

Technical Information Manual

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MOD. V462

*DUAL GATE
GENERATOR*

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CAEN declines all responsibility for damages or injuries caused by an improper use of the Modules due to negligence on behalf of the User. It is strongly recommended to read thoroughly the CAEN User's Manual before any kind of operation.



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Disposal of the Product

The product must never be dumped in the Municipal Waste. Please check your local regulations for disposal of electronics products.



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1. DESCRIPTION

1.1. FUNCTIONAL DESCRIPTION

The CAEN Model V462 is a DUAL GATE GENERATOR housed in a 1-unit wide VME module (a functional block diagram is shown in Fig. 1.1).

Each module consists of two Gate Generators, one per channel, independently programmable between 100 ns and 9.9999999 s. These generate three standard NIM signals: a Gate, a Begin Marker, of fixed 100 ns width, simultaneous to the beginning of the Gate, and an End Marker, of fixed 100 ns width, simultaneous to the end of the Gate.

The module is based on the use of Programmable Gate Arrays containing almost all the logic of each generator's operations. There are two working registers per channel, one for Local Mode, the other for VME Mode.

In Local Mode, the content of the Local Register is transferred to eight 4-bit multiplexers, that allow displaying of the gate width, and is presented to some bit-to-bit comparators. The module contains eight 4-bit BCD counters that are positioned to zero if the gate is not triggered. When the Start signal takes place, the counters start counting at 10 MHz frequency and the output of these counters is presented to the other input of the comparators.

When the 32 bit word of the counters reaches the one of the selected register, the counting stops and the gate signal ends. A new cycle is possible right after the End of Gate Marker signal.

The Local Mode is characterized by the display of the content of the Local Register, which becomes the register to compare with the counters. Moreover, in Local Mode, the User can modify the content of the register via 4 push buttons and set a different width of the Gate. A digit (unit) that is selected via the DIG SEL +/- push buttons starts blinking, and the value of the digit can be incremented/decremented with the FIG SEL +/- push buttons.

The VME Mode is characterized by the display of the content of the VME Register, which becomes the register to compare with the counters. The gate triggering and width are programmable via VME. The selection switches and push-buttons for the width setting become totally ineffective on the selected register.

Whichever operating mode is selected, the Gate can always be triggered by the NIM signal or the push-button "START" for each channel. When the Gate signal is present, and for all the Gate duration, all the START signals are ignored ("Non-Updating" operation).

The Model V462 is an A24 D16 VME slave; its Base address is fixed by 4 internal rotary switches. A front panel LED (DTACK) lights up each time the module generates the VME signal DTACK.

(This module is a CEA-IRF SACLAY design)

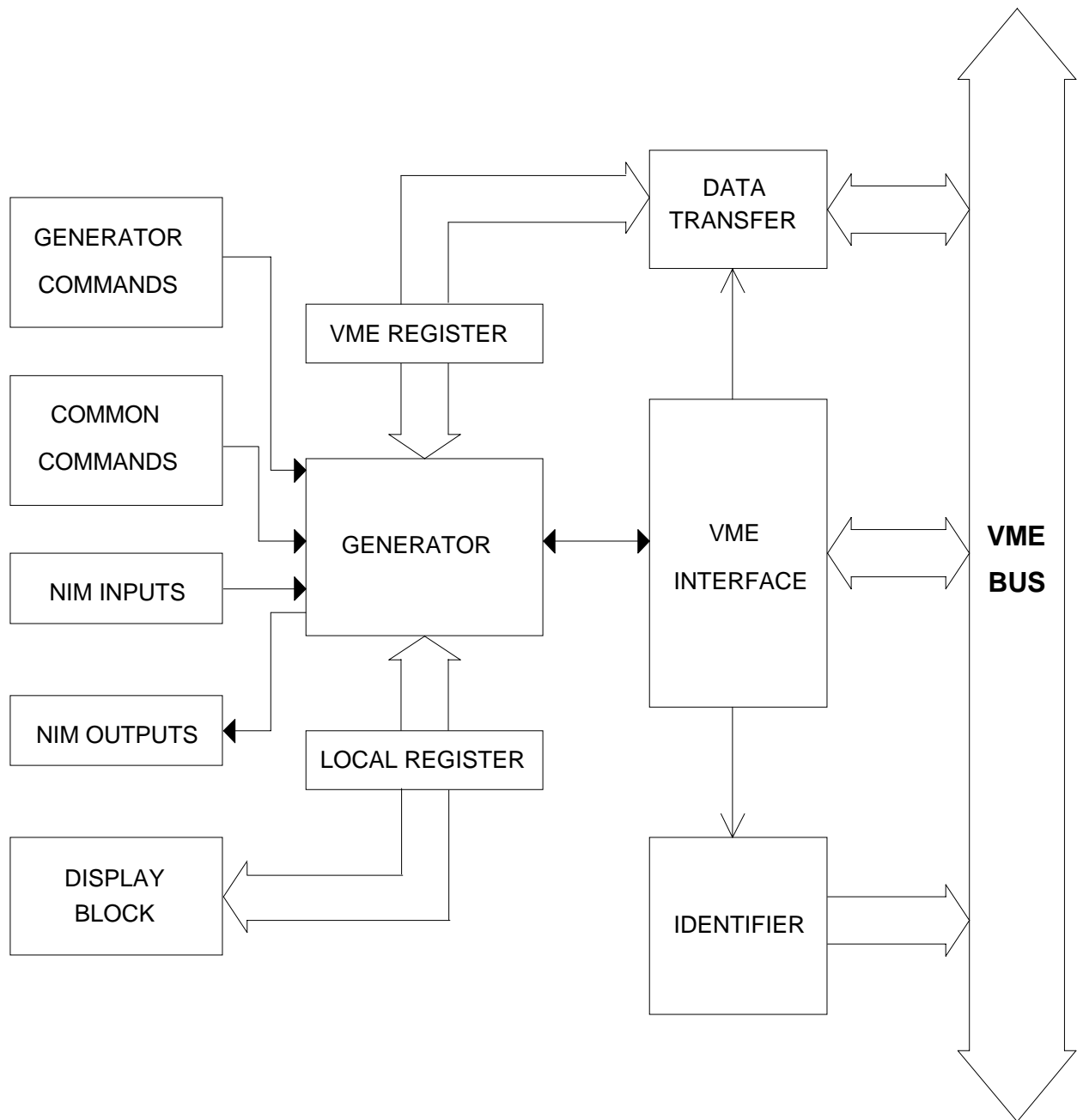


Fig. 1.1: V462 Block Diagram

2. SPECIFICATIONS

2.1. EXTERNAL COMPONENTS

CONNECTORS

- No. 2, "START", LEMO 00 type, 50 Ω impedance. Connectors for the START signal for each channel.
- No. 4, "GATE", LEMO 00 type, 50 Ω impedance. Connectors for the output GATE signal for each channel: a fan-out of 2 is provided for each channel.
- No. 4, "B. M.", LEMO 00 type, 50 Ω impedance. Connectors for the output Begin of Gate Marker signal for each channel: a fan-out of 2 is provided for each channel.
- No. 4, "E. M.", LEMO 00 type, 50 Ω impedance. Connectors for the output End of Gate Marker signal for each channel: a fan-out of 2 is provided for each channel.

DISPLAYS

- No. 1, "DTACK", green LED, VME Selected; it lights up during a VME access.
- No. 1, "BERR", red LED, VME Selected; it lights up if a Bus Error occurs.
- No. 4, red 7 segment 4 figures LEDs, 2 for each channel, to indicate the gate width between 0.0000000 and 9.9999999 sec.
- No. 2, "LOC", red LEDs, 1 for each channel. Light up if the module is working in Local Mode.
- No. 2, "OUT", green LEDs, 1 for each channel. Light up if the Gate signal is present.

SWITCHES

- No. 1, "CH0 - CH1", Lever switch selector, to modify Channel 0 or Channel 1 gate width.
- No. 2, "LOC", Manual Push-Buttons for the selection of Local or VME gate width setting.
- No. 2, "START", Manual Push-Buttons for the gate trigger .
- No. 2, "DIG SEL +, -", Manual Push-Buttons to increment/decrement the digit position in the gate width display (i. e. the unit to increment/decrement with the FIG SEL button).
- No. 2, "FIG SEL +, -", Manual Push-Buttons to increment/decrement the value of the selected digit of the gate width display.

2.2. INTERNAL COMPONENTS

SWITCHES

- No. 4, rotary switches for the module VME BASE address selection.

2.3. POWER REQUIREMENTS

+ 12 V	30 mA
- 12 V	500 mA
+ 5 V	1 A

2.4. CHARACTERISTICS OF THE SIGNALS

INPUTS:

- START: Std. NIM level, 50 Ω impedance;
Minimum pulse width: 20 ns.

OUTPUTS:

- GATE: Std. NIM level on 50 Ω impedance;
Min. width: 100 ns;
START to GATE delay: 140 ± 10 ns;
Rise Time: < 1.5 ns;
Fall Time: < 2.5 ns.
- BEGIN MARKER: Std. NIM level on 50 Ω impedance;
Width: 100 ns;
START to BEGIN MARKER delay: 140 ± 10 ns;
Leading Edge B. MARKER to Leading Edge GATE delay: 3 ns.
- END MARKER: Std. NIM level on 50 Ω impedance;
Width: 100 ns;
Trailing Edge GATE to Leading Edge E. MARKER delay: 3 ns.

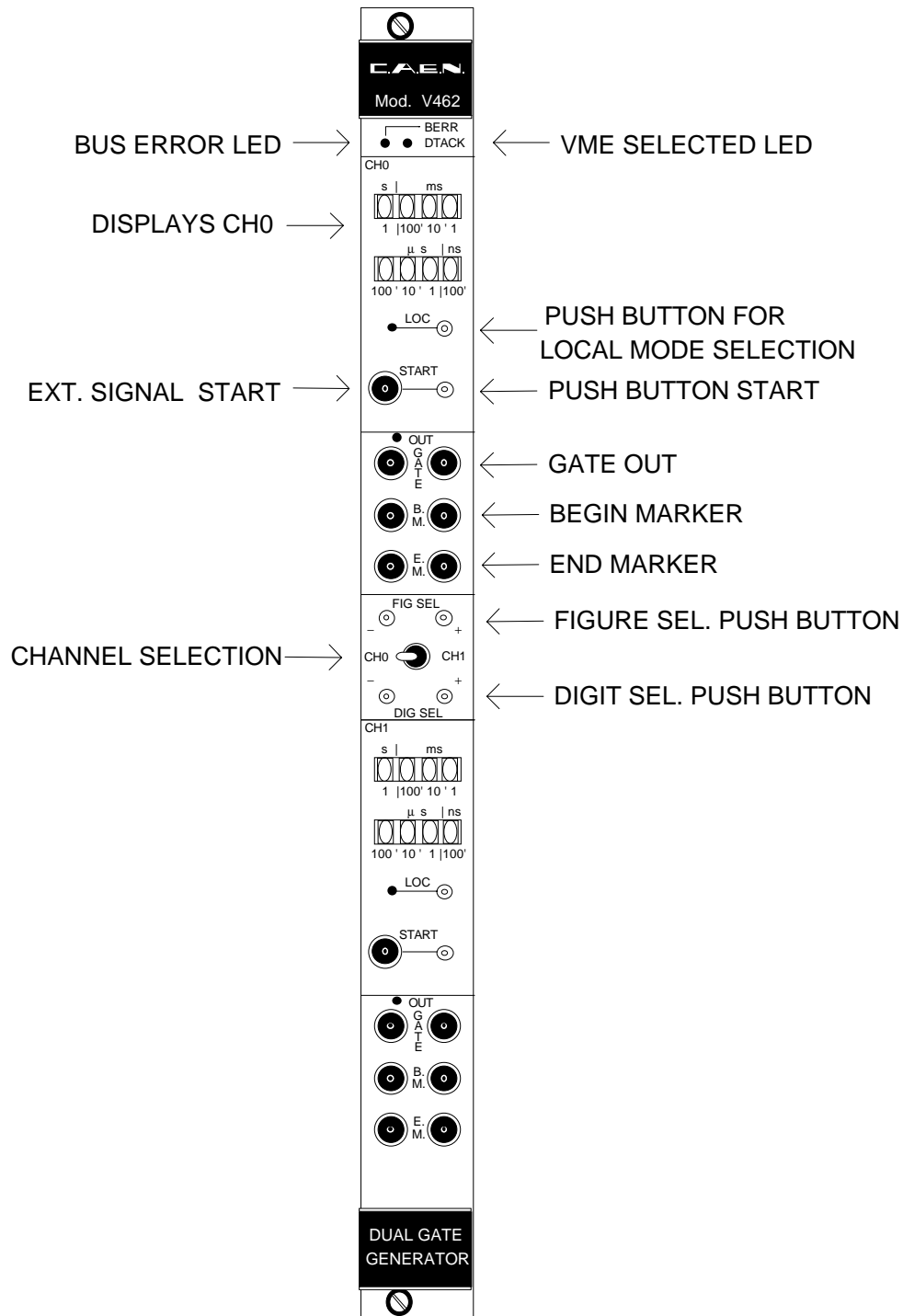


Fig. 2.1: Mod. V 462 Front Panel

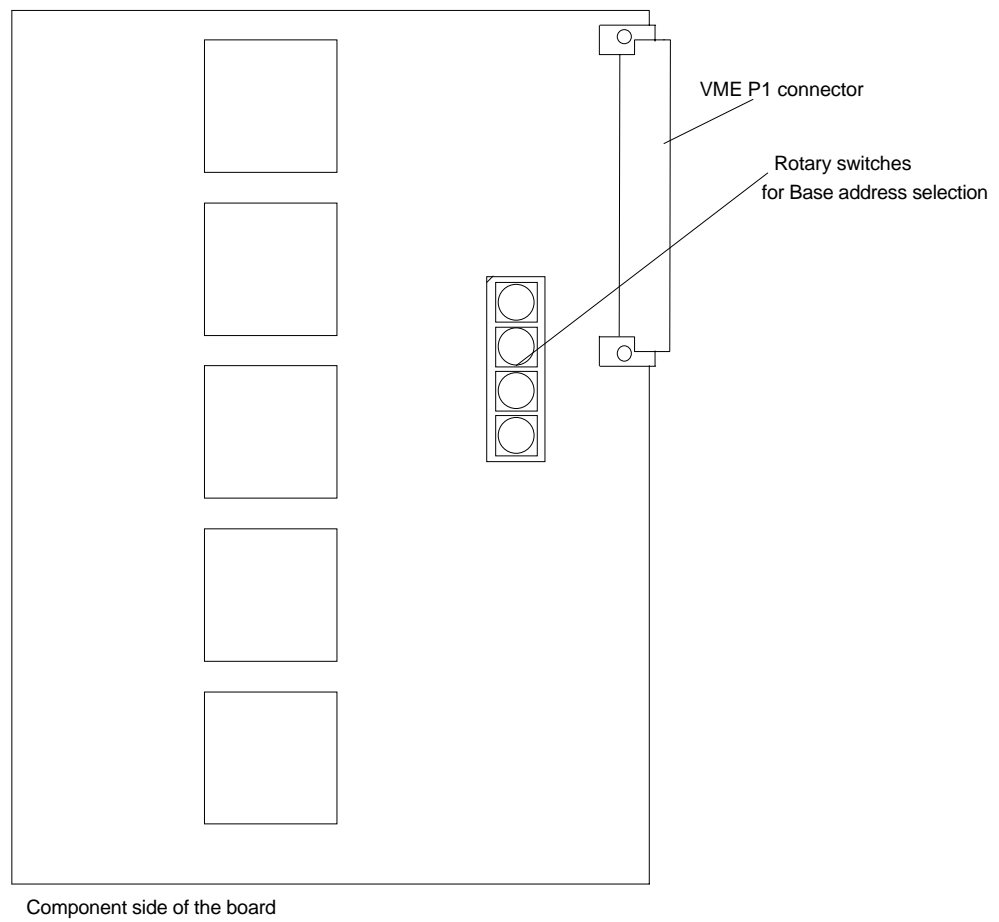


Fig. 2.2: Mod. V462 components locations

3. OPERATING MODES

3.1. GENERAL INFORMATION

To understand the operating modes of the module, it's important to distinguish between the VME operating mode and the totally independent manual operating mode via the front panel.

For example, two Users can operate on the module, knowing that the front panel User has always priority to the one operating via VME. As the module contains two generators, the front panel User can operate only on one of the two at a time, and in this case the other generator is completely accessible by the VME bus.

The use of the Programmable Gate Arrays (PGAs) reduces to a minimum the need for external logic. One single Gate Array takes charge of all the register commands logic, of the Control and Status Register management and of the front panel commands. It controls completely the other Gate Arrays.

3.2. POWER-UP CONFIGURATION

The use of the PGAs requires a period of initialization at power-up of duration not greater than 1 sec, thus less than 200 msec shorter than the VME Sysreset signal. During this phase, the PGA's inputs and outputs are not available and are in high impedance configuration. For this reason, the module is completely inaccessible either via VME or via front panel. If the VME bus sends some commands or data, the module is completely transparent (no response) just as if it was disconnected from the VME bus.

This period corresponds to the loading of a particular program stored on some PROMs placed on the board. This loading enables the configuration of the inputs/outputs of the PGAs.

The PGAs are very sensitive to the quality of the supply voltage. In fact, in case of great fluctuations of the voltage, or in case of brief power shortages, the PGAs may be erased in part. Thus a special circuit has been inserted to reset to zero the PGAs each time the supply voltage falls below 4.5 V.

3.3. FRONT PANEL SETTINGS

To set manually a certain gate width, one should select the desired channel with the front panel switch and push the button Local on the selected channel to enter in Local Mode (Local LED lights on). Note that at power-on the two channels are in VME Mode. At the first time the module enters in Local Mode after power-on, the display will show a value of the gate which is NOT reliable: the User must set the gate width on ALL the digits in the display, and after this the Local Register will always keep the set value until the next power-off.

After a pression on the "Dig Sel -" push button, the point of the most significant digit (seconds) in the display starts blinking, indicating that the value read out on the display is

stored automatically in the Local Register. By pushing the "Fig Sel +" or the "Fig Sel –" push buttons, the value of the current digit (with blinking point) can be incremented/decremented. By pushing the "Dig Sel –" or the "Dig Sel +" push buttons, the blinking point goes down to the lower digits or up to the higher digits in the display (except for a position in which the point doesn't appear), carrying the value of the previous blinking digit to the current one. This last feature enables the writing of big numbers without going through each single figure. For example, if the User wants to write 1 sec, it is sufficient to set 1 in the most significant (seconds) digit, to position on the hundreds of milliseconds digit and set 0, and "carry" the value 0 to the other digits with the "Dig Sel –" button. The displayed value will then be 10000000.

A second pressing of the Loc button cancels the blinking point and restores the VME Operating Mode.

3.4. VME SETTINGS

Via VME it is possible to read/write the content of the Generators registers (gate width). These registers are composed of two 16 bit registers per channel: the address Base + %08 contains the 4 least significant digits of the gate width for channel 1; the address Base + %06 contains the 4 most significant digits of the gate width for channel 1; the address Base + %04 contains the 4 least significant digits of the gate width for channel 0; the address Base + %02 contains the 4 most significant digits of the gate width for channel 0.

The Write operation on the VME Generator register can be done at any time, also when the channel is in Local mode, but when the channel is in Local the Read operation returns the content of the Local register. Anyway, it is suggested NOT to access via VME the channel in Local mode.

It is also suggested to perform the most significant value cycles and the least significant value cycles in the correct order (most-least) to avoid errors in the VME Registers.

If the User wants to set a desired value of the gate width, e. g. 123 μ sec for channel 0, He/She has to write 0 in the address Base + %02 and 1230 in the address Base + %04.

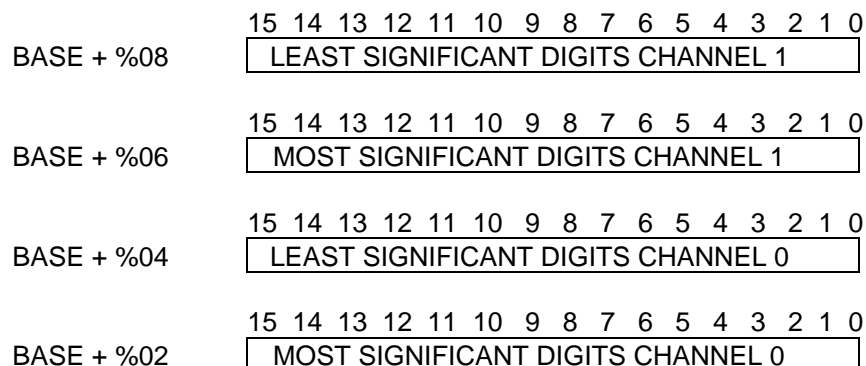


Fig. 3.1: Gate Generator Width Registers

The Control and Status Register is located at the Address Base + %00. This register contains some information on the status of the module in the 5 most significant bits (active high):

the bit in D15 is an error bit, and indicates that one of the two generators is either in local mode or that its gate signal is present; the bits in D14 and D13 indicate that, respectively, channel 1 or channel 0 are in VME or Local mode (bits low if in VME mode); the bits in D12 and D11 indicate that, respectively, the gate signal of channel 1 or channel 0 is present. Every attempt to write into one of these 5 bits generates a Bus Error and a LED on the front panel (BERR) lights on.

Only two bits of the Control and Status Register can be used in write mode to trigger via VME the gate generators. The bits in D10 and D9 of the Address Base + %00 (active high) trigger respectively the channel 1 and channel 0 generators. Any attempt to read these two bits is ineffective. The bits in D8 through D0 are meaningless.

	D15	D14	D13	D12	D11	D10	D9	D8	...	D0
BASE + %00	ERR	VME/ LOC 1	VME/ LOC 0	GATE CH. 1	GATE CH. 0	START CH. 1	START CH 0		...	

Fig. 3.2: Control and Status Register

3.5. FRONT PANEL SIGNALS

To trigger externally the Gate Generators, two START inputs (one per channel) can be sent to the module. These should be standard NIM signals of 20 ns minimum width, otherwise the Gate could not be triggered. A gate is triggered by the leading edge of the NIM "START" signal.

Whichever operating mode is selected, the Gate can always be triggered by the NIM signal or the push-button "START" for each channel. When the Gate signal is present, and for all the Gate duration, all the START signals are ignored ("Non-Updating" operation).

There are three output signals with a fan-out of two for each channel: the Gate, the Begin Marker and the End Marker. The Begin Marker is simultaneous with the Gate signal, and its width is 100 ns. The End Marker is simultaneous with the Gate ending, and also its width is 100 ns.

The delay between the trigger signal and the leading edge of the Gate or Begin Marker signals is $140 \text{ ns} \pm 10 \text{ ns}$.

4. VME INTERFACE

4.1. ADDRESSING CAPABILITY

The V462 module works in A24 D16 mode. This means that the module address must be specified in a field of 24 bits. The Address Modifiers codes recognized by the module are:

AM=%3D:	standard supervisor data access
AM=%39:	standard user data access
AM=%0D:	extended supervisor data access
AM=%09:	extended user data access

The module's Base Address is fixed by 4 internal rotary switches housed on two piggy-back boards plugged into the main printed circuit board (see Fig. 4.1).

The Base Address can be selected in the range:

% 00 0000 <-> % FF FF00 A24 mode

The Base Address reserves in this way a page of 256 bytes for the module. The Address Map is shown in table 4.1.

Table 4.1: Address Map for the Mod. V462

ADDRESS	REGISTER/CONTENT	TYPE
Base + %FE Base + %FC Base + %FA	Version & Series Manufacturer & Module Type Fixed code	read only read only read only
Base + %F8 . . Base + %10	Not used . . Not used	
Base + %08 Base + %06 Base + %04 Base + %02 Base + %00 Base + %00	L. S. B. Generator CH. 1 M. S. B. Generator CH. 1 L. S. B. Generator CH. 0 M. S. B. Generator CH. 0 Generators status Start Gate Generators	read/write read/write read/write read/write read only write only

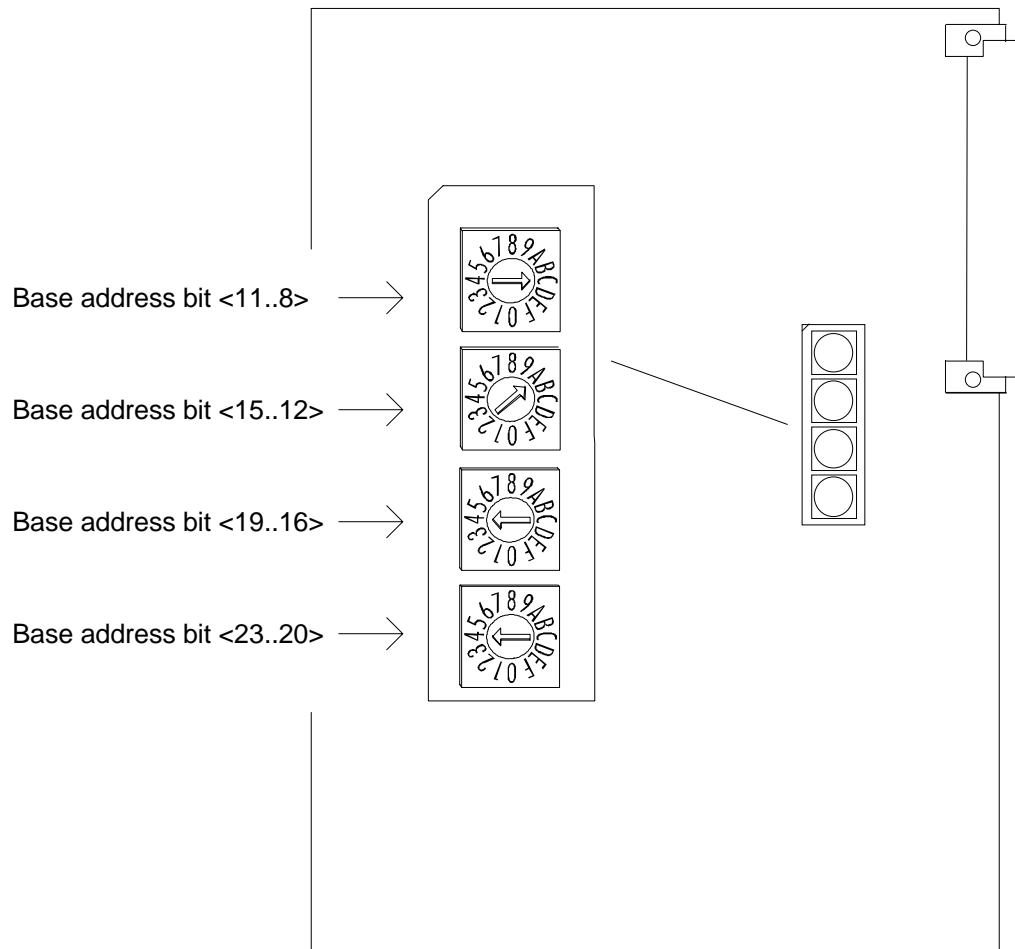


Fig. 4.1: Mod. V462 Base address setting

4.2. MODULE IDENTIFIER WORDS

(Base address + %FA, +%FC, +%FE read only)

The Three words located at the highest address on the page are used to identify the module as shown in figure 4.2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Address
Version				Module's serial number												Base + % FE
Manufacturer number							Module type									Base + % FC
% F A Fixed code								% F 5 Fixed code								Base + % FA

Fig. 4.2: Module Identifier words

At the address Base + % FA the two particular bytes allow the automatic localization of the module.

For the Mod. V462 the word at address Base + % FC has the following configuration:

Manufacturer N°= 000010 b

Type of module = 0000001010 b

The word located at the address Base + %FE identifies the single module through the module's serial number and any change in the hardware will be shown by the Version number.

4.3. GENERATORS REGISTERS

(Base Address + %08, +%06, + %04, + %02, read/write)

The Generators Registers (gate width duration) are composed of two 16 bit registers per channel: the address Base + %08 contains the 4 least significant digits of the gate width for channel 1; the address Base + %06 contains the 4 most significant digits of the gate width for channel 1; the address Base + %04 contains the 4 least significant digits of the gate width for channel 0; the address Base + %02 contains the 4 most significant digits of the gate width for channel 0.

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BASE + %08	LEAST SIGNIFICANT DIGITS CHANNEL 1															
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BASE + %06	MOST SIGNIFICANT DIGITS CHANNEL 1															
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BASE + %04	LEAST SIGNIFICANT DIGITS CHANNEL 0															
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BASE + %02	MOST SIGNIFICANT DIGITS CHANNEL 0															

Fig. 3.1: Gate Generator Width Registers

4.4. CONTROL AND STATUS REGISTER

(Base Address + %00, read only bits D15-D11, write only bits D10-D9)

The Control and Status Register is located at the Address Base + %00. This register contains some information on the status of the module in the 5 most significant bits (active high):

the bit in D15 is an error bit, and indicates that one of the two generators is either in local mode or that its gate is open; the bits in D14 and D13 indicate that, respectively, channel 1 or channel 0 are in VME or Local mode (bits high if in VME mode); the bits in D12 and D11 indicate that, respectively, the gate of channel 1 or channel 0 is open. Every attempt to write into one of these 5 bits generates a Bus Error and a LED on the front panel (BERR) lights on.

Only two bits of the Control and Status Register can be used in write mode to trigger via VME the gate generators. The bits in D10 and D9 of the Address Base + %00 (active high) trigger respectively the channel 1 and channel 0 generators. Any attempt to read these two bits is ineffective. The bits in D8 through D0 are meaningless.

	D15	D14	D13	D12	D11	D10	D9	D8	...	D0
BASE + %00	ERR	VME/ LOC 1	VME/ LOC 0	GATE CH. 1	GATE CH. 0	START CH. 1	START CH 0		...	

Fig. 3.2: Control and Status Register.

APPENDIX A: ELECTRICAL DIAGRAMS

APPENDIX B: COMPONENT LIST AND LOCATIONS