

AmMCOXXA

2, 4, or 8 Megabyte 5.0 Volt-only Flash Miniature Card

DISTINCTIVE CHARACTERISTICS

- **2, 4, or 8 Mbytes of addressable Flash memory**
- **5.0 Volt-only, single power supply operation**
 - Write and read voltage: 5.0 V \pm 10%
 - No additional supply current required for V_{PP}
- **Fast access time**
 - 100 or 150 ns access time
- **CMOS low power consumption**
 - Typical active read current:
70 mA (word mode)
 - Typical active erase/write current:
100 mA (word mode)
 - Typical standby current:
10 μ A (8 Mbyte card)
- **High write endurance**
 - Guaranteed minimum 100,000 write/erase cycles per card
 - More than 1,000,000 cycles per card typical
- **Uniform sector architecture**
 - 64K byte individually useable sectors
 - Erase Suspend/Resume increases system level performance
 - BUSY# and RESET# signals
- **Zero data retention power**
 - No power required to retain data
- **Available in industrial temperature grade (-40°C to +85°C)**
- **Miniature Card standard form factor**
 - True interchangeability
 - 60-pad connector
 - Supports multiple technologies
 - Sonic welded stainless steel case
 - PCMCIA Type II adapter available
 - Selectable byte- or word-wide configuration
 - Small form factor (38 mm x 33 mm x 3.5 mm)
- **60 connection bus**
 - 16-bit data bus
 - 25-bit address bus
 - Easy system integration
 - Low cost implementation
 - Low cost cards
- **Consumer-friendly mechanicals**
 - User can easily insert and remove card, upgrade memory, and add applications
- **Voltage level keying**
 - Does not allow a 5 V card to plug into a 3 V system and vice versa
 - Single power supply design
 - System does not need a separate program voltage supply; only one is necessary to read and write

GENERAL DESCRIPTION

The Miniature Card is an expansion card that provides a high-performance, small form factor solution for data and file storage to the portable, handheld market, which includes audio, digital film, wireless, and PDA (Portable Digital Assistant) applications. The Miniature Card provides a low cost, low power, high performance interface for memory cards.

Miniature cards can be easily “snapped” into the back of an electronic system and can be readily removed and replaced by end users. AMD’s 5 V Flash Miniature Cards are manufactured using AMD’s industry leading 5.0 volt-only, single-power-supply Am29F080B and

Am29F017B Flash Memory devices, ensuring high reliability and excellent performance. The Miniature Card is less than 30% of the size of a PCMCIA memory card. Applications include digital voice recorders, pocket PCs and intelligent organizers, smart cellular telephones, voice and data messaging pagers, digital still cameras and portable instrumentation equipment.

The Miniature Card specification will be defined by PCMCIA as of October 1997. The participating association members include major Flash memory vendors and leading consumer electronics OEMs. The goal of the Miniature Card specification is to promote an open, interoperable small-form-factor memory card standard. For more information on the Miniature Card specifica-

tion, visit the PCMCIA web site at <http://www.pc-card.com>.

AMD Flash Miniature Cards can be read in either a byte-wide or word-wide mode, which allows for flexible integration into various system platforms. Compatibility is assured at the hardware interface and software interchange specification.

Miniature Card is also designed with low-cost and rugged handling in mind. The card contains virtually no control logic, which keeps cost and power consumption to a minimum. The Miniature Card is packaged in a sonic welded, stainless steel case that guarantees durability, provides good ESD protection and ease of handling.

The Miniature Card has extensive third-party support, including socket and connector solutions, software support from the major FTL software vendors, and PCMCIA adapter solutions and programmer support.

AMD's Miniature Flash cards can be used for both code and data storage. Since fast random access is possible, code can be directly executed from the card, reducing the amount of system RAM required. In addition, AMD's Flash technology offers unsurpassed endurance, data retention and reliability, eliminating the need for complex error correction and defect management hardware and software. Each Flash sector provides a minimum of 100,000 cycles, which translates into a typical card life of one million or more cycles.

For more information, please contact your local AMD sales office or visit our Web site at <http://www.amd.com/html/products/nvd/nvd.html>.

DEFINITIONS

Table 1 lists the terms and definitions that may be used in conjunction with Miniature Card specifications.

Table 1. Miniature Card Definitions

| Term | Meaning |
|---------------------------|--|
| AIS | Acronym for Attribute Information Structure. AIS is a Miniature Card specification for storing Miniature Card attribute information. |
| ESD | Acronym for Electrostatic Discharge. ESD is part of the Miniature Card physical test. |
| FAT | Acronym for File Allocation Table. Using an FAT is a common method for managing files in a DOS-based system. |
| Flash | A type of non-volatile memory that is both readable and writeable, but requires the media to be erased before it is rewritten. |
| Host | Any system that incorporates a Miniature Card socket. |
| Insertion, Cold | <i>User Perception:</i> Insertion of the Miniature Card when the host is off. <i>Host State:</i> The host would be either off or in sleep mode, no bus activity is occurring, the host is non-operational by the user. The user inserts the Miniature Card and then presses a button to turn the host on before the system is operational. |
| Insertion, Hot | <i>User Perception:</i> Insertion of a Miniature Card when the host is running. <i>Host State:</i> The host would be in running mode, bus activity is occurring, the host is operational by the user. The user inserts the card, the host recognizes it, and the host continues to be operational. Note: Hot insertion may require buffering on the host system for proper operation. |
| Insertion, Pseudo Hot | <i>User Perception:</i> Insertion of a Miniature Card when the host is running. <i>Host State:</i> The host would be in running mode, bus activity is occurring, the host is operational by the user. The user inserts the card, the host immediately powers off before the Miniature Card makes contact with the host's internal bus. The user would then need to press a button to turn the host on for it to become operational. |
| Interface Signals | Miniature Card signals that make connection through the 60-pad connector area. |
| JEDEC | Acronym for Joint Electronic Device Engineering Council. |
| Miniature Card Backside | The side of the Miniature Card that contains the latching mechanism. The backside is opposite the frontside. |
| Miniature Card Bottomside | The side of the Miniature Card that contains the interface signals. The bottomside is opposite the topside. |

Table 1. Miniature Card Definitions (Continued)

| Term | Meaning |
|--------------------------|---|
| Miniature Card Frontside | The side of the Miniature Card that contains power, insertion, ground, voltage keys, and alignment notch. The frontside is opposite the backside. |
| Miniature Card Topside | The side of the Miniature Card that contains the Miniature Card label. The topside is opposite the bottomside. |
| PC Card | A memory or I/O card compatible with the PC Card Standard. |
| PC Card Adapter | The hardware that connects the Miniature Card 60 contact bus to the PC Card 68 pin bus. This hardware can be mechanically implemented by following the PC Card Type II specification. |
| Power/Insertion Signals | The three signals on the frontside of the Miniature Card that provide ground, power and early detection of insertion. |
| Pull-Ups | Resistors used to ensure that signals do not float when no device is driving them. |
| Removal, Cold | <i>User Perception:</i> Removal of a Miniature Card when the host is off. <i>Host State:</i> The host would either be off or in sleep mode, no bus activity is occurring, the host is non-operational by the user. User would turn off the host, then remove the Miniature Card and then press a button to turn the host on for it to become operational again. |
| Removal, Hot | <i>User Perception:</i> Removal of the Miniature Card when the host is running. <i>Host State:</i> The host would be in running mode, bus activity is occurring, the host is operational by the user. User removes the card, the host recognizes the event, and the host continues to be operational. |
| Removal, Pseudo Hot | <i>User Perception:</i> Removal of the Miniature Card when the host is running. <i>Host State:</i> The host would be in running mode, bus activity is occurring, the host is operational by the user. User removes the card, the host recognizes the event, the host immediately powers off before the Miniature Card removes contact with the host's internal bus. The user would then need to press a button to turn the host on for it to be operational again. |
| Sector | Usually 64 Kbytes, but depends on device used in the card. In word mode, a sector is 64 KWords. |
| Tuple | An element of the PC Card Standard CIS that provides card attribute information, and a link to the next tuple in a string of tuples. |
| User Insertable | All Miniature Cards should be inserted into the host by the user without the need for any special tools. |
| User Removable | This type of Miniature Card can be removed by the user without the need for any special tools. It contains programs and data that users may want to switch often. The use of this type of card is similar to a floppy disk. |
| User Non-Removable | This type of Miniature Card must be removed by the user with a special tool. It contains memory upgrades or boot program that users switches only when they require an upgrade. The use of this type of card is similar to a SIMM memory expansion or boot hard disk. |
| XIP | Acronym for eXecute-In-Place, which refers to code that executes directly from a Miniature Card. |

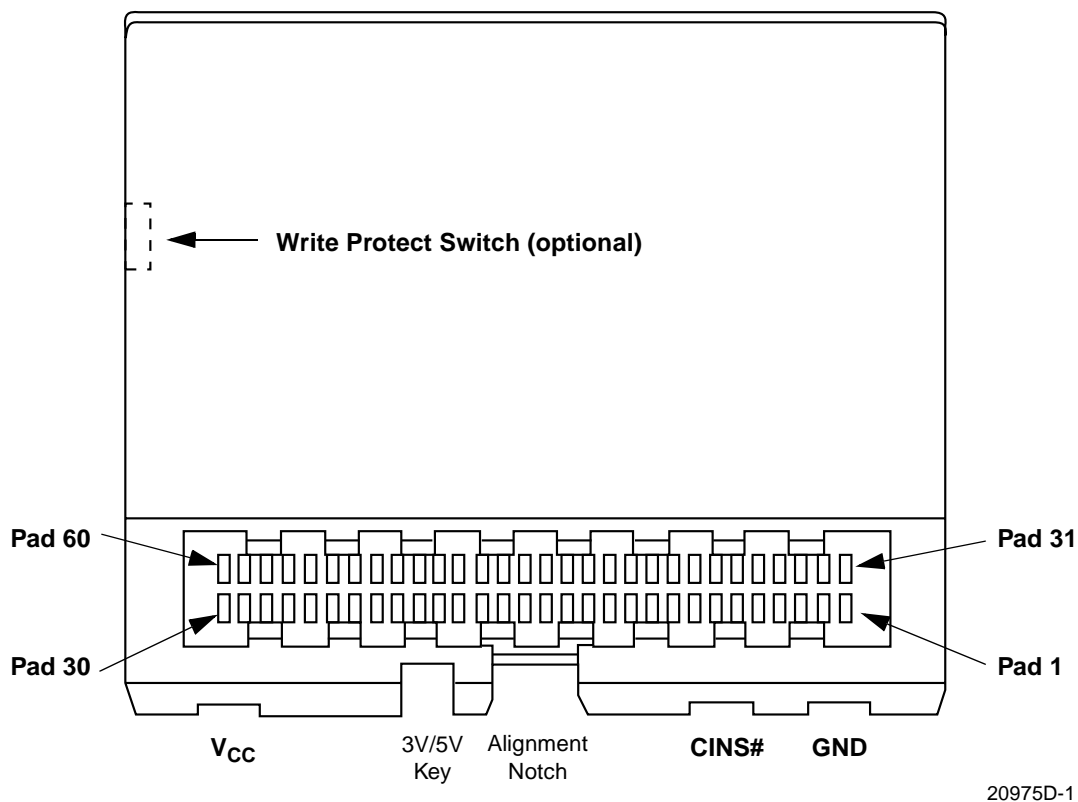


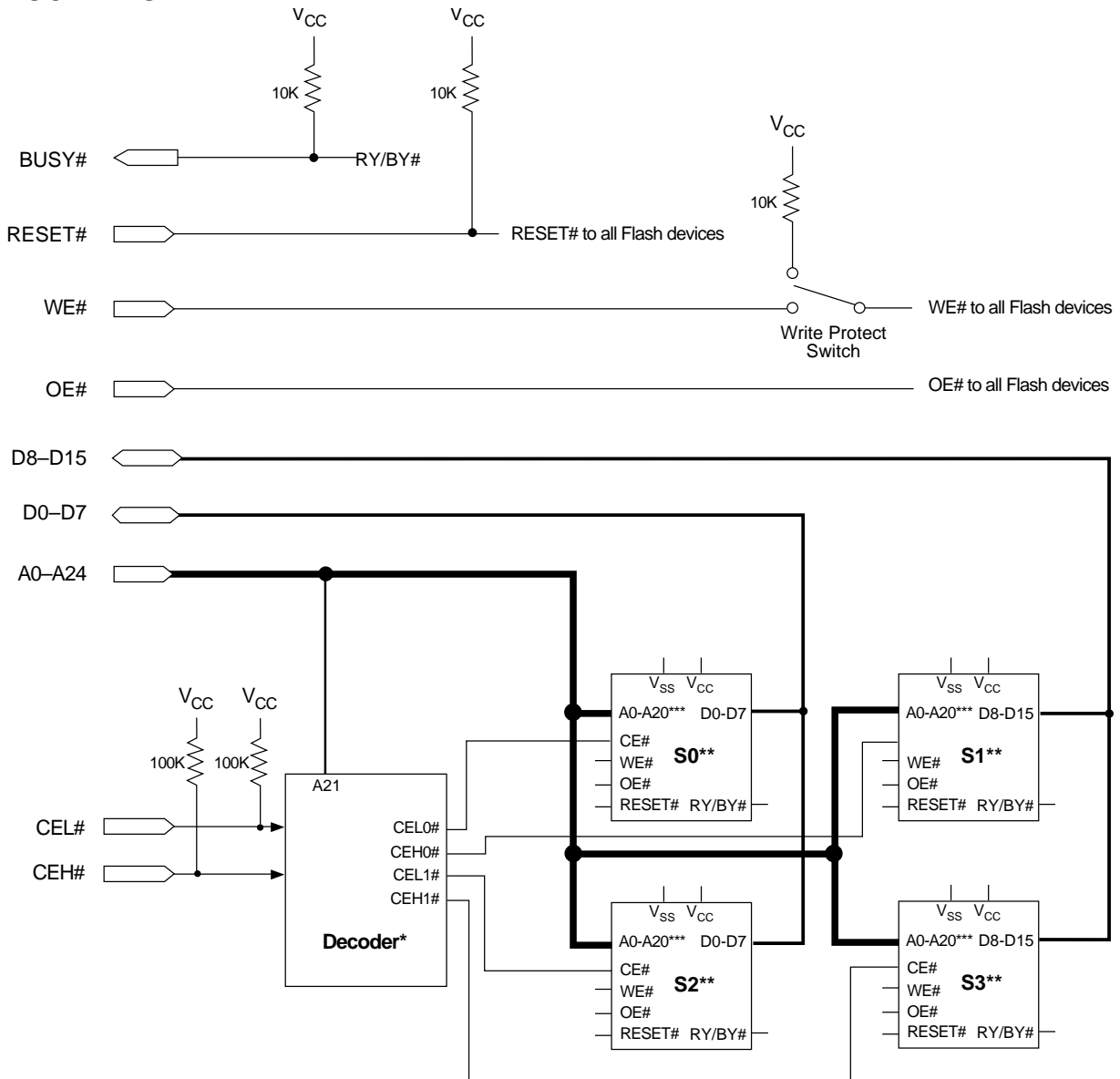
Figure 1. Miniature Card Connector (Card Bottom View)

Note: Refer to the Physical Dimensions section for more information. Also refer to the MCIF specification for detailed mechanical information, available on the Web at <http://www.mcif.org>.

Table 2. AMD Flash Miniature Cards and Flash Devices

| Family Part Number | Density | No. of Flash Devices | AMD Flash Memory |
|--------------------|---------|----------------------|------------------|
| AmMC002AWP | 2 Mbyte | 2 | Am29F080B |
| AmMC004AWP | 4 Mbyte | 2 | Am29F017B |
| AmMC008AWP | 8 Mbyte | 4 | Am29F017B |

BLOCK DIAGRAM



20975D-2

* Decoder used on 8 Mbyte card only. Not used on 2 and 4 Mbyte cards.

** 2 Mbyte card: Two Am29F080B devices, S0 and S1
 4 Mbyte card: Two Am29F017B devices, S0 and S1
 8 Mbyte card: Four Am29F017B devices, S0...S3

*** A0-A19 on 2 Mbyte card; A0-A20 on 4 and 8 Mbyte cards.

Note: On the 2 Mbyte card, A20-A24 are not connected. On the 4 Mbyte cards, A21-A24 are not connected. On the 8 Mbyte cards, A22-A24 are not connected. Connections not shown in this diagram are **not connected** internally.

MINIATURE CARD PAD ASSIGNMENTS

A0–A24

Address A0 to A24 are the address bus lines that can address up to 32 Mwords (64 Mbytes). The address lines are word addressed. The Miniature Card specification does not require the Miniature Card to decode the upper address lines. A 2 Mbyte Miniature Card that does not decode the upper address lines would repeat its address space every 2 Mbytes. Address 0h would access the same physical location as 200000h, 400000h, 600000h, etc. On the 2 Mbyte cards, A20–A24 are not connected. On the 4 Mbyte cards, A21–A24 are not connected. On the 8 Mbyte cards, A22–A24 are not connected.

D0–D15

Data lines D0 through D15 constitute the data bus. The data bus is composed of two bytes; the low byte is D0–D7 and the high byte is D8–D15. These lines are tristated when OE# is high.

OE#

OE# indicates to the card that the current bus cycle is a read cycle. The output enable access time (t_{OE}) is the delay from the falling edge of OE# to valid data at the output pins (assuming the addresses have been stable for at least $t_{ACC} - t_{OE}$ time).

WE#

WE# indicates to the card that the current bus cycle is a write cycle. The falling edge of WE# latches address information and the rising edge latches data/command information.

VS1#

Voltage Sense 1 signal. This signal is left open or not connected.

VS2#

Voltage Sense 2 signal. This signal is left open or not connected.

CEL#

CEL# enables the low byte of the data bus (D0–D7) on the card.

CEH#

CEH# enables the high byte of the data bus (D8–D15) on the card.

RESET#

RESET# controls card initialization. When RESET# transitions from a low state to a high state, the Miniature Card resets to the Read state.

BUSY#

BUSY# is a signal generated by the card to indicate the status of operations within the Miniature Card. When BUSY# is high, the Miniature Card is ready to accept the next command from the host. When BUSY# is low, the Miniature Card is busy and unable to accept most data operations from the host. In Flash Miniature Cards the BUSY# signal is tied to the components' RY/BY# signal.

CD#

CD# is a grounded interface signal. After a Miniature Card has been inserted, CD# will be forced low. The card detect signal is located in the center of the second row of interface signals, and should be one of the last interface signals to connect to the host. Do not confuse CD# with CINS#.

CINS#

CINS# is a grounded signal on the front of the Miniature Card that is used for early detection of a card insertion. CINS# makes contact on the host when the front of the card is inserted into the socket, before the interface signals connect.

BS8#

The BS8# (Bus size 8) signal indicates to the Miniature Card that the host has an 8-bit bus. AMD Flash Miniature Cards ignore this signal. An 8-bit host must connect its D0–D7 data lines to D8–D15 on the Miniature Card to retrieve the upper (odd) byte.

GND

Ground

V_{CC}

V_{CC} is used to supply power to the card.

NC

No connect

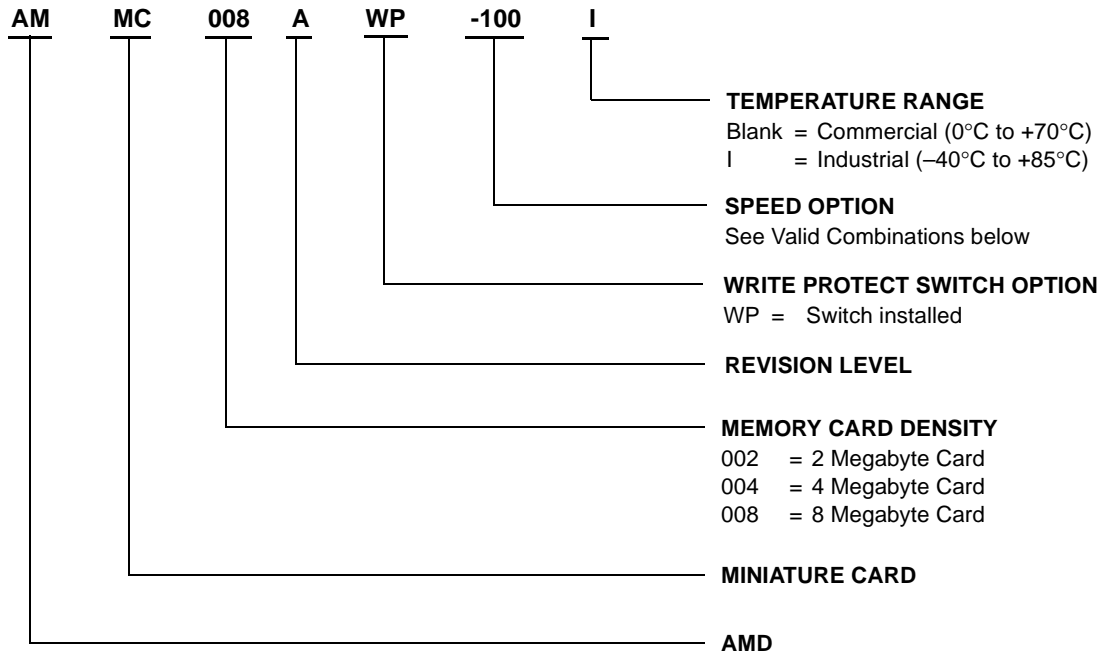
RFU

Reserved for future use

ORDERING INFORMATION

Standard Products

AMD standard products are available in several packages and operating ranges. The order number (Valid Combination) is formed by a combination of the following:



| Valid Combinations | |
|--------------------|-------------------|
| AmMC002AWP | -100, -100I, -150 |
| AmMC004AWP | |
| AmMC008AWP | |

Valid Combinations

Valid Combinations list configurations planned to be supported in volume for this device. Consult the local AMD sales office to confirm availability of specific valid combinations and to check on newly released combinations.

INTERFACE SIGNAL ASSIGNMENTS

| Pad Number | Signal Name | Pad Number | Signal Name | Pad Number | Signal Name |
|------------|-------------|------------|-------------|------------|-------------|
| 1 | A18 | 21 | D12 | 41 | A4 |
| 2 | A16 | 22 | D10 | 42 | CEL# |
| 3 | A14 | 23 | D9 | 43 | A1 |
| 4 | NC | 24 | D0 | 44 | NC |
| 5 | CEH# | 25 | D2 | 45 | NC |
| 6 | A11 | 26 | D4 | 46 | CD# |
| 7 | A9 | 27 | RFU | 47 | A21 |
| 8 | A8 | 28 | D7 | 48 | BUSY# |
| 9 | A6 | 29 | NC | 49 | WE# |
| 10 | A5 | 30 | NC | 50 | D14 |
| 11 | A3 | 31 | A19 | 51 | RFU |
| 12 | A2 | 32 | A17 | 52 | D11 |
| 13 | A0 | 33 | A15 | 53 | VS2# |
| 14 | NC | 34 | A13 | 54 | D8 |
| 15 | A24 | 35 | A12 | 55 | D1 |
| 16 | A23 | 36 | RESET# | 56 | D3 |
| 17 | A22 | 37 | A10 | 57 | D5 |
| 18 | OE# | 38 | VS1# | 58 | D6 |
| 19 | D15 | 39 | A7 | 59 | RFU |
| 20 | D13 | 40 | BS8# | 60 | A20 |

Note: NC = No Connect; RFU = Reserved for Future Use.

FLASH MINIATURE CARD OPERATIONS

Voltage Sensing

AMD Miniature Cards provide two voltage sense signals for hosts that support multiple voltages. The multivoltage host can sense the voltage level of the Miniature Card and power up the card at that voltage. See Table 3 for a description of the voltage sense signals.

In addition to the voltage sense pins, there are also mechanical voltage keys on the Miniature Card that

ensure the card can only be inserted into host systems that can supply the proper voltage levels to the card. Refer to Section 4.1.2 in the Miniature Card specification for more information on mechanical keying.

Table 3. Voltage Sense Signals

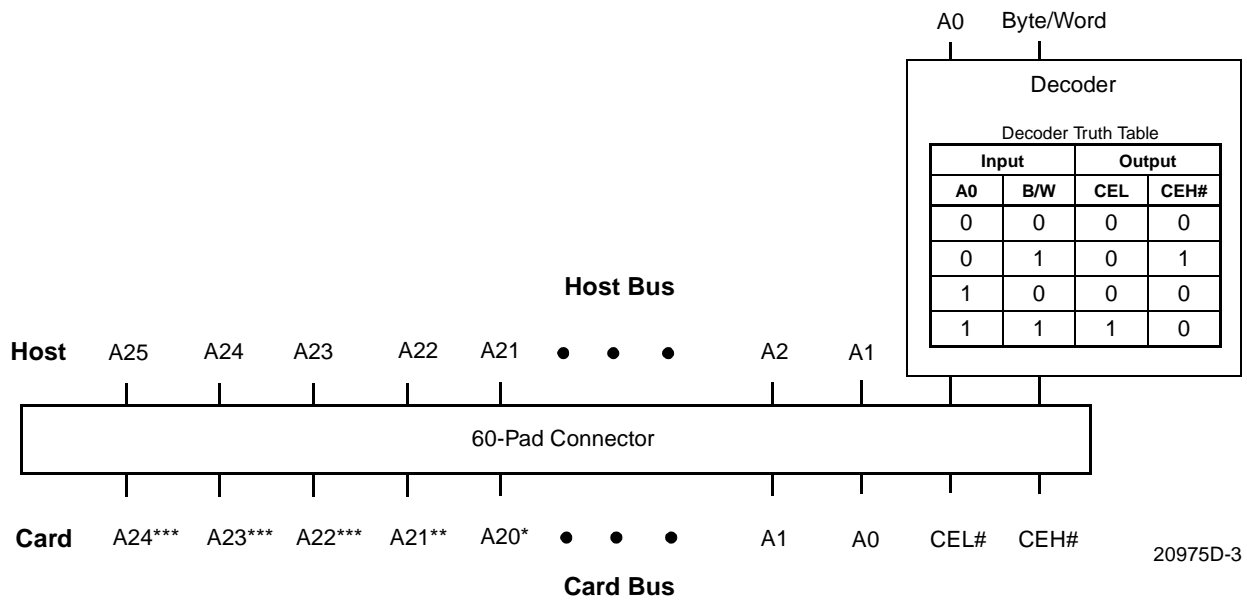
| Miniature Card Power-Up Voltage | VS1# | VS2# |
|---------------------------------|------|------|
| 5 Volt-only | Open | Open |

Data Accesses

The Miniature Card has a 16-bit data bus that can accommodate word or byte accesses. By individually asserting CEL# and CEH# on the Miniature Card. These two bits enable a single device for byte accesses and two devices for word accesses, as shown by the decoder truth table in Figure 2. Again, the Miniature Card address lines do not receive input from host address bit A0. In this document, all address references are **card addresses**, unless otherwise noted. Table 4 shows the read/write modes for Miniature Cards.

lines range from A0–A24. On the host, A0 and the byte/word line are sent to a decoder and output to CEL# and CEH# on the Miniature Card. These two bits enable a single device for byte accesses and two devices for word accesses, as shown by the decoder truth table in Figure 2. Again, the Miniature Card address lines do not receive input from host address bit A0. In this document, all address references are **card addresses**, unless otherwise noted. Table 4 shows the read/write modes for Miniature Cards.

Figure 2 shows the connections between the host and Miniature Card. The host system address lines range from A0-A25, whereas the Miniature Card address



* Not connected on 2 Mbyte card
 ** Not connected on 2 and 4 Mbyte card
 *** Not connected

Figure 2. Host/Card Address Connections

Table 4. Miniature Card Read/Write Modes

| Function | CEH# | CEL# | WE# | OE# | D8–D15 | D0–D7 |
|-------------------|------|------|-----|-----|----------------|---------------|
| Read Mode | | | | | | |
| Standby | H | H | X | X | High-Z | High-Z |
| Word Access | L | L | H | L | High Byte Data | Low Byte Data |
| Low Byte Access | H | L | H | L | High-Z | Low Byte Data |
| High Byte Access | L | H | H | L | High Byte Data | High-Z |
| Write Mode | | | | | | |
| Standby | H | H | X | X | High-Z | High-Z |
| Word Access | L | L | L | H | High Byte Data | Low Byte Data |
| Low Byte Access | H | L | L | H | High-Z | Low Byte Data |
| High Byte Access | L | H | L | H | High Byte Data | High-Z |

Notes:

1. Unlisted access combinations are invalid and may return unexpected results.
2. X indicates a Don't Care value.

Erase Operations

The AMD Flash Miniature Card is organized as an array of individual devices. On the 2 Mbyte Miniature Card, each Am29F080B device contains sixteen 64 Kbyte sectors, for a total of 1 Mbyte of memory space per device. On 4 and 8 Mbyte Miniature Cards, each Am29F017B device contains thirty-two 64 Kbyte sectors, for a total of 2 Mbytes of memory space per device.

Flash technology allows any logical “1” data bit to be programmed to a logical “0”. The only way to reset bits to a logical “1” is to erase that entire memory sector or memory device. Once a memory sector or memory device is erased, any address location may be programmed. Two or more devices may be erased concurrently when additional I_{CC} current is supplied to the card. However, erasing more than two devices concurrently is not typical in battery-powered applications, but may take place during procedures such as card testing.

Since erase commands operate on entire sectors or devices, the host should track the affected memory addresses; for example, by determining the sector size and device size and calculating the corresponding addresses.

Erase operations can be performed in several ways:

- Erase a single sector or multiple sectors in a device
- Erase a sector pair
- Erase multiple device pairs *
- Erase the entire card *

* This operation is only feasible in solutions capable of supplying more than the specified miniature card supply current requirement (150 mA) per system. Each

AMD Flash memory **device pair** will require a maximum of 120 mA supply current.

The common memory space data contents are altered in a similar manner as writing to individual Flash memory devices. An on-card address decoder activates the appropriate Flash device in the memory array. Each device internally latches address and data during write cycles. Refer to Table 4.

Word-Wide Operations

The AMD Miniature Card provide the flexibility to operate on data in a byte-wide or word-wide format. In word-wide operations, the low bytes are controlled with CEL#. The high bytes are controlled with CEH#. Refer to the block diagram for more information.

Byte-Wide Operations

Byte-wide data is available for read and write operations (CEL# = 0, CEH# = 1). Even and odd bytes are stored in separate memory devices (for example, S0 and S1) and are accessed by controlling CEL# and CEH#. The even byte is the low order byte and the odd byte is the high order byte of a 16-bit word.

Each memory sector or device pair must be addressed separately for erase operations. Refer to the block diagram for more information.

Card Detection

Each CD# (output) pin should be detected by the host system to determine if the memory card is adequately seated in the socket. CD# and CINS# are internally tied to ground. If both bits are not detected, the system should indicate that the card must be re-inserted.

Data Protection

An optional mechanical write protect switch provides user-initiated write protection. When this switch is activated, WE# is internally forced high. The Flash memory command register is disabled from accepting any write commands. This prevents the card from responding to any commands (for example, an Autoselect command). See Figure 3.

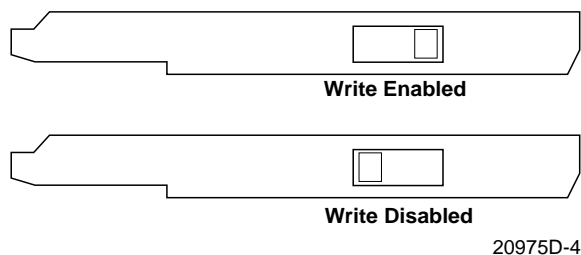


Figure 3. Write Protect Switch (Card Right Side View)

In addition to card-level data protection, AMD Flash Miniature Cards offer several device-level data protection features.

Device-Level Data Protection

AMD Flash memory devices offer protection against accidental erasure or programming caused by spurious system level signals that may exist during power transitions. During power up, each device automatically resets the internal state machine to the read mode. The control register architecture allows alteration of the memory contents only occurs after successful completion of specific multi-bus cycle command sequences.

AMD Flash memory devices also incorporate the following features to prevent inadvertent write cycles resulting from V_{CC} power-up and power-down transitions or system noise.

Low V_{CC} Write Inhibit

To avoid initiation of a write cycle during V_{CC} power-up and power-down, the AMD memory devices in the Miniature Card lock out write cycles for $V_{CC} < V_{LKO}$ (see “DC Characteristics” on page 25 for voltages). When $V_{CC} < V_{LKO}$, the command register is disabled, all internal program/erase circuits are disabled, and the device resets to the read mode. These memory devices ignore all writes until $V_{CC} > V_{LKO}$. The user must ensure that the control pins are in the correct logical state when $V_{CC} > V_{LKO}$ to prevent unintentional writes.

Write Pulse “Glitch” Protection

Noise pulses of less than 5 ns (typical) on OE#, CE#, or WE# will neither initiate a write cycle nor change the command registers.

Logical Inhibit

Writing is inhibited by holding any one of OE# = V_{IL} , CE# = V_{IH} , or WE# = V_{IH} . To initiate a write cycle CE# and WE# must be a logical zero while OE# is a logical one.

Power-Up Write Inhibit

Power-up of the device with CE# = WE# = V_{IL} and OE# = V_{IH} will not accept commands on the rising edge of WE#. The internal state machine is automatically reset to the read mode on power-up.

Read Mode

Two Card Enable (CE#) pins are available on the memory card. Both CE# pins must be active low for word-wide read accesses. Only one CE# is required for byte-wide accesses. The CE# pins select and determine when to apply power to the high-byte and low-byte memory devices. The Output Enable (OE#) controls gating accessed data from the memory device outputs.

The Miniature card automatically powers up in the read/reset state. In this case, a command sequence is not required to read data. Standard microprocessor read cycles will retrieve array data. This default value ensures that no spurious alteration of the memory content occurs during the power transition. Refer to the AC Read Characteristics and Waveforms for the specific timing parameters.

Output Disable

Data outputs from the card are disabled when OE# is at a logic-high level. Under this condition, outputs are in the high-impedance state.

Standby Operations

Byte-wide read accesses only require half of the read/write output buffer (x16) to be active. In addition, only one memory device is active within either the high order or low order bank. Activation of the appropriate half of the output buffer is controlled by the combination of both CE# pins. The CE# pins also control power to the high and low-order banks of memory. Outputs of the memory bank not selected are placed in the high impedance state. The individual memory device is activated by the address decoders. The other memory devices operate in standby. An active memory device continues to draw power until completion of a write or erase operation if the card is de-selected in the process of one of these operations.

Autoselect Operation

A host system or external card reader/writer can determine the on-card manufacturer and device I.D. codes. Codes are available after writing the 90h command to the command register of a memory device, as shown in Tables 5 through 10. When the autoselect command is issued to card address 00000h, the Miniature Card returns the manufacturer I.D. If the autoselect command is issued to card address 00001h, the Miniature Card provides the device I.D.

To terminate the Auto Select operation, the Read/Reset command sequence must be written to the same device. The Autoselect command operates only if the card is not write protected.

Sector Group Protection

Sector group protection can be used to permanently disable program and erase operations in any combination of sector groups on the Flash memory components used in AMD Miniature Cards. Each sector group consists of four adjacent sectors within each device. The pattern begins at SA0: SA0–3, SA4–7, SA8–11, and so on. This protection must be performed prior to manufacturing the Miniature Cards. None of the sector groups are protected on the standard Miniature Card product offerings.

The host system must compensate for these protected sector groups by determining their locations, then ignoring those locations for reading and writing data. To

determine whether a sector group is protected, the system would write the first three cycles of the Autoselect command, then on the fourth cycle, read at the address (SA)02h, where SA is the sector address (see Tables 11 and 12) within an individual device. A protected sector group produces “01h”, and an unprotected sector group produces “00h”.

Write Operations

Write and erase operations are valid only when V_{CC} is above 4.5 V. This activates the state machine of an addressed memory device. The command register is a latch which saves address, commands, and data information used by the state machine and memory array.

When Write Enable (WE#) and appropriate CE# signals are at a logic-level low, and Output Enable (OE#) is at a logic-high, the command register is enabled for write operations. The falling edge of WE# latches address information and the rising edge latches data/command information.

Write or erase operations are performed by writing appropriate data patterns to the command register of accessed Flash memory devices.

The byte-wide commands are defined in Tables 6, 7, 9, and 10; word-wide commands are defined in Tables 5 and 8. Note that the Erase Suspend (B0h) and Erase Resume (30h) commands are valid only while the Sector Erase operation is in progress.

Table 5. Word Command Definitions for 2 Mbyte Cards

| Embedded Command Sequence (Note 1) | Cycles | Bus Cycles (Notes 2–9) | | | | | | | | | | | |
|---------------------------------------|--------|------------------------|------|--------|------|-------|------|--------|------|-------|------|-------|------|
| | | First | | Second | | Third | | Fourth | | Fifth | | Sixth | |
| | | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data |
| Read | 1 | RA | RW | | | | | | | | | | |
| Reset | 1 | XXX | F0F0 | | | | | | | | | | |
| Autoselect Manufacturer ID (Note 4) | 4 | 555 | AAAA | 2AA | 5555 | 555 | 9090 | X00 | 0101 | | | | |
| Autoselect Device ID (Note 4) | 4 | 555 | AAAA | 2AA | 5555 | 555 | 9090 | X01 | D5D5 | | | | |
| Word Write | 4 | 555 | AAAA | 2AA | 5555 | 555 | A0A0 | PA | PW | | | | |
| Device Erase | 6 | 555 | AAAA | 2AA | 5555 | 555 | 8080 | 555 | AAAA | 2AA | 5555 | 555 | 1010 |
| Sector Erase | 6 | 555 | AAAA | 2AA | 5555 | 555 | 8080 | 555 | AAAA | 2AA | 5555 | SA | 3030 |
| Sector Erase Suspend (Note 7) | 1 | XXX | B0B0 | | | | | | | | | | |
| Sector Erase Resume (Note 8) | 1 | XXX | 3030 | | | | | | | | | | |

Legend:

X = Don't care

RA = Address of the memory location to be read.

RW = Data read from location *RA* during read operation.

PA = Address of the memory location to be programmed.
Addresses are latched on the falling edge of the *WE#* pulse.

PW = Data to be programmed at location *PA*. Data is latched on the rising edge of *WE#*.

SA = Address of the sector to be erased. Refer to Table 11 for sector addresses.

Notes:

- Write protect must not be enabled for proper operation of all commands. No command required for reading array data, and can thus be done with write protect enabled.
- During word addressing, *CEL#* = 0, *CEH#* = 0, and address is applied to Memory Device Pair 0 (*S0* and *S1*). For host-to-card address bit connections, see Figure 2.
- All values are in hexadecimal.
- The last bus cycle in an autoselect command sequence is a read operation.
- Word = high byte + low byte.
- Address bits *A19–A11* = *X* = Don't Care for all commands except for Read Address (*RA*), Program Address (*PA*), and Sector Address (*SA*).
- The Erase Suspend command is valid only during a sector erase operation. Refer to "Sector Erase Suspend".
- The Erase Resume command is valid only during the Erase Suspend mode.
- See Table 4 for read/write modes.

Table 6. Even Byte Command Definitions for 2 Mbyte Cards

| Embedded Command Sequence (Note 1) | Cycles | Bus Cycles (Notes 2–9) | | | | | | | | | | | |
|---------------------------------------|--------|------------------------|------|--------|------|-------|------|--------|------|-------|------|-------|------|
| | | First | | Second | | Third | | Fourth | | Fifth | | Sixth | |
| | | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data |
| Read | 1 | RA | RD | | | | | | | | | | |
| Reset | 1 | XXX | XXF0 | | | | | | | | | | |
| Autoselect Manufacturer ID (Note 4) | 4 | 555 | XXAA | 2AA | XX55 | 555 | XX90 | X00 | XX01 | | | | |
| Autoselect Device ID (Note 4) | 4 | 555 | XXAA | 2AA | XX55 | 555 | XX90 | X01 | XXD5 | | | | |
| Byte Write | 4 | 555 | XXAA | 2AA | XX55 | 555 | XXA0 | PA | PD | | | | |
| Device Erase | 6 | 555 | XXAA | 2AA | XX55 | 555 | XX80 | 555 | XXAA | 2AA | XX55 | 555 | XX10 |
| Sector Erase | 6 | 555 | XXAA | 2AA | XX55 | 555 | XX80 | 555 | XXAA | 2AA | XX55 | SA | XX30 |
| Sector Erase Suspend (Note 6) | 1 | XXX | XXB0 | | | | | | | | | | |
| Sector Erase Resume (Note 7) | 1 | XXX | XX30 | | | | | | | | | | |

Note for Table 6: During even (low) byte accesses, CEL# = 0, CEH# = 1, and address is applied to Memory Device 0 (S0) only.

Table 7. Odd Byte Command Definitions for 2 Mbyte Cards

| Embedded Command Sequence (Note 1) | Cycles | Bus Cycles (Notes 2–9) | | | | | | | | | | | |
|---------------------------------------|--------|------------------------|------|--------|------|-------|------|--------|------|-------|------|-------|------|
| | | First | | Second | | Third | | Fourth | | Fifth | | Sixth | |
| | | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data |
| Read | 1 | RA | RD | | | | | | | | | | |
| Reset | 1 | XXX | F0XX | 2AA | 55XX | 555 | F0XX | RA | RD | | | | |
| Autoselect Manufacturer ID (Note 4) | 4 | 555 | AAXX | 2AA | 55XX | 555 | 90XX | X00 | 01XX | | | | |
| Autoselect Device ID (Note 4) | 4 | 555 | AAXX | 2AA | 55XX | 555 | 90XX | X01 | D5XX | | | | |
| Byte Write | 4 | 555 | AAXX | 2AA | 55XX | 555 | A0XX | PA | PDXX | | | | |
| Device Erase | 6 | 555 | AAXX | 2AA | 55XX | 555 | 80XX | 555 | AAXX | 2AA | 55XX | 555 | 10XX |
| Sector Erase | 6 | 555 | AAXX | 2AA | 55XX | 555 | 80XX | 555 | AAXX | 2AA | 55XX | SA | 30XX |
| Sector Erase Suspend (Note 6) | 1 | XXX | B0XX | | | | | | | | | | |
| Sector Erase Resume (Note 7) | 1 | XXX | 30XX | | | | | | | | | | |

Note for Table 7: During odd (high) byte accesses, CEL# = 1, CEH# = 0, and address is applied to Memory Device 1 (S1) only.

Legend for Tables 6 and 7:

X = Don't care

RA = Address of the memory location to be read.

RW = Data read from location RA during read operation.

PA = Address of the memory location to be programmed.

Addresses are latched on the falling edge of the WE# pulse.

PW = Data to be programmed at location PA. Data is latched on the rising edge of WE#.

SA = Address of the sector to be erased. Refer to Table 11 for sector addresses.

Notes for Tables 6 and 7:

1. Write protect must not be enabled for proper operation of all commands. No command required for reading array data, and can thus be done with write protect enabled.
2. For host-to-card address bit connections, see Figure 2.
3. All values are in hexadecimal.
4. The last cycle of an autoselect command sequence is a read operation.
5. Address bits A19–A11 = X = Don't Care for all commands except for Read Address (RA), Program Address (PA), and Sector Address (SA).

6. The Erase Suspend command is valid only during a sector erase operation. Refer to "Sector Erase Suspend".
7. The Erase Resume command is valid only during the Erase Suspend mode.
8. See Table 4 for read/write modes.

Table 8. Word Command Definitions for 4 and 8 Mbyte Cards

| Embedded Command Sequence (Note 1) | Cycles | Bus Cycles (Notes 2–9) | | | | | | | | | | | |
|---------------------------------------|--------|------------------------|------|--------|------|-------|------|--------|------|-------|------|-------|------|
| | | First | | Second | | Third | | Fourth | | Fifth | | Sixth | |
| | | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data |
| Read | 1 | RA | RW | | | | | | | | | | |
| Reset | 1 | XXXX | F0F0 | | | | | | | | | | |
| Autoselect Manufacturer ID (Note 4) | 4 | XXXX | AAAA | XXXX | 5555 | XXXX | 9090 | XX00 | 0101 | | | | |
| Autoselect Device ID (Note 4) | 4 | XXXX | AAAA | XXXX | 5555 | XXXX | 9090 | XX01 | 3D3D | | | | |
| Word Write | 4 | XXXX | AAAA | XXXX | 5555 | XXXX | A0A0 | PA | PW | | | | |
| Device Erase | 6 | XXXX | AAAA | XXXX | 5555 | XXXX | 8080 | XXXX | AAAA | 2AAA | 5555 | XXXX | 1010 |
| Sector Erase | 6 | XXXX | AAAA | XXXX | 5555 | XXXX | 8080 | XXXX | AAAA | 2AAA | 5555 | SA | 3030 |
| Sector Erase Suspend (Note 7) | 1 | XXXX | B0B0 | | | | | | | | | | |
| Sector Erase Resume (Note 8) | 1 | XXXX | 3030 | | | | | | | | | | |

Legend:

X = Don't care

RA = Address of the memory location to be read.

RW = Data read from location *RA* during read operation.

PA = Address of the memory location to be programmed.
Addresses are latched on the falling edge of the *WE#* pulse.

PW = Data to be programmed at location *PA*. Data is latched on the rising edge of *WE#*.

SA = Address of the sector to be erased. Refer to Table 12 for sector addresses.

Notes:

- Write protect must not be enabled for proper operation of all commands. No command required for reading array data, and can thus be done with write protect enabled.
- During word addressing, *CEL#* = 0, *CEH#* = 0, and address is applied to Memory Device Pair 0 (*S0* and *S1*). On 8 Mbyte cards, address for Memory Device Pair 1 = (*Addr*) + 40000h, and address is applied to *S2* and *S3*. For host-to-card address bit connections, see Figure 2.
- All values are in hexadecimal.
- The last bus cycle in an autoselect command sequence is a read operation.
- Word = high byte + low byte.
- Address bits *A19–A11* = *X* = Don't Care for all commands except for Read Address (*RA*), Program Address (*PA*), and Sector Address (*SA*).
- The Erase Suspend command is valid only during a sector erase operation. Refer to "Sector Erase Suspend".
- The Erase Resume command is valid only during the Erase Suspend mode.
- See Table 4 for read/write modes.

Table 9. Even Byte Command Definitions for 4 and 8 Mbyte Cards

| Embedded Command Sequence (Note 1) | Cycles | Bus Cycles (Notes 2–9) | | | | | | | | | | | |
|---------------------------------------|--------|------------------------|------|--------|------|-------|------|--------|------|-------|------|-------|------|
| | | First | | Second | | Third | | Fourth | | Fifth | | Sixth | |
| | | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data |
| Read | 1 | RA | RD | | | | | | | | | | |
| Reset | 1 | XXXX | XXF0 | | | | | | | | | | |
| Autoselect Manufacturer ID (Note 4) | 4 | XXXX | XXAA | XXXX | XX55 | XXXX | XX90 | XX00 | XX01 | | | | |
| Autoselect Device ID (Note 4) | 4 | XXXX | XXAA | XXXX | XX55 | XXXX | XX90 | XX01 | XX3D | | | | |
| Byte Write | 4 | XXXX | XXAA | XXXX | XX55 | XXXX | XXA0 | PA | PD | | | | |
| Device Erase | 6 | XXXX | XXAA | XXXX | XX55 | XXXX | XX80 | XXXX | XXAA | XXXX | XX55 | XXXX | XX10 |
| Sector Erase | 6 | XXXX | XXAA | XXXX | XX55 | XXXX | XX80 | XXXX | XXAA | XXXX | XX55 | SA | XX30 |
| Sector Erase Suspend (Note 6) | 1 | XXXX | XXB0 | | | | | | | | | | |
| Sector Erase Resume (Note 7) | 1 | XXXX | XX30 | | | | | | | | | | |

Note for Table 9: During high byte addressing, CEL# = 1, CEH# = 0, and address applied to Memory Device 1 (S1) = (Addr) + 200000h. On 8 Mbyte cards, address for S3 = (Addr) + 400000h + 200000h.

Table 10. Odd Byte Command Definitions for 4 and 8 Mbyte Cards

| Embedded Command Sequence (Note 1) | Cycles | Bus Cycles (Notes 2–9) | | | | | | | | | | | |
|---------------------------------------|--------|------------------------|------|--------|------|-------|------|--------|------|-------|------|-------|------|
| | | First | | Second | | Third | | Fourth | | Fifth | | Sixth | |
| | | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data | Addr | Data |
| Read | 1 | RA | RD | | | | | | | | | | |
| Reset | 1 | XXXX | F0XX | | | | | | | | | | |
| Autoselect Manufacturer ID (Note 4) | 4 | XXXX | AAXX | XXXX | 55XX | XXXX | 90XX | XX00 | 01XX | | | | |
| Autoselect Device ID (Note 4) | 4 | XXXX | AAXX | XXXX | 55XX | XXXX | 90XX | XX01 | 3DXX | | | | |
| Byte Write | 4 | XXXX | AAXX | XXXX | 55XX | XXXX | A0XX | PA | PD | | | | |
| Device Erase | 6 | XXXX | AAXX | XXXX | 55XX | XXXX | 80XX | XXXX | AAXX | XXXX | 55XX | XXXX | 10XX |
| Sector Erase | 6 | XXXX | AAXX | XXXX | 55XX | XXXX | 80XX | XXXX | AAXX | XXXX | 55XX | SA | 30XX |
| Sector Erase Suspend (Note 6) | 1 | XXXX | B0XX | | | | | | | | | | |
| Sector Erase Resume (Note 7) | 1 | XXXX | 30XX | | | | | | | | | | |

Note for Table 7: During low byte addressing, CEL# = 0, CEH# = 1, and address applied to Memory Device 0 (S0) = (Addr). On 8 Mbyte cards, address for S2 = (Addr) + 400000h.

Legend for Tables 6 and 7:

X = Don't care

RA = Address of the memory location to be read.

RW = Data read from location RA during read operation.

PA = Address of the memory location to be programmed.

Addresses are latched on the falling edge of the WE# pulse.

PW = Data to be programmed at location PA. Data is latched on the rising edge of WE#.

SA = Address of the sector to be erased. Refer to Table 11 for sector addresses.

Notes for Tables 6 and 7:

- Write protect must not be enabled for proper operation of all commands. No command required for reading array data, and can thus be done with write protect enabled.
- For host-to-card address bit connections, see Figure 2.
- All values are in hexadecimal.
- The last cycle of an autoselect command sequence is a read operation.
- Address bits A19–A11 = X = Don't Care for all commands except for Read Address (RA), Program Address (PA), and Sector Address (SA).
- The Erase Suspend command is valid only during a sector erase operation. Refer to "Sector Erase Suspend".
- The Erase Resume command is valid only during the Erase Suspend mode.
- See Table 4 for read/write modes.

Table 11. Memory Sector Addresses for 2 Mbyte Card

| Sector | Card Address Bits | | | | Device 0 and/or 1 (Note 1) |
|--------|-------------------|-----|-----|-----|----------------------------|
| | A19 | A18 | A17 | A16 | Card Address Range |
| 0 | 0 | 0 | 0 | 0 | 0000h–0FFFFh |
| 1 | 0 | 0 | 0 | 1 | 1000h–1FFFFh |
| 2 | 0 | 0 | 1 | 0 | 2000h–2FFFFh |
| 3 | 0 | 0 | 1 | 1 | 3000h–3FFFFh |
| 4 | 0 | 1 | 0 | 0 | 4000h–4FFFFh |
| 5 | 0 | 1 | 0 | 1 | 5000h–5FFFFh |
| 6 | 0 | 1 | 1 | 0 | 6000h–6FFFFh |
| 7 | 0 | 1 | 1 | 1 | 7000h–7FFFFh |
| 8 | 1 | 0 | 0 | 0 | 8000h–8FFFFh |
| 9 | 1 | 0 | 0 | 1 | 9000h–9FFFFh |
| 10 | 1 | 0 | 1 | 0 | A000h–AFFFFh |
| 11 | 1 | 0 | 1 | 1 | B000h–BFFFFh |
| 12 | 1 | 1 | 0 | 0 | C000h–CFFFFh |
| 13 | 1 | 1 | 0 | 1 | D000h–DFFFFh |
| 14 | 1 | 1 | 1 | 0 | E000h–EFFFFh |
| 15 | 1 | 1 | 1 | 1 | F000h–FFFFh |

Notes:

1. For word addressing, devices 0 and 1 (S0 and S1) together form Memory Device Pair 0. Refer to the block diagram for device connections.
2. Card address bits range from A0 to A19. Host address bits range from A0 to A20. Host address bit A0 is used for controlling the CEL# and CEH# inputs to the card. Refer to Figure 2 for host-to-card address bit connections.

Table 12. Memory Sector Addresses for 4 and 8 Mbyte Cards

| Sector | Card Address Bits | | | | | Device 0 and/or 1 | Device 2 and/or 3 |
|--------|-------------------|-----|-----|-----|-----|--------------------------------|------------------------------------|
| | A20 | A19 | A18 | A17 | A16 | Card Address Range (Note 2) | Card Address Range (Notes 2, 3) |
| 0 | 0 | 0 | 0 | 0 | 0 | 00000h–0FFFFh | 200000h–20FFFFh |
| 1 | 0 | 0 | 0 | 0 | 1 | 10000h–1FFFFh | 210000h–21FFFFh |
| 2 | 0 | 0 | 0 | 1 | 0 | 20000h–2FFFFh | 220000h–22FFFFh |
| 3 | 0 | 0 | 0 | 1 | 1 | 30000h–3FFFFh | 230000h–23FFFFh |
| 4 | 0 | 0 | 1 | 0 | 0 | 40000h–4FFFFh | 240000h–24FFFFh |
| 5 | 0 | 0 | 1 | 0 | 1 | 50000h–5FFFFh | 250000h–25FFFFh |
| 6 | 0 | 0 | 1 | 1 | 0 | 60000h–6FFFFh | 260000h–26FFFFh |
| 7 | 0 | 0 | 1 | 1 | 1 | 70000h–7FFFFh | 270000h–27FFFFh |
| 8 | 0 | 1 | 0 | 0 | 0 | 80000h–8FFFFh | 280000h–28FFFFh |
| 9 | 0 | 1 | 0 | 0 | 1 | 90000h–9FFFFh | 290000h–29FFFFh |
| 10 | 0 | 1 | 0 | 1 | 0 | A0000h–AFFFFh | 2A0000h–2AFFFFh |
| 11 | 0 | 1 | 0 | 1 | 1 | B0000h–BFFFFh | 2B0000h–2BFFFFh |
| 12 | 0 | 1 | 1 | 0 | 0 | C0000h–CFFFFh | 2C0000h–2CFFFFh |
| 13 | 0 | 1 | 1 | 0 | 1 | D0000h–DFFFFh | 2D0000h–2DFFFFh |
| 14 | 0 | 1 | 1 | 1 | 0 | E0000h–EFFFFh | 2E0000h–2EFFFFh |
| 15 | 0 | 1 | 1 | 1 | 1 | F0000h–FFFFh | 2F0000h–2FFFFh |
| 16 | 1 | 0 | 0 | 0 | 0 | 100000h–10FFFFh | 300000h–30FFFFh |
| 17 | 1 | 0 | 0 | 0 | 1 | 110000h–11FFFFh | 310000h–31FFFFh |
| 18 | 1 | 0 | 0 | 1 | 0 | 120000h–12FFFFh | 320000h–32FFFFh |
| 19 | 1 | 0 | 0 | 1 | 1 | 130000h–13FFFFh | 330000h–33FFFFh |
| 20 | 1 | 0 | 1 | 0 | 0 | 140000h–14FFFFh | 340000h–34FFFFh |
| 21 | 1 | 0 | 1 | 0 | 1 | 150000h–15FFFFh | 350000h–35FFFFh |
| 22 | 1 | 0 | 1 | 1 | 0 | 160000h–16FFFFh | 360000h–36FFFFh |
| 23 | 1 | 0 | 1 | 1 | 1 | 170000h–17FFFFh | 370000h–37FFFFh |
| 24 | 1 | 1 | 0 | 0 | 0 | 180000h–18FFFFh | 380000h–38FFFFh |
| 25 | 1 | 1 | 0 | 0 | 1 | 190000h–19FFFFh | 390000h–39FFFFh |
| 26 | 1 | 1 | 0 | 1 | 0 | 1A0000h–1AFFFFh | 3A0000h–3AFFFFh |
| 27 | 1 | 1 | 0 | 1 | 1 | 1B0000h–1BFFFFh | 3B0000h–3BFFFFh |
| 28 | 1 | 1 | 1 | 0 | 0 | 1C0000h–1CFFFFh | 3C0000h–3CFFFFh |
| 29 | 1 | 1 | 1 | 0 | 1 | 1D0000h–1DFFFFh | 3D0000h–3DFFFFh |
| 30 | 1 | 1 | 1 | 1 | 0 | 1E0000h–1EFFFFh | 3E0000h–3EFFFFh |
| 31 | 1 | 1 | 1 | 1 | 1 | 1F0000h–1FFFFFFh | 3F0000h–3FFFFFFh |

Notes:

1. For word addressing, devices 0 and 1 (S0 and S1) together form Memory Device Pair 0; devices 2 and 3 (S2 and S3) form Memory Device Pair 1. Refer to the block diagram for device connections.
2. The 4 Mbyte card address bits range from A0 to A20. Host address bits range from A0 to A21. Host address bit A0 is used for controlling the CEL# and CEH# inputs to the card. Refer to Figure 2 for host-to-card address bit connections.
3. The 8 Mbyte card address bits range from A0 to A21. A21 is used to select devices 2 and 3 (S2 and S3). Host address bits range from A0 to A22. Host address bit A0 is used for controlling the CEL# and CEH# inputs to the card. Refer to Figure 2 for host-to-card address bit connections.

PROGRAM AND ERASE OPERATIONS

AMD Flash Memory devices include Embedded Algorithms (Embedded Erase and Embedded Program) that allow the host to simply issue a command, after which it is free to perform other tasks. The host then only needs to monitor appropriate status bits to determine when the operation is complete.

Embedded Erase Algorithm

When erasing a sector or device, the Embedded Erase algorithm does not require the host to first entirely pre-program the device. Upon executing the Embedded Erase command sequence, the addressed memory sector or memory device automatically writes and verifies the entire memory device or memory sector for an all “0” data pattern. The system is not required to provide any controls or timing during these operations.

When the memory sector or memory device is automatically verified to contain an all “0” pattern, a self-timed chip erase-and-verify begins. The erase and verify operations are complete when the data on D7 (D15 on the odd byte) of the memory sector or memory device is “1” (see Write Operation Status section), at which time the device returns to the read mode. The system is not required to provide any control or timing during these operations. If a Reset command is issued while the erase operation is in progress, the erase operation will stop, and the data in that device will be undefined. In that case, restart the erase on that sector and allow it to complete.

When using the Embedded Erase algorithm, the erase automatically terminates when adequate erase margin has been achieved for the memory array (no erase verify command is required). The margin voltages are internally generated in the same manner as when the standard erase verify command is used.

The Embedded Erase command sequence is a command only operation that stages the memory sector or memory device for automatic electrical erasure of all bytes in the array. The automatic erase begins on the rising edge of the WE# and terminates when the data on D7 of the memory sector or memory device is “1” (see Write Operation Status section) at which time the device returns to the Read mode. Please note that for the memory device or memory sector erase operation, Data Polling may be performed at any address in that device or sector.

Figure 4 and Table 13 illustrate the Embedded Erase Algorithm, a typical command string and bus operations.

As described earlier, once the memory sector in a device or memory device completes the Embedded Erase operation, it returns to the Read mode and addresses are no longer latched. Therefore, the device requires that a valid address input to the device is supplied by the system at this particular instant of time.

Otherwise, the system will never read a “1” on D7. A system designer has the following choices to implement the Embedded Erase algorithm:

1. The host may keep the sector address (within any of the sectors being erased) valid during the entire Embedded Erase operation.
2. Once the system executes the Embedded Erase command sequence, the host may remove the address from the device and perform other tasks. The host is required to keep track of the valid sector address by loading it into a temporary register. When the host comes back to Data Poll the device, it must reassert the same address.
3. The host may monitor BUSY# (RY/BY#) to determine the status of the Embedded Algorithm in progress. A “0” indicates that the device is busy; a “1” indicates that the algorithm is complete.

Sector Erase

Sector erase is a six bus cycle operation. There are two “unlock” write cycles. These are followed by writing the “set-up” command. Two more “unlock” write cycles are then followed by the sector erase command. The sector address (any address location within the desired sector) is latched on the falling edge of WE# (or CE#), whichever occurs later, while the command (data) is latched on the rising edge of the WE# (or CE#) pulse, whichever occurs first. A time-out of 100 μ s from the rising edge of the last sector erase command will initiate the sector erase command(s)

Multiple sectors may be queued for concurrent erase by writing the six bus cycle operations as described above. This sequence is followed with writes of the sector erase command 30h to addresses in other sectors desired to be concurrently erased. A time-out of 100 μ s from the rising edge of the WE# (or CE#) pulse for the last sector erase command will initiate the sector erase. If another sector erase command is written within the 100 μ s time-out window the timer is reset. Any command other than sector erase within the time-out window will reset the device to the read mode, ignoring the previous command string (refer to Write Operation Status section for Sector Erase Timer operation). Loading the sector erase buffer may be done in any sequence and with any sector number.

Sector erase does not require the user to program the device prior to erase. The device automatically programs all memory locations in the sector(s) to be erased prior to electrical erase. When erasing a sector or sectors, the remaining unselected sectors are not affected. The system is not required to provide any controls or timings during these operations. A Reset command issued after the device has begun execution stops the erase operation, but the data in the sector will

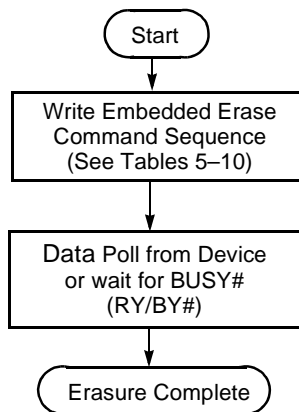
be undefined. In that case, restart the erase on that sector and allow it to complete.

The automatic sector erase begins after the 100 μ s time out from the rising edge of the WE# (or CE#) pulse for the last sector erase command pulse and terminates when the data on D7 is "1" (see Write Operation Status section) at which time the device returns to read mode. Data Polling must be performed at an address within any of the sectors being erased.

Figure 4 illustrates the Embedded Erase Algorithm using typical command strings and bus operations.

Table 13. Embedded Erase Algorithm

| Bus Operation | Command | Comments |
|---------------|---------------------------------|---|
| Standby | | Wait for V _{CC} ramp |
| Write | Embedded Erase command sequence | 6 bus cycle operation |
| Read | | Data Poll or check BUSY# (RY/BY#) to verify erasure |



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Figure 4. Embedded Erase Algorithm

Note: The latest release of the software drivers for AMD Miniature Cards and devices may be downloaded from the AMD web site at <http://www.amd.com>.

Embedded Program Algorithm

The Embedded Program setup is a four bus cycle operation that stages the addressed memory sector or memory device for automatic programming.

Once the Embedded Program setup operation is performed, the next WE# (or CE#) pulse causes a transition to an active programming operation. Addresses are internally latched on the falling edge of the WE# (or

CE#) pulse. Data is internally latched on the rising edge of the WE# pulse. The rising edge of WE# also begins the programming operation. The system is not required to provide further control or timing. The device will automatically provide an adequate internally generated write pulse and verify margin. The automatic programming operation is completed when the data on D7 of the addressed memory sector or memory device is equivalent to data written to this bit (see Write Operation Status section) at which time the device returns to the Read mode (no write verify command is required).

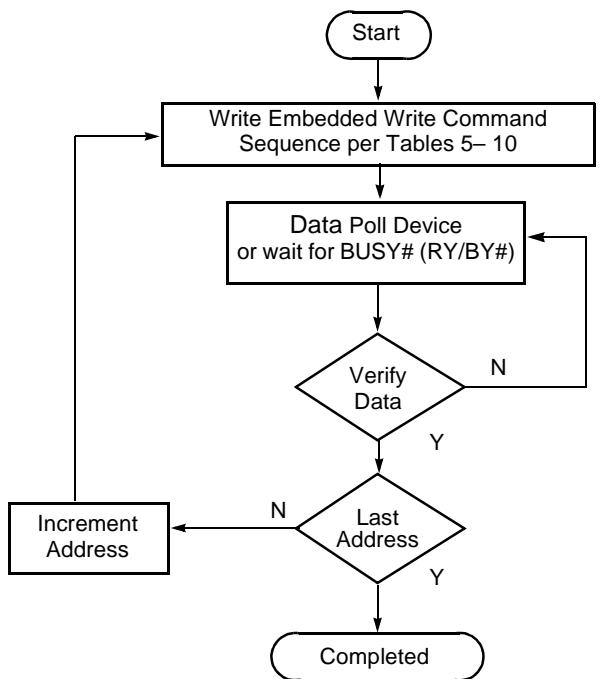
Addresses are latched on the falling edge of WE# during the Embedded Program command execution and hence the system is not required to keep the addresses stable during the entire Programming operation. However, once the device completes the Embedded Program operation, it returns to the Read mode and addresses are no longer latched. Therefore, the device requires that a valid address input to the device is supplied by the system at this particular instant of time. Otherwise, the system will never read a valid data on D7. A system designer has two choices to implement the Embedded Programming algorithm:

1. The system (CPU) keeps the address valid during the entire Embedded Programming operation, or
2. Once the system executes the Embedded Programming command sequence, the CPU takes away the address from the device and becomes free to do other tasks. In this case, the CPU is required to keep track of the valid address by loading it into a temporary register. When the CPU comes back for performing Data Polling, it should reassert the same address.
3. The host may monitor BUSY# (RY/BY#) to determine the status of the Embedded Algorithm in progress. A "0" indicates that the device is busy; a "1" indicates that the algorithm is complete.

However, since the Embedded Programming operation takes only 8 μ s typically, it may be easier for the CPU to keep the address stable during the entire Embedded Programming operation instead of reasserting the valid address during Data Polling. Anyway, this has been left to the system designer's choice to go for either operation. Any commands written to the device during this period will be ignored. Figure 5 and Table 14 illustrate the Embedded Program Algorithm, a typical command string, and bus operation.

Table 14. Embedded Program Algorithm

| Bus Operation | Command | Comments |
|---------------|-----------------------------------|---|
| Standby | | Wait for V _{CC} ramp |
| Write | Embedded Program command sequence | 3 bus cycle operation |
| Write | Program Address/Data | 1 bus cycle operation |
| Read | | Data Poll or check BUSY# (RY/BY#) to verify program |



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Figure 5. Embedded Program Algorithm

Reset Command

The device automatically powers up in the read/reset state. A command sequence is not required to read data in this case. Standard microprocessor cycles retrieve array data. This default state ensures that no spurious alteration of the memory content occurs during the power transition. Refer to the AC Characteristics section for the specific timing parameters.

The reset operation is initiated by writing the read/reset command sequence into the command register. Microprocessor read cycles retrieve array data from the memory. The device remains enabled for reads until the command register contents are altered.

Sector Erase Suspend

Sector Erase Suspend command allows the user to interrupt the chip and then do data reads (not program) from a non-busy sector while it is in the middle of a Sector Erase operation (which may take up to several seconds). This command is applicable ONLY during the Sector Erase operation and will be ignored if written during the chip Erase or Programming operation. The Erase Suspend command (B0h) will be allowed only during the Sector Erase Operation that will include the sector erase time-out period after the Sector Erase commands (30h). Writing this command during the time-out will result in immediate termination of the time-out period. Any subsequent writes of the Sector Erase command will be ignored as such, but instead will be taken as the Erase Resume command. Note that any other commands during the time out will reset the device to read mode. The addresses are don't-cares in writing the Erase Suspend or Erase Resume commands.

When the Sector Erase Suspend command is written during a Sector Erase operation, the chip will take between 0.1 μs to 10 μs to suspend the erase operation and go into erase suspended read mode (pseudo-read mode), during which the user can read from a sector that is NOT being erased. A read from a sector being erased may result in invalid data. The user must monitor D6 to determine if the chip has entered the pseudo-read mode, at which time D6 stops toggling. Note that the user must keep track of what state the chip is in since there is no external indication of whether the chip is in pseudo-read mode or actual read mode. After the user writes the Sector Erase Suspend command and waits until D6 stops toggling, data reads from the device may then be performed. Any further writes of the Sector Erase Suspend command at this time will be ignored.

To resume the operation of Sector Erase, the Resume command (30H) should be written. Any further writes of the Resume command at this point will be ignore. Another Sector Erase Suspend command can be written after the chip has resumed.

Write Operation Status

Table 15 shows the status bit states for device program and erase operations.

Data Polling—D7 (D15 on Odd Byte)

The AMD Flash Miniature Card features Data Polling as a method to indicate to the host system that the Embedded algorithms are either in progress or completed (The host may alternatively monitor BUSY# (RY/BY#)).

While the Embedded Programming algorithm is in operation, an attempt to read the device will produce the complement of expected valid data on D7 of the addressed memory sector or memory device. Upon completion of the Embedded Program algorithm an

attempt to read the device will produce valid data on D7. The Data Polling feature is valid after the rising edge of the fourth WE# pulse of the four write pulse sequence.

While the Embedded Erase algorithm is in operation, D7 will read “0” until the erase operation is completed. Upon completion of the erase operation, the data on D7 will read “1”.

The Data Polling feature is only active during the Embedded Programming or Erase algorithms. Please note that D7 may change asynchronously while Output Enable (OE#) is asserted low. This means that the device is driving status information on D7 at one instant of time and then the byte’s valid data at the next instant of time. Depending on when the system samples the D7 output, it may read either the status or valid data.

Even if the device has completed the Embedded operation and D7 has a valid data, the data outputs on D0-D6 may be still invalid since the switching time for data bits (D0-D7) will not be the same. This happens since the internal delay paths for data bits (D0-D7) within the device are different. The valid data will be provided only after a certain time delay ($>t_{OE}$). Please refer to Figure 9 for a detailed timing diagram. See Figure 6 for the Data Polling algorithm.

Toggle Bit—D6 (D14 on Odd Byte)

The toggle bit is used for entering the Erase Suspend mode. Refer to the previous section entitled “Sector Erase Suspend” and Table 15 for information on this bit.

Table 15. Hardware Sequence Flags

| Status | | D7 | D6 | D5 | D3 | D2 | |
|--|--|--|-----------------|--------|------|------------|-----------------|
| In Progress | Byte Program in Embedded Program Algorithm | D7 | Toggle | 0 | 0 | 1 | |
| | Embedded Erase Algorithm | | 0 | Toggle | 0 | 1 | Toggle |
| | Erase Suspended Mode | Erase Suspend Read (Erase Suspended Sector) | 1 | 1 | 0 | 0 | Toggle (Note 1) |
| | | Erase Suspend Read (Non-Erase Suspended Sector) | Data | Data | Data | Data | Data |
| Erase Suspend Program (Non-Erase Suspended Sector) | | D7 | Toggle (Note 2) | 0 | 1 | 1 (Note 3) | |
| Exceeded Time Limits | Byte Program in Embedded Program Algorithm | D7 | Toggle | 1 | 0 | 1 | |
| | Program/Erase in Embedded Erase Algorithm | | 0 | Toggle | 1 | 1 | N/A |
| | Erase Suspended Mode | Erase Suspend Program (Non-Erase Suspended Sector) | D7 | Toggle | 1 | 1 | N/A |

Notes:

1. Performing successive read operations from the erase-suspended sector will cause D2 to toggle.
2. Performing successive read operations from any address will cause D6 to toggle.
3. Reading the byte address being programmed while in the erase-suspend program mode will indicate logic “1” at the D2 bit. However, successive reads from the erase-suspended sector will cause D2 to toggle.

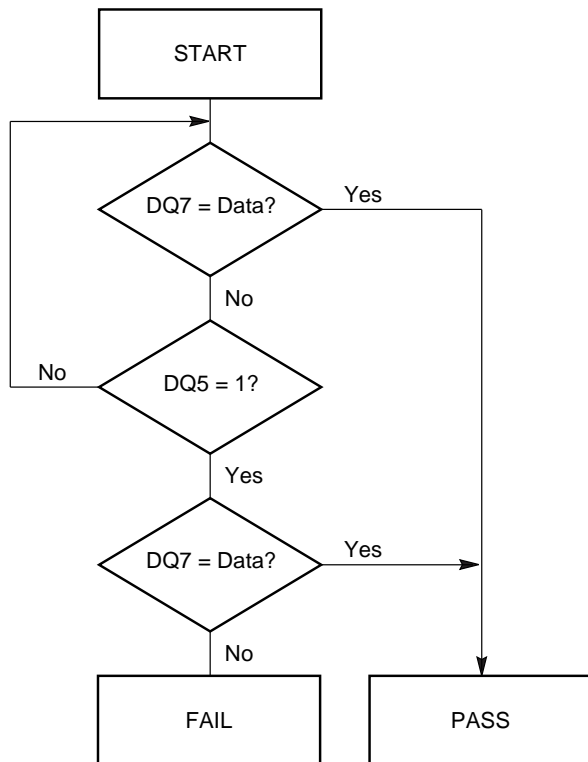
BUSY# (RY/BY#—Ready/Busy)

The BUSY# signal indicates to the host the status of operations within the Miniature Card. The BUSY# signal is tied to the components’ RY/BY# pins.

The RY/BY# signal from AMD Flash devices in the Miniature Card indicate that the Embedded Algorithms are either in progress or have been completed. If the output is low, the device is busy with either a program or erase operation. If the output is high, the device is ready to accept any read/write or erase operation. When the RY/BY# pin is low, the device will not accept any additional program or erase commands with the exception of the Erase Suspend com-

mand. If a Flash device is placed in an Erase Suspend mode, the RY/BY# output will be high. Refer to the section “Sector Erase Suspend” for more information.

During programming, the RY/BY# pin is driven low after the rising edge of the fourth WE# pulse. During an erase operation, the RY/BY# pin is driven low after the rising edge of the sixth WE# pulse. The RY/BY# pin should be ignored while RESET# is at V_{IL} .



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Note: D7 is rechecked even if D5 = 1 because D7 may change simultaneously with D5.

Figure 6. Data Polling Algorithm

WORD-WIDE PROGRAMMING AND ERASING

Word-Wide Programming

The Word-Wide Programming sequence will be as usual per Table 5 or 8. The Program word command is A0A0H. Each byte is independently programmed. For example, if the high byte of the word indicates the successful completion of programming via one of its write status bits such as D15, software polling should continue to monitor the low byte for write completion and data verification, or vice versa. During the Embedded Programming operations the device executes programming pulses in 8 μ s increments. Status reads provide information on the progress of the byte programming relative to the last complete write pulse. Status information is automatically updated upon completion of each internal write pulse. Status information does not change within the 8 μ s write pulse width.

Word-Wide Sector Erasing

The Word-Wide Sector Erasing of a memory device pair is similar to word-wide programming. The erase word command is a six-bus-cycle command sequence (see Tables 5 and 8). Each byte is independently erased and verified. Word-wide erasure reduces total erase time when compared to byte erasure. Each Flash memory device in the card may erase at different rates. Therefore, each device (byte) must be verified separately.

ABSOLUTE MAXIMUM RATINGS

| | |
|--|------------------|
| Storage Temperature | -40°C to +90°C |
| Ambient Temperature with Power Applied. | -40°C to +85°C |
| Voltage at All Pins (Note 1) | -0.5 V to +7.0 V |
| V _{CC} (Note 1) | -2.0 V to +7.0 V |
| Output Short Circuit Current (Note 2) | 200 mA |

Notes:

1. Minimum DC voltage on input or I/O pins is -0.5 V. During voltage transitions, inputs may overshoot V_{SS} to -2.0 V for periods of up to 20 ns. Maximum DC voltage on output and I/O pins is V_{CC} + 0.5 V. During voltage transitions, outputs may overshoot to V_{CC} + 2.0 V for periods up to 20 ns.
2. No more than one output shorted at a time. Duration of the short circuit should not be greater than one second. Conditions equal V_{OUT} = 0.5 V or 5.0 V, V_{CC} = V_{CCmax}. These values are chosen to avoid test problems caused by tester ground degradation. This parameter is sampled and not 100% tested, but guaranteed by characterization.
3. Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. This is a stress rating only; functional operation of the device at these or any other conditions above those indicated in the operational sections of this specification is not implied. Exposure of the device to absolute maximum rating conditions for extended periods may affect device reliability.

OPERATING RANGES**Commercial Devices**

Case Temperature (T_C) 0°C to +70°C

Industrial (I) Devices

Case Temperature (T_C) -40°C to +85°C

V_{CC} Supply Voltages

AmMC0XXAWP-100, -150 +4.5 V to +5.5 V

Operating ranges define those limits between which the functionality of the device is guaranteed.

DC CHARACTERISTICS

| Parameter Symbol | Parameter Description | Test Conditions | Min | Max | Unit |
|------------------|----------------------------------|--|---------------|----------------|---------|
| I_{LI} | Input Leakage Current | $V_{IN} = V_{SS}$ to V_{CC} , $V_{CC} = V_{CC\ max}$ | | ± 5 | μA |
| I_{LO} | Output Leakage Current | $V_{IN} = V_{SS}$ to V_{CC} , $V_{CC} = V_{CC\ max}$ | | ± 5 | μA |
| I_{CCS} | V_{CC} Standby Current | CEL#, CEH#, RESET# = V_{IH} | | 4 | mA |
| I_{CC} | V_{CC} Supply Current (Note 2) | RESET# = V_{IH} ; CEL# and CEH# = V_{IL} | Read | 80 | mA |
| | | | Program | 120 | mA |
| I_{CC} | V_{CC} Standby Current | CE# = $V_{CC} \pm 0.3\ V$ | | 60 | μA |
| V_{IL} | Input Low Voltage | $V_{CC} = 5.0\ V$ | -0.5 | 0.8 | V |
| V_{IH} | Input High Voltage | | $0.7\ V_{CC}$ | $V_{CC} + 0.5$ | V |
| V_{OL} | Output Low Voltage | $I_{OUT} = 12\ mA$ | | $0.1\ V_{CC}$ | V |
| V_{OH} | Output High Voltage | $I_{OUT} = -2.5\ mA$ | $0.9\ V_{CC}$ | | V |
| V_{LKO} | Low V_{CC} Lock-Out Voltage | | 3.2 | 4.2 | V |

Notes:

- $V_{CC} = 5.0\ volts \pm 10\%$
- Supply current is a max RMS value. Read frequency = 5 MHz.

CONNECTOR DC SPECIFICATIONS

| Parameter | Min | Max | Units |
|---|-----|-------|----------|
| Interface Signal Resistance (Note 2) | | 2.0 | Ω |
| Interface Signal Current (Notes 1, 2) | 125 | | mA |
| Power/Insertion Signal Resistance | | 0.060 | Ω |
| Power/Insertion Signal Current (Note 1) | 500 | | mA |

Notes:

- This current is a minimum that the connector should withstand, and a maximum that the host should provide.
- On the host, these specifications must be met for one conducting channel on connectors.

CARD AND PAD CAPACITANCE

| Parameter Symbol | Parameter Description | Test Conditions | Max | Unit |
|------------------|-------------------------|-----------------|-----|------|
| C_{CARD} | Card Input Capacitance | | 40 | pF |
| C_{HOST} | System Load Capacitance | | 120 | pF |
| $C_{I/O}$ | I/O Capacitance D0–D15 | | 40 | pF |

Notes:

- Sampled, not 100% tested.
- Test conditions $T_A = 25^\circ C$, $f = 1.0\ MHz$.

AC CHARACTERISTICS

Read-only Operations

| Parameter Symbol | | Parameter Description | | Card Speed | | Unit |
|------------------|-------------|---|-----|------------|------|---------|
| JEDEC | Standard | | | -100 | -150 | |
| t_{AVAV} | t_{RC} | Read Cycle Time | Min | 100 | 150 | ns |
| t_{ELQV} | t_{CE} | Chip Enable Access Time | Max | 100 | 150 | ns |
| t_{AVQV} | t_{ACC} | Address Access Time | Max | 100 | 150 | ns |
| t_{GLQV} | t_{OE} | Output Enable Access Time | Max | 40 | 50 | ns |
| t_{ELQX} | t_{LZ} | Chip Enable to Output in Low-Z | Min | 0 | 0 | ns |
| t_{EHQZ} | t_{DF} | Chip Disable to Output in High-Z | Max | 20 | 30 | ns |
| t_{GLQX} | t_{OLZ} | Output Enable to Output in Low-Z | Min | 0 | 0 | ns |
| t_{GHQZ} | t_{DF} | Output Disable to Output in High-Z | Max | 20 | 30 | ns |
| t_{AXQX} | t_{OH} | Output Hold from First of Address, CE#, or OE# Change | Min | 0 | 0 | ns |
| | t_{Ready} | RESET# Pin Low to Read Mode* | Max | 20 | 20 | μ s |



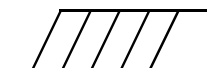
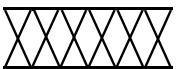
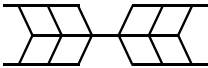
* Not 100% tested.

AC CHARACTERISTICS

Write Operations (Erase/Program)

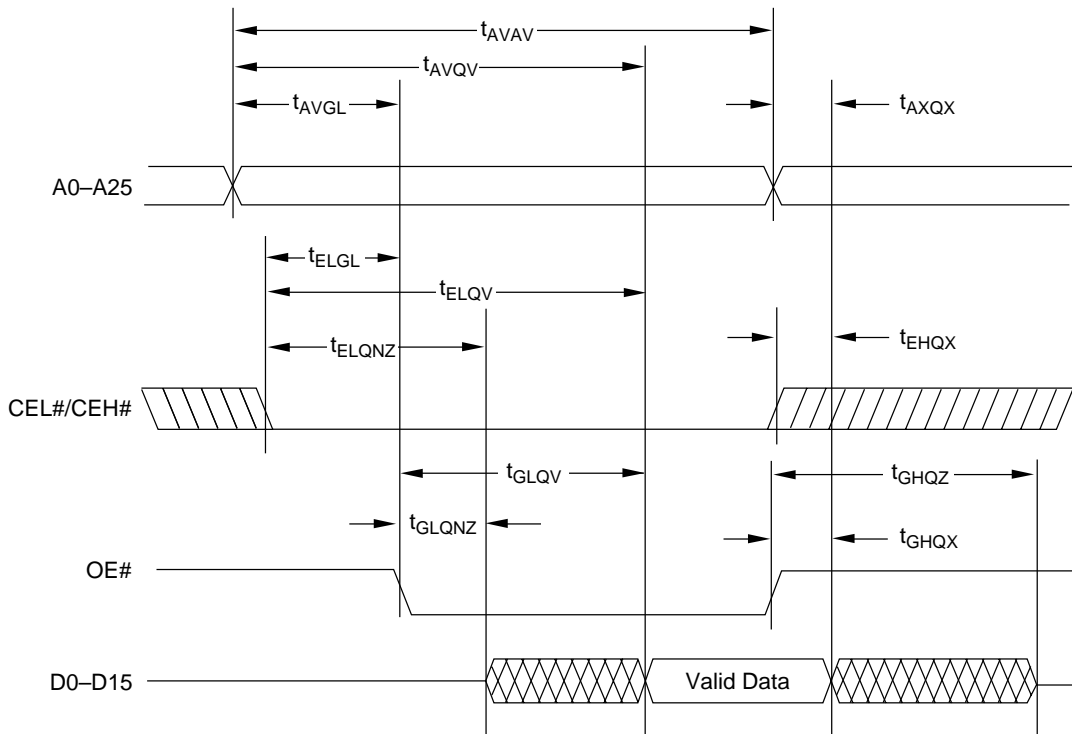
| Parameter Symbols | | Parameter Description | | Card Speed | | Unit |
|--------------------------|------------|---|-----|------------|------|---------|
| JEDEC | Standard | | | -100 | -150 | |
| t_{AVAV} | t_{WC} | Write Cycle Time | Min | 100 | 150 | ns |
| t_{WLWH} | t_{WP} | WE# pulse width | Min | 45 | 50 | ns |
| t_{ELGL} t_{ELWL} | | CE# setup time to WE# or OE# active | Min | 0 | 0 | ns |
| t_{AVGL} t_{AVWL} | | Address setup time to WE# or OE# active | Min | 0 | 0 | ns |
| t_{DVWH} | t_{DS} | Data setup time to WE# inactive | Min | 45 | 50 | ns |
| t_{WHDX} | | Data hold time from WE# inactive | Min | 0 | 0 | ns |
| t_{WHAX} | | Address hold time from WE# inactive | Min | 0 | 0 | ns |
| t_{WHEH} | | CE# hold time from WE# inactive | Min | 0 | 0 | ns |
| | t_{RP} | RESET# Pulse Width | Min | 500 | 500 | ns |
| | t_{BUSY} | Program/Erase Valid to RY/BY# Delay | Min | 40 | 50 | ns |
| t_{WHWH1} | | Programming Operation | Typ | 8 | 8 | μ s |
| | | | Max | 300 | 300 | μ s |
| t_{WHWH2} | | Sector Erase Operation | Typ | 1 | 1 | s |
| | | | Max | 1.5 | 1.5 | s |

KEY TO SWITCHING WAVEFORMS

| WAVEFORM | INPUTS | OUTPUTS |
|---|----------------------------------|---|
|  | Must be Steady | Will be Steady |
|  | May Change from H to L | Will be Changing from H to L |
|  | May Change from L to H | Will be Changing from L to H |
|  | Don't Care, Any Change Permitted | Changing, State Unknown |
|  | Does Not Apply | Center Line is High-Impedance "Off" State |

KS000010

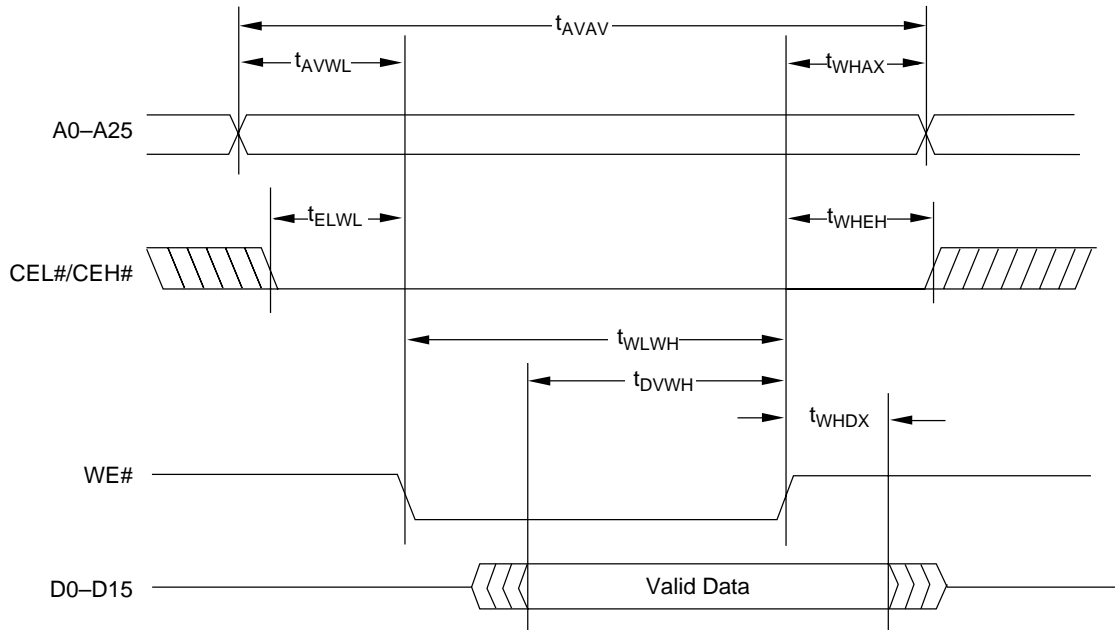
SWITCHING WAVEFORMS



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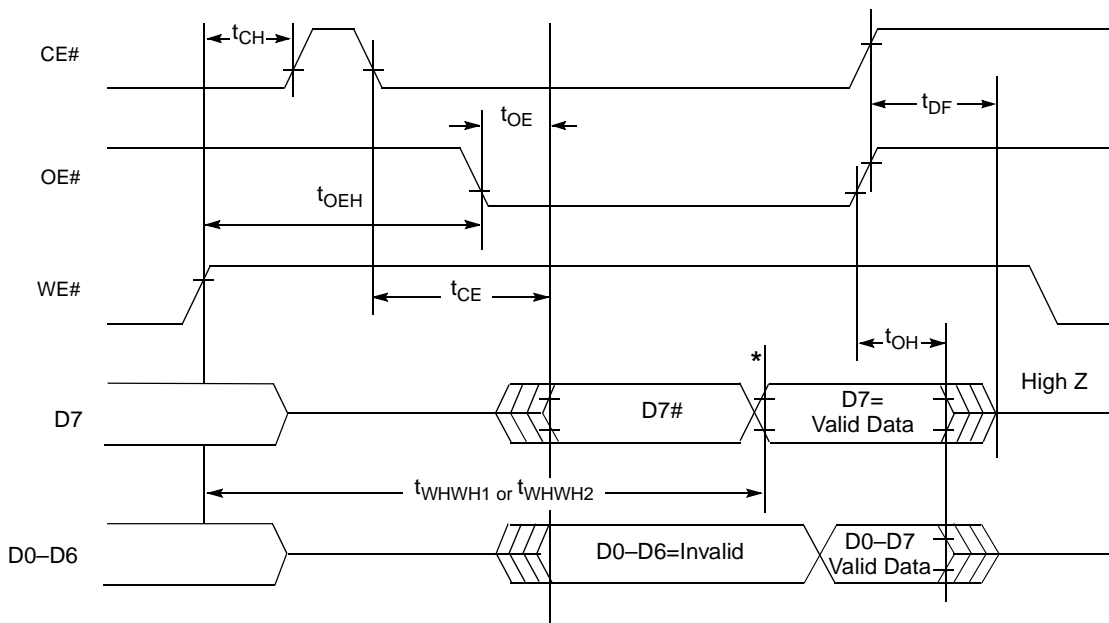
Figure 7. AC Waveforms for Read Operations

SWITCHING WAVEFORMS



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Figure 8. AC Waveforms for Write Operations

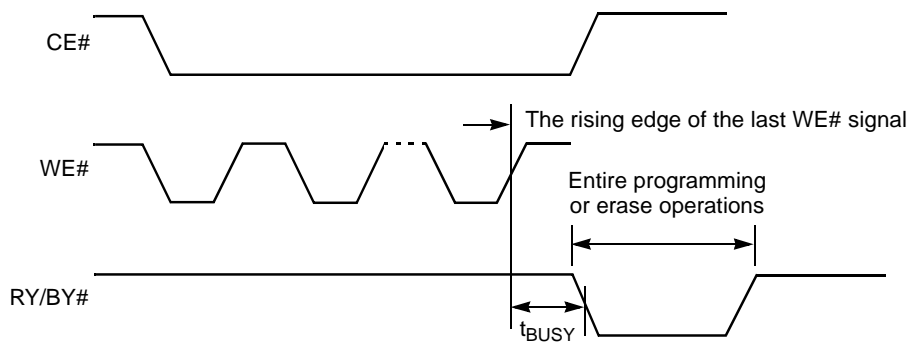


*D7=Valid Data (The device has completed the Embedded operation).

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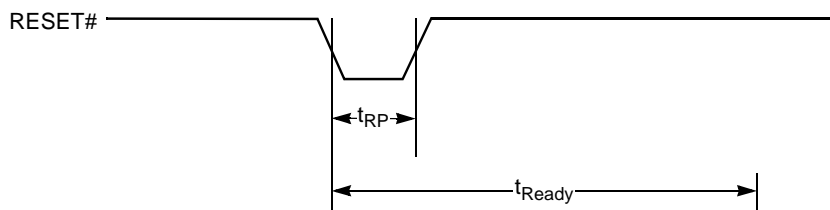
Figure 9. AC Waveforms for Data# Polling During Embedded Algorithm Operations

SWITCHING WAVEFORMS



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Figure 10. RY/BY# Timing Diagram During Program/Erase Operations



20975D-12

Figure 11. RESET# Timing Diagram

AC CHARACTERISTICS—ALTERNATE CE# CONTROLLED WRITES

Write/Erase/Program Operations

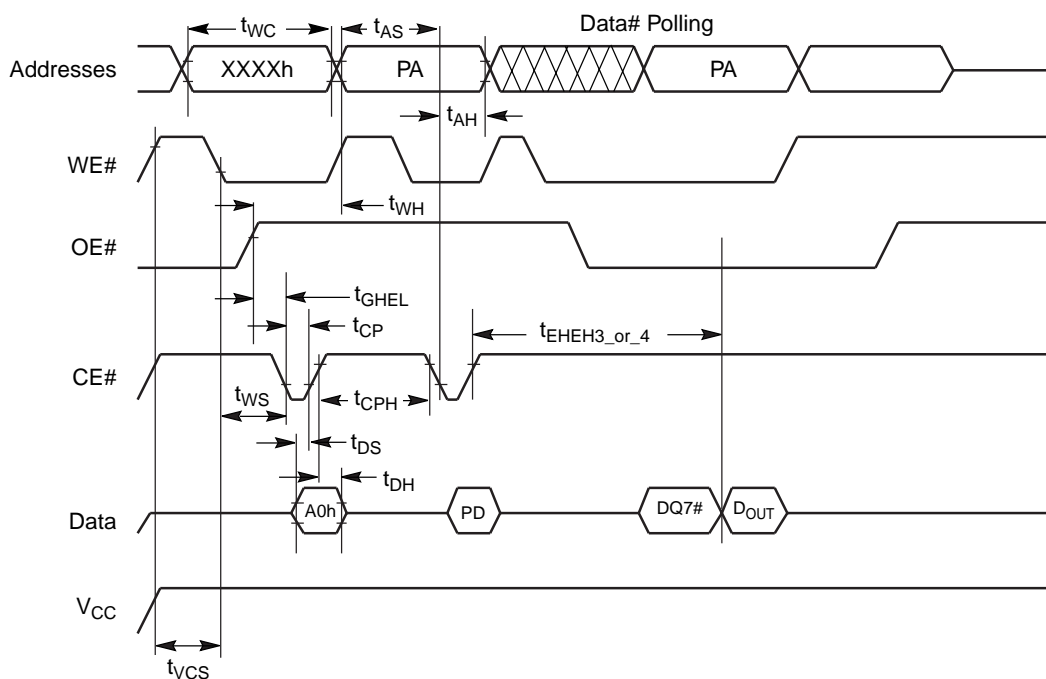
| Parameter Symbols | | Parameter Description | | Card Speed | | Unit |
|--------------------|------------------|--|-----|------------|------|------|
| JEDEC | Standard | | | -100 | -150 | |
| t _{AVAV} | t _{WC} | Write Cycle Time | Min | 100 | 150 | ns |
| t _{AVEL} | t _{AS} | Address Setup Time | Min | 10 | 10 | ns |
| t _{ELAX} | t _{AH} | Address Hold Time | Min | 45 | 50 | ns |
| t _{DVEH} | t _{DS} | Data Setup Time | Min | 45 | 50 | ns |
| t _{EHDx} | t _{DH} | Data Hold Time | Min | 20 | 20 | ns |
| t _{GLDV} | t _{OEh} | Output Enable Hold Time for Embedded Algorithm | Min | 10 | 10 | ns |
| t _{GHEL} | | Read Recovery Time before Write | Min | 0 | 0 | μs |
| t _{WLEL} | t _{WS} | WE# Setup Time before CE# | Min | 0 | 0 | ns |
| t _{EHWH} | t _{WH} | WE# Hold Time | Min | 0 | 0 | ns |
| t _{ELEH} | t _{CP} | CE# Pulse Width | Min | 45 | 50 | ns |
| t _{EHEL} | t _{CPH} | CE# Pulse Width HIGH (Note 2) | Min | 20 | 20 | ns |
| t _{EHEH3} | | Embedded Programming Operation (Notes 2) | Typ | 8 | 8 | μs |
| | | | Max | 300 | 300 | μs |
| t _{EHEH4} | | Embedded Erase Operation for each 64K byte Memory Sector (Notes 1) | Typ | 1 | 1 | s |
| | | | Max | 1.5 | 1.5 | s |
| t _{VCS} | | V _{CC} Setup Time to Write Enable LOW | Min | 50 | 50 | μs |

Notes:

1. Rise/fall time ≤ 10 ns.

2. Card Enable Controlled Programming:

Flash Programming is controlled by the valid combination of the Card Enable (CE1#, CE2#) and Write Enable (WE#) signals. For systems that use the Card Enable signal(s) to define the write pulse width, all setup, hold, and inactive write enable timing should be measured relative to the Card Enable signal(s).



Notes:

1. PA is address of the memory location to be programmed.
2. PD is data to be programmed at byte address.
3. DQ7 is the complement of the data written to the device.
4. D_{OUT} is the data written to the device.
5. Figure indicates last two bus cycles of four bus cycle sequence.
6. Waveforms are for the x16 mode.

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Figure 12. Alternate CE# Controlled Write Operation Timings

AIS MEMORY MAP

The AIS (Attribute Information Structure) is an area of memory used for storing information about the configuration of the Miniature Card. The AIS is recommended to be stored in the first sector of the first device of the Flash array. As this area is not explicitly protected, the AIS information must be reloaded onto the card in the event that the information is erased.

The AIS has five unique information areas:

1. Identification Data: This data includes Manufacturer information (Manufacturer and card name).
2. Compatibility Data: This data specifies basic information about the card (memory size, access time, memory type, power, etc.)
3. Burst Data (not applicable)
4. DRAM Data (not applicable)
5. Reserved Data: This data area is reserved for future use.

The AIS supports up to four different memory technologies on a card. Some of the information areas are repeated in the memory map in order to specify different technologies (see Table 16). The Technology Count field in the Identification Data section defines the number of different technologies on a card. The first memory technology is defined in the AIS memory map from address 40h through 7Fh. The second memory technology is defined from 80h through BFh. The third memory technology is defined from C0h through DFh. The fourth memory technology is defined from E0h to FFh.

The AIS is stored as bytes within the 16-bit Miniature Card data word. The even byte D0–D7 stores the AIS data, and the odd byte D8–D15 is reserved by the card manufacturer for manufacturing information.

Table 16. Miniature Card AIS Memory Assignments

| Card Address | Section | Description |
|--------------|--|-----------------------------|
| 00h–0Fh | PC Card Compatibility Area* | Reserved for PC Card Tuples |
| 10h–1Fh | Identification Data Identifies Card Type | |
| 20h–2Fh | Identification Data Identifies Card Type | |
| 30h–3Fh | Identification Data Identifies Card Type | |
| 40h–4Fh | Compatibility Data (Area 1) | Memory Technology #1 |
| 50h–5Fh | Burst Data (not applicable) | |
| 60h–6Fh | DRAM Data (not applicable) | |
| 70h–7Fh | Reserved for future use | |
| 80h–8Fh | Compatibility Data (not applicable) | (Memory Technology #2) |
| 90h–9Fh | Burst Data (not applicable) | |
| A0h–AFh | DRAM Data (not applicable) | |
| B0h–BFh | Reserved for future use | |
| C0h–CFh | Compatibility Data (not applicable) | (Memory Technology #3) |
| D0h–DFh | Reserved for future use | |
| E0h–EFh | Compatibility Data (not applicable) | (Memory Technology #4) |
| F0h–FFh | Reserved for future use | |

* For more information on PC Card Compatibility refer to Table 17 or the Miniature Card PC Compatibility Guide.

Note: “Not applicable” indicates the address space does not apply to AMD Flash Miniature Cards, but is defined by MCIF.

Table 17. PC Card Compatibility Memory Assignments

| Address | Values | Description |
|---------|------------------------------|------------------------|
| 00h | 01h | TPL_CODE CISTPL_DEVICE |
| 01h | 03h | TPL_LINK |
| 02h | 53 | Device ID |
| 03h | 2MB = 7C, 4MB = FC; 8MB = 1E | Device Size |
| 04h | FF | End of CISTPL_DEVICE |
| 05h | 00h | CISTPL_NULL |
| 06h | 00h | CISTPL_NULL |
| 07h | 00h | CISTPL_NULL |
| 08h | 00h | CISTPL_NULL |
| 09h | 00h | CISTPL_NULL |
| 0Ah | 00h | CISTPL_NULL |
| 0Bh | 00h | CISTPL_NULL |
| 0Ch | 00h | CISTPL_NULL |
| 0Dh | 00h | CISTPL_NULL |
| 0Eh | 80h | TPL_CODE CISTPL_MINI |
| 0Fh | F0h | TPL_LINK |

Identification Data

The Identification Data provides basic identification information about the card. This data section is required on all cards. Table 18 shows the Identification Data for AMD's 5 volt-only Miniature cards.

Compatibility Data

The compatibility data provides basic compatibility across all cards. This data section is required on all cards. The addresses in parentheses are specified for cards with more than one memory technology on the card. Table 19 shows the compatibility data for AMD 5-volt only Miniature Cards.

Table 18. AMD Identification Data

| Card Address | Value | Description |
|--------------|-------------------|---|
| 10h | 99h | Miniature Card Identifier: Fixed value for a host to identify an inserted Miniature Card |
| 11h | 11h | Level of Compliance: Defines the level of AIS supported. The Miniature Cards described in this document are rev 1.1 compliant. |
| 12h | 01h or FDh or F9h | AIS Checksum: The modulo-256 sum of all even bytes from 10h–FFh. A valid checksum sums to 00h (2's complement). 2 Mbyte card: 99h + 01h = 00h 4 Mbyte card: 03h + FDh = 00h 8 Mbyte card: 07h + F9h = 00h |
| 13h | 41h | Manufacturer Name: 13h–26h. String of ASCII characters at addresses 13h to 26h to identify the manufacturer of the Miniature Card. ASCII character "A" |
| 14h | 4Dh | ASCII character "M" |
| 15h | 44h | ASCII character "D" |
| 16h | 20h | ASCII character - SPACE |
| 17h | 49h | ASCII character - "I" |
| 18h | 4Eh | ASCII character - "N" |
| 19h | 43h | ASCII character - "C" |
| 1Ah | 00h | ASCII character - NULL |
| 1Bh | 00h | ASCII character - NULL |
| 1Ch–26h | 00h | Unused space in manufacturer name field |
| 27h | 35h | Card Name: (addresses 27h–3Ah). String of ASCII characters to identify the card name. ASCII character "5" |
| 28h | 56h | ASCII character "V" |
| 29h | 4Dh | ASCII character "M" |
| 2Ah | 43h | ASCII character "C" |
| 2Bh | 20h | ASCII character - SPACE |
| 2Ch | 53h | ASCII character "S" |
| 2Dh | 65h | ASCII character "e" |
| 2Eh | 72h | ASCII character "r" |
| 2Fh | 69h | ASCII character "i" |
| 30h | 65h | ASCII character "e" |
| 31h | 73h | ASCII character "s" |

Table 18. AMD Identification Data (Continued)

| Card Address | Value | Description |
|--------------|-------|---|
| 32h | 00h | ASCII character - NULL |
| 33h–3Ah | 00h | Unused space in card name field |
| 3Bh | 01h | Technology Count: Defines the number of different memory technologies on the Miniature Card. Technology count set to 1 |
| 3Ch–3Fh | 00h | Reserved space set to 00h; for future use |

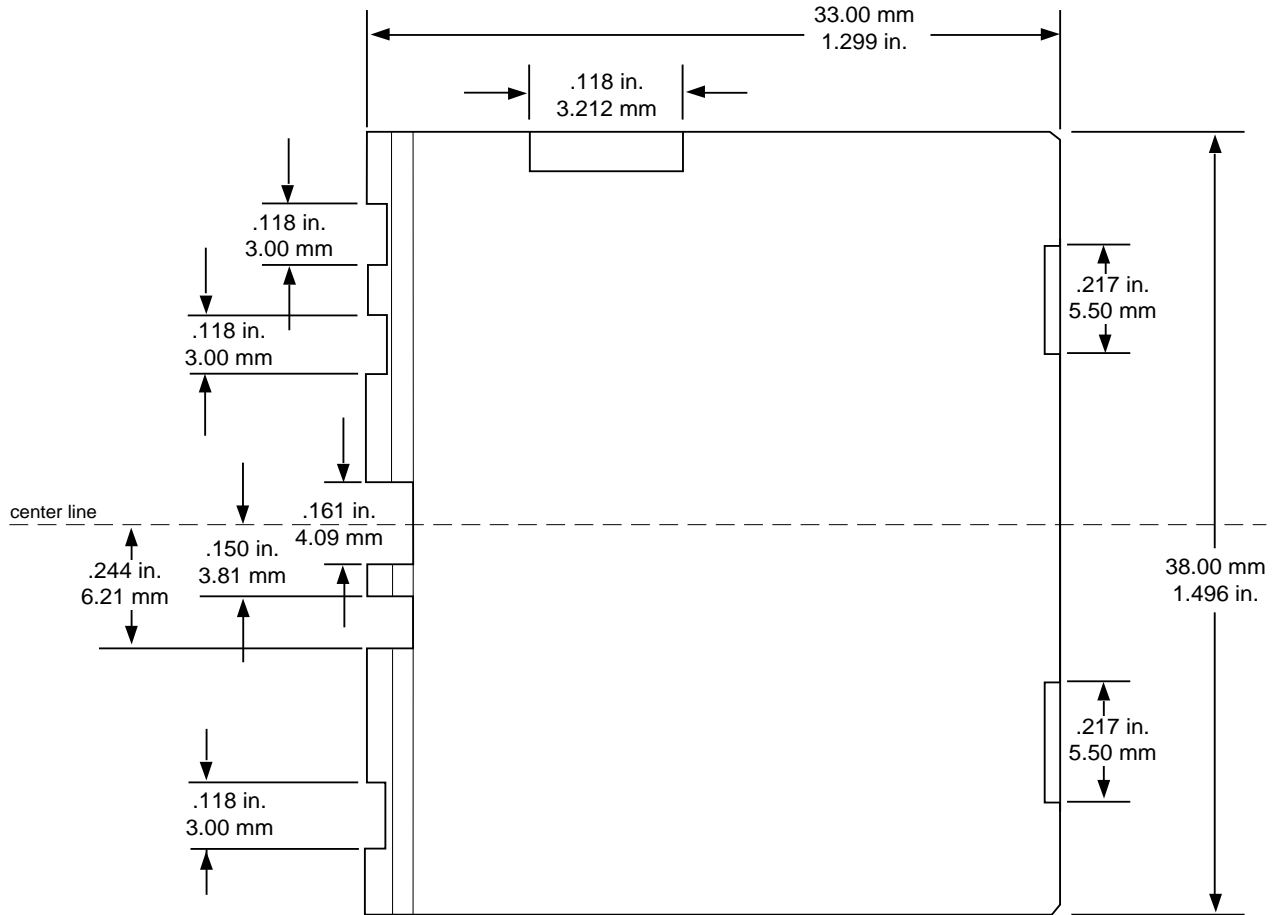
Table 19. AMD Compatibility Data

| Card Address | Value | Description |
|------------------------------------|---------------------|--|
| 40h | 00h | Defines the type of memory technology; Flash = 000 binary |
| 41h | 01h | Device JEDEC Manufacturer ID |
| 42h | D5h or 3Dh | Device JEDEC Component ID: Am29F080B = D5h, Am29F017B = 3Dh |
| 43h | 01h or 03h or 07h | Memory array size: 01 = 2 Mbyte, 03 = 4 Mbyte, 07 = 8 Mbyte |
| 44h | 00h | N/A |
| 45h | 00h | N/A |
| 46h | 0Ah | 5.0 Volt Access Time: 100 ns |
| 47h | 00h | N/A |
| 48h | 00h | N/A |
| 49h | 8Ch | Typical read/write current at 5.0 Volts (word mode): 80mA read, 120 mA write |
| 4Ah | 0Ah | Typical standby current: 1 mA |
| 4Bh–4Fh, 8Ch–8Fh, CCh–CFh, ECh–EFh | 00h | Reserved for future use |
| 80h–8Bh, C0–CBh, E0h–EBh | 00h | These addresses are designated for other memory technologies, which are not used in AMD Flash Miniature Cards. |
| 100h | 18h | TPL_CODE CISTPL_JEDEC_C |
| 101h | 02h | TPL_LINK |
| 102h | 01h | Manufacturer ID |
| 103h | D5 = 2M; 3D = 4M,8M | Device ID 2Mbyte card: D5 4Mbyte card: 3D 8Mbyte card: 3D |
| 104h | 1Eh | TPL_CODE CISTPL_DEVICEGEO |
| 105h | 06h | TPL_LINK |
| 106h | 02h | DGTPL_BUS: Bus Width |
| 107h | 01h | DGTPL_EBS: 11h = 64K Byte Erase Block size |
| 108h | 01h | DGTPL_RBS: Read Byte Size |
| 109h | 01h | DGTPL_WBS: Write Byte Size |
| 10Ah | 01h | DGTPL_PART: Number of partition |
| 10Bh | 01h | FL DEVICE INTERLEAVE: No interleave. |

Note: All reserved bytes must be set to 00h. All reserved fields (bits) within bytes must be set to 0 (binary). All unused fields must be set to 00h.

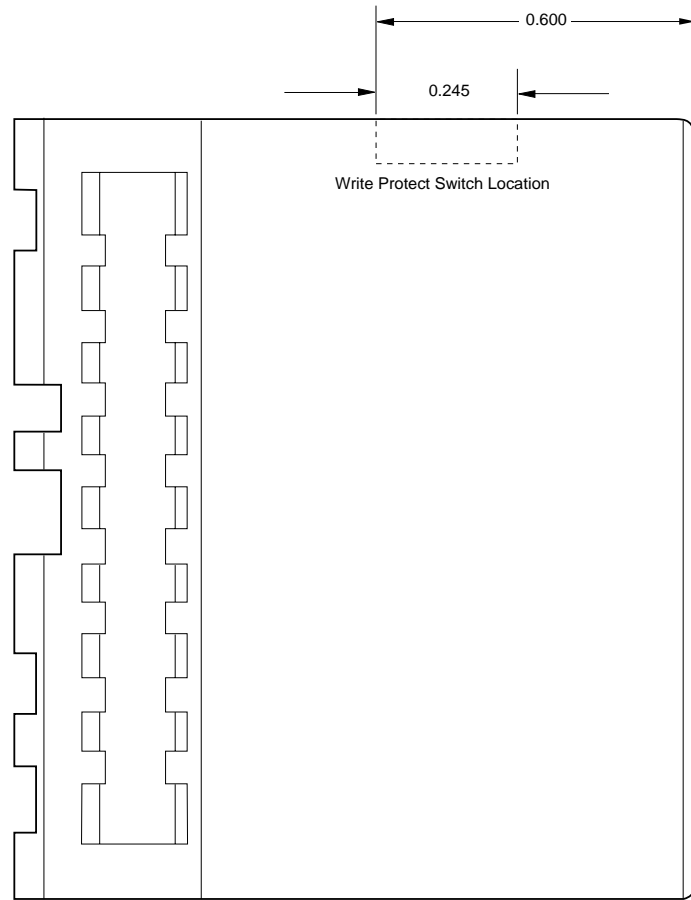
PHYSICAL DIMENSIONS

Top View

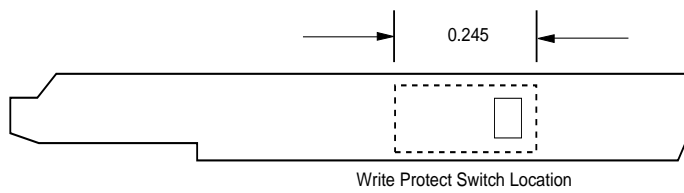


PHYSICAL DIMENSIONS

Bottom View



Right Side View



REVISION SUMMARY FOR AMMC0XXA

Global

Changed all Am29F016 references to Am29F017B.
Added -100 (100 ns) speed option and specifications.

Distinctive Characteristics

Revised low power consumption specifications. Added industrial temperature range bullet. Deleted "Small Form Factor" bullets. Revised text to indicate that the Miniature Card specification will be defined by PCMCIA.

General Description

Deleted references to the elastomeric connector.

Table 1, Miniature Card Definitions

Deleted references to the elastomeric connector.

Ordering Information

Added industrial temperature range. Added Valid Combinations table. Deleted NP option from part number. Added WP as part of required base part number.

Figure 2, Host/Card Address Connections

Clarified drawing by designating host bus and card bus. Added A21 address pin. Redesignated NC connections.

Miniature Card Pad Assignments

BUSY#: Revised to indicate that the Miniature Card cannot accept most operations when BUSY# is low. CD#: Deleted last sentence.

Sector Group Protection

Added section.

Tables 5–9, Command Definitions

Revised for easier reference: removed "H" designators from table (now indicated in notes), removed 4-cycle Reset/Read

command, separated Read and Reset commands, moved RA, RW, RD, PA, PW, PD, X, SA definitions to legend. Moved Erase Suspend and Erase Resume definitions from table to notes.

Table 12, Memory Sector Addresses for 4 and 8 Mbyte Cards

Added Note 3 to include 8 Mbyte cards.

Embedded Erase Algorithm

Removed last paragraph.

Absolute Maximum Ratings

Revised storage and ambient temperature ratings.

Operating Ranges

Added industrial temperature range.

DC Characteristics

Revised I_{CC} specifications. Added frequency specification to Note 2.

AC Characteristics, Write (Erase/Program) Operations

Deleted t_{ELQV} , t_{AVQV} , t_{GLQV} , t_{ELQX} , t_{EHOZ} , t_{GLOX} , t_{GHQZ} , t_{AXQX} , t_{WHGL} , t_{GLQNZ} .

Table 19, AMD Compatibility Data

Added two tuples of data to list, covering addresses 100h–10Bh. Changed address 46h data to 0Ah, corresponding to an access time of 100 ns.

Revision D+1

Sector Erase Suspend

Removed the statement requiring the address of a sector not being erased to obtain valid D6 status.

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