

**66AK2Lxx**  
**Multicore DSP+ARM KeyStone II SOC**  
**Silicon Revision 1.0**

# Silicon Errata



Literature Number: SPRZ430

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# **66AK2Lxx**

## **Multicore DSP+ARM KeyStone II SOC**

### **Silicon Revision 1.0**

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This document describes the silicon updates to the functional specifications for the 66AK2Lxx fixed-/floating-point digital signal processor. See the device-specific data manual for more information.

#### **1 Device and Development Support Tool Nomenclature**

To designate the stages in the product development cycle, TI assigns prefixes to the part numbers of all devices and support tools. Each family member has one of two prefixes: X or [blank]. These prefixes represent evolutionary stages of product development from engineering prototypes through fully qualified production devices/tools.

Device development evolutionary flow:

- **X:** Experimental device that is not necessarily representative of the final device's electrical specifications
- **[Blank]:** Fully qualified production device

Support tool development evolutionary flow:

- **X:** Development-support product that has not yet completed Texas Instruments internal qualification testing.
- **[Blank]:** Fully qualified development-support product

Experimental (X) and fully qualified [Blank] devices and development-support tools are shipped with the following disclaimer:

- ***Developmental product is intended for internal evaluation purposes.***

Fully qualified and production devices and development-support tools have been characterized fully, and the quality and reliability of the device have been demonstrated fully. TI's standard warranty applies.

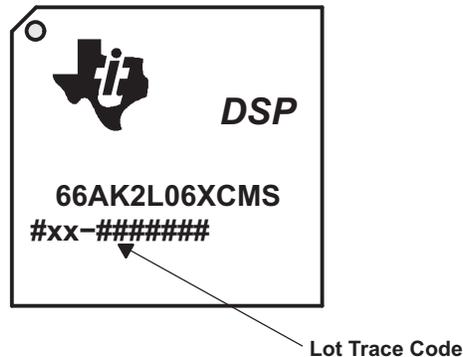
Predictions show that experimental devices (X) have a greater failure rate than the standard production devices. Texas Instruments recommends that these devices not be used in any production system because their expected end-use failure rate still is undefined. Only qualified production devices are to be used.

TI device nomenclature also includes a suffix with the device family name. This suffix indicates the package type (for example, AAW), the temperature range (for example, blank is the default case temperature range), and the device speed range, in Megahertz (for example, blank is 1000 MHz [1 GHz]).

For device part numbers and further ordering information for 66AK2Lxx in the CMS package type, see the TI website [www.ti.com](http://www.ti.com) or contact your TI sales representative.

## 2 Package Symbolization and Revision Identification

The device revision can be determined by the lot trace code marked on the top of the package. The location of the lot trace code for the CMS package is shown in [Figure 1](#). The figure also shows an example of 66AK2Lxx package symbolization.



**Figure 1. Lot Trace Code Example for 66AK2Lxx (CMS Package)**

Silicon revision correlates to the lot trace code marked on the package. This code is of the format #xx-#####. Note that there may be an additional leading character (not shown in this example) and xx may actually be two or three characters. If xx is **10**, then the silicon is revision 1.0. [Table 1](#) lists the silicon revisions associated with each lot trace code for the 66AK2Lxx devices.

**Table 1. Lot Trace Codes**

Lot Trace Code (xx)	Silicon Revision	Comments
10	1.0	Initial silicon revision

The 66AK2Lxx device contains multiple read-only register fields that report revision values. The JTAG ID (JTAGID) and C66x CorePac Revision ID registers allow the customer to read the current device and CPU level revision of the 66AK2Lxx.

The JTAG ID register (JTAGID) is a read-only register that identifies to the customer the JTAG/Device ID.

The C66x CorePac Revision ID register is a read-only register that identifies to the customer the revision of the C66x CorePac. The value in the VERSION field of the C66x CorePac Revision ID Register changes based on the version of the C66x CorePac implemented on the device. More details on the C66x CorePac Revision ID register can be found in the part-specific data manual.

shows the contents of the C66x CorePac REVID Register, and the JTAGID register for each silicon revision of the 66AK2Lxx device.

**Table 2. Silicon Revision Variables**

Silicon Revision	C66x CorePac REVID Register (address location: 0x0181_2000)	66AK2Lxx JTAGID Register (address location: 0x0262_0018)
1.0	0x0009_0003	0x0B9A_602F

More details on the JTAG ID and CorePac Revision ID Registers can be found in the device-specific data manual.

### 3 ARM-Specific Information

For the latest information regarding ARM issues that may not be addressed in this errata document, see the following ARM Web pages:

- <http://infocenter.arm.com/help/index.jsp>
- <http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.set.cortexa/index.html>

Table 3 provides the ARM Cortex-A15 MPCore processor version and REVIDR used by the 66AK2Lxx.

**Table 3. Cortex-A15 Processor Version and REVIDR**

SoC	A15 Version	ARM REVIDR
66AK2Lxx	r2p4	0x020A <ul style="list-style-type: none"> <li>• REVIDR[1] = 1'b</li> <li>• REVIDR[3] = 1'b</li> <li>• REVIDR[9] = 1'b</li> </ul>

The ARM product revision  $r_{m,p_n}$  indicates the major and minor revision status of the ARM core incorporated in this device. Additionally, for a specific product revision a few additional erratum may be fixed, which can be determined by reading the ARM REVIDR register where a set bit indicates that the erratum is fixed in this ARM revision. A combination of this information can be used when referring to the *ARM Processor Cortex™-A15 MPCore – Product Errata Notice* documentation to infer the erratum applicability to this device.

The definition of the Revision ID Register can be found at the following location:

- <http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.ddi0438i/CIHEJBDJ.html>

## 4 Silicon Updates

Table 4 lists the silicon updates applicable to each silicon revision. For details on each advisory, click on the link below.

**Table 4. Silicon Revision 1.0 Updates**

Category	Silicon Update Advisory	See <sup>(1)</sup>	Applies To Silicon Revision
			1.0
ARM	Execution in Place (XIP) from NOR Flash on ARM Does Not Work	<a href="#">Advisory 2</a>	X
RESET	$\overline{\text{RESETSTAT}}$ Signal Driven High	<a href="#">Advisory 15</a>	X
CCS	System Reset Operation Disconnects SoC from CCS	<a href="#">Advisory 17</a>	X
PCIe	PCIE MSI/Legacy IRQ Does Not Work for Root Complex	<a href="#">Advisory 22</a>	X
Boot	Boot ROM NAND Cannot Cross Bad Blocks	<a href="#">Advisory 24</a>	X
Boot	ROM Ethernet Boot Failure	<a href="#">Advisory 25</a>	X
IQN	IQN2 MUX Works Only with AIL0 and Not With AIL1	<a href="#">Advisory 26</a>	X
Boot	ARM Boot Can Fail When Interrupt Enabled	<a href="#">Usage Note 4</a>	X
Boot	Boot I <sup>2</sup> C Frequency Incorrect	<a href="#">Usage Note 5</a>	X
DDR3	Access to DDR3 Without Configuring PHY Properly Can Cause Hang	<a href="#">Usage Note 6</a>	X
Power	Core Wake Up on $\overline{\text{RESET}}$	<a href="#">Usage Note 9</a>	X
I <sup>2</sup> C	I <sup>2</sup> C Bus Hang After Master Reset	<a href="#">Usage Note 10</a>	X
PLL	Minimizing Main PLL Jitter	<a href="#">Usage Note 11</a>	X
QMSS	Queue Proxy Access	<a href="#">Usage Note 14</a>	X
Power	Initial Voltage Level Setting of CVDD Rail Power Supplies	<a href="#">Usage Note 17</a>	X
USB	USB Hangs When Doing a Master Access to Reserved Space	<a href="#">Usage Note 25</a>	X

<sup>(1)</sup> Not all KeyStone II errata apply to all KeyStone II parts. Therefore, numbering gaps in the errata list are normal.

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**Silicon Updates**

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**KeyStonell.BTS\_errata\_advisory.2*****Execution in Place (XIP) from NOR Flash on ARM Does Not Work***

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**Revision(s) Affected** 1.0**Details**

ARM cannot perform direct execution from a parallel NOR flash connected via ASYNC EMIF.

On these devices, ARM cannot perform direct execution from a parallel NOR flash connected via ASYNC EMIF. Direct execution from a parallel NOR flash does not work as ARM always generates 64-byte cacheline wrap mode accesses to EMIF. This is irrespective of marking this memory region as Device or Strongly Ordered as confirmed by ARM. ASYNC EMIF does not support 64-byte cacheline wrap accesses and therefore generates a bus error on receiving it. This causes an abort to happen in ARM. The ARM is, however, able to read data from a parallel NOR flash connected via ASYNC EMIF.

**Workaround**

None. If code is stored on NOR flash, it must be copied from the NOR to another memory area and executed from there.

**KeyStonell.BTS\_errata\_advisory.15*****RESETSTAT Signal Driven High Issue***

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**Revision(s) Affected** 1.0**Details** The  $\overline{\text{RESETSTAT}}$  output signal should be driven low when a reset is applied and held low until the reset cycle is complete. If the device is using power sequencing where the 1.8 V (DVDD18) is present before the AVS core voltage (CVDD), the  $\overline{\text{RESETSTAT}}$  signal may be driven high erroneously during the time between when DVDD18 is present and the CVDD is present.**Workaround** One workaround is to use the CVDD before DVDD18 in the power sequencing. An alternative workaround is to ignore the  $\overline{\text{RESETSTAT}}$  signal if the CVDD is not present during the power sequencing.

**KeyStonell.BTS\_errata\_advisory.17*****System Reset Operation Disconnects SoC from CCS Issue***

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**Revision(s) Affected** 1.0**Details**

CCS connection to targets will fail after system reset issued via CCS. CCS connection to targets will also fail after RESET reset of the device. A system reset, issued from CCS or by the RESET pin, can cause power reset to all C66x Corepacs and can cause the hardware states of debug logic (including hardware breakpoints) to get cleared. The result is that any existing CCS connection to those targets will get corrupted, terminating further access to the target.

**Workaround 1:**

A new configuration option called Domain Power Loss Mode is added in the CCS target configuration for enabling the debug software to detect and handle the power loss event automatically.

To enable this option, in the CCS target configuration window, click on the sub-path of ICEPICK\_D for each individual C66x Corepac. Then click on the property option **Domain Power Loss Mode** and select **Auto**.

The support for this new option will be released in the emupack update v5.0.586.0 or newer, patched to CCS5.1 GA.

**Workaround 2:**

Before issuing a system reset, disconnect CCS from all DSP targets, issue the system reset, then reconnect CCS to the targets to continue debug operations.

**KeyStonell.BTS\_errata\_advisory.22*****PCIE MSI/Legacy IRQ Does Not work for Root Complex***

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**Revision(s) Affected**

1.0

**Details**

While testing the AER PCIE error handling and error recovery Linux driver software on KeyStone II EVM, it was found that only error interrupt #12 is raised. An unsupported request error is simulated by generating transaction to an EP with an address not in the BAR. The error is detected by Root complex.

As per PCIE spec 2.0, section 6.2.6, MSI/Legacy error interrupt to be raised as well platform specific interrupt. Currently, only platform specific interrupt (INT #12) is raised. AER driver depends on Legacy/MSI IRQ and can't function without this. This is the standard PCI driver in Linux to handle Error and do recovery.

**Workaround**

None

## KeyStonell.BTS\_errata\_advisory.24

### **Boot ROM NAND Cannot Cross Bad Blocks**

**Revision(s) Affected** 1.0

**Details**

NAND <ARM> boot fails if boot image crosses a bad block boundary.

During a NAND primary boot, the boot ROM will read and process an image from the NAND device specified by the bootstrap pins. When the boot ROM encounters a pre-marked bad block or detects one through error correction, data processing will reset and invalidate previously read good data. This is opposite U-Boot NAND reads which skip bad blocks and continue reading data.

In other words, if a primary boot image (such as U-Boot) spans multiple blocks with a bad block separating valid data, the boot ROM will not read the complete boot image. Instead it will read only the data following a bad block. Boot will ultimately fail without a complete boot image.

**Table 5. Proper way to write boot image starting with Data 0**

Block # :	Block 0	Block 1(Bad)	Block 2	Block 3	Block 4
Data # :	XXXXX	XXXXX	Data 0	Data 1	Data 2
Result :	Skipped	Skipped	^ Data 0 will be the start of the image.		

**Table 6. Do not write boot image this way**

Block # :	Block 0	Block 1(Bad)	Block 2	Block 3	Block 4
Data # :	Data 0	XXXXX	Data 1	Data 2	Data 3
Result :	Thrown Away	Skipped	^ Data 1 will now be the start of the image.		

**Workaround**

If the boot image is large enough to require multiple blocks, locate a sufficient amount of consecutive good blocks to store boot image. Tools such as U-Boot have built-in commands to list bad NAND block as well as the ability to write to a given offset.

This issue does not affect a 2nd stage boot to Linux from U-Boot; so the kernel and filesystem may be written to skip bad blocks as per default behavior. Default U-Boot NAND reads will skip bad blocks and continue reading data.

If NAND boot is used as primary boot to boot U-Boot (or boot image) then, 'NAND writer utility' which writes U-Boot (or boot image) to NAND needs to understand this errata and make sure that U-Boot (or boot image) is burned in consecutive blocks with no bad blocks in the middle. In some cases, the 'NAND writer utility' could be U-Boot itself then customer U-Boot needs to modify to incorporate this errata workaround.

**KeyStonell.BTS\_errata\_advisory.25**
**ROM Ethernet Boot Failure**
**Revision(s) Affected** 1.0

**Details**

As per Ethernet boot sequence, the booting device sends BOOTP packets out. In response, the boot master sends the BOOTP response packet. In the failing scenario, the BOOTP packets will be seen exiting the device, but the BOOTP response appears to be ignored by booting device.

The root cause is identified as an uninitialized value in the Ethernet driver in the BootROM code. Packets that arrive to the device are held up in the Ethernet and not passed to the BootROM code for processing. This happens all times when Ethernet boot is selected as primary boot.

This issue is applicable to Ethernet boot for both the C66x CorePac as the boot master and the ARM CorePac as the boot master, please refer to the device specific datasheets for the boot master and boot modes supported.

**Workaround**

The only workaround is to use a different boot mode (other than Ethernet Boot) as the Primary Boot and then perform the Ethernet Boot. The Primary Boot can be used to initialize the above mentioned uninitialized value and then re-enter the Ethernet Boot as Secondary Boot mode.

Step 1. Enable NETCP.

Step 2. Initialize the registers:

```
#define PA_BASE 0x24000000
ROM Errata workaround Function:

memset ((unsigned int *)(PA_BASE + 0x408400), 0, 32 * sizeof(unsigned int));
memset ((unsigned int *)(PA_BASE + 0x418400), 0, 32 * sizeof(unsigned int));

*((unsigned int *)(PA_BASE + 0x409814)) = 0x10;
*((unsigned int *)(PA_BASE + 0x409820)) = 0x4000;
*((unsigned int *)(PA_BASE + 0x409824)) = 0xfffc0000;
*((unsigned int *)(PA_BASE + 0x409810)) = 0x80000600;
```

Step 3. Write the Ethernet boot mode configuration to the DEVSTAT register.

Step 4. Branch to re-enter the ROM boot function.

## KeyStonell.BTS\_errata\_advisory.26

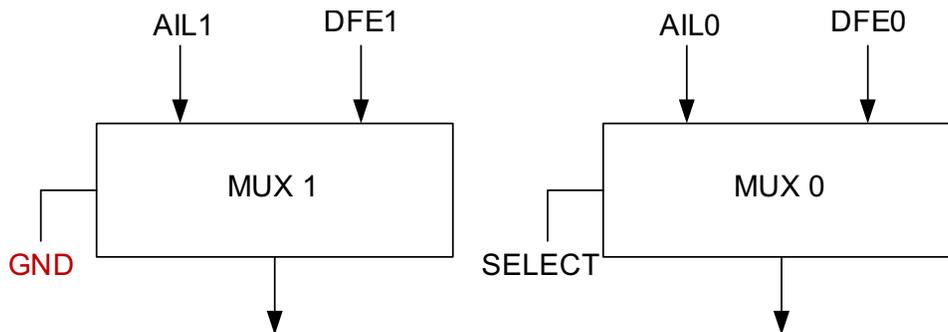
### *IQN2 MUX Works Only with AIL0 and Not With AIL1*

**Revision(s) Affected** 1.0

**Details**

IQN2 has two AIL lanes (AIL0 and AIL1). AIL1 lane does not transmit or receive any data. AIL0 lane can transmit or receive data without showing any problem.

As shown in [Figure 2](#) below, the AIL0 and AIL1 lanes are connected to a SERDES MUX with respect DFE lanes. This SERDES MUX is used to select data path between IQN2 and DFE. The mux select for the AIL1 and DFE1 mux is not connected correctly and is connected to Ground. So DFE1 lane is always selected irrespective of the configuration selected by mux pins.



**Figure 2. AIL Lanes**

**Workaround**

There is no SW workaround for this problem.

**KeyStonell.BTS\_errata\_usagenote.4**
***ARM Boot Can Fail When Interrupt Enabled***
**Revision(s) Affected** 1.0

**Details**

ARM boot can fail when an interrupt is pending when interrupts are enabled.

From the ARM Boot ROM code, the “Enable interrupts” code below in the ROM is not implementing correctly.

```
*****
* Enable interrupts
*****

.def _chipEnableInts

_chipEnableInts:

cpsie i
bx lr
```

If an interrupt is pending when the cpsie instruction executes the interrupt is immediately taken. The interrupt code executes normally, and even returns with the correct mode. However the next instruction, bx lr, does not execute. The code simply continues into the next instruction, which happens to be a data value. This results in an invalid instruction exception.

For devices including the C66x CorePac:

In a case of the C66x boot master and a  $\overline{\text{RESET}}$  is applied, the  $\overline{\text{RESET}}$  resets the ARM PLL causing the ARM boot code to execute very slowly. The system PLL was reset isolated and executed very quickly. The C66x boot code was loaded, and this code poked the IPC interrupt to wake up the ARM, but the slow ARM was still setting up translation tables. If there is an interrupt pending, the interrupt is taken when the interrupts were enabled.

This could also happen when the ARM is the boot master in the PCIe and Hyperlink boot modes. If the remote end generates an interrupt immediately after link detection it is possible that the ARM code has not yet reached the cpsie instruction. But in both of these modes, the ARM PLL will be enabled and the race is very short.

The consequence of this is that the ARM generates an invalid instruction exception.

**Workaround**

Delay interrupts to the ARM for a few ms. This applies mostly to ARM core 0. Secondary ARM cores are usually woken up without an interrupt, however the same code can execute if the secondary ARM core wakes up and does not see a branch address, and in which case it enables interrupts and idles.

**KeyStonell.BTS\_errata\_usagenote.5*****Boot I<sup>2</sup>C Frequency Incorrect***

---

**Revision(s) Affected** 1.0**Details**

The issue is within the Boot ROM. Initial boot I<sup>2</sup>C frequency incorrect on  $\overline{\text{RESET}}$  reset.

For I<sup>2</sup>C boot, the code to determine the device frequency assumes that the PLL is in bypass. This is true for power on reset, but for  $\overline{\text{RESET}}$ , with the PLL reset isolated this is incorrect. The code should check to see if the PLL is enabled and if it is, it should return the e-fuse device frequency.

On a normal  $\overline{\text{POR}}$  or  $\overline{\text{RESETFULL}}$ , boot with I<sup>2</sup>C as the boot master, the boot code will correctly assume the system is running at 312 MHz (max possible) and scale the I<sup>2</sup>C clock to run at 20 KHz. So the actual frequency will scale based on the actual reference clock. After boot execute a  $\overline{\text{RESET}}$ , the initial frequency will be much higher, running faster by a multiple equal to the actual effective PLL multiplier value.

For example if the actual reference clock is 50 MHz and the device frequency is e-fused for 1400 MHz, the initial I<sup>2</sup>C will read using a data clock of  $20 * 50 / 312 = 3.2$  KHz. After a  $\overline{\text{RESET}}$  reset, with the PLL reset isolated, the initial read will be at  $20 * 1400 / 312 = 89$  KHz. This will work with almost all I<sup>2</sup>C devices that are compliant to the 100 KHz bus standard specified in the original I<sup>2</sup>C specification. This represents the worst case for these devices.

**Workaround**

None.

**KeyStonell.BTS\_errata\_usagenote.6*****Access to DDR3 Without Configuring PHY Properly Can Cause Hang***

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**Revision(s) Affected** 1.0**Details** If the DDR3 is not configured properly before the CorePac issues an access to DDR3, the device could lock up.

If the DDR3 PHY Utility Block (PUB), DDR3 PHY and the EMIF Controller are not configured or improperly configured, any access to the DDR3 memory space is issued by the CorePac, including opening a memory window view from the Code Composer Studio (CCS) that is pointed to the DDR3 memory space, the device could lock up.

**Workaround** It is recommended that before issuing an access to the DDR3, the device must properly initialize the DDR3 PUB, DDR3 PHY, and EMIF controller.

Refer to the KeyStone II DDR3 Programming Sequence documented in the KeyStone II DDR3 User Guide ([SPRUGV8](#)) or the KeyStone II DDR3 Initialization Sequence document ([SPRABL2](#)).

**KeyStonell.BTS\_errata\_usagenote.9****Core Wake Up on RESET Usage Note**

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**Revision(s) Affected** 1.0**Details**

Execution may start only on some CorePacs if CCS is connected to the device and reset is applied via the RESET pin on the device. In order to make sure that all the CorePacs wake up after reset via RESET pin, the device needs to be completely disconnected from the CCS before applying reset via RESET pin.

Some of the CorePacs do not wake up on RESET reset when the device is connected via CCS. When the device is connected via CCS the device stays in the emulation debug state. If the RESET reset is applied while the device is in the emulation debug state it causes some of the CorePacs to go into an unknown state and they don't start execution.

Resets using POR and RESETFULL do not exhibit this behavior.

This does not affect the normal usage of the device when CCS/emulator is not connected to the device since the device is not in emulation debug state when reset is applied using the RESET pin. This behavior can only happen in the lab environment where the CCS/emulator is connected to the device.

**Workaround**

Below is the sequence which must be followed to completely disconnect the device from CCS before applying RESET:

1. "Free Run" all the CorePacs
2. Disconnect all the CorePacs from CCS
3. Apply RESET

Steps 1 and 2 insure that all the debug states are cleared in the device. This will allow the CorePacs to wake up correctly on reset via RESET. Bypassing either step 1 or 2 will result in CorePacs that do not begin execution after reset.

**KeyStonell.BTS\_errata\_usagenote.10*****I<sup>2</sup>C Bus Hang After Master Reset Usage Note***

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**Revision(s) Affected** 1.0**Details**

It is generally known that the I<sup>2</sup>C bus can hang if an I<sup>2</sup>C master is removed from the bus in the middle of a data read. This can occur because the I<sup>2</sup>C protocol does not mandate a minimum clock rate. Therefore, if a master is reset in the middle of a read while a slave is driving the data line low, the slave will continue driving the data line low while it waits for the next clock edge. This prevents bus masters from initiating transfers. If this condition is detected, the following three steps will clear the bus hang condition:

1. An I<sup>2</sup>C master must generate up to 9 clock cycles.
2. After each clock cycle, the data pin must be observed to determine whether it has gone high while the clock is high.
3. As soon as the data pin is observed high, the master can initiate a start condition.

**KeyStonell.BTS\_errata\_usagenote.11*****Minimizing Main PLL Jitter Usage Note***

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**Revision(s) Affected** 1.0**Details**

Once the boot is complete, it is highly recommended that software reconfigure the Main PLL to the desired frequency, even if it is already achieved by the initial settings. To minimize the overall output jitter, the PLLs should be operated as close as possible to the maximum operating frequency. To maximize the VCO frequency within the PLL, the PLL should be clocked to 2x the intended frequency and the PLL Output Divider should be set to /2. The main PLL Output Divider should be set to divide-by-2 by the software by writing 0b0001 to bits [22:19] of the SECCTL register (address 0x02310108) in the PLL controller. A read-modify-write can be used to make sure other bits in the register are not affected. This register is documented in the part-specific data manual.

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**NOTE:** It is only after programming the SECCTL register to enable the divide-by-2 that the following equation can be used to program the PLL as specified in the data manual.

---

$$\text{CLK} = \text{CLKIN} \times ((\text{PLLM}+1) \div ((\text{OUTPUT\_DIVIDE}+1) \times (\text{PLLD}+1)))$$

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**KeyStonell.BTS\_errata\_usagenote.14*****Queue Proxy Access Usage Note***

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**Revision(s) Affected** 1.0

**Details** When there are multiple DSP cores potentially accessing the Queue Manager, the Queue N register A, B, C, and D should be accessed in the same burst. However, the C66x CorePac cannot generate bursts larger than 8 bytes. The Queue Proxy is designed to allow the C66x CorePac to push/pop descriptors using multiple transactions. However, when the C66x CorePac uses the Queue Proxy region for push and pop, the Queue Proxy may mix the transactions from non-CorePac system masters. This may lead to an error transaction, which causes a system deadlock.

**Workaround** The C66x CorePac should not use the Queue Proxy region to push/pop descriptors. The C66x CorePac should use VBUSM region (base address starts from 0x34000000) to push descriptors. When Queue N register C is needed for a push, the C66x CorePac should issue a DoubleWord write to generate an 8-byte burst write to Queue N register C and Queue N register D. When device is little endian mode, the Queue N register C and Queue N register D value need to be swapped. The C66x CorePac should use the VBUSP region (base address starts from 0x02A00000) to pop Queue N register D only. When packet size, byte count, and queue size information are needed for a certain queue, C66x CorePac should use the queue peek region to get the information.

**KeyStonell.BTS\_errata\_usagenote.17*****Initial Voltage Level Setting of CVDD Rail Power Supplies Usage Note***

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**Revision(s) Affected** 1.0**Details**

Users are required to program their board CVDD supply initial value to 1.0 V on the device. The initial CVDD voltage at power-on will be 1.0 V nominal and it must transition to VID set value, immediately after being presented on the VCNTL pins. This is required to maintain full power functionality and reliability targets guaranteed by TI.

SmartReflex voltage scheme as defined by the device specific data manual and *Hardware Design Guide for KeyStone II Devices* is required.

**KeyStonell.BTS\_errata\_usagenote.25*****USB Hangs When Doing a Master Access to Reserved Space***

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**Revision(s) Affected** 1.0

**Details** When accessing the reserved space using USB AXI on HOST side (by providing the reserved address value to Device Context Base Address Array Pointer) and Host does not provide any interrupt to SW, however it sets the bus\_error status flag in USBSTS and GSTS. Hence the USB HOST cannot convey AXI Bus error directly to SW. SW has to make sure that if it does not get the proper response from the USB HOST, it should check the USBSTS/GSTS registers for possible error. On Device side, events generated by USB Device after data transfer, has information about AXI bus error.

**Workaround** Avoid accessing to reserved space.

**Revision History**

<b>DATE</b>	<b>REVISION</b>	<b>NOTES</b>
April 2015	*	Initial Release

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