GENERAL INFORMATION 1

Introduction

The MVME147 MPU VMEmodule contains a port to the Small Computer Systems Interface (SCSI) bus. The hardware interface is the WD33C93 SCSI interface controller.

To relieve you of having to follow SCSI bus protocol, the SCSI firmware allows you to pass commands to the bus through high level command packets. Standard command packets are furnished, as well as custom SCSI sequence packets that you may easily modify to fit particular applications. With this method, the firmware interface can greatly speed up your software development cycle.

The SCSI firmware resides in two 128K x 8 EPROMs and is co-resident with MVME147Bug, the debug monitor for the MVME147 MPU VMEmodule.

Features

The SCSI firmware offers the following features:

- ❑ Custom SCSI sequence packets that allow creation of customized functions
- ❑ TARGET role
- ❑ Multitasking -- up to 64 concurrent peripheral devices
- ❑ High level support of SCSI devices
- ❑ Interrupt mode allows real-time applications
- ❑ Polled mode -- non-interrupt operation
- ❑ DMA with memory / scatter / gather
- ❑ Multiple-user interface allows concurrent operation through independent drivers
- ❑ Six entry points
- ❑ Thirty-one "canned" or standard function packets

Modes of Operation

When using the SCSI firmware, you have a choice of two modes of operation: Interrupt mode and polled mode.

Interrupt mode is the most processor-efficient mode of operation.

Multitasking is allowed for TARGETs that support arbitration, reselection, and the message-out phase.

When using the interrupt mode, you must specify the interrupt level in the packet description (refer to the packet descriptions in Chapter 7).

The processor is returned to the caller; i.e., the driver in most applications, whenever the SCSI bus is slowed down (between phases), or whenever the TARGET disconnects with a pending reselection; this allows commands on the bus to be overlapped.

Polled mode is a slow, processor-inefficient mode of operation.

Provided for the user who cannot tolerate interrupts.

This mode is selected by specifying level 0 in the user packets.

Only a single thread is provided on the SCSI bus.

When you branch to the command entry, the processor stays in the SCSI firmware until the command is finished or until interaction is required (refer to the *MVME147 SCSI Firmware Entry Points* section that follows to perform a command in this mode).

Exceptions; e.g., bus parity errors are checked by polling the registers in the WD33C93. This checking method is slow.

Therefore, this non-interrupt polled mode is recommended only for applications that cannot tolerate interrupts.

MVME147 SCSI Firmware Entry Points

The SCSI firmware provides six entry points via the branch table located in the non-volatile RAM and contains jump instructions to the SCSI firmware in the debugger EPROMs. You are advised to use the non-volatile RAM entry addresses instead of the ROM addresses because in future debugger releases the SCSI firmware may move within the EPROMs. The branch table offsets are:

1. $FFFE077C (command entry)
2. $FFFE0782 (reactivation entry)
3. $FFFE0788 (interrupt entry)
4. $FFFE078E (FUNNEL command entry)
5. $FFFE0794 (come-again entry)

6. $FFFE079A (RTE entry)

Note **Within the SCSI firmware, which can stand alone without the debug monitor, the first six longwords are the branch table entries referenced above. The hex offsets provided reside within the non-volatile RAM.**

The following are descriptions of the six entry points. For more detailed descriptions of their use, refer to the *Interface Rules for Multiple Callers* section in Chapter 5.

$FFFE077C: COMMAND ENTRY
Branches to FUNNEL entry.

$FFFE0782: REACTIVATION ENTRY
Branches to FUNNEL entry. All preprocessed commands are activated in the interrupt service routine through software interrupt.

$FFFE0788: INTERRUPT ENTRY
This entry point is used as the interrupt service routine address for vectors on the MVME147 module. Vector $45 (offset $114 from VBR) is the WD33C93 interrupt vector used by the SCSI firmware. Vector $46 (offset $118 from VBR) is the DMA channel interrupt vector and vector $4B (offset $12C from VBR) is the software interrupt vector used by the SCSI firmware to service queued commands.

Note **The SCSI firmware initializes these vectors.**

The following intermediate return resumes with an interrupt which gives
control to the interrupt entry:

$02: WAIT FOR INTERRUPT (OPEN)
Intermediate status indicating that an WD33C93 interrupt brings the processor control back to the SCSI firmware. The MVME147 can accept more commands if it is currently disconnected from the SCSI bus (refer to the SCSI Firmware

Interrupt Structure paragraph in Chapter 4) or SCSI bus activity is slowed down. Additional commands may be sent to the SCSI firmware for a different peripheral device.

$FFFE078E: FUNNEL COMMAND ENTRY

This entry point is used by applications that require multiple interfaces to the SCSI firmware. Unlike the single user command entry, you may issue commands anytime the firmware does not require an RTE to be performed. If an RTE is required, and you wish to send a command at the same time, you may accomplish both by using the RTE entry (described below). The use of the FUNNEL command entry causes the FUNNEL module to examine the state of the SCSI bus, determine if the bus is currently in use, and send the command to the bus if it is not in use. If the bus is currently in use, the FUNNEL module checks if the device is not busy so it can preprocess or queue the command and return to the caller with an intermediate status of $A002. This preprocessed or queued command is processed and sent to the SCSI bus when the bus is free.

$FFFE0794: COME-AGAIN ENTRY

Branches to FUNNEL entry. All the queued commands are serviced in the interrupt service routine through software interrupt.

$FFFE079A: RTE ENTRY

The SCSI firmware notifies the user/caller that an RTE instruction needs to be executed by the RTE bit (13) of the returned status word. If this bit is 0, an RTE is required; if this bit is 1, an RTE is not required (the SCSI firmware does not execute the RTE instruction so as not to preempt a task in a VERSAdos or SYSTEM V/68 environment). SCSI firmware users may inherit an RTE from another caller because of the multiple caller interface. When an RTE is inherited from another caller, the use of the RTE entry may be required to send down a new command before executing an RTE instruction.

Equipment Supported

The following list shows the controller type assignments for SCSI controllers explicitly supported by the SCSI firmware, and the drives supported by each. /f3Note, however, that Motorola does not necessarily endorse or recommend

any particular controller, nor does Motorola assume responsibility for the operation of equipment manufactured by non-Motorola companies. Refer to Appendix A for information on how to use this firmware program.

CONTROLLER CODE	DEVICE TYPE	MANUFACTURER/MODEL	PART NUMBER	NOTES
0D	Floppy	TEAC FD235J		2
0E	Winchester	Televideo 7000/7400/3500	1002921-1B	1,2,3
	Floppy			
	Tape			
0F	Winchester	Common Command Set		1,2,3
	Floppy			
10	Winchester	Seagate WREN III 94161	77774620	1,2
	Winchester	Seagate WREN IIIHH 94211		1,2
	Winchester	Seagate SWIFT 94351-126	75912134	1,2
	Winchester	Seagate SWIFT 94351-201		1,2
11	Winchester	Micropolis 1375	900475-11-2B	1,2
12	Streaming	Archive Viper 2060s	22100-007	1,2
	Tape			
	Streaming	Archive Viper 2150s	22300-004	1,2
	Tape			
	Streaming	Tanberg 3620 (8533) 60Mb		6
	Tape			
	Streaming	Tanberg 3640 (8534) 120Mb		6
	Tape			

CONTROLLER	DEVICE		PART	
CODE	TYPE	MANUFACTURER/MODEL	NUMBER	NOTES
	Streaming	Tanberg 3660 (8535) 150Mb		6
	Tape			
	Cassette	TEAC MT-2ST/45S2		2
	Tape			

CONTROLLER	DEVICE		PART	
CODE	TYPE	MANUFACTURER/MODEL	NUMBER	NOTES
13	Winchester	Seagate WREN IV 94171	77777000	1,2
	Winchester	Seagate WREN V 94181	77777750	2
	Winchester	Maxtor 4380S		2
	Winchester	Maxtor 8760S		2
14	Winchester	Seagate ST 157N/M		1,2,5
	Winchester	Seagate ST 125N/M		1,2,5
	Winchester	Seagate ST 1096N		1,2,5
	Winchester	Seagate ST 296N/M		1,2,5
	Winchester	Miniscribe		1,2
16	1/2" Tape	Kennedy 9612/9662	U92-9662-0004	2
	1/2" Tape	HP 88780A		2
17	Winchester	Synchronous Common		2
		Command Set		

CONTROLLER	DEVICE		PART	
CODE	TYPE	MANUFACTURER/MODEL	NUMBER	NOTES
	Floppy			2,3
18	8mm Tape	Exabyte EXB-8200	820010-009	2
Devices Supported Under Common Command Set				
	Winchester	Televideo 7000/7400/3500	1,2	
	Floppy	Televideo 7000/7400/3500	1002921-1B	1,2,3
	Winchester	Seagate WREN III 94161	77774620	1,2
	Winchester	Seagate WREN IIIHH 94211		1,2
	Winchester	Micropolis 1375	900475-11-2B	1,2
	Winchester	Seagate WREN IV 94171	77777000	1,2,4
	Winchester	Seagate WREN V 94181	77777750	2,4
	Winchester	Seagate SWIFT 94351-126	75912134	1,2
	Winchester	Seagate SWIFT 94351-201		1,2
	Winchester	Maxtor 4380S		2
	Winchester	Maxtor 8760S		2,4
Devices Supported Under Synchronous Common Command Set				
	Winchester	Seagate WREN V 94181	77777750	2,4
	Winchester	Maxtor 4380S		2,4
	Winchester	Maxtor 8760S		2,4

NOTE:

1. Supported in firmware revision 1.0 and later.
2. Supported in firmware revision 2.0 and later.

3. Common Command Set for floppy matches SCSI II rather than revision 17B.
4. Under Common Command Set the cache is not enabled on these devices.
5. Seagate /M means Motorola proprietary.
6. Firmware assembly order number is: 966096. Order number for tape drives is (85xx) as shown with drive type. Order from: Tanberg Data A/S, Data Storage Division, P.O. Box 9, Korsvoll N-0808, Oslo 8, Norway, Phone +47 2 18 90 90 or Tanberg Data Tech. Center, 1077 Business Center Circle, Newbury Park, CA 91320, Phone +1 (805) 375-2500.

Related Documentation

The publications listed in the following table may provide additional helpful information. If not shipped with this product, they may be purchased from Motorola's Literature Distribution Center, 616 West 24th Street, Tempe, AZ 85282; telephone (602) 994-6561. Non-Motorola documents may be obtained from the sources listed.

	MOTOROLA
DOCUMENT TITLE	**PUBLICATION NUMBER**
MVME147 MPU VMEmodule User's Manual	MVME147
MVME147S MPU VMEmodule User's Manual	MVME147S
MVME147Bug Debugging Package User's Manual	MVME147BUG
MVME712A/MVME712AM/MVME712B Transition	MVME712A
Module and MVME147P2 Adapter Board	
User's Manual	
MVME712M Transition Module and MVME147P2	MVME712M
Adapter Board User's Manual	

	MOTOROLA
DOCUMENT TITLE	**PUBLICATION NUMBER**
M68000 16/32-Bit Microprocessor Programmer's	M68000UM
Reference Manual	
M68000 Family VERSAdos System Facilities	M68KVSF
Reference Manual	
VERSAdos to VME Hardware and Software	MVMEDOS
Configuration User's Manual	

NOTE: Although not shown in the above list, each Motorola Computer Group manual publication number is suffixed with characters which represent the revision level of the document, such as /D2 (the second revision of a manual); supplement bears the same number as the manual but has a suffix such as /A1 (the first supplement to the manual).

The following publications are available from the sources indicated.

SCSI Guide Book; Adaptive Data Systems, Inc., 2627 Pomona Boulevard, Pomona, CA 91768

SCSI Small Computer Systems Interface; draft X3T9.2/82-2, Revision 14; Computer and business Equipment Manufacturers Association, 311 First Street, N.W., Suite 500, Washington, D.C. 20001

WD33C92 and WD33C93 SCSI Bus Interface Controller Data Manual; Western Digital, 2445 McCabe Way, Irvine, CA 92714.

Common Command Set (CCS) of the Small Computer System Interface (SCSI) X3T9.2/85-52 - Revision 4B; Computer and Business Equipment Manufacturer's Association, 311 First Street, N.W., Suite 500, Washington D.C. 20001

Manual Terminology

Throughout this manual, a convention has been maintained whereby data and address parameters are preceded by a character which specifies the numeric format as follows:

$	dollar	specifies a hexadecimal number
%	percent	specifies a binary number
&	ampersand	specifies a decimal number

Unless otherwise specified, all address references are in hexadecimal throughout this manual.

An asterisk (*) following the signal name for signals which are level significant denotes that the signal is true or valid when the signal is low.

An asterisk (*) following the signal name for signals which are edge significant denotes that the actions initiated by that signal occur on high to low transition.

In this manual, assertion and negation are used to specify forcing a signal to a particular state. In particular, assertion and assert refer to a signal that is active or true; negation and negate indicate a signal that is inactive or false. These terms are used independently of the voltage level (high or low) that they represent.

CUSTOM SCSI PACKETS 2

Introduction

The SCSI firmware requests "canned" functions from SCSI disk controllers and from SCSI tape controllers. Some of these functions are disk read and write, disk format, tape read and write, and tape positioning operations. The "canned" functions are only provided for the supported SCSI devices that are listed in the *Equipment Supported* section in Chapter 1.

If you want to perform a function that is not "canned", or you want to communicate with SCSI devices that are not supported by the SCSI firmware, you do not have to rewrite the SCSI firmware. Any SCSI operation may be performed through the use of the custom SCSI packet.

A custom SCSI packet may be used for a variety of needs. Following are some typical needs:

1. You need to perform a command on a supported SCSI disk controller that is not "canned" in the SCSI firmware. (For example, an offline COPY command is not supported directly by the SCSI firmware. You may perform this COPY command through the custom SCSI packet.)
2. You wish to interface the MVME147 module to a SCSI optical disk controller.
3. You wish to request linked commands from a disk controller.

There are three classes of custom SCSI packets, described in the following sections. They are:

Initiator role custom packet
TARGET enable custom packet
TARGET sequence custom packet

Initiator Role Custom Packet

The initiator role custom packet is shown in the following table.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Script Pointer (MSW)			
+$06	Script Pointer (LSW)			
+$08	Command Table Pointer (MSW) (Note 2)			
+$0A	Command Table Pointer (LSW) (Note 2)			
+$0C	0	0	0	0
+$0E	Flag = 0	0	0	0
+$10	Scatter / Gather Count			
+$12	0	0	0	0
+$14	0	0	Function Code (1C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	Retry Count	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Script pointer (MSW)
$06	xxxxxxxx	xxxxxxxx	Script pointer (LSW)
$08	xxxxxxxx	xxxxxxxx	Command table pointer (MSW) (Note 2)
$0A	xxxxxxxx	xxxxxxxx	Command table pointer (LSW) (Note 2)
$0C	00000000	00000000	Reserved

$0E	00000000		Initiator role (TARGET enable / sequence bit undefined)
$0F	00000000		Reserved
$10	xxxxxxxx	xxxxxxxx	Scatter / gather entry count. No retry on firmware if scatter / gather DMA is used because command scatter / gather table could be modified after the command is complete if disconnect / reselect occurred.
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00011100		SCSI function ($1C = custom SCSI)
$16	00000xxx		Interrupt level (7 to 0)(0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	00000000		Reserved
$1B	0000xxxx		Retry count -- number of SCSI command retries (refer to scatter / gather retry count above)

NOTES:

1. Refer to Chapter 3.
2. Command Table = 384 bytes RAM work area.

This first class is used for command execution and/or message passing through the MVME147 SCSI firmware while the module is playing the initiator role. According to SCSI definition, an initiator is a SCSI device (usually a host system) which requests an operation to be performed by another SCSI device; a TARGET is a SCSI device which performs an operation requested by an initiator. Initiator role custom packets request operations to be performed by other SCSI devices. For the initiator role, certain data structures are needed by the SCSI firmware. These are:

1. SCRIPT: A "script" is a sequence of SCSI bus phases that the initiator expects the TARGET to perform when executing a requested command. For example, a disk read (under SCSI rules) would typically require the following SCSI bus phases:

   MESSAGE-OUT: The IDENTIFY message is sent from the initiator to the TARGET. This message contains the identification of the desired logical unit of the selected disk controller that the initiator wishes to read. The message also indicates whether the initiator is capable of reselection.

   COMMAND: The Command Descriptor Block (CDB) is sent during the command phase to specify the block number to read, the logical unit to read from, the number of blocks to read, and whether the command is linked.

   DATA-IN: The actual data is transferred from the TARGET to the initiator during the data-in phase.

   STATUS: The disk controller sends the status of the command that was executed during this phase.

   MESSAGE-IN: During this phase, the disk controller sends a message describing the execution of the command it just executed. The linked command information would appear in the message sent during this phase, for example.

   BUS DISCONNECT: After a disk controller sends a command complete message, it disconnects from the SCSI bus by releasing the BSY* signal.

   The justification for a script is as follows. On the SCSI bus, the TARGET is always the SCSI device that dictates the sequence of bus phases that occurs during a communication with the initiator (this communication is

commonly called a "thread"). The script allows the SCSI firmware to follow the TARGET bus sequences and also allows the firmware to resume a disconnected thread once a disconnect / reselect occurs. Because the SBC allows "multithreading" of SCSI commands on the SCSI bus, a script is necessary to resume any disconnected threads. Without a script, the SCSI firmware would not have any way to check whether the TARGET performed the command that was requested through the CDB.

The following table gives the possible SCSI bus phases.

PHASE	DIRECTION	NOTES
Bus Free		No activity on the bus. SEL* and BSY* are not activated.
Arbitration		SCSI devices arbitrate for the use of the bus by activating BSY* and their ID.
(Re)Selection		One SCSI device selects another device by activating SEL* along with its ID and the ID for the other device.
Information Transfer Phases:		Command
initiator to TARGET	A command tells the TARGET what is requested by the initiator. The CDB is passed during this phase.	
Status	TARGET to initiator	The status of a particular command is passed to initiator. Examples: good, busy, check.
Data in	TARGET to initiator	Data is transferred from the TARGET to the initiator as a result of a data phase requested in the CDB.
Data out	initiator to TARGET	Data is transferred from the initiator to the TARGET as a result of a data phase requested in the CDB.
Message in	TARGET to initiator	Messages are sent to the initiator to send bus, command, and controller information. Examples: command complete, save data pointer, restore data pointer, message reject.

PHASE	DIRECTION	NOTES
Message out	initiator to TARGET	Messages are sent to the TARGET to send bus, command, and controller information. Examples: identify, initiator detected error, abort, device reset.

Scripts only specify the information transfer phases. The bus free, arbitration, and selection phases do not need to be specified in a script. The script codes that are understood by the MVME147 SCSI firmware are listed in the following table. (Note that TARGET role scripts are described in the *Target Sequence Custom Packet* section in this chapter.

CODE	BUS PHASES	ROLE
$00	END OF SCRIPT	Initiator
	DISCONNECT	TARGET
$04	COMMAND PHASE	Initiator and TARGET
$08	DATA-OUT PHASE	Initiator and TARGET
$0C	DATA-IN PHASE	Initiator and TARGET
$10	STATUS PHASE	Initiator and TARGET
$14	MESSAGE-OUT PHASE	Initiator and TARGET
$18	MESSAGE-IN PHASE	Initiator and TARGET
$1C	END OF SCRIPT	TARGET
	NOT DEFINED	Initiator
$20	TARGET WAIT,	TARGET
	NO DISCONNECT	
$24	TARGET WAIT,	TARGET
	DISCONNECT	
$28	TARGET WAIT,	TARGET
	NO DISCONNECT	
	DATA RECEIVED	
$2C	TARGET WAIT,	TARGET
	DISCONNECT	
	DATA RECEIVED	

If you suspect data integrity error, you can set up the SCSI script to execute the data phase and then disconnect from the bus (script code 0x2c) or just return as an intermediate return without disconnect from the bus (script code 0x28). Firmware executes the data phase and then returns the firmware parity error status, if any, command packet, and command table back to you.

You can examine the data as well as the firmware status to decide what SCSI status should be returned to initiator. After the status is determined, a new TARGET sequence command packet needs to be sent to firmware with status, message (for message-in phase), and proper scripts to complete the SCSI bus command.

For the previous disk read example, the script would be:

$14,$04,$0C,$10,$18,$00.

The above sequence of codes may be written anywhere in the MVME147-accessible space. It may even be ROMed. The script pointer in the custom SCSI packet is the address of the first entry of the script. In the example, it would point to the $14. **Therefore, the message-out phase should always be the first phase in any initiator script.**

2. COMMAND TABLE (384 bytes of RAM). The second data structure required by the SCSI firmware for the execution of a custom SCSI packet is a Command Table.

For unsupported controllers, the control of certain functions (parity checking, DMA, linked commands, SCSI rules, DMA scatter/gather, SYNC/ASYNC transfer) is dictated to the firmware through the status/flag byte of the Command Table.

The CDB is one of the pieces of the command table. The user of the initiator role custom SCSI packet loads the CDB to be passed to the SCSI target that is to be selected. The initiator role custom SCSI packet has a Command Table pointer which is the address of the first word of this data structure. Unlike the script, the Command Table must be in MVME147-accessible RAM because the firmware writes to portions of the table. All the user accessible pieces of the Command Table are shown in the following table.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Status/Flag Byte		Retry Count (00)	
+$02	Link Pointer (MSW)			
+$04	Link Pointer (LSW)			
+$06	Command Length			
+$08	SCSI Command Descriptor Block (CDB)			
+$0A	SCSI Command Descriptor Block (CDB)			
+$0C	SCSI Command Descriptor Block (CDB)			
+$0E	SCSI Command Descriptor Block (CDB)			
+$10	SCSI Command Descriptor Block (CDB)			
+$12	SCSI Command Descriptor Block (CDB)			
+$14	SCSI Status		Initiator SCSI Address (0 to 7)	
+$16	Data Length (MSW)			
+$18	Data Length (LSW)			
+$1A	Data Pointer (MSW) (Note 1)			
+$1C	Data Pointer (LSW) (Note 1)			
+$1E	Message-In Length			
+$20	Message-In Pointer (MSW)			
+$22	Message-In Pointer (LSW)			
+$24	Message-Out Length			
+$26	Message-Out Pointer (MSW)			
+$28	Message-Out Pointer (LSW)			
+$2A	Reserved			
+$2C	Reserved			
	.			
	.			
	.			
+$60	Sector Number in Error (MSW)			
+$62	Sector Number in Error (LSW)			
+$64	SCSI Controller Status		0	0
+$66	Transfer Address			

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$68	Transfer Address			
+$6A	0	0	0	0
+$6C	0	0	0	0
+$6E	0	0	0	0
+$70	0	0	0	0
+$72	Command		Offset	
+$74	Sense Data Block			
	.			
	.			
	.			
+$9E	Sense Data Block			

$00	xxxxxxxx	Status/flag byte
	0.......	Lnk -- link flag bit disabled
	1.......	Lnk -- link command tables, support linked commands
	.0......	Parity disabled
	.1......	Parity enabled -- MVME147 checks SCSI bus parity
	..0.....	DMA on
	..1.....	DMA off flag -- disable DMA for data out/in
	...0....	CSCSI -- custom sequence flag: checks

	status (Note 2)
...1....	CSCSI -- does not check SCSI status (Note 2)
....0...	SCSI firmware uses SCSI rules (Note 3)
....1...	SASI mode flag -- firmware uses SASI rules (Note 3)
.....1..	SG -- scatter/gather enable, use data points to scatter/gather table. During custom SCSI packet, you have to set this bit if scatter/gather DMA operation is required
.....0..	SG -- scatter/gather disable
......1.	SYNC -- synchronous transfers enable On INITIATOR role, SCSI firmware initiates synchronous data transfer request. On TARGET role, SCSI firmware initiates synchronous data transfer request IF initiator DOES NOT do so before first data phase.

	......0.		ASYNC -- asynchronous transfers enable
$01	00000000		Retry count (must be 00)
$02	xxxxxxxx	xxxxxxxx	Link pointer (MSW) -- for linked commands. Valid only if link flag bit = 1
$04	xxxxxxxx	xxxxxxxx	Link pointer (LSW)
$06	xxxxxxxx	xxxxxxxx	Command length -- length of the CDB (in bytes)
$08	xxxxxxxx	xxxxxxxx	SCSI command descriptor block (CDB) SCSI draft revision 17B allows 12 bytes maximum length (Note 4)
$0A	xxxxxxxx	xxxxxxxx	SCSI (CDB)
$0C	xxxxxxxx	xxxxxxxx	SCSI (CDB)
$0E	xxxxxxxx	xxxxxxxx	SCSI (CDB)
$10	xxxxxxxx	xxxxxxxx	SCSI (CDB)
$12	xxxxxxxx	xxxxxxxx	SCSI (CDB)
$14	xxxxxxxx		SCSI status On INITIATOR role, this is the copy of status on $64. On TARGET role, you can set SCSI status here. Bit 0(LSB), 5 and 6 is vendor unique. Bit 7 is reserved. The status set here is ORed with

			the firmware status ($64) and sent to initiator. If you determine to use bit 1-4, such as data parity error, the firmware non-zero status on bit 1-4 has higher priority. You should load this byte with the appropriate status and set up the SCSI script for status phase before the target sequence packet is sent.
$15	xxxxxxxx		Initiator SCSI address in TARGET mode (0 to 7) (only used in TARGET mode)
$16	xxxxxxxx	xxxxxxxx	Data length (MSW) -- number of bytes expected during data-in or data-out phase
$18	xxxxxxxx	xxxxxxxx	Data length (LSW)
$1A	xxxxxxxx	xxxxxxxx	Data pointer (MSW) -- to memory area where firmware reads (data out) or writes (data-in) (contiguous buffer)
$1C	xxxxxxxx	xxxxxxxx	Data pointer (LSW)

$1E	xxxxxxxx	xxxxxxxx	Message-in length -- bytes expected during message-in (max=258 for extended messages)
$20	xxxxxxxx	xxxxxxxx	Message-in pointer (MSW) -- to RAM buffer where firmware stores received messages
$22	xxxxxxxx	xxxxxxxx	Message-in pointer (LSW)
$24	xxxxxxxx	xxxxxxxx	Message-out length -- bytes expected to be transferred in message-out phase, has to be non-zero if message-out phase is required (max=258 for extended messages)
$26	xxxxxxxx	xxxxxxxx	Message-out pointer (MSW) -- to RAM buffer where firmware takes messages to transfer to TARGET
$28	xxxxxxxx	xxxxxxxx	Message-out pointer (LSW)
$2A	xxxxxxxx	xxxxxxxx	Reserved
$2C		xxxxxxxx	Reserved
.		.	
.		.	
.		.	
$60	xxxxxxxx	xxxxxxxx	Sector number in error (MSW)

$62	xxxxxxxx	xxxxxxxx	Sector number in error (LSW)
$64	xxxxxxxx		Initiator role - Status byte from SCSI controller (unchanged) TARGET role - firmware determined SCSI status
$65	xxxxxxxx		Reserved
$66	xxxxxxxx	xxxxxxxx	Transfer address -- for a read or write. This is the address of the next byte to be transferred.
$68	xxxxxxxx	xxxxxxxx	Transfer address -- for a read or write. This is the memory address of the next byte to be transferred.
.		.	
.		.	
$72	xxxxxxxx		Command error status byte (valid following a command error $0B) -- SCSI command in error.
$73	xxxxxxxx		Offset within packet.
$74	xxxxxxxx	xxxxxxxx	Sense data block (controller-dependent). This is the information returned by the

			controller following a check status and a request sense data command. Valid information if bit 14 (additional status) is set. This block is firmware private area and only used on the INITIATOR role.
.		.	
.		.	
$9E	xxxxxxxx	xxxxxxxx	Sense data block

NOTES:

1. Points to scatter / gather table if scatter / gather bit = 1 in byte 0.
2. If = 0 and if status is "check", SCSI firmware interprets returned SCSI status, and sends a request sense command to the controller; if status is = busy, infinite retries are performed. If = 1, SCSI firmware does not read the SCSI status from the command table, and returned status word in the packet reflects only firmware status.
3. Must be 0. MVME147 SCSI firmware ONLY supports SCSI devices.
4. In TARGET mode, the CDBs is received from the SCSI bus and it will be returned to the user without any modification with CDB length. When a target LUN is not enabled or when 'target device reset' or 'abort' message is received, the CDB received by the target role firmware will not be returned to the user. Instead, a error code will be returned.

Example: Sending linked commands to a disk controller

You intend to implement a read-modify-write function for your particular operating system. The benefit of linking commands on the SCSI bus is a better utilization of bus bandwidth. When two commands are linked, the TARGET does not disconnect between commands. After the message-in phase completes one command, the TARGET switches to command phase for the second command. The arbitration and selection phases are eliminated for the

second command. The following linked command example may be performed on the Archive 2150 disk controller (it supports linked commands). The SCSI firmware does not support linked command with flag.

```
PACKET FOR THE LINKED COMMAND EXAMPLE:

PACKET      DC.W  $0400    CONTROLLER LEVEL=4, DEVICE LUN=0
            DS.W  1        RETURNED STATUS WORD (BYTES 0 AND 1)+2
            DC.L  LSCRIPT  SCRIPT POINTER              +4
            DC.L  CT1      COMMAND TABLE POINTER       +8
            DC.W  0        RESERVED                    +C
            DC.W  0        INITIATOR ROLE CUSTOM SEQUENCE  +E
            DC.W  0        RESERVED                    +10
            DC.W  0        RESERVED                    +12
            DC.W  $001C    FUNCTION CODE=CUSTOM SCSI SEQUENCE  +14
            DC.W  $0260    INTERRUPT LEVEL 2, VECTOR $60   +16
            DS.W  1        STATUS BYTES 2 AND 3        +18
            DC.W  3        RETRY COUNT=3               +1A
```

SCRIPT for a READ followed by a WRITE:

```
LSCRIPT   DC.B  $14  MESSAGE OUT (IDENTIFY)
          DC.B  $04  COMMAND (READ)
          DC.B  $0C  DATA IN
          DC.B  $10  STATUS
          DC.B  $18  MESSAGE IN
          DC.B  $04  COMMAND (WRITE)
          DC.B  $08  DATA OUT
          DC.B  $10  STATUS
          DC.B  $18  MESSAGE IN
          DC.B  $00  END OF SCRIPT
```

(LINKED COMMANDS REQUIRE AS MANY COMMAND TABLES AS THERE ARE PIECES OF THE
LINKED COMMAND. I.E. FOR A READ / WRITE LINKED COMMAND, 2 TABLES ARE REQUIRED)

```
**************************COMMAND TABLE FOR THE FIRST
COMMAND**************
CT1       DC.B  %11000000
*              X       LINK FLAG ON
*               X      PARITY CHECKING ENABLED
*               X      DMA ENABLED
*               X      CUSTOM SEQ. FLAG=> FIRMWARE CHECKS STATUS
*                X     FIRMWARE USES SCSI RULES (RESELECT, ETC.)
*                X     RESERVED
                 X     NO SCATTER/GATHER OPERATION
                  X    ASYNC SCSI TRANSFER
          DC.B  0       RETRY COUNT=0
          DC.L  CT2     THE ADDRESS OF THE SECOND COMMAND TABLE
          DC.W  6       COMMAND LENGTH = 6  (GROUP 0 COMMAND)
          DC.B  $08     READ COMMAND
          DC.B  $00     LUN=0, BLOCK ADDR MSB=0
          DC.B  $00     BLOCK ADDR
          DC.B  $86     (FULL BLOCK ADDR=$00086)
          DC.B  $04     4 BLOCKS REQUESTED
          DC.B  $03     CONTROL BYTE: FLAG BIT=1, LINK BIT=1.
* see *NOTE below the second command table.
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DS.B  01      USER'S STATUS BYTE IS STORED HERE
          DC.B  07      SCSI INITIATOR ADDRESS = $07
          DC.L  $400    4 BLOCKS * $100 BYTES/BLOCK= $400 BYTES
          DC.L  BUFF    DATA BUFFER ADDRESS
          DC.W  1       MESSAGE IN AREA ALLOCATION= 1 BYTE
          DC.L  MSIN1   MESSAGE IN AREA POINTER
          DC.W  1       MESSAGE OUT AREA ALLOCATION = 1 BYTE
          DC.L  MSOUT1  MESSAGE OUT AREA POINTER
          DS.B  342     REMAINING OF THE 384 BYTE COMMAND TABLE
MSIN1     DS.B  1       MESSAGE IN AREA FOR COMMAND TABLE #1
MSOUT1    DC.B  $C0     THE IDENTIFY MESSAGE FOR LUN 0, WITH
RESELECTION
BUFF      DS.B  $400    4 BLOCK DATA BUFFER
```

```
**************************COMMAND TABLE FOR THE WRITE
COMMAND*************
CT2       DC.B  %01000000
*              X       LINK FLAG OFF
*               X      PARITY CHECKING ENABLED
*               X      DMA ENABLED
*                X     CUSTOM SEQ. FLAG=> FIRMWARE CHECKS STATUS
*                 X    FIRMWARE USES SCSI RULES (RESELECT, ETC.)
*                  X   RESERVED.
                    X  NO SCATTER/GATHER
                     X ASYNC SCSI TRANSFER
          DC.B  0       RETRY COUNT=0
          DC.L  0       NO LINK ADDRESS PROVIDED.
          DC.W  6       COMMAND LENGTH = 6  (GROUP 0 COMMAND)
          DC.B  $0A     WRITE COMMAND
          DC.B  $00     LUN=0, BLOCK ADDR MSB=0
          DC.B  $00     BLOCK ADDR
          DC.B  $86     (FULL BLOCK ADDR=$00086)
          DC.B  $04     4 BLOCKS REQUESTED
          DC.B  $00     CONTROL BYTE: FLAG BIT=0, LINK BIT=0.
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DC.B  00      DON'T CARE
          DS.B  01      USER'S STATUS BYTE IS STORED HERE
          DC.B  07      SCSI INITIATOR ADDRESS = $07
          DC.L  $400    4 BLOCKS * $100 BYTES/BLOCK= $400 BYTES
          DC.L  BUFF    DATA BUFFER ADDRESS
          DC.W  1       MESSAGE IN AREA ALLOCATION= 1 BYTE
          DC.L  MSIN2   MESSAGE IN AREA POINTER
          DC.W  1       MESSAGE OUT AREA ALLOCATION = 1 BYTE
          DC.L  MSOUT2  MESSAGE OUT AREA POINTER
          DS.B  342     REMAINING OF THE 384 BYTE COMMAND TABLE
MSIN2     DS.B  1       MESSAGE IN AREA FOR COMMAND TABLE #1
MSOUT2    DC.B  $00     NO MESSAGE OUT PHASE FOR THE SECOND
COMMAND.
```

Note **A linked command with the flag bit set is not supported, and the flag bit is ignored if it is set.**

TARGET Enable Custom Packet

The TARGET enable custom packet is shown in the following table.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Not Used			
+$06	Not Used			
+$08	Command Table Pointer (MSW) (Note 2)			
+$0A	Command Table Pointer (LSW) (Note 2)			
+$0C	0	0	0	0
+$0E	Flag = C	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (1C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	Retry Count	

$00	`00000xxx`	Controller logical unit number
$01	`00000xxx`	Device logical unit number
$02	`xxxxxxxx`	Status from SCSI firmware (byte 0) (Note 1)

$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Not used
$06	xxxxxxxx	xxxxxxxx	Not used
$08	xxxxxxxx	xxxxxxxx	Command table pointer (MSW) (Note 2)
$0A	xxxxxxxx	xxxxxxxx	Command table pointer (LSW) (Note 2)
$0C	00000000	00000000	Reserved
$0E	1.......		TARGET role
	.1......		TARGET enable
	..000000		Reserved
$0F	00000000		Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	xxxxxxxx		SCSI function ($1C = Custom SCSI sequence)
$16	00000xxx		Interrupt level (7 to 1)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	00000000		Reserved
$1B	00000000		Retry count must be 0

NOTES:

1. Refer to Chapter 3.
2. Command table = 384 bytes RAM work area.

This second "class" of custom packets is used to enable TARGET role service by the MVME147 SCSI firmware. All eight SCSI-defined logical units can be independently serviced through the firmware. Each logical unit needs to be enabled separately. In other words, a TARGET enable packet is sent for each logical unit that you want to service. The TARGET enable packet should not be deallocated even after TARGET is enabled and command is received (final return for TARGET enable). It is recommended that you use the same packet for TARGET enable and TARGET sequence. The last packet should be saved until the next TARGET command is received.

Packet description:

WORD $00: CONTROLLER LUN -- This is the target SCSI address of the MVME147. Because target firmware already knows the SCSI address this field is used to compare with the known target SCSI address. If the address does not match, an ID error is reported when the packet is received.
DEVICE LUN -- This number (0 through 7) specifies which TARGET logical unit is to be enabled. All eight may be enabled, but only one is enabled per TARGET enable call.

WORD $02: STATUS bytes 0 and 1 -- These status bytes are the codes returned to you by the firmware. (For code definitions, refer to Chapter 3.)

WORDS $04 and $06:
SCRIPT POINTER -- The script pointer is not used by the firmware for the TARGET enable call.

WORDS $08 and $0A:
COMMAND TABLE POINTER -- This is the pointer to the command table (384 bytes of RAM). Each TARGET logical unit needs one command table. No sharing of command tables is allowed among the enabled logical units. When a TARGET command is complete, this command table must not be deallocated because of future use. However, the command table area could be used by subsequent TARGET commands.

WORD $0E=$C000:
This code classifies the custom packet as a TARGET enable call to the firmware.

WORD $14: The code of $1C classifies the packet as a custom packet.

WORD $16: The interrupt level must be no-zero because TARGET role support is not used in non-interrupt mode. (If TARGET role support were done in polled mode, nothing else would be able to run on the MVME147 other than the TARGET firmware because the microprocessor would poll for a selection as a TARGET.) The vector number is used to provide the return path to you. (You take over that vector and point it to your service routine.)
IMPLEMENTATION NOTE: It is highly recommended that you assign a unique return vector for each enabled TARGET logical unit in order to keep the service of each LUN separate and independent from the other LUNs.

WORD $18: Not used by the firmware for the TARGET enable call.

WORD $1A: Not used by the firmware for the TARGET enable call.

TARGET Sequence Custom Packet

The TARGET sequence custom packet is shown in the following table.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Script Pointer (MSW)			
+$06	Script Pointer (LSW)			
+$08	Command Table Pointer (MSW) (Note 2)			
+$0A	Command Table Pointer (LSW) (Note 2)			
+$0C	0	0	0	0
+$0E	Flag = 8	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (1C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

+$1A	0	0	Retry Count

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Script pointer (MSW)
$06	xxxxxxxx	xxxxxxxx	Script pointer (LSW)
$08	xxxxxxxx	xxxxxxxx	Command table pointer (MSW) (Note 2)
$0A	xxxxxxxx	xxxxxxxx	Command table pointer (LSW) (Note 2)
$0C	00000000	00000000	Reserved
$0E	1.......		TARGET role
	.0......		TARGET sequence
	..000000		Reserved
$0F	00000000		Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	xxxxxxxx		SCSI function ($1C = custom SCSI sequence)
$16	00000xxx		Interrupt level (7 to 1)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)

$19	xxxxxxxx	Status from SCSI firmware (byte 3) (Note 1)
$1A	00000000	Reserved
$1B	0000xxxx	Retry count must be 0

NOTES:

1. Refer to Chapter 3.
2. Command Table = 384 bytes RAM work area.

This third "class" of custom packets is used to service received commands and messages for an enabled MVME147 TARGET logical unit. When an initiator selects the MVME147 as a TARGET, the firmware switches to TARGET role, determines which logical unit is desired by the initiator, and returns to the TARGET service routine (through the vector supplied in the TARGET enable packet) for user service of the initiator request. If the initiator that selected the MVME147 as a TARGET does not send an illegal message, the TARGET role firmware sequences the SCSI bus to the command phase, read in a CDB, store the CDB in the command table provided through the TARGET enable packet, and return through the vector provided for the selected logical unit for command service. If the command was received, a final status of $xx17 or an intermediate status of $xx06 is stored in the status word of the particular LUN packet. The final status code of $xx17 is returned if an IDENTIFY WITH RESELECTION message was received. The intermediate status code of $xx06 is returned if ATN* was not asserted during selection or if an IDENTIFY WITHOUT RESELECTION message was received. You then use a TARGET sequence packet to service the command.

IMPLEMENTATION NOTE: The SCSI firmware DOES provide information to you as to which SCSI initiator is requesting service from the TARGET in command table byte offset $15.

Packet description:

WORD $00: CONTROLLER LUN -- This binary number must match the SCSI level of the MVME147 as in Target Enable Custom Packet.
DEVICE LUN -- This number identifies the particular logical unit to service an initiator request.

WORD $02: STATUS bytes 0 and 1 -- This is the firmware status word that tells you how your packet was serviced (finished, error, etc.).

WORDS $04 and $06:

SCRIPT POINTER -- The address of the TARGET script to be performed to service the initiator request.
In TARGET role, the MVME147 controls the SCSI bus. The TARGET script tells the firmware which information transfer phases to cycle through to service the initiator request that was encoded in the CDB.

Note **In TARGET role, the names of the information transfer phases are consistent with initiator role. By SCSI definition, transfer direction is always referenced to the initiator. That is, the message in phase is a message transfer INTO the initiator. For TARGET role the message-in phase is still INTO the initiator (notice it is OUT of the TARGET).**

TARGET scripts to service commands do not include command phases. Below are examples of TARGET scripts for two CDBs; one is a receive CDB and the other is a send CDB.
Example 1: Receive (peripheral device type = processor devices)

CDB byte 0:	$08	Command is a receive
CDB byte 1:	$20	The desired LUN is 1
CDB byte 2:	$00	Allocation length MSB
CDB byte 3:	$04	Allocation length
CDB byte 4:	$00	Allocation length LSB
CDB byte 5:	$00	Control byte=0: no link, no flag

Target script for example 1:

```
DC.B  $0C     DATA-IN PHASE
DC.B  $10     STATUS PHASE
DC.B  $18     MESSAGE-IN PHASE
DC.B  $1C     END OF TARGET SCRIPT
```

The command table contains the information required to carry out the bus phase. For example, the data pointer tells the firmware where the buffers are located in MVME147-accessible memory.

1. During the data-in phase, the $400 bytes are sent to the initiator.
2. During the status phase, the GOOD status is sent to the initiator.

3. During the message-in phase, the COMMAND COMPLETE message is sent to the initiator.
4. The END OF TARGET SCRIPT code causes the firmware to disconnect from the bus and return to you (through the vector provided in the TARGET sequence packet) with a final status of $xx18, indicating the TARGET script was completed successfully.

Example 2: Send (peripheral device type = processor devices):

CDB byte 0:	$0A	Command is a write
CDB byte 1:	$20	The desired LUN is 1
CDB byte 2:	$00	Allocation length MSB
CDB byte 3:	$03	Allocation length
CDB byte 4:	$00	Allocation length LSB
CDB byte 5:	$00	Control byte=0: no link, no flag

Target script for example 2:

```
DC.B  $08      DATA OUT PHASE
DC.B  $10      STATUS PHASE
DC.B  $18      MESSAGE IN PHASE
DC.B  $1C      END OF TARGET SCRIPT
```

1. During the data-out phase, the initiator writes data to the MVME147. The byte count is $300.
2. During the status phase, the GOOD status is sent.
3. During the message-in phase, the COMMAND COMPLETE message is sent.
4. The end of TARGET script code causes the firmware to disconnect from the SCSI bus and return to you through the vector provided in the TARGET sequence packet.

WORDS $08 and $0A:

COMMAND TABLE POINTER -- The address of the TARGET role command table. Below is a description of the requirements of the TARGET command table.
TARGET COMMAND TABLE DESCRIPTION:
CT word 00: (Byte 0 -- status / flag byte.)
Bit assignments:

D7 = Not used by the TARGET role firmware. (This is the link bit. Command linking is not accomplished with the use of this bit.)

D6 = Not used by the TARGET role firmware. (This is the parity bit.)

D5 = Not used by the TARGET role firmware. (This is the DMA disables bit. DMA is used in TARGET role: 0 = DMA, 1 = no DMA)

D4 = MUST be zero. Not used by the TARGET role firmware. (This is the interpret bit and only relevant for initiator role.)

D3 = Not used by the TARGET role firmware. (This is the SASI/SCSI rule bit. The TARGET role module determines which rule to follow by the initiator assertion of ATN and the re-select option bit of the IDENTIFY message.)

D2 = This is a scatter/gather bit. If DMA is enabled, the data pointer in the command table could be used to point to the scatter/gather table if this bit is 1.

D1 = 1 = SYNC transfer enable.

0 =ASYNC transfer enable.

D0 = Reserved.

(Byte 01): Not used by the TARGET role firmware. Must be set to $00.

CT words $02 and $04: LINK POINTER. Not used by the TARGET role firmware.

CT word $06: COMMAND LENGTH. Not used by the TARGET sequence call. (The CDB received from initiator is stored in the command table that was provided in the TARGET enable call. You may use the same command tables for the enable and sequence calls to interpret receive CDB, but the TARGET sequence call does not make use of the command length and of the CDB itself.)

CT words $08 through $12: COMMAND DESCRIPTOR BLOCK. Not used by the TARGET sequence call. (Refer to CT word 06 above for command length.)

CT word $14, even byte: User SCSI STATUS. For a TARGET sequence, you can set the vendor unique bits in the status byte. The MVME147 SCSI firmware sends the contents of this byte ORed with the firmware SCSI status byte in offset $64 if a status phase code is encountered in the TARGET script. (Odd byte $15: initiator SCSI address which is interfacing with the TARGET role firmware.)

CT words $16 and $18: DATA LENGTH. The number of bytes to transfer during either the data-in or the data-out phase. Not used if DMA is enabled and SG bit is set in status/flag byte in word o.

CT words $1A and $1C: DATA POINTER. If a DATA-IN code is in the TARGET script, the firmware starts transferring data FROM the contiguous data buffer pointed to by this pointer. If a DATA-OUT code is in the TARGET script, the firmware starts transferring data TO the contiguous data buffer pointed to by this pointer. This pointer points to SG table if DMA SG is used.

CT word $1E: MESSAGE-IN LENGTH. Not used by the TARGET role firmware for the message byte count in the message-in phase.

CT words $20 and $22: MESSAGE-IN POINTER. If a message-in code is in the TARGET script, the firmware sends the messages from message-in buffer where this pointer points.

CT word $24: MESSAGE-OUT LENGTH. Not used by the TARGET role firmware.

CT words $26 and $28: MESSAGE-OUT POINTER. If the initiator that is threaded to the MVME147 sends an extended message to the MVME147, the firmware stores it in the message buffer that is pointed to by this pointer. (The ATN condition is only serviced if the ATN signal is asserted during selection or certain phases. The initial IDENTIFY message is handled internally by the firmware for threading purposes. If the ATN condition arises during a phase that can be serviced, the message that is received from the initiator is stored in the buffer pointed to by this message-out pointer.)

CT word $64, even byte : TARGET role firmware SCSI status byte set by firmware during target sequence packet execution..

The remaining bytes of the command table are reserved.

Packet word $0E=$8000:

This word classifies the custom SCSI packet as a TARGET sequence.

Packet word $14=$001C:

This word classifies the packet as a custom SCSI sequence.

Packet word $16:

The interrupt level must be non-zero because TARGET role is only supported for interrupt mode. The vector number provides the return path for the firmware to you.

Packet word $18:

STATUS BYTES 2 and 3. Not used by the TARGET role firmware.

Packet word $1A:

RETRY COUNT. Not used by the TARGET role firmware.

Packet Return Status

When packets are returned to the user, they contain two status words: one with an offset of $02 and the other with an offset of $18, as shown in the tables below, respectively. The first table details the status codes contained in the word at offset $02. Refer to the *Interface Rules for the SCSI Firmware* section in Chapter 5 for additional information. Also, refer to the command table returned fields.

Status word offset $02

1508 0700

Control Flags	Status Code (Refer to Table 3-1)

Bits 12-8 (reserved)

Bit 13 (RTE FLAG) (of interest only to the programmer)
1 = This return was not preceded by an interrupt and is the first return since command entry. In this case, no RTE is required.
0 = This return was preceded by an interrupt and is not the first return, therefore, an RTE is required to continue processing from where an interrupt occurred. Register A3 has a pointer to a register save area (D0-D7, A0-A6).

Bit 14 (ADDITIONAL STATUS)
1 = External status is valid.
0 = External status is not valid.

Bit 15 (FINALSTAT)
1 = Intermediate return.
0 = Final status.
The script processing completed successfully, OR the script processing encountered a fatal error.

Note **This does not mean that the operation that the user requested on the SCSI was successful. The status is contained in the status code (bits 7-0.)**

*(L1

*(L2

*(L3

*(L4

Status word offset $18

1512 1108 0704 0300

SCSI			Request Sense
Phase	Reserved		Flags
Status			(0 if not used)

|

Bit 0 (RES) Reserved)

Bit 1 (ILI) Incorrect length indicator.

Bit 2 (EOM)
End of
media.

Bit 3 (FM)
Filemark

Bit 4 (COMMAND
RETRY)
1 = Retries were
performed.

Bit 5 (COMMAND RE-
TRY OVERFLOW)
1 = Retry overflow.
The command
was retried
"retry count"
times.

Bits 6 and 7 (reserved)

*(L1

*(L2

*(L3

*(L4

*(L5

*(L6

*(L7

Return Status Packet

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	.			
	.			
+$60	Block Number in Error (MSW)			
+$62	Block Number in Error (LSW)			
+$64	SCSI Controller Status		0	0
+$66	Transfer Address			
+$68	Transfer Address			
+$6A	0	0	0	0
+$6C	0	0	0	0
+$6E	0	0	0	0
+$70	0	0	0	0
+$72	Command		Offset	
+$74	Sense Data Block			
	.			
	.			
+$9E	Sense Data Block			

$60	xxxxxxxx	xxxxxxxx	Block number in error (MSW) -- This is the returned information bytes taken from bytes 3-6 following an error from a SCSI device and a request sense command.
$62	xxxxxxxx	xxxxxxxx	Block number in error (LSW)
$64	xxxxxxxx		Status byte from SCSI controller (unchanged)
$65	xxxxxxxx		Reserved
$66	xxxxxxxx	xxxxxxxx	Transfer address -- for a read or write.

			This is the memory address of the next byte to be transferred.
$68	xxxxxxxx	xxxxxxxx	Transfer address -- for a read or write.
.		.	
.		.	
$72	xxxxxxxx		Command error status byte (valid following a command error $0B)
$73	xxxxxxxx		Offset within packet.
$74	xxxxxxxx	xxxxxxxx	Sense data block
.		.	
.		.	
$9E	xxxxxxxx	xxxxxxxx	Sense data block

Table 3-1. Packet Status Codes

CODE	MEANING	NOTES
	Intermediate Return Codes	
$02	Wait for interrupt; command door open. OK to send new commands for other devices to firmware.	1
$04	A message has been received. You must interpret.	1
$06	(TARGET mode) received a command from initiator, no disconnect allowed.	1
$08	(TARGET mode) data received from initiator, user must interpret then continue with new t_seq.	1,9

Table 3-1. Packet Status Codes

CODE	MEANING	NOTES
	Intermediate Return Codes	
$09	(TARGET mode) data received from initiator with parity error, user must interpret then continue with new t_seq.	1,9
	Final Return Codes	
$00	GOOD. Script processing is OK.	2
$01	Undefined problem.	2
$02	TARGET has Received Data without error, and user may interpret then continue with new t_seq.	2
$03	Interrupt handler was entered with no pending IRQ ($F00050).	2
$04	Reselection not expected from this TARGET.	2
$05	TARGET thinks it is working on linked commands but the command table does not.	2
$06	Linked command has error status code; command has been aborted.	2
$07	Received an illegal message.	2
$08	The message we have tried to send was rejected.	2
$09	TARGET Encountered a parity error in data transfer(in) phase and user must interpret then continue with new t_seq.	2

Table 3-2. Packet Status Codes (cont'd)

CODE	MEANING	NOTES
$0A	SCSI bus reset received (A1 pointing to packet list). (Refer to the *SCSI Bus Reset Packet* section in Chapter 7.)	2
$0B	Command error (bad command code, bad timing, or command door was closed when a command was received) = 00. Custom SCSI sequence: controller level not equal to "147 local level", or interrupt not on. Format: format with defects on a con- troller type not supported. Controller reset: controller not SCSI type. Space (tape): undefined mode. Mode select (tape): undefined controller type. Mode sense (tape): undefined controller type.	2
$0C	Size error (invalid format code).	2
$0D	Bad ID in packet or local ID.	2
$0E	Error in attach (not previously attached, bad device LUN, unsupported controller).	2
$0F	Busy error (device has a command pending).	2
$10	There is disagreement between initiator and TARGET regarding the number of bytes that are to be transferred.	2
$11	Received a BERR* while in DMA mode.	2
$12	Selection time-out. TARGET does not respond.	2
$13	SCSI protocol violation. Controller reset: controller not SCSI.	2
$14	Script mismatch. CHECK STATUS. If SCSI status within command table (offset $14 for initiator role) is zero, then assume script mismatch, otherwise use SCSI packet status.	2
$15	Script mismatch. The TARGET sequence of operation did not match the script.	2
$16	Illegal SCSI state machine transition.	2
$17	Command has been received (TARGET role). Disconnect allowed.	2
$18	Script complete in TARGET role.	2
$19	Script complete and new command loaded (TARGET role linked command).	2
$1A	TARGET module called. TARGET role not supported.	2

Table 3-3. Packet Status Codes (cont'd)

CODE	MEANING	NOTES
$1B	TARGET module rejected an initiator message and returned with this status to a particular LUN service routine.	2
$1C	TARGET module sent a check status with an "illegal request" sense block to some initiator because the particular LUN that the initiator wanted was not enabled.	2
$1D	TARGET module sent a busy status to the calling initiator because the particular LUN that the initiator wanted was already busy servicing a command.	2
$1E	TARGET received ABORT message from the SCSI initiator.	2
$1F	TARGET received DEVICE RESET message from the SCSI initiator.	
	Request-Sense-Data Error-Class 7 Codes	
	(Controller-Dependent)	
$20	NO SENSE. Indicates that there is no specific sense key information to be reported for the designated logical unit.	2,3
$21	RECOVERED ERROR. Indicates that the last command completed successfully with some recovery action performed by the TARGET. Details can be determined by examining the additional sense bytes and information bytes.	2,3
$22	NOT READY. Indicates that the logical unit addressed cannot be accessed. Operator intervention may be required to correct this condition.	2,3
$23	MEDIUM ERROR. Indicates that the TARGET detected a nonrecoverable error condition that was probably caused by a flaw in the medium or an error in recording data.	2,3
$24	HARDWARE ERROR. Indicates that the TARGET detected a nonrecoverable hardware failure (for example, controller failure, device failure, parity error, etc.) while performing the command or during self test.	2,3
$25	ILLEGAL REQUEST. Indicates that there was an illegal parameter in the command descriptor block or in the additional parameters supplied as data.	2,3

Table 3-4. Packet Status Codes (cont'd)

CODE	MEANING	NOTES
$26	UNIT ATTENTION. Indicates that the removable media may have been changed or the TARGET has been reset.	2,3
$27	DATA PROTECT. Indicates that a command that reads or writes the medium was attempted on a block that is protected from this operation.	2,3
$28	BLANK CHECK. Indicates that a write-once read-multiple device or a sequential access device encountered a blank block while reading or a write-once read-multiple device encountered a nonblank block while writing.	2,3
$29	VENDOR UNIQUE. Used for reporting vendor unique conditions (for Saber AP = format complete).	2,3
$2A	COPY ABORTED. Indicates that a copy or a copy and verify command was aborted due to an error condition.	2,3
$2B	ABORTED COMMAND. Indicates that the TARGET aborted the command. The initiator may be able to recover by trying the command again.	2,3
$2C	EQUAL. Indicates a search data command has satisfied an equal comparison.	2,3
$2D	VOLUME OVERFLOW. Indicates that a buffered peripheral device has reached an end-of-medium and data remains in the buffer that has not been written to the medium. A recover buffered data command may be issued to read the unwritten data from the buffer.	2,3
$2E	MISCOMPARE. Indicates that the source data did not match the data read from the medium.	2,3
$2F	RESERVED. This sense key is reserved.	2,3
	SCSI Status Returned in Status Phase	
$31	SCSI status = $02. CHECK.	2,4
$32	SCSI status = $04. CONDITION MET.	2,4
$34	SCSI status = $08. BUSY.	2,4
$38	SCSI status = $10. INTERMEDIATE/GOOD.	2,4
$3A	SCSI status = $14. INTERMEDIATE/CONDITION MET/GOOD.	2,4
$3C	SCSI status = $18. RESERVATION CONFLICT.	2,4

Table 3-5. Packet Status Codes (cont'd)

CODE	MEANING	NOTES
	Request-Sense-Data Error-Class 0 through 6 Codes	
	(Controller-Dependent)	
$40	NO ERROR STATUS.	2,5,6
$41	NO INDEX SIGNAL.	2,5,6
$42	NO SEEK COMPLETE.	2,5,6
$43	WRITE FAULT.	2,5,6
$44	DRIVE NOT READY.	2,5,6
$45	DRIVE NOT SELECTED.	2,5,6
$46	NO TRACK 00.	2,5,6
$47	MULTIPLE DRIVES SELECTED.	2,5,6
$49	CARTRIDGE CHANGED.	2,5,6
$4D	SEEK IN PROGRESS.	2,5,6
$50	ID ERROR. ECC error in the data field.	2,5,7
$51	DATA ERROR. Uncorrectable data error during a read.	2,5,7
$52	ID ADDRESS MARK NOT FOUND.	2,5,7
$53	DATA ADDRESS MARK NOT FOUND.	2,5,7
$54	SECTOR NUMBER NOT FOUND.	2,5,7
$55	SEEK ERROR.	2,5,7
$57	WRITE PROTECTED.	2,5,7
$58	CORRECTABLE DATA FIELD ERROR.	2,5,7
$59	BAD BLOCK FOUND.	2,5,7
$5A	FORMAT ERROR. (Check track command.	2,5,7
$5C	UNABLE TO READ ALTERNATE TRACK ADDRESS.	2,5,7
$5E	ATTEMPTED TO DIRECTLY ACCESS AN ALTERNATE TRACK.	2,5,7
$5F	SEQUENCER TIME OUT DURING TRANSFER.	2,5,7
$60	INVALID COMMAND.	2,5,8
$61	ILLEGAL DISK ADDRESS.	2,5,8
$62	ILLEGAL FUNCTION.	2,5,8
$63	VOLUME OVERFLOW.	2,5,8

NOTES:

1. Intermediate return codes. Bit 15-1, actual word=$80xx, $90xx, etc.
2. Final return codes.
3. Sense key status codes for Request-Sense-Data error -- class 7. An offset of $20 is added to all sense key codes.
4. The SCSI status sent from the controller is ANDed with $1E, shifted right one bit, and $30 added.
5. Sense key status codes for Request-Sense-Data error -- classes 0-6. An offset of $40 is added to all sense key codes.
6. Drive error codes.
7. Controller error codes.
8. Command errors.
9. Intermediate return codes, the no disconnection is allowed according to the script.

SCSI FIRMWARE INTERRUPT STRUCTURE 4

SCSI Firmware Interrupt Structure

The SCSI interface firmware was designed for processor efficiency. Whenever the SCSI bus is in a state that does not need monitoring, the firmware releases the processor so it may perform other functions such as user tasks and lower priority events. In these cases, an interrupt brings processor control back to the firmware.

A return vector is provided to the SCSI firmware in all cases through the packet pointed to by register A2. Whenever the firmware returns to the user through this return vector, it flags whether the processor was brought back to the firmware through an external interrupt. This flagging is done by the RTE FLAG bit in the status word stored in the user packet. If the bit = 1, no RTE is to be performed by the user. If the bit = 0, eventually an RTE is required by the user to return the processor to the interrupted task.

Similarly, whenever the RTE instruction is to be executed, the user must restore the registers before executing the RTE. This restoration of registers is mandatory to properly restore the task that was interrupted. Upon a return through the user vector, address register A3 contains an address of a save area where the registers were saved. If A3 = 0, then no registers were saved (that is, no interrupt was taken and the RTE FLAG bit should be a 1).

Processor control is returned to the user in a variety of ways:

Intermediate status:

$02 Wait for interrupt (open)
$04 Message received
$06 Command received (TARGET role)

or Final status.

Refer to the *Interface Rules for a Single Caller* section in Chapter 5 for details.

For the intermediate statuses, control is given back to the firmware in two ways. One is through an WD33C93 interrupt (WAIT FOR INTERRUPT (OPEN)). The other return mechanism is through a direct branch or jump into

the REACTIVATION entry point of the SCSI firmware. The WAIT FOR INTERRUPT (OPEN) status is usually given when a particular TARGET is "threaded" to the MVME147 on the SCSI bus, and is slow in transitioning between information transfer phases. A bus phase interrupt brings the processor back to the SCSI firmware to finish the command execution that was temporarily slowed down by the TARGET.

For the WAIT FOR INTERRUPT (OPEN) status, the user may send a new command because the SCSI bus is free.

The second method of returning control involves the direct branch or jump to the REACTIVATION entry point of the firmware. For all the statuses involved (WAIT TIME, MESSAGE RECEIVED, COMMAND RECEIVED), the MVME147 is the current SCSI bus initiator and the user may only service the current "thread".

The SCSI firmware was designed to operate in both interrupt and non-interrupt modes. When the user chooses the interrupt mode of operation, the WD33C93 interrupt is enabled at the level specified in command packet in the MVME147 interrupt handler. Vector number $45 is used by the WD33C93 for the SCSI bus interrupts and the SCSI firmware initializes vector offset $114 to point to the SCSI firmware interrupt handler.

Whenever processor control is passed to the SCSI firmware interrupt handler, the MC68030 interrupt mask must be at a level no lower than that specified in the command packet. As processor control is switched out of the interrupt handler, the MC68030 interrupt mask is still at the same level.

WRITING A DRIVER 5

Introduction

This chapter covers information essential in writing a driver to support the SCSI interface in interrupt mode. A driver for non-interrupt mode is a trivial subset of the interrupt mode driver. The approach taken is to describe the major sections of a driver that need to be written. The examples shown have been extracted from the VERSAdos SCSI driver, and are dependent on the driver interface to the VERSAdos operating system. For this interface, see Figure 5-1. For details of the interaction between the driver and the SCSI firmware, see Figure 5-2.

Any driver that communicates to the SCSI firmware starts by building (for single callers) a command packet in memory and calling the command entry point **SCSI_CMD** in the MVME147Bug. The address of the packet is contained in register A2.

Access to the six SCSI entry points is provided through the use of a jump table located within the beginning of the MVME147 debug monitor. The jump table entry points and their SCSI firmware functions are shown in the following list.

SCSI_CMD	EQU	$FFFE077C	SCSI command entry.
SCSI_ACTV	EQU	$FFFE0782	SCSI command reactivation entry.
SCSI_INT	EQU	$FFFE0788	SCSI interrupt entry.
SCSI_FUN	EQU	$FFFE078E	FUNNEL command entry.
SCSI_CA	EQU	$FFFE0794	Come-again entry.
SCSI_RTE	EQU	$FFFE079A	RTE entry.

Interrupts from the SCSI controller chip are through vector $45 (offset $114). Interrupts from the MVME147 SCSI DMA channel are through vector $46 (offset $118). The self interrupts from the MVME147 SCSI firmware use the vector $4B (offset $12C) to return control to SCSI firmware. The SCSI firmware sets these vectors to point to its interrupt entry point.

Return from the SCSI firmware to the driver is done through the vector supplied in the packet. The VERSAdos driver uses vector $4E (offset $138), and tape driver uses vector $4D (offset $134). These vectors must be initialized to point to a driver routine which handles the return. Refer to the *Interface Rules for the SCSI Firmware* section in this chapter for details on the return.

The SCSI firmware can accept six commands (average) per peripheral device. A busy error may be returned if too many commands are received for a device depending on the firmware current activities. Until one command has been completed, or abnormally terminated, no other command may be dispatched to the firmware. Commands to any other device may be issued after a "wait for interrupt (open)" ($02) intermediate status, or final status is returned from the SCSI firmware to the driver. For more information, refer to the *Interface Rules for the SCSI Firmware* section in this chapter.

Figure 5-1. SCSI Disk Driver Interface to VERSAdos

Figure 5-2. SCSI Disk Driver

Building the Packet

Chapter 2 provides the details necessary to build the command packet. After the packet has been built, it needs to be passed to the SCSI firmware.

Passing Commands to the SCSI Firmware

Passing control from the driver to the SCSI firmware can be done by jumping directly to the firmware from the driver. The return from the firmware back to the driver is through the vector supplied within the packet. Because the SCSI firmware can only accept six commands (average) for each device, you may need to do internal queuing if more commands need to be sent to a particular device.

Interface Rules for the SCSI Firmware

SCSI firmware may be called by single or multiple callers.

A **single caller** to the SCSI firmware is a driver or a server that provides a single return path from the firmware. In other words, a single SCSI return routine handles the status codes that the firmware passes. This definition does not imply that only one return routine is used for interpreting status

information; it does imply that only one routine handles the exit conditions dictated by bit 13 of the second word in the user packet (also known as the status word).

Multiple callers of the SCSI firmware are separate, independent drivers that handle SCSI returns without knowledge of other drivers/callers. This definition implies that more than one routine handles the exit conditions dictated by bit 13 of the first returned status word.

Interface Rules for Multiple Callers

Rule 1:	COMMANDS ARE SENT TO FUNNEL COMMAND ENTRY.

You send a command by loading the address of your packet in address register A2 and jumping to the FUNNEL command entry ($FFFE078E). The system must be in supervisory mode and the interrupt mask must the equal specified in the packet.

A command may be sent to the FUNNEL command entry almost any time, except as noted below.

A command may not be sent to the FUNNEL command entry point after the following returned intermediate status codes have been received (all intermediate status codes have bit 15 set):

1. ($xx04) Message received.
2. ($xx06) Command received (TARGET role)

The above intermediate status codes are returned when a TARGET is threaded and on the SCSI bus. These cases require entry to the RTE entry to complete the firmware-specified actions. Refer to Rule 2 below.

You may send a command to the FUNNEL command entry on all final status returns except:

Final status with bit 13 clear, indicating that an RTE is to be executed. (In this case, a new command may be sent by entering the firmware at the **SCSI_RTE** entry, $FFFE079A. Register A3 must remain intact.)

IMPLEMENTATION NOTE: Your interface driver or interface server usually has the command entry processing and command status processing decoupled. In other words, commands are sent to the SCSI firmware as a result of a subroutine call or as a result of a TRAP call to your driver or server.

Command status processing is the result of a firmware return to the vector specified in the command packet. If this decoupling exists, the command entry execution can only occur if the processor is not tied up performing SCSI firmware functions or performing command status functions. That is, for the processor to execute the command entry functions, it cannot be at the same time executing command status functions. At the time the command is passed to the driver/server, the command entry code may go ahead and send the command to the firmware without hesitation.

Rule 2:	INTERMEDIATE RETURNS MUST REENTER AT
	REACTIVATION OR RTE ENTRY.

The following is a list of intermediate status return codes provided by the firmware (intermediate status codes have bit 15 set):

`$xx02`: The SCSI firmware returns this code if a disconnect occurred on the bus or if firmware is waiting for SCSI controller chip to interrupt. Again, no action is required for this status other than servicing the RTE (13) bit.

`$xx04`: A message was received by the firmware that was either uninterpretable or was received in TARGET role. You are responsible for the interpretation of extended messages in initiator and TARGET roles. The MVME147 is still threaded on the bus when this status is passed to the user. The user routine is responsible for interpreting the message and for the proper return point. If bit 13 of the returned status is set, the return is to the reactivation entry ($FFFE0782), and if bit 13 of the returned status is clear, the return is to the RTE entry ($FFFE079A) and register A3 must remain intact. For this status, an RTE is only "remembered for the next exit". If the RTE bit is 0 with this status, an RTE is required. If this condition occurs, address register A3 is pointing to a register list.

`$xx06`: In TARGET role, a command has been received and the SCSI firmware stored in the command table. The firmware returns this intermediate status to alert you to service the command and to return to either the reactivation entry ($FFFE0782) no

RTE required, or the RTE entry ($FFFE079A) RTE required as status code $xx04 above. This intermediate status only happens when the TARGET role is enabled.

CAUTION
Care must be taken not to modify the contents of
register A3 when the RTE entry is taken.

Rule 3:	ALL FINAL RETURNS MUST EXIT (THE DRIVER)
	PROPERLY THROUGH RTE, COME-AGAIN, OR
	REACTIVATION.

All final status code returns use bits 15 through 13 of the status word in the packet (second word of the user's packet) to tell you about the condition of the SCSI firmware and of the SCSI bus.

BIT 15: FINAL=(0)/INTERMEDIATE=(1) STATUS bit. For all final status return codes, this bit is 0.

BIT 14: ADDITIONAL STATUS bit. For all final status returns, if this bit is 1, additional status may be found in the additional status area (CT +$74). If this bit is 0, no additional status is provided.

BIT 13: RTE bit. If this bit is a 0, an RTE is required to finish an interrupt thread. When this bit is 0, A3 contains a pointer to a register save area where D0 through D7 and A0 through A6 were saved. If the RTE is to be executed, the registers in the register save area must first be restored. If this bit is a 1, no RTE is to be executed.

The return mechanism on the final status codes only involve bits 13 of the user status word (packet word 2). You MUST follow the priority scheme below if you wish to interface to the SCSI firmware successfully.

RETURN CODE:

```
   IF BIT 13 IS SET THEN
                  RETURN TO THE CALLER OF YOUR CODE THROUGH
(command            1. AN RTS IF HE CALLED YOU WITH A BSR/JSR
thread)             2. AN RTE IF HE CALLED YOU WITH A TRAP THAT
                       REQUIRES AN RTE RETURN.
                  ELSE:  (bit 13 is clear)
                   1. RESTORE THE REGISTER SET POINTED TO BY A3.
(interrupt          2. SOMEHOW PERFORM THE RTE REQUIRED BY THE
FIRMWARE.
thread)                SOME OPERATING SYSTEMS HAVE A COMMON
INTERRUPT
                       HANDLER THAT PERFORMS ALL RETURNS FROM
INTERRUPT
                    PROCESSING.  IN THIS CASE, EXECUTE THE COMMON
                    INTERRUPT HANDLER TO PERFORM THE RTE.  IF THE
                       PARTICULAR OPERATING SYSTEM OF THE USER
DOES NOT
                     HAVE A COMMON INTERRUPT HANDLER, EXECUTE THE
                       RTE INSTRUCTION.
                  ENDIF.
```

END OF RETURN CODE.

As can be seen from the return algorithm, the preprocessed packet and the packet queuing process is done through the software interrupt (vector $4B) set by the firmware and is transparent from user tasks. Here are the reasons:

1. A preprocessed packet has already run through the firmware BLDPCKT (build
   command packet) module and is ready to communicate with the initiator or TARGET
   on the SCSI bus. The only reason that this command packet did not make it
   to the bus was that a selection or a reselection interrupt of the MVME147 beat
   this packet to the bus. It is imperative that this packet run next.

2. A packet was sent to the FUNNEL entry for processing. Because the bus and
   device wait queue was occupied at the instant the packet arrived, the

FUNNEL
module queued the
request and returned to you with a $A002 intermediate status code. In order for this packet to resume processing, the firmware sets the software
interrupt to reenter the interrupt entry point ($FFFE0788).

3. The RTE condition receives third priority because if an RTE instruction was effectively executed before the command pending or before the queued
commands were serviced, the command pending or the queued commands would never
be serviced.

EXCEPTIONS TO THE RETURN ALGORITHM:

Rule 4.	THE SCSI FIRMWARE CAN ONLY PROCESS SIX
	COMMAND PACKETS, IN AVERAGE, PER PERIPHERAL
	DEVICE AT A TIME.

The firmware has a 64 entry funnel queue for all the devices (1 per device in average).

An index of the SCSI peripheral devices exists in the firmware in order to provide threading information for command overlap on the SCSI bus. This index
is called the attach table. One entry per peripheral device provides pointers to the user packets, and command tables. In each command table, there is a 4 entry private wait queue for each device (each one points to a command packet).
When a peripheral device
is given a command packet, its respective entry in the attach table is marked "busy". If you send a command packet for a peripheral device that is marked "busy", a busy error is returned if both private wait queue and FUNNEL
queue are full. You may not see this busy

error because if a subsequent command is queued in the FUNNEL queue or the
wait queue, no busy error is given.

In average, a device could have one packet in FUNNEL queue, four packets in wait queue, and an active command in attach table.

INTERFACE RULE SUMMARY FOR SCSI FIRMWARE USERS WITH MULTIPLE CALLERS:

A typical system with multiple callers may have the following interfaces:

1. Disk driver: Handles all requests for SCSI disks.

2. Tape driver: Handles all requests for SCSI tapes.

3. TARGET LUN 0 service handler: Services requests for SCSI device level for the MVME147 as a TARGET and services logical unit 0 of the MVME147
   TARGET.

4. TARGET LUN 1 service handler: Services requests for logical unit 1 of the MVME147 TARGET.

5. TARGET LUN 2 service handler: Services requests for logical unit 2 of the MVME147 TARGET.

6. TARGET LUN 3 service handler: Services requests for logical unit 3 of the MVME147 TARGET.

7. TARGET LUN 4 service handler: Services requests for logical unit 4 of the MVME147 TARGET.

8. TARGET LUN 5 service handler: Services requests for logical unit 5 of the MVME147 TARGET.

9. TARGET LUN 6 service handler: Services requests for logical unit 6 of the MVME147 TARGET.

10. TARGET LUN 7 service handler: Services requests for logical unit 7 of the MVME147 TARGET.

The summary below is intended to help users who have multiple callers to the SCSI firmware.

1. INTERMEDIATE RETURNS:

`xx02`: PERFORM AN RTE (HOWEVER REQUIRED) IF BIT 13 OF THE
RETURNED STATUS WORD IS 0 OR RETURN TO THE CALLER
OF THE DRIVER/SERVER BY THE APPROPRIATE METHOD.
E.G. IF THE DRIVER IS CALLED BY A BSR, AN RTS SHOULD BE USED.

`xx04`: AFTER APPROPRIATE PROCESS, RETURN TO THE REACTIVATION
ENTRY ($FFFE0782) IF
BIT 13 OF THE RETURNED STATUS WORD IS 1, OR RETURN
TO THE RTE ENTRY ($FFFE079A) IF BIT 13 OF THE RETURNED STATUS WORD IS 0.

`xx06`: SAME RULE AS FOR xx04 ABOVE.

`xx08`: INITIATOR DATA RECEIVED, USER MUST INTERPRET THEN CONTINUE WITH
NEW TARGET SEQUENCE PACKET BY FOLLOWING SAME RULE AS FOR xx04 ABOVE.

xx08:	SIMILAR TO xx08 ABOVE, ONLY THE DATA RECEIVED HAS SOME PARITY ERROR OCCURRED.

2. FINAL RETURNS:

STATUS WORD BIT 13:	IF CLEAR, SOMEHOW RESTORE REGISTER
(RTE)	SET AND PERFORM AN RTE. IF SET, THE FIRST RETURN FROM THE SCSI FIRM- WARE (COMMAND THREAD) AND THE USER SHOULD RETURN TO WHOMEVER CALLED THE DRIVER (RTS, ETC.).

SAMPLE RETURN CODE FOR ONE OF MANY CALLERS OF THE SCSI FIRMWARE:

Note **It may not be clear to the casual reader that address register A3 is not modified in this return code. If an RTE is to be executed, address register A3 points to the register save area. The subroutine RESTORE_REG uses register A3 to restore the registers D0 through D7 and A0 through A6. If a reentry to the RTE entry is executed, the address register A3 must remain intact.**

(**SCSI_RET**: is the label that is pointed to by the vector provided in the user packet.)

```
SCSI_RET:
```

```
          MOVE.W 2(A2),D0     STATUS WORD TO D0.
          BTST #15,D0         FINAL/INTERMEDIATE STATUS?
          BEQ  FINALSTAT      IF 0, THE RETURN IS A FINAL ONE.

*****************************************************************
************

*THE FOLLOWING CODE CHECKS ALL ALLOWED INTERMEDIATE RETURN CODES.
*
          CMP.B #$02,D0       WAITING FOR AN INTERRUPT? (BUS CLEAR)
          IF <EQ> THEN
           BRA RET_OUT NO NEW COMMANDS TO SEND BECAUSE NO QUEUING
NECESSARY

* FOR MULTIPLE CALLERS, THE SCSI FIRMWARE QUEUES COMMANDS WHEN THE
BUS IS
* BUSY.
* BECAUSE OF THIS REASON, NO COMMAND QUEUING IS NECESSARY IN THE
DRIVER.  IF
* THERE IS NO QUEUING IN THE DRIVER,  THE DRIVER WILL NOT HAVE A NEW
COMMAND
* TO SEND WHENEVER AN INTERMEDIATE OR FINAL RETURN OCCURS.  THE
COMMANDS ARE
* ALWAYS SENT AS THEY ARRIVE TO THE DRIVER.
* 'RET_INT' is the user's code to handle the return from interrupt
process.
          ENDI

          CMP.B #$04,D0       MESSAGE INTERPRETATION?
          IF <EQ> THEN
           BSR INTERPRET      INTERPRET IS A MESSAGE INTERPRETATION
ROUTINE
           BRA RET_INT
          ENDI

          CMP.B #$06,D0       COMMAND RECEIVED FOR THE TARGET?
          IF <EQ> THEN
          BSR SERVCMD        SERVCMD IS TARGET ROLE COMMAND SERVICE
ROUTINE
           BRA RET_INT
          ENDI
```

```
*****************************************************************
************
**
* THE CODE BELOW HANDLES FINAL RETURN CODES.

FINALSTAT:

        BSR POSTSTAT      POSTSTAT IS A SUBROUTINE THAT POSTS FINAL
STATUS

* POSTSTAT RETURNS THE Z BIT=1 IF STATUS IS O.K.

*****************************************************************
************
**
* THE CODE BELOW IS A COMMON EXIT CODE FOR THIS DRIVER.

RET_OUT

          BTST #13,D0        RTE REQUIRED?
          IF <EQ> THEN
         BSR RESTORE_REG   A3 IS THE INPUT TO THIS REGISTER RESTORE
ROUTINE
           RTE               EXECUTE THE RTE FOR THE SCSI FIRMWARE
          ENDI

* THERE ARE ONLY TWO WAYS TO ACTUALLY 'EXIT' THIS CALLER ROUTINE.
* 1. IS TO EXIT VIA THE EXECUTION OF AN RTE.  (A TASK WAS INTERRUPTED
BY THE
*    SCSI BUS AND THE EXECUTION OF THE RTE WILL RESUME THAT TASK.)
*
* 2. A ROUTINE CALLED THIS DRIVER BY A SUBROUTINE CALL. IT IS RETURNED
TO WITH
*    THE EXECUTION OF AN RTS.
*
*    ALL OTHER 'EXITS' GO BACK TO THE SCSI FIRMWARE  (FOR THIS
EXAMPLE).

          RTS
```

```
* RESTORE REGISTERS FOR SCSI ROUTINE

* The driver must restore the registers the SCSI firmware has used.
* A3 is pointing to a list of the registers to restore.
* The following code is for 68010 or newer processor and could be more
* efficient if more advanced processor as 68020, 68030 is used.

*     Entry:    A3  = Pointer to register list of registers to
*            restore.

*     Exit:     Back to caller.

             RESTORE_REG:

                  MOVE.L  #14,D0         Number of longwords to move
                                                = 15.
                       ADDA.L  #60,A3           Start from bottom
of register
                                                list.
            RSTRLOOP   MOVE.L  -(A3),-(SP)      Store on the stack
for MOVEM
                                                instruction.
                       DBRA    D0,RSTRLOOP

                     MOVEM.L (SP)+,D0-D7/A0-A6   Restore registers.

             REST_OUT   RTS

          END
*****************************************************************
************
```

Interface Rules for a Single Caller

You can use the same rules as provided for multiple callers. By doing so, a second or third caller may later be added without the necessity of modifying the initial caller routine. By using the rules for multiple callers, a user also expects the firmware to do more work than would otherwise have to be done

by the driver -- specifically, command queuing. If you choose to follow the rules for multiple callers, the firmware queues command packets for you whenever the bus is busy.

For example, if a user of the SCSI interface only has disk applications, only a SCSI disk driver for the particular operating system may need to be written. If the rules for multiple callers are used, then at a later time, a SCSI tape driver for the same operating system may be added without affecting the old disk driver (assuming that the tape driver returns are vectored through a different vector than the SCSI disk driver). Refer to the *Interface Rules for Multiple Callers* section in this chapter for details.

TARGET ROLE ROUTINES 6

Introduction

According to SCSI definitions, an initiator is an SCSI device that initiates a command on the bus to be executed by the TARGET; a TARGET is an SCSI device that is selected by an initiator and executes what is requested by the initiator. The MVME147 is capable of playing both the initiator and TARGET roles with the WD33C93 SCSI interface chip. Because most of the SCSI protocol is performed outside the WD33C93, the TARGET role routines of the MVME147 SCSI firmware provide the means of supporting command execution and message passing for the MVME147 operating as a processor device TARGET on the SCSI bus. As defined by the SCSI draft revisions 17 and earlier, only three commands for processor-type devices are considered standard; these are: SEND (0A), RECEIVE (08), and REQUEST SENSE (03). The contents of the data sent are not defined by SCSI standard and are totally interpretable by the user application. An entire decoding scheme could be built around the three basic commands for interprocessor communication over the SCSI bus.

MVME147 SCSI Firmware Background

The MVME147 SCSI firmware provides routines that supports initiator role on the SCSI bus. Execution of disk reads, writes, and formats are provided by read, write, and format packets, respectively. Another important support of SCSI execution is also provided by the custom SCSI sequence packets of the MVME147 firmware. With the custom SCSI sequence, you pass a pointer to a particular "script" (a sequence of information transfer phase codes) and a pointer to the data that supports this script to the firmware, along with the code for the custom SCSI sequence and also provides a return vector for status and processor control. With this particular interface, the firmware performs any sequence of SCSI information transfer phases that you require. The TARGET role routines provide the missing half for these custom SCSI sequences -- execution of scripts in the TARGET role.

The SCSI bus makes allowance for only eight SCSI devices. Each SCSI device is allowed to service eight peripheral devices. If all peripheral devices were present on the SCSI bus, there would be a maximum of 64. The MVME147 SCSI firmware developes a method of indexing the devices on the SCSI bus. This index is the "attach table", a table of 64 entries, each entry peculiar to a

particular device on the SCSI bus. The indexing is accomplished by simply splitting the 64 entries into 8 entries of 8 peripheral devices. Each block of eight devices corresponded to each SCSI device. The MVME147 is one of these SCSI devices. Seven other SCSI devices may be added to the SCSI bus to perform some application. As long as there is another SCSI device that can play the initiator role on the bus, then the MVME147 may also play the TARGET role on the bus. The eight entries under the SCSI device entry deal with TARGET support of eight peripheral devices. In other words, the SCSI firmware TARGET role routines allow support of eight peripheral devices associated with the MVME147.

The method of addressing these peripheral devices is through the concept of logical units. Because the MVME147 supports eight logical units on the SCSI bus, LUN 0 may be a printer, LUN 1 may be an RS-232C port, and LUNs 2 through 7 may be some I/O devices on the VMEbus (as an example). Each logical unit is independent of the other as far as the SCSI firmware is concerned. To keep this independent feature, each service module for each logical unit should provide a different return vector to the SCSI firmware.

SCSI Versus SASI Rules

As far as the SCSI firmware is concerned, a SCSI system is one that supports arbitration, reselection, and the message-out phase. Typically, a SASI system contains only one initiator and at least one TARGET. A SASI system with only one initiator and no reselection clearly does not require bus arbitration because only one SCSI device ever tries to acquire the bus. With these rules in place, it is clear that for the MVME147 to operate both as an initiator and as a TARGET on the SCSI bus, you must have a SCSI system; one that supports arbitration, reselection, and the message-out phase. (The message-out phase is required for identification of reselectability after the selection phase and for identification of the peripheral logical unit immediately following reselection.) If the MVME147 is to operate only as a TARGET on the SCSI bus with only one initiator on the same bus, then you may use a SASI system with the MVME147 as a TARGET only.

MVME147 SCSI Firmware TARGET Role Structure Requirements

The following sections describe the data structures required by the SCSI firmware for the TARGET role custom sequence packets. Refer to Chapter 2.

Custom Sequence Packet

Custom Sequence packets are detailed in Chapter 2.

Command Table pointer
Script pointer
Interrupt level 7 through 1
Return vector
TARGET enable/TARGET sequence
Control number = MVME147 level
Peripheral device LUN (0 through 7)

Script

Below are the TARGET role script codes for SCSI bus phases.

$00 DISCONNECT
$04 COMMAND PHASE
$08 DATA-OUT PHASE
$0C DATA-IN PHASE
$10 STATUS PHASE
$14 MESSAGE-OUT PHASE
$18 MESSAGE-IN PHASE
$1C END OF SCRIPT
$20 TARGET WAIT, NO DISCONNECT ALLOWED
$24 TARGET WAIT, DISCONNECT ALLOWED
$28 TARGET WAIT, NO DISCONNECT, DATA RECEIVED
$2C TARGET WAIT, DISCONNECT, DATA RECEIVED

Command Table

A command table is shown in the *Initiator Role* section in Chapter 2.

Status/Control Byte

Link (used in the TARGET module).
Parity (implemented in the TARGET module).
DMA (implemented in the TARGET module).
CSCSI (check SCSI status).
SG (implemented with DMA in the TARGET module).
SYNC/ASYNC (implemented in the TARGET module).

Link Pointer

Forward link pointer to the next command table (not used in the first release).

Data Area — Only one direction allowed per command. If multiple directions of data transfer are required, linked commands could provide a solution.

Message-In Area (user defined)
: For messages to be sent to the initiator.

Message-Out Area (user defined)
: 258 byte maximum for extended message for messages sent by initiator.

Command Count
: The number of bytes command received in the command area.

Command Area(s)
: Commands are stored in this 12-byte-maximum area.

Status Area — This status byte is sent if the status phase is encountered in the script.

Data Area Count
: Data transfer count.

Data Area Pointer
: Pointer to the data area described below. DATA-IN: to the initiator, DATA- OUT: from the initiator.

Message-In Area Count
: Number of message bytes to be sent to the initiator.

Message-In Area Pointer
: Pointer to the message-in area described below. Messages sent to the initiator.

Message-Out Area Count (not used)

Message-Out Area Pointer
: Pointer to the message-out area described below. Messages received from the initiator.

Enabling TARGET Role

1. Prepare a custom sequence packet as described in the *TARGET Enable Custom Sequence Packet* section in Chapter 2, with the code of TARGET

enable (word $0E = $C000), and with the following data structures reserved for TARGET role service.

a. Command Table (384 bytes)

Note **During the TARGET role, when the TARGET enable packet is issued to the firmware, neither the custom command packet nor the command table shall be deallocated because firmware uses both areas for subsequent TARGET service.**

b. Message-out area (the SCSI standard allows for a 258-byte extended message)

Note **In SCSI terms, all transfer directions are referenced to the initiator. For example, the data out phase is a data phase for data OUT of the initiator and INTO the TARGET. Therefore, the message-out area mentioned above is for message STORAGE from the initiator to the TARGET.**

c. Take over the return vector specified in the packet of 1. above. Put the service routine address in the vector.

d. Load address register A2 with the address of the custom sequence packet described in 1. above.

e. Enter the SCSI firmware through the FUNNEL entry point ($FFFE078E) at interrupt level 2. (For a description of the FUNNEL module, refer to the *SCSI Firmware Entry Points* section in Chapter 1.

f. Examine the returned final status for a code of $xx17. This is a signal that the firmware has acknowledged the enable packet and the initiator command has been received. (This status may be preceded by a $A002 if the bus is occupied at the time that the enable packet was sent to the firmware.)

g. The service of the TARGET LUN is now interrupt-driven by the initiator. A selection interrupt causes the firmware to examine enabled TARGET LUNs and load commands and/or messages into the designated areas for service. If a command is received for an enabled TARGET logical unit, then the firmware returns to you with either a $xx17 final status (SCSI mode) or an intermediate status of $xx06 (SASI mode or initiator not supporting disconnection), indicating that the CDB has been loaded into

the user command table. The service of this command is provided by you. This service is provided by a custom SCSI sequence -- TARGET sequence, which is described in the next section.

IMPLEMENTATION NOTE: The TARGET LUN is deciphered from the identify message sent immediately after the selection phase. If the LUN identified during this phase is not enabled by you, the firmware rejects the message (by sending the MESSAGE REJECT message) and then disconnect from the bus. If an identify message is rejected, it is a signal that some other LUN on this MVME147 TARGET address must be enabled, otherwise the SCSI firmware would not have responded to the selection in the first place. If a selection interrupt is ignored because the TARGET role was not enabled in the firmware, the firmware ignores the interrupt after the SEL signal is removed from the bus. In any case, if this happens, the SCSI bus is tied up unless the initiator times out and gives up by removing its signals from the bus.

Servicing the TARGET Requests

After a particular LUN is enabled for TARGET role, a selection interrupt begins the interrupt-driven service for TARGET role and the TARGET role stays enabled until the system is reinitialized. (The selection interrupt enable through the WD33C93 is turned on and only reinitialization turns the interrupt enable off. Disabling the selection interrupt is accomplished by clearing the select enable register in the WD33C93 and / or turning the PCC SCSI interrupt enable off through the module control register.) Issuing a board reset also disables TARGET role on the MVME147.

If TARGET role is enabled, a selection of the MVME147 causes the firmware to respond to the selection by asserting the BSY signal. The following sequence is typical of SCSI rules.

If the ATN line is asserted with SEL, the firmware takes the SCSI bus to the message-out phase and reads the message. The firmware then takes the SCSI bus to the command phase, reads the command (6, 10, or 12 bytes), and stores the command count and the command in the command table. If the received message is "identify" and if the identified LUN has been enabled, the firmware continues and save the messages and command in command table area. No command interpretation is done in the firmware; this job is left for the user application. If disconnect is allowed then next phase directed by the firmware is the message-in phase: the DISCONNECT message is sent. Then a bus disconnect is performed by releasing the BSY signal. The first TARGET role

service performed by the firmware is now complete. Finishing some housekeeping, the firmware returns to the user service routine for the selected LUN and gives it a final status code of $xx17.

If initiator is not supporting disconnect, no message-in phase and the TARGET role returns an intermediate status $xx06 for command received.

If firmware is not enabled, the target role will response to 'inquiry', 'request sense' commands with some meaningful data. Also, it will return "Not Ready" to 'test unit ready', 'send', and 'send diagnostic' commands. To all other commands before target enabled, an 'Illegal request' will be returned.

Now comes your turn to perform the required services.

The CDB that was received by the TARGET role firmware during the command phase was stored in the command buffer that was allocated when you issued the TARGET enable packet to the firmware. (The command table pointer points to this command buffer; refer to the *TARGET Enable Custom Sequence Packet* section in Chapter 2, words $08 and $0A -- command table pointer.) You may wish to service the processor device standard commands SEND ($0A) and RECEIVE ($08). The service of commands is totally application driven. The SEND and RECEIVE commands are probably sufficient to establish processor communication over the SCSI bus. Following is an example of each service. "Example"

Example: Servicing the SEND command through the TARGET sequence firmware packet.

STEP 1: Command Interpretation

Below is the CDB for a SEND command.

```
     bit.....7...6...5...4...3...2...1...0...
byte 0 :    0   0   0   0   1   0   1   0   (OP CODE)
byte 1 :    l   u   n   -   -   -   -   -
(LUN|reserved)
byte 2 :   Transfer length (M S byte)     (Transfer
length)
byte 3 :   Transfer length (middle byte)  (Transfer
length)
byte 4 :   Transfer length (L S byte)     (Transfer
length)
byte 5 :    v   u   -   -   -   -   f   l   (control
byte)
```

v u	= vendor unique
-	= reserved
f	= flag
l	= link

The operation code of $0A is for the SEND command. The LUN should match the logical unit for the MVME147 TARGET. The transfer length tells you how many bytes are going to be exchanged during the data-out phase.

The flag and link bits are handled by the firmware and you only have to load a "INTERMEDIATE STATUS/GOOD STATUS" if the link bit was set and a "GOOD STATUS" if the link bit was clear. If the link bit is set, you load a "LINKED COMMAND COMPLETE" message into the message-in buffer. If both the link and flag bits are set, you load a "LINKED COMMAND COMPLETE WITH FLAG" message into the message-in buffer. If neither the link nor the flag bits are set, you should load a "COMMAND COMPLETE" message-into the message-in buffer. (The status byte is part of the command table -- word $14. The message-in buffer is pointed to by words $20 and $22 of the command table.) (Link and flag features not supported on the first release of the TARGET module.)

STEP 2: Script Preparation

The SEND command requires the following script:

$08	: DATA-OUT PHASE
$10	: STATUS PHASE
$18	: MESSAGE-IN PHASE
$1C	: END OF TARGET SCRIPT

Note **The SCSI firmware automatically performs the arbitration and reselection of the disconnected initiator. The IDENTIFY message is also automatically sent to the disconnected initiator, therefore, the initial message-in phase should not be in the script for a SEND command.**

STEP 3: Data Preparation

a. Decode the transfer length from the command descriptor block and load this length into the command table words $16 and $18 -- data length.

b. Decode the link bit and store the status to be sent to the initiator during the status phase into the STATUS word (MSB) of the command table -- word $64, even byte.

c. Decode the link and flag bits and store the proper message to be presented during the message-in phase into the message-in buffer (pointed to by words $20 and $22 of the command table).

d. Create a TARGET sequence custom SCSI sequence packet as described in the *TARGET Sequence Custom Sequence Packet* section in Chapter 2. This packet should contain a pointer to the script described above and to the command table that was created or used. (You may wish to use the same command table that was provided for the TARGET enable call to the SCSI firmware.)

STEP 4: Call the SCSI Firmware

Point address register A2 to the packet created in Step 3d. above and jump into the SCSI firmware through the FUNNEL command entry.

Example: Servicing the RECEIVE command through the TARGET sequence firmware packet.

STEP 1: Command Interpretation

Below is the CDB for a RECEIVE command.

```
     bit.....7...6...5...4...3...2...1...0...
byte 0 :    0   0   0   0   1   0   0   0   (OP CODE)
byte 1 :    l   u   n   -   -   -   -   -
(LUN|reserved)
byte 2 :   Transfer length (M S byte)     (Transfer
length)
byte 3 :   Transfer length (middle byte)  (Transfer
length)
byte 4 :   Transfer length (L S byte)     (Transfer
length)
byte 5 :    v   u   -   -   -   -   f   l   (control
byte)
```

v u	= vendor unique
-	= reserved
f	= flag
l	= link

The operation code of $08 is for the RECEIVE command. The LUN should match the logical unit for the MVME147 TARGET. The transfer length tells you how many bytes are going to be exchanged during the data-out phase. The flag and link bits should be treated in the same manner as for the SEND command example above. (Not supported on the first release.)

STEP 2: Script Preparation

The RECEIVE command requires the following script:

$0C	: DATA-IN PHASE
$10	: STATUS PHASE
$18	: MESSAGE-IN PHASE
$1C	: END OF TARGET SCRIPT

Note **The SCSI firmware automatically performs the arbitration and reselection of the disconnected initiator. The IDENTIFY message is also automatically sent to the disconnected initiator, therefore, the initial message-in phase should not be in the script for a RECEIVE command.**

STEP 3: Data Preparation

a. Decode the transfer length from the CDB and load this length into the command table words $16 and $18 -- data length.

b. Decode the link bit and store the status to be sent to the initiator during the status phase into the STATUS word (MSB) of the command table -- word $64, even byte.

c. Decode the link and flag bits and store the proper message to be presented during the message-in phase into the message-in buffer (pointed to by words $20 and $22 of the command table).

d. Create a TARGET sequence custom SCSI sequence packet as described in the *TARGET Sequence Custom Sequence Packet* section in Chapter 2. This packet should contain a pointer to the script described above and to the command table that was created or used. (You may wish to use the same command table that was provided for the TARGET enable call to the SCSI firmware.)

STEP 4: Call the SCSI firmware

Point address register A2 to the packet created in Step 3d above and jump into the SCSI firmware through the FUNNEL command entry.

After the proper service script and command table have been prepared by the user, a second custom SCSI sequence -- TARGET sequence packet must be issued to the firmware. This packet is intended to service the command that was just received. A script is passed to the firmware to be executed immediately following the reselection of the disconnected initiator. The firmware automatically performs the message-in phase with the identify message to reestablish the disconnected thread. This information transfer phase (message-in) should NOT be in the script.

The phases are performed as instructed by the script until a "$1C=FINISHED" is encountered. This is the signal for the firmware to either disconnect from the bus or to begin service of the next part of a linked command. The link information is passed to the firmware through the control byte of the CDB. If the link bit is set, the firmware makes the transition to the command phase, stores the received command and command count into the command table, makes the transition to the message-in phase, and issues a disconnect message followed by a SCSI bus disconnect. Some housekeeping later, the firmware returns to the user service routine with a final status of $xx19, stating that a command has been received following the completion of the earlier command serviced in a link. The service process then repeats.

If the serviced command has not been linked and a disconnect has been performed instead, the firmware cleans up some details and returns to the user service routine with a $xx18 final status.

A custom SCSI sequence -- TARGET sequence is shown in the *TARGET Sequence Custom Packet* section in Chapter 2.

SCSI PACKETS 7

Introduction

Command packets for the SCSI functions are listed in Table 7-1. The command packets are described in detail in the following paragraphs.

Table 7-1. SCSI Functions

SCSI	
FUNCTION CODE	DESCRIPTION
$00	Read (use new read, refer to $70 below)
$04	Write (use new write, refer to $74 below)
$08	Attach (use new disk attach, refer to
	$78 below)
$0C	Detach (all devices)
$10	Format (with / without defect list)
$14	Assign Alternate Sector
$18	Reserved
$1C	Custom SCSI Sequence (refer to Chapter 2)
$20	SCSI Bus Reset
$24	SCSI Controller Reset
$28	Tape Attach (use new tape attach, refer
	to $6C below)
$2C	Erase
$30	Rewind
$34	Read Block Limits
$38	Space (blocks, filemarks, sequential
	filemarks, end of data)
$3C	Write Filemarks
$40	Verify CRC
$44	Tape Mode Select
$48	Tape Mode Sense

Table 7-2. SCSI Functions (cont'd)

SCSI	
FUNCTION CODE	**DESCRIPTION**
$4C	Reserved
$50	Inquiry
$54	Load / Unload
$58	Recover Buffer Data
$5C	Request Sense Data
$60	Check Status
$64	Reserve Device
$68	Release Device
$6C	New Tape Attach
$70	New Read (disk and tape)
$74	New Write (disk and tape)
$78	New Disk Attach
$7C	Open (read of first blocks of a device)

Read/Write Packet

For common command set refer to Appendix A.

DISK. Commands sent to the controller are: Read ($28), and Write ($2A).

For a read or write function, the maximum number of bytes that can be transferred in a single call is 16Mb. If you need more, the command must be broken up into several calls. For controller type 13, the command control field can turn on / off the cache within the drive. If the drive currently has cache in the opposite state as the command control field cache bit, a mode select of page 38 is sent to the controller to turn on / off the cache prior to the read / write command.

TAPE. Commands sent to the controller are: read ($08) and write ($0A).

A tape read or write operation starts at the current position and must be in the correct mode (refer to the appropriate controller manual). To write, the controller must be in general mode or write mode. General mode occurs after a tape positioning command that does not read the tape data (space-to-end-of-recorded-media). Also, the controller can be at Beginning Of Tape (BOT),

space-to-end-of-recorded-media, or write command. To read, the controller must be at BOT or following a space-blocks, space-filemarks, or read command.

The command control field gives the user the ability to read forward or reverse (if supported by drive) and the ability to suppress illegal length indication (if supported by drive).

DISK and TAPE.

For scatter / gather operation, a non-zero value in the scatter / gather count indicates the memory and scatter / gather address field is the address of the scatter / gather table. The number of sectors field must be filled in and is also used to calculate the total byte count.

The details of a read / write packet are shown below.

New Packet

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Memory Address (MSW) (Note 2)			
+$06	Memory Address (LSW) (Note 2)			
+$08	Sector Number (MSW)			
+$0A	Sector Number (LSW)			
+$0C	Number of Sectors to Transfer (MSW)			
+$0E	Number of Sectors to Transfer (LSW)			
+$10	Scatter / Gather Count			
+$12	0	0	0	0
+$14	Command Control		Function Code (70, 74)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Memory Address (MSW) / scatter / gather table address if scatter / gather count > 0
$06	xxxxxxxx	xxxxxxxx	Memory Address (LSW) / scatter / gather table address if scatter / gather count > 0
$08	xxxxxxxx	xxxxxxxx	Sector Number (MSW)
$0A	xxxxxxxx	xxxxxxxx	Sector Number (LSW)
$0C	xxxxxxxx	xxxxxxxx	Number of sectors to transfer / number of logical blocks / bytes to transfer (MSW) (Note 7)
$0E	xxxxxxxx	xxxxxxxx	Number of sectors to transfer / number of logical blocks / bytes to transfer (LSW) (Note 7)
$10	xxxxxxxx	xxxxxxxx	Scatter / gather count, number of entries

			in SG table, if zero, SG is disabled
$12	00000000	00000000	Reserved
$14	xxxxxxxx		Command Control
	0.......		Cache ON for type 13 controller only
	1.......		Cache OFF for type 13 controller only
	.0......		Tape read forward for tape devices that support this
	.1......		Tape read reverse for tape devices that support this
	..0.....		Tape do not suppress illegal length indication for tape devices that support this
	..1.....		Tape suppress illegal length indication for tape devices that support this
$15	xxxxxxxx		SCSI function ($70 = Read, $74 = Write)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode) (Notes 3, 5)
$17	xxxxxxxx		Vector number to use upon return (Notes 4, 5)
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTES:

1. Refer to Chapter 3.
2. Refer to the following scatter / gather table format.
3. The interrupt level of this firmware can be from level 0 to 7. It should be kept the same throughout the firmware execution; i.e., when the user has chosen a specific interrupt level, it must not be changed until there is no outstanding command.
4. The return vector should point to the user return routine at all times for the proper return path.
5. Because both the interrupt vector and the return vector use the Vector Base Register (VBR) to locate the proper address to resume the operation, the VBR should not be changed if there are any outstanding SCSI commands.
6. During scatter / gather operation, no automatic RETRY is performed by SCSI firmware and the scatter / gather table contents could be modified by the firmware when the command is completed.
7. For tape, if the previous tape attach had both physical bytes per block and logical bytes per block = 0 (variable block size). This field is number of bytes to transfer.

Old Packet Supported for Compatibility

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Memory Address (MSW) (Note 2)			
+$06	Memory Address (LSW) (Note 2)			
+$08	Sector Number (MSW)			
+$0A	Sector Number (LSW)			
+$0C	Number of Sectors to Transfer			
+$0E	0	0	0	0
+$10	Scatter / Gather Count			

+$12	0	0	0	0
+$14	Command Control		Function Code (00, 04)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Memory Address (MSW) / scatter / gather table address if scatter / gather count > 0
$06	xxxxxxxx	xxxxxxxx	Memory Address (LSW) / scatter / gather table address if scatter / gather count > 0
$08	xxxxxxxx	xxxxxxxx	Sector Number (MSW)
$0A	xxxxxxxx	xxxxxxxx	Sector Number (LSW)
$0C	xxxxxxxx	xxxxxxxx	Number of sectors to transfer / number of logical blocks / bytes to transfer
$0E	00000000	00000000	Reserved
$10	xxxxxxxx	xxxxxxxx	Scatter / gather count, number of entries

			in SG table, if zero, SG is disabled
$12	00000000	00000000	Reserved
$14	xxxxxxxx		Command Control
	0.......		Cache ON for type 13 controller only
	1.......		Cache OFF for type 13 controller only
	.0......		Tape read forward for tape devices that support this
	.1......		Tape read reverse for tape devices that support this
	..0.....		Tape do not suppress illegal length indication for tape devices that support this
	..1.....		Tape suppress illegal length indication for tape devices that support this
$15	xxxxxxxx		SCSI function ($00 = Read, $04 = Write)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode) (Notes 3, 5)
$17	xxxxxxxx		Vector number to use upon return (Notes 4, 5)
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTES:

1. Refer to Chapter 3.
2. Refer to the following scatter / gather table format.
3. The interrupt level of this firmware can be from level 0 to 7. It should be kept the same throughout the firmware execution; i.e., when the user has chosen a specific interrupt level, it must not be changed until there is no outstanding command.
4. The return vector should point to the user return routine at all times for the proper return path.
5. Because both the interrupt vector and the return vector use the Vector Base Register (VBR) to locate the proper address to resume the operation, the VBR should not be changed if there are any outstanding SCSI commands.
6. During scatter / gather operation, no automatic RETRY is performed by SCSI firmware and the scatter / gather table contents could be modified by the firmware when the command is completed.

DMA Scatter/Gather Table Entry

Each scatter / gather table entry has two longwords: first one is DMA memory address, second is control / byte count.

310

DMA MEMORY ADDRESS (32-BIT)										
X	0	0	0	0	1	0	1	XXXX XXXX	XXXX XXXX	XXXX XXXX

| function code (3 bits)
1 = link to next entryFor example $5 is
0 = no link, last entryused here (supervisory
data space)

NOTES: There may be any number of scatter / gather entries.

The scatter / gather table must be in local MVME147 RAM (the DMA channel does not table walk offboard RAM).

Table address must be longword aligned.

Attach/Detach Packet (all devices)

For common command set refer to Appendix A. The following SCSI commands are executed during an attach:

	COMMAND	CONTROLLER	
DEVICE	**NAME**	**COMMAND**	**NOTES**
SCSI Winchester	Reserve device	$16	Executed on attach if reserve-on-attach / release-on-detach bit is set in packet. A reserve device command is sent to the controller. A reserve device command can be used in a multi-initiator SCSI environment to reserve the device.
	Release device	$17	Executed on detach if reserve-on-attach / release-on-detach bit is set in packet. A release device command is sent to the controller and the firmware clears an internal attach flag. A release device command can be used in a multi-initiator SCSI environment to release the device.
	Test unit ready	$00	Checks whether the selected device is ready.
	Mode sense	$1A	To check the block size. If the block size in the packet is different than the controller / drive setting, all reads / writes are blocked and an "attach error" is returned.

	COMMAND	CONTROLLER	
DEVICE	NAME	COMMAND	NOTES
TAPE	Rewind	$01	A rewind command is sent (2.0 firmware and later) because many tape devices require the tape to be at BOT to send a mode select command.
	Reserve device	$16	Executed on attach if reserve-on-attach / release-on-detach bit is set in packet. A reserve device command is sent to the controller. A reserve device command can be used in a multi-initiator SCSI environ-ment to reserve the device.
	Release device	$17	Executed on detach if reserve-on-attach / release-on-detach bit is set in packet. A release device command is sent to the controller, and the firmware clears an internal attach flag. A release device command can be used in a multi-initiator SCSI environment to release the device.
	Mode select	$15	This command configures the controller for operat-ional parameters.
	Test unit ready	$00	Checks whether the selected device is ready.

An attach is required before any other commands may be sent to the SCSI firmware (except custom SCSI sequence or Bus Reset).

An attach call initializes the SCSI firmware pointers and internal flags. A RAM work area is used by SCSI firmware for building internal pointers and also contains the command sent to the SCSI controller. The RAM work area should not be reallocated until the device is detached or reset.

Some SCSI controllers return a "check" status on the first command sent to them after power-up or reset. The SCSI firmware retries the command if the controller returns "unit attention" request sense information and if you put a number that was one or greater into the retry field in the attach packet. Otherwise, the request-sense data is returned to you. You can then retry the command.

The first table below shows the details of an attach / detach packet for disk. The second table shows the details of a attach packet for streaming tape. A third table details the 384-byte ($180-byte) work area specified in the attach packet and used for all subsequent commands. The work area is normally not examined by you except when the "additional status" bit is set (refer to the packet status codes in Chapter 3). On most operations involving data transfer (except scatter / gather) in which DMA is used, the "sector number in error", "transfer address", and "command error word" can be used to assist error handling.

New Packet

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	Step Rate	
+$06	0	0	Number of Heads	
+$08	Number of Cylinders			
+$0A	Precompensation Cylinder			
+$0C	Logical Sectors per Track			
+$0E	0	0	0	0
+$10	SCSI Disk Attributes			
+$12	Controller Type		Drive Type	
+$14	0	0	Function Code (78)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	Retry Count	
+$1C	Physical Bytes per Block			

+$1E		+$20	Pointer RAM Work Area (MSW)	+$22
Pointer RAM Work Area (LSW)		+$24	Logical Bytes per Block	+$26
+$28	Alt Sectors per Zone		No. Alt Cyls to Reserve	

$00	00000xxx		Controller logical unit number (SCSI address 0-7)
$01	00000xxx		Device logical unit number (0-7)
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000		Reserved
$05	xxxxxxxx		Step Rate -- number of 40 intervals per step (a value of 0 defaults to 6 ms)
$06	00000000		Reserved
$07	xxxxxxxx		Number of heads on drive
$08	xxxxxxxx	xxxxxxxx	Number of cylinders on drive
$0A	xxxxxxxx	xxxxxxxx	Precompensation cylinder
$0C	xxxxxxxx	xxxxxxxx	Logical sectors per track, physical = this plus alternate sectors per zone if zone = track
$0E	00000000	00000000	Reserved
$10	xxxxxxxx	xxxxxxxx	SCSI drive attributes

. . . . .	0	FM encoding, single density
. . . . .	1	MFM encoding, double density
. . . . .	.....0.	Single track density (media TPI = ½ drive TPI, double step)
. . . . .	.....1.	Double track density (media TPI = drive TPI)
. . . . .	.....	Reserved
. . . . .	....0...	250K bits / sec data rate (5¼ inch)
. . . . .	....1...	500K bits / sec data rate (8 inch)
. . . . .	...0....	Floppy media
. . . . .	...1....	Rigid media
. . . . .	..0.....	No reserve on attach; no release on detach
. . . . .	..1.....	Reserve on attach; release on detach
. . . . .	.0.....	Non-buffered seeks
. . . . .	.1.....	Buffered seeks
. . . . .	0.......	Standard IBM format, 256b sectors are 128 in track 0
. . . . .	1.......	Non-standard; all sectors same size, even track 0
. 0	.....	Soft-sectored media
. 1	.....	Hard-sectored media
. . . . . .0.	.....	Fixed media drive
. . . . . .1.	.....	Removable media drive
. . . . .	.....	Reserved
. . . .0. . .	.....	Zone = track
. . . .1. . .	.....	Zone = cylinder

$12	xxxxxxxx		Controller type (refer to controller type table)
$13	00000000		Drive type (0 = random access drive)
$14	00000000		Reserved
$15	xxxx1x00		SCSI function ($08 = attach, $78 = new attach, $0C = detach)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	00000000		Reserved
$1B	xxxxxxxx		Retry count: number of SCSI commands (if this is set to 0, the firmware disables correction and turns off retries in the controller. Also, the firmware does not automatically retry the SCSI command except "unit attention" and "not diagnostics".)
$1C	xxxxxxxx	xxxxxxxx	Sector / block size in bytes (MSW)
$1E	xxxxxxxx	xxxxxxxx	Sector / block size in bytes (LSW)

$20	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (MSW)
$22	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (LSW)
			This SCSI RAM work area cannot be
			deallocated or moved except after a detach
			or reset command. The firmware uses this
			area for the SCSI CDB and local pointers
			and variables.
$24	xxxxxxxx	xxxxxxxx	Logical bytes per block must be an
$26	xxxxxxxx	xxxxxxxx	integer multiple of physical bytes per
			block and if track 0 is half the density of the
			rest of the disk, then the sectors per track
			field must be an even value. This prevents a
			half sector overrun of data.
$28	xxxxxxxx		Defines the number of alternate sectors per
			zone to reserve for alternates. The zone can
			be described as either a track or a cylinder,
			as specified by bit 11 of the SCSI drive

		attributes (byte offset $10).
$29	xxxxxxxx	Alternate cylinders defines the number of alternate cylinders per disk that are to be reserved at the end of the disk for alternates.

NOTE: 1. Refer to Chapter 3.

Old Packet Supported for Compatibility

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	Step Rate	
+$06	0	0	Number of Heads	
+$08	Number of Cylinders			
+$0A	Precompensation Cylinder			
+$0C	Logical Sectors per Track			
+$0E	0	0	0	0
+$10	SCSI Disk Attributes			
+$12	Controller Type		Drive Type	
+$14	0	0	Function Code (08, 0C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	Retry Count	
+$1C	Physical Bytes per Block			
+$1E	Alt Sectors per Zone		No. Alt Cyls to Reserve	

+$20	RAM Work Area Address (MSW)
+$22	RAM Work Area Address (LSW)

$00	00000xxx		Controller logical unit number (SCSI address 0-7)
$01	00000xxx		Device logical unit number (0-7)
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000		Reserved
$05	xxxxxxxx		Step Rate -- number of 40 intervals per step (a value of 0 defaults to 6 ms)
$06	00000000		Reserved
$07	xxxxxxxx		Number of heads on drive
$08	xxxxxxxx	xxxxxxxx	Number of cylinders on drive
$0A	xxxxxxxx	xxxxxxxx	Precompensation cylinder
$0C	xxxxxxxx	xxxxxxxx	Logical sectors per track, physical = this plus alternate sectors per zone if zone = track
$0E	00000000	00000000	Reserved
$10	xxxxxxxx	xxxxxxxx	SCSI drive attributes
	. . . . .	0	FM encoding, single density
	. . . . .	1	MFM encoding, double density

	....	......0.	Single track density (media TPI = ½ drive TPI, double step)
	....	......1.	Double track density (media TPI = drive TPI)
	....	.....	Reserved
	....	....0...	250K bits / sec data rate (5¼ inch)
	....	....1...	500K bits / sec data rate (8 inch)
	....	...0....	Floppy media
	....	...1....	Rigid media
	....	..0.....	No reserve on attach; no release on detach
	....	..1.....	Reserve on attach; release on detach
	....	.0.....	Non-buffered seeks
	....	.1.....	Buffered seeks
	....	0.....	Standard IBM format, 256b sectors are 128 in track 0
	....	1.....	Non-standard; all sectors same size, even track 0
	0	.....	Soft-sectored media
	1	.....	Hard-sectored media
	......0.	.....	Fixed media drive
	......1.	.....	Removable media drive
	....	.....	Reserved
	....0...	.....	Zone = track
	....1...	.....	Zone = cylinder
$12	xxxxxxxx		Controller type (refer to controller type table)

$13	00000000		Drive type (0 = random access drive)
$14	00000000		Reserved
$15	xxxx1x00		SCSI function ($08 = attach, $78 = new attach, $0C = detach)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	00000000		Reserved
$1B	xxxxxxxx		Retry count: number of SCSI commands (if this is set to 0, the firmware disables correction and turns off retries in the controller. Also, the firmware does not automatically retry the SCSI command except "unit attention" and "not diagnostics".)
$1C	xxxxxxxx	xxxxxxxx	Sector/block size in bytes
$1E	xxxxxxxx		Defines the number of alternate sectors per zone to reserve for alternates. The zone can

			be described as either a track or a cylinder, as specified by bit 11 of the SCSI drive attributes (byte offset $10).
$1F	xxxxxxxx		Alternate cylinders defines the number of alternate cylinders per disk that are to be reserved at the end of the disk for alternates.
$20	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (MSW)
$22	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (LSW) This SCSI RAM work area cannot be deallocated or moved except after a detach or reset command. The firmware uses this area for the SCSI CDB and local pointers and variables.

NOTE: 1. Refer to Chapter 3.

Example for floppy:

3½, 5¼	**3½, 5¼, 8**	**3½, 5¼**	**3½, 5¼**
Norm Density	High Density	PCXT	PCAT
FM / MFM	FM / MFM	MFM	MFM

	3½, 5¼	3½, 5¼, 8	3½, 5¼	3½, 5¼
	250K B/S Data Rate	500K B/S Data Rate	250K B/S Data Rate	500K B/S Data Rate
Step Rate	0	0	0	0
Heads	2	2	2	2
Precompensation Cylinder	$50 (Note 1)	$50 or $4D 8 in.	$28	$50
Sectors/Track	$10	$1A	$9	$0F
Attribute Word	$0203	$020B	$0281	$028B
Controller Type	$0F	$0F	$0F	$0F
Drive Type	0	0	0	0
Function Code	$78	$78	$78	$78
Interrupt Level	$02 (Note 2)	$02 (Note 2)	$02 (Note 2)	$02 (Note 2)
Return Vector	$4E (Note 2)	$4E (Note 2)	$4E (Note 2)	$4E (Note 2)
Retry Count	$03	$03	$03	$03
Physical Bytes/Block	$100	$100	$200	$200
Pointer to Work	$10000 (Note 2)	$10000 (Note 2)	$10000 (Note 2)	$10000 (Note 2)
Logical Bytes/Block	$100	$100	$200	$200

NOTE:

1. Refer to drive specification.
2. Up to user.

New Packet

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	

+$04	0	0	Number of Tracks	
+$06	0	0	Minimum Read Transfer	
+$08	0	0	Minimum Write Transfer	
+$0A	0	0	Streaming Count	
+$0C	Speed Code		Density Code	
+$0E	0	0	0	0
+$10	SCSI Tape Attributes			
+$12	Controller Type		Drive Type	
+$14	0	0	Function Code (6C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	Retry Count	
+$1C	Physical Bytes per Block (0 for Variable) (Note 2)			
+$1E		+$20	Pointer to RAM Work Area (MSW)	+$22
Pointer to RAM Work Area (LSW)		+$24	Logical Bytes per Block (0 for Variable) (Note 2)	+$26

$00	00000xxx	Controller logical unit number
$01	00000xxx	Device logical unit number
$02	xxxxxxxx	Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx	Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	Reserved
$05	00000000	Number of tracks on media (not used by all controllers

$07	00000000	Minimum read transfer size (not used by all controllers
$08	00000000	Reserved
$09	xxxxxxxx	Minimum write transfer size (not used by all controllers
$0A	00000000	Reserved
$0B	xxxxxxxx	Streaming count (not used by all controllers)
$0C	00000000	Speed code ($00 = default speed) $00 = use default speed $01 = lowest speed select $02 = higher speed select • • $0F = highest speed select
$0D	00000000	Density code ($00 = default density (Note 4)

Density	Tape		Drive			
Code	Width	Tracks	Type	Type	BPI	Code
$00	Use default density			All	$01	1/2"
9	Reel-to-reel	Parallel	800	NR		
$02	1/2"	9	Reel-to-reel	Parallel	1600	PE
$03	1/2"	9	Reel-to-reel	Parallel	6250	GC
$04	1/4"	4/9	QIC-11 Cartridge	Serial	8000	GC

$05	1 / 4"	4 / 9	QIC-24 Cartridge	Serial	8000	GC
$06	1 / 2"	9	Reel-to-reel	Parallel	3200	PE

$0E	00000000		Reserved
$10	xxxxxxxx	xxxxxxxx	SCSI tape attributes
	. . . . .	0	Non-buffered writes (Note 3)
	. . . . .	1	Buffered writes (Note 3)
	. . . . .	..0.....	No reserve on attach; no release on detach
	. . . . .	..1.....	Reserve on attach; release on detach
$12	xxxxxxxx		Controller type (refer to controller type table)
$13	00001100		Drive type (sequential access generic drive)
$14	00000000		Reserved
$15	00101000		SCSI function ($28 = attach, $6C new attach)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	xxxxxxxx		Reserved
$1B	xxxxxxxx		Retry count: number of SCSI commands

			(if this is set to 0, the firmware disables correction and turns off retries in the controller. Also, the firmware does not automatically retry the SCSI command except "unit attention" and "not diagnostics".)
$1C	xxxxxxxx	xxxxxxxx	Physical bytes per block (MSW) (Note 2)
$1E	xxxxxxxx	xxxxxxxx	Physical bytes per block (LSW) (Note 2)
$20	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (MSW)
$22	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (LSW)
$24	xxxxxxxx	xxxxxxxx	Logical bytes per block must be an integer multiple of physical bytes per block

NOTE:

1. Refer to Chapter 3.
2. If both are 0 then variable block size mode is used, and the field in the read / write packet at offset $C is the number of bytes to transfer.
3. Buffered writes are used to allow time for additional data to be transferred, thus keeping the tape streaming. If non-buffered, controller returns status only after all data has been written to the tape. If buffered, controller returns a good status when all data has been transferred to the buffer, although all data may not yet have been written to the tape.
4. For additional codes, refer to user's manual for the drive.

Old Packet Supported for Compatibility

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	Number of Tracks	
+$06	0	0	Minimum Read Transfer	
+$08	0	0	Minimum Write Transfer	
+$0A	0	0	Streaming Count	
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	SCSI Tape Attributes			
+$12	Controller Type		Drive Type	
+$14	0	0	Function Code (28)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	Retry Count	
+$1C	Bytes per Block			
+$1E		+$20	RAM Work Area Address (MSW)	+$22
RAM Work Area Address (LSW)				

$00	00000xxx	Controller logical unit number
$01	00000xxx	Device logical unit number
$02	xxxxxxxx	Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx	Status from SCSI firmware (byte 1) (Note 1)

$04	00000000		Reserved
$05	00000000		Number of tracks on media (not used by all controllers
$07	00000000		Minimum read transfer size (not used by all controllers
$08	00000000		Reserved
$09	xxxxxxxx		Minimum write transfer size (not used by all controllers
$0A	00000000		Reserved
$0B	xxxxxxxx		Streaming count (not used by all controllers)
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	xxxxxxxx	xxxxxxxx	Tape drive attributes
	. . . . .	0	Non-buffered writes (Note 2)
	. . . . .	1	Buffered writes (Note 2)
	. . . . .	..0.....	No reserve on attach; no release on detach
	. . . . .	..1.....	Reserve on attach; release on detach
$12	xxxxxxxx		Controller type (refer to controller type table)
$13	00001100		Drive type (sequential access generic drive)
$14	00000000		Reserved
$15	00101000		SCSI function ($28 = attach, $6C new attach)

$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	xxxxxxxx		Reserved
$1B	xxxxxxxx		Retry count: number of SCSI commands (if this is set to 0, the firmware disables correction and turns off retries in the controller. Also, the firmware does not automatically retry the SCSI command except "unit attention" and "not diagnostics".)
$1C	xxxxxxxx	xxxxxxxx	Block size in bytes
$1E	xxxxxxxx	xxxxxxxx	Block size in bytes
$20	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (MSW)
$22	xxxxxxxx	xxxxxxxx	Address of 384-byte SCSI RAM area (LSW)

NOTE: 1. Refer to Chapter 3.

2. Buffered writes are used to allow time for additional data to be transferred, thus keeping the tape streaming. If non-buffered, controller returns status only after all data has been written to the tape. If buffered, controller returns a good status when all data has been transferred to the buffer, although all data may not yet have been written to the tape.

Note **This work area is used by the SCSI firmware to build the SCSI command and to return additional information. The user does not build this table. Shown below are the return parameters. This RAM work area cannot be deallocated or moved except after a detach or reset command. The firmware uses this area for the SCSI CDB and local pointers and variables.**

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Reserved			
	.			
	.			
	.			
+60	Block Number in Error (MSW)			
+62	Block Number in Error (LSW)			
+$64	SCSI Controller Status		0	0
+$66	Transfer Address (MSW)			
+$68	Transfer Address (LSW)			
+$6A	0	0	0	0
+$6C	0	0	0	0
+$6E	0	0	0	0
+$70	0	0	0	0
+$72	Command Error Status		Offset	
+$74	Sense Data Block			
	.			

	.
	.
+$9E	Sense Data Block

$00	xxxxxxxx	xxxxxxxx	Reserved
.		.	
.		.	
.		.	
$60	xxxxxxxx	xxxxxxxx	Block number in error (MSW) (Note 1)
$62	xxxxxxxx	xxxxxxxx	Block number in error (LSW) (Note 1)
$64	xxxxxxxx		Status byte from SCSI controller (unchanged)
$65	xxxxxxxx		Reserved
$66	xxxxxxxx	xxxxxxxx	Transfer address (MSW) -- for a read or write operation only. This is the address of the next byte to be transferred. (Rest to 0 is scatter / gather is used.
$68	xxxxxxxx	xxxxxxxx	Transfer address (LSW) -- for a read or write operation only. This is the address of the next byte to be transferred. (Rest to 0 is scatter / gather is used.
.		.	
.		.	

$72	xxxxxxxx		Command error status byte (valid following a command error $08) -- SCSI command in error.
$73	xxxxxxxx		Offset within packet
$74	xxxxxxxx	xxxxxxxx	Sense data block (controller-dependent). This is the information returned by the controller following a check status and a request sense data command. Valid information if bit 14 (additional status) is set
.		.	
.		.	
.		.	
$9E	xxxxxxxx	xxxxxxxx	Sense data block

NOTES: 1. Valid following an error during a read or write operation (refer to Chapter 3).

Format Packet

For common command set operation refer to Appendix A.

The command sent to the controller is: format device ($04). The following SCSI commands are executed:

	COMMAND	CONTROLLER	
DEVICE	**NAME**	**COMMAND**	**NOTES**
Winchester	Mode select	$15	Configures the controller for drive operational parameters.
	Format device	$04	Formats drive.
Floppy	Format device	$04	Formats drive.

The defect list is optional for this command. If the number of defects in the defect list is 0, a format device command with no defects is sent to the controller. If the field is nonzero, the defect list is sent to the controller.

The defect list is re-formatted by the SCSI firmware, if necessary, to the format required by the controller.

Assign Alternate Sector Packet (SCSI)

The SCSI command sent to the controller is: Assign alternate block ($07).

A size error status is returned if there is not at least one entry in the defect list.

The defect list used is the user list, but with a byte count added in the second word by the SCSI firmware.

The first table is the details of a format/assign alternate sector packet. The second table is the related defect list.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Number of Entries in Defect List			
+$06	Pointer to Defect List (MSW)			
+$08	Pointer to Defect List (LSW)			
+$0A	0	0	0	0
+$0C	0	0	0	0

+$0E	Interleave Factor		0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	Command Control		Function Code (10, 14)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Number of defects (0 = no defect list)
$06	xxxxxxxx	xxxxxxxx	Pointer to defect List (MSW)
$08	xxxxxxxx	xxxxxxxx	Pointer to Defect List (LSW)
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	xxxxxxxx		Interleave factor (0 = use drive default)
$0F	00000000		Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	xxxxxxxx		Command control (0-7) (refer to bit definition below)

7	6	5	4	3	2	1	0
CL	DP	DC	SF	R	R	R	R

CL Complete List

Clear and no defect list is supplied. Use existing grown defect list, no user list is supplied.
Clear and defect list is supplied. Use existing grown defect list, add user list to the grown list.
Set and no defect list is supplied. Do not use existing grown defect list, no user list is supplied.
Set and defect list is supplied. Do not use existing grown defect list, use user list as the complete defect list.

DP Disable Primary List of Defects

Clear. Use manufacturer's primary list if the controller / drive supports it.
Set. Do not use manufacturer's primary list.

DC Disable Certification Process

Clear. Use certification if the controller / drive supports it. (Drive is certified at format time.)
Set. Do not use certification.

SF Stop Format

Set. Format even if a controller / drive defect list cannot be accessed.
Clear. Stop formatting when any of the controller / drive defect lists cannot be accessed.

R Reserved

$15	xxxxxxxx	SCSI function ($10 = format, $14 = assign alternate
$16	000000xx	Interrupt level (7 through 0) (0 = polled mode

$17	xxxxxxxx	Vector number to use upon return
$18	xxxxxxxx	Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx	Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

DEFECT LIST TYPE 0

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Defect List Code = 0000 (Note 1)			
+$02	Reserved (Note 1)			
+$04	Reserved (Note 1)			
+$06	Sector Number (MSW) (Note 1, 2)			
+$08	Sector Number (LSW) (Note 1, 2)			
	.			
	.			
	.			
	Sector Number (MSW) (Note 1, 2)			
	Sector Number (LSW) (Note 1, 2)			
	0	0	0	0 (Note 3)
	0	0	0	0 (Note 3)
	0	0	0	0 (Note 3, 4)
	0	0	0	0 (Note 3, 4)
	0	0	0	0 (Note 3, 4)
	0	0	0	0 (Note 3, 4)
	.			

	.			
	.			
	0	0	0	0 (Note 3, 4)
	0	0	0	0 (Note 3, 4)
	0	0	0	0 (Note 3, 4)
	0	0	0	0 (Note 3, 4)

DEFECT LIST TYPE 1

```
Even Byte \
Odd Byte \
```

FC	B8	74	30
Defect List Code = 0001			
Reserved			
Reserved			
Cylinder (MSW) (Note 2)			
Cylinder (LSW) (Note 2)			
Head			
Sector Within Track (MSW) (Note 2)			
Sector Within Track (LSW) (Note 2)			

DEFECT LIST TYPE 2

```
Even Byte \
Odd Byte \
```

FC	B8	74	30
Defect List Code = 0002			
Reserved			
Reserved			
Cylinder (MSW) (Note 2)			
Cylinder (LSW) (Note 2)			

Head
Bytes from Index (MSW) (Note 2)
Bytes from Index (LSW) (Note 2)

$00	00000000	00000000	Defect list code
$02	xxxxxxxx	xxxxxxxx	Reserved
$04	xxxxxxxx	xxxxxxxx	Reserved
$06	xxxxxxxx	xxxxxxxx	Sector number (MSW) (Note 5)
$08	xxxxxxxx	xxxxxxxx	Sector number (LSW) (Note 5)
.		.	
.		.	
.		.	
		xxxxxxxx	xxxxxxxx
Sector number (MSW) (Note 5)			
		xxxxxxxx	xxxxxxxx
Sector number (LSW) (Note 5)			

The packet points to the defect list. The defect list contains defect sector numbers in ascending order. Following the defect list, an "additional" work area must be provided. This work area must be equal to 2N + 1 longword, (where N = number of defects). Some controllers require the defect lists in a different form, and if needed, the SCSI firmware builds the list in the area provided. A defect list code of $0000 implies that the defects are specified as physical sector numbers. Otherwise, the defect list codes and their corresponding representation are as follows:

Code $0000 = Sector number
Code $0001 = Cylinder, head, sector number
Code $0002 = Cylinder, head, bytes from index

NOTES: 1. Filled in by you.

2. N entries (ascending order).
3. Filled in by SCSI firmware if needed.
4. 2N entries.
5. 4N number of bytes.

SCSI Bus Reset Packet

This function activates the RST* (RESET) line on the SCSI bus (hardware reset). All devices on the bus are reset and any commands that were pending are terminated.

The SCSI firmware cleans up internal flags and the status returned to the user is "command complete" ($00). All outstanding packets are returned with a "reset status" ($0A). Because all of the attach table entries are cleared after this command, the next command for any device should be an "attach".

The following table shows the details of a SCSI bus reset / SCSI controller reset packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		0	0
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	0	0
+$06	0	0	0	0
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (20, 24)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000000		Controller logical unit number (controller reset only)
$01	00000000		Reserved
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	00000000	Reserved
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	xxxxxxxx		SCSI function ($20 = bus reset, $24 = controller reset)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

SCSI Controller Reset Packet

This function sends a bus device reset message ($0C) to the controller specified in the packet. All outstanding packets are returned with a "reset status" ($0A). This command affects only the specified controller. After the controller reset command, the user has to send an "attach" command to SCSI firmware in order to interface with the controller again because the specified controller attach table entry is cleared.

Note **Some controllers do not support this message; the results are unpredictable unless the controller supports the controller reset message ($0C).**

Erase Packet

The erase command ($19) erases the entire tape in the specified drive. All tracks are erased in one forward motion; the tape then rewinds and is positioned at the BOT.

The tape must be positioned at BOT before this command is issued. An attempt to erase a tape not at BOT results in an illegal request ($xx25) status.

The table below shows the erase packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	0	0
+$06	0	0	0	0
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0

+$12	0	0	0	0
+$14	0	0	Function Code (2C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000000		Controller logical unit number
$01	00000000		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	00000000	Reserved
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00101100		SCSI function ($2C = erase
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Rewind Packet

The Rewind command ($01) rewinds the tape to the BOT. If the immediate response bit is set, status is returned immediately, even though the controller is still busy rewinding. If a new command is sent before the controller is finished, a busy status may be sent to the MVME147, but the firmware performs an internal retry after the current command is done. If the immediate response bit is not set, status is not returned until the drive is finished.

The SCSI firmware table shows the rewind packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	0	0
+$06	0	0	0	0
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	Immediate Response		0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (30)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000000	Controller logical unit number

$01	00000000		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	00000000	Reserved
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	x0000000		Immediate response flag
	0.......		Respond when complete
	1.......		Immediate response
$0F	00000000		Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00110000		SCSI function ($30 = rewind)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Read Block Limits Packet

The read block limits command ($05) returns the maximum and minimum block size written on the tape. The controllers supported by the SCSI firmware only support QIC 24 or QIC 11 type blocks which equal 512 ($200) bytes.

The table below shows the read block limits packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Returned Maximum Block Length (MSW)			
+$06	Returned Maximum Block Length (LSW)			
+$08	Returned Minimum Block Length			
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (34)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx	Controller logical unit number
$01	00000xxx	Device logical unit number
$02	xxxxxxxx	Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx	Status from SCSI firmware (byte 1) (Note 1)

$04	xxxxxxxx	xxxxxxxx	Returned maximum block length (MSW)
$06	xxxxxxxx	xxxxxxxx	Returned maximum block length (LSW)
$08	xxxxxxxx	xxxxxxxx	Returned minimum block length
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00110100		SCSI function ($34 = read block limits)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Space (Blocks, Filemarks, End of Recorded Media) Packet

The Space command ($11) is used to position the tape. There are four modes:

mode $00 =	Space n blocks
mode $01 =	Space n filemarks

mode $02 =	Space sequential filemarks (if supported by drive
mode $03 =	Space to end of recorded media

where n = number of blocks or filemarks to Space.

Some drives support spacing backwards by using negative 2's complement number n. Refer to the drive manual.

The table below shows the space packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Number of Data Blocks / Filemarks (MSW)			
+$06	Number of Data Blocks / Filemarks (LSW)			
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	Mode		0	0
+$10	0		0	0
0				+$12
0	0		0	0
+$14	0	0	Function Code (38)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	`00000xxx`	Controller logical unit number
$01	`00000xxx`	Device logical unit number

$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Number of blocks/filemarks (MSW) (only 3 bytes used)
$06	xxxxxxxx	xxxxxxxx	Number of blocks/filemarks (LSW) (only 3 bytes used)
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	000000xx		Mode
	00		Space blocks
	01		Space filemarks
	10		Space sequential filemarks
	11		Space to end of recorded media
$0F	00000000		Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00111000		SCSI function ($38 = space)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)

$19	xxxxxxxx	Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Write Filemarks Packet

The write filemarks command ($10) writes the specified number of filemarks to the tape.

Note **The controller must be in general mode or write mode. Refer to tape read/write packet for more information.**

The table below shows the write filemarks packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Number of Filemarks			
+$06	0	0	0	0
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (3C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Number of filemarks
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00111100		SCSI function ($3C = write filemarks)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Verify CRC Packet

The verify Cyclic Redundancy Character (CRC) command ($13) instructs the controller to read the specified number of blocks and check the CRC of each block. The verify begins at the current tape position and the tape is left positioned at the end of the last block verified. No data is transferred to the MVME147 during this operation.

Note **The controller must be in general or read mode.**

The table below shows the verify CRC packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Number of Blocks (MSW)			
+$06	Number of Blocks (LSW)			
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (40)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	`00000xxx`	Controller logical unit number
$01	`00000xxx`	Device logical unit number

$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Number of blocks
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	01000000		SCSI function ($40 = verify CRC)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Tape Mode Select/Sense Packet

The tape mode select command ($15) configures the controller for the specified operational parameters.

The tape mode sense command ($1A) returns the QIC format, controller and drive type, block size, and buffered mode.

The table below shows the tape mode select / sense packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	Number of Tracks	
+$06	0	0	Min. Read Transfer	
+$08	0	0	Min. Write Transfer	
+$0A	0	0	Streaming Count	
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	SCSI Drive Attributes (Notes 2, 3)			
+$12	Controller Type		Drive Type (Note 3)	
+$14	0	0	Function Code (44, 48)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	
+$1A	0	0	0	0
+$1C	Bytes per Block (Note 3)			

$00	00000xxx	Controller logical unit number
$01	00000xxx	Device logical unit number
$02	xxxxxxxx	Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx	Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	Reserved

$05	xxxxxxxx		Number of tracks on media (4 or 9)
$06	00000000		Reserved
$07	xxxxxxxx		Minimum read transfer size (controller reconnects when it can take specified number of blocks in the spec)
$08	00000000		Reserved
$09	xxxxxxxx		Minimum write transfer size (controller reconnects when it can take specified number of blocks in the spec)
$0A	00000000		Reserved
$0B	xxxxxxxx		Streaming count
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	xxxxxxxx	xxxxxxxx	SCSI drive attributes
	....	0	Non-buffered writes (Note 2)
	....	1	Buffered Writes (Note 2)
$12	xxxxxxxx		Controller type (refer to tape attach packet for details)
$13	00001100		Drive type (generic drive)
$14	00000000		Reserved
$15	0100xx00		SCSI function ($44 = tape mode select, $48 = sense)
$16	00000xxx		Interrupt level (7 through 0) (0 = polled mode)

$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)
$1A	00000000	00000000	Reserved
$1C	xxxxxxxx	xxxxxxxx	Bytes per block

NOTE:

1. Refer to Chapter 3.
2. Buffered writes are used to allow time for additional data to be transferred, thus keeping the tape streaming. If non- buffered, controller returns status only after all data has been written to the tape. If buffered, controller returns a good status when all data has been transferred to the buffer, although all data may not yet have been written to the tape.
3. Returned on Mode Sense.

Inquiry Packet

The inquiry command ($12) returns information from the controller that identifies which controller is attached and its attributes. The format and the number of bytes returned varies from controller to controller (refer to the appropriate controller manual for this information).

The returned data is put in the specified address, and the length does not exceed the data length provided; however, the actual length and content information returned depends upon the controller.

The first table below shows the inquiry packet. The second table shows the inquiry data return packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30

+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	Inquiry Data Length	
+$06	Inquiry Data Pointer (MSW)			
+$08	Inquiry Data Pointer (LSW)			
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (50)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000		Reserved
$05	xxxxxxxx		Maximum inquiry data length ($00 - $FF)
$06	xxxxxxxx	xxxxxxxx	Inquiry data pointer (MSW)
$08	xxxxxxxx	xxxxxxxx	Inquiry data pointer (LSW)
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved

$14	00000000	Reserved
$15	01000000	SCSI function ($50 = inquiry)
$16	000000xx	Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx	Vector number to use upon return
$18	xxxxxxxx	Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx	Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Device Type		Device Type Qualifier	
+$02	SCSI Spec Version		Response Data Format	
+$04	Additional Length		Data Returned (Note 1)	
+$06	Data Returned		Data Returned	
+$08	Data Returned		Data Returned	
+$0A	Data Returned		Data Returned	
+$0C	Data Returned		Data Returned	
+$0E	Data Returned		Data Returned	
+$10	Data Returned		Data Returned	
+$12	Data Returned		Data Returned	
+$14	Data Returned		Data Returned	
+$16	Data Returned		Data Returned	
+$18	Data Returned		Data Returned	

+$1A	Data Returned	Data Returned
+$1C	Data Returned	Data Returned
+$1E	Data Returned	Data Returned

$00	xxxxxxxx		Device type code (00 = direct access) (01 = sequential access) (7F = logical unit not present)
$01	xxxxxxxx		Device type qualifier
	0.......		Fixed media
	1.......		Removable media
$02	00xxxxxx		SCSI version
	xxx		ANSI version (0 = version is unspecified) (1 = this version)
	..xxx...		ECMA version (0 = no claim of compliance to ECMA)
$03	xxxxxxxx		Response data format (01 = common command set) (00 = unspecified)
$04	xxxxxxxx		Number of bytes remaining
$05	xxxxxxxx		Data returned (Note 1)
$06	xxxxxxxx	xxxxxxxx	Data returned (Note 1)
.		.	
.		.	
.		.	

$1E	xxxxxxxx	xxxxxxxx	Data returned (Note 1)

NOTE: 1. Controller-specific.

Load/Unload Packet

The load / unload command ($1B) positions the tape for removal or to BOT. The load mode positions the tape at BOT, and the unload mode positions the tape at End Of Tape (EOT). The retension bit causes the tape to go to BOT, then to EOT, then to BOT for the load mode. This is done before the load or unload function, if enabled.

If the immediate response bit is set, status is returned immediately even though the controller is still busy. If a new command is sent before the controller is finished, a busy error ($xx34) may be sent back to the MVME147 firmware, but the firmware performs an internal retry after the current command is done. If the immediate bit is not set, status is not returned until the command is finished.

The table below shows the load / unload packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	0	0
+$06	0	0	0	0
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	Mode Load / Unload		0	0
+$10	0		0	0
0				+$12

0	0		0	0
+$14	0	0	Function Code (54)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	00000000	Reserved
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	x00000xx		Mode
	0		Unload -- positions tape at end of tape
	1		Load -- positions tape at beginning of tape
	......0.		No retension
	......1.		Retension -- go to BOT then EOT then BOT (Note: Retension is done first)
	0.......		Respond when complete
	1.......		Immediate response
$0F	00000000		Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved

$14	00000000	Reserved
$15	01010100	SCSI function ($54 = load / unload)
$16	00000xxx	Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx	Vector number to use upon return
$18	xxxxxxxx	Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx	Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Recover Buffer Data Packet

The recover buffer data command ($14) is used to recover the data remaining in the controller's buffer following an error while writing to tape. This command returns the data not yet written to tape. The data is read and put in the address specified.

The table below shows the recover buffer data packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	Memory Address (MSW)			
+$06	Memory Address (LSW)			
+$08	0	0	0	0
+$0A	0	0	0	0

+$0C	Number of Blocks			
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (58)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	xxxxxxxx	xxxxxxxx	Memory address (MSW)
$06	xxxxxxxx	xxxxxxxx	Memory address (LSW)
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	xxxxxxxx	xxxxxxxx	Number of blocks
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	01011000		SCSI function ($58 = recover buffer data)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return

$18	xxxxxxxx	Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx	Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Request Sense Data Packet

The request sense data command ($03) returns the status of the controller. The maximum length parameter and the data pointer are used to return this status. The actual format and the number of bytes returned is controller- specific. Refer to the appropriate controller manual for information.

The table below shows the request sense data packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	Maximum Data Length	
+$06	Returned Data Pointer (MSW)			
+$08	Returned Data Pointer (LSW)			
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (5C)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000xxx		Controller logical unit number
$01	00000xxx		Device logical unit number
$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000		Reserved
$05	xxxxxxxx		Maximum data length
$06	xxxxxxxx	xxxxxxxx	Returned data pointer (MSW)
$08	xxxxxxxx	xxxxxxxx	Returned data pointer (LSW)
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	01011100		SCSI function ($5C = request sense data)
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Check Status Packet

The check status command ($60) senses a $00 test unit ready command to the device. The returned status is in the 4 status bytes (refer to Returned Status Command Table in Chapter 3).

The table below shows the check status packet.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1 (Note 1)	
+$04	0	0	0	0
+$06	0	0	0	0
+$08	0	0	0	0
+$0A	0	0	0	0
+$0C	0	0	0	0
+$0E	0	0	0	0
+$10	0	0	0	0
+$12	0	0	0	0
+$14	0	0	Function Code (60)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3 (Note 1)	

$00	00000000	Controller logical unit number
$01	00000000	Device logical unit number

$02	xxxxxxxx		Status from SCSI firmware (byte 0) (Note 1)
$03	xxxxxxxx		Status from SCSI firmware (byte 1) (Note 1)
$04	00000000	00000000	Reserved
$06	00000000	00000000	Reserved
$08	00000000	00000000	Reserved
$0A	00000000	00000000	Reserved
$0C	00000000	00000000	Reserved
$0E	00000000	00000000	Reserved
$10	00000000	00000000	Reserved
$12	00000000	00000000	Reserved
$14	00000000		Reserved
$15	00101100		SCSI function ($60 = erase
$16	000000xx		Interrupt level (7 through 0) (0 = polled mode)
$17	xxxxxxxx		Vector number to use upon return
$18	xxxxxxxx		Status from SCSI firmware (byte 2) (Note 1)
$19	xxxxxxxx		Status from SCSI firmware (byte 3) (Note 1)

NOTE: 1. Refer to Chapter 3.

Open Packet

The open packet is a read of the first blocks of a device. This command is intended as a "safe" read that won't overrun the byte count when the block size of the device is unknown.

```
Even Byte \
Odd Byte \
```

	FC	B8	74	30
+$00	Controller LUN		Device LUN	
+$02	Status Byte 0		Status Byte 1	
+$04	Memory Address			
+$06		+$08	Maximum Number of Bytes to Transfer	+$0A
+$0C	Maximum Number of Logical Bytes to Transfer			
+$0E		+$10	0	0
0	0			
+$12	0	0	0	0
+$14	Command Control		Function Code (7C = open)	
+$16	Interrupt Level		Vector Number	
+$18	Status Byte 2		Status Byte 3	

This command reads the first blocks of a disk or tape up to the maximum number of bytes or the maximum number of blocks, whichever comes first.

If the requested number of blocks and the number of bytes match, the returned status is $00 (good).

If the requested number of blocks result in a transfer of more bytes than requested, the excess data is discarded and the returned status is $00 (good).

If the requested number of blocks result in a transfer of less bytes than requested, the returned status is $10 (byte count error).

COMMON COMMAND SET AND DISK OPERATION

A

The first high level command required to interface with a Winchester disk is an ATTACH. An ATTACH initializes the SCSI firmware pointers and internal flags. A RAM work area is used to build the SCSI command descriptor block, messages sent in the message-out phase, and a place to put incoming messages, and status. This area also contains a copy of the ATTACH packet parameters, and two work areas to for mode sense current values and changeable values.

The ATTACH command performs the following to a Winchester disk:

If bit 5 of attribute word is "1" (byte offset $10), The firmware sends a Reserve Device SCSI Command ($16) to the SCSI device.

Reserve Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	16	Command code
1	00 (Note)	LUN is inserted into bits 7-5
2	00	Reserved
3	00	Reserved
4	00	Reserved
5	00	Control byte: no link, no flag

NOTE: Third party reservation not supported.

If the controller code (byte offset $12) is $17 (synchronous CCS), and if this is the first ATTACH for this device, the firmware sends an identify message followed by a synchronous data transfer request message and a test unit ready command.

Synchronous Data Transfer Request Message

BYTE	VALUE	COMMENTS
0	C0	Identify with reselection message

BYTE	VALUE	COMMENTS
1	01	Extended message
2	03	Extended message length
3	01	Synchronous data transfer request
4	32	Transfer period (50 times 4 ns = 200 ns
5	05	REQ / ACK offset

Test Unit Ready Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	00	Command code
1	00	LUN is inserted into bits 7-5
2	00	Reserved
3	00	Reserved
4	00	Reserved
5	00	Control byte: no link, no flag

The firmware sends a mode sense command for page 3, current values. The returned block size is compared to the block size in the packet; if they are not the same, the firmware sets a internal flag to block all subsequent read or write commands. In this case, the firmware returns a command error ($0B) status.

Mode Sense Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	1A	Command code
1	00	LUN is inserted into bits 7-5
2	03	Page 3, current values
3	00	Reserved
4	2C	Allocation length
5	00	Control byte: no link, no flag

The READ / WRITE command performs the following to a Winchester disk:

If the scatter / gather field at byte offset $10 in the user packet is not zero, the address at offset $4 is taken as a scatter / gather table address. Otherwise the address is the READ / WRITE buffer starting address.

A typical scatter / gather table example would be:

Scatter / Gather Table Example

ENTRY NUMBER	ENTRY	COMMENTS
1	0018E400	DMA memory address
	85001200	Link flag, function code = 5, byte count
2	0022C800	DMA memory address
	85000800	Link flag, function code = 5, byte count
3	00203000	DMA memory address
	05001200	Link flag = 0 (last entry), function code
		= 5, byte count

The READ and WRITE commands build a ten byte command descriptor block based on the previous ATTACH and the READ / WRITE command.

READ / WRITE Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	28 (read), 2A (write)	Command code
1	00	LUN is inserted into bits 7-5
2	(Note 1)	Logical block address
3	(Note 1)	Logical block address
4	(Note 1)	Logical block address
5	(Note 1)	Logical block address
6	00	Reserved
7	(Note 2)	Transfer length
8	(Note 2)	Transfer length
9	00	Control byte: no link, no flag

NOTES:

1. If the previous attach command was the "old" ATTACH ($08) or the "new" ATTACH ($78) and the physical-bytes-per-block is equal to the logical-bytes-per-block, the logical block address is taken from the user packet byte offset $08.

   If the previous attach command was the "new" ATTACH ($78) and the logical-bytes-per-block is a multiple of the physical-bytes-per-block, the logical block address is calculated by multiplying the starting sector number (byte offset $8) by the logical to physical ratio. An example would be logical-bytes-per block = $400, physical-bytes-per-block = $200, and the users starting sector number = $600. The calculated ratio would be 2, and the new starting sector number would be 2 * $600 = $C00.

2. If the previous attach command was the "old" ATTACH ($08) or the "new" ATTACH ($78) and the physical-bytes-per-block is equal to the logical-bytes-per-block, the number of sectors is taken from the user packet byte offset $0C.

   If the previous attach command was the "new" ATTACH ($78) and the logical-bytes-per-block is a multiple of the physical-bytes-per-block, the transfer length is calculated by multiplying the number of sectors (byte offset $C) by the logical to physical ratio. An example would be logical-bytes-per block = $400, physical-bytes-per-block = $200, and the user number of sectors = $30. The calculated ratio would be 2, and the transfer length would be 2 * $30 = $60.

The information for each page below is used with each format parameter listed in the FORMAT PARAMETER PAGE. The FORMAT command performs the following to a Winchester disk:

Mode sense for FORMAT PARAMETER PAGE 3 current values.

If no illegal request error

Mode sense for page 3 changeable values.

If any of the previous mode sense commands returned a "Illegal Request" error status, this next step is skipped (mode sense and mode select are optional). If the previous commands were successful, a mode select command and parameter list is prepared.

If the attach packet value does not match the mode sense value, and if the changeable value is not zero (some bits are changeable), try to put the attach packet value into the field using the changeable mask.

If it won't fit, put the attach packet parameters offset into the error field in the command table (byte offset $72), and return a command error status in the user packet.

Send mode select command.

Mode sense for FORMAT PARAMETER PAGE 4 current values.

If no illegal request error

Mode sense for page 4 changeable values.

If any of the previous mode sense commands returned a "Illegal Request" error status, this next step is skipped (mode sense and mode select are optional). If the previous commands were successful, a mode select command and parameter list is prepared.

If the attach packet value does not match the mode sense value, and if the changeable value is not zero (some bits are changeable), try to put the attach packet value into the field using the changeable mask.

If it won't fit, put the attach packet parameters offset into the error field in the command table (byte offset $72), and return a command error status in the user packet.

in -2 Send mode select command.

Mode sense for FORMAT PARAMETER PAGE 1 current values.

If no illegal request error

Mode sense for page 1 changeable values.

If any of the previous mode sense commands returned a "Illegal Request" error status, this next step is skipped (mode sense and mode select are optional). If the previous commands were successful, a mode select command and parameter list is prepared.

If the attach packet retry count is zero (diagnostic mode), and if the changeable value is not zero (some bits are changeable), try to disable corrections, and set retry count to 0 using the changeable mask.

If it won't fit, put the attach packets parameters offset into the error field in the command table (byte offset $72), and return a command error status in the user packet.

Send mode select command.

The format operation may have a defect list, if a defect list is supplied, a new defect list is built below the user supplied defect list with the four byte header as required by the SCSI device. Three defect list types are accepted.

type 0	User list in logical block number.
type 1	User list in head, cylinder, sector within track.
type 2	User list in head, cylinder, bytes from index.

The new defect list is built as following:

Build 4 byte defect list header:

Byte 0 =	00.
Byte 1 =	$80 ORed with bits 6-4 of byte offset $14 of format packet. These bits give the user control certification and primary defect list, and stop format on defect list error.
Byte 2 & 3 =	Defect list length.
Byte 4 to n =	Defect entries as needed. No conversion is made from one defect list type to another type.

If no defects are supplied by the user, a 4 byte defect list header is built.

Build 4 byte defect list header.

Byte 0 =	00.
Byte 1 =	$80 ORed with bits 6-4 of byte offset $14 of format packet. These bits give the user control certification and primary defect list, and stop format on defect list error.
Byte 2 & 3 =	00 Defect list length.

The format command descriptor block is built based on the above information regarding defect list, defect list type, the CL bit in byte offset $14 of user format packet, and the interleave from byte offset $0E.

Below is the Command Descriptor Block for the Format command.

Format Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	04	Command code
1	(Note 1)	LUN is inserted, FMT data, CMP
		list, defect list format
2	00	Reserved
3	00	Reserved
4	(Note 2)	Interleave
5	00	Control byte: no link, no flag

NOTES:

1. FMT data (bit 4) is always = 1. CMP list bit is taken from the CL bit in the user format packet byte offset $14. Defect list format (bits 2-0) depend on the defect list type supplied by the user.

   Below is a table of user defect list type and defect list format.

User Defect List Type and Defect List Format.

	DEFECT LIST
DEFECT LIST TYPE	FORMAT (BITS 2-0)
Type 0 (logical block number)	0 0 0
Type 1 (head, cylinder,	1 0 1
sector within track)	
Type 0 (head, cylinder,	1 0 0
bytes from index)	

2. Interleave is taken from the user packet byte offset $0E.

MVME147 SCSI Firmware: Winchester Disk Parameters.

Before formatting a Winchester disk, the MVME147 SCSI firmware sends a mode select command for read / write error recovery parameters (page 1) to the controller. Below is the command descriptor block for the mode select command:

Mode Select Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	15	Command code
1	10	LUN = 0, PF = 1, SP = 0
2	00	Reserved
3	00	Reserved
4	(Note)	Parameter list length
5	00	Control byte: no link, no flag

NOTE:

If all of the parameters match or are not changeable, only the mode select header and block descriptor is sent, and the parameter list length is be $0C.

If a parameter is changed based on the current, changeable, and the packet parameter, the entire page 1 including the mode select header and the block descriptor is sent, and the parameter list length is $18.

The first twelve bytes that are transferred during the DATA OUT phase for the mode select command make up the mode select header, and the block descriptor which is described below:

Mode Select Header and Block Descriptor

BYTE OFFSET	VALUE	COMMENTS
Mode Select Header		
0	00	Reserved
1	00	Media type
2	00	Reserved

3	08	Block descriptor length
Block Descriptor		
0	00	Reserved
1	00	Number of blocks (MSB)
2	00	Number of blocks
3	00	Number of blocks (LSB)
4	00	Reserved
5	00	Block length (MSB)
6	(Note)	Block length
7	(Note)	Block length (LSB)

NOTE: The block length is taken from the attach packet, byte offset $1C, bytes per block.

The remaining 12 bytes that are transferred during the DATA OUT phase for the mode select command are the page 1 parameters.

Mode Select Parameter List: Page 1 Parameters for Winchester drives

BYTE OFFSET	VALUE	COMMENTS
0	1	Page code
1	0A	Page length
2	(Note 1)	AWRE, ARRE, TB, RC, ERR, PER, DTE,
		DCR flags
3	(Note 1)	Read retry count
4	(Note 2)	Correction span
5	(Note 2)	Heads offset count
6	(Note 2)	Data strobe offset count
7	00	Reserved
8	(Note 2)	Write retry count
9	00	Reserved
A	(Note 2)	Recovery time limit (MSB)
B	(Note 2)	Recovery time limit (LSB)

NOTES:

1. If the retry field in the attach packet byte offset $1B is = 00, the DCR (disable correction) bit is set and the read retry count field is set to 00.

   If the retry field in the attach packet byte offset $1B is NOT = 00, the fields at byte 2 and 3 are left as the default value as returned from the mode sense command.

2. This field is left as the default value as returned from the mode sense command.

Before formatting a Winchester disk, the MVME147 SCSI firmware sends a mode select command for format parameters (page 3) to the controller. Below is the command descriptor block for the mode select command:

Mode Select Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	15	Command code
1	10	LUN = 0, PF = 1, SP = 0
2	00	Reserved
3	00	Reserved
4	(Note)	Parameter list length
5	00	Control byte: no link, no flag

NOTE:

If all of the parameters match or are not changeable, only the mode select header and block descriptor is sent, and the parameter list length is be $0C.

If a parameter is changed based on the current, changeable, and the packet parameter, the entire page 3 including the mode select header and the block descriptor is sent, and the parameter list length is $24.

The first twelve bytes that are transferred during the DATA OUT phase for the mode select command make up the mode select header, and the block descriptor which is described below:

Mode Select Header and Block Descriptor

BYTE OFFSET	VALUE	COMMENTS
Mode Select Header		
0	00	Reserved
1	00	Media type
2	00	Reserved
3	08	Block descriptor length
Block Descriptor		
0	00	Reserved
1	00	Number of blocks (MSB)
2	00	Number of blocks
3	00	Number of blocks (LSB)
4	00	Reserved
5	00	Block length (MSB)
6	(Note)	Block length
7	(Note)	Block length (LSB)

NOTE: The block length is taken from the attach packet, byte offset $1C, bytes per block.

The remaining 24 bytes that are transferred during the DATA OUT phase for the mode select command are the page 3 parameters.

Mode Select Parameter List: Page 3 Parameters for Winchester drives

BYTE OFFSET	VALUE	COMMENTS
0	3	Page code
1	16	Page length
2	(Note 1)	Tracks per zone (MSB)
3	(Note 1)	Tracks per zone (LSB)
4	(Note 2)	Alternate sectors per zone (MSB)
5	(Note 2)	Alternate sectors per zone (LSB)
6	(Note 3)	Alternate tracks per zone (MSB)
7	(Note 3)	Alternate tracks per zone (LSB)

BYTE OFFSET	VALUE	COMMENTS
8	(Note 4)	Alternate tracks per volume (MSB)
9	(Note 4)	Alternate tracks per volume (LSB)
A	(Note 5)	Sectors per track (MSB)
B	(Note 5)	Sectors per track (LSB)
C	(Note 6)	Bytes per sector (MSB)
D	(Note 6)	Bytes per sector (LSB)
E	(Note 7)	Interleave (MSB)
F	(Note 7)	Interleave (LSB)
10	(Note 8)	Track skew factor (MSB)
11	(Note 8)	Track skew factor (LSB)
12	(Note 9)	Cylinder skew factor (MSB)

Mode Select Parameter List: Page 3 Parameters for Winchester drives (cont'd)

BYTE OFFSET	VALUE	COMMENTS
13	(Note 9)	Cylinder skew factor (LSB)
14	(Note 10)	Drive type field
15	(Note 11)	Reserved
16	(Note 11)	Reserved

NOTES:

1. Tracks per zone is set to $0001 if bit 11 (track = zone flag) of the attach packets attribute word (byte offset $10) is = 0. Tracks per zone is set to the number of heads (attach packet byte offset $07) if bit 11 (track = zone flag) of the attach packets attribute word (byte offset $10) is = 1.
2. Alternate sectors per zone is taken from the attach packets alternate sectors per zone field (byte offset $1E for "old" attach ($08), or offset $28 for "new" ATTACH ($78)).
3. Alternate tracks per zone field is left as the default value as returned from the mode sense command.

4. Alternate tracks per volume is taken from the attach packets alternate cylinders to reserve field (byte offset $1F for "old" attach ($08), or offset $29 for "new" ATTACH ($78)) multiplied by the number of heads (to convert to tracks).
5. The number of sectors per track, logical sectors per track, the attach packet (byte offset $0C) plus spare sectors per zone (byte offset $1E) if zone = track bit 11 byte offset $10 = 1
6. Bytes per sector is taken from the attach packet byte offset $1C.
7. Interleave is taken from the format packet byte offset $0E.
8. Track skew factor field is left as the default value as returned from the mode sense command.
9. Cylinder skew factor field is left as the default value as returned from the mode sense command.
10. Drive type field bits HSEC bit are set if the hard-sectored media (bit 8) is set in the attach packet attribute word byte offset $10. Otherwise, the SSEC bit is set. Other bits in this field are set to 0.
11. This field is left as the default value as returned from the mode sense command.

Before formatting a Winchester disk, the MVME147 SCSI firmware sends a mode select command for drive geometry parameters (page 4) to the controller. Below is the command descriptor block for the mode select command:

Mode Select Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	15	Command code
1	10	LUN = 0, PF = 1, SP = 0
2	00	Reserved
3	00	Reserved
4	(Note)	Parameter list length
5	00	Control byte: no link, no flag

NOTE: If all of the parameters match or are not changeable, only the mode select header and block descriptor is sent, and the parameter list length is be $0C.

If a parameter is changed based on the current, changeable, and the packet parameter, the entire page 3 including the mode select header and the block descriptor is sent, and the parameter list length is $20.

The first twelve bytes that are transferred during the DATA OUT phase for the mode select command make up the mode select header, and the block descriptor which is described below:

Mode Select Header and Block Descriptor

BYTE OFFSET	VALUE	COMMENTS
Mode Select Header		
0	00	Reserved
1	00	Media type
2	00	Reserved
3	08	Block descriptor length
Block Descriptor		
0	00	Reserved
1	00	Number of blocks (MSB)
2	00	Number of blocks
3	00	Number of blocks (LSB)
4	00	Reserved
5	00	Block length (MSB)
6	(Note)	Block length
7	(Note)	Block length (LSB)

NOTE: The block length is taken from the attach packet, byte offset $1C, bytes per block.

The remaining 20 bytes that are transferred during the DATA OUT phase for the mode select command are the page 4 parameters.

Mode Select Parameter List: Page 4 Parameters for Winchester drives

BYTE OFFSET	VALUE	COMMENTS
0	4	Page code
1	12	Page length
2	(Note 1)	Number of cylinders (MSB)
3	(Note 1)	Number of cylinders
4	(Note 1)	Number of cylinders (LSB)
5	(Note 2)	Number of heads
6	(Note 3)	Starting cylinder - write precomp
		(MSB)
7	(Note 3)	Starting cylinder - write precomp
8	(Note 3)	Starting cylinder - write precomp
		(LSB)
9	(Note 4)	Starting cylinder - reduced write
		current (MSB)
A	(Note 4)	Starting cylinder - reduced write
		current
B	(Note 4)	Starting cylinder - reduced write
		current (LSB)
C	(Note 5)	Drive step rate (MSB)
D	(Note 5)	Drive step rate (LSB)
E	(Note 6)	Landing zone cylinder (MSB)
F	(Note 6)	Landing zone cylinder

Mode Select Parameter List: Page 4 Parameters for Winchester drives (cont'd)

BYTE OFFSET	VALUE	COMMENTS
10	(Note 6)	Landing zone cylinder (LSB)
11	(Note 7)	Reserved
12	(Note 7)	Reserved
13	(Note 7)	Reserved

NOTES:

1. Number of cylinders is taken from the attach packet byte offset $08.
2. Number of heads is taken from the attach packet byte offset $07.
3. Starting cylinder - write precomp is taken from the attach packet byte offset $0A.
4. Starting cylinder - reduced write current is left as the default value as returned from the mode sense command.
5. The drive step rate is specified in the attach packet, byte offset $05 in units of 40 microseconds. This value is converted to 100 nanoseconds units before writing to page 4 of the mode select command. A value of zero in the attach packet causes the drive to use the default value.
6. Landing zone cylinder is left as the default value as returned from the mode sense command.
7. This field is left as the default value as returned from the mode sense command.

Before accessing a floppy disk on the OMTI7000, the MVME147 SCSI firmware sends a mode select command to the controller. Below is the command descriptor block for the mode select command:

Mode Select Command CDB

BYTE OFFSET	VALUE	COMMENTS
0	15	Command code
1	10	LUN = 0, PF = 1, SP = 0
2	00	Reserved
3	00	Reserved
4	2C	Parameter list length
5	00	Control byte: no link, no flag

The first twelve bytes that are transferred during the DATA OUT phase for the mode select command make up the mode select header, and the block descriptor which is described below:

Mode Select Header and Block Descriptor

BYTE OFFSET	VALUE	COMMENTS
Mode Select Header		
0	00	Reserved
1	(Note 1)	Media type
2	00	Reserved
3	08	Block descriptor length
Block Descriptor		
0	00	Reserved
1	00	Number of blocks (MSB)
2	00	Number of blocks
3	00	Number of blocks (LSB)
4	00	Reserved
5	00	Block length (MSB)
6	(Note)	Block length
7	(Note)	Block length (LSB)

NOTES:

1. The media type is selected using bit flags in the attach packet attributes word, offset $10.

ATTRIBUTE FLAGS				
MEDIA TYPE	**ALL SECTORS SAME BIT 7**	**500K BITS/ SEC BIT 3**	**MFM BIT 0**	**NOTES**
1B	1	1	1	PCAT
0A	0	1	1	8 in., FM / MFM (VERSAdos double density)
06	0	1	0	8", FM (VERSAdos single density)
16	1	0	1	PCXT

ATTRIBUTE FLAGS				
MEDIA	**ALL SECTORS**	**500K BITS/**	**MFM**	
TYPE	**SAME BIT 7**	**SEC BIT 3**	**BIT 0**	**NOTES**
12	0	0	1	5 ¼ in., FM / MFM
				(VERSAdos double
				density)

2. The block length is taken from the attach packet, byte offset $1C, bytes per block.

The remaining 32 bytes that are transferred during the DATA OUT phase for the mode select command are the page 5 header and parameters. The header consists of the first two bytes listed below, the parameters are the remaining bytes.

Mode Select Parameter List: Page 5 Parameters

BYTE OFFSET	VALUE	COMMENTS
0	5	Page code
1	1E	Page length
2	(Note 1)	Transfer rate (MSB)
3	(Note 1)	Transfer rate (LSB)
4	(Note 2)	Number of heads
5	(Note 3)	Sectors per track
6	(Note 4)	Bytes per sector (MSB)
7	(Note 4)	Bytes per sector (LSB)
8	(Note 5)	Number of cylinders (MSB)
9	(Note 5)	Number of cylinders (LSB)
A	(Note 6)	Starting cylinder - write precomp
		(MSB)
B	(Note 6)	Starting cylinder - write precomp
		(LSB)

BYTE OFFSET	VALUE	COMMENTS
C	(Note 6)	Starting cylinder - reduced write
		current (MSB)
D	(Note 6)	Starting cylinder - reduced write
		current (LSB)
E	(Note 7)	Drive step rate (MSB)
F	(Note 7)	Drive step rate (LSB)

Mode Select Parameter List: Page 5 Parameters (cont'd)

BYTE OFFSET	VALUE	COMMENTS
10	00	Drive step pulse width
11	01	Head settle delay (MSB)
12	18	Head settle delay (LSB)
13	0C	Motor on delay
14	64	Motor off delay
15	E0	Flags: TRDY = 1, SSN = 1, MO = 1
16	(Note 8)	Steps per cylinder
17	02	Write precomp level
18	00	Head load delay
19	00	Head unload delay
1A	(Note 9)	Pin 34 definition / pin 2 definition
1B	00	Pin 4 definition / pin 1 definition
1C	(Note 10)	Reserved
1D	(Note 10)	Reserved
1E	(Note 10)	Reserved
1F	(Note 10)	Reserved

NOTES:

1. Transfer rate is $1F4 if the floppy data rate is 500k bits / sec. Transfer rate is $FA if the floppy data rate is 250k bits / sec. This is controlled by the 5" / 8" flag (bit 3) in the attach packet byte offset $10.
2. Number of heads is taken from the attach packet, byte offset $07.

3. Sectors / track is taken from the attach packet, byte offset $0C.
4. The number of bytes / sector is taken from the bytes per block field in the attach packet, byte offset $1C.
5. The Number of cylinders is taken from the attach packet, byte offset $08.
6. The write precompensation starting cylinder is taken from the attach packet, byte offset $0A. The reduced write current starting cylinder is also taken from the attach packet, byte offset $0A (precompensation cylinder).
7. The drive step rate is specified in the attach packet, byte offset $05 in units of 40 microseconds. This value is converted to 100 microsecond units before writing to page 5 of the mode select command. A value of zero in the attach packet causes a default of 6 milliseconds ($003C) to be written in page 5, offset $0E.
8. The steps / cylinder field is either $01 or $02 depending on the media and drive track descriptors in SCSI disk attributes word of the attach packet, byte offset $10. If media TPI= drive TPI, then $01 is used in the steps / cylinder field. If media TPI= 1 / 2 drive TPI, then $02 is used in the steps / cylinder field.
9. Pin34 / pin2 descriptor byte. Pin 34 is selected as "Drive Ready", and pin 2 is high / low density select. The level on this signal is controlled by the flag in the attach packet, byte offset $10, bit 4. If this bit is "1", 500k bits per second is selected and pin 2 is low. This value is decoded below:

Pin 2 and Pin 34 Definition for High Density.

	PIN 34 CONTROL				**PIN 2 CONTROL**				
BIT	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**COMMENTS**
	0	0	0	1	0	1	0	1	Pin 34 = drive ready, low true Bit 3 = 0) Pin 2 = 0 (high density)

Pin 2 and Pin 34 Definition for Low Density.

	PIN 34 CONTROL				PIN 2 CONTROL				
BIT	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**COMMENTS**
	0	0	0	1	1	1	0	1	Pin 34 = drive ready, low true Bit 3 = 0) Pin 2 = 1 (low density)

10. This field is left as the default value as returned from the mode sense command.