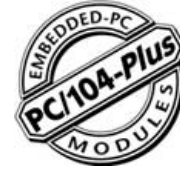




EM104-1394 FireWire Card



General Description

The **Em104P-1394** is a high performance Controller providing 3 serial ports conforming to the IEEE-1394 OHCI specification - popularly known as FireWire. The **Em104P-1394** provides an ideal interface for attaching high speed Audio, Video and Storage peripherals to an embedded system. Automatic detection and configuration of devices (without the need for on-board jumpers) ensures robust system operations and high reliability . The **Em104P-1394** provides a distinct advantage over other communications and interfacing controllers by allowing multiple devices to be attached simultaneously on the high serial bus. Three serial ports are provided enabling up to 63 devices to be connected with cable lengths of over 4.5M. The **Em104P-1394** is supported by a suite of drivers for Windows98SE/Me/2000/XP and Mac OS. The DTX3-FW is an ideal solution for solid-state video recording, machine vision, digital image capture and processing and hot-pluggable storage peripheral interfacing.

Features

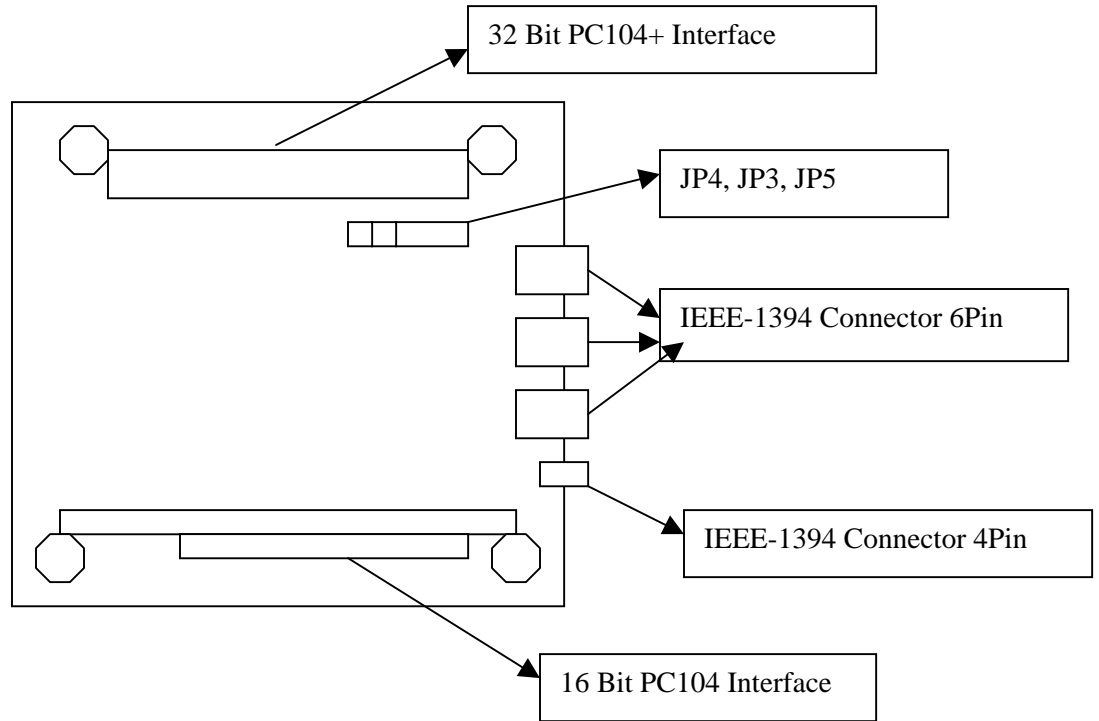
- Compatible IEEE-1394a-2000 Fire Wire Standard
- Open Host Controller Interface (OHCI) compliant
- Three high speed Serial Interface
- Speeds of 100/200/400 MBits/sec
- Link up to 63 devices together
- Video/Audio/Mass Storage auto-detection
- Hot pluggable connections
- Standard 6-way IEEE-1394 Connectors for self-powered or nonpowered devices
- High Performance PC/104+ Bus Master
- Drivers for Win98SE/Me/2000/XP
- Compact 3.6 x 3.8in PC/104+ form factor

Applications

- Solid-State Digital Video Recorder
- Digital Camera Interfacing
- Hot-pluggable Disk Storage
- Portable and mobile data storage
- Remote Video Surveillance
- Medical and Industrial imaging
- Robotic systems and OCR
- Disc based Video Recorder



Em104P-1394



Em104P-1394 Card Setup

PCI Slot Address Selection Table

JP4	JP3	PCI Slot Address
Open	Open	1
Close	Open	2
Open	Close	3
Close	Close	4

PCI Slot Interrupt Selection

JP5			
INTD	INTC	INTB	INTA
7, 8	5, 6	3, 4	1, 2
Open	Open	Open	Close