

PORT SUSPEND/RESUME ACTIONS

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```
void suspend_initiator_actions() {
    port_timer = 0;
    queued_suspend_initiator = FALSE;    // clear the suspend request
    wait((port_timer >= NOTIFY_HOLD) || (STATUS_A.bias == 0));
    if (STATUS_A.bias == 0) {            //TpBias driven low by target
        CONTROL_SET.suspend = 1;        // set suspend when target TPBias low
        TpGen = LOW;                    // drive TpBias
        wait_time (BIAS_HOLD);
    }
}

void suspend_target_actions() {
    queued_suspend_target = FALSE;
    port_timer = 0;                    // start the timer
    TpGen = LOW;                      // drive TpBias low to Initiator
    wait ((port_timer >= BIAS_HOLD) || (STATUS_A.bias == 0));
                                        // wait for initiator to drive TpBias
    if (STATUS_A.bias == 0)            // handshake with initiator
        CONTROL_SET.suspend = 1;        // enter suspended state
}

void suspend_failed_actions () {
    power_down = TRUE;                // turn off bias generator; this will disconnect 1995 PHY
}

void disconnected_actions () {
    power_down = TRUE;                // turn off bias generator
    CONTROL_SET.suspend = 1;
}

void suspended_actions () {
    TpGen = LOW;                      // drive TpBias low and then release
    wait (con_status == TRUE);        // wait to eliminate false disconnect
    power_down = TRUE;                // turn off bias generator
    CONTROL_SET.suspend = 1;
}
```

```

void resume_actions() {
    queued_resume = FALSE; // clear the resume request
    power_down = FALSE;           // connect detector is invalid
    TpGen = HIGH;                 // drive TpBias to resume target
    port_timer = 0;               // start timer
    wait ( (port_timer >= DETECT_MIN) || (STATUS_A.bias == 1));
                                     // wait for target to drive TpBias
    if (STATUS_A.bias == 1)         // resume succeeded
        CONTROL_CLEAR.suspend = 1;
}

```

```

void resume_failed_actions () {
    TpGen = LOW;                 // drive TpBias low and then release
    wait (con_status == TRUE);   // wait to eliminate false disconnect
    power_down = TRUE;           // return to suspend state
}

```

```

void connected_actions () {
}

```

```

void disabled_actions () {
    TpGen = LOW;                 // drive TpBias low and then release
    wait (con_status == TRUE);   // wait to eliminate false disconnect
    power_down = TRUE;           // Stop driving TpBias
}

```