CONGRUENT SOFTWARE, INC.
3998 Whittle Avenue
Oakland, CA 94602
(510) 531-5472

FROM: Peter Johansson
TO: T10 SBP-2 *ad hoc* Working Group
DATE: February 9, 1997
RE: Unsolicited Status Handshake in SBP-2

The proposal below represents the working group's opinion, from the January 20 meeting in San Jose, that permission to store unsolicited status should be initially disabled at the time of a login or create stream request. Initiators that wish to accept unsolicited status may subsequently write to the UNSOLICITED_STATUS_ENABLE register each time a single instance of unsolicited status may be stored. The proposed modifications to the SBP-2 Revision 2 clause are shown by change bars.

6.4.5 UNSOLICITED_STATUS_ENABLE~~STATUS_ACKNOWLEDGE~~ register

The UNSOLICITED_STATUS_ENABLE~~STATUS_ACKNOWLEDGE~~ register provides a location at which the initiator may grant the target permission to store an unsolicited status block~~signal the target that unsolicited status has been received~~. The definition of this write-only register is given by Figure 1 below.

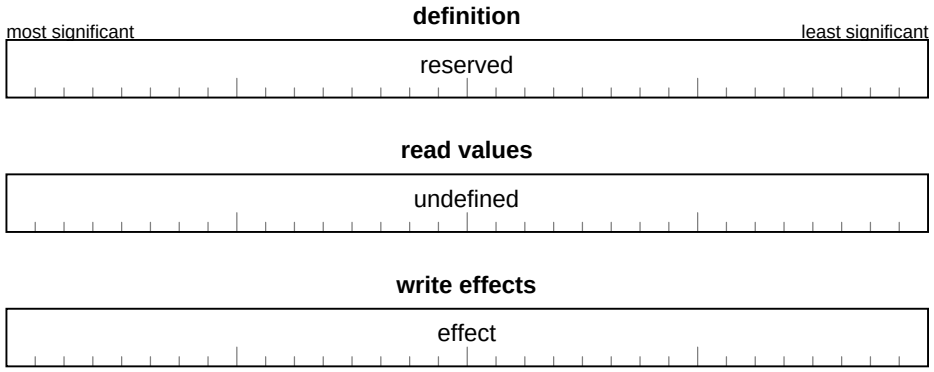

Figure 1 – UNSOLICITED_STATUS_ENABLE~~STATUS_ACKNOWLEDGE~~ format

A quadlet write of any value to this register shall cause the fetch agent's *unsolicited status enabled*~~*status acknowledgment*~~ variable to be set to one. A successful login or create stream request~~isochronous login~~ shall zero~~set~~ the corresponding *unsolicited status enabled*~~*status acknowledgment*~~ variable~~ to one~~. As described in 9.4, any time a target stores an unsolicited status block it shall zero the *unsolicited status enabled* variable for that login. Before the target may store a subsequent unsolicited status block it is necessary for the initiator to write to the UNSOLICITED_STATUS_ENABLE register.

9.4 Unsolicited status

In addition to status associated with a particular ORB, described in the preceding section, a fetch agent may store unsolicited status at the address specified by *status_FIFO*. A status block that contains unsolicited status shall be identified by setting the *unsolicited* bit to one.

A fetch agent may store unsolicited status at any time that its *unsolicited status enabled*~~*status acknowledgment*~~ variable is one. Upon successful completion of the Serial Bus block write transaction used to store the status block, the fetch agent shall zero its *unsolicited status enabled*~~*status acknowledgment*~~ variable. The initiator may set the fetch agent's *unsolicited status enabled*~~*status acknowledgment*~~ variable to one by writing any data value to the corresponding UNSOLICITED_STATUS_ENABLE~~STATUS_ACKNOWLEDGE~~ register.