendor usage)
C5	(reserved for vendor usage)
C6	(reserved for vendor usage)
C7	(reserved for vendor usage)
C8	(reserved for vendor usage)
B1	Application Test
A0	Application Hardware Signal (optional)
A1	Application Test Reply
A2	Application Status Message

Appendix B. Reserved ACCESS.bus Device Addresses

The following table represents the reserved ACCESS.bus device address assignments as of August 15, 1995.

Slave Address	Description	Specification
0001 0000	On-board ACCESS.bus SM device host	
0001 001X	Smart Battery Charger ¹	Smart Battery Charger Specification ² v 0.95a February 1995
0001 010X	Smart Battery Selector	Smart Battery Selector Specification ² v 0.9 March 1995
0001 011X	Smart Battery	Smart Battery Data Specification ² v 1.0 February 1995
0101 0000	General ACCESS.bus host	
0110 1110	ACCESS.bus default address	
1010 000X	DDC2B Monitor	VESA Monitor Data Channel Specification ³

Notes

- 1 - level 1 Smart Battery Chargers are not ACCESS.bus devices.
- 2 - Available from Intel Corporation 1-800-628-8686 (International 1-916-356-3551)
- 3 - Available from VESA
2150 North First Street, Suite 440
San Jose, CA 95131-2020
(408) 435-0333

ACCESS.bus devices are exempt from I2C royalties if they:

- **Comply with the A.bus electrical specification (Off-Board or On-Board)**
- AND**
- **Incorporate the A.bus base protocol in HW or firmware.** Base protocol is being defined as either:
 - The PA base protocol subset
 - OR
 - The FA base protocol as defined for a particular device within an ACCESS.bus device class, with the following two conditions:
 - *Device complies with one or more of the ACCESS.bus device class specifications*
 - *It responds only to one or more of the fixed addresses published by ABIG and approved by Philips*

Appendix C. Definitions

ACCESS.bus: Serial communication protocol allowing a computer host to communicate with external peripherals as well as with on-board system devices.

ACCESS.bus protocol: Includes a physical layer based on the I²C serial bus developed by Philips, and several software layers. The software layers include the base protocol, the device driver interface, and several specific device protocols (keyboard, locator, text, battery system etc.).

Base Protocol: Defines standard messages for device communication, device initialization, device identifications, address assignment, and a message envelope for device reports and control information. The ACCESS.bus 3.0 base protocol consists of two subsets called PA and FA protocols.

PA Protocol: Subset of the ACCESS.bus 3.0 base protocol for Programmable Address devices

FA Protocol: Subset of the ACCESS.bus 3.0 base protocol for Fixed Address devices

On-Board: Electrical specification for ACCESS.bus 3.0 devices internal to the host computer

Off-Board: Electrical specification for ACCESS.bus 3.0 devices external to the host computer

Off-Board PA device: ACCESS.bus 3.0 device external to the host computer and complying with the PA protocol (e.g. ACCESS.bus v2.1 device)

Off-Board FA device: ACCESS.bus 3.0 device external to the host computer and complying with the FA protocol

On-Board PA device: ACCESS.bus 3.0 device internal to the host computer and complying with the PA protocol

On-Board FA device: ACCESS.bus 3.0 device internal to the host computer and complying with the FA protocol

System Management Device (SMD) : Synonymous with On-Board FA device

The ACCESS.bus 3.0 base protocol consists of two subsets called Programmable Address (PA) protocol and Fixed Address (FA) protocol respectively. An ACCESS.bus device may implement either PA or FA protocol subsets, or the complete base protocol. The same protocols apply to either On-board or Off-board devices. Off-board devices implementing the PA protocol subset are identical to those defined in previous versions of the ACCESS.bus specification. On-board devices implementing the FA protocol subset are called System Management (SM) devices.

At the system level, ACCESS.bus includes several software layers. Those include the base protocol, the device driver interface, and several specific device protocols (keyboard, locator, text, battery system etc.). Other chapters of this specification define the interfaces above the base protocol layer. These interfaces are the same regardless of which subset of the base protocol is supported at the device level.

SECTION 3

ACCESS.bus

Device Driver Interface Specification

September 1995

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3. Introduction

One of the goals of the ACCESS.bus technology is to allow the creation of generic device drivers capable of handling many different devices that belong to the same functional family, while simultaneously allowing a driver to be written for a specific device which takes advantage of its unique features without complex, hardware interface specific code. In addition, it is desirable to isolate the device drivers from the details of managing the ACCESS.bus itself. In order to do this, ACCESS.bus systems provide a bus manager. The bus manager controls the ACCESS.bus host interface hardware, implements the base protocol, including device address assignment and the identification of arriving or departing bus devices; and routes messages to and from devices and their corresponding device drivers.

The purpose of this document is to define the interface between device drivers and the ACCESS.bus bus manager. At this time, the internal structure of bus managers is not specified. Different hardware architectures may require different bus manager architectures.

The following schema illustrates the functional responsibility sharing between the bus manager and the device drivers:

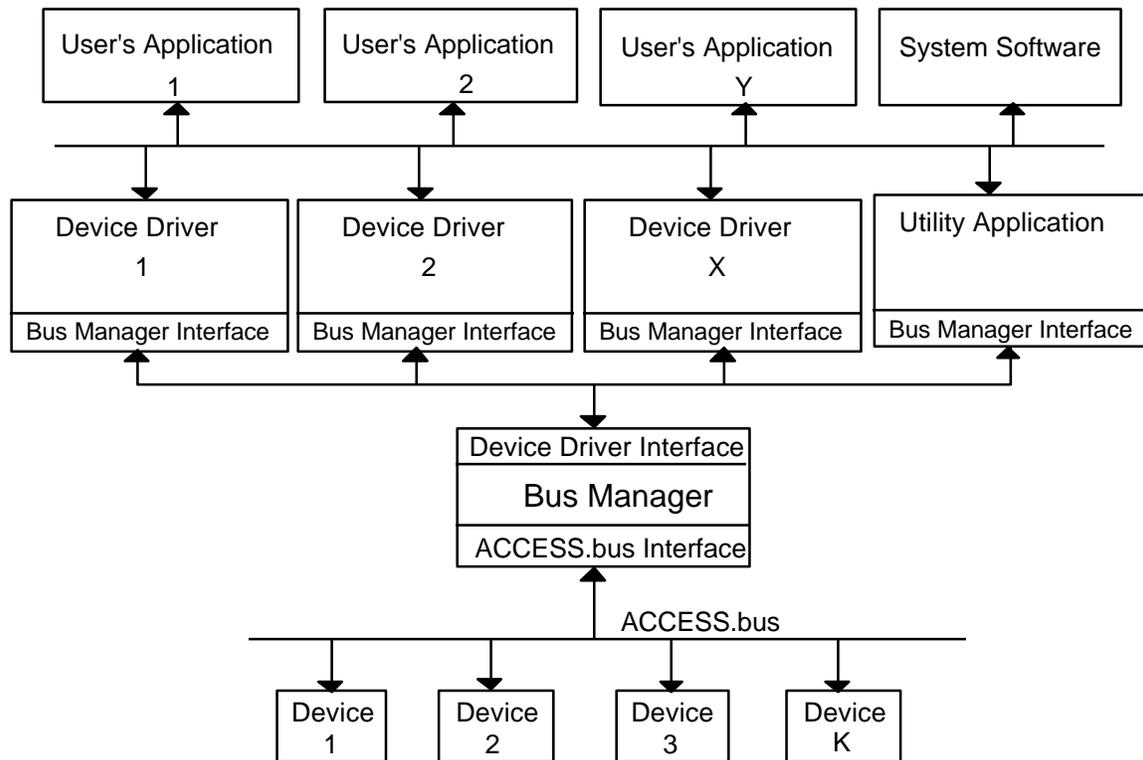


Figure 3.1: Bus Manager/Device Driver Relationship

The bus manager and the device drivers communicate through shared memory buffers. Both the bus manager and the device drivers place formatted messages in memory buffers. For Intel compatible PCs operating in real mode, device drivers notify the bus manager of a new message via a software interrupt. The bus manager replies to most messages from the device drivers by writing the response into the same message buffer and then returning control to the driver. The bus manager notifies the device drivers of a new message via a far call to the device driver.

The bus manager returns a status code in the AX register for each message it receives from the device driver.

In order to simplify the description of these transactions, we use the phrase "send a message" to describe all of the processes used to transfer data between the device drivers and the bus manager. (See section 3.4 for a detailed description of each of the message passing interfaces for the real mode Intel PC environment).

This approach of using messages in memory buffers is extensible to other processor execution modes, and also to other processor types and operating systems. Of course, the details of how a memory buffer reference is passed, and how control is passed when a new message is present, must change for each environment.

3.1. Basic terminology

This section defines the common terminology to be used in this specification.

3.1.1. Device driver

A functional piece of software that supplies the interface between the physical device, (through the bus manager) and an application or operating system program. The device driver receives the operational data from the device, and transfers it to the application or operating system in the appropriate format.

3.1.2. Device capabilities

A set of attributes that describe the functional characteristics of an ACCESS.bus peripheral device. These attributes are encoded into a capabilities string, which consists of a defined set of tokens and values.

3.1.3. Driver capabilities list

A hierarchical list of device prot(), type(), and model() strings which identifies the set of devices that are supported by the specific driver.

3.1.4. prot ()

The highest level definition of a device's family category. Each prot() is exclusive, and each device belongs to at most one prot ().

Example:

prot(locator), defines the family of all devices that are used to obtain pointing input from a user. This category includes all types of mice, digitizing tablets, trackballs, light pens and more.

The value of prot is an ASCII character string. For the bus manager, only the first 8 characters are significant.

3.1.5. type ()

The second level definition of a device's family category. Any device that does not belong to a given type category and belongs to the same prot must be in a different type category.

Example:

type(mouse), defines a subset of pointing devices. A digitizing tablet belongs to the same prot category, but is not included in the type(mouse) category.

The value of type is an ASCII character string. For the bus manager, only the first 8 characters are significant.

3.1.6. model()

The third and lowest level definition of a device's family category. Any device that does not fall in a given model category, and which belongs to the same prot and type, must be in a different model category.

Example:

model(3D-15L), defines a subset of mice that can handle position and motion in a three-dimensional space.

The value of model is an ASCII character string. For the bus manager, only the first 8 characters are significant.

3.1.7. Device ID

A unique, internal ID number that is assigned to a device by the bus manager. The Device ID is not necessarily equal to the ACCESS.bus address assigned to the same device. The bus manager translates the ID number into the ACCESS.bus-assigned address within outgoing messages, and translates the ACCESS.bus assigned address into the device ID for incoming messages.

3.1.8. Device Table

The Device Table is an ACCESS.bus bus manager data structure that is available to device drivers. The following information is included in the device table for each device present on the bus:

- The device ID
- The device's complete Identification string
- The first eight bytes of the device's 'prot', 'type', and 'model' capabilities strings
- The device status

3.1.9. Device driver linking process

The part of the device driver that communicates with the bus manager to establish a logical link with a physical device or devices on the ACCESS.bus. Since device drivers may support multiple physical devices, and the devices may or may not be present when the driver loads, the bus manager provides a mechanism for a device driver to specify the types of devices it wants to be connected to, and also to register itself for future connection to any devices that meet the driver's connection criteria.

3.1.10. Device Table entry

One entry in the Device table (of a specific device) that specifies the device assigned address, the device identification string, the device capability values of prot, type and model, and the value of the device status.

3.1.11. Device status and status register

One byte of data that indicates the device current status. The bus manager keeps this data as part of the bus manager's Device Table.

The device status byte has the following format:

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

not linked	reserved	bad	non-active	virtual	disable	0
linked		good	active	physical	enable	1

D0 indicates whether the device is enabled or disabled. The bus manager will not transfer messages to the driver from a device that is disabled.

A virtual device is a device that physically does not exist, but has an entry in the bus manager Device Table and is being simulated by the bus manager or other software. Virtual devices are useful for software testing, and to allow the simulation of ACCESS.bus devices using non-ACCESS.bus hardware.

A non-active device is a device that has not sent any messages to the host since the last time the bus manager checked its presence.

A bad device is a device that the host was able to assign an address to, but then could not get its prot(), type(), and model() capabilities values, for some reason.

D7 indicates whether the device is connected (linked) to a device driver or is still free (not linked).

3.2. The ACCESS.bus device driver

3.2.1. System configuration

The bus manager can simultaneously support any number of drivers of any category. The set of device drivers installed, and the method through which the set of drivers is defined and loaded, is dependent on the operating systems environment.

3.2.2. Driver capabilities list

Each device driver will normally maintain an internal list of the types of devices it supports. Generic drivers will support any model of a given type or types of devices. More specific drivers may support only one model or device. Normally, the generic drivers and the device specific drivers will coexist.

For example, a user may have both a mouse and a trackball. The generic ACCESS.bus locator driver might be used to support the mouse while a device-specific trackball driver with enhanced features is used to support the trackball. Both drivers must coexist and function appropriately.

In general, device drivers should provide a means to display to the user the types of devices that the driver can support as well as the devices to which the driver has been connected. In some cases, it may be desirable for a device driver to provide the user with control over which devices it will connect to, thereby allowing the user to dynamically control which peripherals are being controlled by a given driver.

Other strategies may be used in specific operating system environments to define the binding of devices to drivers.

The special prot value "Abmon" is used to indicate to the bus manager that the device driver is a debugger or other form of bus monitor that should be connected on a non exclusive basis to all devices. When an Abmon driver is active copies of each device message are sent to the driver.

3.2.3. The Linking process

The linking process is the most complex aspect of the device driver's interface with the bus manager. Device drivers define which devices they want to be linked to by specifying the prot, type and model of the devices they want. The bus manager then replies with a sequence of matching devices which the driver can choose to link to or ignore. Finally the driver can choose to receive notification of new devices that meet its defined categories from the bus manager when the new devices are connected to the bus.

The sequence of the linking process is as follows:

1. The device driver sends a Link request message to the bus manager in which it declares the prot, type, and model categories of the peripheral devices it would like to be connected to.

The Link request message contains three 9 byte fields, one each for prot, type and model. Only the first eight bytes of each field can be used for a string, at least one null termination byte must be present for each string.

The asterisk character ("*" , 02A hex) is used as a wild card to indicate any device of that category.

Examples (see section 3.3.1 for message structure.):

To specify every pointing device of type mouse:

```
prot(locator), type(mouse), model(*)

db 00          ; Link request minor op code
db 21h         ; Link request major op code
db 00          ; Device ID = 0
db 1Bh         ; Message length = 27 bytes
db "locator",00,00
db "mouse",00,00,00,00
db "*",00,00,00,00,00,00,00,00
db 29 dup(0)   ; padding to a 60 byte buffer
```

To specify any available device:

```
prot(*), type(*), model(*)

db 00          ; Link request minor op code
db 21h         ; Link request major op code
db 00          ; Device ID = 0
db 1Bh         ; Message length = 27 bytes
db "*",00,00,00,00,00,00,00,00
db "*",00,00,00,00,00,00,00,00
db "*",00,00,00,00,00,00,00,00
db 29 dup(0)   ; padding to a 60 byte buffer
```

{On a real mode Intel PC platform; to send the message the device driver sets the DS (segment), and DX (offset) registers to point to the message and then executes a software interrupt 60 hex. The bus manager uses this same buffer for the Link reply.}

2. The bus manager scans the Device Table for any bus devices that match the categories specified by the device driver.
3. The bus manager replies by sending a Link reply message to the device driver in the same memory buffer. If there is an available bus device that matches the specifications, the reply message will contain the device's complete ID string and its prot, type and model, and the device status.
4. The device driver responds with a Link approval/disapproval message, thereby choosing whether or not to be linked to the device. The linkage is exclusive, with the exception of special bus monitoring drivers which can receive a copy of each message sent or received by a bus device. (These bus monitoring drivers are typically used for diagnostic test or debugging purposes.). Once a device driver approves a link with a device, the device is no longer available to any other device driver.

If the driver chooses to approve the link, it provides the bus manager with a callback address (a 4 byte far call address seg:offset form) which the bus manager will use to send device events to the driver.

5. Repeat steps 1 to 4 for additional devices until the bus manager indicates that it has reached the end of the list of devices meeting the driver's category specification
6. When the requested device does not exist in the Device Table, the bus manager sends a Link reply with minor op code = FFh (no matching device). If the driver approves the Link reply, the bus manager saves the request in a special pending requests list.
7. Once the link is in place, the driver can send messages to the device itself or to the bus manager.
 - The bus manager sends all the application reports of the linked devices to the device driver.
 - The driver can manage each device it is linked to separately (by their Device IDs). It is up to the driver or its application to decide how to make use of multiple devices.
8. When a new device is connected to the ACCESS.bus (hot plugged in), the bus manager sends the Device Table entry (op-code 41h) to each driver with a matching pending request. The first driver that responds with a Link approval to the message will be connected to the new device.

Note:

The manager sends the Device Table Entry message with the same way as it sends a new application report message (push a pointer to the link reply message buffer onto the stack).

A typical linking protocol sequence is:

Example 1:

Driver	Bus Manager
Link request	
	Link reply (DevID = 1)
Link approval (DevID = 1)	
Link request	
	Link reply (DevID = 2)

Link approval (DevID = 2)	
Link request	
	Link reply minor op code = FFh (no matching device)
Link approval (pending request)	-

(for more details see the Link request, and Link reply message descriptions)

Example 2:

The other alternative of linking process is a connection of a new device that was requested previously and was on a pending request list.

Driver	Bus Manager
Link request	
	Link reply (DevID = 1)
Link approval (DevID = 1)	
Link request	
	Link reply minor op code = FFh (no matching device)
Link approval (pending request)	

New device with matching capabilities is hot plugged in

	New device table entry to driver (op code 41h)
Link approval (new device)	

3.3. The Bus manager - Device driver interface

The following protocol is used for sending messages between the bus manager and the device driver on Intel style PCs operating in real mode.

The purpose of this protocol is to open a link from the device driver to the ACCESS.bus peripheral device through the bus manager. The following section lists the messages and describes each message format.

3.3.1. Message Fields

Each message starts with four header bytes, a minor op code, a major op code, the device ID and the message length . The messages are passed between the device driver and the bus manager in a memory buffer. Since the same buffer is used by the bus manager to reply to most of the device driver messages, the device driver must allocate a buffer large enough to hold the expected response. For simplicity, it is a good idea for device drivers to allocate a single message buffer larger than is required by any message/response pair and use the buffer for all communication with the bus manager. A buffer of 132 bytes is sufficient to hold the largest possible message.

All message buffers should be aligned on a word boundary, and messages with odd numbers of data bytes must pad their buffer to an even word boundary to allow the bus manager to read the message by words.

The minor op code is located in the first byte of the message, and the major op code is located in the second byte. The third byte of the message contains the device ID, and the

fourth byte of the message contains the length of the message in bytes. The message length is the number of data bytes, excluding the four header bytes, in the message. Note that the buffer length is frequently longer than the message length!

The message header structure is as follows:

Byte Number	Field
1	Minor op-code
2	Major op-code
3	Device ID
4	Message Length

The remainder of the message consists of data bytes.

To avoid byte ordering conflicts, the device and the device driver mutually agree on the data byte order. For example, if a device is sending words in Motorola format, the driver is responsible for converting it to Intel format. (The Manager transfers the data in the same order as it is received from the bus).

3.3.1.1. Minor op code

The first byte of the message is the minor op code. Usually, this field gives more details about the major op code.

3.3.1.2. Major op code

The second byte of the message is the major op code. Usually, this field defines a specific control message or type of data to be transferred.

3.3.1.3. Device ID (DevID)

The third byte of the header defines the peripheral device associated with the message.

3.3.1.4. Message Length

The fourth byte of the header indicates the number of data/control bytes to be transmitted within this message. (Length does not include the four message header bytes).

3.3.1.5. Data Bytes

The body of the message is contained here. Note that messages must start on word boundaries and be in buffers which contain an even number of bytes to allow the bus manager to access the message by word reads. Extra storage after the end of the data bytes is ignored.

3.3.2. Driver to Bus Manager Messages

3.3.2.1. Reset - op code - 20h

Minor: 00h
 Major: 20h
 DevID: 00h
 MsgLen: 00h

Notes: This is a special command message which resets the ACCESS.bus host interface hardware, and as a consequence, all of the devices on the ACCESS.bus. This command should never be issued by normal device drivers!

3.3.2.2. Link request - op code - 21h

Minor: 00h
Major: 21h
DevID: 00h
MsgLen: 1Bh (27d)
Data: 9 bytes for the prot value (up to 8 characters + 00h)
9 bytes for the type value (up to 8 characters + 00h)
9 bytes for the model value (up to 8 characters +00h)

All the three category levels have to be defined. If the link request is not for a specific device, the category value for model and possibly type or prot should be set to the asterisk character which acts as a wild card value. The asterisk character ("*", 2A hex) has to be placed in the first byte of the category value. The other 7 bytes will be 00h .

Example 1:

prot(locator)

l	o	c	a	t	o	r		
6C	6F	63	61	74	6F	72	00	00

type(*)

*								
2A	00	00	00	00	00	00	00	00

model(*)

*								
2A	00	00	00	00	00	00	00	00

Notes: The bus manager will reply with a Link reply message. Programmers should ensure that the buffer they provide is large enough to hold the response message.

3.3.2.3. Link approval/disapproval - op code - 22h

Minor: 01h Yes - connect
00h No - don't connect
Major: 22h
DevID: Device ID of the bus manager Link reply
MsgLen: 04h
Data: Callback address in 4 byte segment:offset format. This address will be called by the bus manager with messages at interrupt time.

3.3.2.4. Get specific device table - op code - 23h

Minor: 00h
Major: 23h
DevID: device ID
MsgLen: 00h

Notes: The bus manager will reply with the device table entry for the specified device if it exists. Programmers should ensure that the buffer they provide is large enough to hold the response message.

3.3.2.5. Get device ID string - op code - 24h

Minor: 00h
Major: 24h
DevID: device ID
MsgLen: 00h

Notes: The bus manager will reply with the specific device ID string. Programmers should ensure that the buffer they provide is large enough to hold the response message.

3.3.2.6. Get device type - op code - 25h

Minor: 00h
Major: 25h
DevID: device ID
MsgLen: 00h

Notes: The bus manager will reply with the value of the prot(), type(), and model() strings of the specified device if it exists. Programmers should ensure that the buffer they provide is large enough to hold the response message.

3.3.2.7. Get device status - op code - 26h

Minor: 00h
Major: 26h
DevID: device ID
MsgLen: 00h

Notes: The bus manager will reply with the value of the device status for the specified device if it exists. Programmers should ensure that the buffer they provide is large enough to hold the response message.

3.3.2.8. Device enable/disable - op code - 27h

Minor: 00h disable
 01h enable
Major: 27h
DevID: device ID
MsgLen: 00h

Notes: Upon receiving this message the bus manager will enable or disable messages from the specific device to the device driver.

3.3.2.9. Message to device - op code - 28h

This message is used to send a message from the device driver directly to the peripheral device. The contents of this message can be any valid ACCESS.bus message, or any vendor or device specific message. Well-behaved drivers should not ordinarily send Interface Part Control/Status messages to their device because such messages may interfere with the bus manager's control of the ACCESS.bus devices.

Minor: 00h data message
 01h control message
Major: 28h
DevID: device ID

MsgLen: Message length
Data: any valid ACCESS.bus or device specific message

Note: The bus manager will send this message to the selected device on the ACCESS.bus in the correct ACCESS.bus format by adding the ACCESS.bus headers and the checksum byte and translating the device ID into the actual bus address.

The driver can verify that the message was transmitted successfully by checking the status code returned by the bus manager.

3.3.2.10.Driver disconnect - op code - 29h

Before a driver terminates, it must send the above Driver disconnect message to the bus manager. A driver that terminates without sending this message to the bus manager will crash the system, since the bus manager will not know that the driver's call entry point has become invalid.

Minor: 00h
Major: 29h
DevID: device ID
MsgLen: 00h

3.3.2.11.Link to On-board ACCESS.bus SM or Off-board Fixed Address device - op code - 2Ah

Since fixed address devices do not support the ACCESS.bus initialization protocol, we need a mechanism to install these devices in the Manager device table. The following message is used by the driver to instruct the Manager to add a fixed address device to the active device table:

Major: 0x2A
Minor: 0x00
MsgLen: 0x00
DevId: Odd address of On-board ACCESS.bus SM or Off-board Fixed Address device
Data: Driver call back routine (4 bytes)

The Manager will not accept even addresses. In addition, a driver cannot link to odd address where the even address is already used.

The reply from the Manager is:

Major: 0x49
Minor: 0x00
MsgLen: 0x00
DevId: Manager On-board ACCESS.bus SM or Off-board Fixed Address device ID

3.3.2.12.Disconnect from On-board SM or Off-board Fixed Address device - op code - 2Bh

The following message is used by the driver to instruct the Manager to remove a fixed address device from the active device table:

Major: 0x2B
Minor: 0x00
MsgLen: 0x00

DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)

3.3.2.13. Write to On-board SM or Off-board Fixed Address device - op code - 2Ch

The following message is used by the driver to send a message to a fixed address device. This message can be any data string that will fit the memory size of the addressee:

Major: 0x2C
Minor: 0x00
MsgLen: Number of bytes in data field
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data: Data to On-board SM or Off-board Fixed Address device

Example 1:

Set address 0x00 to 0x02 with "0A0B0C"

Major: 0x2C
Minor: 0x00
MsgLen: 0x04
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data: 000A0B0C (The first 00h byte is the memory address offset.)

Example 2:

Set read offset to 0x00

Major: 0x2C
Minor: 0x00
MsgLen: 0x01
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data: 00

3.3.2.14. Read From On-board SM or Off-board Fixed Address device - op code - 2Dh

The following message is used by the driver to read data from a fixed address device. The message specifies the length of the data string to be read:

Major: 0x2D
Minor: 0x00
MsgLen: 0x02
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data byte 1: LSB of bytes count

Data byte 2: MSB of bytes count

The reply message will be sent to the call back routine of the driver as specified in the link process:

Major: 0x50
Minor: 0x00
MsgLen: Number of bytes in the data field
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data: Data from On-board SM or Off-board Fixed Address device

3.3.2.15. Free format command - op code - 2Eh

The following message is used by the driver to send a message directly to the MPD with no intervention of the Manager:

Major: 0x2E
Minor: 0x00
MsgLen: Length of the data field
DevId: 0x00
Data: any command to the MPD (no need for checksum)

3.3.2.16. Read From On-board ACCESS.bus SM or Off-board Fixed Address device with Repeated Start - op code - 2Fh

The following message is used by the driver to read data from a fixed address device. The message specifies the length of the data string to be read and the memory initial address:

Major: 0x2F
Minor: 0x00
MsgLen: 0x04
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data byte 1: LSB of bytes count
Data byte 2: MSB of bytes count
Data byte 3: LSB of address offset
Data byte 4: MSB of address offset

The reply message will be sent to the call back routine of the driver as specified in the link process:

Major: 0x50
Minor: 0x00
MsgLen: Number of bytes in the data field
DevId: Manager On-board SM or Off-board Fixed Address device ID (from Link to On-board SM or Off-board Fixed Address device)
Data: Data from On-board SM or Off-board Fixed Address device

3.3.2.17. Disable / Enable Device Presence Check - op code - 30h

The following message is used by the driver to instruct the controller to disable or enable a specific device presence check. The Manager when receiving this message, send a new device table to the controller with the appropriate mask (0 disable / 1 enable)

Major: 0x30
Minor: 0x00 - to disable
0x01 - to enable
MsgLen: 0x00
DevId: Manager device ID

3.3.3. Bus manager to Driver Messages

3.3.3.1. Link reply op code - 40h

As a response to Link request, the bus manager sends the following information for each device in the device table that matches the link request specification. After sending a message for a device, the bus manager waits for the driver to respond with a Link approval or disapproval message for that device. For each of the matching devices, the Minor op code is set to 00h. When the bus manager has sent Link reply messages for each bus device that matches the link request filter, it sends one additional Link reply message with a Minor op code of 0FFh to indicate the end of the list of matching bus devices.

Minor: 00h for a matching device.
FFh for the end of the list of devices matching the given set of capabilities
Major: 40h
DevID: Device ID
MsgLen: 38h (56 decimal)

This message sends the following device related data:

- The device ID
- The device complete ID string
- The device linking capabilities:
 - * 'prot'
 - * 'type'
 - * 'model'

Each one of the above capabilities strings is 8 bytes long followed by a 00h.

When the capability string value is shorter than 8 characters it is padded with nulls.

- device status

The message format is as defined below:

Byte number	Content
1 - (1 byte)	Minor op code - 00 or FFh
2 - (1 byte)	Major op code - 40 h
3 - (1 byte)	Device ID.

4 -	(1 byte)	Message Length 38h (56 decimal)
5 -	(1 byte)	protocol_revision
6 - 12 -	(7 bytes)	module_revision
13 - 20 -	(8 bytes)	vendor_name
21 - 28 -	(8 bytes)	module_name
29 - 32 -	(4 bytes)	device_number
33 - 41 -	(9 bytes)	Value of 'prot'
42 - 50 -	(9 bytes)	Value of 'type'
51 - 59 -	(9 bytes)	Value of 'model'
60 -	(1 byte)	Value of the Status register

Note: The bus manager uses the same message buffer that was used by the driver for the Link request message (specified in DS :DX registers)

3.3.3.2. Specific device table - op code - 41h

This message is a reply to Get specific device table.

Minor: 00h
Major: 41h
DevID: Device ID
MsgLen: 38h (56 decimal)

This message sends the following device related data:

- The device ID
- The complete ID string for the device.
- The device linking portions of the device's capabilities string:
 - * 'prot'
 - * 'type'
 - * 'model'
- The device status

The message format is as defined below:

Byte number	Content
1 -	(1 byte) Minor op code - 00
2 -	(1 byte) Major op code - 41 h
3 -	(1 byte) Device ID.
4 -	(1 byte) Message Length 38h (56 decimal)
5 -	(1 byte) protocol_revision
6 - 12 -	(7 bytes) module_revision
13 - 20 -	(8 bytes) vendor_name
21 - 28 -	(8 bytes) module_name
29 - 32 -	(4 bytes) device_number
33 - 41 -	(9 bytes) Value of 'prot'
42 - 50 -	(9 bytes) Value of 'type'
51 - 59 -	(9 bytes) Value of 'model'
60 -	(1 byte) Value of the Status register

Note: The bus manager uses the same message buffer that was used by the driver for the Get specific device table message (specified in DS :DX registers)

3.3.3.3. Device ID op code - 42h

This message is sent as a reply to a Get device ID command

Minor: 00h
Major: 42h
DevID: Device ID
MsgLen: 1Ch (28d bytes)
Data: 1 byte protocol_revision
7 bytes module_revision
8 bytes vendor_name
8 bytes module_name
4 bytes device_number

Note: The bus manager uses the same message buffer that was used by the driver for the Get device ID message (specified in DS :DX registers)

3.3.3.4. Device type op code - 43h

This message is the reply to a Get device type command.

Minor: 00h
Major: 43h
DevID: Device ID
MsgLen: 1Bh (27d bytes)
Data: 'prot' value (8 bytes + 00h)
'type' value (8 bytes + 00h)
'model' value (8 bytes + 00h)

Note: The bus manager uses the same message buffer that was used by the driver for the Get device type message (specified in DS :DX registers)

3.3.3.5. Device status op code - 44h

This message is sent as the reply to a Get device status message. The status register has the following format:

	D7	D3	D2	D1	D0
0	not linked	bad	non-active	virtual	disable
1	linked	good	active	physical	enable

Minor: value of the status register
Major: 44h
DevID: Device ID
MsgLen: 00h

Note: The bus manager uses the same message buffer that was used by the driver for the Get device status message (specified in DS :DX registers)

3.3.3.6. Message from device op code - 45h

This function is the primary means of communication between the device and the corresponding device driver. The bus manager passes the message to the driver as it is received from the device. Parsing the contents of the message is the device driver's responsibility.

The message is contained in a memory buffer which is only valid for the duration of the call to the device driver. The driver should copy any information it wants to access after the call to its own private storage. Since the call to the device driver will occur at interrupt time, the device driver writer should be aware of the limitations on resources available at interrupt time under the operating system he or she is using.

The bus manager's protocol headers replace the first three bytes of the ACCESS.bus message. (destination address, source address, and protocol flag + length).

The device's bus address is translated into the internal device ID.

The message body is identical to the message on the bus (except for the checksum byte which is removed by the bus manager).

Minor: 00h - data message
01h - control message
Major: 45h
DevID: Device ID
MsgLen: message length
Data: The ACCESS.bus message body (without the checksum byte).

3.3.3.7. Device disconnect - op code - 46h

This message is sent to notify a device driver that a device to which it was linked was disconnected from the bus.

Minor: 00h
Major: 46h
DevID: device ID
MsgLen: 00h

3.4. The device driver to bus manager interface mechanism (IBM PC specific)

3.4.1. General

The device driver and the bus manager communicate by sending messages in shared memory buffers. All bus manager to device driver messages that are replies to a driver message (op codes: 40h, 41h, 42h, 43h, 44h) use the same memory buffer that was used by the device driver's message. The device driver first allocates a memory buffer large enough to hold the larger of its message or the expected reply and then calls the bus manager by issuing a software interrupt to int 60 hex with the address of the memory buffer in DS:DX . The bus manager's reply will be in the message buffer when control returns to the device driver as long as the call was successful. The device driver should check the bus manager status returned in the AX register before reading the data in the message buffer.

All device application reports (op code 45h) and device disconnect messages (op code 46h) are sent to the driver by the bus manager in a message buffer allocated by the bus manager. Prior to calling the device driver event entry point, the bus manager pushes a far pointer to the message buffer onto the stack.

3.4.2. Driver to bus manager

The following describes how a device driver sends a message to the bus manager:

1. Allocate a memory buffer large enough to hold the message and the anticipated response. Prepare the message in the memory buffer.
2. Set DS:DX to point to the message buffer.
3. Call the bus manager (S/W interrupt - 60h)
4. Check register AX for status:

Status code (AX value)	Status
0x0000	OK
0x00EE	bus manager is busy - release the CPU and try again later
0x0101	unknown op code
0x0102	unknown device ID.
0x0103	resend message
0x0104	outgoing buffer full
0x0105	message length does not match

Example assembler code for the driver's call to the bus manager:

MessageBuffer:

```
db      00h                ; minor op code
db      21h                ; Link Request major op code
db      00                 ; Device ID = 0
db      1Bh                ; Message length = 27 bytes
db      "locator",00,00
db      "mouse",00,00,00,00
db      "*",00,00,00,00,00,00,00,00
db      101 dup(0)         ; Reserve a 132 byte buffer
```

CallManager:

```
mov     dx,MessageBuffer   ; form pointer to message in ds:dx
int     60h                ; Call the bus manager
cmp     al,00              ; Test for success
je      Success
```

Error:

<Error handler>

Success:

```
mov     bx,dx
mov     ax,(bx)            ; Read the reply message
.
.
.                          ; process the reply message
```

3.4.3. Bus manager to driver - replies

The following describes how the bus manager replies to a message from the device driver:

1. Prepare the message in the same memory buffer provided by the device driver.
2. Load the AX register with status.
3. Return to the device driver

3.4.4. Bus manager to driver - device and disconnect messages

The following describes how the bus manager initiates a message to the device driver:

1. Allocate a memory buffer and then prepare the message in the buffer
2. Push a far pointer (segment:offset) to the message buffer onto the stack.
3. Call the device driver event handler address with a far call.
4. When it has completed processing the message, the device driver returns control to the bus manager via a far return .

Notes: The event handler address was defined by the device driver in the Link approval message. The device driver should return from its processing with a far return as soon as possible. The event call will most likely occur at interrupt time, so the device driver should only use system resources that are safe to use at interrupt time. The message

buffer provided by the bus manager is only valid during the call to the device driver; the driver should copy any data it wants to retain from the message buffer to its own local storage prior to returning to the bus manager.

The device driver must ensure that its event handler address is valid at all times until it issues a driver disconnect message to the bus manager.

Example C prototype for the driver's event handler entry point:

```
void far EventHandler(void far *EventBuffer)
```

Example assembler code for the driver's event handler entry point:

```
EventHandler:
    push    bp                ; preserve registers
    mov     bp,sp
    push   es
    push   dx
    mov     es,(bp+8)
    mov     dx,(bp+6)        ; form pointer to message in es:dx
    .
    .
    .                        ; process the message
    .
    pop     dx
    pop     es
    pop     bp
    retf
```

3.5. Message summary

3.5.1. Driver to bus manager messages

op code	Command
20h	Reset
21h	Link request
22h	Link Approval/Disapproval
23h	Get specific device table
24h	Get device ID
25h	Get device type
26h	Get device status
27h	Device enable/disable
28h	Message to device
29h	Driver disconnect
2Ah	Link to On-board ACCESS.bus SM device
2Bh	Disconnect from On-board ACCESS.bus SM device
2Ch	Write to On-board ACCESS.bus SM device
2Dh	Read From On-board ACCESS.bus SM device
2Eh	Free Format Command

2Fh	Read From On-board ACCESS.bus SM devicewith Repeated Start
30h	Disable / Enable Device Presence Check

3.5.2. Bus manager to driver messages

op code	Command
40h	Link reply
41h	Specific device table
42h	Device ID.
43h	Device type
44h	Device status
45h	Message from device
46h	Device disconnect

SECTION 4

ACCESS.bus

ACCESS.bus Manager / Mini Port Driver Interface Specification

September 1995

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4. ACCESS.bus Software Architecture

An ACCESS.bus system requires control software in the host system as well as in each peripheral device. The host system operating software must provide interfaces by which application programs can access both the ACCESS.bus devices and the ACCESS.bus itself. An important advantage of the ACCESS.bus approach is that the lower levels of the interaction are common to diverse device types, so they can be supported by the same or similar software modules.

The ACCESS.bus host software structure is described below:

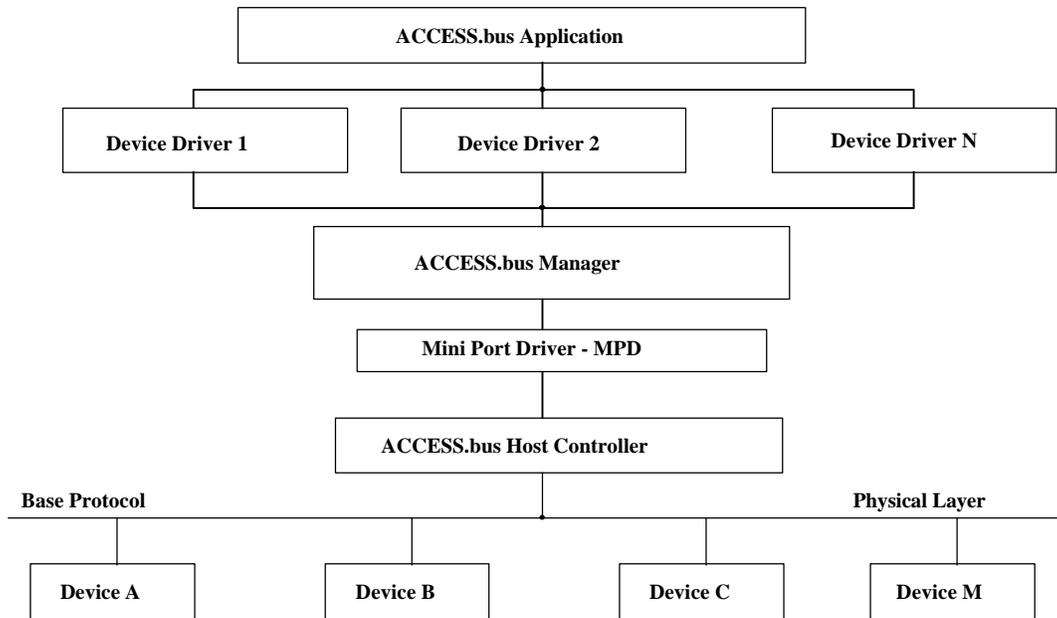


Figure 4-1 ACCESS.bus Software Hierarchy

4.1. Mini Port Driver (MPD)

The Mini Port Driver is a communication software layer that separates the ACCESS.bus specific hardware from the Display Manager. The MPD is used to virtualize the specific hardware implementation.

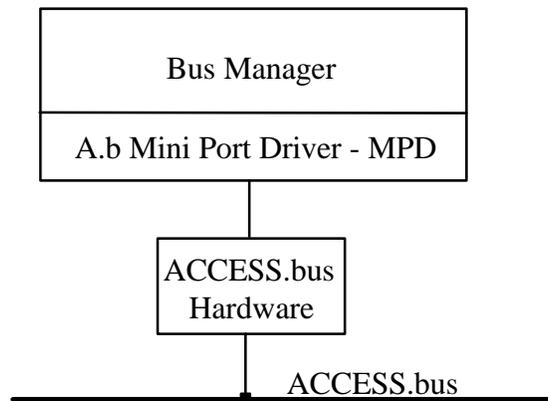


Figure 4-2. ACCESS.bus Mini Port Driver

4.2. ACCESS.bus Manager

The ACCESS.bus Manager is a central software driver that controls the operation of all ACCESS.bus devices attached to the bus. It communicates with the MPD on one side and with the ACCESS.bus Device Drivers on the other. The ACCESS.bus Manager initializes and controls the ACCESS.bus, recognizing newly inserted or removed devices. It links device drivers and applications with specific ACCESS.bus devices, validates incoming messages, and serves as a bi-directional data switch--re-formatting and buffering incoming and outgoing messages.

4.3. Software Device Drivers

The software device drivers serve as bi-directional interface between application programs and a specific type of device or devices (mouse driver, keyboard driver, etc.).

The appropriate driver will depend on the device type. The device Capabilities Information feature of the ACCESS.bus protocol allows a measure of device independence in the selection of drivers and provides a mechanism for the device to inform the host software of its characteristics.

An ACCESS.bus device driver must support the ACCESS.bus linking procedure with the Display Manager and comply with the ACCESS.bus Device Driver Interface (DDI) protocol. (See the ACCESS.bus specifications for more detail).

4.4. Application Layer

All application programs communicate with ACCESS.bus devices via an ACCESS.bus device driver, or directly communicate with the ACCESS.bus Manager. ACCESS.bus applications can use many devices of the same type (e.g. multiple mice, multiple keyboards). This feature allows new multiple user interactive applications.

4.5. Manager / MPD Communications - DOS

The MPD and the ACCESS.bus Manager communicate by sending messages in shared memory buffers. All MPD messages that are replies to a Manager message use the same memory buffer that was used by the Manager message. The Manager first allocates a memory buffer large enough to hold the larger of its message or the expected reply and then calls the MPD by issuing a software interrupt to int 2F (hex) with the address of the memory buffer in DS:DX. The MPD's reply will be in the message buffer when control returns to the Manager as long as the call was successful. The Manager should check the MPD status returned in the AX register before reading the data in the message buffer.

The MPD chains itself to interrupt 2Fh. As a rule, all commands to the MPD should set register AX to AB00h and BL to the desired Op code. The Manager uses the following six commands to communicate with the MPD:

4.5.1. Identify - Op code 00h

Identifies the type of MPD and hardware. The MPD will return two numbers. The first will be the hardware type and the second the MPD version. This command can also be used to test if MPD exists.

Input:

AX = AB00h
BL = 00h

Output:

AH = Hardware type
AL = MPD version
BX = Vendor specific

CX = Vendor specific
DX = Vendor specific

4.5.2. Set Manager Call Back Routine - Op code 01h

In order to get ACCESS.bus input, the manager supplies a single call back address as its service routine. This routine is called by the MPD for each input message. The C format of such routine is:

```
callback(unsigned char far *buf, int msgLen);
```

Note that the call back routine is invoked under the MPD's context (i.e. the Manager cannot rely on its data segment). The call back routine must load DS with DGROUP prior to any access to local variables. The MPD will provide a stack of approximately 512 bytes.

Input :

AX = AB00h
BL = 01h
ES:DX = Address of Call Back Routine

Output :

AX = 0 or Error Code

4.5.3. Send Message - Op code 02h

This service will send either ACCESS.bus messages or control instructions to the MC (Micro-Controller) that do not require a reply. The Manager provides a memory buffer address, number of bytes and number of retries.

Input :

AX = AB00h
BL = 02h
BH = Message Length
CX = Number of retries (must be greater or equal to 1)
DS:DX = Message address

Output :

AX = 0 or Error Code

4.5.4. Query MC - Op code 03h

A service to send a query to the MC. The Manager provides a memory buffer containing the query and the size of the outgoing query. The MC reply is read back into the provided memory block. The Manager must ensure that the memory block is large enough to hold the MC reply. A 131 bytes long buffer will satisfy all queries.

Input :

AX = AB00h
BL = 03h
BH = Message Length
DS:DX = Message address (must be large enough to hold reply)

Output :

AX = 0 or Error Code
BX = Length of reply
The reply is read into the memory buffer defined by DS:DX

4.5.5. Poll MC - Op code 04h

This service reads the next pending message. If the input FIFO contains a message it is read into the provided memory buffer. If not, the MPD will poll the MC for a short period of time. If a message arrives while doing so, it is read into the provided memory buffer. Otherwise, an error code is returned. The memory buffer must be large enough to hold any input message. A 131 bytes long block will satisfy that requirement.

Input:

AX = AB00h

BL = 04h

DS:DX = Memory buffer to hold input message (minimum 131 bytes)

Output:

AX = 0 or Error Code

BX = Message Length

The input message (if any) is read into the memory buffer DS:DX

4.5.6. Enable / Disable MC - Op code 05h

The Manager can hold the MPD from dispatching incoming messages. The MPD keeps a counter for locking input dispatching. The MPD start with value of 1 (disabled). Each enable command decrements the counter. Each disable command increments the counter. The counter must be zero for messages to be dispatched.

Input:

AX = AB00h

BL = 05h

CX = 0 => disable (increment) , non zero => enable (decrement)

Output:

AX = 0 or Error Code

4.5.7. Manager / MPD Communications Examples - DOS

The first task of the MPD is to perform the necessary initialization sequence required by the hardware (controller), so that the controller will be able to communicate with the Manager. The following is a step by step description of the Manager to MPD communication protocol:

4.5.7.1. MPD presence check

1. Manager sets register AX to AB00h (MPD pre-defined identifier)
2. Manager calls MPD via the pre-defined software interrupt
3. Manager checks register AX for return status. If the return value is still AB00h the MPD is not present.

4.5.7.2. Incoming messages

The MPD is activated by a hardware interrupt generated by the controller (AB_IRQ). The MPD receives the incoming message from the controller via a lower level handshake protocol. The MPD reformats the incoming message, allocates a memory buffer and then prepares the message in the buffer.

- Push a far pointer (segment:offset) to the message buffer onto the stack.
- Call the Manager's event handler address with a far call.
- When it has completed processing the message, the Manager returns control to the MPD via a far return .

Notes:

The event handler address was defined by the Manager in the MPD initialization message. The Manager should return from its processing with a far return as soon as possible. The event call will most likely occur at interrupt time so the Manager should only use system resources that are safe to use at interrupt time. The message buffer provided by the MPD is only valid during the call to the Manager, the Manager should copy any data it wants to retain from the message buffer to its own local storage prior to returning to the MPD.

4.5.7.3. Outgoing messages

The following describes how the Manager sends a message to the MPD:

1. The Manager allocates a memory buffer large enough to hold the message and the anticipated response and prepares the message in the memory buffer.
2. Set DS:DX to point to the message buffer.
3. Manager sets register AX to AB00h (MPD pre-defined identifier)
4. Call the bus MPD via the pre-defined S/W interrupt
5. Check register AX for status.

4.5.7.4. MPD return status.

Each of MPD services returns status in register AX. Depending on service in use, the return value could be one of the following:

Status code (AX value)	Initiator	Status
0x0000	MPD	OK
0x0001	Controller	byte transmitted to the bus is not acknowledged
0x0002	Controller	reserved
0x0003	Controller	arbitration lost while sending message to the bus
0x0004	Controller	ACCESS.bus incoming buffer full
Status code (AX value)	Initiator	Status
0x0005	Controller	ACCESS.bus message failure
0x0006	Controller	unknown OpCode of internal message to controller
0x0007 - 0x000F	Controller	reserved
0x0010	MPD	ACCESS.bus hardware not found
0x0011	MPD	controller didn't acknowledge interrupt
0x0012	MPD	time out while writing message to the controller
0x0013	MPD	time out while reading message from the controller
0x0014	MPD	communication error is not acknowledged by the controller
0x0015	MPD	controller didn't reply on query
0x0016 - 0x001F	MPD	reserved

4.6. Manager / MPD Communications - Windows 3.1

The two previous paragraphs describe the DOS interface between the Manager and the MPD. Under WINDOWS 3.1, the MPD DLL, instead of chaining to interrupt 0x2F, exports all the services listed in 1.2 to be called by the Manager DLL. Export ordinals for those services should be 1 to 6.

Example of exporting services (in Windows definition (.def) file for winmpd.dll) :

EXPORTS

McID	@1
McSetCallBack	@2
McWrite	@3
McQuery	@4
McRead	@5
McEnable	@6

All of these services should have the same names as listed above and should provide the same set of input and output parameters as their DOS equivalents (excluding MPD ID and MPD OpCode as the input parameters).

Examples of services definition (C notation) :

```
int far pascal    McID( void );
void far pascal  McSetCallBack( void far pascal (*CALLBACK)(unsigned char far
*buf, int msgLen) );
int far pascal   McWrite( unsigned char far * buf, int msgLen, int retry );
int far pascal   McQuery( unsigned char far * buf, int far * msgLen );
int far pascal   McRead( unsigned char far * buf, int far * msgLen );
void far pascal  McEnable( int enable );
```

The name of the MPD module for WINDOWS has to be **winmpd.dll** .

4.7. Manager to ACCESS.bus Controller Messages (through the MPD)

Using the Manager to MPD protocol described above, the Manager can communicate with the ACCESS.bus Controller. The Manager can send to the ACCESS.bus Controller messages addressed to specific devices on the bus or internal messages intended for the ACCESS.bus Controller itself. To send a message to a specific device on the ACCESS.bus, the Manager uses the Manager to MPD protocol to pass a message with a destination address matching the specific ACCESS.bus device address (with the source address 50h). To send an internal message to the ACCESS.bus Controller, the Manager uses the same Manager to MPD services, but this time both the source and the destination address are 50h.

The following are all internal messages between the Manager and the ACCESS.bus Controller. Each Internal message should have a value in the Message Length field (the 3rd byte), which is a logical OR of 80 hex and **n**, where **n** is the number of bytes in the message excluding four (destination address, source address, message length and checksum).

When sending the message to the ACCESS.bus Controller, the MPD may re-format the message to better fit it to the ACCESS.bus Controller's instructions set and internal structure.

4.7.1. Initial Controller (op-code 00h)

This message is used to perform a complete h/w initialization. This command is used usually at system initialization, or following a system failure.

Destination:	50h
Source:	50h
MsgLen:	82h
OpCode:	00h
Data:	55h (to prevent unintended init message)
	cs

4.7.2. Set Maintenance Table (op-code 02h)

The *Manager* updates the *Controller* internal abbreviated device table which is used to perform the maintenance process. This table is compressed such that each device is represented by one bit. The *Controller data* byte represents the highest device address to be checked.

Destination: 50h
 Source: 50h
 MsgLen: MsgLen
 OpCode: 02h
 Data: 1 byte with the highest device address
 Data: 0 up to 17 bytes of the following structure:

Byte#	D7	D6	D5	D4	D3	D2	D1	D0
1	The Highest Access.bus device address on the bus							
2	0Eh	0Ch	0Ah	08h	06h	04h	02h	00h
:								
:								
:								
:								
:								
:								
17	FEh	FCh	FAh	F8h	F6h	F4h	F2h	F0h

A bit value of "1" in each one of the device addresses indicates the existence of a device on the bus. This addressee needs to be checked by the *Controller*. A value of "0" indicates that there is no device at this address. Usually the message will have less than 17 bytes.

Example:

There are 3 devices on the bus with addresses 02h, 04h, and 08h. The message will be as follows:

OpCode: 01h
 Data: 08h 08h is the highest bus address
 Data: 16h 16h = 00010110 is the mapping of the devices addresses 02h, 04h, and 08h

Note: The MPD has to divide the value of the highest bus address by 16 to find the number of bytes that follow the first data byte.

4.7.3. Set ACCESS.bus Clock Rate (op-code 03h)

This function call instructs the controller to change the ACCESS.bus clock rate.

Destination: 50h
 Source: 50h
 MsgLen: 83h
 OpCode: 03h

Data: 2 successive bytes that indicate the clock rate in Kbit/sec
cs

Example:

To set a clock rate of 100Kbit/sec the data is:

0000 0000 0110 0100 = 100d

4.7.4. Set ACCESS.bus Flow Control (op-code 04h)

This function call instructs the controller to block or unblock all incoming messages by turning off and on the incoming flow control. In our case, the flow control is the ACCESS.bus acknowledge bit. When the ACK bit is turned off (the host is not acknowledging any of the devices messages) there will be no incoming messages.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 04h
Data: 00h to block incoming messages
01h to unblock incoming messages
cs

4.7.5. Set Maintenance rate (op-code 05h)

This function call sets the elapse time between two successive ACCESS.bus presence checks. The rate is the desired time in units of 2msec. This function call re-activates the maintenance process.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 05h
Data: 1 byte that indicates the time in 2msec units.
cs

4.7.6. ACCESS.bus Enumeration (op-code 06h)

This function call instructs the Controller to complete one round of presence check beginning with the first device address.

Note: Prior to this function call the Manager has to disable the regular maintenance.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 06h
cs

Note: The controller reports End of ACCESS.bus Enumeration at the end of the enumeration cycle.

4.7.7. Enable Maintenance (op-code 07h)

Instruct the *Controller* to halt or resume the maintenance procedure.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 07h
Data: 00 - disable maintenance
01 - enable maintenance
cs

4.7.8. Enable ACCESS.bus (op-code 0Bh)

This function call instructs the controller to enable the ACCESS.bus channel.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 0Bh
Data: 00h - disable ACCESS.bus
01h - enable ACCESS.bus
cs

4.7.9. Get ACCESS.bus Clock Rate (op-code 0Ch)

This function call retrieves the current ACCESS.bus clock rate.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 0Ch
cs

Return Value:

The MPD replies on the same message buffer with - ACCESS.bus Clock Rate Reply

4.7.10. Get Self Test (op-code 0Dh)

This function call retrieves the *Controller* self test results.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 0Dh
cs

Return Value:

The MPD replies on the same message buffer with - Self Test Reply

4.7.11. Get Controller ID (op-code 0Eh)

This function call retrieves the Controller ID string.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 0Eh
cs

Return Value:

The MPD replies on the same message buffer with - Controller ID Reply

4.7.12. Get Maintenance Rate (op-code 0Fh)

This function call retrieves the current maintenance rate.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 0Fh
cs

Return Value:

The MPD replies on the same message buffer with - Maintenance Rate Reply

4.7.13. Get Maintenance Enable Status (op-code 10h)

This function call retrieves the current maintenance status (enable / disable).

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 10h
cs

Return Value:

The MPD replies on the same message buffer with - Maintenance Enable Status Reply

4.7.14. Get H/W Status (op-code 11h)

This function call retrieves the controller H/W status.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 11h
cs

Return Value:

The MPD replies on the same message buffer with - H/W Status Reply

4.7.15. Get ACCESS.bus Flow Control (op-code 12h)

This function call retrieves the current incoming flow control status (on / off).

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 12h
cs

Return Value:

The MPD replies on the same message buffer with - ACCESS.bus Flow Control Reply

4.7.16. Get ACCESS.bus Enable Status (op-code 13h)

This function call retrieves the current ACCESS.bus enable status (enable / disable).

Destination: 50h

Source: 50h
MsgLen: 81h
OpCode: 13h
cs

Return Value:

The MPD replies on the same message buffer with - ACCESS.bus Enable Status Reply

4.7.17. Get Controller Power Usage Status (op-code 16h)

This function call retrieves the current controller power usage status.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 16h
cs

Return Value:

The MPD replies on the same message buffer with - Power Usage Reply

4.7.18. Get String from an On-board ACCESS.bus SM device or Fixed Address Device (op-code 17h)

This function call instructs the controller to retrieve a string from an On-Board ACCESS.bus SM device at a specified address (e.g. DDC/2B memory device).

Destination: 50h
Source: 50h
MsgLen: 84h
OpCode: 17h
Data: 1 byte with the device address
Data: 2 bytes with the data string length
cs

Note: The response will come as an ordinary incoming message from an ACCESS.bus device

4.7.19. Get String from an On-board ACCESS.bus SM device or Off-board Fixed Address Device with offset (op-code 19h)

This function call instructs the controller to extract a string from an On-board ACCESS.bus SM device or an Off-board device at a specified fixed address (e.g. DDC/2B memory device). The controller first sets the device offset by sending the offset to the even address (Master write), and then it puts a repeated Start and reads the string from the odd address (Master receive) according to the string length that is specified in the message.

Destination: 50h
Source: 50h
MsgLen: MsgLen
OpCode: 19h
Data: 1 byte with the device odd address
Data: 2 bytes with the data string length (LSB first)
Data: 2 bytes with the address offset (LSB first)

4.7.20. Set Controller Power Management (op-code 20h)

This function call instructs the controller to change to the specified power mode.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 20h
Data: 1 byte with controller power mode according to the following format:

A.b Power	D7	Power Mode	D3	D2	D1	D0
On	1	Run	0	0	0	0
Off	0	Standby	0	0	0	1
		Suspend	0	0	1	0
		Shutdown	0	0	1	1
		Restart	0	1	0	0
		Power off advisory	0	1	0	1
		Query power	0	1	1	0

cs

D4 to D6 are don't care.

4.7.21. Set Interrupt Threshold (op-code 21h)

This *message* sets the number of message bytes that the controller receives from the bus from the beginning of a new ACCESS.bus message before its interrupt the Manager.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 21h
Data: 1 byte that indicates the number of bytes before interrupting the host.
cs

4.7.22. Get interrupt Threshold (op-code 22h)

This *message* requests the value of the controller current interrupt threshold.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 22h
cs

4.7.23. Message to Device

This function call is used to send an ACCESS.bus message to a device. The message format is the exact ACCESS.bus message that is sent to the bus. Example: (Capabilities Request)

Destination: 02h
Source: 50h
MsgLen: 83h
Data: F30000
cs

4.8. ACCESS.bus Controller To Manager Messages (through the MPD)

Using the Manager to MPD protocol described in chapter 1 above, the ACCESS.bus Controller can communicate with the Manager. The ACCESS.bus Controller can send to the Manager messages from specific devices on the bus or internal messages originated by the ACCESS.bus Controller itself. When a message is from a specific device on the ACCESS.bus, the ACCESS.bus Controller uses the Manager to MPD protocol to pass a message (to destination address 50h) with the source address matching the specific ACCESS.bus device address. To send an internal message to the Manager, the ACCESS.bus Controller uses the same Manager to MPD services, but this time both the source address and the destination address are 50h.

In these cases the MPD has to re-format the ACCESS.bus Controller messages to meet the specification before it sends the message to the Manager. In some cases the ACCESS.bus Controller message format may be optimized to the specific controller's instructions set and internal structure, and the message format does not meet the MPD to Manager specification.

The following are all internal messages between the ACCESS.bus Controller and the Manager. Each Internal message should have a value in the Message Length field (the 3rd byte), which is a logical OR of 80 hex and **n**, where **n** is the number of bytes in the message excluding four (destination address, source address, message length and checksum).

4.8.1. Error Status Occurred (op-code 80h)

This function call is used to report bus errors that were detected by the controller.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 80h
Data: 1 byte with error status with the following format:

D7	D6	D5	D4	D3	D2	D1	D0
R	R	R	R	R	R	R	bus stuck low for more than 20 ms

4.8.2. Device Disconnected (op-code 81h)

This function call is used to acknowledge the *Manager* that a device dropped off the ACCESS.bus. A device that does not acknowledge the Device presence check after three attempts is declared as disconnected.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 81h
Data: 1 byte with the device ACCESS.bus address.

4.8.3. ACCESS.bus Clock Rate Reply (op-code 82h)

This function call is a response to Get ACCESS.bus Clock Rate inquiry. The Data consists of two bytes that the Manager sent to the controller. These two bytes indicates the clock rate in Kbit bits per second.

Destination: 50h
Source: 50h
MsgLen: 83h
OpCode: 82h

Data: 2 bytes that indicate the clock rate in Kbit/sec.

4.8.4. Self Test Reply (op-code 83h)

This function call informs the Manager about the ACCESS.bus hardware sanity status.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 83h
Data: 1 byte with the following format:

D7	D6	D5	D4	D3	D2	D1	D0	
R	R	R	R	A.b Power	Functional Registers	ROM Check-sum	RAM	
				Pass	Pass	Pass	Pass	0
				Fail	Fail	Fail	Fail	1

R - Reserved

4.8.5. Controller ID Reply (op-code 84h)

This function call is a reply to Get Controller ID. The controller sends its ID string to the Manager.

Destination: 50h
Source: 50h
MsgLen: 9Ah
OpCode: 84h
Data: The controller ID string format is as the following:

ACCESS.bus protocol revision: 1 byte ("B")
Micro code revision: 8 bytes ("V1.3.1 ")
Micro code vendor name: 8 bytes ("CATC ")
Micro code date : 8 bytes ("01/22/94")

4.8.6. Maintenance Rate Reply (op-code 85h)

This function call is a reply to Get Maintenance Rate inquiry.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 85h
Data: One byte which holds the rate in 2ms units.

4.8.7. Maintenance Enable Status Reply (op-code 86h)

This function call is a reply to Get Maintenance Enable Status inquiry.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 86h
Data: 00 - maintenance disabled
01 - maintenance enabled

4.8.8. H/W Status Reply (op-code 87h)

This function call is a reply to Get H/W Status inquiry.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 87h
Data: 1 byte with the following format:

D7	D6	D5	D4	D3	D2	D1	D0	
R	R	R	Host / Device	DDC1 monitor	A.b device/s	Standard mouse	Standard keyboard	
			Host	None	None	None	None	0
			Device	Present	Present	Present	Present	1

R - Reserved

4.8.9. ACCESS.bus Flow Control Reply (op-code 88h)

This function call is a reply to Get Flow Control Status inquiry.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 88h
Data: 00h incoming messages are blocked
01h incoming messages are enabled

4.8.10. ACCESS.bus Enable Status Reply (op-code 89h)

This function call is a reply to Get ACCESS.bus Enable Status inquiry.

Destination: 50h
Source: 50h
MsgLen: 82h
OpCode: 89h
Data: 00h - ACCESS.bus disabled
01h - ACCESS.bus enabled

4.8.11. End Of ACCESS.bus Enumeration (op-code 8Ch)

This function call indicates that the Controller completed one round of maintenance from start to finish. This is a response to Set ACCESS.bus Enumeration initiated by the *Manager*.

Destination: 50h
Source: 50h
MsgLen: 81h
OpCode: 8Ch

4.8.12. String from an On-board ACCESS.bus SM device or Off-board Fixed Address Device (op-code 8Eh)

This function call is used to send the retrieved data string from an On-board ACCESS.bus SM device or an Off-board Fixed Address device to the Manager.

Destination: 50h
 Source: 50h
 MsgLen: MsgLen
 OpCode: 8Eh
 Data: 1 byte with the device address
 Data: 2 bytes with the data string length
 Data: The data string.

4.8.13. Power Usage Reply (op-code 90h)

With this function call the MPD returns the controller current power mode.

Destination: 50h
 Source: 50h
 MsgLen: 82h
 OpCode: 90h
 Data: 1 byte with the controller current power mode according to the following format:

A.b Power	D7	Power Mode	D3	D2	D1	D0
On	1	Run	0	0	0	0
Off	0	Standby	0	0	0	1
		Suspend	0	0	1	0
		Shutdown	0	0	1	1
		Restart	0	1	0	0
		Power off advisory	0	1	0	1
		Query power	0	1	1	0

D4 to D6 are don't care.

4.8.14. Interrupt Threshold Reply (op-code 91h)

This *message* returns the controller's current value of the interrupt threshold.

Destination: 50h
 Source: 50h
 MsgLen: 82h
 OpCode: 91h
 Data: 1 byte that indicates current interrupt threshold.

4.8.15. Message from a Device

This function call is used to send an ACCESS.bus message that comes from a device to the Manager.

The message format is the exact ACCESS.bus message that is received from the bus.

Example: (Device Attention message)

Destination: 50h
 Source: 6Eh
 MsgLen: 81h
 Data: E0

SECTION 5

ACCESS.bus

Keyboard Device Protocol Specification

September 1995

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5. Introduction

5.1. Design Objectives

The keyboard device protocol described in this specification defines standard messages for reporting keystrokes and controlling keyboard peripherals. The keyboard device protocol attempts to define the simplest set of functions from which common industry standard keyboard interfaces can be built. The following principles were used to guide the design:

1. Provide sufficient functional completeness to support existing user interfaces.
2. Reduce complexity in human terms wherever possible. Existing keyboard drivers do not utilize many of the features provided. Some have introduced errors in handling the subtle interactions defined.
3. Minimize state information that must be modeled in both the keyboard and the host. This is to avoid synchronization problems.
4. Minimize memory required in the keyboard. Cost per bit is much lower on the host.
5. Minimize per unit cost for hardware and firmware while allowing high function alternatives.
6. Provide standard Key Code for office keyboards so that they can use standard drivers. Other keyboards can provide alternate tables with the standard drivers or replace the drivers altogether

5.2. Generic Keyboard Overview

A generic keyboard consists of an array of key stations assigned numbers (Key codes) between 8 and 255 (08 - FF). When any key station transitions between open and closed, the entire list of Key Codes for key stations currently closed or depressed is transmitted to the host.

In addition to reporting key stations, the generic keyboard device can support simple feedback mechanisms such as key clicks, bells, and light-emitting diodes. These mechanisms are controlled explicitly from the host so that minimal keyboard state modeling is required. The capabilities information is used to identify the keyboard mapping table and the feedback mechanisms available. The keyboard mapping and language configuration can also be stored in the keyboard itself as part of the capabilities string.

5.3. Key Event Reporting

Each key is assigned a unique 8-bit number (8-255). The first eight (8) codes are reserved for other keyboard functions. On each key transition, up or down, the keyboard will report the complete state of the key array as a list of zero to ten key stations that are currently down.

Example: user enters the modified keystroke Alt-Shift-A

<u>transition</u>	<u>report</u>
Alt down	Alt
Shift down	Alt Shift
`A' down	Alt Shift A
`A' up	Alt Shift

Shift up	Alt
Alt up	<empty list> (see 5.7.1)

This reporting scheme is functionally complete in that the host can detect every key transition and it provides the full state of the keyboard on each report. No special re synchronization reports are needed.

To simplify generating the reports, keys can be reported in any order.

5.4. Auto Repeat

Auto-repeat is the responsibility of the host. The common model is to have appropriate keys begin auto-repeating at a constant <rate> if held down for longer than some start up <delay>. The auto-repeat <rate> and <delay> are often user settable.

5.5. Key click and Bell

Key click is handled manually by the host sending the command to click after each appropriate key transition or auto repeated keystroke. In order for key click to appear instantaneous, key click should occur within 100 milliseconds of the corresponding key transition. The key click volume is specified by the host on each command so there is no state to set or remember in the keyboard.

Bell is handled manually by the host sending the command to sound the bell as needed. The bell volume is specified by the host on each command so there is no state to set or remember in the keyboard.

5.6. Capabilities Information

The keywords defined in this section have standard meanings within the ACCESS.bus Generic Keyboard Device Protocol.

Keyword	Meaning
prev()	The "prev()" value are two bytes that indicate the current ACCESS.bus protocol revision, and the current device specific protocol revision. The current prev value for keyboards is BA- prev(BA) - B is the base protocol revision and A is the current keyboards protocol revision.
keymap()	The "keymap()" entry identifies what platform/layout a keyboard is configured for. The primary usage will be to define the keys available on the current keyboard as a subset of those on the master table. This feature allows a single keyboard driver to support multiple platforms and multiple keyboard designs for each platform. A second usage would allow the system to substitute other key codes from the master list to convert some or all of those stored and sent by the keyboard, This feature provides the user flexibility through remapping and improved emulation. The keymap() parameter will also define special key combinations that control functions such as reset, pause, attention and reboot.
lang()	The "lang()" entry identifies keyboard language. The keyboard will indicate to the system driver the language/country for which it is configured. The system ACCESS.bus driver will then substitute the

appropriate characters for those keys which undergo language/country specific changes.

The key used for a period or comma on the numeric keypad should be determined by `keymap()`. Whether it generates a comma or period should be determined by the operating system, locale settings. However if the system does not have locale settings, `lang()` may be used.

The `lang()` parameter will also control language specific keyboard functions such as but not limited to:

- Dead key tables
- Treat Caps Lock as Shift Lock
- Toggle or latch Shift Lock
- Use Shift-Alt instead of Ctrl-Alt
- Alt-gr use

- `feedback()` The "`feedback()`" entry lists and describes the feedback mechanisms available for use by host software.
- `click()` The "`click()`" entry indicates the keyboard provides a host controlled click feature. The parenthesis contain an integer representing the maximum volume setting. Zero is assumed to be the minimum.
- `bell()` The "`bell()`" entry indicates the keyboard provides a host controlled bell feature. The parenthesis contain an integer representing the maximum volume setting. Zero is assumed to be minimum.
- `pitch()` The "`pitch()`" entry indicates the keyboard provides a host controlled bell pitch control feature. The parenthesis contain an integer representing the maximum pitch range setting. Drivers with no user interface to control pitch should use the median value. Zero is the lowest pitch supported.
- `led()` The "`led()`" entry indicates the keyboard provides 1 to 16 host controlled LED indicators. The parenthesis contain a list of tagged labels giving the bit switch number in the illumination mask and corresponding indicator label or name. The following labels are currently defined: Other labels are reserved for future assignment.

- hold, com (compose), wait, num (num lock),
cap (caps lock/shift lock), scr (scroll lock)

Warning - Bits switches are numbered from 1 (Least Significant Bit) to 16 (most Significant Bit). This is different from normal bit numbering.

5.7. Timing and Exceptions (Guideline)

The keyboard microprocessor scans the key array repeatedly to detect key transitions. If more than one key transition is detected during a single scan, all key transitions will be reported together as part of the new keyboard state. In this case, the order of key transitions cannot be determined.

When the microprocessor completes a scan of the key array and has detected one or more key transitions, it will try to assume bus mastership to send a keyboard report. Since other devices may

be using the bus, it could take some time before the keyboard is allowed to become bus master. The processor may restart scanning the key array during this time, and wait to be interrupted when bus mastership has been granted.

It is assumed devices attached to the ACCESS.bus will have an opportunity to report during every 20 milliseconds.

5.8. Host Commands to Keyboard

5.8.1. Application Click (Optional)

The Application Click command instructs the keyboard to generate a click sound (device defined Control/Status, P=1).

Op-code: 01
Data: 1-byte click volume

5.8.2. Application Bell (Optional)

The Application Bell command instructs the keyboard to generate a bell sound (device defined Control Status, P=1).

Op-code: 02
Data: 1-byte bell volume
Data: 1-byte bell pitch

5.8.3. Application LEDs

The Application LEDs command instructs the keyboard to illuminate one or more LED indicators (device defined Control/Status, P=1).

Format:

Op-code: 03
Data: 2-byte illumination mask: 0=off, 1=on

Note: bits are defined in LED capabilities. See 2.6.2.2

5.8.4. Application Poll

The Application Poll command instructs the keyboard to report its current state showing which keys are currently down (device defined Control/Status, P=1). See Keyboard State Report.

Op-code: 04
Data: none

5.9. Keyboard To Host Data

5.9.1. Keyboard State Report (Device Data Stream)

The keyboard State Report transmits a list of up to ten key codes (8-255) for the keys that are currently down. Code value zero (0) means the key list is empty, no keys are down.

0101000 (50 = Host Dest addr)
ddddddd Device Address
00000001 (P=0, Length = 1)
00000000 No keys down

cccccccc

Check Sum

5.9.2. Keyboard Output Error

The Keyboard Output Error message indicates that the keyboard has detected a key state it cannot report. This might occur because more than ten keys are being held down simultaneously or a possible phantom key has been detected. The keyboard will transmit a valid key state report as soon as the condition preventing the key state from being sent is corrected. Keyboard Output Error is a device defined Control/Status message.

Keyboard Output Error should be reported using the uniform Application Status Message (op code = A200). Although other devices use vendor dependent error reporting, all keyboards will use the following standard error reporting to allow the use of a common device driver.

The error report message would be:

0101000	(50 = Host Dest addr)
ddddddd	Device Address
10000101	P=1, Length = 5)
10100010	A2 op code
00000000	Secondary op code
00000110	(06 = Error Occurred)
000000pt	p=1 if phantom key error (bit 1) t=1 if too many keys depressed (bit 0) (LSB)
00000000	Second error byte
cccccccc	Check Sum

5.9.3. Keyboard Startup

At device power up, or upon receiving a "Reset" command, the keyboard will set its device address to the ACCESS.bus default address (6E) and test its electronics and firmware and will report its presence with an "Attention" report (see ACCESS.bus Description and Protocol Specification).

Start up guidelines:

If a ROM or RAM error is detected, the keyboard may attempt to start normal operation anyway.

If a key down error is detected, the keyboard will send the attention message. It will flag the key down condition when the driver asks for the self-test results and then resume scanning the key array until all keys are up. It will then use the Applications Status Message to report 'device ready'.

5.9.4. Keyboard Self-Test report

The keyboard will report its self-test results using the Application Test Reply message (op code A1). The first Application Test (op code B1) after startup will signal the keyboard to send its startup self test results in the following format:

00	Successful Self-Test
01	ROM checksum error detected
02	RAM error detected
03	Key down error detected

The ROM error will be followed by the computed 16 bit checksum and Key down error will be followed by the key code for the first key detected, respectively.

Multiple errors can be combined in the same test report.

5.9.5. Keyboard Capabilities Change notification

Keyboard capability changes must be signaled with the Applications Status Message Command (op code A200). In response to the new host request for capabilities the keyboard will return a new capability set that will completely replace the previous set.

This feature will usually be used to change lang() for a multilingual keyboard or keymap() for a user programmable keyboard.

5.10. Keyboard Mapping Tables

5.10.1. Keyboard Mapping

This standard will establish standard mapping for Key Codes since it is not practical for every keyboard manufacturer to provide keyboard mapping tables for every country variation of every language for every operating system. Once a Key Code is assigned it will not change in all future standards. This standard will set Key Code to character or function relationships. **Key positioning information is not part of the standard and is only provided as a guide.**

Mapping is controlled by two capability parameters, keymap() and lang(). Keymap identified the platform specific layout of the keyboard. For example keymap(EPC) identifies the keyboard as being a 101/102 Extended PC keyboard. Keymap(SUN5) identifies it as a type 5 Sun keyboard and a keymap(LK501) is a DEC keyboard layout.

The Lang() mapping is consistent across platforms but may vary by country or locale. French keyboards in France typically use the AZERTY layout regardless of platform. The lang() mapping tables will be provided with the operating system specific keyboard driver. The operating system will usually allow the user to override lang() to allow users to type in languages not supported by the keyboard hardware. This will allow users to put stickers on the key caps without reprogramming or reoptioning the keyboard. Usually the user will allow the keyboard to designate the language so that they can use either smart multi-lingual keyboards or different language specific keyboards. If no lang() is specified or if it does not match any language supported by the operating system then the default will be US English. (See Appendix 5D)

5.10.2. PC Keyboard Mapping

Because of the large number of PC keyboards, Appendix 5.C shows the standard Key Codes in a format specific to US English PC 101 keyboards.

APPENDIX 5.A

Language Mapping

Currently the only language defined is US English which is the default if no lang() parameter is supplied.

Table 5A.1 Language Table

Key Code	LANG()	Typical Position
OE	~	E00
16	1!	E01
1E	2@	E02
26	3#	E03
25	4\$	E04
2E	5%	E05
36	6^	E06
3D	7&	E07
3E	8*	E08
46	9(E09
45	0)	E10
4E	-_	E11
55	=+	E12
5D	\	E13
15	Q	D01
1D	W	D02
24	E	D03
2D	R	D04
2C	T	D05
35	Y	D06
3C	U	D07
43	I	D08
44	O	D09
4D	P	D10
54	[{	D11
5B]}	D12
5C	\	D13

Note that the shifted 6 is a caret '^' on an ASCII system and a not sign '~' on an EBCDIC system with a standard US language layout.

APPENDIX 5.B

Key Maps

This is the standard key mapping for Key Codes of normal office systems keyboards. Normally only a subset of these codes are implemented. Each platform has different requirements. Cross platform mixes of keyboards and systems will require KEYMAPS() to invoke special remapping so that the keyboard will support a minimal set of required functions of the system. Table 5B.1 is to be used as a guide line. Developers can deviate from this table in two ways:

1. They can move keys to other positions on the keyboard and move the key codes to the new position. The advantage is that they can use standard keymaps.
2. Key functions can be moved to other locations using the key codes at those new locations. New keymaps must be used but this technique save having to redo the internal key mapping within that keyboard controller

The following table provides a suggested starting point to maintain commonalty between hardware and devices driver designs. The typical positions are for reference purposes only.

Table 5B.1 Standard Key Code Mapping

Typical Position	Key Code	KEYMAP(EPC) PC 101/102	IBM 101 Position	Other Functions
E14	66	Backspace	15	
D00	0D	Tab	16	
C99	AF			Ctrl
C00	58	Lock	30	
C13	5A	Return	43	
B99	12	Left Shift	44	
B12	59	Right Shift	57	
A99	14	Left Ctrl	58	Ctrl
A00	B1			Left Compose/Alt
A01	11	Left Alt	60	Left Diamond
A10	91	Right Alt/AltGr	62	AltGr
A11	AD			Right Compose
A12	94	Right Ctrl	64	Right Ctrl
E31	F0	Insert	75	Find/PA1
E32	EC	Home	80	Insert/Page Up
E33	FD	Page Up	85	Page Down/Remove
D31	F1	Delete	76	End/Select
D32	E9	End	81	Insert/Prev
D33	FA	Page Down	86	Delete/Next
C31	82			
C32	85			Up Arrow
C33	84			
B31	86			Left Arrow
B32	F5	Up Arrow	83	
B33	87			Right Arrow

Typical Position	Key Code	KEYMAP(EPC) PC 101/102	IBM 101 Position	Other Functions
A31	E5	Left Arrow	79	
A32	F2	Down Arrow	84	
A33	F4	Right Arrow	89	
E51	77	Num Lock	90	Esc
E52	CA	KP /	95	
E53	7C	KP *	100	
E54	7B	KP -	105	
D51	6C	KP 7	91	
D52	75	KP 8	96	
D53	7D	KP 9	101	
D54	79	KP +	106	
C51	6B	KP 4	92	
C52	73	KP 5	97	
C53	74	KP 6	102	
C54	65		107	
B51	69	KP 1	93	
B52	72	KP 2	98	
B53	7A	KP 3	103	
B54	DA	KP Enter	108	
A51	6D		94	KP 0
A52	70	KP 0	99	KP 00
A53	71	KP . or ,	104	KP 000
A54	DC		109	
L99	76	Esc	110	
L01	17	F1	112	
L02	18	F2	113	
L03	19	F3	114	
L04	0C	F4	115	
L05	1F	F5	116	
L06	0B	F6	117	
L07	83	F7	118	
L08	0A	F8	119	
L09	20	F9	120	
L10	09	F10	121	
L11	78	F11	122	
L12	27	F12	123	
L13	0F			F13
L14	10			F14
L31	92	Print Screen	124	Help
L32	7E	Scroll Lock	125	
L33	95	Pause	126	Pause
L51	28			Mute
L52	2F			Vol -
L53	30			Vol +
L54	37			Power
K01	38			F13
K02	39			F14

Typical Position	Key Code	KEYMAP(EPC) PC 101/102	IBM 101 Position	Other Functions
K03	3F			F15
K04	40			F16
K05	47			F17
K06	48			F18
K07	4F			F19
K08	50			F20
K09	51			F21
K10	56			F22
K11	57			F23
K12	5E			F24
E79	5F			Attn/SysReq/Stop
E80	60			Clear/Again
D79	63			CrSel/Props
D80	68			Undo
C79	6A			ExSel/Front
C80	6E			ErEOF
B79	6F			Oper
B80	7F			Copy
A79	80			Find
A80	81			Out
L79	88			
L80	89			Help

APPENDIX 5.C

PC 101/102 Keyboard Design

This appendix describes an example ACCESS.bus keyboard implementation and should not be viewed as specifying any conformance requirements.

5.C.1 PC 101 Capabilities Information Example

```
prot(keyb)
model(PC101)
type(keyboard)
keymap(EPC)
feedback(click(15)bell(15)led(2(scr)3(cap)4(num)))
```

lang() defaults to US English, Click and bell volumes can range for 0 to 15.

The LED control byte for standard PC keyboards:

Bitswitch 1	Not Used	(Least Significant Bit)
Bitswitch 2	Scroll Lock	
Bitswitch 3	Caps Lock	
Bitswitch 4	Num Lock	
Bitswitch 5-16	Not Used	

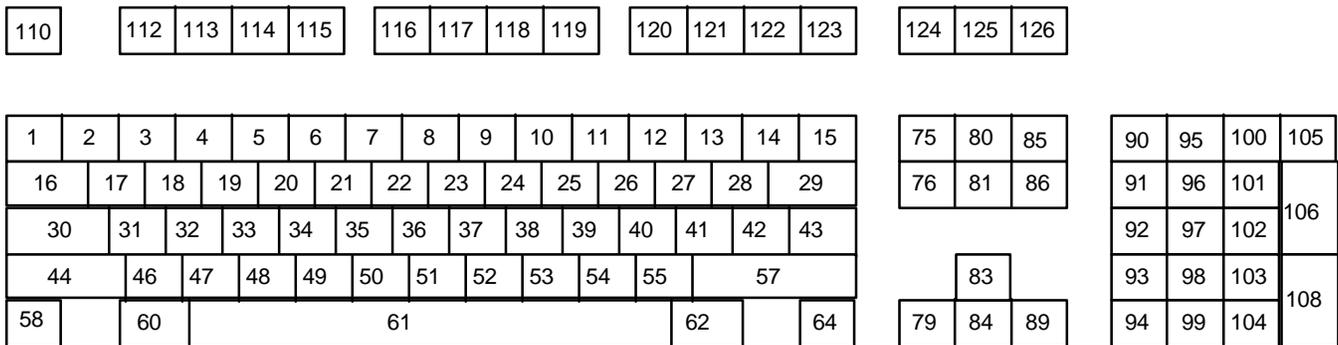


Figure 5C.1 PC 101 key keyboard Key Numbers

Table 5C.1: Key Codes as applied to an Extended PC keyboard.

Key Number	Key Code	LANG()	KEYMAP(EPC)	Position
1	0E	`~		E00
2	16	1!		E01
3	1E	2@		E02
4	26	3#		E03
5	25	4\$		E04
6	2E	5%		E05
7	36	6^		E06
8	3D	7&		E07

Key Number	Key Code	LANG()	KEYMAP(EPC)	Position
9	3E	8*		E08
10	46	9(E09
11	45	0)		E10
12	4E	-_		E11
13	55	=+		E12
14	5D	\		E13
15	66		Backspace	E14
16	0D		Tab	D00
17	15	Q		D01
18	1D	W		D02
19	24	E		D03
20	2D	R		D04
21	2C	T		D05
22	35	Y		D06
23	3C	U		D07
24	43	I		D08
25	44	O		D09
26	4D	P		D10
27	54	[{		D11
28	5B]}		D12
29	5C	\		D13
30	58		Caps Lock	C00
31	1C	A		C01
32	1B	S		C02
33	23	D		C03
34	2B	F		C04
35	34	G		C05
36	33	H		C06
37	3B	J		C07
38	42	K		C08
39	4B	L		C09
40	4C	::		C10
41	52	""		C11
42	53	\		C12
43	5A		Return	C13
44	12		Left Shift	B99
45	61	Reserved		B00
46	1A	Z		B01
47	22	X		B02
48	21	C		B03
49	2A	V		B04
50	32	B		B05
51	31	N		B06
52	3A	M		B07
53	41	,<		B08
54	49	.>		B09

Key Number	Key Code	LANG()	KEYMAP(EPC)	Position
55	4A	/?		B10
56	62	Reserved		B11
57	59		Right Shift	B12
58	14		Left Ctrl	A99
60	11		Left Alt	A01
61	29	Space		A05
62	91		Right Alt	A10
64	94		Right Ctrl	A12
65	67	Reserved		A02
66	64	Reserved		A08
67	13	Reserved		A09
75	F0		Insert	E31
76	F1		Delete	D31
77	82		Reserved	C31
78	86		Reserved	B31
79	E5		Left Arrow	A31
80	EC		Home	E32
81	E9		End	D32
82	85		Reserved	C32
83	F5		Up Arrow	B32
84	F2		Down Arrow	A32
85	FD		Page Up	E33
86	FA		Page Down	D33
87	84		Reserved	C33
88	87		Reserved	B33
89	F4		Right Arrow	A33
90	77		Num Lock	E51
91	6C		KP 7	D51
92	6B		KP 4	C51
93	69		KP 1	B51
94	6D		Reserved	A51
95	CA		KP /	E52
96	75		KP 8	D52
97	73		KP 5	C52
98	72		KP 2	B52
99	70		KP 0	A52
100	7C		KP *	E53
101	7D		KP 9	D53
102	74		KP 6	C53
103	7A		KP 3	B53
104	71		KP . or ,	A53
105	7B		KP -	E54
106	79		KP +	D54
107	65		Reserve	C54
108	DA		HP Enter	B54
109	DC		Reserved	A54

Key Number	Key Code	LANG()	KEYMAP(EPC)	Position
110	76		Esc	L99
112	17		F1	L01
113	18		F2	L02
114	19		F3	L03
115	0C		F4	L04
116	1F		F5	L05
117	0B		F6	L06
118	83		F7	L07
119	0A		F8	L08
120	20		F9	L09
121	09		F10	L10
122	78		F11	L11
123	27		F12	L12
124	92		Print Screen	L31
125	7E		Scroll Lock	L32
126	95		Pause	L33

Some key numbers do not have keys caps on a standard PC 101 keyboard, but they may have switches that are wired into the matrix even if they can not be used. The Key Codes are provided because they may be used in other configurations. These key numbers and the corresponding Key Codes are marked as "Reserved" in either the LANG() or KEYMAP() columns.

APPENDIX 5.D

Example of the ISO/EDUC 9995 Key Positions

The ISO/EUC 9995 standard is a universal standard that identifies key positions using a coordinate system. Other vendor specific systems are often incomplete and require special accompanying diagrams. Columns 78 and 80 are on the left-hand side of the keyboard. These position identifiers are only used for reference purposes only. Actual key positioning is up to the keyboard implementer.

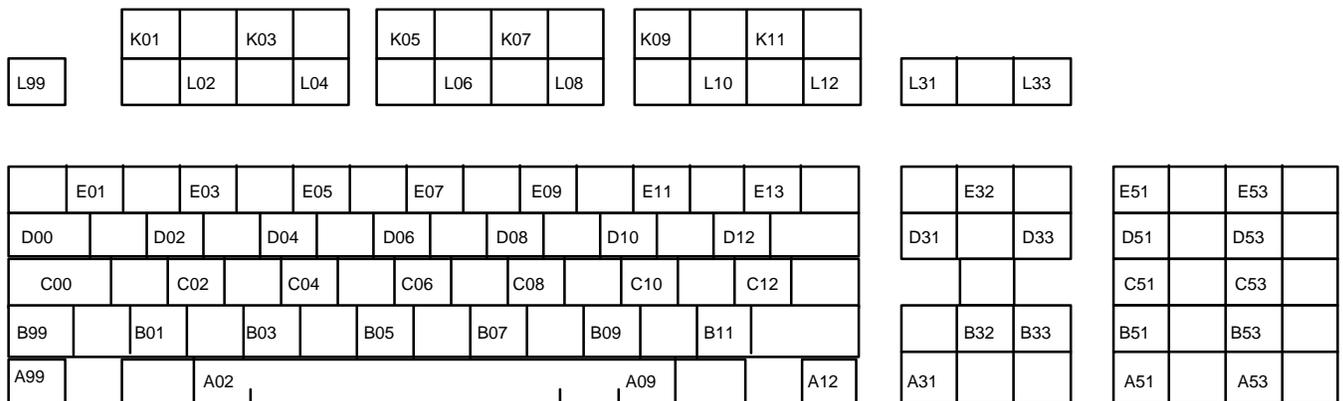


Figure 5.d1: Example of some ISO/EUC 9995 Key positions

SECTION 6

ACCESS.bus

Locator Device Protocol Specification

September 1995

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6. Introduction

6.1. Design Objectives

The locator device protocol described in this specification defines standard messages for reporting locator movement and key switch activation as needed for mice, tablets, and other basic positioning devices. The protocol is designed to accommodate a range of basic locator devices such as a mouse or tablet. More complex devices can be modeled as a combination of basic devices or can provide their own device driver, thus minimizing the burden on the protocol.

6.2. Overview of Generic Locator

A generic locator consists of one or more dimensions described by numeric values and, optionally, a small number of key switches. The standard driver requires the locator device to identify the type of data it will report from a small list of options and adjusts to handle this data type. These options are:

- Number of dimensions, e.g., 2-D, for a mouse or a tablet
- Dimension type: absolute, i.e., referenced to some fixed origin, like a tablet; or relative, i.e., change since last report, like a mouse
- Resolution in divisions per unit, e.g., counts per inch or counts per revolution
- Dynamic range of values that can be reported, i.e., the minimum and maximum values
- Number of key switches, from 0 to 15

The assignment of scalar-value dimensions returned from one or more devices to the user interface functions is left to the application. However, to accommodate most conventions, the scalar dimensions and the key switches can be labeled in the capabilities string.

6.3. Locator Event Reports

Locator reports are generated in response to a poll command, or at each sampling interval in which a change in position or button state has been detected. The sampling interval defaults to twelve milliseconds (12ms) (83Hz update), but is settable from the host.

Locator event reports include the current button state and the current position or movement since the last report. For simplicity, these are coded as a sequence of two byte integers. The first integer contains the state of up to sixteen (16) locator key switches. The remaining integers represent locator dimensions. Locator event reports are transmitted using the device data stream message (see ACCESS.bus Description and Protocol Specification).

Example:

A 2D mouse might report:

50h	computer address
54h	device address
06h	data stream, data length 6
0001h	button "B1" is down
0017h	X movement is 17 units
FFF4h	Y movement is -12 units

6.4. Capabilities Information

The keywords defined in this section have standard meanings within the ACCESS.bus Generic Locator Device Protocol.

Keyword	Meaning
prev()	The "prev()" value are two bytes that indicate the current ACCESS.bus revision, and the current device specific protocol revision. The current prev value for locator is BA- prev(BA) - B is the base protocol revision and A is the current locator protocol revision.
type()	The "type()" entry is intended to identify the device type to the user in a recognizable form. type() is a user's view of a device. That is, a joystick, mouse, or whatever. It is also a second level identifier of the device used by the system software.
type(mouse)	Mouse
type(digitizer)	Digitizing tablet
type(tball)	Trackball
type(ptrstick)	Force activated joystick (typically embedded in keyboards)
type(touchscn)	Touchscreen
type(dial)	Dials, arrays of dials, and other single axis valuators
type(swpad)	Switch pads, such as those used for game control, where a set of switches are used to control position and functions. (as opposed to keyboard)
buttons()	The "buttons()" entry lists and describes the key switches that are reported to host software. The parenthesis contain a list of tagged labels giving the bit number in the keyswitch word or name.
L	Left mouse button.
R	Right mouse button.
M	Middle mouse button.
B1 B2 B3 B4	Numbered locator buttons.
Tip	Stylus tip button.
Barrel	Stylus barrel button.
P	Sensor in proximity indicator.
dim()	The "dim()" entry gives the number of dimensions reported by a locator device.
d0() . . . dn()	The "d0()", "d1()", . . . , "dn()" entry groups' attributes that apply to a single dimension. Capability attributes within the parenthesis apply only to that dimension. Capability attributes outside a "dn()" entry apply to all dimensions reported by the device.
rel	The "rel" attribute identifies dimensions that report relative coordinates, i.e., change since last report, like a mouse.
abs	The "abs" attribute identifies dimensions that report absolute coordinates, i.e., referenced to some fixed origin, like a tablet.

res()	The "res()" entry describes the resolution of one or more locator dimensions. The parenthesis contain an integer number and unit. The number represents the number of movement increments reported for a change of one unit.
inch	Counts per inch.
cm	Counts per centimeter.
rev	Counts per revolution.
range()	The "range()" entry describes the range of values that can be reported for one or more dimensions. The parenthesis contain two integer numbers corresponding to the minimum and maximum values that can be reported.
dname()	The "dname()" entry specifies a label or name for a dimensions.
X	X dimension
Y	Y dimension
Z	Z dimension
RX	Rotation about X axis
RY	Rotation about Y axis
RZ	Rotation about Z axis
PN	Pressure Normal to the sensing surface
PT	Pressure Tangent to the sensing surface, typically the squeeze pressure on a pen barrel.

Consider the following example locator device capabilities string:

```
(
  prot(locator)
  type(mouse)
  model(VSXXX)
  buttons(1(L)2(R)3(M)) dim(2) rel res(200 inch) range(-127 127)
  d0(dname(X))
  dl(dname(Y))
)
```

"**prot(locator)**" tells host software that this device is a generic locator and follows the locator device protocol.

"**type(mouse)**" provides a user recognizable description of the type of locator device.

"**model(VSXXX)**" is a user readable identification of the device model.

"**buttons(1(L)2(R)3(M))**" describes the device as having 3 key switches or buttons labeled "L" (left), "R" (right), and "M" (middle). The corresponding bits in the key switch word are also identified.

"**dim(2)**" describes the device as a two dimensional locator.

"**rel res(200 inch) range(-127 127)**" are characteristics of the device that apply to all of its dimensions since they are not enclosed within a single dimension tag. In this case, each dimension reports relative movement with resolution of 200 counts per inch. The reported movements can range from -127 to +127.

The dimension tag "**d0()**" indicates characteristics that apply to a single dimension only. The "dname(X)" tag names dimension "d0" as "X".

6.5. Locator Conventions

The following conventions are recommended for devices used to input 2D or 3D spatial information:

1. Position coordinates are reported in order: X positive from left-to-right; Y positive from down-to-up; Z positive out of the screen (toward the operator viewpoint).
2. Rotations are reported in order around the X, Y, and Z axis using a "right hand" coordinate system.
3. Key switches are reported as bits in a 16 bit key switch word (1=depressed or on) and should be labeled in the Capabilities String. The following default assignments are recommended (Bit 1 = LSB).

Table 6.1: Recommended Default Bit Assignment in Locator Key Switch

Bit-numbered (label)	Description
1(L)	Left mouse button
2(R)	Right mouse button
3(M)	Middle mouse button
1(B1) 2(B2) 3(B3) 4(B4)	Button 1-4
1(Tip)	Stylus tip button
2(Barrel)	Stylus barrel button
15	Sensor in proximity

4. Dials are reported in order from left to right and top to bottom, with increasing values corresponding to clockwise rotation. Obviously, not all devices will fit these conventions. These recommendations are intended to simplify interchanging common locator devices such as mice, tablets, trackballs, joysticks, touch screens, and dial boxes.

6.6. Timing and Exceptions

If a dimension reporting relative movement overflows within a single reporting interval, the maximum value should be reported.

6.7. Locator Messages and Commands

6.7.1. Locator Report (Device Data Stream)

The Locator Report message reports the current locator position or movement, and key switch state.

Format:

```

ddddddd0
sssssss0
000xxxxx      (P=0, length=4-34)
locator button state  (16-bit keyswitch word)
|
one to 16 scalar      (each value is a 16-bit
dimension values      signed integer)

```

|
cccccccc

6.7.2. Application Set Sampling Interval

The Set Sampling Interval command sets the locator sampling interval from 1 to 255 milliseconds (3.92 to 1000 reports/second). A parameter value of zero selects polled operation, that is no unsolicited reports. Devices may not be able to set their interval to the exact value requested by the host. Devices should set their interval to the closest value possible that is less than or equal to the requested interval. As a design guide, devices will typically only be requested to set their sampling interval in the range of 8 to 25 milliseconds (40 to 120 reports/second). Set Sampling Interval is a device defined control/status message:

Op-code: 01 Data: 1-byte number of milliseconds.

6.7.3. Application Poll

The Application Poll command instructs the locator to report its current state as a Locator Event Report. The Locator Event Report includes the current movement or position and status of any locator buttons.

Op-code: 02 Data: none.

6.7.4. Locator Self Test Report

Upon receiving an Application Test command, the locator will test its electronics and firmware and report the results as an Application Test Reply report (see ACCESS.bus Description and Protocol Specification). The locator uses the following status values in its Attention report:

0	Success
1	ROM checksum error detected
2	RAM error detected
3	Sensing or hardware error detected
4	Sensing device or cursor out of proximity
5	Other error

If a ROM checksum error is detected, the second data byte will give the computed non-zero checksum.

SECTION 7

ACCESS.bus

Monitor Device Protocol Specification

September 1995

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7. Introduction

7.1. Design Objectives

The monitor device protocol described in this section defines standard messages for controlling display devices such as CRT and LCD flat panel monitors. For these devices ACCESS.bus does not transfer the information being displayed, but instead, is used to manage and control the device. Devices such as the alphanumeric displays used in point of sale terminals where the information to be displayed is transferred by the ACCESS.bus are handled in a separate protocol.

7.2. Monitor Device Overview

Display devices typically include a number of user controls to set brightness, contrast, picture size, position, and color balance. In addition, displays frequently have a number of internal settings that are changed to optimize operation with different video display formats. It is desirable for the computer system to be able to control these settings directly, as well as to be able to read from the monitor its timing characteristics. Historically, monitors have provided hardware control panels to accomplish these adjustments. Using the computer to replace these manual controls increases user convenience. Finally, CRT monitors consume large amounts of power, and it is desirable for the computer system to be able to manage the monitor's power consumption when the computer is not in use.

The ACCESS.bus provides an excellent means for meeting these needs, and additionally the monitor provides a convenient spot for a user to connect other ACCESS.bus peripherals. By using the monitor as a connection point for peripherals the user can dramatically reduce cable clutter.

VESA, the Video Electronics Standards Association has developed two methods of host to monitor communication, DDC1/2B and DDC1/2AB. DDC1/2B (Monitor Data Channel) provides a simple point to point interface where the Computer system is always the master and the monitor is a slave. DDC2B uses the Philips I²C protocol to allow a computer system to read data from a memory device located in the monitor. This provides a very low cost method for the monitor to transmit its capability data to the host system. DDC1/2B monitors store basic monitor information in a 128 byte data structure. This allows the host to read the standard timing modes provided by the display. This is a read back scheme. The host computer cannot send control commands to the monitor when in the DDC1 mode of operation.

DDC1/2AB, is a superset of DDC1/2B. Monitors that implement DDC1/2AB are full featured ACCESS.bus devices. This allows the host to read VDIF (VESA Video Display Information Format) and remotely control monitor functions. VDIF contains extensive additional information about monitor characteristics.

The ACCESS.bus Monitor Device Protocol provides the device specific protocol to support DDC1/2AB compliant monitors in an ACCESS.bus host system. Support for VESA DDC1/2B type monitors is outside the scope of this specification. Appendix B gives system designers guidelines for supporting DDC1/2B devices in ACCESS.bus systems, since Plug and Play PCs will potentially have to operate with both DDC1/2B and DDC1/2AB monitors (and even various other monitor types). This chapter also provides additional information on how DDC monitor devices will interact with the ACCESS.bus since the monitors also must operate in an environment where some hosts are using ACCESS.bus (DDC1/2AB), others are using an I²C port only to read the monitor's DDC1/2B data, and other hosts are expecting the monitor to clock data out on Vertical sync transitions (DDC1). Thus both the monitor and the host can operate in one of several different configurations, and each is determining the system configuration dynamically.

7.2.1. Monitor Conventions

Monitor adjustments are relative, not absolute. Due to analog variations, support of multiple resolutions, and refresh rates it is not possible to issue a monitor command that moves the image "Right 2mm." Monitor commands are in terms of full scale. For example, if the monitor allows 10 bits of Vertical position adjustment the host may select any one of 1024 positions. However, it has no way of knowing exactly where the monitor will position the image. This is not a limitation since the commands will normally be issued interactively in response to input from a user who is observing the monitor.

7.2.2. Language support

This version of the specification does not include support for unicode and country codes. First generation adopters are encouraged to use the standard feature set. This places language support into the host driver. Future versions of this specification will support multiple country selections and the unicode character set.

7.2.3. Control of Specification

The Monitor Device Protocol is the result of collaboration between the Video Electronics Standards Association and the ACCESS.bus Industry Group. VESA controls the Monitor Data Channel specification, including the Extended Display Identification (EDID) data structure, and the VESA Display Information Format (VDIF) specifications. ACCESS.bus Industry Group (ABIG) controls the Monitor Device Protocol.

Questions and input regarding the VESA portions of this specification should be directed to:

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7.3. Base Protocol -- Interface Part

ACCESS.bus commands are divided into base and application specific portions. Base level commands are used to manage common ACCESS.bus features such as address assignment, capability strings, and power management. Application specific commands are unique to the particular device.

The Base protocol is additionally subdivided into Interface and Application portions. The interface portion implements the ACCESS.bus commands required to configure the device. The Application portion is responsible for transferring device information to the Host. For example, setting the monitor's bus address is an interface function, while returning control key information is in the Application section.

Due to the requirement placed upon monitors that they operate both as ACCESS.bus devices and as DDC1/2B devices extra information is included in this standard on the way in which monitor devices respond to certain base protocol commands.

7.3.1. Reset

The Reset message has a slightly different meaning to Monitor Protocol devices. Monitor devices must support two different communication schemes, ACCESS.bus (VESA DDC1/2AB) and emulation of a slave only I²C memory device (VESA DDC1/2B). At power up the monitor defaults to DDC1/2B mode. In this mode, when it detects activity on SCL, it emulates an I²C slave memory device at address A0/A1h. In addition to this, ACCESS.bus compatible monitors also decode the host's reset to address 6Eh and use this information to switch from DDC1/2B emulation to DDC1/2AB operation and move to the ACCESS.bus default address for new devices, (6Eh) and signal its presence with an Attention message.

Once the monitor detects a valid ACCESS.bus Reset message it becomes a fully compliant ACCESS.bus device. The monitor stays in ACCESS.bus mode as long as power to the monitor is maintained. Cycling power causes the monitor to go to its power up default mode (VESA DDC1/2B). The host must output a Reset message at address 6Eh to switch the monitor back to the ACCESS.bus mode.

7.3.2. Attention

The monitor sends the host an Attention message whenever it detects that it is connected to an ACCESS.bus host. Before transmitting this message the monitor sets its device address to the ACCESS.bus power up default (6Eh). If the host acknowledges each byte of the Attention message the monitor stays in ACCESS.bus mode.

7.3.3. Identification

The identification phase is used by the host to separately select each device prior to assigning it a unique address. During the identification phase devices return information that uniquely identifies them to the host so that the host can assign addresses to the devices on the bus.

Device to Host:

50 XX 9D E1 42 56 32 2E 30 20 20 20 41 42 43 20 20 20 20 58 58 58 20 20 20 20 10 E8
F3 56 CS

Where:

50	Host device address
XX	Monitor device address
9D	Length byte (P =1, Length = 29)

PL = 10LLLLLL where LLLLLL = from 000010 to 100000

E1	ID reply op code
42	Base Protocol Revision "B"
56...20	7 byte Vender Module protocol revision "V" 2.0"
41...20	8 byte Vender name "ABC"
58...20	8 byte Module name "XXX"
10...56	32 bit device number
CS	Checksum

Device numbers may be either random or fixed serial numbers. Serial numbers allow multiple occurrences of like devices to be identified, and are useful for systems with multiple identical monitor monitors.

7.3.4. Assign Address

The Host issues an Assign address command to move the monitor from its ACCESS.bus default address (6Eh). The Monitor uses the new address until it receives another Assign address command or until it loses power.

7.3.5. Capabilities Information

The keywords defined in this section have standard meanings only within the Monitor Device protocol.

Keyword	Meaning
monitor	Used as a prot() token to identify a device belonging to this protocol class.
crt	Used as a type() token to identify a monitor device that uses a cathode ray tube.
lcd	Used as a type() token to identify a monitor device that uses some form a flat panel liquid crystal monitor technology.
BA	Used as a prev() token to identify the current ACCESS.bus base protocol and device specific protocol revision. The current prev value for monitors is BA. "B "is the current ACCESS.bus base protocol revision (V3.0). "A" is the current revision of the Monitor Device protocol V1.0.
edid()	The edid entry contains the Extended Display ID Information data structure. This entry is in binary format.
vdif()	The vdif entry contains the Video Display Information data structure. This entry is in binary format.
cmds()	The cmds entry contains a list of supported monitor device protocol commands. This entry is in ASCII format.
vcp()	The vcp entry contains a list of virtual control panel commands. VCP entry is in ASCII format.
vcpname()	The vcpname entry contains a list of names associated with the virtual control panel commands. VCP Name entries are in ASCII format.

An example of a video monitor capabilities message is:

```
(
  prot(monitor)
  type(crt)
  model(ABC XXX)
  pwr({run() stdby() susp() shut() ssave() psave()})
  prev(BA)
  edid bin(count(... EDID Binary data ...))
  vdif bin(count(... VDIF Binary data ...))
  cmds (01 02 03 04 05 06 07 08 4E 4F)
  vcp (10 12 16 18 1A 50 92)
  vcpname (92(x-feature))
)
```

7.3.5.1. EDID Capability string

The EDID data structure is encapsulated in an ACCESS.bus binary data keyword:

`bin(count(data))`, Where count is the number of bytes of data.

EDID is defined in the VESA Display Data Channel Specification (DDC). EDID is a 128 data structure containing basic display specification.

An example of the EDID binary capability string in Microsoft Assembler format is:

```
db      "edid bin(128("
db      00h          ;8 byte EDID header
db      0FFh        ;
db      00h          ;
db      xxh          ;Remaining 120 bytes of EDID
db      ")")        ;Delimiter
```

In binary capability strings data outside the inner parenthesis is a string of ASCII bytes. Data within the string is in binary format. Software parsing this data structure uses the count to skip over or extract the binary data as necessary.

7.3.5.2. VDIF Capability string

The VDIF data structure is encapsulated in an ACCESS.bus binary data keyword:

`bin(count (data))`, where count is the number of bytes of data.

VDIF is defined in the VESA Display Information Format Specification. It is a variable length data structure containing a complete display description. VDIF is transferred in Binary File Format from the monitor to host.

7.3.5.3. CMDS Capability String

CMDS data is a ASCII string of primary monitor device and vender defined op-codes. All op-codes must be represented by two ASCII hexadecimal characters. Spaces between op-codes are optional.

7.3.5.4. VCP Capabilities string

VCP data is an ASCII string of monitor control panel functions. All op-codes must be represented by two ASCII hexadecimal characters. Spaces between op-codes are optional.

VCP features:

- VCP op-codes and key codes share the same binary values. This allows the host to associate control keys with VCP commands.

- Rich set of predefined monitor commands.
- Functions for Getting, Setting, Resetting and Enabling/Disabling control panel functions.
- VCP commands reserved for vender specific commands.

An example of the VCP capability string in Microsoft Assembler format is:

```

db      "vcp("
db      "00"          ;Degauss VCP op-code
db      "10"          ;Brightness VCP op-code
db      "12"          ;Contrast op-code
db      "90"          ;Vender VCP op-code (Set Parm)
db      "92"          ;Vender VCP op-code (Set Parm)
db      "94"          ;Vender VCP op-code (Set Parm)
db      ")"           ;Delimiter

```

This Display allows remote control of Degauss, Brightness, and Contrast. In addition it supports three vender defined commands.

The VCP capabilities string returns a list of all supported VCP commands. For example, the following VCP string implements control of Brightness, Contrast, and Degauss.

```
vcp (001012)
```

Each VCP command is represented by its corresponding two digit ASCII value. To minimize monitor storage requirements spaces between VCP values are optional.

```
vcp (00 10 12)
```

This is identical to the pervious VCP string.

7.3.5.5. VCP Name Capabilities string

VCP Name capabilities string provides a way to associate a name with a VCP feature or a VCP feature's parameter list. This is particularly useful for vendor defined VCP features or enumeratiouon of short parameter lists for any VCP control.

The VCP Name capabilities string consists of a list of VCP op-codes, each followed by its associated name as a string enclosed in parenthesis. If the name consist of any of the reserved characters such as a space they must be specified by using the \xHH convention to include them in the string.

The VCP Name string uses a nested structure which also allows naming for the parameter list of a VCP feature. The list of names follows the feature name enclosed by parenthesis. In this case the first name listed is associated with the minimum value of the VCP feature. Additional names are associated with the next highest value in the order they are listed.

For named parameter lists it is not necessary to provide a name for the actual VCP feature especially if the VCP op-code falls in the range of pre-defined op-codes.

VCP Names listed for predefined op-codes indicate vendor preferred names for those features. The software may or may not make use of these name.

An example of the VCP Name capability string in Microsoft Assembler format is:

```
db      "vcpname("
db      "14"                ;Select Color preset VCP op-code
db      "("                ;Predefined opcode no name required
db      "(9300 "           ;Name for minimum parameter
db      "6500 "           ;Name for next parameter
db      "5500))"          ;Name for next parameter
db      "44"              ;Tilt VCP op-code
db      "(Rotate)"        ;Vendor preferred name
db      "80"              ;Vendor VCP op-code
db      "(Do\x20this"     ;Vendor name "Do this"
db      "(On "            ;Name for minimum parameter
db      "Off)"            ;Name for next parameter
db      "82"              ;Vendor VCP op-code
db      "(Fixit)"         ;Vendor name "Fixit"
db      ")"               ;Delimiter
```

In the example above the string indicates that

The Select Color Preset function associates the names 9300, 6500 and 5500 with the 0,1 and 2 settings of this control.

The vendor prefers the name “Rotate” for the Tilt control

Opcode 80 is named “Do this” and has parameters name On and Off

Opcode 82 is named “Fixit”.

7.3.5.6. Enable Application Report

This command is used to enable and disable application reports (op codes 80-BFh) and device data stream messages (op codes 40-4Fh). When application reporting is disabled the monitor device must not transmit these messages. However, it still responds to other host commands. In the disable state, the monitor does not create new messages and discards any unsent ones.

7.3.5.7. Resource Allocation (Optional)

Monitor devices use this function to request host resources. This is an optional host feature. Monitors should not assume all host systems provide this capability.

7.3.5.8. Vender Reserved Op codes (Optional)

The (C0-C8h) op codes are reserved for Vender defined features. In addition, the Monitor Device protocol reserves additional op codes for vender defined op codes. See appendix A.

7.3.5.9. Device Power Management (Optional)

ACCESS.bus and VESA Display Power Management Signaling (DPMS) specifications implement display power management. Both specifications define four power states, run (on), standby, suspend, and off. In addition DDC1/2AB monitors can use the host system to store configuration information in low power states. DDC1/2AB compliant monitors should respond to ACCESS.bus power management commands. If there is a conflict with DPMS, ACCESS.bus commands take precedent. Refer to the VESA Display Power Management Specification for more details.

7.3.5.10. Device Bandwidth Management (Optional)

Base level ACCESS.bus commands implement bandwidth management to provide equal access to all devices. Monitors consume very little bandwidth. Most monitors will not need to implement this feature.

7.4. Base Protocol -- Application Part

The Application portion of the base protocol allows the device to signal changes in status or error conditions.

7.4.1. Application Hardware Signal (Optional)

The monitor device may generate this message to request the Host perform, a Reset, Halt, or to request attention. This feature is optional at the Host side. Monitors should not assume all systems respond to this message. For systems that do, a monitor could provide front panel buttons for CPU Reset, etc.

7.4.2. Application Test Report

In response to an Application Test command the monitor device shall respond with a self test report.

Self test error code uses the high nibble to encode the major problem area. If the monitor provides additional diagnostic information, it is returned in the low nibble. The monitor may also return up to 30 bytes of additional test result information.

Device to Host:

50 XX PL A1 ST YY ... YY CS

Where:

- 50 Host address
- XX Monitor device address
- PL Message Length (P=1, Length =2 to 32)
- PL = 10LLLLLL where LLLLLL = from 000010 to 100000
- A1 Self test reply op code
- ST Self test result
 - 00h Successful Self Test
 - 1xh ROM error
 - 2xh RAM error
 - 3xh Stuck key
 - 4xh Video error
 - 5xh Vertical error
 - 6xh Horizontal error
 - 7xh Power supply error

	80-FFh	Other error
YY	0-30 bytes	of additional test information
CS		Checksum

7.4.3. Application Status Message

Application status message allows devices to report changes in their status or various error conditions. This message allows both predefined and user defined messages to be transferred to the appropriate driver. A monitor may use this message to report general status such as device not ready, or changes in device capabilities.

7.5. Monitor Device Messages and Commands

All commands and messages in this section are optional. The monitor informs the host which commands are implemented by listing the command op-code in the CMDS capability string. A second capability string VCP is used to inform the host which control panel features are implemented.

Most functions require three op-codes, a host to device request, the monitor's reply and a change command request. VCP controls may also make use of additional op-codes to Reset the function to the factory shipped default value and to Toggle the function between an Enabled and Disabled state.

Many commands emulate traditional user interface front and back panel controls. For example, brightness may be increased by reading the current setting then writing back a larger value. To simplify implementation, these functions utilize a Primary op code to encode the desired operation (Get, Reply, Set, Reset, Enable/Disable) and a VCP op code to specify the parameter being manipulated.

7.5.1. Get VCP Feature

The get Virtual Control panel command instructs the monitor to send information about the selected control feature back to the host in a reply message. The VCP op-code informs the monitor which feature to return.

Host to Device:

XX 50 82 01 CP CS

Where:

XX	Monitor device address
50	Host address
82	Message Length (P = 1, Length = 2 bytes)
01	Get named feature - Primary op code
CP	VCP op code
CS	Checksum

Example:

XX 50 82 01 10 CS

This command requests the current brightness setting.

7.5.2. VCP Feature Reply

The VCP Feature reply message shall be issued by the monitor in reply to a Get VCP Feature request. The reply consists of a byte string that returns the VCP request op-code,

identifies the maximum parameter size, and returns the current setting of the requested VCP feature.

Minimum values for the parameters are zero. The maximum value is a 16 bit integer encoded as a high and low byte. The reply returns the maximum allowable value the monitor will accept. Host commands and monitor responses are LSB justified. For example, if the monitor encodes contrast as a 6 bit value and the current contrast setting is 1Eh the high byte is 00h and the low byte is 1Eh.

Device to Host:

50 XX 88 02 RC CP TP MH ML SH SL CS

Where:

50	Host address
XX	Monitor device address
88	Message Length (P = 1, Length = 8 bytes)
02	VCP feature reply op code
RC	Result code
	00h No error
	01h Unsupported VCP op-code
CP	VCP op code from Feature request message
TP	VCP type code
	00h Set parameter
	01h Momentary
MH	Maximum value high byte
ML	Maximum value low byte
SH	Present value high byte
SL	Present value low byte
CS	Checksum

Example:

50 XX 88 02 00 10 00 03 5F 00 FE CS

This string returns the current brightness setting. The maximum brightness is 035Fh and the current value is 00FEh.

The VCP type code tells the host how to interpret the reply. Two type code have been defined.

SET PARAMETER op codes affect monitor operation. Writing a new value with a Set VCP feature will change some aspect of monitor operation.

MOMENTARY op codes also affects monitor operation. However, a momentary code cause the monitor to perform a self timed operation such as degauss or a display test. These commands have only two states on/off. The host does not expect the monitor to stay in a momentary condition.

7.5.3. Set VCP Feature

The Set VCP Feature instructs the monitor to change the parameter specified by the minor op-code. If the host attempts to select a value that exceeds the permissible adjustment range the monitor selects the largest permissible value.

Host to Device:

XX 50 84 03 CP SH SL CS

Where:

XX Monitor device address
50 Host address
84 Message Length (P = 1, Length = 4 bytes)
03 Set VCP Feature - op code
CP VCP op code
SH high byte
SL low byte
CS Checksum

Example:

XX 50 84 03 10 00 45 CS.

This command sets new brightness level to 0045h:

7.5.4. Get User Control Key Mode

Monitors typically implement control buttons to allow the user to adjust the displayed image. Buttons are used to control such features as Brightness, Contrast and Degauss. ACCESS.bus allows the host to take control of these adjustments. The Monitor may be configured to give the host system varying degrees of control, from none, to complete remote control.

This command requests the current key mode.

Host to device:

XX 50 81 04 CS

Where:

XX Monitor device address
50 Host address
81 Message length (P=1, Length =1 byte)
04 Get user Control key mode request - major op code
CS Checksum

7.5.5. User Control Key Reply

The user control key reply message shall be issued by the monitor in reply to a Get User Control key message. This message returns the current control key mode to the host.

Device to Host:

50 XX 82 05 KM CS

Where:

50 Host address
XX Monitor device address
82 Message Length (P = 1, Length = 2 bytes)
05 User Control key mode reply op-code
KM Key Mode
 03h Lock local keys
 02h Remote key operation host notification
 01h Local key operation, with host notification
 00h Local key operation, no host notification
CS Checksum

In local key - no host notification mode - the monitor processes all button presses. Key state reports are not sent to the host.

In local key - with host notification mode - the monitor process the keys locally. It also sends a key state report to the host each time a key is pressed.

In Remote key mode - the monitor sends key state report to the host each time a key is pressed. The monitor does not process the key information. Changes to monitor settings are effected by the host.

Lock key mode - prevents use of monitor control keys, host commands are processed normally.

The monitor should default to mode 0, local key operation. The state of this feature should not be stored in nonvolatile memory.

7.5.6. Set User control Key Mode

This command instructs the monitor to change the current control key mode. If the monitor cannot change to the requested mode, the request is ignored, the mode is unchanged.

Host to Device:

XX 50 82 06 KM CS

Where:

XX Monitor device address
50 Host address
82 Message Length (P = 1, Length = 2 bytes)
06 Set user control key op-code
KM Command argument
 03h Lock local keys
 02h Remote key operation host notification
 01h Local key operation, with host notification
 00h Local key operation, no host notification
CS Checksum

7.5.7. Get Timing Report

This command instructs the monitor to return current horizontal and vertical timing information in a monitor timing report message to the host.

Host to Device:

XX 50 81 07 CS

Where:

XX Monitor device address
50 Host address
81 Message Length (P = 1, Length = 1 bytes)
07 Get Timing Report op code
CS Checksum

7.5.8. Get Key Report

This command instructs the monitor to return the current key state in a monitor event report message to the host.

Host to Device:

XX 50 81 08 CS

Where:

XX Monitor device address
50 Host address
81 Message Length (P = 1, Length = 1 bytes)
08 Get key report op code
CS Checksum

7.5.9. Reset VCP Feature

The Reset VCP Feature is used to reset an individual VCP Feature to its factory shipped condition. The command instructs the monitor to reset the parameter specified by the minor op-code and then inform the host of this new setting with a VCP Feature Reply. In the case where a VCP feature does not make use of a reset function the monitor ignores this command.

Host to Device:

XX 50 82 09 CP CS

Where:

XX Monitor device address
50 Host address
82 Message Length (P = 1, Length = 2 bytes)
09 Reset VCP Feature - Primary op code
CP VCP op code
CS Checksum

Example:

XX 50 82 09 10 CS

This command resets the current brightness setting.

7.5.10. Disable VCP Feature

The Disable VCP Feature instructs the monitor to disable the adjusted state of the control panel feature specified by the minor op-code. This operation is useful to implement functions like Audio Volume Mute. The enabled state of a control uses the value set by the Set VCP feature command. The disabled state of a control uses a non-adjustable value for the control. Depending on the control this may be a factory default value, the controls minimum value or its maximum value. The monitor responds to this message with the current setting by sending a VCP Feature Reply with a value of 0 in the Maximim Value and Currnet Value fields. In the case where a feature does not make use of a Enable/Disable state the monitor will ignore this command.

Host to Device:

XX 50 82 0A CP CS

Where:

XX	Monitor device address
50	Host address
82	Message Length (P = 1, Length = 2 bytes)
0A	Disable VCP Feature - Primary op code
CP	VCP op code
CS	Checksum

Example:

XX 50 82 0A 62 CS

This command will disable the Audio Volume (muted state).

7.5.11. Enable VCP Feature

The Enable VCP Feature instructs the monitor to enable the adjusted state of the control panel feature specified by the minor op-code. This operation is useful to implement functions like Audio Volume Mute. The enabled state of a control uses the value set by the Set VCP feature command. The disabled state of a control uses a non-adjustable value for the control. Depending on the control this may be a factory default value, the controls minimum value or its maximum value. The monitor responds to this message with the current setting by sending a VCP Feature Reply with the present value of the VCP feature set to the value previous to the disable command. In the case where a feature does not make use of a Enable/Disable state the monitor will ignore this command.

Host to Device: XX 50 82 0B CP CS

Where:	XX	Monitor device address
	50	Host address
	82	Message Length (P = 1, Length = 2 bytes)
	0B	Enable VCP Feature - Primary op code

CP VCP op code
CS Checksum

Example: XX 50 82 0B 62 CS

This command will enable the Audio Volume back to the value in its normal state

7.5.12. Save Current Settings

This command instructs the monitor to save all programmable values to nonvolatile memory.

Host to Device:

XX 50 81 0C CS

Where:

XX Monitor device address
50 Host address
81 Message Length (P = 1, Length = 1 bytes)
0C Save current settings op code
CS Checksum

7.5.13. Vender Reserved Op-codes

The Monitor Device Protocol reserves 48 Primary Op Codes (50-7Fh) and 64 VCP Op Codes (80-FEh) for vender defined features.

7.6. Monitor Device Data Stream Messages

The Monitor Device protocol defines two data stream messages, key state and timing. Changes in these setting are not controlled by ACCESS.bus events, but these settings change asynchronously in response to external events. These messages are enabled and disabled with the Enable Application Report command. Changes that occur while the monitor device is in a disabled state should be ignored.

7.6.1. Timing Report

The timing message reports the current Horizontal and Vertical synchronization frequencies. The monitor transmits this message to the host in reply to a Get Timing Information message or optionally whenever it detects a change in video mode.

The status byte returns sync polarity and whether the report is valid. The monitor sets bit 7 if the sync frequencies are not supported. Bit 6 is set if the monitor cannot accurately determine what the sync frequencies are. It may also return unstable count (bit 6) during mode changes if the monitor has not yet locked to the new sync rates. Unstable count may be temporary condition. The host should resend the request timing command after a 1 second delay to give the monitor time to lock to the new signals..

Horizontal and Vertical sync rates are reported in the frequency domain as 16 bit values. Horizontal sync is reported in 10hz increments from .01khz-655.35khz Vertical sync is reported in .01hz increments from .01-655.35hz.

Device to Host:

50 XX 06 4E SS HH HL VH VL CS

Where:

50	Host address
XX	Monitor device address
06	Message Length (P = 0 Device data stream message, Length = 5)
4E	Timing message op code
SS	Timing status byte
	bit 7 = 1 Sync freq. out of range
	bit 6 = 1 Unstable count
	bit 5 = 2 Reserved must be 0
	bit 1 = 1 Positive horz sync
	= 0 Negative horz sync
	bit 0 = 1 Positive vert sync
	= 0 Negative vert sync
HH	High byte of Horizontal frequency
HL	Low Byte of Horizontal frequency
VH	High byte of Vertical frequency
VL	Low byte of Vertical frequency
CS	Checksum

7.6.2. Key State Report

The monitor may be programmed to send a message reporting the state of the monitor's user control keys. The report consists of a list of up to ten simultaneously pressed buttons. For each button that is pressed the monitor returns its button number. Button numbers start at 1, a report with a single button number of 0 indicates that no buttons are pressed. A report is sent each time a button transition, either up or down, occurs or on demand by the host.

The monitor may generate key messages outside of the defined range of key codes that do not have a corresponding host command. Monitors will however provide command support for each of the functions defined in the key code table for which the monitor sends key code reports.

The control key state report message format for no active buttons is:

Device to Host:

50 XX 02 4F 00 CS

Where:

50	Host address
XX	Monitor device address
02	Message Length (P = 0 Device data stream message , Length = 2)
4F	Key Press op code
00	No buttons pressed
CS	Checksum

The control key state report message format for active buttons is:

Device to Host:

50 XX 0L 4F BN BN BN CS

Where:

50	Host address
XX	Monitor device address
0L	Message Length (P = 0, Device data stream message, Length = 2-11)
4F	Key press op code
BN	1 to 10 Active button numbers bytes
CS	Checksum

Most monitor features require two control keys. One key to increase and another to decrease the item of interest. Bit 0 of the key code denotes whether the key increases or decreases the feature. Even numbered keys decrease (bit 0 = 0), and odd numbered keys increase the setting. Momentary keys are odd numbered. To provide synchronization between VCP op codes and key codes, the VCP code for a particular feature is the same value as the decrease key code.

Appendix 7A

Op Code Summary

Monitor op-codes are divided into two categories. Primary op-codes select major monitor features. Virtual Control Panel op-codes are used to specify the sub functions of the Get, Reply, Set, Reset, Enable and Disable VCP commands. All VCP op codes correspond to the even values of corresponding key codes.

Monitor control panel buttons are either momentary or they increment/decrement a function. Decrement keys are even numbered, increment keys are odd numbered. Key codes for momentary functions, such as degauss are odd numbered. This allows easy association of control keys with VCP op codes. Note key code 00h indicates no key pressed, this is a special case.

Key code examples:

Key code 10h lowers brightness
 Key code 11h increases brightness.
 Key code 01h starts degauss cycle

7A.1 Virtual Control Panel Op-Codes

Op-code	Command	Function
00h	Degauss	Starts self timed degauss cycle.
02h	Secondary Degauss	Starts self timed degauss cycle on secondary degauss circuit
04h	Restore Factory Defaults	Restores the display to the factory shipped condition
06h	Restore Factory Default Geometry	Restores the display geometry settings to the factory shipped condition
08h	Restore Factory Default Color	Restores the display color settings to the factory shipped condition
0Ah	Restore Factory Default Position	Restores the factory horizontal and vertical position settings for the current video mode connected to the display. This has no meaning if there is no mode driving the display.

0Ch	Restore Factory Default Size	Restores the factory horizontal and vertical size settings for the current video mode connected to the display. This has no meaning if there is no mode driving the display.
		Note: Individual VCP features are reset to factory shipped condition by using the VCP Reset Feature command.
10h	Brightness	Increasing this value increases black level luminance of the display.
12h	Contrast	Increasing this value increases ratio between the maximum and minimum luminance values.

Op-code	Command	Function
14h	Select Color preset	Sets preselected color preset value. A change of this setting may affect the current values of Red Green and Blue Video Gain, Hue, Saturation and Color Curve Adjust if these controls are available
16h	Red Video Gain	Increasing this value increases the luminance of red pixels. This control may affect values of Video Gain, Hue, Saturation and Color Curve Adjust if these controls are available
18h	Green Video Gain	Increasing this value increases the luminance of green pixels. This control may affect values of Video Gain, Hue, Saturation and Color Curve Adjust if these controls are available
1Ah	Blue Video Gain	Increasing this value increases the luminance of blue pixels. This control may affect values of Video Gain, Hue, Saturation and Color Curve Adjust if these controls are available
1Ch	Focus	Changing this value adjusts the apparent spot size.
20h	Horizontal Position	Increasing this value moves the image toward the right side of the display.
22h	Horizontal Size	Increasing this value increases the distance between the left and right sides of the image
24h	Horizontal Pincushion	Increasing this value causes the right and left sides of the image to become more convex.
26h	Horizontal Pincushion Balance	Increasing this value moves the center section of the image toward the right side of the display.
28h	Horizontal Misconvergence	Increasing this value will shift the red pixels to the right across the image and the blue pixels left across the image with respect to the green pixels.
2Ah	Horizontal Linearity	Increasing this value shifts the density of pixels from the left and right ends to the center of the image
2Ch	Horizontal Linearity Balance	Increasing this value shifts the density of pixels from the left side to the right side of the image
30h	Vertical Position	Increasing this value moves the image toward the top of the display.
32h	Vertical Size	Increasing this value increases the distance between the top and bottom of the image.
34h	Vertical Pincushion	Increasing this value causes the top and bottom sides of the image to become more convex.
36h	Vertical Pincushion Balance	Increasing this value moves the center section of the image toward the top of the display.
38h	Vertical Misconvergence	Increasing this value will shift the red pixels up across the image and the blue pixels down across the image with respect to the green pixels.
3Ah	Vertical Linearity	Increasing this value shifts the density of scan lines from the ends to the center of the image
3Ch	Vertical Linearity Balance	Increasing this value shifts the density of scan lines from the top end to the bottom end of the image

Op-code	Command	Function
40h	Parallelogram Distortion (Key Balance)	Increasing this value shifts the top section of the image to the right with respect to the bottom section of the image
42h	Trapezoidal Distortion (Key)	Increasing this value increases the ratio between the horizontal size at the top of the image relative to the horizontal size at the bottom of the image
44h	Tilt (Rotation)	Increasing this value rotates the image clockwise about the center point of the image.
46h	Top Corner Distortion Control	Increasing this value increases the distance between the left and right side at the top end of the image
48h	Top Corner Distortion Balance	Increasing this value moves the top end of the image to the right
4Ah	Bottom Corner Distortion Control	Increasing this value increases the distance between the left and right side at the bottom end of the image
4Ch	Bottom Corner Distortion Balance	Increasing this value moves the bottom end of the image to the right
50h	Hue	Changing this value adjusts the color of the display when the Saturation is a non-zero value. Values near 0 and near the maximum create a reddish display. Increasing from zero towards maximum makes the display greenish then bluish. This control may affect values of Red Gain, Green Gain, Blue Gain and Color Curve Adjust if these controls are available
52h	Saturation	Increasing this value increases the saturation of the adjusted Hue setting. This control may affect values of Red Gain, Green Gain, Blue Gain and Color Curve Adjust if these controls are available
54h	Color curve adjust	Increasing this value increases the color temperature from minimum to maximum along the black body curve. This control may affect values of Red Gain, Green Gain, Blue Gain, Hue and Saturation if these controls are also available
56h	Horizontal Moire	Adjusting this value controls the horizontal picture moire
58h	Vertical Moire	Adjusting this value controls the vertical picture moire
5Ah	Auto Size Center Enable/Disable	Enable/Disable automatic sizing and centering of the display. A value of 0 indicates disable auto size center, 1 indicates enable auto size center.
5Ch	Landing Adjust	Adjusting this value affects color purity of the monitor by changing beam angle to align the beam with the red green and blue phosphor on the monitor face

Op-code	Command	Function
5Eh	Input level Select	Changing this value chooses a different video input voltage for the monitor
60h	Input Source Select	Changing this value selects a different video input source. (this command may effectively disconnect the monitor from the ACCESS.bus. An alternate way to restore this setting must be available)
62h	Audio Speaker Volume Adjust	Increasing this value increases the audio gain of the speakers
64h	Audio Microphone Volume Adjust	Increasing this value increases the audio gain of the microphone
66h	On Screen Display Enable/Disable	Enables/Disables the display of On Screen Controls. This does not disable the user controls, only the on screen display of the controls 0=disable 1=enable
68h	Language Select	changing this value chooses a different language for the On Screen Control functions
80-FEh	Reserved	Reserved for Vender Control Keys

7A.2 Monitor Op-Codes

Op-code	Command	Function
00h	Reserved	Reserved for future Monitor Device Protocol use.
01h	Get VCP Feature	Used with VCP op-code to request current value of feature.
02h	VCP Feature Reply	Monitor's reply to VCP request.
03h	Set VCP Feature	Used with VCP op-code to set feature value.
04h	Get Control Key mode	Request current setting of Control key mode
05h	Control Key Reply	Monitor's reply Control Key mode request
06h	Set Control Key mode	Sets new control key mode.
07h	Get Timing Report	Requests current Vsync and Hsync timing values.
08h	Get Control Key Report	Requests state of User control keys.
09h	Reset VCP Feature	Used with VCP op-code to reset an individual feature to its factory shipped condition
0Ah	Disable VCP Feature	Used with VCP op-code to switch a feature from its enabled to its disabled state
0Bh	Enable VCP Feature	Used with VCP op-code to switch a feature from its disabled to its enabled state
0Ch	Save Current Setting	Save current settings in non volatile memory
0D-3Fh	Reserved	Reserved for future Monitor Device Protocol use
40-4Dh	Reserved	Reserved for Future Monitor Device Protocol use Device data stream messages
4Eh	Timing Report	Current value of Vsync and Hsync.
4Fh	Key Report	State of user control keys.
50-7Fh	Vendor Reserved	Reserved for Vendor defined functions

Appendix 7B

Design Considerations

This section is not a formal part of the Monitor Device Protocol specification. It is meant as an aid for monitor and computer system designers implementing ACCESS.bus.

Monitor Host Detection

The VESA Monitor Display Data Channel (DDC) specification defines a multitiered protocol, allowing system and monitor designers to select the most appropriate feature set. DDC provides three levels of host implementation, monitor data stream clocked by Vsync (DDC1), I²C master (DDC2B), and ACCESS.bus (DDC2AB).

The monitor must automatically determine the host system implementation. If the monitor is attached to a system that is not DDC compliant, it should continue to support existing industry standards for monitor identification using the two identification pins not utilized by DDC. This section discusses compliance with the VESA DDC specification only, OLD type systems are not discussed.

The monitor needs to determine the type of host system:

DDC1 or OLD type host
DDC2B host (Host is master, monitor is always slave)
DDC2AB host ACCESS.bus

The sequences of events are as follows:

1. DDC1/2B detection:
Assume monitor is connected to a DDC1 or OLD type host. Output EDID information clocked by Vertical Sync.

IF SCL activity detected switch to DDC2B mode. Emulate EDID memory device. Set monitor to I²C slave address A0/A1h. Goto step 2
2. DDC2AB detection:
The monitor determines if an ACCESS.bus Host is present by detecting valid ACCESS.bus commands directed to address 6Eh. IF the monitor determines that ACCESS.bus Host is present it will, reset device address to 6Eh, disable DDC1/2B mode and enable ACCESS.bus mode.

Monitors check for Host presence by checking activity at address 6Eh. If the monitor cannot detect both address A0h and 6Eh at the same time, it is recommended to periodically switch from address A0h to 6Eh to test if the ACCESS.bus Host is present and switch back to A0h if the host is not detected.

While temporarily at address 6E, the monitor should watch for a Reset message to address 6Eh from the host address, 50h. The monitor should also try sending an Attention message to address 50h. If this message is not acknowledged, the monitor can switch back to address A0h and recheck again at some later time period.

Once in DDC2B Mode, the monitor should always be ready to switch to ACCESS.bus.

ACCESS.bus Host Monitor Detection -Host Boot Time

The VESA DDC specification define two classes of monitors. DDC1/2B and DDC1/2AB. DDC1/2B monitors store monitor capability information in an I²C device. Host systems obtain the monitor's EDID information by performing a slave memory read of the 128 byte EDID structure. DDC1 is read back only, this type of monitor does not support remote control. DDC1/2AB monitors are ACCESS.bus devices. They can provide greater capability information and allow the host to control monitor features remotely. All DDC compliant monitors support DDC1/2B, support for DDC1/2AB is optional.

ACCESS.bus Plug and Play host systems should support the attachment of three different types of monitor.

Non Plug and Play monitor
DDC1/2B - Slave I²C
DDC1/2AB - ACCESS.bus

The sequence of events are as follows:

1. Stuck bit detection:

IF the ACCESS.bus micro controller allows I/O stuck-at testing, test both clock and data lines for stuck high or stuck low problems.

IF a failure occurs disconnect the clock and data lines from the monitor. Abort attempt to communicate with monitor.

DDC monitors power up in a data streaming mode, clocked by vertical sync. The monitor automatically terminates this mode when it detects I²C clock transitions. It is good design practice to toggle the clock line before ACCESS.bus initialization.

OLD type of monitors may interfere with the ACCESS.bus clock and data lines. The DDC specification reassigns two VGA ID lines as the I²C clock and data signals. OLD type of monitors selectively ground the ID lines to encode monitor type.

2. DDC2AB detection:

Issue a Reset command to address 6Eh. Attempt normal ACCESS.bus device initialization. IF successful, a DDC1/2AB monitor is detected. The Monitor has full ACCESS.bus capability.
ELSE Goto step 3.

3. DDC2B detection:

Attempt to read the VESA EDID information from the monitor. Select slave address A0h. Attempt to read the VESA EDID structure starting at memory address 0h. EDID data is 128 bytes long beginning at memory address 00h. Use the auto increment feature to read back EDID. The EDID header is 00 FF FF FF FF FF FF 00.

IF EDID data is returned, a VESA DDC1/2B type monitor is attached.

ELSE monitor does not support VESA DDC Goto step 4.

DDC1/2B class monitors store EDID data in an I²C device. Host support for DDC1/2B requires I²C master transmitter and master receiver functions.

4. OLD type of monitors:

Use industry standard methods to determine monitor type.

ACCESS.bus Host Monitor Detection -Hot Monitor Attach

DDC2AB monitors may be connected to ACCESS.bus host after the system is powered up. When the monitor is first powered-on, it will be in DDC1 communication mode., outputting information as clocked by VSYNC. When it detects the presence of SCL it switches to DDC2B mode. In this mode it responds as a slave device to memory reads at A0/A1h. When the monitor detects that it is connected to an ACCESS.bus host, it sets its base address to the ACCESS.bus power up default address 6Eh. Then the monitor sends the standard ACCESS.bus Attention message. When the host recognizes this message it sets the monitor to an unused address and performs normal ACCESS.bus messaging.

Monitor Isolation

The VESA DDC communication interface redefines two of the existing VGA ID pins as I²C clock and data signals. These signals were chosen to minimize compatibility problems with existing monitors. However, if a monitor grounds any of the ID lines used for DDC communication, the ACCESS.bus interface is rendered inoperable. The VGA specification indicates monitor type by grounding different combinations of ID pins. If the system designer needs to support OLD type of monitors some form of monitor disconnect is necessary.

The VESA DDC specification defines a 5 pin connector between the host motherboard and video controller card. The main purpose of this connector is to connect an ACCESS.bus host system to a DDC compliant add in Video display adapter. If manual disconnect is acceptable, this connector may be used to isolate interfering monitors. Another possibility is to use a bi-directional hardware switch. This allows hardware isolation under software control, and may be a better strategy for Plug and Play systems.

DC Loading

ACCESS.bus devices are specified to sink 6mA. To maximize transfer speed, the host uses low value pull-up resistors to source approximately 6mA. The DC loads of add-on video cards and monitors must be taken into account by the system designer.

VESA specifies a 47k pull-up on the monitor clock line. This increases the ACCESS.bus clock sink requirements by approximately 100µa. This is equivalent to 10 standard ACCESS.bus devices, this small value may generally be ignored. However, if more than one monitor is likely to be connected, the motherboard pull-up resistors should be increased to keep clock line sink current from exceeding 6mA.

Add on video adapter cards, that support DDC, are designed to work as stand alone DDC1/2B interfaces or with ACCESS.bus hosts. This means the adapter card must provide pull-up resistors on the clock and data lines. The VESA specification requires adapter cards use 1.5k pull-ups. When the adapter card is installed in an ACCESS.bus system, these pull-ups are in parallel with the host pull-up resistors. Host systems that support add on video cards should increase the value of the motherboard pull-up resistors to keep clock and data line sink current from exceeding 6mA.

Multiple Monitor Support

In multiple display systems the displays may be attached to more than one video controller. The video driver needs to determine how the displays are connected. The ACCESS.bus allows individual displays to be identified, however it does not provide a means to associate a display with a particular video controller.

The Monitor Timing Message provides a convenient method to do this The Video driver changes the timing mode of one of the video controllers. The driver can then send a Get Timing Report

command to all monitors. The monitor attached to that controller will send a Monitor Timing Message corresponding to the correct mode. The Video device driver can use this information to determine which monitors are attached to which controllers.

Monitor Change Notification

One of the advantages of the ACCESS.bus, is automatic host notification when devices are plugged in. This is an important feature in Plug and Play systems.

Monitors that are only DDC1/2B compliant do not have this capability. ACCESS.bus host systems should periodically test for the presence of DDC1/2B monitors. This requires testing for the presence of a slave memory device at address A0h. This should be done as part of the other ACCESS.bus housekeeping tasks. This makes it easy to detect monitor attachment or removal.

Video Switch Boxes

Video switch boxes allow a single display to be attached to more than one computer system. Switch boxes vary in sophistication. System designers should assume switching a monitor to a different host completely disconnects it from other hosts.

The previous Design Considerations recommend ACCESS.bus hosts detect disconnect and attachment of both DDC1/2B and DDC1/2AB type monitors. Video device drivers should be designed to assume the video display may be connected and disconnected at any time. The device driver should ignore monitor disconnect. It should not change video capabilities until it receives a monitor connect message. This minimizes the time it takes to recognize and resynchronize when the monitor is reconnected.

SECTION 8

ACCESS.bus

Smart Battery System Device Protocol Specification

September 1995

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Purchase of I²C components from vendors licensed by Philips under the Philips I²C patent conveys a license to use these components in an I²C system, provided that the system conforms to I²C specifications.

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8. Introduction

8.1. Design Objectives

The Smart Battery System (SBS) device protocol described in this section defines standard messages for controlling battery system components such as batteries, chargers and switches used to supply host system power. This protocol allows a device driver to obtain, through the ACCESS.bus manager, detailed information from the batteries in the system, including their state of charge, output voltage, etc. and also control the operation of the charger or chargers used to recharge the batteries. In addition, the device driver can control the configuration of systems with multiple batteries. The driver typically controls and reports which battery is powering the system, and which battery or batteries are being charged.

Smart Battery System devices use the On-board ACCESS.bus System Management device protocols.. This document defines the logical view of Smart Battery System devices at the ACCESS.bus device driver layer level.

8.2. Smart Battery System Overview

The Smart Battery System drivers allow power management drivers and software utilities to control On board ACCESS.bus Smart Battery System components. In some systems, additional switching hardware (Smart Battery Selector) may exist to control which battery in a multiple battery system is connected to the bus at any one time. This selector has the additional function of switching battery and charger outputs to the system power supply rails, and selectively connecting the battery data streams to the physical bus. The ACCESS.bus virtual device drivers isolate power management drivers from this complexity by controlling the selector as necessary to direct messages to the individual batteries. Developers of ACCESS.bus diagnostic tools and/or bus monitors should recognize that ACCESS.bus virtual batteries may not be physically connected to the bus at all times, even though they are logically connected.

This document contains additional background information on related areas of the ACCESS.bus specification for the benefit of developers implementing this specification.

8.3. Conventions

Numerous terms related to On-Board System Management devices, Smart Batteries, Smart Chargers and Smart Battery Selectors are used in this document. Please refer to the Intel-Duracell Smart Battery Data, Smart Battery Charger, and Smart Battery Selector Specifications for their definitions.

8.4. Control of Specification

The Smart Battery System Device Protocol is the result of collaboration between Intel, Duracell and the ACCESS.bus Industry Group. It provides a common interface to report the Smart Battery System device information but the data content is defined by the Smart Battery Data, Smart Charger or the Smart Battery Selector specifications.

Questions and input regarding the Smart Battery Data, Smart Charger or the Smart Battery Selector specifications should be directed to:

Intel Architecture Labs Technical Support
Phone 1-800-628-8686
Fax 1-916-356-6100
Intl. Phone 1-916-356-3551
Email IAL_Support@ccm.hf.intel.com

All other questions and input should be directed to ABIG.

8.5. Base Protocol - Interface Part

ACCESS.bus commands are divided into base and application specific portions. Base level commands are used to manage common ACCESS.bus features such as address assignment, capability strings, and power management. Application specific commands are unique to the particular device. None of the interface part commands are issued from ACCESS.bus device drivers in normal operation.

The Base protocol is additionally divided into Interface and Application portions. The interface portion implements the ACCESS.bus commands required to configure the device. The Application portion is responsible for transferring device information to the Host. For example setting the battery's bus address is an interface function, while returning remaining charge information is in the Application section. Most interface part commands are intercepted within the virtual ACCESS.bus device simulation code, and therefore do not result in bus transactions.

Due to the use of On-board ACCESS.bus System Management device protocols by the ACCESS.bus miniport and virtual ACCESS.bus device drivers to communicate with the underlying Smart Battery System hardware components, the base level protocol commands are implemented in the ACCESS.bus Smart Battery System virtual battery and charger device drivers.

8.5.1. Reset

The Host issues reset commands to re-initialize bus devices. For the virtual ACCESS.bus devices resets issued by device drivers do not necessarily result in a hardware reset of the device.

8.5.2. Attention

Attention messages will not appear on the bus for virtual ACCESS.bus devices. The virtual ACCESS.bus devices will however appear in the ACCESS.bus manager device table, and connection events will be propagated to the attached device drivers.

8.5.3. Identification

The identification phase is used by the host to separately select each device prior to assigning it a unique address. During the identification phase devices return information that uniquely identifies them to the host so that the host can assign addresses to the devices on the bus. For virtual ACCESS.bus battery devices the identification process is simulated by the virtual battery device drivers.

8.5.4. Assign Address

The Host issues an Assign address command to move the physical ACCESS.bus devices from their ACCESS.bus default addresses (6Eh) to a new assigned value. For virtual devices, no actual address assignment takes place, except at the ACCESS.bus manager driver level.

8.5.5. Capabilities Information

The keywords defined in this section have standard meanings only within the SBS device protocol. The entries in the battery and charger capabilities strings are derived from the static Smart Battery, Smart Charger and Smart Battery Selector information fields. The model() entry is the On-board ACCESS.bus SM DeviceName truncated to 8 characters.

Keyword	Meaning
sbsystem	Used as a prot() token to identify a device belonging to this protocol class.
sbat	Used as a type() token to identify a smart battery.

scharge	Used as a type() token to identify a smart battery system charger.
BA	Used as a prev() token to identify the current ACCESS.bus base protocol and device specific protocol revision. The current prev value is BA. "B "is the current ACCESS.bus base protocol revision (V2.2). "A" is the current revision of the Smart Battery System Device protocol V0.01.
bslot	Battery slot number - identifies the physical location of the battery in the system. A default value of zero is used for systems with only one battery slot.
mfgname	ManufacturerName token
mfgdata	Used to identify ManufacturerData which is private vendor specific data. This is stored as binary data, as read from the Smart Battery.
dname	DeviceName token
dchem	DeviceChemistry token

An example of a Smart Battery capability string is:

```
(
  prot(sbs)
  type(sbat)
  model(MBC101)
  prev(BA)
  bslot(0)
  sbmode(ma)
  dname(MBC101)
  dchem(NiCd)
  dcap(1000)
  dvolt(6.0)
  sbspec(1.0 10 10)
  mfgname(New Battery Corp.)
  mfgdata(bin(4(...)))
)
```

SBS Data Item	SBS Data Type	ACCESS.bus Capabilities Item	ACCESS.bus Data Type
ManufactureDate	Packed Unsigned Int	mfgdate	ITOA string
SerialNumber	Unsigned Int	sernum	ITOA string
ManufacturerName	String	vendor name	1st 8 chars
DeviceName	String	module name	1st 8 chars
DeviceChemistry	String	dchem	string
DesignCapacity	Unsigned Int	dcap	ITOA string
DesignVoltage	Unsigned Int	dvolt	ITOA string
SpecificationInfo	Packed Unsigned Int	sbspec (see note 1)	VerString, int, int
BatteryMode	Unsigned Int	Sbmode	ma, mw

Note :

sbspec(version, VScale, IPScale)

sbspec contains three values, the first is the version number of the Smart Battery Specification supported by the device, presented in V.V format where each V can range from 0 to 15. The second value is the voltage scale multiplier, 1, 10, 100 or 1000. The third value is the current/power scale multiplier, 1, 10, 100, 1000.

8.5.6. Device Bandwidth Management

Base level ACCESS.bus commands implement bandwidth management to provide equal access to all devices. Smart Batteries and other System Management devices consume

very little bandwidth, and it is assumed that Smart Battery Systems will not implement this feature.

8.6. Base Protocol - Application Part

The Application portion of the base protocol allows the device to signal changes in status or error conditions.

8.6.1. Application Hardware Signal (Optional)

The Application Hardware Signal message is sent by ACCESS.bus devices to generate high priority system control signals. Physical ACCESS.bus batteries or chargers may send this message to signal emergency fault situations. Virtual ACCESS.bus batteries and chargers will not generate this message in normal operation.

8.6.2. Application Test Report (Optional)

In response to an Application Test command the Smart Battery System devices may respond with a self test report.

Device to Host:

10 XX PL A1 ST YY ... YY CS

Where:

10	On-board ACCESS.board SM device host address
XX	Device address
PL	Message Length (P=1, Length =2 to 32)
PL = 10LLLLLL	where LLLLLL = from 000010 to 100000
A1	Self test reply op code
ST	Self test result
	00h Successful Self Test
	1xh-7xh Reserved
	80h-FFh Other error
YY	0-30 bytes of additional test information
CS	Checksum

Self test error code uses the high nibble to encode the major problem area. If the device provides additional diagnostic information it is returned in the low nibble. The device may also return up to 30 bytes of additional test result information.

8.6.3. Application Status Message (Optional)

Application status message allows devices to report changes in their status or various error conditions. This message allows both predefined and user defined messages to be transferred to the appropriate driver. Smart Battery System devices may use this message to report general status such as device not ready, or that device capabilities have changed.

8.7. Smart Battery System Device Messages and Commands

All commands and messages in this section are required. Most functions require three op-codes, a host to device request for the current value of the parameter of interest, the battery, charger or selector's reply message, and a command to change the parameter.

To simplify implementation, these functions utilize a major op code to encode the desired operation (Get, Reply, Set) and a minor one to specify the parameter being manipulated.

8.7.1. Get Selected Parameter

The get selected parameter command instructs the Smart Battery System component to send the selected parameter back to the host in a reply message. The minor op-code informs the component which parameter to return.

Host to Device:

XX 10 82 51 mm CS

Where:

XX	Device address
10	On-board ACCESS.board SM device host address
82	Message Length (P = 1, Length = 2 bytes)
51	Get Selected parameter - Major op code
mm	Minor op code
CS	Checksum

Example:

XX 10 82 51 08 CS

This string requests the current temperature of a smart battery.

8.7.2. Selected Parameter Reply

The selected parameter reply message shall be issued by the Smart Battery System component in reply to a get selected parameter command. The reply consists of a byte string that returns the minor request op-code and the current value of the parameter.

Device to Host:

10 XX 86 52 RC mm VH VL CS

Where:

10	On-board ACCESS.board SM device host address
XX	Device address
86	Message Length (P = 1, Length = 4 bytes)
52	Selected parameter reply op code
RC	Result code
00h	No error
01h	Busy - device unable to process the function at this time
02h	Not Ready - device is not ready - try again later
03h	Unsupported minor op-code
07h	Unidentified error
mm	Minor op code from parameter request message
VH	Present value high byte
VL	Present value low byte
CS	Checksum

Example:

10 XX 86 52 00 08 0B 72 CS

This string returns the current battery temperature, 0B72 H (about 20° C) .

8.7.3. Set Selected Parameter

The Set selected parameter command instructs the Smart Battery System component to change the parameter specified by the minor op-code.

Host to Device:

XX 10 84 53 mm SH SL CS

Where:

XX	Device address
10	On-board ACCESS.board SM device host address
84	Message Length (P = 1, Length = 4 bytes)
53	Set Selected parameter - major op code
mm	Minor op code
SH	high byte
SL	low byte
CS	Checksum

Example:

XX 10 84 53 14 04 00 CS.

This string sets the charging current from a charger to a new level of 1024 ma.

8.7.4. Get Battery/Charger Mode

This command requests the current battery or charger operating mode.

Host to device:

XX 10 81 54 CS

Where:

XX	Device address
10	On-board ACCESS.board SM device host address
81	Message length (P=1, Length =1 byte)
54	Get current battery or charger operating mode
CS	Checksum

8.7.5. Battery/Charger Mode Reply

This message returns the current battery or charger operating mode to the host.

Device to Host:

10 XX 83 55 AR SR CS

Where:

10	On-board ACCESS.board SM device host address
----	--

XX	Device address
83	Message Length (P = 1, Length = 3 bytes)
55	Battery/Charger mode reply op-code
AR	Command argument
	08h Autocharge Mode
	04h Charger connected
	02h Supplying power
	01h Disconnected, battery or charger idle
	(All other command argument values are reserved)
SR	Target Number (default = 0)
CS	Checksum

8.7.6. Set Battery/Charger Mode

This command instructs the component to change its operating mode. Four modes are supported, in the first the battery or charger is disconnected and not supplying (or receiving) power. In the second mode the battery is supplying power. This mode's meaning to a charger is implementation dependent. The third mode, charger connect, is used to connect the power output of a charger to a battery in order to re-charge the battery. Charging control in this mode is handled by the host. The fourth mode, autocharge mode, is used to connect the power output of a charger to a battery, and in addition to connect the battery and the charger via a control channel such that the charging control can occur without host intervention.

Target number is used to identify which device the charger or battery should be connected to. For systems with a single battery and charger this value is always zero. For more complex systems, the target number serves as an identifying handle for the desired connection target. For a charger, whose target is a battery, the target is the battery's slot number. For a battery supplying power the target is a holder's power bus id number. For a battery being charged, the target is a charger's id number. For systems with one power bus and charger, the target values are always zero.

Systems which have multiple batteries and/or chargers and power planes include another psuedo device known as a holder. The holder's capabilities string contains information about the number of battery slots and their physical locations, as well as the number of chargers and power buses and their id numbers. Physical switching hardware associated with the multiple battery slots and chargers is virtualized, and hidden from the power management drivers, but information about certain aspects of the switching hardware's configuration are available through the holder virtual device.

Host to Device:

XX 10 83 56 AR SR CS

Where:

XX	Device address
10	On-board ACCESS.board SM device host address
83	Message Length (P = 1, Length = 3 bytes)
56	Set Battery/Charger mode op-code
AR	Command argument
	08h Autocharge Mode
	04h Charger connect
	02h Supply power
	01h Disconnect
	(All other command argument bit values are reserved)
SR	Target Number (default =0)
CS	Checksum

8.7.7. Battery/Charger Alarm Message

The battery or charger reports changes in status and alarm conditions by sending this message to the host.

Device to Host:

10 XX 01 51 00 CS

Where:

10	On-board ACCESS.board SM device host address
XX	Device address
83	Message Length (P = 1, Length = 3)
57	Status/Alert op code
HY	Status/Alert high byte
LY	Status/Alert low byte
CS	Checksum

Where the format of the Status Alert word is as defined in the Smart Battery Specification section 5.4.1 AlarmWarning

8.8. Smart Battery System Device Data Stream Messages (Optional)

The Smart Battery System Device protocol defines two data stream messages, one for requested charging current and the other for requested charging voltage. These messages are enabled and disabled with the Enable Application Report command. These messages are optional, and are provided for implementors of physical ACCESS.bus batteries. They will not be provided by virtual ACCESS.bus batteries.

8.8.1. Requested Charging Current Message

Device to Host:

10 XX 0L 51 BN BN BN CS

Where:

10 On-board ACCESS.board SM device host address
XX Device address
03 Message Length (P = 0, Length = 3)
5E Requested Charging Current op code
CH ChargingCurrent High Byte
CL ChargingCurrent Low Byte
CS Checksum

8.8.2. Requested Charging Voltage Message

Device to Host:

10 XX 0L 51 BN BN BN CS

Where:

10 On-board ACCESS.board SM device host address
XX Device address
03 Message Length (P = 0, Length = 3)
5F Requested Charging Voltage op code
VH ChargingVoltage High Byte
VL ChargingVoltage Low Byte
CS Checksum

Appendix A Op Code Summary

Smart Battery System device op-codes are divided into two categories. MAJOR op-codes select functions - Get, Reply, Set. MINOR op-codes are used to specify which data items are to be read or written.

Op-codes between 60h - 7Fh are reserved for vendor specific functions.

Battery Minor op-codes

00h	ManufacturingAccess
01h	RemainingCapacityAlarm
02h	RemainingTimeAlarm
03h	BatteryMode
04h	AtRate
05h	AtRateTimeToFull
06h	AtRateTimeToEmpty
07h	AtRateOK
08h	Temperature
09h	Voltage
0Ah	Current
0Bh	AverageCurrent
0Ch	MaxError
0Dh	RelativeStateOfCharge
0Eh	AbsoluteStateOfCharge
0Fh	RemainingCapacity
10h	FullChargeCapacity
11h	RunTimeToEmpty
12h	AverageTimeToEmpty
13h	AverageTimeToFull
14h	ChargingCurrent
15h	ChargingVoltage
16h	BatteryStatus
17h	CycleCount
18h	DesignCapacity
19h	DesignVoltage
1Ah	SpecificationInfo
1Bh	ManufactureDate
1Ch	SerialNumber

Charger Minor op-codes

12h	ChargerMode
13h	ChargerStatus
14h	ChargingCurrent
15h	ChargingVoltage
16h	AlarmWarning

Major op-codes

51h	Request current value of selected parameter
-----	---

52h	Reply message to Request current value command
53h	Set current value of selected parameter
54h	Get Battery/Charger operating mode
55h	Battery/Charger operating mode reply
56h	Set Battery/Charger operating mode
57h	Status/Alert from device
5Eh	Requested Charging Current - Device Data Stream Message
5Fh	Requested Charging Voltage - Device Data Stream Message

Appendix B Design Considerations

This section is not a formal part of the Smart Battery System Protocol specification. It is for informational purposes only.

Battery Insertion and Removal Detection

Battery insertion and removal events are detected by hardware directly. These events are ultimately reported to the power management device drivers by standard ACCESS.bus manager device connect and disconnect messages.

Battery Slot Location Detection

Physical ACCESS.bus batteries that are intended for use in systems with multiple battery slots should incorporate some means of detecting their physical location and returning that information as a part of their capabilities string. One way that this can be accomplished is for the battery to include a few mating connector pins which are connected to ground differently in each slot when the battery is inserted. The battery can then read the state of the connector pins and return this as the slot number.

Hardware Isolation

The I²C communication channel uses two shared pins for clock and data signals. In the event that a failed device forces one or both of the lines to an invalid level, the bus becomes unusable. Due to the importance of the internal system management functions it is highly recommended that system vendors provide a means for isolating the internal On-board ACCESS.bus from external Off-board ACCESS.bus peripherals.

SECTION 9

ACCESS.bus

Text Device Protocol Specification

September 1995

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9. Introduction

9.1. Design Objectives

The text device protocol described in this specification is intended to provide a simple way to transmit character or binary data to and from stream oriented devices such as a bar code reader, or character display. The sequential character stream model also serves as a common denominator for connecting RS-232 interfaced devices.

9.2. Text Device Overview

A generic text device transmits a stream of 8-bit bytes from a character set. Simple control messages are defined to support flow control and to select communication parameters that might be used to interface with a modem. The capabilities string contains information that identifies the specific character set and communication parameters used.

9.3. Text Device Protocol

Text characters to be transmitted are sent using the Device Data Stream message (see ACCESS.bus, Description and Protocol Specification).

Format:

ddddddd0	(destination address)
sssssss0	(source address)
0LLLLLLL	(P=0, LLLLLLL=body-length)
body	(0-127 bytes)
ccccccc	(checksum)

Characters are assumed to be from the coded character set specified in the Capabilities Information unless otherwise agreed upon between the application and device. This agreement might be established using ISO standardized control functions, but this is defined at a higher level than the text device protocol.

9.3.1. Device Number and Identification

A text device may be interactive like a bar code reader that transmits a stream of characters in response to user action, or non-interactive like an RS-232 converter attached to a printer. Non-interactive devices are required to provide a fixed device number since they cannot be distinguished by the order in which they are used.

A general purpose ACCESS.bus to RS-232 adapter may have no way of reporting what is attached to its RS-232 port. In this case, the host system or application must rely on the RS-232 device for device identification. Information about what is attached to an RS-232 adapter can be maintained on the host and associated by the device number if desired.

9.3.2. Message Length and Timing

Interactive text devices must not occupy the bus as bus master for more than eight milliseconds at a time, and must wait at least fifty microseconds (50ms) between message transmissions. Eight milliseconds (8ms) limits the maximum packet size to eighty characters or less at 100Kbps.

Non-interactive devices must not occupy the bus as bus master for more than five milliseconds at a time, and must wait at least twelve milliseconds (12ms) between message transmissions. Five milliseconds (5ms) limits the maximum packet size to fifty characters or less at 100Kbps.

The Text Device Protocol defines a Record Separator command to group message packets into identifiable records.

Application Record Separator ()

Op-code:	30
Data:	none

The Record Separator is sent by a device or the host computer to indicate the next data byte transmitted will be the first byte of a new record. Can also be used as a "end of record" command.

9.3.3. Flow Control

When a computer or device is capable of sending data faster than its bus partner can receive and process it, flow control may be needed to avoid losing data. In its simplest form, flow control allows the receiver to tell the sender to wait until it is ready before sending more data. While the I²C hardware provides low level flow control by stretching clock signals, this will not be appropriate for many applications because it blocks all traffic on the bus.

An example application requiring higher level flow control is a printer that cannot print data as fast as the host can send it. Depending on the application, the printer may need to instruct the computer to not transmit any more messages until it has room in its buffer to hold them.

Two application commands are defined for this purpose:

Application Hold ()

Op-code:	13h
Data:	none.

Tell the sender to hold transmission until requested to resume.

Application Resume (count)

Op-code:	llh	Data:	16-bit unsigned integer count of number of bytes	device	is
			ready to accept.		

Tell sender it may resume transmitting data up to `count' characters. If `count' is zero or omitted, the sender may continue transmitting until requested to hold.

By using a non-zero count in the AppResume command, a receiving device need not transmit an urgent message to the sender when its buffer is full.

Notes:

1. AppHold and AppResume only affect device data stream messages. All ControVStatus commands must continue to be processed regardless of the held state.
2. When a device is reset it has no way of knowing the previous flow control state.
After being reset and the configuration process is complete, a device using flow control shall transmit a single AppResume command and clear its transmit held state (if any).

9.3.4. Serial Asynchronous Communication Parameters

The Text Device Protocol defines the following commands for interfacing with common UARTs.

Application Set Format (controlmask)

OpCode: 01
Data: 16-bit controlmask

The control mask specifies UART parameters as follows. Choices listed in parenthesis are selected in order (0, 1, 2, . . .).

b0-b3	transmit speed (default, 19200, 9600, 4800, 2400, 1200, 600, 300)
b4-b7	receive speed (rx=tx, 19200, 9600, 4800, 2400, 1200, 600, 300)
b8	word size (8-bits, 7-bits)
b9	stop bits (one stop bit, two stop bits)
bl0-bl1	parity (none, even, odd)
bl2	local echo (FDX, HDX)
bl3-bl4	flow control (none, XON/XOFF, DSR/DTR, RTS/CTS)

Application Request Format ()

Op-code: 02
Data: none

Application Request Format is sent from the host to a device and requests the device respond with an Application Report Format message.

Application Report Format (controlmask)

Op-code: 03
Data: 16-bit control mask, same as Application Set Format

9.3.5. Serial Asynchronous Control Signals

The Text Device Protocol defines the following commands for interfacing with common RS232 control signals.

Application Set Control (controlmask)

Op-code: 04
Data: 16-bit control mask

The control mask identifies the control signals to be set as follows (DCE side):

b0	DSR
b1	DTR
b2	RTS
b3	CTS
b4	RLSD (or CD)
b5	FE (framing error)
b6	OE (overrun error)
b7	PE (parity error)
b8	Break detected
b9	Send break
b10-11	reserved
b12-15	available for application use

Application Reset Control (controlmask)

Op-code: 05
Data: 16-bit control mask.

The control number identifies the control signals to be reset using the same definitions as Application Set Control.

Application Request Control ()

Op-code: 06
Data: none

Application Request Control is sent from the host to a device and requests the device respond with an Application Report Control message.

Application Report Control (controlmask)

Op-code: 07
Data: 16-bit control mask

Sent by a device to the host when an input control signal changes or in response to a request. The controlmask reports the status of UART control signals using the same definitions as Application Set Control.

9.3.6. Direction Control

The Text Device Protocol defines the following command for controlling the direction of bi-modal interfaces.

Application Set Direction (controlmask)

Op-code: 08
Data: 16-bit control mask

Sent by the host computer to a device to specify the direction of interface operation.

- b0-b1 Direction (transmit, receive, full duplex)
- b2-b3 Rank (Default, Master, Slave, Off-line)
 - Examples of Master: RS-232 DTE
 - Host centronics port
 - Dialing FAX
 - Examples of Slave: RS-232 DCE
 - Printer centronics port
 - Answering FAX
- b4-b7 Reserved
- b8-b15 Available for application use

9.4. Capabilities Information

The keywords defined in this section have standard meanings within the ACCESS.bus Generic Text Device Protocol.

Keyword	Meaning
Charset()	Tags the default character set used to encode text data. The following names are defined: ASCII, ISO:8859/1
Direction()	Tags whether device can be used for data input, data output, or half-duplex, or full-duplex. Direction(input output HDX FDX)
FlowControl()	Tags whether low level flow control is used for input and/or output (AppHold and AppResume). FlowControl(input output)
UARTformat()	Lists common UART format selections that are supported and can be modified or examined by Application Format commands. UARTformat(speed, size, parity, stop, echo, flow(0 1 2 3)) The sublist of numbers, if present, indicates which selections are supported.
UARTcontrol()	Lists common modem control signals that are supported and can be modified or examined by Application Control commands.
UARTcontrol(DSR DTR RTS CTS RLSD FE OE PE REAK)	