



Nuclear Physics Division

**Description and Technical Information for the VXS FPGA-based  
Time to Digital Converter board (vfTDC)**

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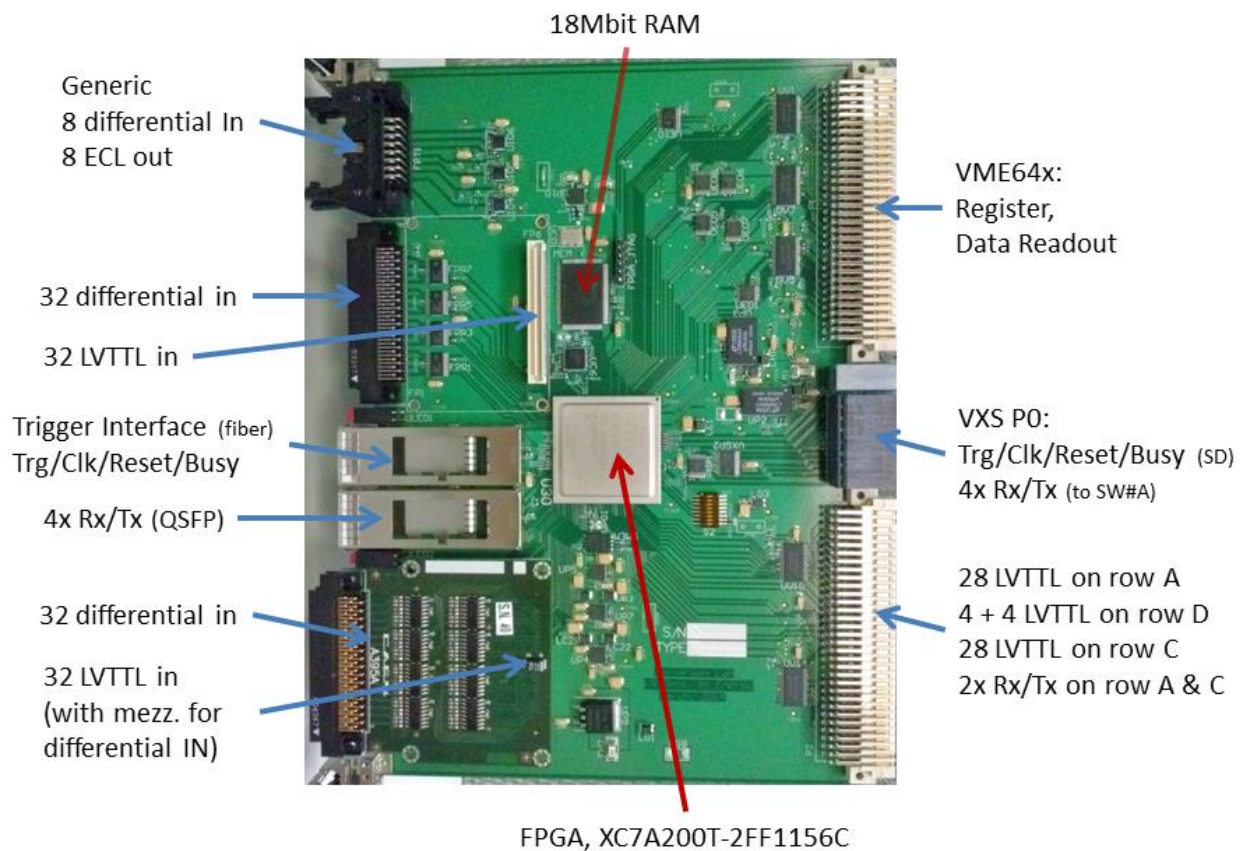
# 1 Introduction

The vTDC (VXS FPGA-based Time to Digital Converter board) is being developed based on the VETROC board, a generic IO board with the functionality defined by the FPGA firmware.

Figure 1 shows a picture of the assembled PCB board. Two sets of 32-pair differential signals are received using two 3M Pak 50 Boardmount Plug connectors (P50E-68P1-RR1-EA). The signals are converted to LVTTTL on the PCB by TI SN65LVDT352, which translates any differential signals (LVDS, LVPECL, ECL) to LVTTTL.

Two mezzanine board connectors with 32 channels each are built on the board, and connect directly to the FPGA IO. With the proper mezz boards, these can be inputs or outputs. The mezzanine connector uses FCI61082-101400LF, which is fully compatible with the CAEN 1495 mezzanine card.

To further expand the IO capability, the FPGA connects directly to the VME P2 backplane User Defined pins. A VME P2 backplane IO card can be developed, which can have up to 80 LVTTTL signals and two pairs of high speed serial links.



**Figure 1 vTDC board and its major components**

The vTDC is a 192 channel TDC, which uses the two front panel connectors, two mezz boards as inputs, and 64 channels on VME P2 as inputs.

## 2 PCB design of the vFTDC module

vFTDC is designed as a VXS payload board. It also works in a standard 6U VME64 crate. It receives 64 any-level differential signals and 128 LVTTTL signals. The 128 LVTTTL signals are dependent on the mezz. Cards and VME P2 IO card. Figure 2 shows a diagram of the vFTDC board:

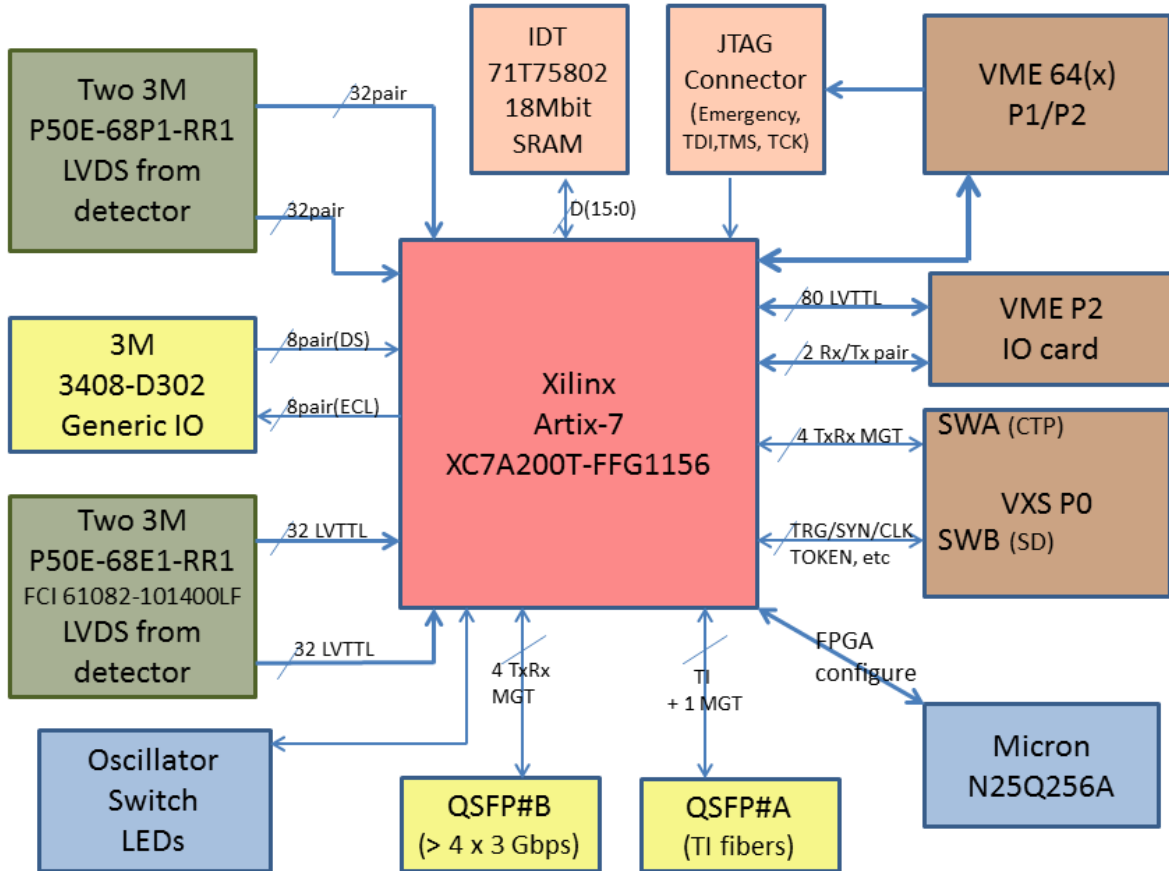


Figure 2 vFTDC functional diagram

The Xilinx Artix-7 XC7A200T-2FFG1156C FPGA is chosen for signal processing. It is less expensive, and it has enough IO and resources for signal processing. The Micron N25Q256 serial flash is used to save the FPGA configure data. This memory supports 4-bit wide FPGA load.

Two sets of four LEDs are used to indicate the board status, which is directly from the FPGA. The first set of the LEDs are 'board ready', 'VME DTACK', 'Trigger' and 'Board error/Reset'. The second set of the LEDs indicate the board working modes.

One 3M 3408-D302 connector and two QSFP connectors are also loaded on the front panel. The 3M 3408-D302 connector has 8 generic differential signal inputs, and 8 ECL outputs, which are connected to the FPGA through TI SN65LVDT352 receiver and On-Semi MC100EP91 driver respectively. One QSFP connector has 4 MGTs (Multi-Gigabit Transceivers) connected to the FPGA directly, which is capable of more than 3 Gbps each. The other QSFP is compatible with Trigger Interface (TI). Depending on the application, this QSFP can accept the TI input from a TD/TImaster, or drive a TI for a small self-contained test setup.

An external memory, IDT71T75802 (18 Mbit) is added to expand the FPGA memory capacity.

The VME64x is implemented, which uses the Geographic address and +3.3V supply. The board is compatible with standard VME64 backplane. If the board is plugged in the VME64 crate, the onboard DC-DC converter can be used to get the +3.3V power from the +5 supply. Five bits of the on-board switch are used to set the A24 (A23-A19) address space.

## 2.1 FPGA programming

The FPGA XC7A200T needs about 80Mbit to configure. This configure data is saved in the Micron N25Q256, which is 256 Mbit. The memory can save two versions of the FPGA configure file. This can supply a fall back design, which is especially useful when the board is used in an area that is difficult to access (need be tested). But as the FPGA/Flash memory can be programmed remotely, this feature (two versions of firmware) is not much useful.

The FPGA is programmed in Master SPI mode with external clock of 50 MHz and 4-bit wide data loading. The expected FPGA program time is less than one second. The Micron memory can be loaded by the iMPACT software through the on-board JTAG connector. The iMPACT software will load a special firmware to the FPGA through the JTAG connector and program the memory through the special firmware, which the Xilinx calls as indirect flash memory programming.

The vfTDC can be remotely programmed through VME. To make it more robust for remote programming, a hardware (discrete logic) VME to JTAG engine is implemented on the board (copied from TS/TI/TD design) using the custom defined address modifier code (AM = 19), which will not get confused with the standard (VME specified) A24 address modifier codes. This engine can load the FPGA firmware even if the memory is corrupted (or simply, the memory is empty) or the FPGA failed to be loaded by the memory. The engine has been tested successfully. It takes about 30 seconds to load the FPGA through VME. It takes about ten minutes to load the Flash memory (Micron N25Q256). In the JTAG engine, the VME data bit[1] is used for TDI, bit[0] is used for TMS, and all the other bits are unused. The higher bit of A24 address should match with the geographic address, and the lower A24 address is set to be 0x0FFFC.

## 2.2: Clock Distribution

There are three main clock sources for the PCB. As a VXS payload board, it gets the clock (250 MHz) via VXS P0 backplane from SD/TI board. For the test or application without the VXS crate, an on-board oscillator (250MHz) is implemented. The third source is the optional front panel TI fiber. Only one clock source is selected as the FPGA clock, which pipelines the trigger and readout logic. The clock source is selected by FPGA and buffered by the cross-point switch Micrel SY58040. The SY58040 will send three clocks to the FPGA, one for the FPGA internal logic, one for the north MGT blocks, and the other for the south MGT blocks; one clock to the front panel QSFP when the TI interface is used.

## 2.3 VME interface

The vfTDC board is a VXS payload slot board. It is compatible with VME64x backplane. Normally, it is a VME slave board, with interrupt capability.

The vfTDC can also be a master VME board. It supports single level bus request (BR3, level 3) only, as we do not expect many boards to be a VME master in the crate. The VME master capability has not been tested yet.

For simplicity, three kinds of VME address modifier codes are implemented. (1), User defined address modifier. (0x19, 0x1A, 0x1C and 0x1D) This is similar to the A24 address modifier. It is used to load the FPGA by the onboard discrete logic (also called emergency JTAG engine). (2), Standard A24 address modifier. This is used to readout the registers on the FPGA, slow controls of the board. (3), A32 data transfer. This is used to transfer data to the ROC (Read Out Controller). This is implemented the same way as other ADC/TDC board. With token passing, the ROC needs only one read to get all the front end boards' data out for higher efficiency.

## 2.4: Readout logic

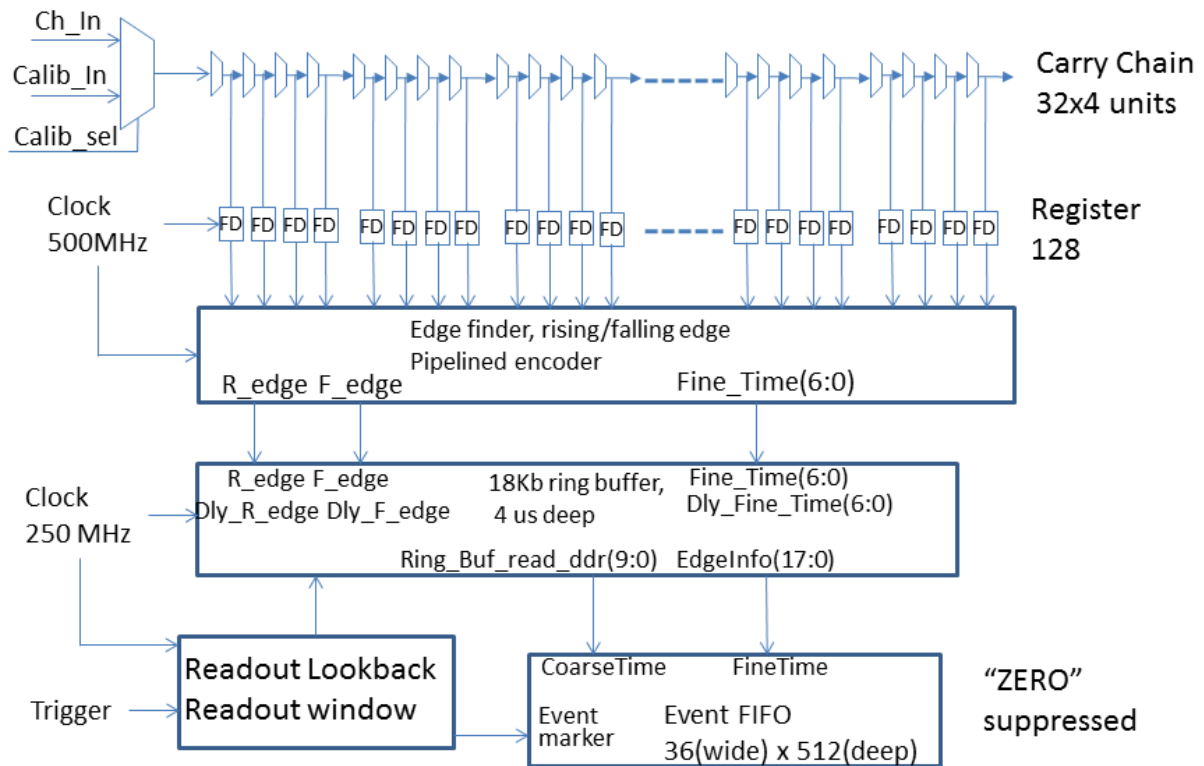
The readout is initiated by the readout trigger, which can be from TI via SD and VXS P0 backplane, or TD/TImaster via the front QSFP trigger interface. The TDC data are packed in data blocks, with each block contains one to 255 triggers. The data can be readout via VME A32, front panel QSFP fiber interface, or VXS P0 switch board.

## 3 TDC and FPGA design

### 3.1 FPGA based TDC design

The FPGA can be used as a TDC. The input signals are measured in two steps. A free running clock is used to measure the coarse time of the signal (how many clock cycles); and the FPGA carry chain delay is used to measure the fine delay relative to the clock edge. After combining the coarse measurement and the fine measurement, it can reach a precision of 10s ps and a range of many microseconds.

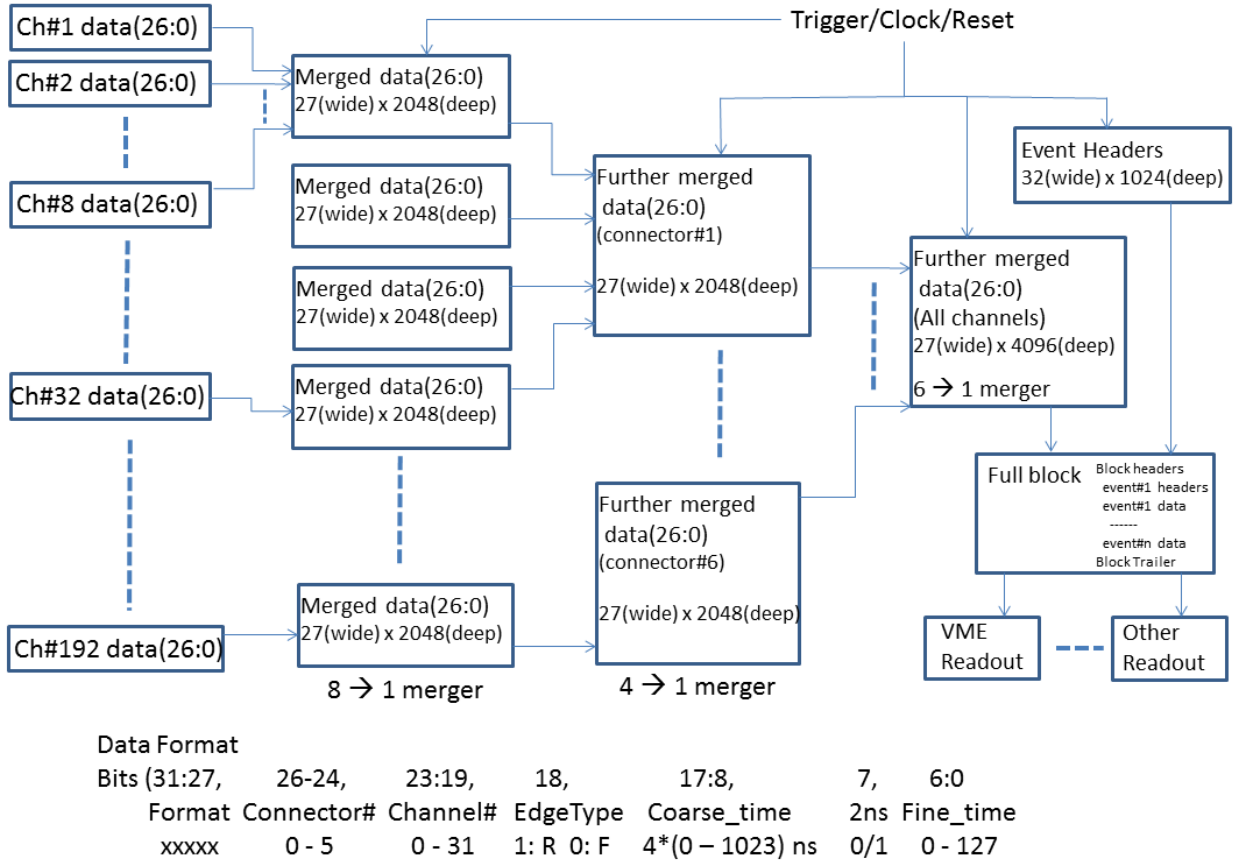
The TDC fine measurement is based on the FPGA carry chain delays [3]. The delay unit (carry chain) is about 20 ps, which depends on the FPGA and its speed grade. Figure 3 shows the design of one TDC channel.



**Figure 3 Diagram of one TDC channel**

Each channel uses 32 FPGA slices (128 delay elements) for fine delay, one 18 Kbits ring buffer and one 18 Kbits buffer for data storage. The ring buffer will not cause any dead time, but limits the trigger look back to ~4 us. The data buffer can hold several hundred pulses (rising edge and falling edges), which should not cause any dead time if the occupancy is not too high.

When the readout trigger arrives, the trigger time is recorded (in 4ns position), and a look back window is opened (the look back time and the width were set by an VME registers). The data is readout from the ring buffer, and is stored in the channel readout buffer. The data is further merged in three stages. If there is no pulse during the readout window, the data will be suppressed. Figure 4 shows the diagram of the TDC data readout.



**Figure 4 vFTDC data flow: data merging and data readout**

The data are merged event by event in three stages. The first stage merges eight (8) TDC channels, and stores the data in a 2 K deep buffer. The second stage merges four buffers from the first stage. The second stage data corresponds to a full connector, which is a group. The third stage merges six buffers from the second stage, which includes all the 192 channels of the vFTDC.

### 3.2 vFTDC data format

The vFTDC supports blocking mode to increase the VME readout efficiency. Each block can have one (1) to 255 events (triggers), which is set by a VME register.

The data are formatted in blocks. Each block has N events (defined as the block level), and wrapped by the two block headers and one block trailer. An extra word may be added to make sure that the block is aligned in 64-bit boundary. For 2ESST VME readout, two more words may be padded to the block for the block data to be aligned in 128-bit boundary. Table 1 show the data format.

**Table 1 v<sup>f</sup>TDC data format**

Type	Data format							
Block header1	Bit(31:27) 10000		Bit(26:22) Slot# (1-21)		Bit(21:18) board ID: 0x9		Bit(17:8) Block #	Bit(7:0) Block level (1-255)
Event 1	Header	Bit (31:27)	Bit(26:22)	Bit(21:0)				
		10010	Slot#(1-21)	Event number Nevt(21:0)				
	TimeTrg Time#1	Bit(31:24) 10011000		Bit(23:0) Time stamp T(23:0)				
	Time#2	00000000		Time stamp T(47:24)				
	Data 1	Bit(31:27)	(26:24)	(23:19)	(18)	(17:8)	(7)	(6:0)
		Xxxxx 10111	Group# 0-6	Chan# 0-31	EdgeType 1: R; 0: F	Coarse T 4*(0-1023)	2ns 0-1	Fine Time 0-127
	Data 2...	10111	Same as above.....					
Event 2...	Same as above							
Block Trailer	Bit(31:27) 10001		Bit(26:22) Slot# (1-21)		Bit(21:0) Word count (no Block header/trailer)			
Filler_A	11111		Slot# (1-21)		Block number			
Filler_B	11111		Slot# (1-21)		0011110001000100010000 (0F1110)			
Filler_B	11111		Slot# (1-21)		0011110001000100010000 (0F1110)			

\*Filler\_A to align the data in 64-bit boundary, Filler\_B to align the data in 128-bit boundary.

\* for 192 Channel case (firmware highest bit = 0): Group#: 0 for reference channels inputs (Channel 0-3 corresponds to reference input #1-4, and Chan 4-7 are duplicate of input#1-4), 1 for connector A (on-board upper Differential input), 2 for connector B (upper LVTTTL input), 3 for connector C (on-board lower differential input), 4 for connector D (lower LVTTTL input), 5 for connector E (VME P2 rowA input), 6 for connectorF (VME P2 rowC input).

\*for 96 channel case (firmware highest bit = 1): Group#: 0 for reference channels input, 1 for connector A Channel 1-16, and duplicate of Channel 1-16; 2 for connector A channel 17-32, and duplicate 17-32; 3 for connector C channel 1-16 and duplicate 1-16; 4 for connector C channel 17-32 and duplicate of 17-32; 5 for connector E channel 1-16 and duplicate 1-16; 6 for connector E channel 17-32 and duplicate 17-32. The connector B, D and F are not used.

### 3.3 v<sup>f</sup>TDC data readout

The v<sup>f</sup>TDC can interface with up to eight ReadOut Controllers (ROC) simultaneously. Each ROC interface has its own secondary data buffer. The v<sup>f</sup>TDC will copy its data to all the ROC interface buffers, and The readout buffer is formed with block headers, event headers, event TDC data and block trailers. The data can be read out by up to eight different paths (or ROCs 'ReadOut Controllers'). These paths include, but not limited to, VME readout, front panel fiber readout, and VXS P0 switch slot#A readout.

So far, only the VME readout has been tested on the v<sup>f</sup>TDC board. And two ROCs readout was tested on the TI.

## 4. Specification Sheet

### 4.1 Mechanical

- Single width VITA 41 Payload Module. It will be positioned in PP1-PP16 in VXS crate; it can also be plugged into any slots in standard VME crates without P0 connector.

### 4.2 High speed serial P0 inputs and outputs:

- Switch slot#A (CTP) four lane MGT connections
- Switch slot#B (SD) compatible connections.

### 4.3 Front panel inputs and outputs:



- 2 x 32 differential signal detector inputs;
- 8 generic differential signal inputs;
- 8 generic ECL outputs.
- 4 channels of MGT on one QSFP, TI or TImaster fiber IO on the other QSFP.
- 2 optional mezzanine board with up to 32 channels (LVTTTL) each.

#### **4.4 LED Indicators: Front Panel (FPGA controlled):**

- Set #1:
  - Bit 1 (close to the PCB): FPGA programmed and the clock (DCM locked) is ready;
  - Bit 2: VME DTACK, VME activity;
  - Bit 3: Readout trigger is detected;
  - Bit 4: MGT Rx error;
- Set #2:
  - Bit 1 On board IO activity;
  - Bit 2: Mezzanine board activity (on: mezzanine card plugged, flash: activity);
  - Bit3: VME P2 IO card activity (on: mezzanine card plugged, flash: activity);
  - Bit 4: TI interface activity.

##### **On board:**

- Power OK near each regulator and DC-DC converter (The LED is OFF when the power is OK);
- FPGA program DONE (The LED is OFF when programmed);

#### **4.5 Programming:**

- VME to JTAG A24D32 with user defined AM (Address Modifier) for remote FPGA firmware loading, and Flash memory (Micron N25Q256) programming.
- onboard JTAG connector to FPGA;
- Up to two revisions of the FPGA firmware can be stored in the memory simultaneously.

#### **4.6 Power requirements:**

- +5v @ 1 Amps; -12V @ 0.25 Amp; +3.3V @ 2 Amps
- With Optional DC-DC converters for +3.3V, +5V @ 3A, +3.3V is not required from backplane.
- Local regulators for other required voltages: +1.0V, +1.2V, +1.8V, +2.5V, and -5V.

#### **4.7 Environment:**

- Forced air cooling;
- Commercial grade components ( 0-75 Celsius or better)

### **5 vFTDC operation procedures:**

The vFTDC needs to be properly set, and plugged into the proper crate and slot. Damage may happen to the vFTDC, the crate, or other PCBs in the crate if the right procedure is not followed.

#### **5.1 vFTDC Power supply:**

The vFTDC can use +3.3V directly from VME64x crate. It can also generate its own +3.3V supply by a DC-DC converter. Proper settings are needed to avoid damage to the board or backplane.

If the VME64x crate +3.3V power is used for the vFTDC:

- (1). The fuse, FG1 is stuffed;
- (2). The DC-DC converter UP2 is removed.

If the VME64x crate +3.3V power is not used, or +3.3V is not available from the backplane:

- (1). The fuse, FG1 is removed;
- (2). The UP2 is stuffed.

The default setting for the vFTDC is assuming that there is no +3.3V from the backplane.

## 5.2 FPGA program mode setting:

The FPGA program can be set to MasterSPI mode or JTAG mode. For MasterSPI mode:

- (1). Remove RBJ3;
- (2). Load RBJ4.

For JTAG mode:

- (1). Remove RBJ4;
- (2). Load RBJ3.

## 5.3 vFTDC 8-bit switch S2 setting:

Bit[8:4]: set the VME A24 address space A[23:19] when the vFTDC is in non-VME64x crate. If it is in VME64x crate, the geographic address is used, the switch is not used.

Bit[2:1] is connected in a way, that the FPGA can drive it using LVTTTL, and override the switch default setting for a LVPECL level selector. Meanwhile, if the FPGA is a receiver, the switch setting is compatible with LVTTTL/LVCMOS.

## 5.4 VME to JTAG discrete logic:

For standard A24 address modifier (0x39 etc.), load RB41 and remove RB42; For user defined address modifier (0x19 etc.), load RB42 and remove RB41.

# 6. VME Programming Requirements (This part will be updated as the firmware develops)

The vFTDC supports three categories of Address Modifier codes: the user-defined codes (A24) for emergency firmware loading; Standard A24 for FPGA register read/write and slow control; A32 block transfer for VME data readout.

## 6.1 VME to JTAG emergency loading:

The AM[5:0] user defined codes are used for this logic. This works even before the FPGA is programmed and working. It is almost the same as A24D32 mode. The valid AM codes are: 0x19, 0x1A, 0x1D and 0x1E. These AM codes are user defined, and similar to the AM codes 0x39, 0x3A, 0x3D and 0x3E.

The valid address bits are A[31:24] do not care; A[23:19]=GA[4:0] for VME64x crates, or A[23:19]=0 for non-VME64x crates; A[18:2]=b'0001111111111111.

VME Data bit[1] is TDI; VME data bit[0] is TMS.

For example, if the board is in slot#5 (that is ~GA(4:0)= 11010), you need write to A(23:0)=0x28fffc. If data(1:0)=00, both TMS and TDI will be low; if data(1:0)=01, TMS is high, TDI is low; if data(1:0)=10, TMS is low, TDI is high; if data(1:0)=11, both TDI and TMS are high. The normal A24 address should try to avoid this address (0x0fffc).

A more advanced example: Instruction register shift (8-bit, shift in 0x5a) starting from/end up at the 'reset idle' mode: 14 consecutive writes to the address 0x28fffc with AM=0x19, 1a, 1d or 1e, the data are 1, 1, 0, 0, 0, 2, 0, 2, 2, 0, 2, 1, 1, 0 respectively.

Data	1	1	0	0	0	2	0	2	2	0	2	1	1	0
------	---	---	---	---	---	---	---	---	---	---	---	---	---	---

TMS	H	H	L	L	L	L	L	L	L	L	L	H	H	L
TDI	0x	0x	0x	0x	0	1	0	1	1	0	1	0	0x	0x

- “TMS H” means logic High, “TMS L” means logic Low, “TDI 0” means 0 or Low, “TDI 1” means 1 or High, and “TDI 0x” means DO NOT CARE by the JTAG, but the set value is 0.

## 6.2 Configuration Registers:

A24D32 are used for register read/write. Similar to the emergency loading logic, the base address is determined by the Geographic Address in VME64x crate, and external switch for non-VME64x crate. That is, A[23:19]=GA[4:0], or SW[8:4].

### ➤ Address offset: 0x00000: Board ID:

Bit 7-0 (R/W): Crate ID; Reset default 0x00;

Bit 12-8 (R): A24 address, higher 5 bits; Reset default 000

Bit 31-16 (R): board ID: 0xF7DC: vfTDC;

### ➤ Address offset: 0x00004: vfTDC readout window setting:

Bit 7-0 (R/W): width of the TDC readout window (in 4 ns steps)

### ➤ Address offset: 0x00008: Interrupt setting:

Bit 7-0 (R/W): Interrupt ID; Reset default 0xC8 [0x08, BIT(7:0)]

Bit 10-8 (R/W): Interrupt level; Reset default 5;

Bit 16 (R/W): IRQ enable. Reset default: 0;

### ➤ Address offset: 0x0000C: Trigger delay:

Bit 9-0 (R/W): Look back since the readout trigger.

### ➤ Address offset: 0x00010: A32 address space:

Bit 13-5 (R/W): Address Max; Reset default 0x1FF;

Bit 22:14 (R/W): Address Min; Reset default 0x000;

Bit 31-23 (R/W): Base Address. Reset default 0x100;

### ➤ Address offset: 0x00014: Block size:

Bit 7-0 (R/W): Block size. Reset default 0x01;

### ➤ Address offset: 0x0001C: VME setting; Reset default 0x011:

Bit 0 (R/W): ‘1’ enable Bus\_Error\_En, so the block read can be terminated by event block trailer;

Bit 1 (R/W): ‘1’ en\_token\_in is true, ‘0’ en\_token\_in is false;

Bit 2 (R/W): ‘1’ enable ‘Multi-board’ readout, ‘0’ disable ‘Multi-board’; assert to enable multi-board token passing protocol;

Bit 3 (R/W): ‘1’ enable en\_A32m, ‘0’ disable en\_A32m; assert to enable common A32 multi-board addressing of module;

Bit 4 (R/W): ‘1’ enable en\_A32, ‘0’ disable en\_A32;

Bit 7 (R/W): ‘1’ enable VME bus interrupt for module error?

Bit 8 (R/W): ‘1’ I2C device address 0x1101xxx, ‘0’ I2C device address 0x0000xxx;

Bit 9 (R/W): '1' token\_in high, '0' token\_in low; If both bit 9 and bit 1 are set high, the Token\_Out will be high (this is for SD test).

Bit 10 (R/W): '1' first\_board true, '0' first\_board false;

Bit 11 (R/W): '1' last\_board true, '0' last board false;

Bit 15 (R/W): '1' disable data readout buffer full;

➤ Address offset: 0x00020: Trigger source register:

Bit 15-0 (R/W): Trigger source enables: Reset default 0x0000;

Bit 0: P0 trigger input;

Bit 1: HFBR#1 trigger input;

Bit 3: Front Panel trigger input;

Bit 4: VME trigger, calibration trigger;

Bit 7: Random Trigger.

Bit 31-16 (R): Trigger source monitor.

➤ Address offset: 0x00024: Sync Source register:

Bit 15-0 (R/W): Sync Source enables: Reset default 0x02;

Bit 0: P0 sync input (in Subsystem TS mode);

Bit 1: HFBR#1 sync input;

Bit 3: Front panel SyncReset enable;

Bit 4: VME syncReset;

Bit 31-24 (R): Sync source monitoring.

➤ Address offset: 0x00028: Busy source registers:

Bit 15-0 (R/W): Busy source enables:

Bit 0: '1' enable the Switch Slot #A BUSY input, '0' disable;

Bit 1: '1' enable the Switch Slot #B BUSY input, '0' disable;

Bit 2: '1' enable the VME P2 BUSY input, '0' disable;

Bit 3: '1' enable the FTDC front panel BUSY input, '0' disable;

Bit 4: '1' enable the FADC front panel BUSY input, '0' disable;

Bit 5: '1' enable the Front Panel BUSY, which is the same as TsRev2 busy;

Bit 7: '1' enable TS feed\_back BUSY, '0' disable the busy. (useful in TM mode)

Bit 15-8: HFBR #8-#1 BUSY enables: '1' enable the HFBR BUSY input, '0' disable;

Bit 31-16 (R): FIFO full monitoring

Bit 16: FIFO full

➤ Address offset: 0x0002C: Clock source selection:

Bit 1-0 (R/W): software bit switch to control the clock source for ClkOut#0 (TI\_out). Reset default 00;

Bit[1:0] = 00: QSFP TI front panel clock;

Bit[1:0] = 01: no use;

Bit[1:0] = 10: on-board oscillator;

Bit[1:0] = 11: VXS P0 switch slot#B clock;

Bit 3-2 (R/W): software bit switch to control the clock source for ClkOut#1 (MGT Ref). Reset default 00;

Bit 5-4 (R/W): software bit switch to control the clock source for ClkOut#2 (FPGA). Reset default 00;

Bit 7-6 (R/W): software bit switch to control the clock source for ClkOut#3 (MGT Ref). Reset default 00;  
Bit 15-8 (R): The actual clock source selection shifted down to the Clock chip (Micrel SY89540U).

➤ Address offset: 0x00030: Trigger1 scalars:

Bit 31-0 (R): Number of Trigger1 received (enabled by trigger source selection);

➤ Address offset: 0x0004C: Blocks for VME interrupt:

Bit 15-8 (R): Number of data blocks in the FIFO in VME block (VME readout).

Bit 23-16 (R): Number of data blocks ready for Interrupt Request.

Bit 31-24 (R): on TI: Number of events of a partial block (or, before the block is formed)

On TS: bit(15:8) of the number of data blocks ready for VME interrupt.

➤ Address offset: 0x00050: Trigger2 scalar:

Bit 31-0 (R): Number of Trigger 2 received;

➤ Address offset: 0x00054: Sync\_reset scalar:

Bit 31-0 (R): Number of Sync\_reset received by the vf<sup>2</sup>TDC;

➤ Address offset: 0x00058: Berr scalar:

Bit 31-0 (R): Number of Berr from the VME module;

➤ Address offset: 0x0005C: Board status:

Bit 0 (R): VME BusError;

Bit 1 (R): VME Token;

Bit 2 (R): VME BusErr\_N;

Bit 3 (R): VME Take\_Token;

Bit 4 (R): VME Read\_Token\_Out;

Bit 5 (R): VME Done\_Block;

Bit 6 (R): VME BusErr\_Status;

Bit 8 (R): VME First\_level\_buffer\_Full\_A;

Bit 9 (R): VME First\_level\_buffer\_Full\_B (should be the same as Bit#8);

Bit 10 (R): VME First\_level\_buffer\_Empty\_A;

Bit 11 (R): VME First\_level\_buffer\_Empty\_B (should be the same as Bit#10);

Bit 12 (R): VME Second\_level\_buffer\_Full\_A;

Bit 13 (R): VME Second\_level\_buffer\_Full\_B (should be the same as Bit#12);

Bit 14 (R): VME Second\_level\_buffer\_Prog\_Full\_B (almost full);

Bit 15 (R): VME Second\_Level\_Buffer\_Empty\_B;

Bit 16 (R): VME First\_Level\_Buffer\_Prog\_Full\_A (almost full);

Bit 23-20 (R): Firmware revision number;

Bit 30-24 (R): Firmware version number;

Bit 31 (R): Firmware type, 0 for 192 channels, 1 for 96 higher resolution channels.

➤ Address offset: 0x0009C (R/W): The FPGA running mode;

Bit 7-0: vfTDC running mode setting. Reset default 0x00;

0xF7: vFTDC is in running mode, no A24 registers write is permitted;  
 0xF8: Set the VME P2 28 rowA inputs and 4 rowD inputs (total 32) to internal calibration mode;  
 0xF9: Set the VME P2 28 rowC inputs and 4 rowD inputs (total 32) to internal calibration mode;  
 0xFA: Set the Front panel connector #A inputs (total 32) to internal calibration mode;  
 0xFB: Set the Front panel mezzanine connector #B inputs (total 32) to internal calibration mode;  
 0xFC: Set the Front panel connector #C inputs (total 32) to internal calibration mode;  
 0xFD: Set the Front panel mezzanine connector #D inputs (total 32) to internal calibration mode;

*Since vFTDC V3.4 (June 3, 2015)*

*Bit(7:6): Calibration signal selection:*

*00: logic low;*

*01: PreScaled ClkDlyRef with fine delay;*

*10: PreScaled ClkVme*

*11: External Calibration signal in.*

*Bit(5:0): Connector (group) to set to choose calibration signal (calibration mode)*

*XXXXXX: when 1, set to calibration mode. For VmeC, VmeA, D, C, B and A respectively.*

- Address offset: 0x000A8 (R): Trigger live timer:

Bit 31-0 (r): board live time counter. The real time is  $\text{Bit}(31:0) \times 256 \times 30\text{ns}$ . (ScalarLatch is required.)

- Address offset: 0x000AC (R): Trigger busy (trigger dead) timer:

Bit 31-0 (r): TID busy (cannot accept trigger, or trigger dead) time counter. The real time is  $\text{Bit}(31:0) \times 256 \times 30\text{ns}$ . This counter and the live time counter make up the total time counter, which is the total time since any one of the trigger sources is enabled.

- Address offset: 0x000D8 (R): Event number register

Bit 31-16: higher 16-bit (bit 47-32) of event number counter;

- Address offset: 0x000DC (R): Event number register

Bit 31-0: lower 32-bit (bit 31-0) of event number counter.

- Address offset: 0x000EC (R/W): ROC enable

Bit 7-0: ROC 8:1 enable, the default is 00000001

- Address offset: 0x00100 (W): Reset and one-shot registers. The signal will be one ClkVme cycle. If the ClkVme is 50 MHz, the one-shot will be 20ns wide. Positive logic.

Bit 0: not used;

Bit 1: if '1', RESET signal to reset the VME\_to\_I2C engine;

Bit 4: if '1', RESET signal to reset the VME registers (TID settings) to their default values;

Bit 5: if '1', SyncReset, serves as the generic VME reset;

Bit 7: if '1', this register will generate a BUSY reset, and Trg\_Ack pulse.

Bit 8: if '1', Reset the CLK250/Clk200 DCM.

Bit 10: if '1', Reset the MGT (MultiGigabit Transceiver,) inside the FPGA.

Bit 11: if '1', Auto alignment of SYNC phase from HFBR#1; auto align P0 sync input for TD.

Bit 12: if '1', generate a calibration trigger;

Bit 14: if '1', Reset the IODELAY;  
 Bit 16: if '1', this register will generate a 'TAKE\_TOKEN'  
 Bit 17: if '1', the available number of data blocks will decrease by 1,  
 Bit 24: if '1', all the trigger input scalars are latched (ready for read out), the BusyTimer and LiveTimer are also latched;  
 Bit 25: if '1', all the trigger input scalars are reset. (Bit 24 and Bit 25 can be set simultaneously). The event number is also reset by this.

- Address offset: 0x104 (R): GTP Tx Data FIFO status
  - Bit 7-0: GTP#(8:1) feeding FIFO Empty;
  - Bit 15-8: GTP#(8:1) feeding FIFO Full;
  - Bit 23-16: GTP#(8:1) width (32→16) transfer FIFO Empty;
  - Bit 31-24: GTP#(8:1) width (32→16) transfer FIFO Full.
- Address offset: 0x108 (R): GTP Tx Data FIFO status
  - Bit 7-0: GTP#(8:1) width (32→16) transfer FIFO is almost\_Full
- Address offset: 0x10C (R): Four\_Channel Data Buffer status
  - Bit 7-0: ConnectorA, eight data buffers (ch32-29, 28-25,..., 4-1) EMPTY;
  - Bit 15-8: ConnectorA, eight data buffers FULL;
  - Bit 23-16: ConnectorC, eight data buffers (ch32-29, 28-25,..., 4-1) EMPTY;
  - Bit 31-24: ConnectorC, eight data buffers FULL;
- Address offset: 0x110 (R): GTP Tx Data Feeding FIFO Empty counter
  - Bit 31-0: All the eight GTP#(8:1) feeding FIFOs (right now five) are EMPTY timer (in 20ns steps);
- Address offset: 0x114 (R): GTP Tx Data feeding FIFO Full counter
  - Bit 31-0: Any of the eight (5 for now) GTP#(8:1) feeding FIFO are Full timer (in 20 ns steps)
- Address offset: 0x118 (R): GTP Tx Data Width Transfer FIFOs Empty counter
  - Bit 31-0: All the eight GTP#(8:1) Width transfer FIFOs (right now five) are EMPTY timer (in 20ns steps);
- Address offset: 0x11C (R): GTP Tx Data Width Transfer FIFO Full counter
  - Bit 31-0: Any of the eight (5 for now) GTP#(8:1) Width Transfer FIFOs are Full timer (in 20 ns steps)
- Address offset: 0x120 (R): ConnectorA, Channel#1-16, 4-Channel Data buffer empty status counter
  - Bit 31-0: All the four buffers are EMPTY timer counter;
- Address offset: 0x124 (R): ConnectorA, Channel#17-32, 4-Channel Data buffer empty status counter
  - Bit 31-0: All the four buffers are EMPTY timer counter;
- Address offset: 0x128 (R): ConnectorC, Channel#1-16, 4-Channel Data buffer empty status counter
  - Bit 31-0: All the four buffers are EMPTY timer counter;
- Address offset: 0x12C (R): ConnectorC, Channel#17-32, 4-Channel Data buffer empty status counter

- Bit 31-0: All the four buffers are EMPTY timer counter;
- Address offset: 0x130 (R): ConnectorA, Channel#1-16, 4-Channel Data buffer FULL status counter  
Bit 31-0: Any of the four buffers are FULL timer counter;
  - Address offset: 0x134 (R): ConnectorA, Channel#17-32, 4-Channel Data buffer FULL status counter  
Bit 31-0: Any of the four buffers are FULL timer counter;
  - Address offset: 0x138 (R): ConnectorC, Channel#1-16, 4-Channel Data buffer FULL status counter  
Bit 31-0: Any of the four buffers are FULL timer counter;
  - Address offset: 0x13C (R): ConnectorC, Channel#17-32, 4-Channel Data buffer FULL status counter  
Bit 31-0: Any of the four buffers are FULL timer counter;
  - Address offset: 0x160 (R): ConnectorA, Single channel data buffer EMPTY status  
Bit 31-0: ConnectorA Channel #32-1 data buffer empty;
  - Address offset: 0x164 (R): ConnectorC, Single channel data buffer EMPTY status  
Bit 31-0: ConnectorC Channel #32-1 data buffer empty;
  - Address offset: 0x168 (R): ConnectorA, Single channel data buffer FULL status  
Bit 31-0: ConnectorA Channel #32-1 data buffer full;
  - Address offset: 0x16C (R): ConnectorC, Single channel data buffer FULL status  
Bit 31-0: ConnectorC Channel #32-1 data buffer empty;
  - Address offset: 0x170 (R): Reference Channels: Single channel data buffer status  
Bit 3-0: Ref\_Channels #4-1 data buffer empty;  
Bit 7-4: Ref\_Channels #4-1 data buffer FULL;
  - Address offset: 0x174 (R): Reference Channels: Single channel data buffer EMPTY timer counter  
Bit 31-0: All the four Ref\_Channels data buffers are empty (timer in 20ns steps);
  - Address offset: 0x178 (R): Reference Channels: Single channel data buffer FULL timer counter  
Bit 31-0: Any of the four Ref\_Channels data buffers are FULL (timer in 20ns steps);
  - Address offset: 0x180 (R): ConnectorA, Channel 4:1 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#1-4 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x184 (R): ConnectorA, Channel 8-5 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#5-8 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x188 (R): ConnectorA, Channel 12-9 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#9-12 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x18C (R): ConnectorA, Channel 16-13 single\_channel\_buffer EMPTY timer counter



- Bit 31-0: All the ConnectorA, Ch#13-16 data buffers are empty (timer in 20ns steps);
- Address offset: 0x190 (R): ConnectorA, Channel 20-17 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#17-20 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x194 (R): ConnectorA, Channel 24:21 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#21-24 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x198 (R): ConnectorA, Channel 28:25 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#25-28 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x19C (R): ConnectorA, Channel 32-29 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorA, Ch#29-32 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x1A0 (R): ConnectorA, Channel 4:1 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#1-4 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1A4 (R): ConnectorA, Channel 8-5 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#5-8 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1A8 (R): ConnectorA, Channel 12-9 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#9-12 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1AC (R): ConnectorA, Channel 16-13 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#13-16 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1B0 (R): ConnectorA, Channel 20-17 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#17-20 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1B4 (R): ConnectorA, Channel 24:21 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#21-24 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1B8 (R): ConnectorA, Channel 28:25 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#25-28 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1BC (R): ConnectorA, Channel 32-29 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorA, Ch#29-32 data buffers are full (timer in 20ns steps);
  - Address offset: 0x1C0 (R): ConnectorC, Channel 4:1 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#1-4 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x1C4 (R): ConnectorC, Channel 8-5 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#5-8 data buffers are empty (timer in 20ns steps);
  - Address offset: 0x1C8 (R): ConnectorC, Channel 12-9 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#9-12 data buffers are empty (timer in 20ns steps);

- Address offset: 0x1CC (R): ConnectorC, Channel 16-13 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#13-16 data buffers are empty (timer in 20ns steps);
- Address offset: 0x1D0 (R): ConnectorC, Channel 20-17 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#17-20 data buffers are empty (timer in 20ns steps);
- Address offset: 0x1D4 (R): ConnectorC, Channel 24:21 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#21-24 data buffers are empty (timer in 20ns steps);
- Address offset: 0x1D8 (R): ConnectorC, Channel 28:25 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#25-28 data buffers are empty (timer in 20ns steps);
- Address offset: 0x1DC (R): ConnectorC, Channel 32-29 single\_channel\_buffer EMPTY timer counter  
Bit 31-0: All the ConnectorC, Ch#29-32 data buffers are empty (timer in 20ns steps);
- Address offset: 0x1E0 (R): ConnectorC, Channel 4:1 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#1-4 data buffers are full (timer in 20ns steps);
- Address offset: 0x1E4 (R): ConnectorC, Channel 8-5 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#5-8 data buffers are full (timer in 20ns steps);
- Address offset: 0x1E8 (R): ConnectorC, Channel 12-9 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#9-12 data buffers are full (timer in 20ns steps);
- Address offset: 0x1EC (R): ConnectorC, Channel 16-13 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#13-16 data buffers are full (timer in 20ns steps);
- Address offset: 0x1F0 (R): ConnectorC, Channel 20-17 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#17-20 data buffers are full (timer in 20ns steps);
- Address offset: 0x1F4 (R): ConnectorC, Channel 24:21 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#21-24 data buffers are full (timer in 20ns steps);
- Address offset: 0x1F8 (R): ConnectorC, Channel 28:25 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#25-28 data buffers are full (timer in 20ns steps);
- Address offset: 0x1FC (R): ConnectorC, Channel 32-29 single\_channel\_buffer FULL timer counter  
Bit 31-0: Any of the ConnectorC, Ch#29-32 data buffers are full (timer in 20ns steps);

### 6.3 VME data acquisition:

For data acquisition, the A32 block reads are used. The base address is set by the upper 9 bits of A24 register 0x00010, that is A[31:23] = RegData[31:23] of A24=0x00010.

## 7 Pin out tables:

## 7.1 VXS P0 Pinout Table

Payload slot			
Pin name	Signal Description	Signal Level	Direction
DP1 (A1+, B1-)	CTPRX1		← SWA
DP2 (D1+, E1-)	CTPTX1		→ SWA
DP3 (B2+, C2-)	CTPRX2		← SWA
DP4 (E2+, F2-)	CTPTX2		→ SWA
DP5 (A3+, B3-)	CTPRX3		← SWA
DP6 (D3+, E3-)	CTPTX3		→ SWA
DP7 (B4+, C4-)	CTPRX4		← SWA
DP8 (E4+, F4-)	CTPTX4		→ SWA
SE1 (G1)	STAT_OUT	LVTTTL (+3.3V)	→ SWA
SE2 (G3)	STAT_IN	LVTTTL (+3.3V)	← SWA
DP23 (B12+, C12-)	Readout TRIGGER	LVPECL(DP)	← SWB
DP24 (E12+, F12-)	SYNC	LVPECL(DP)	← SWB
DP25 (A13+, B13-)	CLOCK	LVPECL(DP)	← SWB
DP26 (D13+, E13-)	Trigger2	LVPECL(DP)	← SWB
DP27 (B14+, C14-)	TOKEN_IN	LVPECL(DP)	← SWB
DP28 (E14+, F14-)	TOKEN_OUT	LVPECL(DP)	→ SWB
DP29 (A15+, B15-)	SD_Link	LVDS/MGT	← SWB
DP30 (D15+, E15-)	TrigOut	LVPECL/MGT	→ SWB
SE7 (G13)	Busy_Out	LVTTTL	→ SWB
SE8 (G15)	Stat_IN	LVTTTL	← SWB

## 7.2 3M P50E-68E1-RR1 68-pin connector Pinout Table (FP1)

Any level differential inputs			
Pin name	Signal Description	Pin name	Signal Description
1	A1_P	2	A17_P
3	A1_N	4	A17_N
5	A2_P	6	A18_P
7	A2_N	8	A18_N
9	A3_P	10	A19_P
11	A3_N	12	A19_N
13	A4_P	14	A20_P
15	A4_N	16	A20_N
17	A5_P	18	A21_P
19	A5_N	20	A21_N
21	A6_P	22	A22_P
23	A6_N	24	A22_N
25	A7_P	26	A23_P
27	A7_N	28	A23_N
29	A8_P	30	A24_P

31	A8_N	32	A24_N
33	A9_P	34	A25_P
35	A9_N	36	A25_N
37	A10_P	38	A26_P
39	A10_N	40	A26_N
41	A11_P	42	A27_P
43	A11_N	44	A27_N
45	A12_P	46	A28_P
47	A12_N	48	A28_N
49	A13_P	50	A29_P
51	A13_N	52	A29_N
53	A14_P	54	A30_P
55	A14_N	56	A30_N
57	A15_P	58	A31_P
59	A15_N	60	A31_N
61	A16_P	62	A32_P
63	A16_N	64	A32_N
65	AGND	66	AGND
67	AGND	68	AGND

### 7.3 3M P50E-68E1-RR1 68-pin connector Pinout Table (FP2)

Any level differential inputs			
Pin name	Signal Description	Pin name	Signal Description
1	C1_P	2	C17_P
3	C1_N	4	C17_N
5	C2_P	6	C18_P
7	C2_N	8	C18_N
9	C3_P	10	C19_P
11	C3_N	12	C19_N
13	C4_P	14	C20_P
15	C4_N	16	C20_N
17	C5_P	18	C21_P
19	C5_N	20	C21_N
21	C6_P	22	C22_P
23	C6_N	24	C22_N
25	C7_P	26	C23_P
27	C7_N	28	C23_N
29	C8_P	30	C24_P
31	C8_N	32	C24_N
33	C9_P	34	C25_P
35	C9_N	36	C25_N
37	C10_P	38	C26_P
39	C10_N	40	C26_N

41	C11_P	42	C27_P
43	C11_N	44	C27_N
45	C12_P	46	C28_P
47	C12_N	48	C28_N
49	C13_P	50	C29_P
51	C13_N	52	C29_N
53	C14_P	54	C30_P
55	C14_N	56	C30_N
57	C15_P	58	C31_P
59	C15_N	60	C31_N
61	C16_P	62	C32_P
63	C16_N	64	C32_N
65	CGND	66	CGND
67	CGND	68	CGND

## 7.4 FCI61082-101400LF 100-pin connector Pinout Table (FP6)

LVTTTL (3.3V), or LVCMOS (3.3V)			
Pin name	Signal Description	Pin name	Signal Description
1, 3, 5	+5V	2, 4, 6	+5V
7	B_SEL	8	B_OE
9	NC	10	NC
11	GND	12	B1
13	GND	14	B17
15	GND	16	B2
17	GND	18	B18
19	GND	20	B3
21	GND	22	B19
23	GND	24	B4
25	GND	26	B20
27	GND	28	B5
29	GND	30	B21
31	GND	32	B6
33	GND	34	B22
35	GND	36	B7
37	GND	38	B23
39	GND	40	B8
41	GND	42	B24
43, 45, 47, 49, 51, 53, 55, 57	+3.3V	44, 46, 48, 50, 52, 54, 56, 58	NC
59	GND	60	B9
61	GND	62	B25
63	GND	64	B10
65	GND	66	B26

67	GND	68	B11
69	GND	70	B27
71	GND	72	B12
73	GND	74	B28
75	GND	76	B13
77	GND	78	B29
79	GND	80	B14
81	GND	82	B30
83	GND	84	B15
85	GND	86	B31
87	GND	88	B16
89	GND	90	B32
91	B_ID0	92	B_ID1
93	B_ID2	94	NC
95, 97, 99	-5.0V	96, 98, 100	-5.0V

## 7.5 FCI61082-101400LF 100-pin connector Pinout Table (FP7)

LVTTL (3.3V), or LVCMOS (3.3V)			
Pin name	Signal Description	Pin name	Signal Description
1, 3, 5	+5V	2, 4, 6	+5V
7	D_SEL	8	D_OE
9	NC	10	NC
11	GND	12	D1
13	GND	14	D17
15	GND	16	D2
17	GND	18	D18
19	GND	20	D3
21	GND	22	D19
23	GND	24	D4
25	GND	26	D20
27	GND	28	D5
29	GND	30	D21
31	GND	32	D6
33	GND	34	D22
35	GND	36	D7
37	GND	38	D23
39	GND	40	D8
41	GND	42	D24
43, 45, 47, 49, 51, 53, 55, 57	+3.3V	44, 46, 48, 50, 52, 54, 56, 58	NC
59	GND	60	D9
61	GND	62	D25
63	GND	64	D10

65	GND	66	D26
67	GND	68	D11
69	GND	70	D27
71	GND	72	D12
73	GND	74	D28
75	GND	76	D13
77	GND	78	D29
79	GND	80	D14
81	GND	82	D30
83	GND	84	D15
85	GND	86	D31
87	GND	88	D16
89	GND	90	D32
91	D_ID0	92	D_ID1
93	D_ID2	94	NC
95, 97, 99	-5.0V	96, 98, 100	-5.0V

## 7.6 VME P2 connector Pinout Table (FP6)

LVTTL (3.3V), or LVC MOS (3.3V)					
row	Z Signal description	A Signal description	B Signal description	C Signal description	D Signal description
1	VZ1	RxA_P	+5VME	RxC_P	VD1
2	GND	RxA_N	GND	RxC_N	VD2
3	VZ2	TxA_P	Retry_N	TxC_P	VD3
4	GND	TxA_N	AV24	TxC_N	VD4
5	VZ3	VA1	AV25	VC1	GND
6	GND	VA2	AV26	VC2	+3.3V
7	VZ4	VA3	AV27	VC3	+3.3V
8	GND	VA4	AV28	VC4	+3.3V
9	VZ5	VA5	AV29	VC5	+3.3V
10	GND	VA6	AV30	VC6	+3.3V
11	VZ6	VA7	AV31	VC7	GND
12	GND	VA8	GND	VC8	GND
13	VZ7	VA9	+5VME	VC9	VD5
14	GND	VA10	DV16	VC10	VD6
15	VZ8	VA11	DV17	VC11	VD7
16	GND	VA12	DV18	VC12	VD8
17	VZ9	VA13	DV19	VC13	GND
18	GND	VA14	DV20	VC14	GND
19	VZ10	VA15	DV21	VC15	GND
20	GND	VA16	DV22	VC16	GND
21	VZ11	VA17	DV23	VC17	-5V
22	GND	VA18	GND	VC18	-5V

23	VZ12	VA19	DV24	VC19	-5V
24	GND	VA20	DV25	VC20	-5V
25	VZ13	VA21	DV26	VC21	-5V
26	GND	VA22	DV27	VC22	GND
27	VZ14	VA23	DV28	VC23	GND
28	GND	VA24	DV29	VC24	GND
29	VZ15	VA25	DV30	VC25	GND
30	GND	VA26	DV31	VC26	GND
31	VZ16	VA27	GND	VC27	GND
32	GND	VA28	+5VME	VC28	NC

**\*VZ#, VA#, VC# and VD#:** Connected to FPGA for P2 IO card; **DV# and AV#:** standard VME64 pins.  
**VA1-28, VD1-4, VC1-28 and VD5-8** are used as 64 P2 input channels

## 7.7 3M N3408-D302 connector Pinout Table (FPT1)

Pin name	Signal Description	Pin name	Signal Description
1	OUT1_P (ECL)	2	OUT1_N (ECL)
3	OUT2_P (ECL)	4	OUT2_N (ECL)
5	OUT3_P (ECL)	6	OUT3_N (ECL)
7	OUT4_P (ECL)	8	OUT4_N (ECL)
9	OUT5_P (ECL)	10	OUT5_N (ECL)
11	OUT6_P (ECL)	12	OUT6_N (ECL)
13	OUT7_P (ECL)	14	OUT7_N (ECL)
15	OUT8_P (ECL)	16	OUT8_N (ECL)
17	Ref#1 In_P (DS)	18	Ref#1 In_N (DS)
19	Ref#2 In_P (DS)	20	Ref#2 In_N (DS)
21	Ref#3 In_P (DS)	22	Ref#3 In_N (DS)
23	Ref#4 In_P (DS)	24	Ref#4 In_N (DS)
25	IN5_N (DS)	26	IN5_P (DS)
27	Calib_P (DS)	28	Calib In_N (DS)
29	Trigger_P (DS)	30	Trigger_N (DS)
31	Reset_P (DS)	32	Reset_N (DS)

- Pin#1/2: lower right corner, Pin#17/18: lower left corner

## Appendix D: Document revision history:

Aug. 1, 2014: Initial document;

Aug. 4, 2014: Added the data format and data readout

Oct. 3, 2014: Updated the VME emergency loading, which include FPGA and Flash memory loading.

Oct. 28, 2015: Updated Table1 for data format.

Nov. 11, 2015: Added registers 0x30, 0x50, 0x54, 0x58 and 0x5C for extra scalars and status readout.

Nov. 16, 2015: Added the comments under the table for vf<sup>2</sup>TDC data format.



June 22, 2017: Modified the connector pinouts for the production VETROC boards.

## **Appendix E: References:**

1. Gu etc. VETROC manual
2. Gu etc. vfTDC design
3. Xilinx FPGA <http://www.xilinx.com/>