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RC32xxx Ethernet Driver Design Specification in Linux

Application Note
AN-473

Notes

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Overview

This application note provides guidelines to software developers for writing the Ethernet device driver for the integrated Ethernet hardware interface on IDT's RC32xxx integrated communications processors family. There are up to two Ethernet interface ports available on IDT's RC32xxx integrated communications processors. The integrated processors have dedicated DMA channels for data transmit and receive over the Ethernet ports. The core functionality of the Ethernet driver is revealed in the initialization, data-transmit, and data-receive operations. This application note presents in detail these three key operations of the Ethernet driver while briefly describing the overall design specification of the driver. Prior to using this application note, it is recommended for the reader to go through the architecture of the Ethernet interface and the on-chip DMA Engine as illustrated in the appropriate processor user manual (see References at the end of this application note). Further, in order to discuss the intricacies of Ethernet driver implementation, the application note uses the Ethernet driver for RC32438 integrated processor ("/linux/driver/net/acacia.c") as an example.

Ethernet Interface Overview

The salient features of the Ethernet interface on IDT RC32xxx are listed below and the architecture is shown in Figure 1:

– *I0 and 100 Mb/s ISO/IEC 8802-3:1996 compliant*
– *Up to two IEEE 802.3u compatible Media Independent Interfaces (MII) with serial management interface*
– *MII supports IEEE 802.3u auto-negotiation speed selection*
– *64 entry hash table based multicast address filtering*
– *512 byte transmit and receive FIFO*
– *Flow control Descriptions outlined in IEEE Std. 802.3x-1997*

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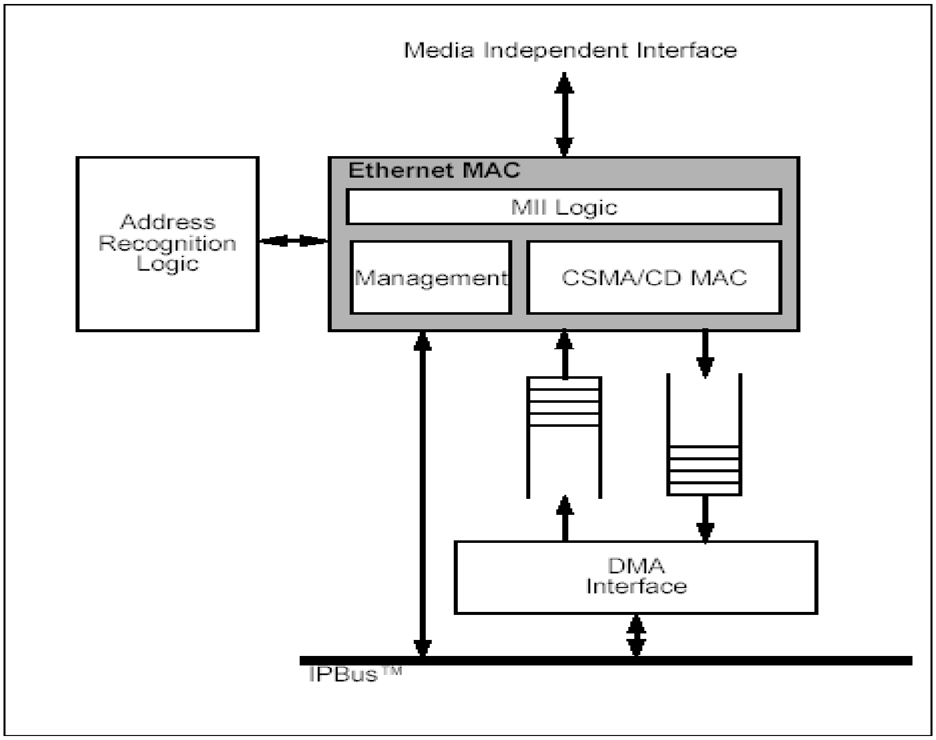

Figure 1 Ethernet Interface with Management Feature

The RC32xxx contains up to two 10/100 Mb/s ISO/IEC 8802-3:1996 compliant Ethernet interfaces. An external Ethernet physical layer device (PHY) connects to each Ethernet interface through an IEEE STD 802.3u-1995 Media Independent Interface (MII). This allows each Ethernet interface to be used with a multitude of physical layers, such as 10BASE-T, 100BASE-TX, and 100BASE-FX. Each Ethernet interface is capable of performing flow control functions as outlined in IEEE STD 802.3x-1997.

A key feature of the Ethernet interface is the 512 byte input/output FIFO between the DMA interface and the Ethernet module. The input and output FIFO are not intended to hold a large number of packets, but merely to compensate for latency in accessing data by the DMA controller. Packet data to be transmitted is written by the DMA controller into the output FIFO. The moment the data in the output FIFO exceeds the programmable transmit threshold value, the Ethernet MAC begins transmission (preamble, start of frame delimiter, and then data from the output FIFO) if the line is not busy. The DMA controller transfers data to the output FIFO only when space for 16 FIFO words is available. Fewer words are allowed to be transferred if the count field, describing length of the packet to be transmitted, in the DMA descriptor reaches zero. When this happens, a finished event is generated that is passed on to the CPU as an interrupt.

Whenever 16 words of Ethernet packet data are available in the input FIFO or an end-of-packet condition is encountered, the DMA engine is triggered to transfer the packet data to the memory. A DMA done event is generated whenever an end-of-packet condition is encountered. This is passed on to the CPU as an interrupt marking completion of the receipt of the Ethernet packet.

The address recognition logic checks the destination address of the received packet. If the destination address in the packet matches the port MAC address, the packet is passed to the DMA engine. In the case of a mismatch, the packet is dropped by the Ethernet module. The address recognition logic supports multicast and broadcast addresses. Hash algorithm is used by the address recognition logic to determine if the multicast packet is to be accepted or dropped. Further, the address recognition logic supports four Ethernet Station address registers. This allows the user to program four different Ethernet MAC addresses per port to receive all the data packets addressed to any of these MAC addresses. In other words, address recogni-

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tion logic provides a mechanism to the Ethernet driver to exhibit to the external world four ports instead of one port. For normal operation, all the four Ethernet Station address registers are programmed with one MAC address.

The Ethernet MII management interface provides a serial interface for controlling and monitoring the PHY devices. Both of the Ethernet ports share the same MII management interface. In order to read a register, the PHY address and register address is written to the MII management address register. Once the data not valid bit in the MII indicator register is cleared, the value of the register is obtained by reading MII management read data register. It is possible to perform a single read or multiple reads by programming the MII management command register. When writing to a PHY register, first the PHY address and register address is written to the MII management address register. Subsequently, the data value is written to the MII management write data register. When the busy bit is cleared in the MII management indicator register, it marks the completion of the write operation.

System Architecture

DMA

The transmit/receive DMA operation constitutes the core of the Ethernet Driver. It handles all the data transfer to/from the FIFO from/to the memory. For efficient operation, dedicated DMA channels are associated with transmit and receive paths of each Ethernet interface port. The table below summarizes the DMA channel assignments for the IDT RC32xxx integrated processor family. Figure 2 shows the DMA Descriptor Register.

IDT™ Interprise™ Integrated Communications Processor	Evaluation Boards	Ethernet Port	Transmit DMA	Receive DMA
RC32434	EB434	Eth0	Channel 1	Channel 0
RC32365 RC32336	EB365 EB336	Eth0	Channel 1	Channel 0
		Eth1	Channel 3	Channel 2
RC32438	EB438 PMC438	Eth0	Channel 3	Channel 2
		Eth1	Channel 5	Channel 4
RC32351 RC32355	EB351 RP351 EB355 RP355	Eth0	Channel 10	Channel 9

Table 1 DMA Channel Assignments for the RC32xxx Family

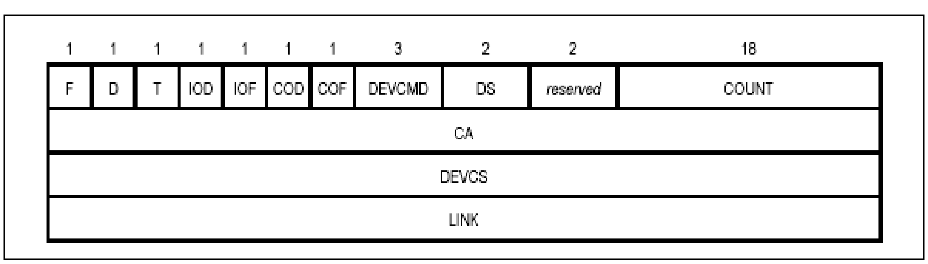

Figure 2 DMA Descriptor Register

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The first word of the DMA descriptor is the "Control Field," which carries count and interrupt flag information. The count field specifies the length of the packet when transmitting Ethernet packets. While receiving Ethernet packets, the count field is set to a maximum value (1536) that allows reception of data packets of all possible lengths. The interrupt flags are used to control the generation of interrupts on "DONE" and "FINISHED" conditions. The "DONE" condition implies completion of the receipt of the packet. The "FINISHED" condition happens when the count field becomes zero, typically when the packet is transmitted completely. A chain interrupt can also be generated for these conditions. This can be used to signal the Ethernet driver to prepare more resources for the DMA operations. Such an approach can be used to allocate minimal DMA descriptors/buffers to the DMA channels while at the same time keeping up with the required data rates. With memory resources being available in abundance in today's systems, the chain interrupts are more likely to be used as part of the algorithms to handle bursts of data traffic that consumes DMA resources at a much faster rate than what can be handled by the CPU. The most significant bits of the control field of the DMA descriptor indicate the status of the "FINISHED", "DONE", or "Terminated" event.

The second word of the DMA descriptor is the current address pointer. This memory pointer is used to point to the memory buffer during receive or transmit of the packet. A physical address is loaded into the current address pointer.

The third word of the DMA descriptor carries the device control and status information. The control bits in the receive DMA descriptors are used to set the first/last DMA descriptor information. In general, the DMA operation allows a packet to be received by using multiple DMA descriptors. For such a case, the first descriptor needs to be marked first in the "DEVCS" and, likewise, the last descriptor marked as last. For the sake of simplicity, all the Ethernet packets received or transmitted use a single DMA descriptor. The DEVCS control field is used to mark the descriptor both first and last. The transmit DMA descriptor has a few more control bits for overriding packet padding, CRC generation, and permitting transmission of the huge packets. The status information is written back by the DMA channel after the completion of the DMA operation associated with the DMA descriptor.

The status information carried by the DEVCS field is very important and is extensively used by the Ethernet driver. For the receive operation, the driver looks for the "Receive OK: ROK" status flag, which is set if the overrun, CRC error, code violation, and length errors do not occur. If the DMA descriptor on packet receive does not show "ROK" as set, the corresponding status error bits are checked by the Ethernet driver to update the statistics. For receive, the most significant half word of DEVCS field shows the length of the packet received. Likewise, the DEVCS field in the transmit DMA descriptor has a "Transmit OK: TOK" status bit that marks successful transmission. This bit gets set when transmit underflow error, oversized frame, excessive deferrals, excessive collisions, and late collision errors do not occur.

The last word of the DMA descriptor is the link field, which is used to link the DMA descriptors together. For the receive operation, all the DMA descriptors are linked except the last one. The last DMA descriptor in the list has the "Chain on DONE" bit set. Such a mechanism allows continuous receipt of the Ethernet packets. For the transmit operation, the DMA descriptors are generally not linked together. However, they may get linked together temporarily while waiting in the transmit queue.

Interrupt Controller

The interrupt controller on the processor multiplexes various interrupts initiated by the Ethernet interface and the associated DMA channels. These events are placed on one or more hardware interrupt inputs of the CPU. The RC32xxx processor family uses "Group N" nomenclature to implement multiplexing of the interrupts from integrated peripherals, where "N" indicates the CPU IRQ input. The details of the interrupt controller groups used by the Ethernet interfaces for different members of the RC32xxx processor family are shown in the table below.

Notes

IDT™ Interprise™ Integrated Communications Processor	Evaluation Boards	Ethernet Port	Transmit Interrupt	Receive Interrupt	Underflow Interrupt	Overflow Interrupt
RC32434	EB434	Eth0	Bit 1 of Group 3	Bit 0 of Group 3	Bit 10 of Group 5	Bit 9 of Group 5
RC32365 RC32336	EB365 EB336	Eth0	Bit 1 of Group 3	Bit 0 of Group 3	Bit 5 of Group 5	Bit 4 of Group 5
		Eth1	Bit 3 of Group 3	Bit 2 of Group 3	Bit 8 of Group 5	Bit 7 of Group 5
RC32438	EB438 PMC438	Eth0	Bit 3 of Group 3	Bit 2 of Group 3	Bit 13 of Group 5	Bit 12 of Group 5
		Eth1	Bit 5 of Group 3	Bit 4 of Group 3	Bit 16 of Group 5	Bit 15 of Group 5
RC32351 RC32355	EB351 RP351 EB355 RP355	Eth0	Bit 10 of Group 3	Bit 9 of Group 3	Bit 23 of Group 5	Bit 22 of Group 5

Table 2 Interrupt Controller Groups for the RC32xxx Family

Notes

Driver Architecture

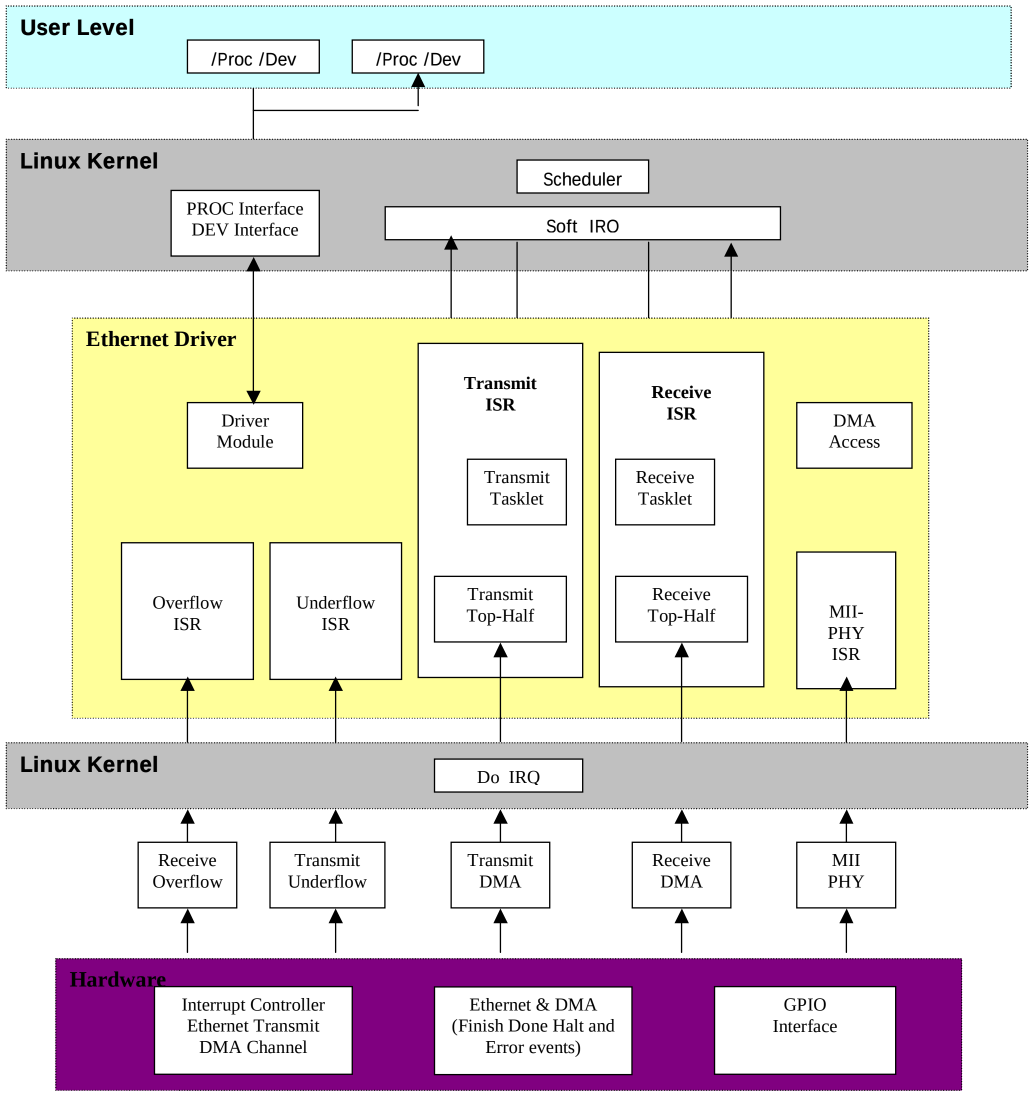

Figure 3 Driver Architecture

Figure 3 illustrates the Ethernet driver architecture. In this section of the application note, the user level interface for the driver is described. The rest of the functions in the device driver are described in Section 5.

The user level interface for the driver is provided mainly for debug or informational purposes. This interface is provided by the "/proc" file system. In other words, the Ethernet device driver exports information to the user via /proc, which allows use of common Linux commands to obtain information about the state of the driver or Ethernet interface. The kernel allocates a page of memory for the driver to return information to the user space. In order to do this, the driver has to implement a "read_proc" function that will write information to the Kernel allocated page whenever the /proc file system is read.

For /proc support, the driver has to include <linux/proc_fs.h> in order to define functions that may be invoked. The Ethernet driver implements "acacia_read_proc", which provides the information whenever the /proc file system is read. In order to attach this function to the /proc file system, the driver invokes "create_proc_read_entry" function in device probe function as listed below:

Notes

lp->ps = create_proc_read_entry ("net/rc32438", 0, NULL, acacia_read_proc, dev);

Where "lp->ps" point to the "proc_dir_entry" structure declared in the Ethernet interface local data structure. The first argument to the function is the name of the /proc entry. The second argument is for file permission for directory "/proc/net/rc32438". A value of zero for this argument implies a world-readable mask. The third argument points to the parent directory, which is set to NULL. The fourth argument is the "read_proc" function to be invoked when the file "/proc/net/rc32438" is read. The fifth argument is the data pointer that will be passed to the "read_proc" function, which is a pointer to the Ethernet device. Whenever "acacia_read_proc" is invoked, it provides count of DMA halt, run, race and collision. The driver also implements "remove_proc_entry" function to remove the /proc entry created by the driver before its module is unloaded.

Driver Mode Implementation

This section describes the transmit, receive, and initialization functions in detail and briefly explains the other Ethernet driver functions.

Packet Transmission

The packet that is destined to be sent out over the Ethernet is passed by the kernel to the Ethernet driver. The Ethernet driver provides a "hard_start_transmit" function that is invoked by the kernel for transmitting the packet. The kernel provides two arguments to this function: socket buffer and pointer to device. The socket buffer "sk_buff" carries the packet. The packet includes the Ethernet header and is required to be sent on the physical media without any further modifications. The "hard_start_transmit" is called again by the Kernel only after the previous call returns. This is done by using a spinlock mechanism in the "net_device" structure. Figure 4 illustrates the packet transmission flow.

Once the Ethernet driver send function is called, it first locks the device data structure to gain exclusive access to it. The code commentary is illustrated below:

*static int acacia_send_packet(struct sk_buff *skb, struct net_device *dev)*

{

Obtain the pointer to the "acacia_local" device structure. The local device structure has device register base addresses for DMA, Ethernet, transmit DMA descriptor ring, receive DMA descriptor ring, etc.

*struct acacia_local*lp = (struct acacia_local *)dev->priv;*

Lock the local device data structure to gain exclusive access to it.

spin_lock_irqsave(&lp->lock, flags);

Obtain the pointer to the next available transmit descriptor in the ring. It is checked to determine that the transmit DMA descriptor is not in use. The transmit finish interrupt is masked in order to avoid any race conditions between the send function and the interrupt handler.

td = &lp->td_ring[lp->tx_chain_tail];

local_writel(local_readl(&lp->tx_dma_regs->dmasm) |

DMASM_f_m , &lp->tx_dma_regs->dmasm);

Notes

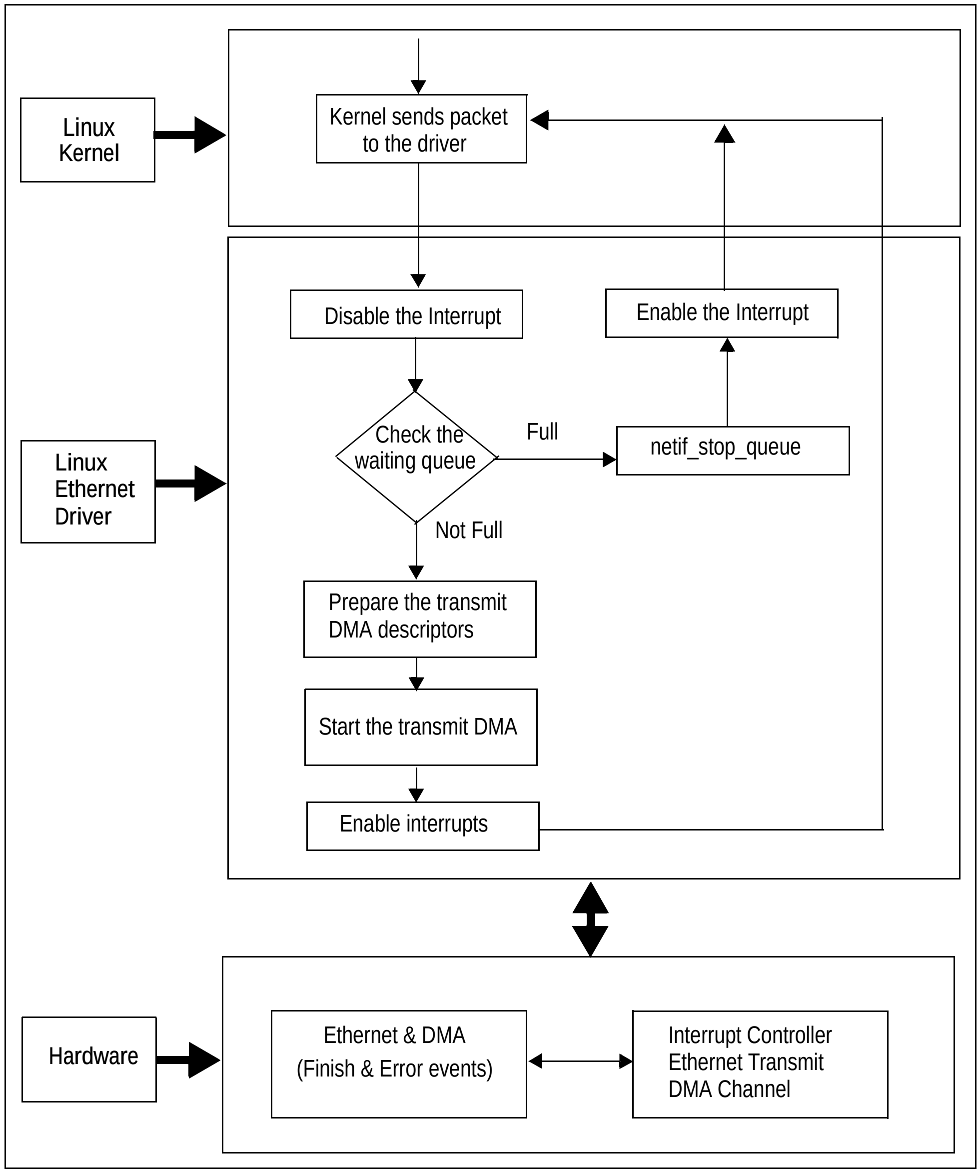

Figure 4 Packet Transmission Flow Chart

If the transmit DMA descriptor is in use, it indicates that the transmit ring is full. This is abnormal and can occur only under heavy stress conditions. To respond to this event, the driver stops the transmit queue from receiving any more packets from the kernel: the packet to be transmitted is dropped by freeing the SKB; the local device data structure is unlocked; transmit finish event is unmasked; and device statistics is updated. The function then returns without transmitting the current packet.

```
if(td->control != 0){
    netif_stop_queue(dev);
    lp->stats.tx_dropped++;
    dev_kfree_skb_any(skb);
    spin_unlock_irqrestore(&lp->lock, flags);
    local_writel(local_readl(&lp->tx_dma_regs->dmasm) &
              ~DMASM_f_m , &lp->tx_dma_regs->dmasm);
```

Notes

```
        return 1;
    }
```

The most important part of the transmit routine prepares the transmit descriptor and initiates the transmission. The physical address of the buffer data pointer is loaded to the Current Address field of the DMA descriptor. To reiterate, physical address is used because the address is being used in hardware. Translation from virtual to physical address happens only as part of the program execution and is not done when the DMA engine performs memory access. This is the reason why the DMA engine needs physical addresses in the Current Address and the Link field of the DMA descriptor. The Control field of the DMA descriptor is initialized with the length of the packet and the IOF (interrupt on Finish) event is set. The length field in the Control field tells the DMA engine how many bytes need to be transmitted.

```
length = skb->len;
td->ca = virt_to_phys(skb->data);
td->control = DMA_COUNT(length) |DMAD_iof_m;
```

The Link field of the DMA descriptor is untouched so far and may get used only if there are already pending packets for transmission. Once the DMA descriptor is initialized, it is important to determine the state of the DMA channel. If the transmit DMA channel is idle, the status of the transmit queue is checked. If the transmit wait queue is empty, the DMA descriptor is loaded into the DPTR register that begins the transmit operation. If the transmit wait queue is not empty, the DMA descriptor is linked to the end of the wait queue and the DMA descriptor at the head of the queue is loaded into the DPTR register to start the transmit operation. The head of the transmit chain is loaded in both of the above cases. If only one packet is to be transmitted, the tail and the head of the list are the same. If two or more packets are waiting in a queue to be transmitted, the head points to the first packet in the wait queue. A dummy read operation is performed to flush the write buffers of the CPU in order to flush out all the pending writes.

```
if(!(lp->tx_dma_regs->dmac & DMAC_run_m))
{
if( lp->tx_chain_status == empty )
    {
      lp->tx_dma_regs->dmadptr  =
              virt_to_phys(&lp->td_ring[lp->tx_chain_head]);
      lp->tx_chain_tail = (lp->tx_chain_tail + 1) &
                                  ACACIA_TDS_MASK;
     lp->tx_chain_head = lp->tx_chain_tail;
    }
else
{
  lp->td_ring[(lp->tx_chain_tail-1)&
                                  ACACIA_TDS_MASK].link =  virt_to_phys(td);
    dummyReadVar = lp->tx_dma_regs->dmadptr;
    lp->tx_dma_regs->dmadptr  =
    virt_to_phys(&lp->td_ring[lp->tx_chain_head]);
    lp->tx_chain_tail = (lp->tx_chain_tail + 1) &
                                  ACACIA_TDS_MASK;
```

Notes

```
  lp->tx_chain_status = empty;
  lp->tx_chain_head = lp->tx_chain_tail;
}
 }
```

If the DMA channel is not idle, the packet needs to be put in the wait queue. A check is made to determine whether or not the wait queue is empty. If the wait queue is empty, a new wait queue is created with the head of the queue pointing to the current packet. Otherwise, the packet is en-queued at the end of the already existing wait queue.

```
if( lp->tx_chain_status == empty )
{
  lp->tx_chain_tail = (lp->tx_chain_tail + 1) &
                    ACACIA_TDS_MASK;
  lp->tx_chain_status = filled;
}
else
{
lp->td_ring[(lp->tx_chain_tail-1)& ACACIA_TDS_MASK].link
=  virt_to_phys(td);
lp->tx_chain_tail = (lp->tx_chain_tail + 1) &
   ACACIA_TDS_MASK;
}
```

Before returning, the transmit routine enables the "Finish" interrupt, unlocks local device access, and updates the transmission start time in jiffies. The network layer may use this time period to determine if the upper layer needs to take a transmit timeout to clear the problem associated with any stuck packets in the queue or hardware.

```
 local_writel(local_readl(&lp->tx_dma_regs->dmasm) &
                                ~DMASM_f_m , &lp->tx_dma_regs->dmasm);


 dev->trans_start = jiffies;
 spin_unlock_irqrestore(&lp->lock, flags);
```

The buffer passed by the higher layer is freed once the transmission of the packet completes. The completion of the packet transmission is reported by raising the "Finish" interrupt.

Transmit Interrupt

After the driver starts the transmit operation, the DMA generates an interrupt on completion of the transmission of the packet by raising the "DMA Finish" interrupt. The Ethernet driver handles the transmit finish DMA interrupt using the transmit interrupt handler ISR. The transmit handler processing is divided into two parts, Top Half and a tasklet. The Top Half interrupt handling does a minimal set of mandatory operations to keep the interrupt routine small. Figure 5 illustrates the transmission interrupt flow.

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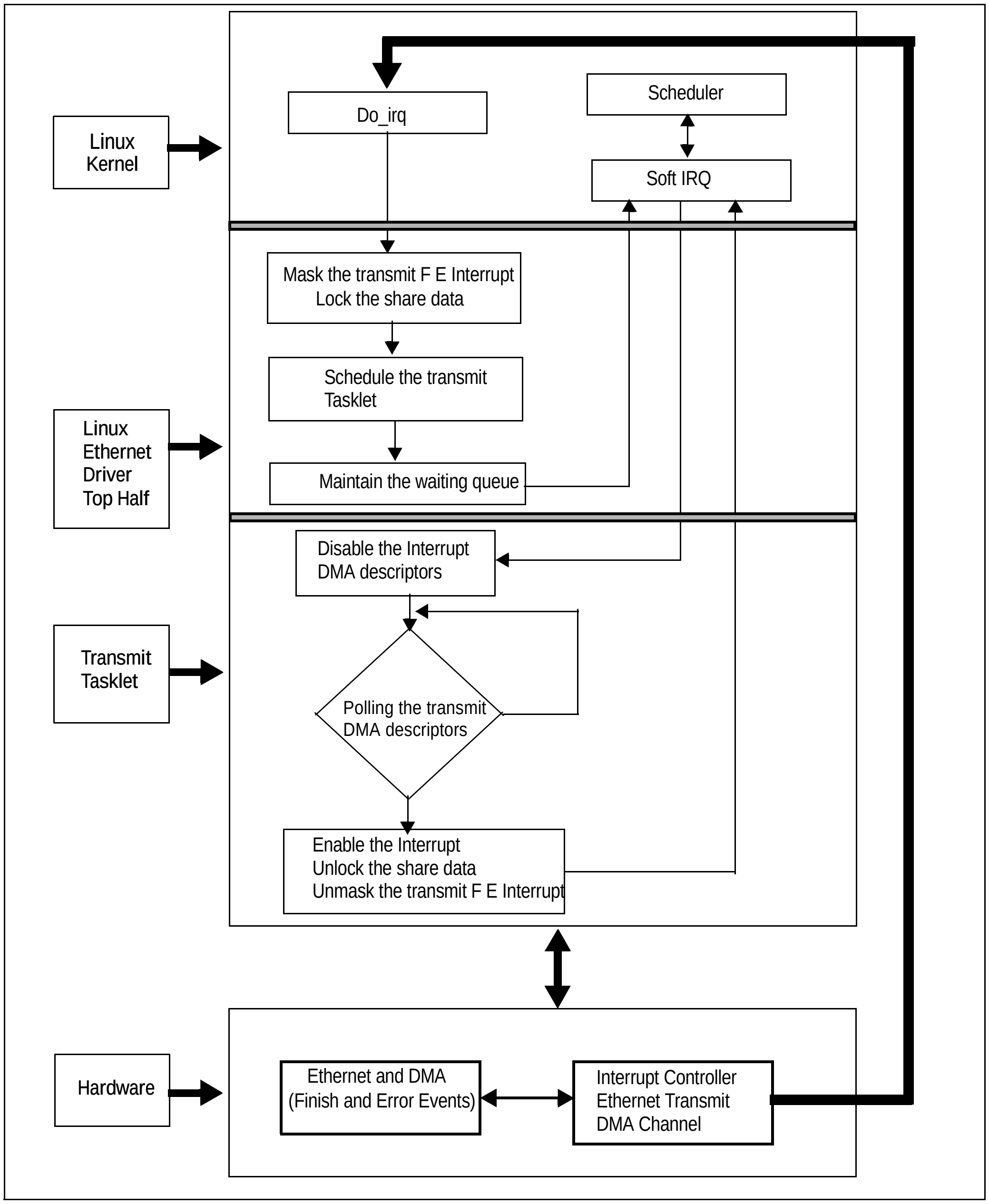

Figure 5 Transmit Interrupt Flow Chart

The interrupt handler locks access to the local device data structure and masks the finish interrupts on the transmit DMA channel. Further, it checks the DMA status for error conditions, schedules the transmit tasklet, and clears the sticky bits.

```
spin_lock(&lp->lock);
local_writel(local_readl(&lp->tx_dma_regs->dmasm) |
    (DMASM_f_m | DMASM_e_m), &lp->tx_dma_regs->dmasm);

dmas = local_readl(&lp->tx_dma_regs->dmas);

if (dmas & (DMAS_f_m | DMAS_e_m))
```

Notes

```
{
tasklet_hi_schedule(lp->tx_tasklet);

if (dmas & DMAS_e_m)
  ERR(__FUNCTION__ ": DMA error\n");

}

local_writel(~dmas, &lp->tx_dma_regs->dmas);
```

Before returning, the interrupt handler checks the transmit wait queue. If the transmit wait queue is not empty, it loads the list of waiting packets to the NDPTR register. Finally, it unlocks access to the local device data structure and returns.

```
if(lp->tx_chain_status == filled &&
        (local_readl(&(lp->tx_dma_regs->dmandptr)) == 0))
{
local_writel(virt_to_phys(&lp->td_ring[lp->tx_chain_head]),
                    &(lp->tx_dma_regs->dmandptr));
lp->tx_chain_status = empty;
lp->tx_chain_head = lp->tx_chain_tail;
}
spin_unlock(&lp->lock);
```

Receive Interrupt

After the Ethernet interface receives a packet, it generates an interrupt. The interrupt is flagged by the DMA channel associated with the Ethernet receive engine. On completion of the receipt of a valid packet, the DMA channel raises the "DMA DONE" interrupt. The Ethernet driver handles this using the receive interrupt handler ISR, which is divided into Top Half and a tasklet. The packets are passed to the higher layers after performing sanity checks in the tasklet. The invalid packets are discarded by the interrupt handler. Also, the tasklet re-initializes the DMA descriptors used during the receipt of the packet. Figure 6 illustrates the receive interrupt flow.

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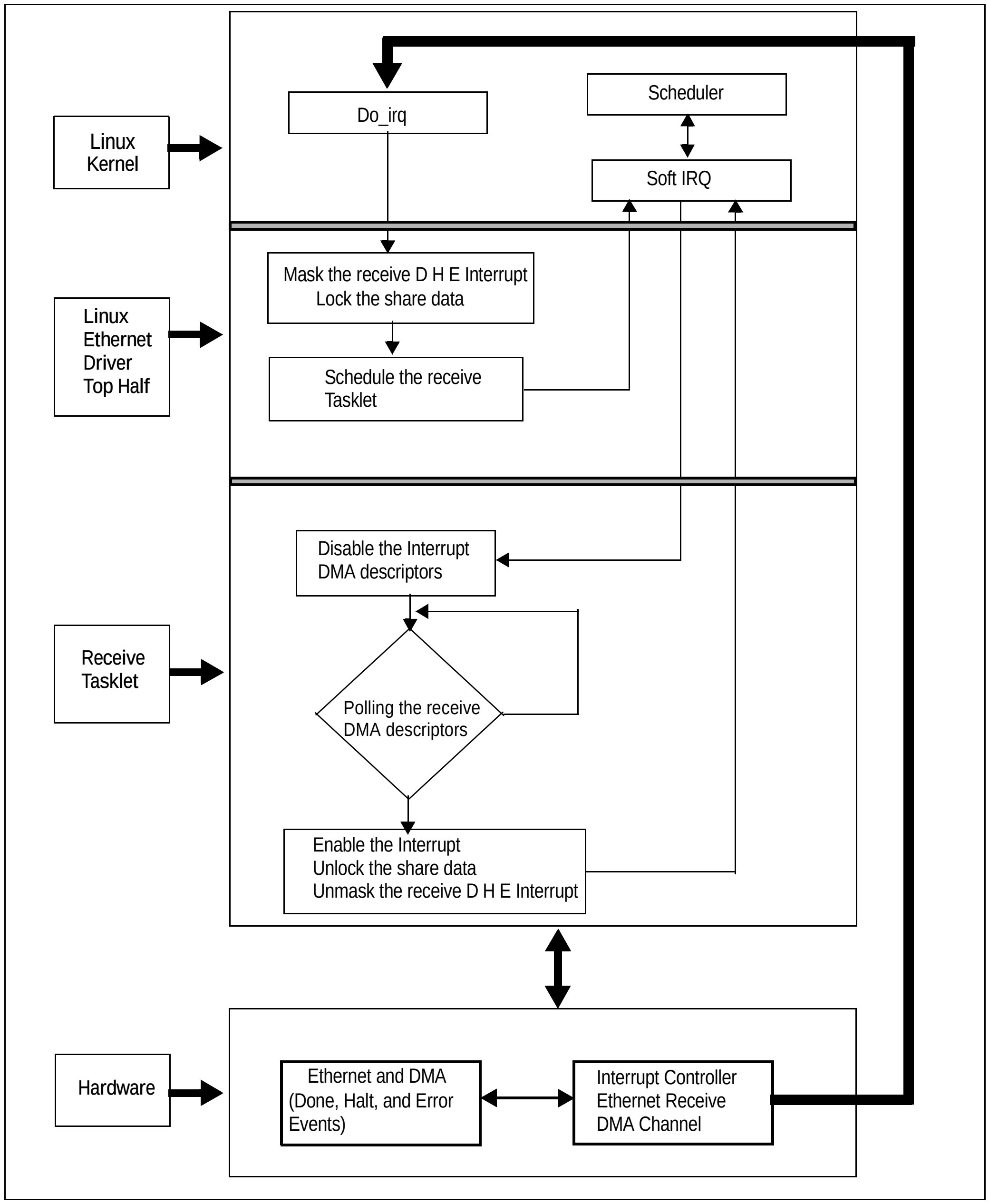

Figure 6 Receive Interrupt Flow Chart

The first step in the receive interrupt handler is to lock access to the local device data structure. The DMA DONE/HALT/ERROR interrupts are also masked. Next, the status of the DMA channel is read. If a valid DONE, HALT, or ERROR interrupt is present, then the receive handler tasklet is scheduled. Prior to returning, the interrupt handler unlocks access to the local device data structures.

*lp = (struct acacia_local *)dev->priv;*

spin_lock(&lp->lock);

/ Mask D H E bit in Rx DMA */*

local_writel(local_readl(&lp->rx_dma_regs->dmasm) | (DMASM_d_m | DMASM_h_m | DMASM_e_m), &lp->rx_dma_regs->dmasm);

Notes

```
dmas = local_readl(&lp->rx_dma_regs->dmas);
local_writel(~dmas, &lp->rx_dma_regs->dmas);
 if(dmas & (DMAS_d_m | DMAS_h_m | DMAS_e_m))
 {
 tasklet_hi_schedule(lp->rx_tasklet);
 }
spin_unlock(&lp->lock);
```

Init and Re_Init

These functions are used by the Ethernet driver to initialize/re-initialize the Ethernet interface. Some of the major steps in the initialization of the Ethernet driver are described below. Figure 7 illustrates the initialization flow.

Hardware specific initialization begins with allocating memory for the local device data structure.

```
lp = (struct acacia_local *)kmalloc(sizeof(*lp), GFP_KERNEL);
memset(lp, 0, sizeof(struct acacia_local));
```

The network device private data structure is pointed to the local device data structure. Next, the device Ethernet interface data structure is used to allocate the DMA and Ethernet base address registers. The following code shows the initialization for the Ethernet interface port 0.

```
dev->priv = lp;
lp->rx_irq = bif->rx_dma_irq;
lp->tx_irq = bif->tx_dma_irq;
lp->ovr_irq = bif->rx_ovr_irq;
lp->und_irq = bif->tx_und_irq;

lp->eth_regs = ioremap_nocache(bif->iobase, sizeof(*lp->eth_regs));

lp->rx_dma_regs = ioremap_nocache(DMA0_PhysicalAddress + 2 *
DMA_CHAN_OFFSET,sizeof(struct DMA_Chan_s));
lp->tx_dma_regs =ioremap_nocache(DMA0_PhysicalAddress  + 3 *
                    DMA_CHAN_OFFSET, sizeof(struct DMA_Chan_s));
```

Subsequently, the DMA descriptors for receive and transmit paths are allocated by the Ethernet initialization routine. On successful allocation and initialization of transmit and receive DMA descriptor memory, the local device data structure is unlocked.

```
lp->td_ring =(DMAD_t)kmalloc(TD_RING_SIZE +
                                   RD_RING_SIZE, GFP_KERNEL);
dma_cache_inv((unsigned long)(lp->td_ring),
                              TD_RING_SIZE + RD_RING_SIZE);
lp->td_ring = (DMAD_t )KSEG1ADDR(lp->td_ring);
```

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lp->rd_ring = &lp->td_ring[ACACIA_NUM_TDS];

spin_lock_init(&lp->lock);

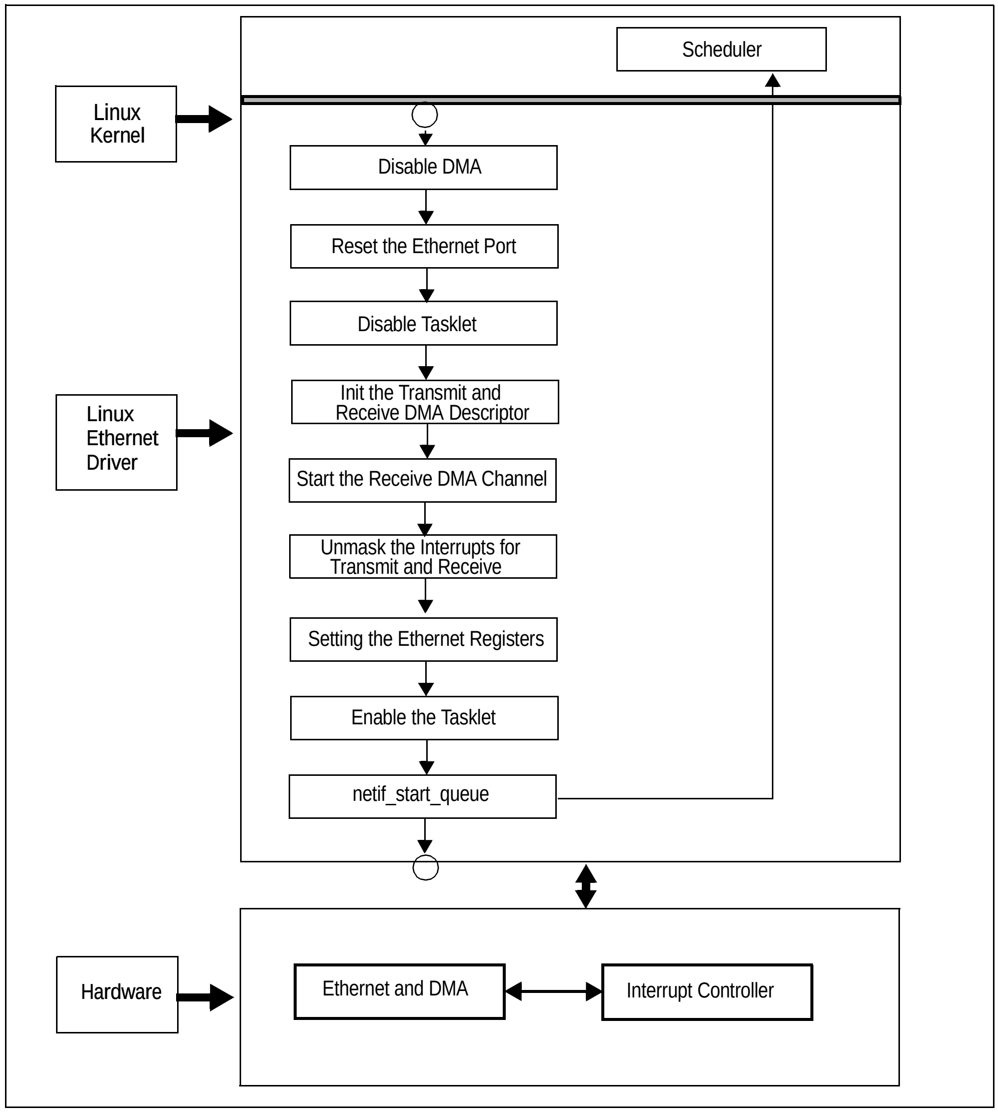

Figure 7 Initialization Flow Chart

As a final step, the Ethernet driver initialization routine initializes the network device data structure with the device driver methods and creates transmit and receive tasklets.

dev->open = acacia_open;

dev->stop = acacia_close;

dev->hard_start_xmit = acacia_send_packet;

dev->get_stats= acacia_get_stats;

dev->set_multicast_list = &acacia_multicast_list;

dev->tx_timeout = acacia_tx_timeout;

Notes

```
dev->watchdog_timeo = ACACIA_TX_TIMEOUT;

lp->rx_tasklet = kmalloc(sizeof(struct tasklet_struct),
GFP_KERNEL);
tasklet_init(lp->rx_tasklet, acacia_rx_tasklet, (unsigned long)dev);
lp->tx_tasklet = kmalloc(sizeof(struct tasklet_struct),
GFP_KERNEL);
tasklet_init(lp->tx_tasklet, acacia_tx_tasklet, (unsigned long)dev);
```

Restart

The Ethernet driver restarts the Ethernet interface under certain situations. Refer to the "static int [board name]_restart (struct net_device *dev)" Ethernet driver functions for more details. Figure 8 illustrates the restart flow.

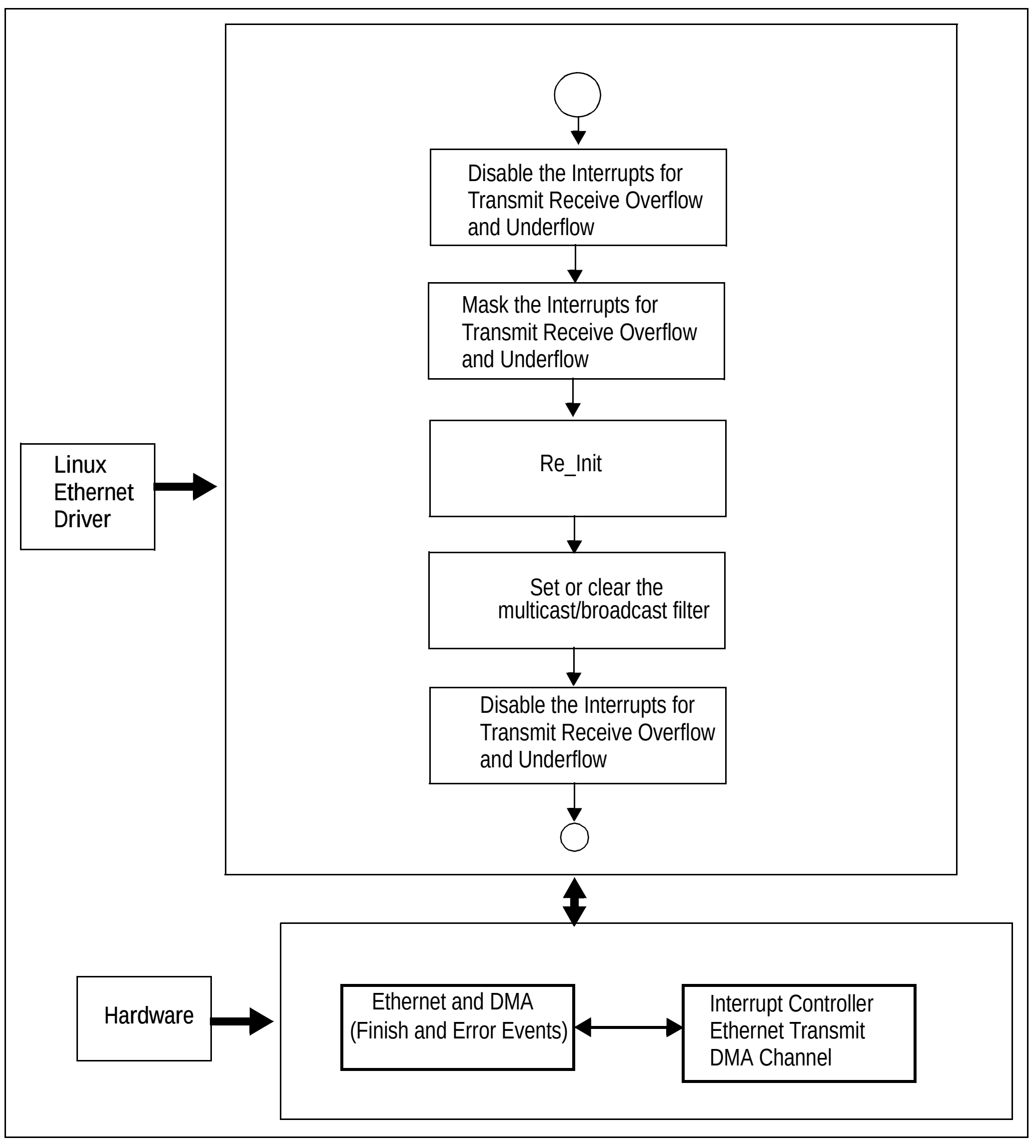

Figure 8 Restart Flow Chart

Notes

Receive Overflow Interrupt

When overflow happens to the receive DMA FIFO, it generates an overflow interrupt. The Ethernet driver handles this using the receive overflow interrupt handler. Refer to the "static void [board name]_ovr_interrupt(int irq, void *dev_id, struct pt_regs * regs)" function in the Ethernet driver for more details. Figure 9 illustrates the receive overflow interrupt flow.

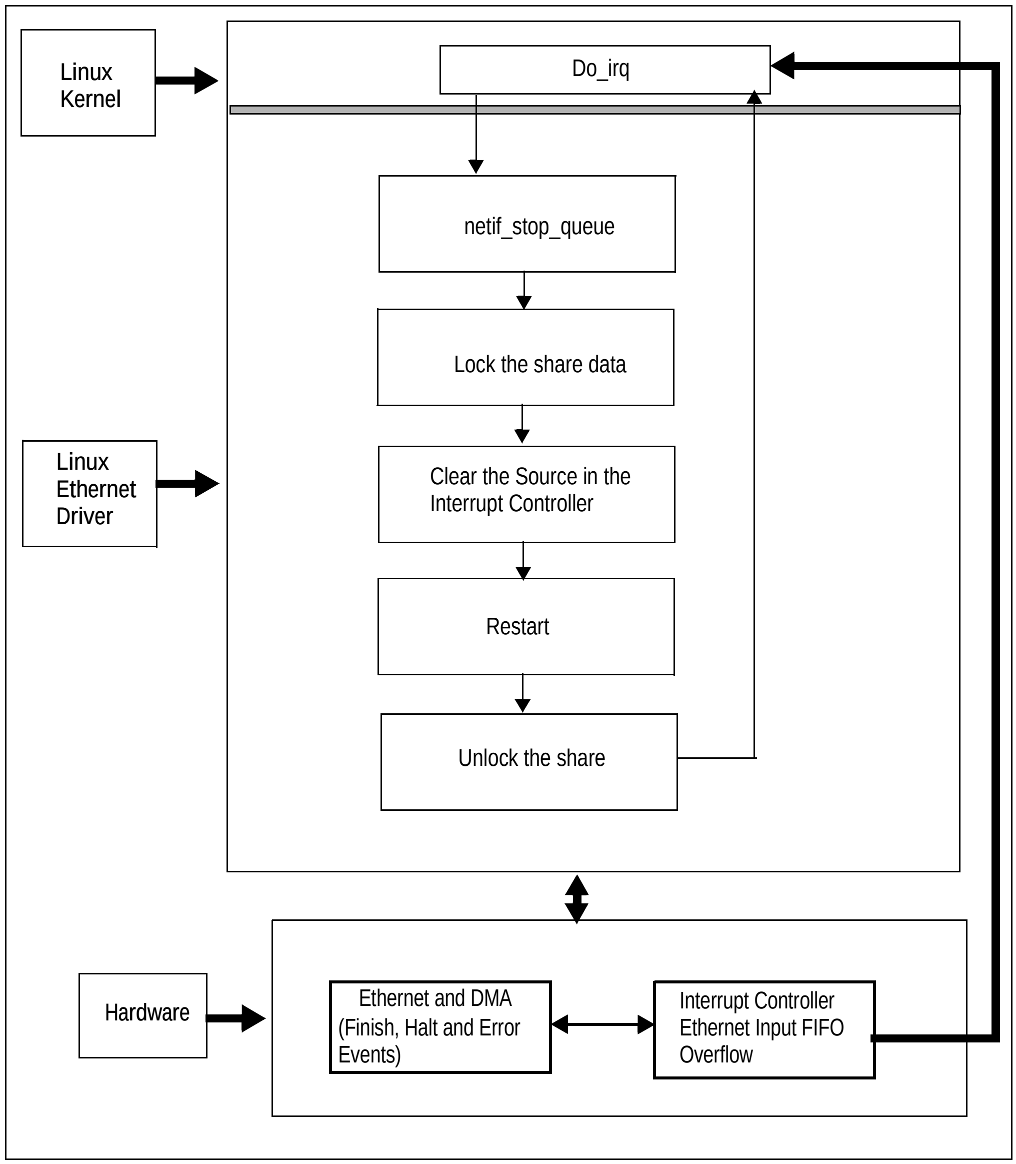

Figure 9 Receive Overflow Interrupt Flow Chart

Notes

Transmit Underflow Interrupt

When underflow happens to the transmit DMA FIFO, it generates an underflow interrupt. The Ethernet driver handles this using the transmit underflow interrupt handler. Refer to the "static void [board name]_und_interrupt(int irq, void *dev_id, struct pt_regs * regs)" functions in the Ethernet driver for more details. Figure 10 illustrates the transmit underflow interrupt flow.

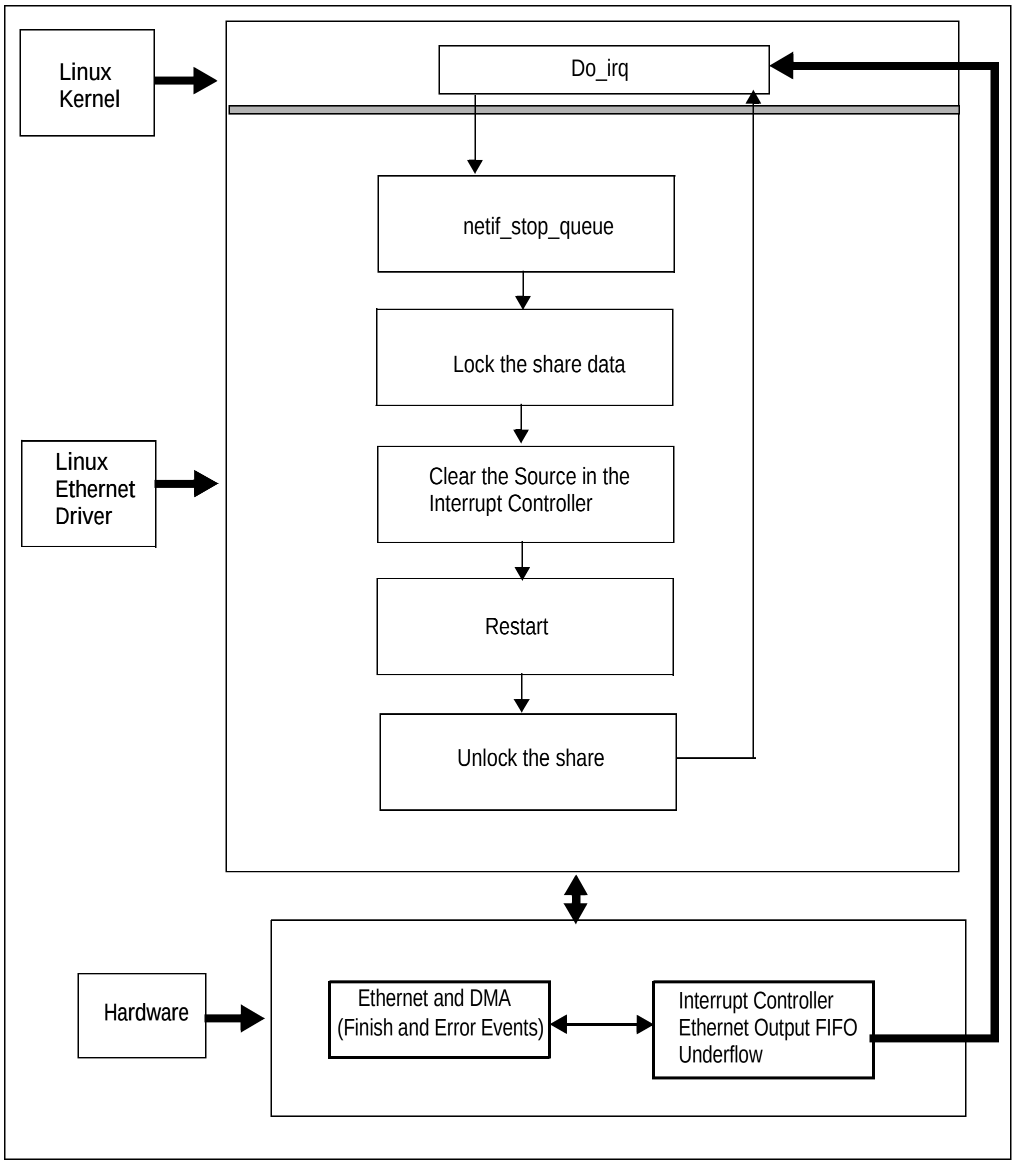

Figure 10 Transmit Underflow Interrupt Flow Chart

Notes

MII PHY Handler

The MII-PHY handler handles the MII PHY interrupts. Refer to the "static void [board name]_mii_handler(unsigned long data)" function in the Ethernet driver for more details. The MII-PHY handler flow is illustrated in Figure 11.

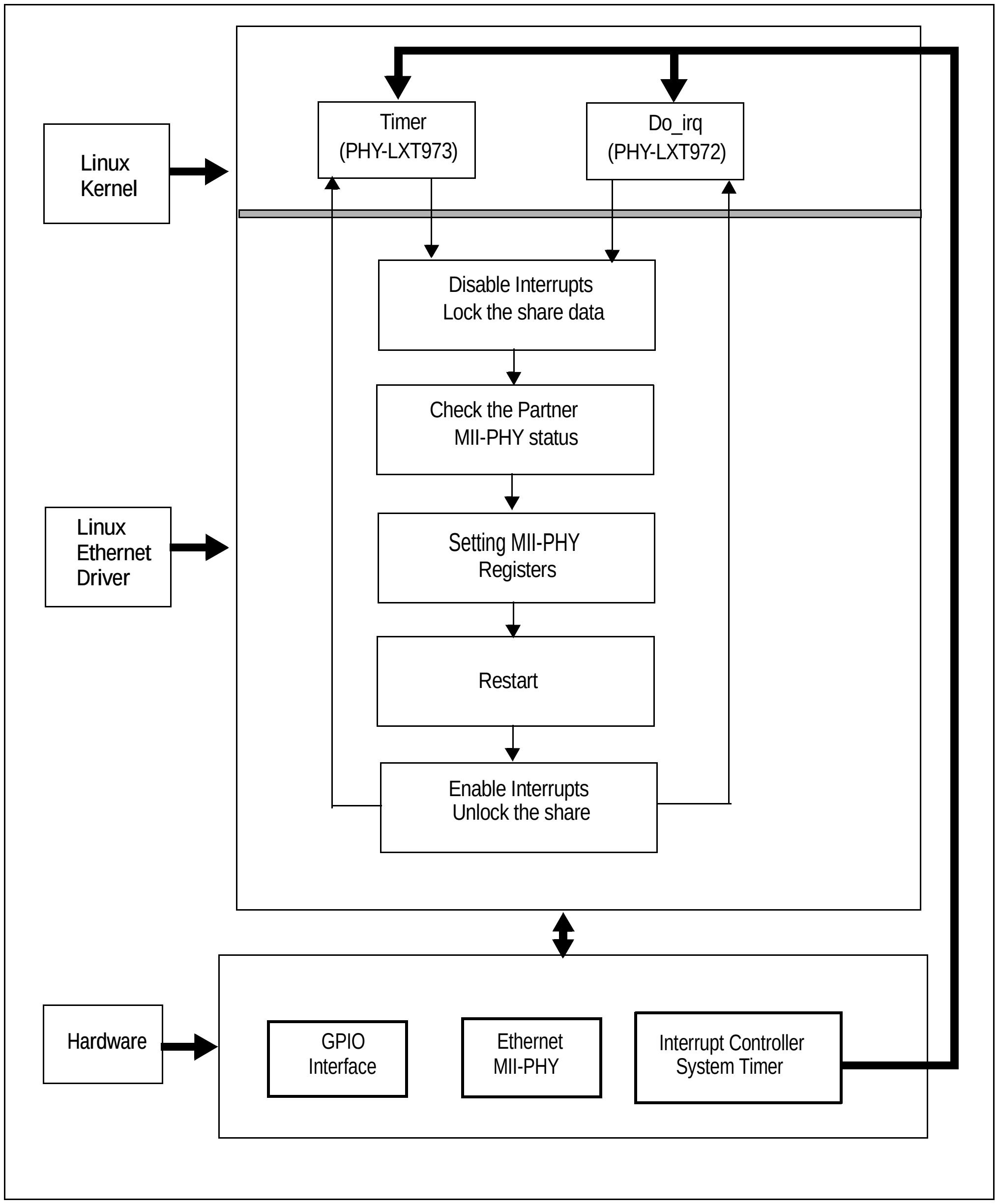

Figure 11 MII PHY Handler Flow Chart

Notes

Driver Source Code Implementation

The Ethernet drivers are located under "~linux/drivers/net" directory in the Linux repository. The Ethernet driver file names for the IDT RC32xxx processor family are based on the internal project names of the integrated processors (banyan/acacia/korina). The function names used in the Ethernet driver use the IDT evaluation board's name to demarcate some of the peculiarities specific to the evaluation boards. The table below gives the Ethernet driver file names for members of the RC32xxx processor family.

IDT™ Interprise™ Integrated Communications Processor	Board Name	Driver Files	Include Files Directory
RC32434	Korina	~linux/drivers/net/korina.c ~linux/drivers/net/korina.h	~linux/dinclude/asmmips/ rc32434
RC32365 RC32336	Cedar	~linux/drivers/net/cedar.c ~linux/drivers/net/cedar.h	~linux/dinclude/asmmips/ rc32300
RC32438	Acacia	~linux/drivers/net/acacia.c ~linux/drivers/net/acacia.h	~linux/dinclude/asmmips/ rc32438
RC32351 RC32355	Banyan	~linux/drivers/net/banyan.c ~linux/drivers/net/banyan.h	~linux/dinclude/asmmips/ rc32300

Table 3 Ethernet Driver File Names for the RC32xxx Processor Family

The Ethernet driver functions are listed below:

static int parse_mac_addr(struct net_device *dev, char* macstr)

Description: *Parse the MAC address*

Parameter:

*struct net_device *dev* *The pointer of the network device*

char macstr* *The MAC address string*

Return Value:

0 *Succeed*

1 *Fail*

static inline void [board name]_abort_tx(struct net_device *dev)

Description: *Abort the transmit DMA operation*

Parameter:

*struct net_device *dev* *The pointer of the network device*

Return Value:

N/A

static inline void [board name]_abort_rx(struct net_device *dev)

Description: *Abort the receive DMA operation*

Parameter:

*struct net_device *dev* *The pointer of the network device*

Notes

Return Value:

N/A

static inline void [board name]_halt_tx(struct net_device *dev)

Description: *Halt the transmit DMA operation*

Parameter:

*struct net_device *dev* *The pointer of the network device*

Return Value:

N/A

static inline void [board name]_halt_rx(struct net_device *dev)

Description: *Halt the receive DMA operation*

Parameter:

*struct net_device *dev* *The pointer of the network device*

Return Value:

N/A

static inline void [board name]_start_tx(struct [board name]_local *lp, volatile DMAD_t td)

Description: *Start the transmit DMA operation*

Parameter:

*struct [board name]_local *lpThe pointer of the Ethernet port*

volatile DMAD_t td *The pointer of the transmit DMA descriptor*

Return Value:

N/A

static inline void [board name]_start_rx(struct [board name]_local *lp, volatile DMAD_t rd)

Description: *Start the receive DMA operation*

Parameter:

*struct [board name]_local *lpThe pointer of the Ethernet port*

volatile DMAD_t td *The pointer of the receive DMA descriptor*

Return Value:

N/A

static inline void [board name]_chain_tx(struct [board name]_local *lp, volatile DMAD_t td)

Description: *Chain the transmit DMA*

Parameter:

*struct [board name]_local *lpThe pointer of the Ethernet port*

volatile DMAD_t td *The pointer of the transmit DMA descriptor*

Return Value:

Notes

N/A

static inline void [board name]_chain_rx(struct [board name]_local *lp, volatile DMAD_t rd)

Description: Chain the receive DMA

Parameter:

*struct [board name]_local *lpThe pointer of the Ethernet port*

volatile DMAD_t td The pointer of the receive DMA descriptor

Return Value:

N/A

static int [board name]_restart(struct net_device *dev)

Description: Restart the network interface

Parameter:

*struct net_device *dev The pointer of the network device*

Return Value:

0 Succeed

Non-0 N/A

int [board name]_init_module(void)

Description: Initiate the driver module

Parameter:

N/A

Return Value:

0 No device found

Non-0 At least one device found

static int [board name]_probe(int port_num)

Description: Probe the Ethernet device.

Parameter:

int port_num The Ethernet port number

Return Value:

0 Succeed

Non-0 Error

static int [board name]_open(struct net_device *dev)

Description: Open the network device.

Parameter:

*struct net_device *dev The pointer of the network device*

Return Value:

Notes

0 *Succeed*

Non-0 *Error*

static int [board name]_close(struct net_device *dev)

Description: *Close the network device.*

Parameter:

*struct net_device *dev The pointer of the network device*

Return Value:

0 *Succeed*

Non-0 *Error*

static int [board name]_send_packet(struct sk_buff *skb, struct net_device *dev)

Description: *Get the packet from the kernel, prepare the transmit DMA descriptors and start the transmit DMA operation to send out this packet through the Ethernet port of the network device*

Parameter:

*struct sk_buff *skbSKB buffer pointer*

*struct net_device *dev The pointer of the network device*

Return Value:

0 *Succeed*

1 *Transmit queue is full*

static void [board name]_mii_handler(unsigned long data)

Description: *Handle the Ethernet MII and PHY device*

Parameter:

unsigned long dataData parameter for the MII device

Return Value:

N/A

static void [board name]_ovr_interrupt(int irq, void *dev_id, struct pt_regs * regs)

Description: *The interrupt handler for the Ethernet input FIFO overflow*

Parameter:

int irq The IRQ number

*void *dev_id* *The device pointer*

*struct pt_regs * regsThe Pointer of the struct that defines the way the registers are stored on the stack during a system call/exception. As usual the registers k0/k1 aren't being saved.*

Return Value:

N/A

static void [board name]_und_interrupt(int irq, void *dev_id, struct pt_regs * regs)

Description: *The interrupt handler for the Ethernet output FIFO underflow*

Notes

Parameter:

int irq The IRQ number

*void *dev_id The device pointer*

*struct pt_regs * regsThe Pointer of the struct that defines the way the registers are stored on the stack during a system call/exception. As usual the registers k0/k1 aren't being saved.*

Return Value:

N/A

static void [board name]_rx_dma_interrupt(int irq, void *dev_id, struct pt_regs * regs)

Description: The interrupt handler for the receive DMA channel

Parameter:

int irq The IRQ number

*void *dev_id The device pointer*

*struct pt_regs * regsThe Pointer of the struct that defines the way the registers are stored on the stack during a system call/exception. As usual the registers k0/k1 aren't being saved.*

Return Value:

N/A

static void [board name]_rx_tasklet(unsigned long rx_data_dev)

Description: The tasklet for the receive DMA channel

Parameter:

unsigned long rx_data_devData parameter for the receive tasklet

Return Value:

N/A

static void [board name]_tx_dma_interrupt(int irq, void *dev_id, struct pt_regs * regs)

Description: The interrupt handler for the transmit DMA channel

Parameter:

int irq The IRQ number

*void *dev_id The Device pointer*

*struct pt_regs * regs The Pointer of the struct that defines the way the registers are stored on the stack during a system call/exception. As usual the registers k0/k1 aren't being saved.*

Return Value:

N/A

static void [board name]_tx_tasklet(unsigned long tx_data_dev)

Description: The tasklet for the transmit DMA channel

Parameter:

unsigned long rx_data_dev The Data parameter for the transmit tasklet

Return Value:

Notes

N/A

static struct net_device_stats * [board name]_get_stats(struct net_device *dev)

Description: Get the current statistics for the network device

Parameter:

*struct net_device *dev The pointer of the network device*

Return Value:

net_device_stats The pointer of the network device statistics

static void [board name]_multicast_list(struct net_device *dev)

Description: Set or clear the multicast filter for the network device

Parameter:

*struct net_device *dev The pointer of the network device*

Return Value:

N/A

static void [board name]_tx_timeout(struct net_device *dev)

Description: The transmit timeout handler

Parameter:

*struct net_device *dev The pointer of the network device*

Return Value:

N/A

static int [board name]_init(struct net_device *dev)

Description: Initiate the network device

Parameter:

*struct net_device *devThe pointer of the network device*

Return Value:

0 Succeed

1 Fail

static void [board name]_cleanup_module(void)

Description: Driver module clean up

Parameter:

N/A

Return Value:

N/A

Notes

static int __init [board name]_setup(char *options)

Description: *Setup the driver*

Parameter:

*char *options* *The driver setup parameter*

Return Value:

No option yet

static int __init [board name]_setup_ethaddr0(char *options)

Description: *Setup Ethernet port 0*

Parameter:

*char *options* *The Ethernet port setup parameter*

Return Value:

1 *Always*

static int __init [board name]_setup_ethaddr1(char *options)

Description: *Setup Ethernet port 1*

Parameter:

*char *options* *The Ethernet port setup parameter*

Return Value:

1 *Always*

module_init([board name]_init_module);

Description: *The driver module interface for initialization*

Parameter:

[board name]_init_moduleThe description pointer for the driver module

Return Value:

N/A

module_exit([board name]_cleanup_module);

Description: *The driver module interface for exit*

Parameter:

[board name]_init_moduleThe description pointer for the driver module

Return Value:

N/A

Notes

References

79RC32336 User Reference Manual

79RC32365 User Reference Manual

79RC32351 User Reference Manual

79RC32355 User Reference Manual

79RC32434 User Reference Manual

79RC32438 User Reference Manual

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