To:　　　　**T10 Committee**
From:　　　**Gerry Houlder, Seagate Technology,** gerry_houlder@seagate.com
Subj:　　　**FCP-3 Use of fill bytes in FCP_DATA IUs**
Date:　　　**March 8, 2005**

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Prior to the release of the FC-DA Technical Report, the use of fill bytes in FCP data frames was defined in earlier Profiles (Technical Reports, PLDA, FLA). This behavior needs to be added to the standard to make it clearly visible and ensure it is maintained in future generations of FCP.

Proposed additions to FCP-3

9.3.4 FCP_DATA IU Use of fill bytes

During transfer of data in response to an FCP_CMND_IU with RDDATA set to one and WRDATA set to zero, all frames of FCP_DATA_IUs except the frame with the highest relative offset within the Data-In Buffer shall have no fill bytes.

During transfer of data in response to an FCP_CMND_IU with WRDATA set to one and RDDATA set to zero, all frames of FCP_DATA_IUs except the frame with the highest relative offset within the Data-Out Buffer shall have no fill bytes.

During transfer of data in response to an FCP_CMND_IU with WRDATA set to one and RDDATA set to one, all frames of FCP_DATA_IUs except the frame with the highest relative offset within the Data-In Buffer and the frame with the highest relative offset within the Data-Out Buffer shall have no fill bytes.