



TrbNet: Full Endpoint

- The central entity for all endpoints is `trb_net16_endpoint_hades_full.vhd`
- It includes all controlling of the three used channels
 - Lvl1 trigger
 - Data readout
 - Slow Control
- Only one additional entity has to be connected: The appropriate media interface (files named `trb_net16_med_...`)



TrbNet: Full Endpoint Port Map – part I

- Clock & Reset Signals

```
CLK      : in std_logic;  
RESET   : in std_logic;  
CLK_EN  : in std_logic;
```

- Connect these ports to the media interface (e.g. Optical interface)

```
MED_DATAREADY_OUT    : out std_logic;  
MED_DATA_OUT          : out std_logic_vector(15 downto 0);  
MED_PACKET_NUM_OUT   : out std_logic_vector( 2 downto 0);  
MED_READ_IN           : in  std_logic;  
MED_DATAREADY_IN     : in  std_logic;  
MED_DATA_IN           : in  std_logic_vector(15 downto 0);  
MED_PACKET_NUM_IN    : in  std_logic_vector( 2 downto 0);  
MED_READ_OUT          : out std_logic;  
MED_STAT_OP_IN        : in  std_logic_vector(15 downto 0);  
MED_CTRL_OP_OUT       : out std_logic_vector(15 downto 0);
```

- Connection to temperature sensor

```
REGIO_ONEWIRE_INOUT   : inout std_logic;
```



TrbNet: Full Endpoint Port Map – 1st lvl trigger

- Trigger Received – stays high until trigger is released

```
LVL1_TRG_RECEIVED_OUT : out std_logic;
```

- Trigger information, valid while TRG RECEIVED is high

```
LVL1_TRG_TYPE_OUT      : out std_logic_vector( 3 downto 0);
LVL1_TRG_NUMBER_OUT    : out std_logic_vector(15 downto 0);
LVL1_TRG_CODE_OUT      : out std_logic_vector( 7 downto 0);
LVL1_TRG_INFORMATION_OUT: out std_logic_vector( 7 downto 0);
```

- Trigger release & basic status information

```
LVL1_ERROR_PATTERN_IN   : in  std_logic_vector(31 downto 0);
LVL1_TRG_RELEASE_IN     : in  std_logic;
```

- Old busy signal is inherent to the network protocol
- Trigger should be released when it is sure that the device will be able to accept a new trigger 1µs later
- All trigger information has to be stored until the data is read out

Wiki: TriggerLv1Information



TrbNet: Full Endpoint Port Map – Data Readout

- Start signal & Number of the requested event

```
IPU_NUMBER_OUT      : out std_logic_vector (15 downto 0);
IPU_INFORMATION_OUT : out std_logic_vector ( 7 downto 0);
IPU_START_READOUT_OUT : out std_logic;
```

- Data port – data format as described in the pdf (wiki)

```
IPU_DATA_IN          : in  std_logic_vector (31 downto 0);
IPU_DATAREADY_IN     : in  std_logic;
IPU_READOUT_FINISHED_IN : in  std_logic;
IPU_READ_OUT          : out std_logic;
```

- Additional Information to form the network packet

```
IPU_LENGTH_IN        : in  std_logic_vector (15 downto 0);
IPU_ERROR_PATTERN_IN : in  std_logic_vector (31 downto 0);
```

Wiki: TrbNetIPUChannel



TrbNet: Full Endpoint Port Map – Slow Control

- Standardized Status & Control Registers

Wiki: CommonStatusRegister

```
REGIO_COMMON_STAT_REG_IN  : in  std_logic_vector(2*32-1 downto 0);
REGIO_COMMON_CTRL_REG_OUT : out std_logic_vector(1*32-1 downto 0);
```

- Simple registers, user-defineable

```
REGIO_REGISTERS_IN  : in  std_logic_vector(32*2** (NUM_STAT)-1 downto 0);
REGIO_REGISTERS_OUT : out std_logic_vector(32*2** (NUM_CTRL)-1 downto 0);
```

- Internal data port for user defined purposes

Wiki: TrbNetRegIO

```
REGIO_ADDR_OUT          : out std_logic_vector(15 downto 0);
REGIO_READ_ENABLE_OUT    : out std_logic;
REGIO_WRITE_ENABLE_OUT   : out std_logic;
REGIO_DATA_OUT           : out std_logic_vector(31 downto 0);
REGIO_TIMEOUT_OUT        : out std_logic;

REGIO_DATA_IN            : in  std_logic_vector(31 downto 0);
REGIO_DATAREADY_IN       : in  std_logic;
REGIO_NO_MORE_DATA_IN    : in  std_logic;
REGIO_WRITE_ACK_IN        : in  std_logic;
REGIO_UNKNOWN_ADDR_IN    : in  std_logic;
```



TrbNet: Full Endpoint - Generics

- Most of the values can be kept at their default state, only the ones to be changed are shown here
 - Select valid broadcast addresses Wiki: TrbNetAddresses
 - Configure user registers Wiki: TrbNetRegIO
 - Information about board, design version & time Wiki: TrbNetRegIO
- ```
BROADCAST_BITMASK : std_logic_vector(7 downto 0) := x"FF";
```
- ```
REGIO_NUM_STAT_REGS   : integer := 3;
REGIO_NUM_CTRL_REGS    : integer := 3;
REGIO_USED_CTRL_REGS   : std_logic_vector := "00000001";
REGIO_USED_CTRL_BITMASK : std_logic_vector := (others => '1');
```
- ```
REGIO_INIT_BOARD_INFO : std_logic_vector(31 downto 0) := x"1111_2222";
REGIO_INIT_ENDPOINT_ID : std_logic_vector(15 downto 0) := x"0001";
REGIO_COMPILE_TIME : std_logic_vector(31 downto 0) := x"00000000";
REGIO_COMPILE_VERSION : std_logic_vector(15 downto 0) := x"0001";
REGIO_HARDWARE_VERSION : std_logic_vector(31 downto 0) := x"12345678";
```