

Total Phase Data Center Software



Features

- I2C Monitoring (up to 5 MHz)
- SPI Monitoring (up to 40 MHz)
- eSPI Monitoring (up to 66 MHz)
- CAN Monitoring (up to 1 MHz)
- Super-speed USB Monitoring (5 Gbps)
- High-speed USB Monitoring (480 bps)
- Full-speed USB Monitoring (12 Mbps)
- Low-speed USB Monitoring (1.5 Mbps)
- USB Power Delivery Monitoring (300 Kbps)
- USB/USB PD V_{BUS} Current/Voltage Monitoring
- Monitor bus transmissions in real time
- Basic and complex trigger and filter system
- Extensive real-time filters
- Repetitive packet compression
- Bit-level timing from 100 to 10 ns resolution
- Windows, Linux, and macOS compatible

Summary

The Total Phase Data Center™ software package is a graphical user interface to the Promira Serial Platform, Beagle analyzer, Komodo interface, and Power Delivery analyzer. The application can capture, display, and filter I2C, SPI, eSPI, USB, USB PD, and CAN serial bus data in real time.



Data Center Software
User Manual v8.10
February 10, 2026

1 Revision History

1.1 Changes in version 8.10

- Add level shifting for I2C/SPI analysis

1.2 Changes in version 8.00

- Support for I2C/SPI analysis with the Promira Serial Platform

1.3 Changes in version 7.00

- Support for Windows 11
- Support for macOS Big Sur and Monterey
- Support for Apple M1
- Improved PD and eSPI support

1.4 Changes in version 6.73

- Capture & display of PD 3.0 Extended Messages
- Decoding of PD 3.0 messages
- Decoding of DisplayPort VDMs
- Revamped Info Pane decoding for all messages
- Fixed disappearance of Timing tab when changing lenses

2 Overview

The Total Phase Data Center™ software package is a graphical user interface to the Promira Serial Platform, Beagle analyzer, Komodo interface, and Power Delivery analyzer. The Developers can capture, display, and filter I2C, SPI, eSPI, USB, USB PD, and CAN serial bus data in real time.

This software manual will introduce and explain how to use the Data Center application. For specific or technical information about the hardware products, please refer to their datasheets and manuals, which can be downloaded from the Total Phase website – www.totalphase.com.

3 Quick Start

3.1 Capturing traffic

The general flow for capturing traffic is the same with any Beagle analyzer (whether it be the USB 5000, USB 480, USB 12, or I2C/SPI analyzer), PD analyzer, Promira platform, or Komodo interface with the following caveats.

When monitoring USB, it is best to attach the Beagle analyzers analysis port and start the capture before the attaching target device port. This allows the Beagle Analyzer to capture the descriptor information that is communicated at device connection.

For all other protocols, the capture can be started before or during the presence of traffic on the target bus. If traffic is already present on the bus, the first packet may appear corrupted or incomplete since the Beagle analyzer, PD analyzer, Promira platform, and Komodo interface may start monitoring traffic midway into a transmission.

These are the basic steps for capturing data with a Beagle analyzer, PD analyzer, Promira platform, and Komodo interface. For more detailed information, please refer to the specific sections in this manual.

1. Install the Total Phase USB driver and Data Center software.
2. Plug in the Beagle analyzer, PD analyzer, Promira platform, or Komodo interface into the analysis computer.
3. Attach the Beagle analyzer, PD analyzer, Promira platform, or Komodo interface to the bus under test. (For USB, do not attach the target device until the capture been started. The target host port, however, can be connected now.)
4. Launch the Data Center application.
5. Click the  (**Connect to Analyzer**) button in the toolbar and connect to an available analyzer, platform, or interface.
6. Click on the  ("**Device Settings**") button in the toolbar and make sure the correct capture protocol is selected in the pull-down list. Set any other device settings as appropriate.
7. Click on the  ("**Capture Settings**") button in the toolbar. Set the capture settings as appropriate.

8. Ensure the Protocol Lens is set to the appropriate protocol (CAN, I2C, SPI, eSPI, USB, or USB PD).
9. Click the  ("**Run Capture**") button in the toolbar to start the capture.
10. For USB, connect the target device to the Beagle USB 12/480/5000 analyzer. Some spurious events may appear. There is no need to be alarmed since these events correspond to electrical noise created during the physical connection event.
11. As traffic is seen on the bus, it will be displayed in real-time in the Transaction window.

The capture can be stopped at any time by clicking the  ("**Stop**") button. The captured data can be filtered during or after the capture. The captured data or a filtered view can be saved as a csv, binary, or tdc file for future analysis.

4 Getting Started

4.1 Requirements

4.1.1 Overview

The following sections describe the minimum system requirements to run the Data Center software. Be sure the device driver has been installed before plugging in the Beagle analyzer, PD analyzer, Promira platform, or Komodo interface. Refer to the manuals of the Beagle analyzer, PD analyzer, Promira platform, or Komodo interface for additional information regarding the overview, driver, and compatibility.

4.1.2 Windows

Data Center software is compatible with 64-bit versions of Windows 10, Windows 11, or later.

4.1.3 Linux

Data Center software is compatible with 64-bit distributions of Linux compatible with Ubuntu 22.04 LTS or later.

4.1.4 macOS

Data Center software is compatible with 64-bit macOS 13 Ventura or later on ARM or Intel hardware.

4.2 USB Driver

Please refer to the Promira platform, Beagle analyzer, Komodo interface, and PD analyzer manuals for instructions regarding installing and uninstalling the USB driver.

4.3 Installing Data Center Software

The Data Center software package is a self-contained application. All DLLs and support files that are required to run the Data Center software are bundled into a single directory hierarchy. No additional DLLs need to be installed into the core operating system directories (e.g. c:\Windows\).

This makes installing the software as easy as unarchiving the software zip package into the directory of your choice.

To install the Data Center application:

1. Download the latest version of the software from the Total Phase website.
2. Unzip the zip archive to your desired location.
3. Make sure that the directory structure is preserved when unzipping the zip archive. The application will fail to launch if the directory structure is not preserved.

4.4 Uninstalling Data Center Software

Since the Data Center application is self-contained, there is no need to use an uninstaller. To remove the application from your machine, simply delete the directory where the application resides. There is no further action required to remove the software from the system.

5 Using the Total Phase Data Center Application

5.1 Starting Data Center Software

5.1.1 Windows

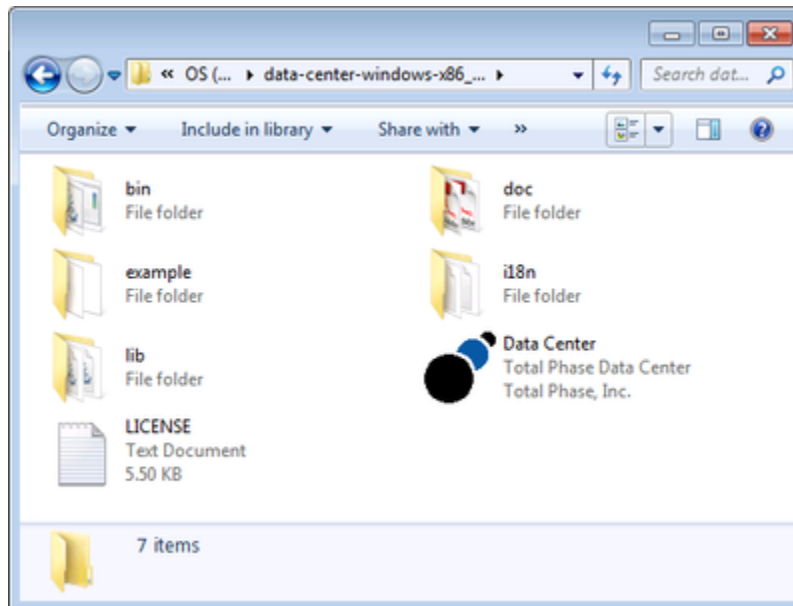


Figure 1 : Total Phase Data Center Software Directory Contents

1. Go to the folder (Figure 1) where the software package was extracted.
2. Double-click on **Data Center.exe**.

5.1.2 Linux

1. Go to the installation directory where the software package was unzipped.

2. Execute Data Center.

5.1.3 Mac OS X

1. Go to the installation directory where the software package was unzipped.
2. Double click **Data Center**.

5.1.4 Windows File Associations

When Total Phase Data Center software is executed on a Windows machine, it will check to see if the correct file associations have been set for Data Center files (*.tdc files). This file association will allow users to double-click on TDC files and have them automatically open in Data Center. It will also provide an icon for the TDC files to make them easier to distinguish.

Click **OK** to set the association, or **Cancel** to leave the file type unassociated.

Please note that only users with write permissions to the Windows registry will be able to set the file association for TDC files.

5.1.5 Command Line Options

To launch the Data Center application from the command line, use the script located in the bin directory in the software package. Note that the bin directory is located inside the app bundle on Mac OS X.

The following options are available when running the Data Center application from the command line:

- **-b FILE**, Run the given file in batch mode.
- **-c**, Create a command line interface.
- **-m, minimized**, Start in a minimized state.
- **-r PORT**, Create a remote console on the given TCP port.

Batch Mode

The **-b FILE** option allows for the specified file to be run in batch mode when the Data Center application is launched. The file can contain commands in the same format as those entered in the command line window (Section 6.3).

Command Line Console

Using the **-c** option will create a command line console on the command line where the Data Center application was launched. Commands that can be entered in the command line window (Section 6.3) can also be entered in the console.

Minimized State

Using the **-m** or **minimized** option will launch Data Center in minimized mode. This allows users to launch the application, use the command line console, and never see the GUI on screen.

Remote Console

The **-r PORT** option will create a remote console on the given port. Connecting to this port via Telnet will give the user a command line console similar to the one found in the command line window. This allows users to control the Data Center application when they cannot physically be in front of the machine running the application.

Certain commands that require a graphical interface will not be permitted. Additional arguments may be required in order to execute these commands from the remote console. Refer to a commands help output for more details on the required arguments (Section 6.3).

5.2 Exiting Data Center Software

To exit the application, select **File | Quit** from the menu or use the keyboard shortcut **Ctrl+Q**.

Upon quitting, Data Center software will verify that the current capture session has been saved. If it has not been saved, the user will be prompted to save or discard the file before exiting (Figure 2).

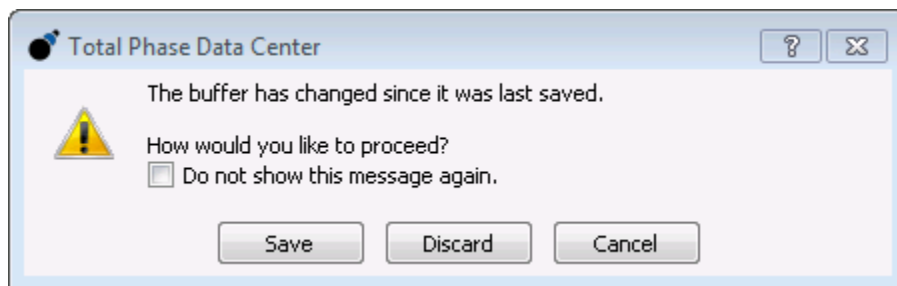


Figure 2 : Unsaved Warning Dialog

5.3 Getting Around the Total Phase Data Center Application

The Data Center application is a powerful, yet easy-to-use, graphical interface to the Beagle analyzers and Komodo interface. The general interface of this application is shown in Figure 3.

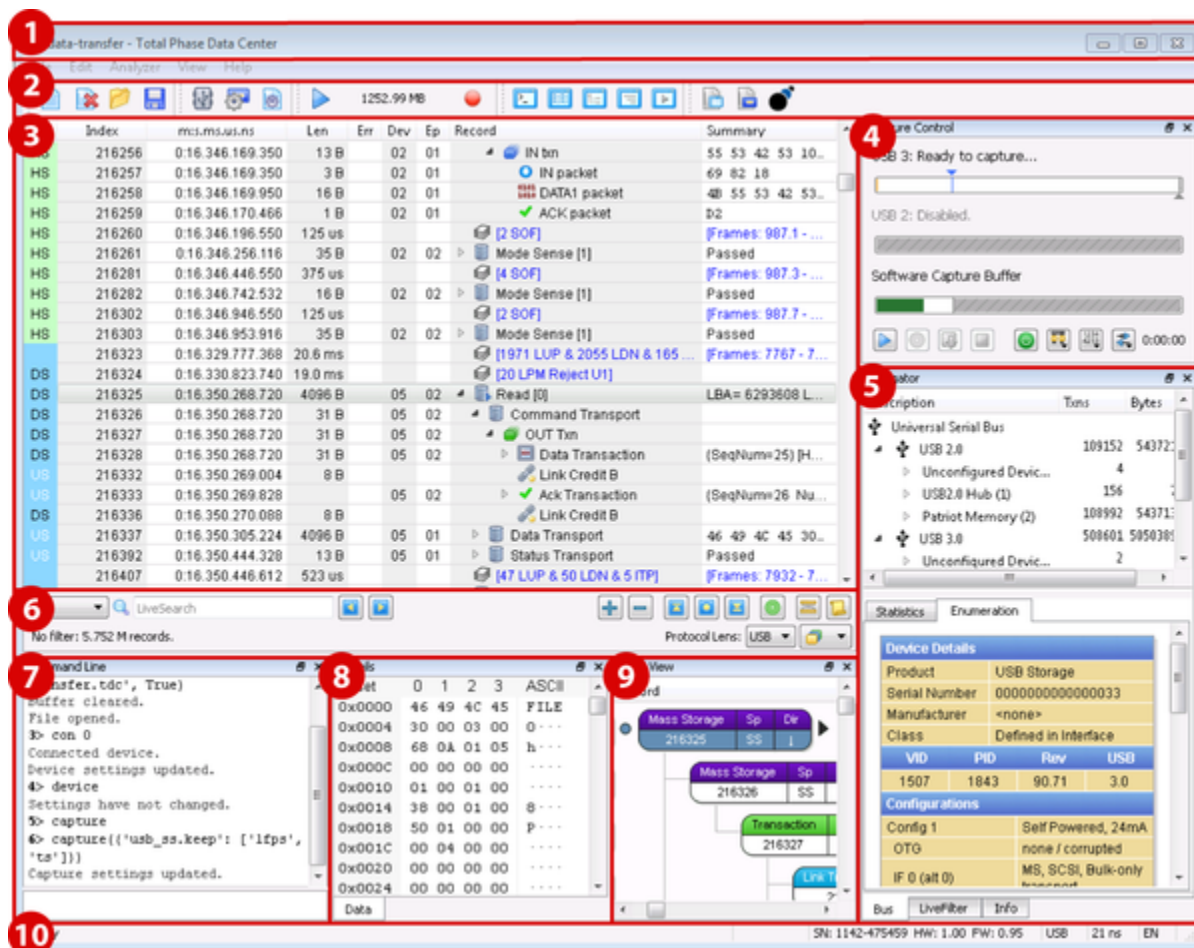


Figure 3 : Beagle Data Center Software Interface

Title Bar (1)

The title bar provides the status of the current capture file. A name of "Untitled" will be used when a new capture buffer is created and the data has not been saved to a file.

An asterisk (*) preceding the filename indicates that the capture buffer contains new data that has not been saved. Figure 4 shows this situation with a filename of "usb_capture".

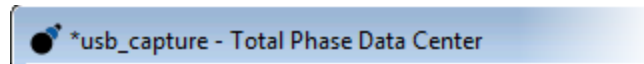


Figure 4 : *Unsaved data exists in the capture buffer*

A plus (+) preceding the filename indicates that the data in the capture buffer has been saved, but reduced save settings have been used. For additional information on reduced save settings see the Save Settings section below. Figure 5 shows an example of this notation.

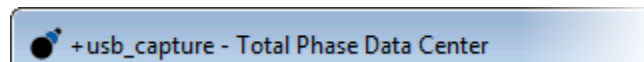


Figure 5 : *Capture buffer has been saved with reduced save settings*

Toolbar (2)

The toolbar provides single-click access to the majority of the Data Center application's functionality.

Transaction Window (3)

The Transaction window displays all the raw data from the bus capture. When capturing packets over the USB protocol, the application will group related packets under a single transaction entry in the Transaction window. The user may expand or collapse the entries in a transaction by double-clicking the record, or by single-clicking the icon preceding the records description in the **Record** column.

Capture Control Window (4)

The Capture Control Window provides an interface to start and stop the capture as well as see the amount of capture buffer being used. When using the Beagle USB 480 Power or the Beagle USB 5000 analyzer, there are additional features to manually trigger a capture and control other properties of the capture.

Navigator Window (5)

The Navigator window contains three tools that allow the user to quickly find relevant data.

- The **Bus Pane** shows all devices that the Beagle Analyzer has detected on the bus during a capture, as well as the address(es), endpoint(s), enumeration information, and statistics corresponding to that device.
- The **LiveFilter Pane** allows the user to filter the captured data based on selected parameters.
- The **Info Pane** gives a detailed description of the information and fields, if any, contained in a packet.

The specific operation of each panel depends on the protocol being analyzed. For more specific information, see the relevant protocol sections below.

Transaction Window Controls (6)

These controls allow the user to navigate the Transaction window and alter the way records are displayed.

Command Line Console (7)

The command line console provides a command line interface to the application and logs all actions performed. The user can then repeat or modify previous actions and create batch scripts that are loaded on startup. For a list of commands, type **help** into the console. Command-specific documentation can also be accessed using help with the **help COMMAND** syntax.

Details Window (8)

The raw bytes from the selected record are displayed in the Details window. Timing information will also be displayed if the protocol supports it. Each protocol type may have a different set of panels that are specific to that protocol.

Block View (9)

The Block View provides an alternate representation of the selected record that combines the hierarchical layout of the Transaction window with the detailed information found in the Info Pane.

Status Bar (10)

The status bar provides the user with information about the current status of the software and the Beagle analyzer. It displays information from the search, delta-time, data payload, and instantaneous bandwidth functions. The status bar also displays the hardware and firmware versions of the connected Beagle analyzer.

LTSSM View (not shown)

The LTSSM View provides the user with the ability to track the progression of top-level SuperSpeed LTSSM transitions during a capture. This view is only relevant to the USB protocol (see section 7.8).

Last Packet View (not shown)

The Last Packet View shows information about the most recent packets received on the bus. This view is only supported by the CAN protocol (see section 10.6).

Hub Latency View (not shown)

The Hub Latency View provides the user with the ability to evaluate latency of USB hubs. Refer to Section 7.9 for more details.

Current/Voltage Monitor View (not shown)

The Current/Voltage Monitor View provides insight into the power usage of the target device. This view is currently supported for the Beagle USB 480 Power

Protocol Analyzers and the USB Power Delivery Analyzers only (see section 7.13).

5.3.1 Toolbar

The Toolbar (Figure 6) is the primary means of operating the Data Center application. It is comprised of the following functions:

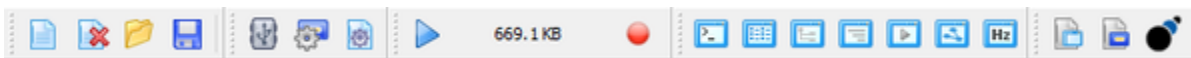


Figure 6 : Beagle Data Center Toolbar

File New



Use the "**File New**" button to discard the current capture and create a new, unnamed file.

The File New command can also be issued through "**File | New**" or with the keyboard shortcut **<Ctrl>+N**.

File Clear



Use the "**File Clear**" button to discard the current capture and keep the current file active.

The File Clear command can also be issued through **File | Clear** or with the keyboard shortcut **<Ctrl>+L**.

File Open



Use the "**File Open**" button to open a previously saved capture file.

The File Open command can also be issued through **File | Open** or with the keyboard shortcut **<Ctrl>+O**.

File Save



Use the "**File Save**" button to save the current capture to disk.

The File Save command can also be issued through **File | Save** or with the keyboard shortcut **<Ctrl>+S**.

Connect to Analyzer



The "**Connect to Analyzer...**" button launches the Connection dialog, which is the primary means of connecting and disconnecting Beagle protocol analyzers to the Data Center software.

The Connection dialog can also be accessed through **Analyzer | Connect to Analyzer**.

Device Settings...



The "**Device Settings...**" button launches the Device Settings dialog, which allows the user to configure device-specific settings.

The Device Settings dialog can also be accessed through **Analyzer | Device Settings**.

Capture Settings...



The "**Capture Settings...**" button launches the Capture Settings dialog, which allows the user to configure capture-specific settings.

The Capture Settings dialog can also be accessed through **Analyzer | Capture Settings**.

Start Capture/Stop Capture



To start a capture, simply press the "**Start Capture**" button. When a capture is running, the "**Start Capture**" button becomes the "**Stop Capture**" button. To stop a capture, press the "**Stop Capture**" button.

The capture can also be started by selecting the menu item **Analyzer | Run Capture** or using the keyboard shortcut **<Ctrl>+R**. The capture can be stopped by selecting the menu item **Analyzer | Stop Capture** or by using the same keyboard shortcut **<Ctrl>+R**.

Capture Size

Indicates the amount of data that has been captured and displays this amount in the appropriate format (either kilobytes or megabytes).

Capture Indicator



Indicates the current state of the capture. For the Beagle I2C/SPI analyzer, the Beagle USB 12 analyzer the Beagle 480 analyzer, and the Komodo interface the indicator has two states. A red indicator means that the capture is currently stopped. A green indicator means that the capture is currently active.

For the Beagle 480 Power or the Beagle 5000 analyzer, the indicator has three states.

- A red indicator means that the capture is currently stopped.
- An orange indicator means that the capture is active and the analyzer is currently capturing pre-trigger data.
- A green indicator means that the capture is currently active and the analyzer is capturing post-trigger data.

Command Line

Toggle the visibility of the Command Line window.

Details

Toggle the visibility of the Details window.

Navigator

Toggle the visibility of the Navigator window.

Block View

Toggle the visibility of the Block View window.

Capture Control

Toggle the visibility of the Capture Control window.

LTSSM View

Toggle the visibility of the LTSSM View window.

Last Packet View

Toggle the visibility of the Last Packet View window.

Hub Latency View

Toggle the visibility of the Hub Latency View window.

Current/Voltage Monitor View

Toggle the visibility of the Current/Voltage Monitor View window.

Manual

Opens a PDF copy of the Data Center Software Manual.

Datasheet

Opens a PDF copy of the Beagle Analyzer Datasheet.

Website

Launches a web browser and opens the Total Phase website, <http://www.totalphase.com>.

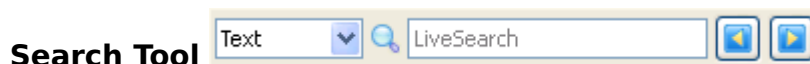
5.3.2 Transaction Window

The Transaction window displays the transactions captured on a serial bus in real-time. When a transaction is selected, detailed information about that transaction is displayed in the Details window, the Info pane, and the Bus pane.

The Transaction window has additional protocol specific parsing, providing high level information about the data as is appropriate to the protocol. Specific information about these protocol-dependent features can be found in the sections in this manual pertaining to the respective protocols.

5.3.3 Transaction Window Controls

These tools allow the user to have more control over the display and navigation of the Transaction window.



Run an instantaneous search for text or data across all records. Clicking the magnifying glass reveals a menu allowing the user to choose what type of data to search for. The **"Find Next"** and **"Find Previous"** buttons allow the user to quickly navigate the matching records. The input format required by the search tool is the same as required by the text and data filtering. Please refer to the filtering sections below for additional details.



The **"Expand All"** button (plus sign) expands all the transactions that have been captured, while the **"Collapse All"** button (minus sign) collapses all transactions that have been captured. Please note that the **"Incoming Expand/Collapse"** button will also be toggled, if needed, to reflect a similar state to either button that was clicked. That is, using the **"Expand All"** button will also ensure that new transactions are expanded when added to the Transaction Window. Similarly, using the **"Collapse All"** button will ensure that new transactions are collapsed when added to the Transaction window.



The **"Beginning of Buffer"** and **"End of Buffer"** buttons move the scrollbar in the Transaction window to the top or bottom of the capture, respectively. The **"Selected Record"** button moves the scrolling position of the Transaction window such that the selected record is visible. The **"Selected Record"** button has no affect if there is no record selected. Please note that any time the scrollbar is moved using any of these buttons, scrolling will be disabled.



The **"Find Next Trigger"** button moves the scrolling position of the Transaction window such that the next trigger event is visible. The **"Find Next Trigger"** button will return an error message if there are no trigger events. If there is more than one trigger event, each button press will move the scrolling position to the subsequent trigger event.



When the **"Incoming Expand/Collapse"** button is in the expanded state, all

new transactions added to the Transaction window are expanded. Similarly, if the button is in the collapsed state, all new transactions are collapsed.

Scrolling

The "**Scrolling**" button has three states: enabled, locked, and disabled. When enabled, the Transaction window will automatically scroll to the most recently captured transaction. Moving the scrollbar or clicking in the Transaction window will cause the automatic scrolling to be disabled. When the button is in the locked state, the automatic scrolling is enabled, and won't be disabled when clicking in the transaction window or moving the scrollbar. When disabled, the Transaction window will remain at the position the user indicates.

Filter Status

When a filter is not applied, the filter status displays the total number of records that have been captured. When a filter is applied, the number of matched records is displayed along with the total number of records.

Protocol Lens

The **Protocol Lens** choice box displays the protocol lens that is being applied to the Transaction window. When captured data from multiple protocols are present in the Transaction window, only those transactions from the selected protocol will be shown. Transactions from other protocols will be collapsed to a single record per capture.

Please note that this setting does not affect the capture protocol setting of the current device. To view or change the capture protocol, open the Device Settings dialog.

Capture View

Displays the capture view being applied to the transaction window. **Packet** View displays the capture in a time-ordered fashion. **Transaction** View shows data with protocol-level decoding. **Class** View shows data with class-level decoding. This option is only available for the USB and I2C protocols (see sections 7.7 and 8.4).



Figure 7 : Capture View Drop Down Menu

5.3.4 Filter Pane of Navigator Window

The Filter pane provides a useful and powerful set of tools to filter the transactions in the transaction window. Filters can be applied at any time,

even in real-time during a capture. The use of filters can help developers quickly identify and locate data of interest in a large data set.

5.3.5 Details Window

The Details window provides actual byte content of a specific transaction. The Data Center software supports capturing bit-timing for the SPI and I2C protocols. When the capture protocol is configured as I2C and SPI, the Details window will have an extra tab that displays the bit-timing of the transaction selected in the transaction window.

Additional protocol specific viewing modes may be available and are documented in their respective sections.

5.4 Connecting to a Beagle Analyzer or Komodo Interface

The Data Center application must connect to a Beagle analyzer or Komodo interface before it can start a capture. To start the connection process, click on the **Connect to Analyzer** button in the toolbar, or select **Analyzer | Connect to Analyzer** from the menu to open the Connection Dialog.

5.4.1 Connection Dialog

The Connection Dialog (Figure 8) displays all the devices that are connected to the computer. If the user connects or disconnects a device after the dialog has been opened, click the **"Refresh"** button in the top right corner to update the list of analyzers in the dialog.

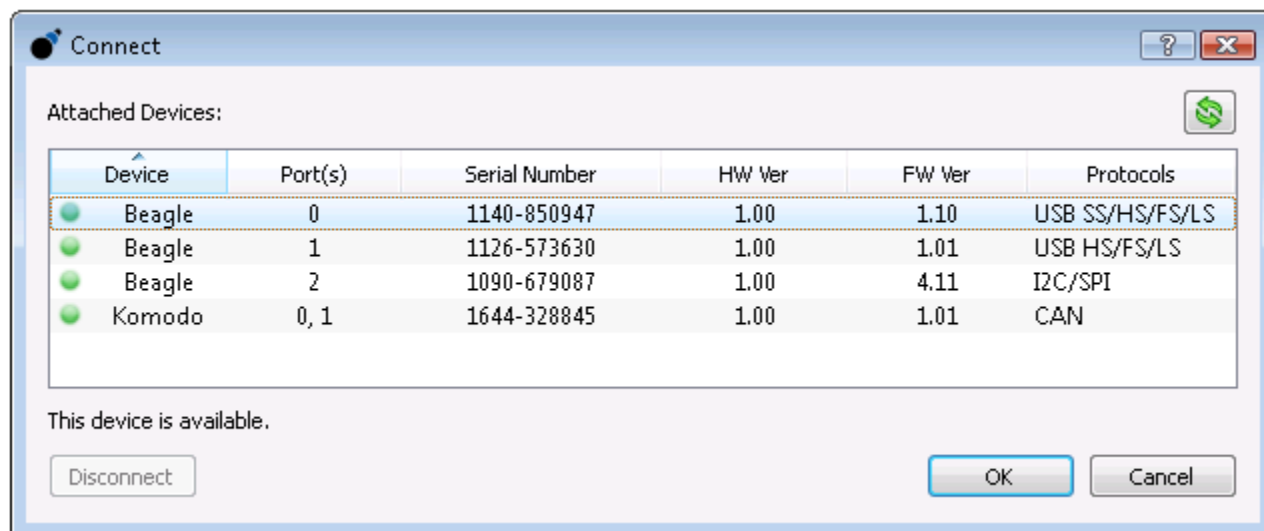


Figure 8 : Connection Dialog

The list of available devices provides the following information:

Port

The port number of the Beagle analyzer or Komodo Interface.

Each Komodo CAN Duo device presents two port numbers to the user. This allows the user to connect to the same device from two separate applications. At least one port needs to be available to connect to a Komodo interface from Data Center.

Availability

The icon preceding the port number indicates the availability of the device.

- A green icon indicates an available device.
- A red icon indicates a device that is being used by another application
- A blue icon indicates the device that is currently connected to this instance of the application.

Serial Number

The serial number of the Beagle analyzer. This is a convenience to allow developers to easily identify the physical unit that is being connected to Data Center.

HW Ver

The hardware version of the Beagle analyzer.

FW Ver

The firmware version of the Beagle analyzer.

Protocols

The protocols that can be captured by the device.

Connecting to a Beagle Analyzer or Komodo Interface

To connect to a Beagle analyzer or Komodo Interface:

1. Click on **Connect to Analyzer...** in the toolbar to open the Connection dialog.
2. Select a Beagle analyzer or Komodo interface from the list of available devices.
3. Click on the **"OK"** button at the bottom of the dialog.

If the Beagle analyzer or Komodo CAN Solo Interface is being used by another process, or if the Komodo CAN Duo Interface is being used by two other processes, you will not be able to connect to it.

Disconnecting a Beagle Analyzer or Komodo Interface

To disconnect a Beagle analyzer or Komodo interface:

1. Click on **Connect to Analyzer** in the toolbar to open the Connection dialog.
2. Click on the "**Disconnect**" button at the bottom of the dialog.



Figure 9 : Beagle Analyzer Connection Error

Errors can occur if the Beagle analyzer or Komodo interface is physically disconnected before it is disconnected via the software. In these cases, the Data Center application will automatically close the analyzer and display an error message (Figure 9).

5.5 Starting a Capture

The application must be connected to a Beagle analyzer or Komodo interface in order to start a capture. If an analyzer or interface is not connected, any attempts to configure a device or run a capture will not succeed.

To start a capture:

1. Connect to a Beagle analyzer or Komodo interface.
2. Click on the **Run Capture** button in the toolbar, or click on the **Run Capture** button in the Capture Control window, select **Analyzer | Run Capture** from the menu, or use the keyboard shortcut **Ctrl+R**.

Once the capture has been started, the capture indicator will flash green and a record indicating the capture start time will appear in the transaction window. When using the Beagle 480 Power or the Beagle 5000 analyzer, the indicator will initially be orange after starting a capture and no records will be displayed until the trigger has occurred.

While the application is capturing data, it is not possible to reconfigure the device, change the capture settings, or connect to a different Beagle analyzer. To access these options, you must first stop the capture.

The current capture data will be appended to any data that has already been captured. Data Center software can only capture to a single file at a time. To capture to a new file, go to **File | New**, or use the keyboard shortcut **Ctrl+N**. If the current data is unsaved, the application will issue a warning (Figure 2). The user has the option to save the data before continuing.

To clear the capture data while keeping the current file open, go to **File | Clear**, or use the keyboard shortcut **Ctrl+L**. If you are discarding data that has not yet been saved, Data Center provides a warning (Figure 10). Any subsequent data captured will be saved to the same file.

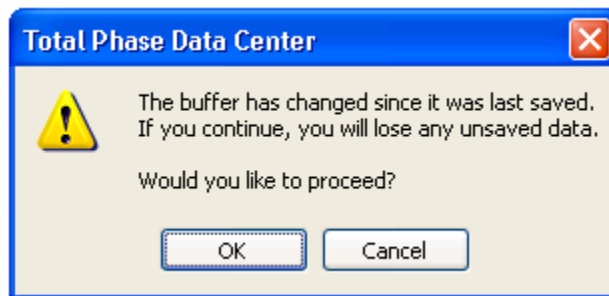


Figure 10 : Clear Capture Data Warning Dialog

5.5.1 Maximum Capture Size

The data captured by Data Center software is stored in memory. The total amount of memory used by the capture is displayed in the toolbar. The **Software Capture Buffer** progress bar in the Capture Control window displays graphically how much of the available memory has been used.

The Data Center application will automatically stop the capture after it has captured a finite amount of data. The stopping point is defined by a user configurable capture limit setting. When the limit is reached, a Capture Limit Dialog (Figure 11) will appear.

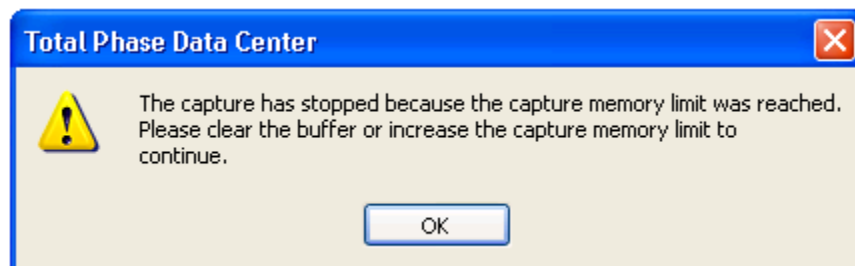


Figure 11 : Capture Limit Dialog

For information regarding changing the capture limit, please refer to the Changing Settings section (5.14).

5.6 Triggering a Capture

After the capture has been started, the Beagle USB 480 Power or the Beagle USB 5000 analyzer has the ability to trigger the capture when certain events occur on the bus. Data is only stored on the analyzer until the capture is triggered and then it is downloaded to the analysis machine. Refer to the Device Settings section (7.3) and the Capture Control section (6.7) for more details.

The other Beagle analyzers trigger immediately when the capture is started.

5.7 Stopping a Capture

To stop a data capture: click the **Stop Capture** button in the toolbar, click the **Stop Capture** button in the Capture Control window, go to **Analyzer | Stop Capture**, or use the keyboard shortcut **Ctrl+R**.

The capture indicator will turn red, and a record indicating the capture stop time will be inserted into the transaction window.

5.8 Filtering a Capture

A capture can be filtered at any point during or after a capture.

5.8.1 Applying Filters

Filters are constructed and applied to the capture through the LiveFilter tab of the Navigator pane. Click on the **LiveFilter** tab at the bottom of the Navigator pane to reveal the LiveFilter options. To apply a filter, click on the **"Apply"** button in the LiveFilter tab. The results will be immediately displayed in the transaction window.

All filter parameters are applied at the same time. A transaction must meet all the filter requirements in order to appear in the transaction window.

Specific protocols may have additional filtering options available. Information about these options can be found in their respective sections.

Instant Filters

Once filters are enabled, it is possible to instantly apply filters to provide immediate feedback to ensure that the correct filter parameters have been

set. For data captures larger than 1 GB, there may be a small delay when applying a filter.

Instant filters are controlled by the instant filter toggle button next to the **"Apply"** button. To activate or deactivate this feature, click on the .

Enabling/Disabling Filters

If a filter is enabled, the enabled button at the bottom of the LiveFilter tab will be active. To enable/disable the filter, click on the  button. Any hidden transactions will immediately become visible.

Editing Filters

You may edit filter settings without applying them by editing the fields of the LiveFilter tab. Clicking the **"Revert"** button will update the LiveFilter fields with the options from the last filter that was applied, regardless of whether it is currently enabled or disabled.

Restoring LiveFilter Defaults

The default filter state matches all packets and does not filter any data from the capture. To restore the default filter state to the LiveFilter tab, click the **"Default"** button at the bottom of the LiveFilter tab window. Note that the **"Default"** button only affects the state of the LiveFilter pane and will not apply any settings to the filter.

5.9 Searching a Capture

A capture can be searched for arbitrary patterns in the text fields of the Transaction window and in the data payload of each record. The user can choose which fields to search with the drop down menu to the left of the LiveSearch box (Figure 12).

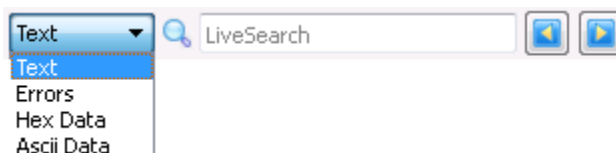


Figure 12 : Search options

- **Text**
Search the textual information in the Record and Data columns. Any raw data that is shown in the Data column will not be searched when **Text** is selected. Use **Hex Data** or **ASCII Data** to search the data values.

- **Errors**
Search the error codes in the Error column.
- **Hex Data**
Search the payload data of each record and transaction for the hexadecimal data specified in the search pattern. The requirements for the search pattern format are the same as the requirements for the data fields in the filter options. Refer to the filtering sections below for more information.
- **ASCII Data**
Search the payload data of each record and transaction for the ASCII data specified in the search pattern. As with the **Hex Data**, refer to the filtering sections below for more information regarding the search pattern format.

5.10 Saving a Capture

Captures can be saved to a binary file for later analysis. By default, all the data that was captured will be saved to file, regardless of how the data is being filtered. This is to ensure that no information is lost. However, the save settings can be modified to save only the filtered view. See the **Save Settings** section for more details.

To save a capture, go to **File | Save**, or use the keyboard shortcut **Ctrl+S**. If the capture(s) have not yet been saved, the application will open a file save dialog to determine the name and location of the save file.

After the user supplies a valid file location, the application will open another dialog to allow the user to set the files Save Settings (Figure 13). The Save Settings dialog offers several options for discarding data from the capture in order to reduce the size of the binary file. To preserve all of the captured data, leave all settings unchecked.

The data will be saved into a Total Phase Data Center file (*.tdc).

5.10.1 Save Settings

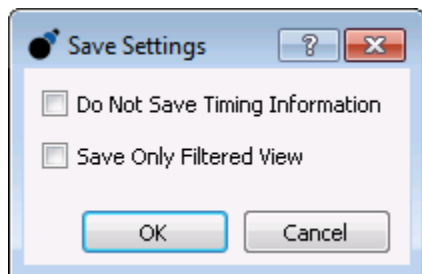


Figure 26 : The Save Settings Dialog

The save settings must be configured the first time a capture is saved to a file. Excluding data will reduce the size of the saved binary file.

Do Not Save Timing Information

In SPI and I2C capture modes, the Data Center application extracts and displays the timing between bits in a single transaction. While this information can be quite useful, it significantly increases the size of the binary capture file. If this option is selected, none of the bit level timing information will be saved.

Save Only Filtered View

If selected, only the filtered transactions of the current protocol will be saved. Please note that significant amounts of information may be lost. Because transactions may be missing, the saved file is marked as incomplete. If the user reopens this file with Data Center software, it will be marked as a **(Filtered File)** in the title bar and appending additional captures to this file will be disallowed. To resume capturing, the user will need to clear the current capture, create a new file, or open another file.

Also note that any transaction or record that is a soft match (denoted by the faded color) will be saved when saving only the filtered view.

Furthermore, please note that when saving a filtered view of a USB capture, you may lose the ability to do class-level parsing of your capture. This can happen if you filter out certain transactions that are necessary for class-level parsing when in the protocol-level view. If you would like to have the option of class-level parsing for subsequent loading of the saved file, save your filtered view while classification (i.e., class-level parsing) is enabled.

5.11 Opening a Saved Capture

To open a previous capture, go to **File | Open....** This will open a dialog the user can use to navigate the file system and select a Data Center file. Data Center files have the extension *.tdc.

When opening a file, the current capture data will be overwritten. If the current capture data has not been saved, the user will be prompted (Figure 2) to save their data. Click **Save** to save the capture data, or **Discard** to ignore it.

It is possible to append additional capture data to an existing file. Information rows in the data set will indicate when the separate captures were performed.

There is one exception, however. Additional data cannot be captured to a file that was previously saved with a Filtered View.

5.12 Exporting a Capture

It is possible to export an entire capture or a subset of a capture for future analysis. To export a capture, go to **File | Export**, or use the keyboard

shortcut **Ctrl+E**. The application will open a file dialog to determine the name and location of the export file. A capture can be exported as binary or one of the following UTF-8 encoded text formats:

- **.CSV** – a comma delimited file. This is a general way to export any capture. These files can be used with spreadsheet applications.
- **.BIN** – binary format. The "Data" column (normally the column that is not truncated in CSV export) is exported as binary for every record. All data from all records are concatenated into a single sequence for the file. If a record has an empty "Data" column, it will be skipped. Note that this feature is affected by filtering of packets. If raw packets are exported (as opposed to transactions), the PID and CRC fields will be included in the file.
- **.XML** – the Aardvark Control Center format. This is an available filetype when exporting I2C and SPI captures. These files can be replayed in Control Center to simulate the transmissions in the original capture.
- **.KBA** – the Komodo GUI Batch format. This is an available filetype when exporting CAN captures. These files can be replayed in Komodo GUI to simulate the transmissions in the original capture.

After the user supplies a valid file location and format, the application will allow the user to set the file's Export Settings (Figure 14). There are currently no available export setting for XML and KBA formats.

5.12.1 Export Settings

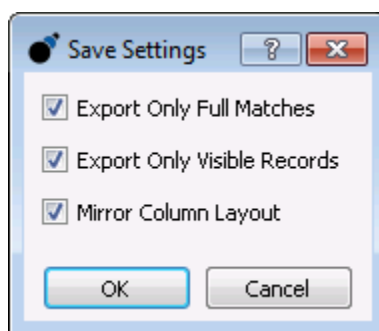


Figure 14 : Export Settings Dialog

The export settings must be configured each time a capture is exported, unless the **Re-Export** option is being used. See the **Re-Exporting a Capture** section below for more details.

Please note that the current state of the filter is used when exporting. This means that the filter must be enabled in order to export a filtered view.

Export Only Full Matches

If selected, only the records that are full matches will be exported. Any record that is a soft match (denoted by the faded color) will not be exported when this option is enabled.

Export Only Visible Records

If selected, only the records that are visible will be exported. Any record that is hidden, such as a record whose parent is collapsed, will not be exported when this option is enabled.

Mirror Column Layout

If selected, only columns visible in the transaction window at the time of export will be written to the CSV. In addition, the order of these columns in the CSV will match their order in the transaction window. This option does not apply to and is disabled for binary export.

5.12.2 Re-Exporting a Capture

After an export has been performed, the **File | Re-Export** option can be used to re-export the capture to the same file, with the same export settings. The user is not prompted for any additional information.

If an export has not previously been performed, the user will be prompted for a file name and export settings as if the **File | Export** option was selected.

Please note that it is the current state of the filter that is used when exporting, and not the state when the initial export was performed.

5.13 Preferences

The Preferences dialog (Fig. 15) allows the user to configure the Data Center software.

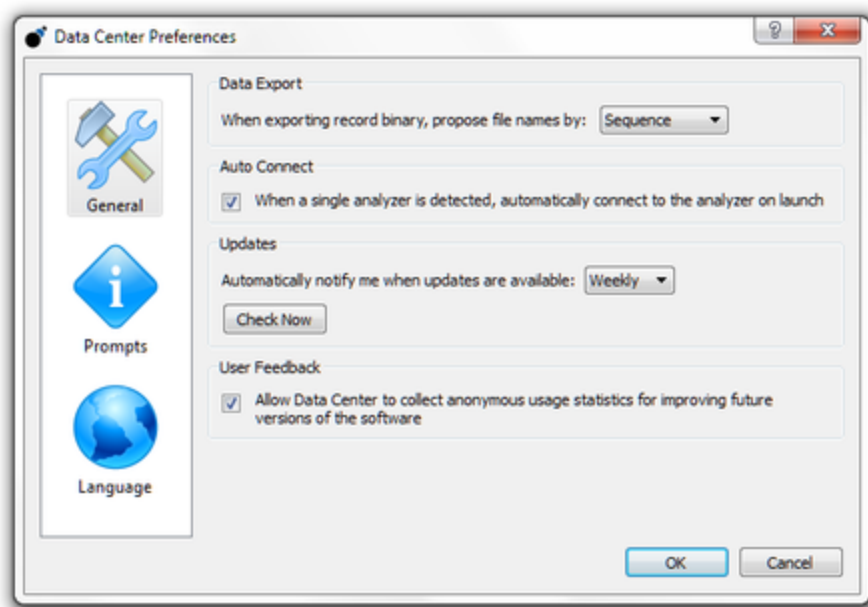


Figure 15 : Preferences Dialog

General

The **Data Export** option allows the user to select how file names are proposed when exporting record data. After a data export has been performed once, the Data Center software will use the previous filename to propose a new filename. When **Sequence** is selected, the numeric part of the filename will be incremented. When **Record Index** is selected, the numeric part of the filename will be replaced with the selected records index. If the previous filename does not end with a numeric value, the proposed filename will be the filename used for the previous export.

For example, assume the first export has been performed with filename cap_000.bin. With **Sequence** selected, the proposed filename for the next data export will be cap_001.bin. With **Record Index** selected, and the selected records index being 1234, the proposed filename will be cap_1234.bin.

The **Auto Connect** option allows single-analyzer users to conveniently bypass the device connection stage (Section 5.4) during Data Center launch. When this option is enabled and **one analyzer** is attached to the system, Data Center will automatically connect to the analyzer on launch.

Note: Auto connect may fail if the device is in use by another application or is otherwise not connectable. In this case, a warning will appear alerting the user of the connection failure.

This General section also allows the user to configure when to be notified that a newer version of Data Center software is available.

The **Remote Console** option allows two Data Center application instances to communicate between each other. When checked, the Data Center will create a remote console on one of the specified TCP ports and try to find another instance of the application and connect to its remote console. For two Data Center instances to communicate, this option must be checked in both of them, and the same ports must be entered in the ports editable box. These TCP ports must not be used by any other application on your system. Currently, this option is necessary only for calculating latency of USB hubs. Refer to Section 7.9 for more details.

Prompts

The Prompts section contains options for configuring the behavior of Data Center during several scenarios.

Language

The Language section provides a list of available languages to choose from. Selecting the preferred language will translate all the strings used throughout the application.

5.14 Changing Settings

The Capture Settings and Device Settings dialogs allow the user to change the parameters of a capture. Capture options that are common to all protocols are available in the Capture Settings dialog. In addition, each protocol has device settings which are discussed in the protocol-specific sections of this manual.

To change the capture settings, click on **Capture Settings...** in the toolbar, or go to **Analyzer | Capture Settings...**

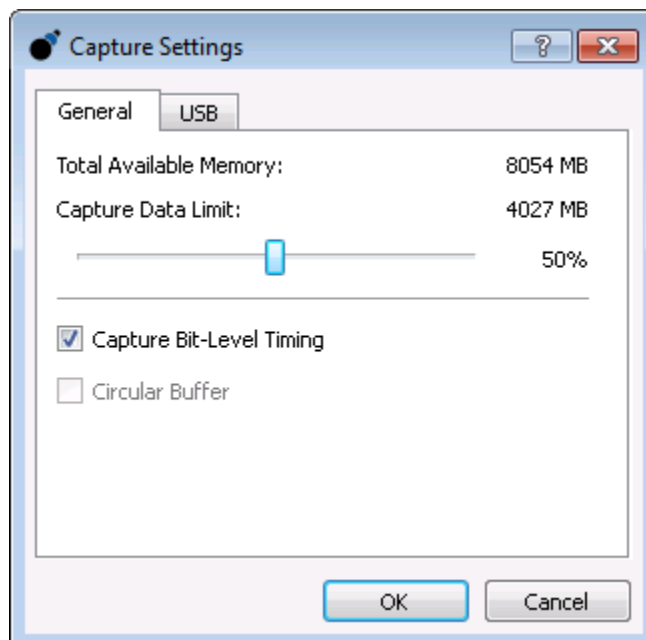


Figure 16 : Default Capture Settings

5.14.1 Capture Data Limit

The capture data limit setting limits the amount of memory that captured data can occupy on the analysis computer. Once this limit is reached, the capture will either automatically stop or records will begin to be deleted, depending on the circular buffer setting.

A slider in the capture settings window allows the capture data limit to be set as percentage of available memory. The slider can only be set to percentages that correspond to a valid capture data limit. The capture data limit must be at least 16 MB and no greater than 80% of available system memory.

By default, the capture limit is set to 50% of available memory. The capture limit has an upper limit of 80% of the available memory. Total Phase recommends using caution when setting the capture limit above this amount. On an extremely busy computer, the capture limit should be set even lower. If the application starts swapping memory, incoming capture data may be lost.

Note that the capture buffer limit is intended to be an approximate, as it is difficult to keep exact under real-time capture constraints. As such, the actual capture size may fluctuate around this setting when the circular capture buffer is enabled, or go slightly over when it is not.

5.14.2 Bit-Level Timing

The capture of bit-level timing is optional. By not capturing bit-level timing data, the Data Center software will have improved performance, reduced memory usage and will be able to capture data for a longer period of time before running into the capture data limit.

The bit-level timing option is only available when capturing SPI and I2C data.

5.14.3 Software Circular Buffer

The software circular buffer option allows the Data Center application to discard past records during a capture in order to keep the capture size below the capture data limit. The removing of records will begin at the start of the first index of the transaction table, regardless of whether or not that record is visible.

This option is only available when the **Capture Data Limit** is set to 1024 MB or less.

The software circular buffer is not available with the Beagle USB 480 Power or the Beagle USB 5000 analyzer. Instead, these analyzers feature a hardware circular buffer which is discussed in Section 7.3.10.

Please note that when using the circular buffer for USB captures, you may lose the ability to see your capture with class-level parsing. This is because certain records necessary for class-level parsing may be discarded. These required records are usually sent when the device is initially plugged in, and are therefore the first to be dumped when the circular buffer rolls over. If you would like to preserve the ability to use class-level parsing, enable the classification option before starting the capture. This activates a special feature that preserves the records necessary for class-level parsing.

5.15 Getting Help

Help files are available to assist the user. To open the manual, go to **Help | Manual**, or use the keyboard shortcut **F1**. To open the datasheet, go to **Help | Datasheet**, or use the keyboard shortcut **F2**. To visit the Total Phase website, select the menu item **Help | Website**, or use the keyboard shortcut **F3**. Each of these commands are also available from the toolbar. See Section 5.3.1 for details.

5.16 Example Captures

Examples of common types of captures are available in all supported protocols for the user to peruse. To access the Examples dialog (Figure 17), either select the **File | Examples...** menu item, select the **Help | Examples...** menu item, or use the keyboard shortcut **F4**.

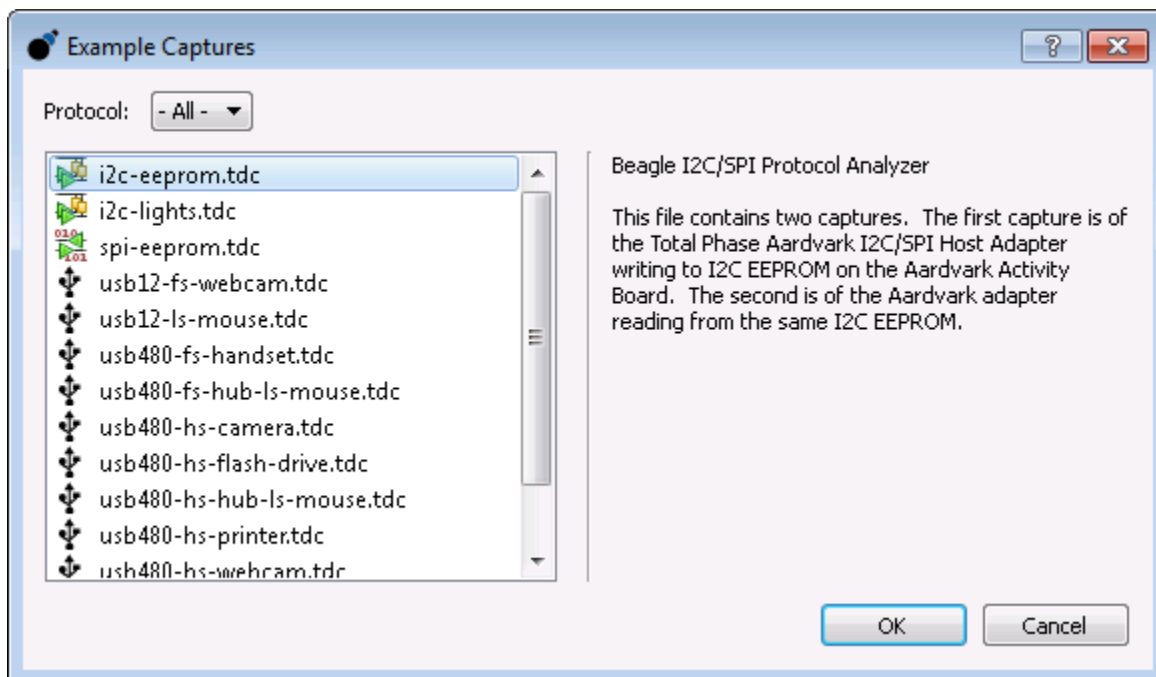


Figure 17 : Example Captures Dialog

6 General Monitoring

The Data Center application has a common interface regardless of what protocol is being captured. This section describes those common features. Details that are specific to each protocol can be found in the protocol-specific sections below.

6.1 Transaction Window

Sp	Index	ms.ms.us	Len	Err	Dev	Ep	Record	Summary
HS	1969	0:04.015.734	34 B		55	00	Get String Descriptor	Index=2 Length=255
HS	1983	0:04.016.006	83 ns				[1 SOF]	[Frame: 1040.7]
HS	1984	0:04.015.909	18 B		55	00	Get String Descriptor	Index=1 Length=255
HS	1998	0:04.016.131	125 us				[2 SOF]	[Frames: 1041.0 - 1041.1]
HS	1999	0:04.016.154	34 B		55	00	Get String Descriptor	Index=3 Length=255
HS	2000	0:04.016.154	8 B		55	00	SETUP btn	80 06 03 03 09 04 FF 00
HS	2004	0:04.016.158	34 B		55	00	IN btn [28 POLL]	22 03 30 00 30 00 30 00 33 00 31 00 37 00
HS	2009	0:04.016.300	0 B		55	00	OUT btn	
HS	2013	0:04.016.381	250 us				[3 SOF]	[Frames: 1041.2 - 1041.4]
HS	2014	0:04.016.623	0 B		55	00	Set Configuration	Configuration=1
HS	2024	0:04.016.756	1.99 s				[15999 SOF]	[Frames: 1041.5 - 993.3] [Periodic Timeout]
HS	2025	0:06.016.855	1.99 s				[15999 SOF]	[Frames: 993.4 - 945.2] [Periodic Timeout]
HS	2026	0:08.016.954	1.01 s				[8153 SOF]	[Frames: 945.3 - 1964.3]
HS	2027	0:09.036.056	1 B		55	00	Get Max LUN	Max LUN = 0
HS	2041	0:09.036.193	2.50 ms				[21 SOF]	[Frames: 1964.4 - 1967.0]
HS	2042	0:09.037.570	36 B		55	01	Inquiry [0]	Passed
HS	2058	0:09.038.818	5.75 ms				[47 SOF]	[Frames: 1967.1 - 1972.7]
HS	2059	0:09.043.570			55	01	Test Unit Ready [0]	Failed
HS	2070	0:09.044.694	2.00 ms				[17 SOF]	[Frames: 1973.0 - 1975.0]
HS	2071	0:09.045.570	18 B		55	01	Request Sense [0]	Sense Key = UnitAttention (Passed)

Text LiveSearch

No filter: 5890 records.

Protocol Lens: USB

Figure 18 : The Transaction window with Protocol Lens set to USB

The Transaction window (Figure 18) displays all the transactions that were captured on a serial bus in real time, as well as bus events or capture meta-information such as when the capture began or ended. Each discrete message on the bus will appear as a single record, or transaction, in the Transaction window. When a transaction is selected in the Transaction window, the byte content and/or timing data of that transaction is displayed in the Details window. Packet meta-information such as originating device and time stamp will be displayed in the Navigator window.

The transaction table provides the following information that is common among all protocols:

Index

The transaction index number. The first record of the first capture is considered index 0.

Timestamp

The timestamp column has two different modes of operations.

By default, the column displays the time that the transaction was captured. The time counter starts at 0 when a capture is started. Every time a new capture is started, the time is reset to zero. The reference point in this mode can be changed to see the time relative to a particular event.

The second mode of operation is **Interval Time View** which can be set in the context menu. In this mode, the column displays the delta time between the start of the previous record and the start of the current record. To get the delta time between the end of the previous record and the start of the current record, **EoR Reference** must be enabled in the context menu.

Another mode of operation which can be set in the context menu is **Wall Time View**. In this mode, the column displays the actual time and date that the transaction was captured. This time is calculated by adding the system time at the start of capture to the time counter shown in the default mode.

The timestamp column can be configured to display timestamps at millisecond (min:sec.ms), microsecond (min:sec.ms.µs), or nanosecond (min:sec.ms.µs:ns) resolution. To change the timestamp precision of the Transaction window, open the context menu over the table and select the desired precision from the **Timestamp Resolution** menu. The timestamp of the transaction is displayed in nanosecond precision in the Info pane.

Duration (Dur)

The elapsed time that the transaction was in the bus. The duration value displayed is shown in an abridged format. The full duration to nanosecond precision is displayed in the Info pane.

Length (Len)

The number of bytes in the transaction.

Error codes (Err)

Error codes listing abnormal conditions that occurred while capturing the transaction. See Table 1 for the possible error codes.

Table 1 : Error code values

Code	Meaning	Description
U	Unexpected	A packet or event occurred outside of the expected context.
T	Time out	Capture for transaction timed out while waiting for additional data.
M	Middle of packet	Data collection was started in the middle of a packet.
S	Short buffer	Transaction was too long to fit in capture buffer.

P	Partial last byte	The last byte in the buffer is incomplete. The number following the error code indicates how many bits were received for the last byte.
---	-------------------	---

In addition, there are error code values specific to USB transactions listed in Table 6 and error values specific to CAN transactions in Table 9.

Record

A description of the transaction.

Data

The bytes in the transaction.

There are also additional protocol specific features for the Transaction window which provide high level information about the data captured. Specific information about these features can be found in their respective sections in this manual.

Each column in the Transaction window can be hidden by right clicking the columns header and selecting the appropriate option in the context menu. Additionally, columns can be resized and reordered to create a custom layout for each lens.

The following ease-of-use keystrokes are available in the Transaction window:

- Press **Home** to go to the first record at the top of the capture.
- Press **End** to go to the last record at the bottom of the capture.
- Press **Space** to expand the currently selected record, or, if already expanded, collapse the record.

Right-clicking in the Transaction window will bring up a context menu with the following options.

Export Binary Data

Export the selected records data to a file. The data that is exported is the same as that shown in the Details pane. If a previous data export has been performed, a new filename will be proposed according the Data Export setting in the Preferences dialog (Section 5.13).

Quick Filters

Several commonly used filters are accessible through the quick filters menu. Only filters relevant to the currently selected record are available for use.

Timestamp Reference

By default, each capture session starts at time 0 and the timestamp displayed for each transaction is relative to the Capture started event. The user can select any transaction in a session to be the time reference and the timestamps of the other transactions will be adjusted accordingly. To denote that a transaction other than the Capture started event is set as the time

reference, the timestamps for the entire session are colored. Also, the time reference is set on a capture session basis since the timestamps for each session are independent.

Interval Time View

This is a secondary mode of operation for the Timestamp column. When enabled, the timestamp column will display the delta time from the start of the previous transaction to the start of the current transaction.

EoR Reference

By default, delta time calculations are based on the start time of the previous record and the start time of the current record. By enabling **EoR Reference** (End of Record), the delta time calculations will be based on the end time of the previous record and the start time of the current record. When **EoR Reference** is enabled, the delta time displayed in the **Timestamp** column and in the **Status Bar** will be affected. Additionally, the "Delta time" heading in the **Status Bar** will contain an asterisk (*) to indicate that **EoR Reference** is enabled.

Timestamp Resolution

The resolution of the timestamp can be set to milliseconds (ms), microseconds (μ s), or nanoseconds (ns). Optionally, hours can also be shown.

Expand/Collapse All

Expand or collapse all the transactions in the Transaction window.

Fully Expand/Collapse Branch

Expand or collapse the entire branch below the selected record. This does not affect any record in other branches or records that are parents of the selected record. Holding the Ctrl key while double clicking a record has the same effect.

Expand All to Level

Expand all transactions to the level of the selected record.

Comments

Comments allow the user to insert a record into the capture stream that contains arbitrary text. When a capture is running, comments can only be appended to the end of the capture buffer. When a capture is not running, comments can be inserted into the capture buffer as a top level record. This means that comments cannot be inserted in the middle of a transaction tree. Once a comment has been inserted, it can be modified or removed only when the capture is not running.

Log sync packet time

Calculate the latency of the current packet over the USB hub and log results into the Hub Latency View. Refer to Section 7.9 for more details and requirements.

Batch log sync packet time

Calculate latencies over the USB hub for several eligible packets starting with

the current and log results into the Hub Latency View. Refer to Section 7.9 for more details and requirements.

6.1.1 Delta Time and Data Payload Display

When moving the mouse over the Transaction window, the transaction that the mouse pointer is over will be highlighted. The time difference between this transaction and the currently selected transaction will be displayed as Delta time in the status bar at the bottom of the application window. The time displayed will be the time difference between the start times of the two transactions. When **EoR Reference** is enabled, the time displayed will be the time difference between the end of the first transaction and the start of the second transaction.

Next to the Delta time, the Transferred length will be shown along with the bandwidth. The Transferred length is the number of data bytes (i.e. the summation of the length field inclusively) between the selected transaction and the hovered transaction. The corresponding data bandwidth for this range is displayed in parenthesis. Be aware that due to the way transactions may be ordered, the reported bandwidth is an approximate value. Also note that the data payload information is only displayed when the selected and hovered transactions are at the same level in the same branch.

The delta time and data payload will only be displayed when the two transactions are from the same capture session. So if you start then stop a capture, then start another capture, these statistics will only be displayed when both the selected transaction and the one the mouse is over are from the same capture session.

6.1.2 Goto

It is possible to jump to a specific record index in the Transaction window with Data Centers Goto feature. Goto can be activated by selecting **Goto** in the application **Edit** menu, or by pressing **Ctrl+G**.

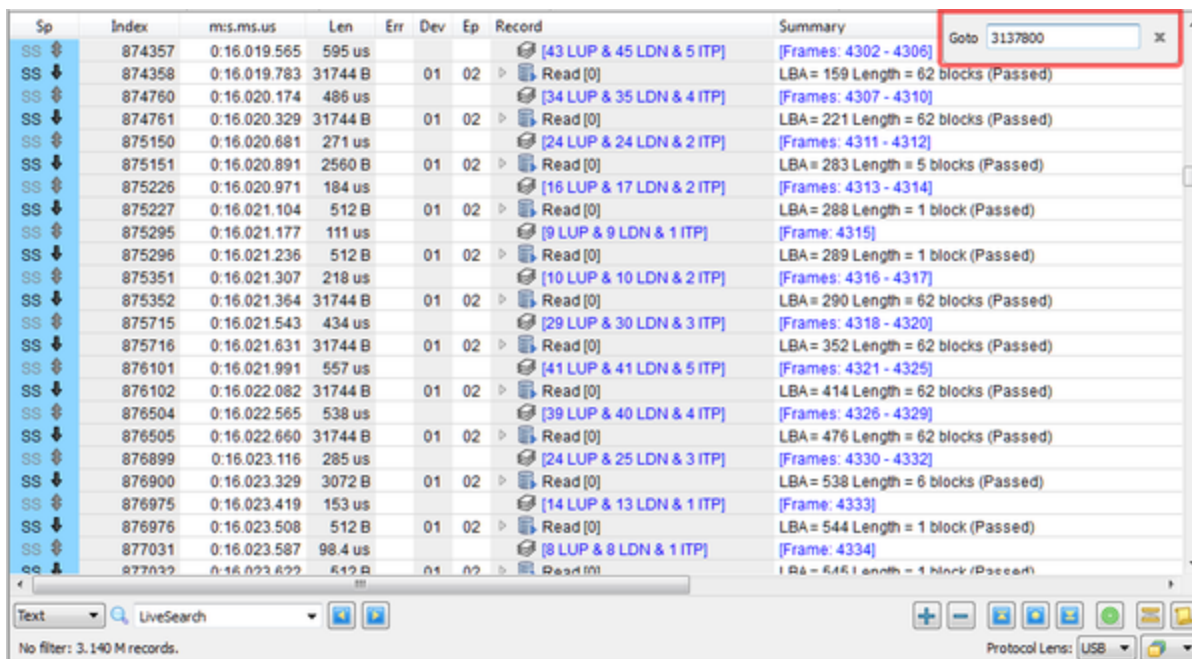
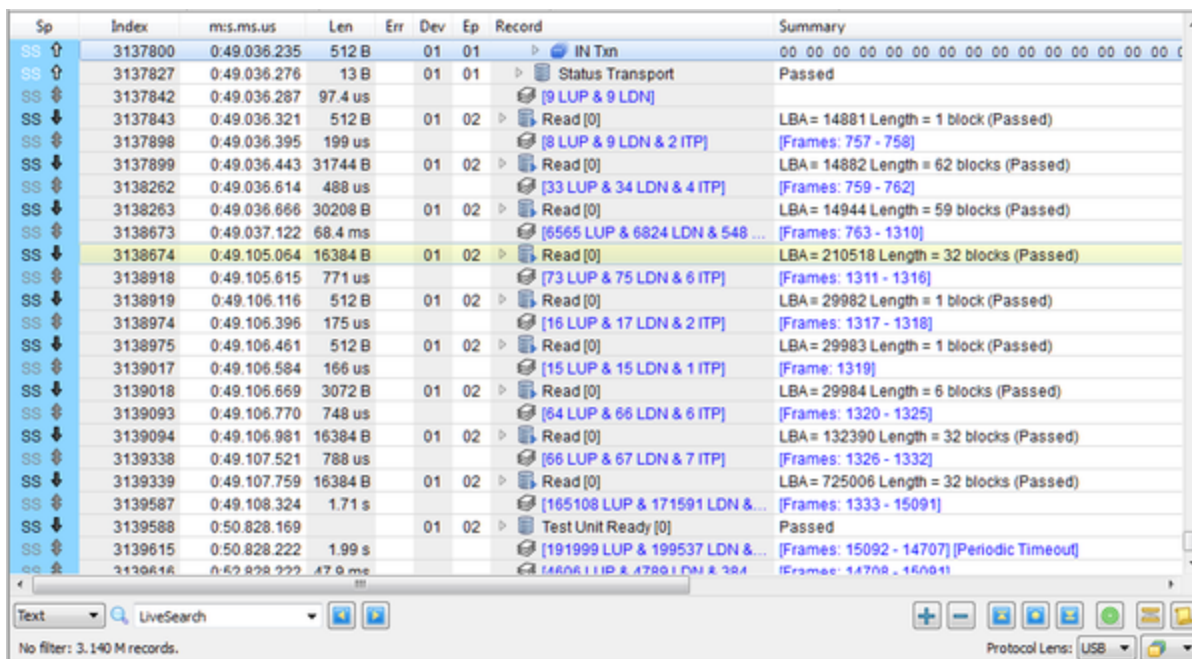


Figure 19 : The Transaction window with the Goto box highlighted

When Goto is activated, a Goto box appears in the upper right corner of the Transaction window (Figure 19). Focus is automatically given to the Goto index entry box, so the user can begin typing as soon as the Goto box appears.

To jump to a particular record, simply enter the records index in the Goto index entry area, and press **Enter** or **Return**. If the index is valid, the Transaction window will automatically jump to the desired record index, and the Goto box will disappear.



Sp	Index	ms.ms.us	Len	Err	Dev	Ep	Record	Summary
SS	3137800	0:49.036.235	512 B		01	01	IN Txn	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
SS	3137827	0:49.036.276	13 B		01	01	Status Transport	Passed
SS	3137842	0:49.036.287	97.4 us				[9 LUP & 9 LDN]	
SS	3137843	0:49.036.321	512 B		01	02	Read [0]	LBA = 14881 Length = 1 block (Passed)
SS	3137898	0:49.036.395	199 us				[8 LUP & 9 LDN & 2 ITP]	[Frames: 757 - 758]
SS	3137899	0:49.036.443	31744 B		01	02	Read [0]	LBA = 14882 Length = 62 blocks (Passed)
SS	3138262	0:49.036.614	488 us				[33 LUP & 34 LDN & 4 ITP]	[Frames: 759 - 762]
SS	3138263	0:49.036.666	30208 B		01	02	Read [0]	LBA = 14944 Length = 59 blocks (Passed)
SS	3138673	0:49.037.122	68.4 ms				[6565 LUP & 6824 LDN & 548 ...]	[Frames: 763 - 1310]
SS	3138674	0:49.105.064	16384 B		01	02	Read [0]	LBA = 210518 Length = 32 blocks (Passed)
SS	3138918	0:49.105.615	771 us				[73 LUP & 75 LDN & 6 ITP]	[Frames: 1311 - 1316]
SS	3138919	0:49.106.116	512 B		01	02	Read [0]	LBA = 29982 Length = 1 block (Passed)
SS	3138974	0:49.106.396	175 us				[16 LUP & 17 LDN & 2 ITP]	[Frames: 1317 - 1318]
SS	3138975	0:49.106.461	512 B		01	02	Read [0]	LBA = 29983 Length = 1 block (Passed)
SS	3139017	0:49.106.584	166 us				[15 LUP & 15 LDN & 1 ITP]	[Frame: 1319]
SS	3139018	0:49.106.669	3072 B		01	02	Read [0]	LBA = 29984 Length = 6 blocks (Passed)
SS	3139093	0:49.106.770	748 us				[64 LUP & 66 LDN & 6 ITP]	[Frames: 1320 - 1325]
SS	3139094	0:49.106.981	16384 B		01	02	Read [0]	LBA = 132390 Length = 32 blocks (Passed)
SS	3139338	0:49.107.521	788 us				[66 LUP & 67 LDN & 7 ITP]	[Frames: 1326 - 1332]
SS	3139339	0:49.107.759	16384 B		01	02	Read [0]	LBA = 725006 Length = 32 blocks (Passed)
SS	3139587	0:49.108.324	1.71 s				[165108 LUP & 171591 LDN & ...]	[Frames: 1333 - 15091]
SS	3139588	0:50.828.169			01	02	Test Unit Ready [0]	Passed
SS	3139615	0:50.828.222	1.99 s				[191999 LUP & 199537 LDN & ...]	[Frames: 15092 - 14707] [Periodic Timeout]
SS	3139616	0:50.828.222	17.9 ms				[166011 LUP & 178011 LDN & 324 ...]	[Frames: 14708 - 14704]

Figure 20 : The Transaction window following a successful use of Goto

Parent records are expanded as needed to expose the destination record (Figure 20). If the record of interest is hidden by a filter, the Transaction window will jump to the nearest top-level record with an index less than or equal to the Goto index.

To dismiss Goto, either click on the **x** to the right of the Goto index entry area, or move cursor focus out of the Goto index entry area by pressing Tab / ESC or by clicking outside of the Goto box.

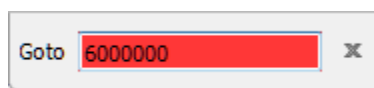


Figure 21 : The Goto index entry area pulsing red to indicate an invalid index

The destination index is always validated before a jump occurs. The index must fall between the first and last record indices (inclusive). If the entered

index is invalid, the Goto index entry box will pulse red (Figure 21) and Goto will remain visible.

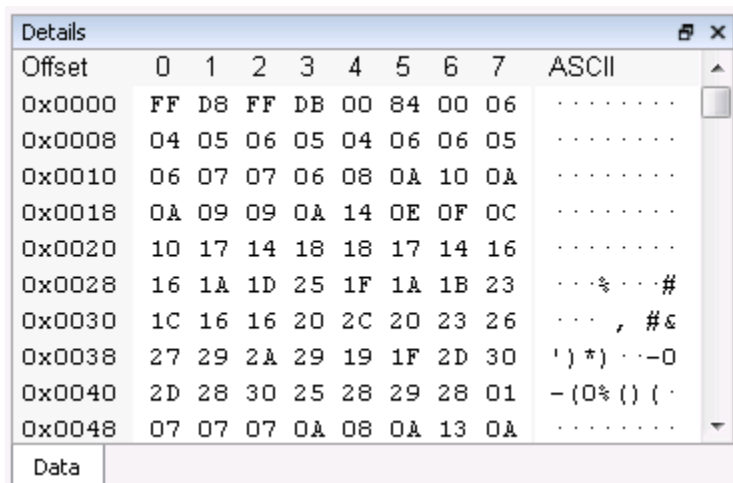
6.2 Details Window

The Details window provides lower-level detailed information about a specific transaction. There are two types of panes available: a Data pane is available for all protocols, and a Timing pane is available for SPI and I2C captures. The way the data is displayed in these modes will depend on the protocol type.

Additional protocol specific viewing modes may be available and are documented in their respective sections.

6.2.1 Data Pane

The Data pane (Figure 22) provides a way for the user to examine the raw bytes of a transaction, regardless of the protocol specific structure of the data. By default, the Data pane is configured to show the data in hexadecimal and ASCII format. Right clicking in the Data pane will bring up a context menu that allows the user to configure the view by adding additional panes and adjusting the size, grouping, and radix of each pane.



Offset	0	1	2	3	4	5	6	7	ASCII
0x0000	FF	D8	FF	DB	00	84	00	06	
0x0008	04	05	06	05	04	06	06	05	
0x0010	06	07	07	06	08	0A	10	0A	
0x0018	0A	09	09	0A	14	0E	0F	0C	
0x0020	10	17	14	18	18	17	14	16	
0x0028	16	1A	1D	25	1F	1A	1B	23	...%...#
0x0030	1C	16	16	20	2C	20	23	26	... , #&
0x0038	27	29	2A	29	19	1F	2D	30	') *) ...-0
0x0040	2D	28	30	25	28	29	28	01	-(0% () (.
0x0048	07	07	07	0A	08	0A	13	0A	

Figure 22 : Details Window - Data Pane

When a pane is configured to display the data in ASCII format, a "*" is used if the equivalent ASCII character is a non-printing character. Also, when a sequence of bytes is highlighted in one pane, the corresponding byte representation of the same data in the other panes is also highlighted. This allows the user to easily translate between the different representations of the data.

Please see the protocol specific sections later in this document for more protocol-related features.

6.2.2 Timing Pane

The Timing pane of the Details window (Figure 23) provides bit-level timing for the data of I2C and SPI transactions. Each byte of the transaction appears as a row in this pane. All the bytes from the transaction will be displayed in this pane, including start and stop conditions.

The first line of the table displays the transaction timestamp as well as the transaction duration, both to nanosecond precision.

Each row contains the following information:

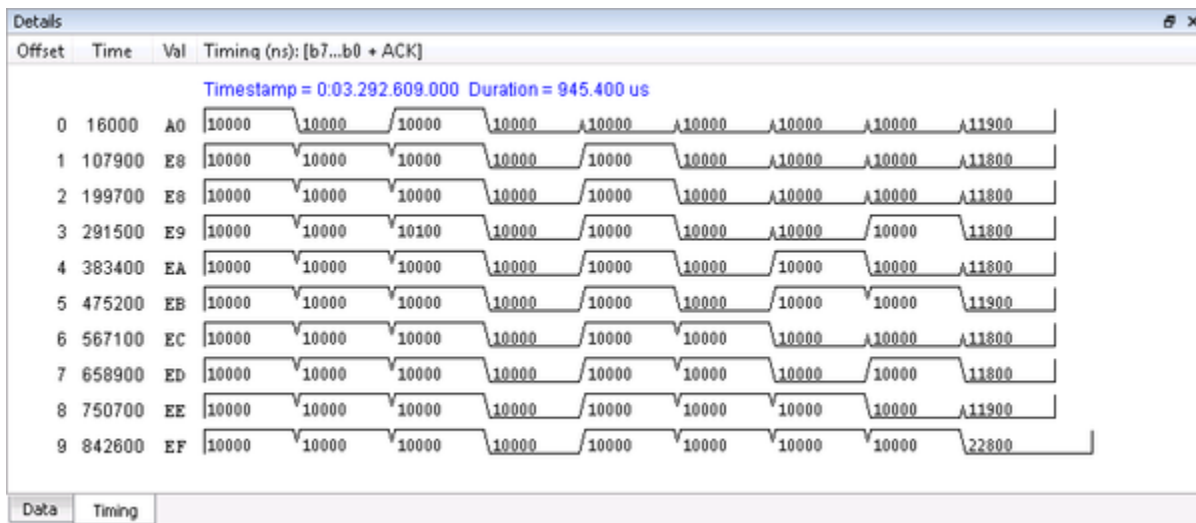


Figure 23 : Details Window - Timing Pane

Offset

The offset position of the byte.

Time

The time in nanoseconds from the start of the transaction to the start of the byte.

Value

The hexadecimal value of the byte.

Timing

A graphic display of each individual bit of a byte. Each bit is displayed as being either high or low with the time in nanoseconds from the start of the current bit to the start of the subsequent bit.

The lengths of the timing blocks in the graph are not drawn to scale and are intended merely to provide a hint to the relative time scale of one bit time to the next.

Please note that depending on the protocol, the bit order may be MSB or LSB. You can determine the bit order by looking at the column label. The text in the label will indicate if the data is MSB (b7...b0) or LSB (b0...b7).

In the case of the I2C protocol, the timing mode displays 9 bits per line. The ninth bit is the ACK/NACK bit.

In the case of the SPI protocol, the timing mode displays both MOSI and MISO. The MOSI line is displayed in red and the MISO line is blue.

Please see the protocol specific sections later in this document for more details.

6.3 Command Line Window

The Command Line window gives the user another method to interact with the Data Center application. All operations that can be done by pointing and clicking throughout the application can also be done via the command line. When an operation is performed in the application, its corresponding command line command is echoed in the command line output and added to the command line history. The user can use the arrow keys in the command line input box to scroll back through the command line history and edit or repeat previous commands.

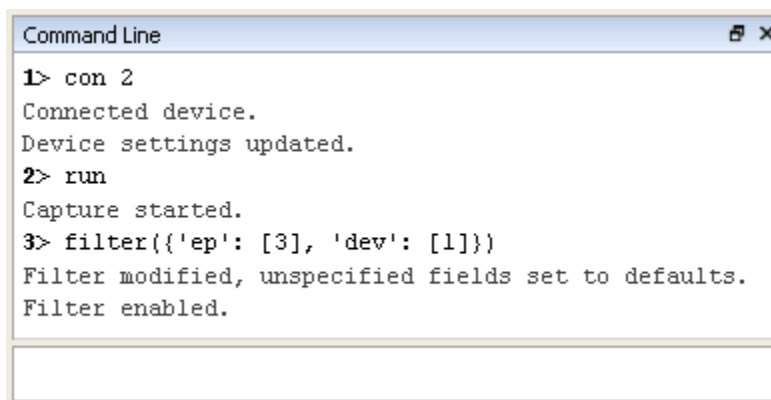


Figure 24 : Command Line Window

To view all available commands, type **help** into the command line. Type **help COMMAND** to see help specific to a particular command.

When the command line input is in focus, pressing the escape key once will clear the command line input box, and double pressing the escape key will clear the command line output and history.

The command line uses the Python syntax and behaves similarly to the command line found in the Python interpreter. This means that local variables

can be defined and control structures can be used as well. The arguments passed to the Data Center application commands are generally singleton values (such as integers, strings, or True/False), lists, or dictionaries. For more information on Python syntax and data structures, see <http://www.python.org>.

6.4 Bus Pane

The Bus pane of the Navigator window shows the devices that have been detected on the serial bus being monitored. For CAN, I2C and USB, the devices are distinguished by the IDs or addresses. When an SPI bus is monitored, all the traffic is lumped into one device per capture since the Beagle can only monitor one slave select at a time. Clicking on a device in the bus tree will reveal more detailed information regarding that device. For additional information on what is displayed for each protocol, see the protocol specific sections later in this document.

Right-click on any part of the tree to bring up a context menu with the following options:

- **Filter: Show Only** Only show records of the selected category.
- **Filter: All Except** Only show records that are not part of the selected category. (Bus Pane Only)
- **Filter: Disable** Disable the active filter.
- **Find First** Find the first instance for the selected category. (Statistics Pane Only)
- **Find Last** Find the last instance for the selected category. (Statistics Pane Only)
- **Fully Collapse Branch** Collapse the current branch from the selected element down.
- **Fully Expand Branch** Expand the current branch from the selected element down.
- **Expand All** Expand the entire statistics tree.
- **Collapse All** Collapse the entire statistics tree.

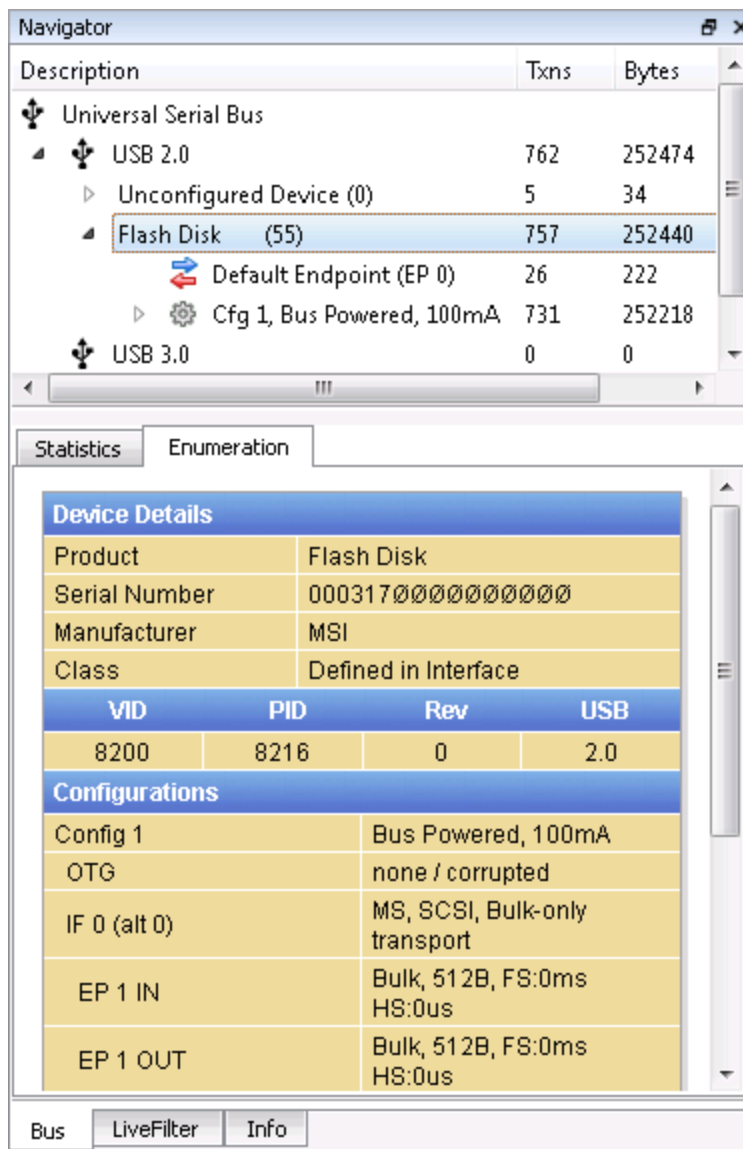


Figure 25 : Bus Pane

6.4.1 Real-Time Statistics Pane

The Statistics Pane (Figure 26) provides a real-time count of Errors and protocol specific constructs as data is being captured. The Statistics Pane is tied to the Bus Pane. When a bus is selected in the Bus Pane, the aggregate of the bus level data and the bus connected devices data will be displayed in the statistics table. When a device is selected, only the device data is displayed.

Navigator

Description	Txns	Bytes
Universal Serial Bus		
USB 2.0	4849	1900797
Unconfigured Device (0)	4	16
USB2.0 Hub (1)	139	680
Patriot Memory (5)	4706	1900101
Default Endpoint (EP 0)	54	405
Cfg 1, Bus Powered, 300mA	4652	1899696
USB 3.0	5049	4686496
Unconfigured Device (0)	2	16
USB3.0 Hub (2)	91	969
USB Storage (4)	4956	4685511
Default Endpoint (EP 0)	43	542
BOS (2)		
Cfg 1, Self Powered, 24mA	4913	4684969

Statistics Enumeration

Previous Next

Statistic	Visible	Available
USB 3.0		
Header Packets	11260	155447
Link Management	0	4
Isochronous Timestamps	0	143809
Unknown	5	6
Transaction	6505	6579
DATA	4750	5049
Link Packets	22115	3557011
Flow Control	22115	23274
GOOD	11255	11634
CREDIT	10860	11640
RETRY	0	0
BAD	0	0
Power Management	0	30807

Bus LiveFilter Info

Figure 26 : Real-time Statistics Pane provides a quick and easy way to access types of packets

The **Statistic** column provides a hierarchical view of all the statistics available. The **Available** column provides a count off the total number of packets, transfers, and events counted during the capture.

- While the capture is active, the **Visible** column is not updated.
- After the capture is stopped, the "**Refresh**"  button must be clicked to update the **Visible** statistics. The "**Refresh**" button will be disabled unless an action occurred that may have modified the count of available data. If a filter is applied, the **Visible** column will show the number of packets, transfers, and errors that match the current filter. The **Available** column will display the total count.
- If a capture is not running, the  button may be clicked to save the statistics from the Stats Pane in semicolon-delimited CSV format.

When the individual statistics are expanded in the Statistics Pane, the sub data will vary, presenting data counts of subcategories of the expanded statistic. If a particular statistic is available for a device and a bus is selected in the Bus Pane, expanding the bottom node of the tree will display data counts for its internal devices.

It is possible to quickly jump to a statistic of interest by selecting the category in the Statistics Pane and clicking the **Previous**  and **Next**  buttons

- When the **Next** button is clicked, the capture will be searched chronologically from the current cursor location in order to find the next occurrence of the selected packet, transfer, or error. If the end of the capture is reached, the search will restart at the beginning of the capture.
- When the **Previous** button is clicked, the capture will be searched in reverse chronological order from the current cursor location in order to find the next occurrence of the selected packet, transfer, or error.

- If the beginning of the capture is reached, the search will restart at the end of the capture. In the transaction window, the transaction hierarchy will be expanded to expose the matching record of interest.

6.5 Filtering

The Filter pane (Figure 27) in the Navigator window allows the user to non-destructively filter the data shown in the Transaction window.

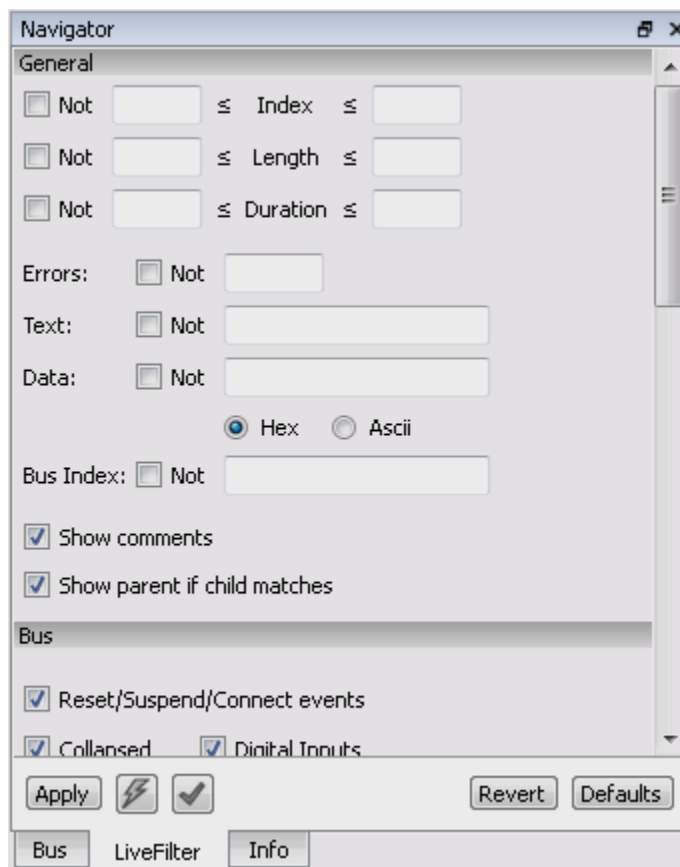


Figure 27 : Filter Pane

The general filter fields are described below. Information on applying filters can be found in Section 5.8.

6.5.1 Filter Fields

The general set of filters available (Figure 27) for the all the protocols include:

Index

An integer range that filters the transactions based on a minimum and maximum index number.

Length

An integer range that filters the transactions based on a minimum and maximum length.

Duration

An integer range that filters the transactions based on a minimum and maximum duration in nanoseconds.

Earliest Time/Latest Time

A time range that filters the transactions based on the earliest and latest timestamp.

Errors

A list of codes (as defined in Tables 1, 6, and 9)) that filters the transactions based on whether the transaction contains any of the codes.

The codes must be in a list with no characters between each codes. For example, filtering for transactions that are unexpected or that have timed out would require the Errors field to contain UT.

Using an asterisk (*) by itself will cause the filter to match any transaction that has an error.

Text

A case-insensitive string pattern that filters the transactions based on the text in the Record or Data column. Any raw data that is shown in the Data column will not be examined when running this filter. Use the data filter to filter the raw data.

Syntax

There are 4 special characters defined in Table 2 that may be used in the pattern.

Table 2 : Special values for text and data pattern filters

Value	Name	Meaning
?	Placeholder	One character of any value.
*	Wildcard	Zero or more characters of any value.
^	Start Anchor	Pattern must match at the beginning of the string. Only valid when put at the beginning of a pattern.
\$	End Anchor	Pattern must match at the end of the string. Only valid when put at the end of a pattern.

See Table 3 for examples of text patterns.

Table 3 : Example text pattern filter entries

Example	Result
in	Matches "IN" Matches "PING"
^ in	Matches "IN" Does not match "PING"
config*n	Matches "Set Configuration" Matches "Get Configuration Descriptor"
config*n\$	Matches "Set Configuration" Does not match "Get Configuration Descriptor"
get*descriptor	Matches "Get String Descriptor" Matches "Get Device Descriptor"
s???t	Matches "Start" Matches "SPLIT"

Data

A data pattern that filters the transactions based on the data contained in the transaction. The pattern may be specified as either a hexadecimal pattern or an ASCII pattern. Data patterns may contain the same special characters used in text patterns described in Table 2.

Syntax

When an ASCII pattern is used, the pattern is case-insensitive and applied to the raw data as it is shown in the ASCII portion of the hex editor found in the Details window. The syntax of ASCII patterns is the same as text patterns (Table 3).

When a hexadecimal pattern is used, each byte, or special character, must be separated with spaces. See Table 4 for examples of hexadecimal data patterns.

Table 4 : Example hexadecimal data pattern filter entries

Example	Meaning
1 2 3	Must contain the sequence of 01 02 03 somewhere in data.
^ 1 ? 2 FF	Must have 01, 02, and FF in the first, third and fourth byte positions, respectively.
0 ff \$	Must end with 00 FF.
^ ? c0 ? \$	Must be exactly three bytes long and have the value C0 as the second byte.
^ ? ? a5 * 20 \$	Must have A5 in the third byte and end with 20.

Bus Index

An integer corresponding to a device as presented in the Bus Pane (Section 6.4). In the Bus Pane, the index is presented as BusIdx in the name of the device. In older saves where this functionality is not supported, the device name does not contain the BusIdx suffix.

Show parent if child matches

Checking this box will force any non-matching parents of a matching record to show as a soft match (Section 6.5.2).

Figure 28 shows what the Transaction window would look like after filtering for just DATA packets in a USB capture when the **Show parent if child matches** option is enabled. The parent of each of the DATA packets is shown as a soft match.

02	00		IN txn [2 POLL]	2E 03 42 00 65
02	00		DATA1 packet	4B 2E 03 42 00
02	00		OUT txn	
02	00		DATA1 packet	4B 00 00
02	00		Get String Descriptor	Index=0 Length=255
02	00		DATA0 packet	C3 80 06 00 03
02	00		IN txn [2 POLL]	04 03 09 04
02	00		DATA1 packet	4B 04 03 09 04

Figure 28 : Show parent if child matches is checked

Unchecking the **Show parent if child matches** option hides the non-matching parents. Any record that no longer has a visible parent will have a dot placed to the left of the icon in the Record column. Figure 29 shows an example of this situation.

02	00	▪	0101 1010	DATA1 packet	4B 1C 03 54 00
02	00	▪	0101 1010	DATA1 packet	4B 00 00
02	00	▪	0101 1010	DATA0 packet	C3 80 06 00 02
02	00	▪	0101 1010	DATA1 packet	4B 09 02 27 00
02	00	▪	0101 1010	DATA1 packet	4B 00 00
02	00	▪	0101 1010	DATA0 packet	C3 80 06 00 03
02	00	▪	0101 1010	DATA1 packet	4B 04 03 09 04
02	00	▪	0101 1010	DATA1 packet	4B 00 00

Figure 29 : Show parent if child matches is not checked

6.5.2 Soft Matches

A soft match is a record that doesn't match the applied filter, but one of its children, or its parent, matches. A soft match is displayed with its icon and text grayed out to distinguish it from records that are full matches.

By definition, all children of a matched record will be shown. If a child also matches the filter, it is a full match, otherwise it is a soft match. Similarly, the parents (up to the top level) of a matched record are soft matches if they don't match the filter, or they are full matches if they do. The user can disable the parents from showing using the **Show parent if child matches** filter (Section 6.5.1.9).

6.6 Info Pane

The Info pane (Figure 30), located in the Navigator window, shows detailed information about the record that is selected. The information may include:

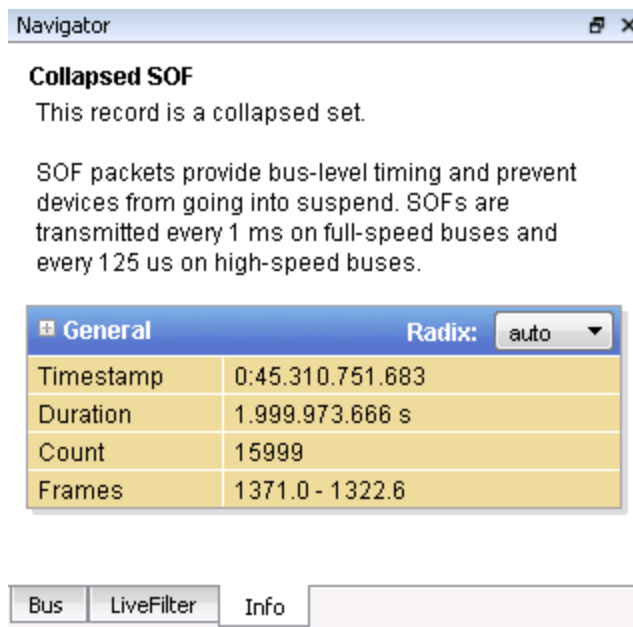


Figure 30 : Info Pane

- A description of the type of record and how it used in the protocol.
- The data represented in tabular form with fields parsed for convenience. There may be rows in a table that are hidden. To reveal hidden rows, use the +/- button to the left of the table title. The user may also change the format of the data shown with the radix button in the upper right corner of each table. The radix options are: decimal, hexadecimal, binary, and auto. Auto indicates that the format was chosen to be the most common or natural radix of the expressed field. It may be any one of the other modes based on what is appropriate for the data in that table row.
- A description of the error codes.

6.7 Capture Control Window

The Capture Control Window (Figure 31) provides the ability to start and stop a capture while providing real-time statistics about the capture in progress.

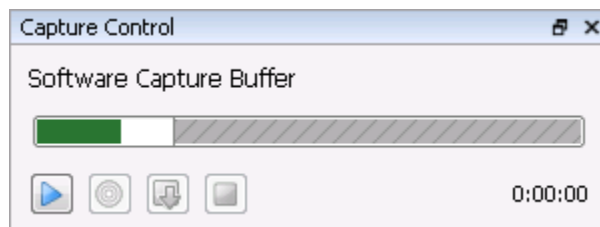


Figure 31 : Capture Control Window

The "Software Capture Buffer" progress bar in the Capture Control Windows represents the total amount of memory available in the Analysis PC. The white portion of the progress bar represents the amount of memory that can be used by the Data Center software for capturing data. Using the Capture Settings dialog, the Capture Data Limit can be adjusted.

When a capture is in progress, the progress bar will begin to fill up with a solid green bar. The green bar represents the amount of memory used by the Data Center software for the capture. When the status bar is completely green, the capture data limit has been reached and the capture will automatically stop. A timer in the bottom right corner displays the elapsed time since the capture was started.

The Capture Control Dialog provides a number of buttons to control the capture.

Start Capture

Use the "**Start Capture**" button to start the capture. When the capture is active, this button will be disabled.

The capture can also be started with the  button in the toolbar, selecting the menu item **Analyzer | Run Capture**, or using the keyboard shortcut **<Ctrl>+R**.

Manual Trigger

Use the "**Manual Trigger**" button to manually trigger the capture. This button is only available when using the Beagle USB 480 Power or the Beagle USB 5000 analyzer. Once the capture has been triggered, this button will be inactive.

The capture can also be triggered using the keyboard shortcut **<Ctrl>+T**.

Stop Capture, Download Data

Use the "**Stop Capture, Download Data**" button to stop the capture and to continue to download all captured data. This button is only available when using the Beagle USB 480 Power or the Beagle USB 5000 analyzer. When the capture is not active, this button will be disabled.

Stop Capture, Stop Download

Use the "**Stop Capture, Stop Download**" button to stop the capture and to immediately stop downloading data. When the capture is not active, this button will be disabled.

The capture can also be stopped with the  button in the toolbar, selecting the menu item **Analyzer | Stop Capture**, or using the keyboard shortcut **<Ctrl>+R**.

6.8 Block View

The Block View (Figure 32) provides an alternate representation of the selected record that combines the hierarchical layout of the Transaction window with the detailed information found in the Info Pane.

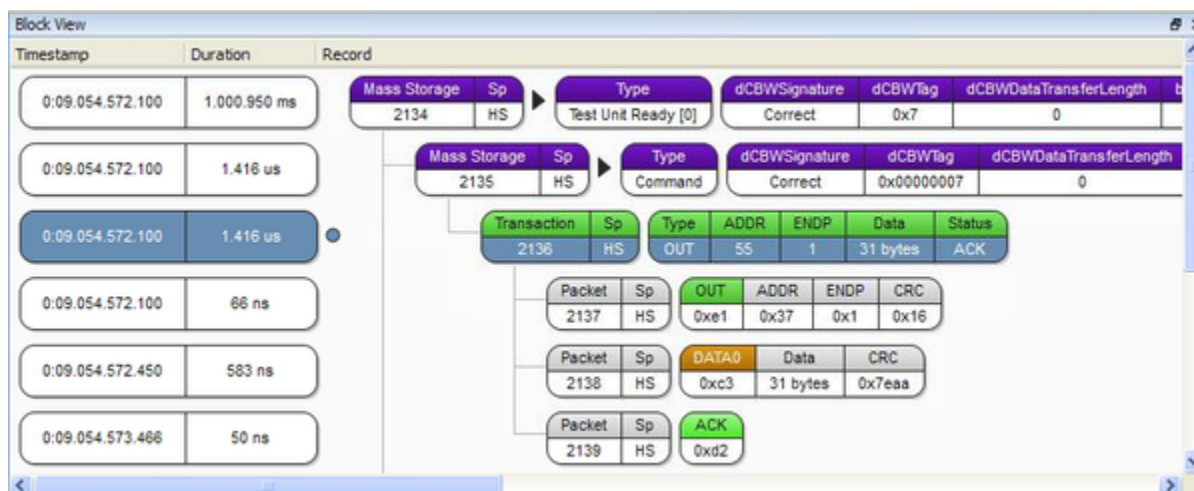


Figure 32 : Block View

The record tree that the selected record belongs to is displayed in the Block View, with the selected record highlighted in blue. Rows that have an arrow next to the first block can be expanded to reveal hidden fields. To change the text size in the Block View, right-click and select the appropriate zoom option.

7 USB Monitoring

The Beagle USB 5000 SuperSpeed Protocol Analyzer is capable of monitoring super-speed, high-speed, full-speed, and low-speed USB devices in real time.

The Beagle USB 480 Protocol Analyzer is capable of monitoring high-speed, full-speed, and low-speed USB devices in real time.

The Beagle USB 12 Protocol Analyzer is capable of monitoring full-Speed and low-Speed USB devices in real time.

The Data Center software is able to parse the USB packets and provides the user with several powerful tools for filtering the captured data.

7.1 Performing a USB Capture

Here are the steps for starting a capture with the Beagle USB 5000 analyzer, the Beagle USB 480 analyzer, or the Beagle USB12 analyzer.

1. Start the Data Center application.
2. Plug in the power cord and turn on the analyzer when using the Beagle 5000. Make sure the white Total Phase logo LED has illuminated. This step is not necessary when using other Beagle analyzer since they draw from the USB power from the analysis PC.
3. Connect the Beagle USB analyzer to the analysis computer. Make sure that the green indicator LED has illuminated when using the Beagle USB 480 analyzer. **Be sure the analyzer is powered before plugging in any devices on the capture side to ensure the target device can function properly.**
4. Click the **Connect to Analyzer...** button in the toolbar and connect to the analyzer.
5. Ensure the Protocol Lens is set to **USB**.
6. Connect the Beagle USB analyzer to the target host computer. This can be the same computer. Make sure that the amber indicator LED has illuminated on the Beagle 480 analyzer. Make sure the Target Power LED has illuminated on the Beagle 5000.
7. Click the **Run Capture** button to start the data capture. Manually trigger the capture using the Capture Control window when using the Beagle 480 Power or 5000. Once the capture has started, the capture indicator will turn green and an informational transaction will appear in the Transaction window which notes when the capture was started.
8. Connect the target device.

With the Beagle USB 5000 analyzer, any super-speed, high-speed, full-speed, or low-speed USB device can be connected directly. While USB 3.0 signals occur in parallel to USB 2.0/1.x signals, the Beagle USB 5000 analyzer is capable of recording both simultaneously. When monitoring super-speed USB, please make sure to use USB 3.0 cables to connect the target host and the target device.

With the Beagle USB 480 analyzer, any high-speed, full-speed, or low-speed USB device can be connected directly.

With the Beagle USB 12 analyzer, full-speed and low-speed devices can be connected directly to the Beagle USB 12 analyzer. High-speed devices can also be monitored, but they must be connected through an in-line full-speed hub.

9. To stop the capture, click on the **"Stop Capture"** button.

The Bus pane will only display a devices descriptors if the devices entire enumeration sequence was captured. If the target device connects to the host before the capture is started, the device enumeration will not be captured and the descriptors cannot be displayed.

7.2 USB Capture Settings

Various capture settings can be configured by the user when using a Beagle USB 5000 analyzer or Beagle USB 480 analyzer. Please note that there are no USB-specific user controlled capture settings when using the Data Center application with the Beagle USB 12 Protocol Analyzer.

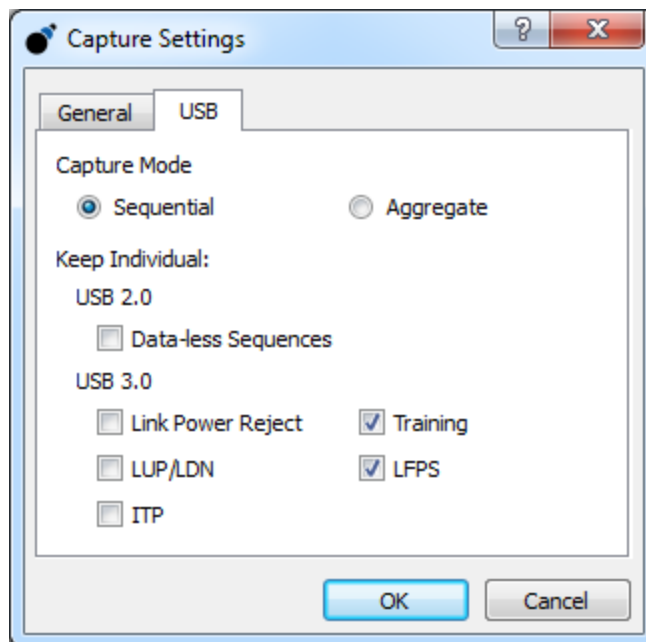


Figure 33 : USB Capture Settings Dialog

7.2.1 Capture Mode

The Data Center software has two modes of operation during capture with a Beagle USB 480/5000 Protocol Analyzer.

- **Sequential** – Saves information necessary to display the capture in time-ordered Packet View (Section 7.7).
- **Aggregate** – Discards the information saved in Sequential Mode in order to reduce memory usage. Using this mode disables the ability to use Packet View (Section 7.7).

7.2.2 Keep/Drop Options

The Data Center software compresses individual data-less sequences, by default, to reduce memory usage during capture with a Beagle USB 480 analyzer or Beagle USB 5000 analyzer.

For USB 2.0 captures, the user can turn off compression and keep individual data-less sequences by checking **Data-less Sequences**.

For USB 3.0 captures, the user can turn off compression and keep individual sequences for the following types of traffic by checking their respective boxes:

- Link Power Reject

- Training
- LUP/LDN
- LFPS
- ITP

7.3 USB Device Settings

There are several USB device settings that can be set by the user when using a Beagle USB 480 Protocol Analyzer or a Beagle USB 5000 Protocol Analyzer. Some of these settings are shared between the two analyzers and others are specific to the Beagle USB 5000 analyzer. Please note that there are no user controlled device settings when using the Data Center application with the Beagle USB 12 Protocol Analyzer.

The USB device settings can be changed in the Device Settings dialog (Figure 34). To open this dialog, click on the **Device Settings...** button or go to **Analyzer | Device Settings....**

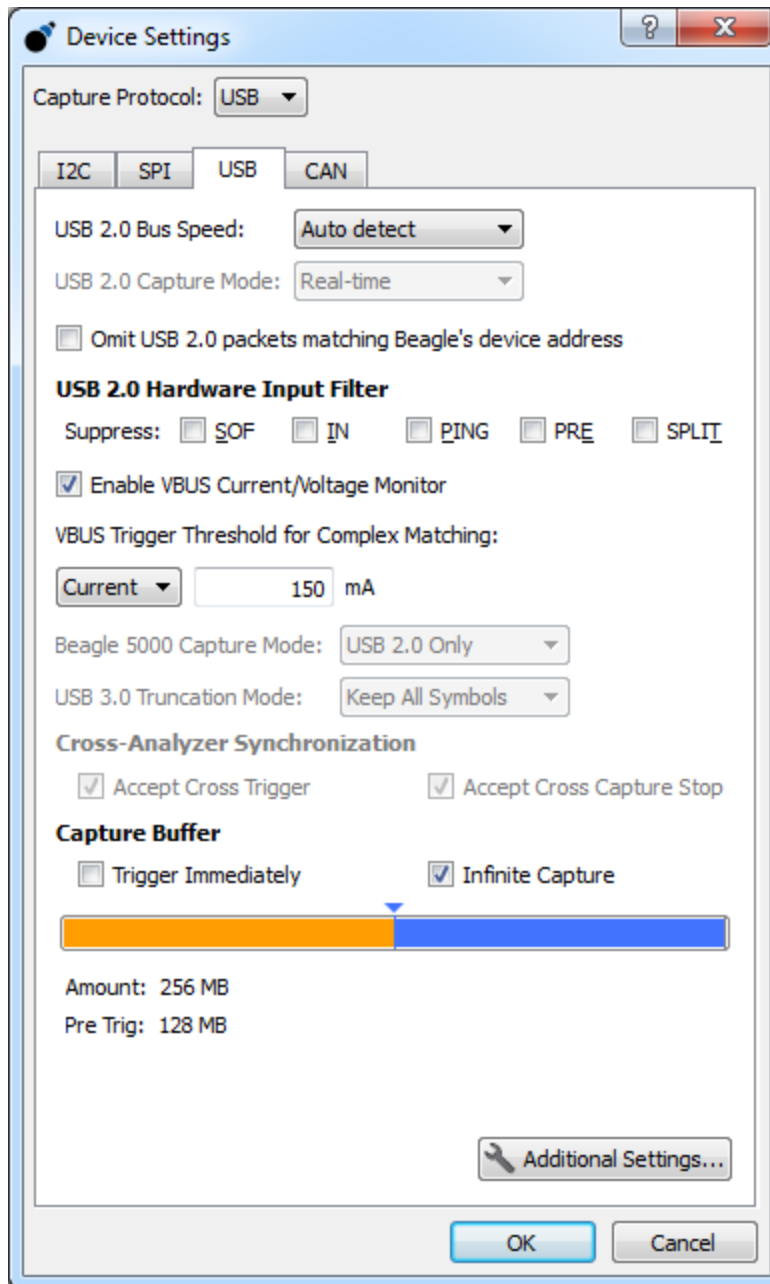


Figure 34 : USB Device Settings Dialog

7.3.1 USB 2.0 Bus Speed

The Beagle USB 480/5000 analyzer has the ability to automatically detect the speed at which the USB-under-test is operating. However, there may be a situation where the user wishes to explicitly lock it to a specific USB bus speed. This control allows the user to switch between the Beagle analyzer automatically detecting the bus speed to locking the hardware to a specific speed.

If the user knows that the traffic on a bus will always be a certain speed, there can be at least one minor advantage to locking the target speed in the capture settings. Specifically for low-speed and full-speed devices, by locking the bus speed, the Beagle analyzer will not attempt to detect high-speed signaling levels. This will help mitigate the appearance of Chirp J/K and Tiny J/K events which are not of great importance for low-speed- and full-speed-only devices, and these events would otherwise only serve to clutter the display.

7.3.2 USB 2.0 Capture Mode

The Beagle USB 480 analyzer has two modes of operation during capture.

- **Real-time** – The capture is streamed from the Beagle USB 480 analyzer to the Data Center software as it is received. If the hardware is monitoring traffic faster than it can stream data to the analysis PC, it will cache the data in the analyzers hardware buffer. If the hardware buffer should fill completely, the capture will be stopped.
- **Delayed-download** – The Beagle analyzer hardware will not stream the capture data to the analysis PC until the capture is concluded. The capture will be stored in the analyzers hardware buffer until it is filled or the user stops the capture to download the results. This feature is useful if the Beagle analyzer is connected to the same host controller as the traffic being monitored, as this greatly reduces the amount of USB traffic generated by the Beagle analyzer while the capture is taking place. More information about the utility of a delayed-download capture can be found in the Beagle datasheet (Device Operation section). More details on running a delayed-download capture can be found in Section 7.4.1.

7.3.3 Omit USB 2.0 Packets Matching Beagle Analyzers Device Address

When the analysis port of the Beagle USB 480 analyzer is connected to the same USB host controller as the traffic being monitored, the Beagle analyzer may observe its own USB traffic. This is because all downstream packets from the host are broadcast to all USB links. Therefore, packets from the host to the Beagle analyzer may appear on the capture side of the Beagle USB 480 analyzer.

One method to avoid flooding the capture with traffic for the Beagle analyzer is to enable the **Omit packets matching Beagle's device address** option. This option instructs the Beagle USB 480 analyzer to discard any packets directed to its own device address. Further information about this option may be found in Device Operation section of the Beagle datasheet.

Do not enable this option if the Beagle USB 480 analyzer is not on the same host controller, or if it is not on the same computer as the traffic being monitored. This may cause the Beagle analyzer to discard USB packets

intended for another device, since device addresses across different USB buses can overlap. Furthermore, do this only if you are monitoring a High-speed device with the Beagle 480 Analyzer, as High-speed devices and Full-speed or Low-speed devices on the same host may also have overlapping addresses.

Do not enable this option when using a Beagle USB 5000 analyzer. USB 3.0 hosts are required to have an integrated USB 2.0 host which means that by default the analyzer will be monitoring a separate host controller.

7.3.4 USB 2.0 Hardware Input Filter

These options will enable the Beagle USB 480/5000 analyzer hardware to discard some common packet groups to reduce the amount of capture data received. Some of these packet groups correspond to polling operations and so these sequences do not contain any actual data transfer. When using the Beagle USB 5000 analyzer, these settings are only applicable when capturing USB 2.0 data.

Note: If there is a change in the digital input lines in the middle of one of the packet groups that is being filtered, that group will not be discarded. In this way, the context for the digital input line change is preserved.

The hardware filter options are:

- **SOF** – Discard Start-of-Frame packets.
- **IN** – Discard IN+ACK and IN+NAK packet groups.
- **PING** – Discard PING+NAK packet groups.
- **PRE** – Discard all PRE tokens.
- **SPLIT** – Enabling this option will cause the hardware to discard many polling split packet groups. The split groups that will be discarded are:
 - SSPLIT+IN
 - SSPLIT+IN+ACK
 - CSPLIT+IN+NAK
 - CSPLIT+IN+NYET
 - CSPLIT+OUT+NYET
 - CSPLIT+SETUP+NYET

7.3.5 Enable V_{BUS} Current/Voltage Monitor

Enable capture of voltage and current measurements from the USB V_{BUS} . See Section 7.13 for more details.

7.3.6 V_{BUS} Trigger Threshold for Complex Matching

Specify V_{BUS} trigger threshold to be used in the Complex Matching state machine. See Section 7.14 for more details.

7.3.7 Beagle 5000 Capture Mode

In USB 3.0 systems, a backwards compatible USB 2.0 system exists in parallel. The two protocols essentially operate as two separate channels.

The Beagle USB 5000 analyzer is able to capture USB 3.0 and/or USB 2.0 data. In the standard analyzer, either protocol can be captured. With an optional upgrade, the analyzer is able to capture both USB 3.0 and USB 2.0 simultaneously.

From the pull-down menu, users can select: USB 3.0, USB 2.0, or both.

7.3.8 USB 3.0 Truncation Mode

The Beagle USB 5000 analyzer can optionally truncate incoming packets to 20 symbols, 36 symbols, or 60 symbols. These truncation lengths include the packet framing (4 symbols), and thus provide a means for capturing 16 symbols, 32 symbols, or 64 symbols after the packet framing.

Even if truncation is enabled, match units will still be able to compare against the full length of the packet. Additionally, the Data Center software will still provide the user with the true length of the packet transmitted on the bus.

Enabling packet truncation will limit the available class-level decoding to Mass Storage, UASP, and Bulk Transfer Grouping. Within these parsers there may be additional limitations due to the loss of data.

Note that if the configuration descriptor is truncated, class-level decoding cannot be automatically applied. These can be applied after the capture has been stopped by using the Configuration Management feature of Data Center. See Section 7.11.3 for more details.

7.3.9 Cross-Analyzer Synchronization

Cross-Analyzer Synchronization

☐ Accept Cross Trigger

☐ Accept Cross Capture Stop

Figure 35 : Cross-Analyzer Synchronization Settings

Cross-Analyzer Sync allows two or more Beagle USB 5000 analyzers to capture traffic with synchronized timestamps and capture events. The Cross-

Analyzer Sync feature is automatically enabled when two or more Beagle USB 5000 analyzers are properly connected by their back panel HDMI ports.

In addition to timestamp synchronization, Cross-Analyzer Sync allows analyzers to synchronize their capture trigger events and their capture stop events. Any time a Sync-connected analyzer triggers, a trigger signal is sent to the other analyzers in the Sync chain. The trigger signal tells the other analyzers to trigger their captures (advancing past pre-trigger). Any time a Sync-connected analyzer has its capture stopped, a stop signal is sent to the other analyzers in the Sync chain. The stop signal tells the other analyzers to stop their captures.

These capture event signals can be accepted or ignored on a per-analyzer and per-signal basis. In Data Center, these options are presented in the form of two check boxes Accept Cross Trigger and Accept Cross Capture Stop. Figure 35 shows the Cross-Analyzer Sync settings.

Please refer to the **Device Operation** section of the Beagle datasheet for more information on the Cross-Analyzer Sync feature, including how to connect the Sync HDMI cables.

7.3.10 Capture Buffer

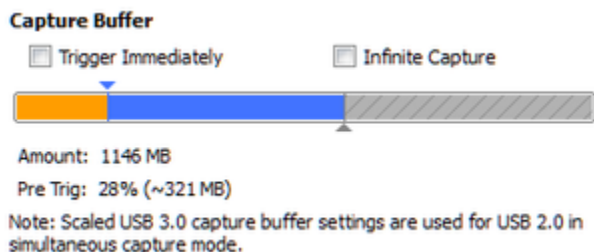


Figure 36 : USB 3.0 Capture Buffer Settings

With the Beagle USB 480 Power or the Beagle USB 5000 analyzer, it is possible to limit the total size of the capture. The orange and blue bar represents the total amount of capture memory available on the analyzer (Figure 36). The orange area represents the amount of memory allocated to the pre-trigger capture. The blue area represents the amount of memory allocated to the post-trigger capture. By dragging the triangles located above and below the bar, the amount of memory used for the capture can be allocated. Not all the memory available on the analyzer needs to be used.

There is also the option of an **infinite capture** (Figure 37). Since the Beagle analyzer is constantly streaming data to the Analysis PC, it is possible for the analyzer to free up memory on the analyzer during the capture. This freed memory can be reused to capture more data. As long as the Analysis PC is able to keep up with the stream of data from the analyzer, it is theoretically possible to capture data infinitely. However, at a certain point, the memory on the analysis machine will be used up and the capture will need to be stopped.

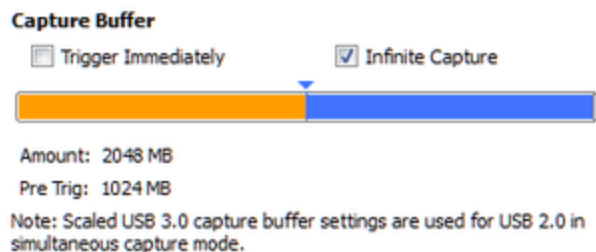


Figure 37 : USB 3.0 Infinite Capture Buffer Setting

It is also important to note that the pre-trigger buffer will operate as a circular buffer until the trigger occurs. The Beagle analyzer will not download the data to the Analysis computer until the trigger event occurs. During this time, the portion of the memory allocated to the pre-trigger capture will be reused until the trigger occurs. Once the trigger happens, the capture buffer will be sent to the Analysis PC. It is important to note that if the pre-trigger buffer is not large enough, events could be lost from the early part of the capture.

Optionally, the capture can be immediately triggered once the capture has started by checking the **Trigger Immediately** checkbox.

7.3.11 Additional Settings

The rest of the USB device settings are available in the Additional Settings dialog. These settings include matching, external I/O, and Beagle 5000 frontend.

7.3.12 USB 2.0 Matching

All of the USB 2.0 match-related settings are contained within a single tab in the Additional Settings dialog. Use the **Simple** and **Complex** configuration buttons at the top of the tab to select the settings you would like to configure.

Simple

The **USB 2.0 Simple Matching System** (Figure 38) is capable of monitoring and triggering capture on USB 2.0 digital inputs, as well as asserting digital outputs and triggering capture on user-provided packet/data match patterns. Note that the capture triggering feature is only available with Beagle USB 480 Power or Beagle USB 5000 analyzers.

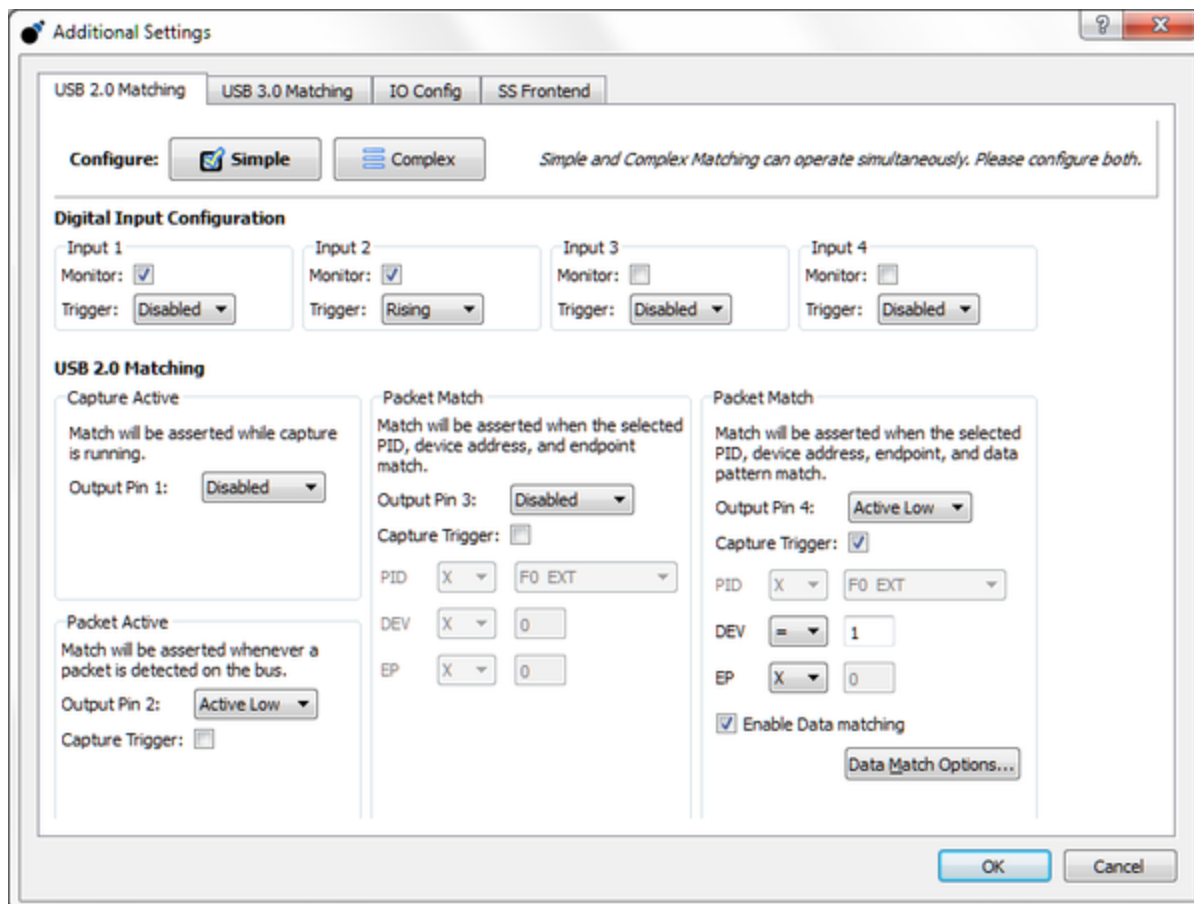


Figure 38 : USB 2.0 Matching Configuration Dialog

Digital Input Configuration

This option enables the user to individually enable the four digital input lines on the Beagle USB 480/5000 analyzer hardware. During the capture, if there is a change on one of the enabled input lines, an event transaction will be displayed in the Transaction window with the new input line state.

When using the Beagle USB 480 Power or the Beagle USB 5000 analyzer, there is an additional option to set individual digital inputs to trigger the capture. When configuring the trigger, the user can select whether a rising edge, falling edge, or either should trigger the capture.

USB 2.0 Matching

With simple matching being configured, the lower half of the USB 2.0 Matching tab provides various configuration options for the digital output lines on the Beagle USB 480/5000 analyzer hardware. See the **Device Operation** section of the Beagle analyzer datasheet for information on the timing of the digital output pins.

Pin 1

When enabled, digital output pin 1 will switch to its active state at the beginning of capture and will stay at the active level until the capture is stopped. The options available on this tab are to set pin 1 to be active high, active low, or to disable the pin.

Pin 2

When enabled, digital output pin 2 will switch to its active state whenever there is a USB packet being transmitted on the bus. The options available on this tab are to set pin 2 to be active high, active low, or to disable the pin.

Pin 3

Digital output pin 3 can be set to match a PID, a device address, and an endpoint address. For example, pin 3 can go active when it observes a DATA0 packet to any device but 0x01 on any endpoint address. Each of the match settings can be set to match if the packet equals the parameter (**=**), does not equal the parameter (**!=**), or it can disregard the parameter (**X**). Pin 3 can also be set to be active high, active low, or to be disabled.

Pin 4

Digital output pin 4 can be set to match a PID, a device address, an endpoint address, and a data payload pattern. As with Pin 3, the PID, device, and endpoint settings can be set to match if the packet equals the parameter (**=**), does not equal the parameter (**!=**), or it can disregard the parameter (**X**). The data pattern to match can be set in the **Data Matching Options** once data matching is enabled. Pin 4 can also be set to be active high, active low, or to be disabled.

Data Matching Options

Clicking the **Data Match Options** button in the Pin 4 tab of the Digital Output Settings dialog will reveal the data match options (Figure 39). Checking the **Enable Data Matching** option will enable the data match functionality.

Note: PID matching will be disabled when data pattern matching is enabled. The data PIDs selected in the **PIDs to match** section will be used instead.

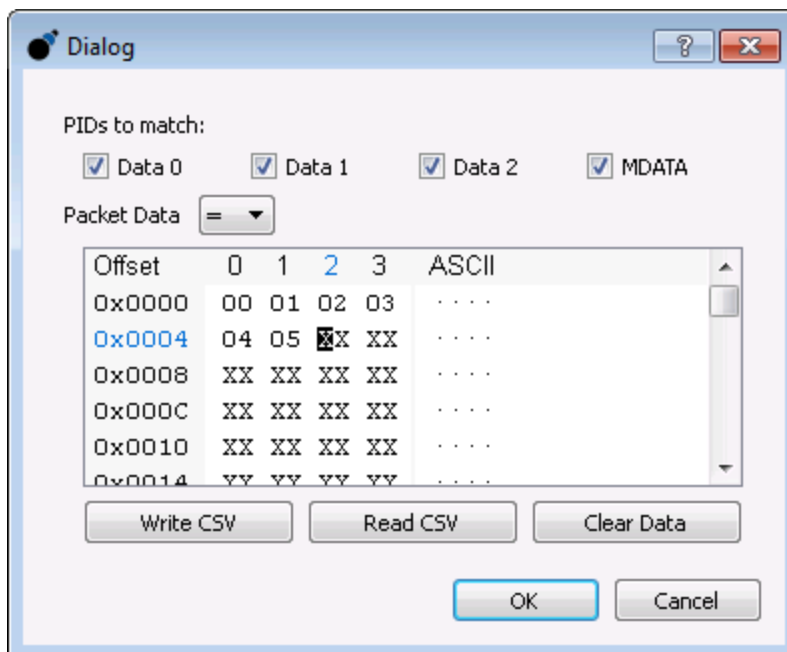


Figure 39 : Digital Output Pin 4 Data Tab

The data match pattern for output pin 4 can be specified in the hex editor. **XX** can be used anywhere in the pattern as a wildcard to match any 1-byte datum at that location. The data match pattern can be up to 1024 bytes in length.

When data pattern matching is enabled, every data packet with the specified PID will have its data payload (not including the PID or the CRC field) matched against as much of the pattern as the data payload size. So a data packet with an 8-byte data payload will be compared against the first 8 bytes of the data match pattern. And a data packet with a 64-byte payload will be compared against the first 64 bytes of the data pattern.

Using the pulldown box above the hex editor, the packet can be set to match if the payload equals the pattern (=) or does not equal (!=) the pattern.

The "**Write CSV**" button allows the contents of the data match hex editor to be written to a comma-separated values (*.csv) file. The CSV file can be loaded into the data match table by clicking the "**Read CSV**" button. The "**Clear Data**" button will clear the contents of the data match table.

Complex

The **USB 2.0 Complex Matching System** (Figure 40) provides capabilities beyond the USB 2.0 simple matching options. The complex matching system allows users to match on specific state-based transactions, errors, events, and timers.

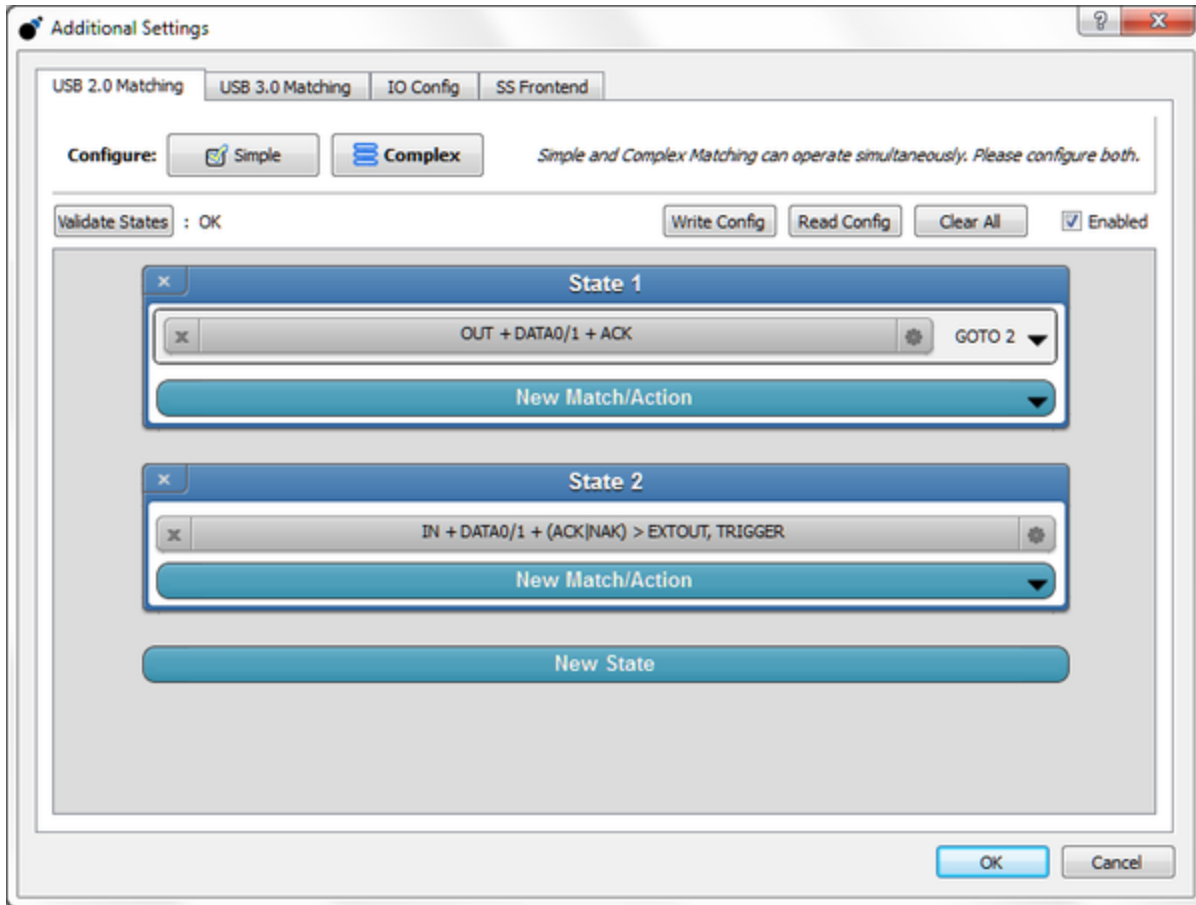


Figure 40 : USB 2.0 Complex Matching Configuration Dialog

The USB 2.0 complex matching system is only available with the Expert Option upgrade and provides 8 states. Each state may have 4 data match units, 1 timer match unit, and 1 asynchronous event match unit. This state-based system is used in an identical manner as the USB 3.0 complex match system. See Section 7.3.12.2 for a description of how that is used.

Due to resource restrictions the data match units can only provide up to 4kB of pattern matching, and no individual pattern can be greater than 1kB. In addition, when the complex matching system is enabled, some simple matching features are disrupted:

1. The complex matching External Output action is done on **Digital Output Pin 1**. As a result, simple matching outputs on Pin 1 are disabled when complex matching is active.
2. The simple matching Packet Match feature on **Digital Output Pin 4** is disabled when complex matching is active.

Event Match Action Unit

The Event Match Action Unit (Figure 41) matches USB 2.0 events similar to what is available in the USB 2.0 simple configuration. Those events include any of the four digital inputs, the SMA external input, V_{BUS} trigger (see section 7.14), and the manual trigger.

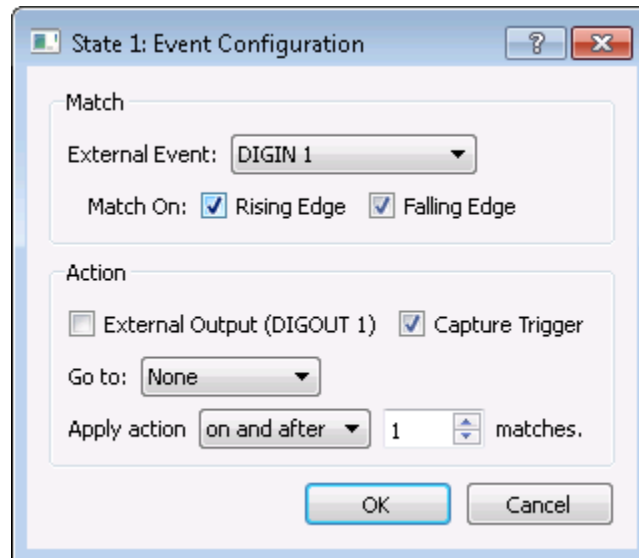


Figure 41 : USB 2.0 Asynchronous Event Match Action Unit

Timer Match Action Unit

The Timer Match Action Unit (Figure 42) matches after a specified amount of time has elapsed. The amount of time can be configured in seconds, milliseconds, microseconds, or nanoseconds.

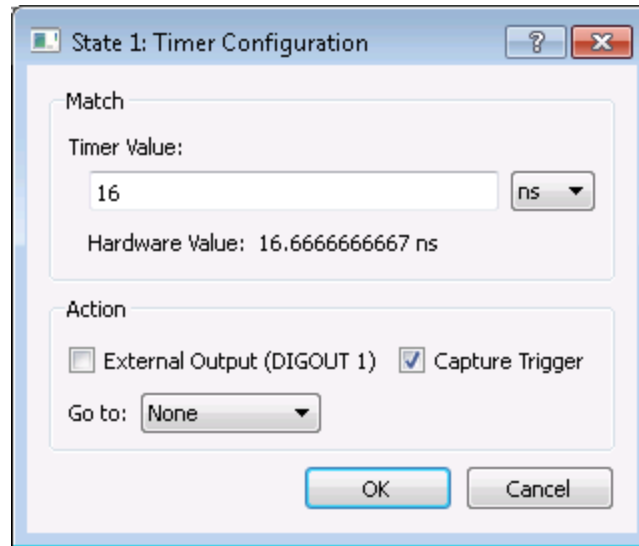
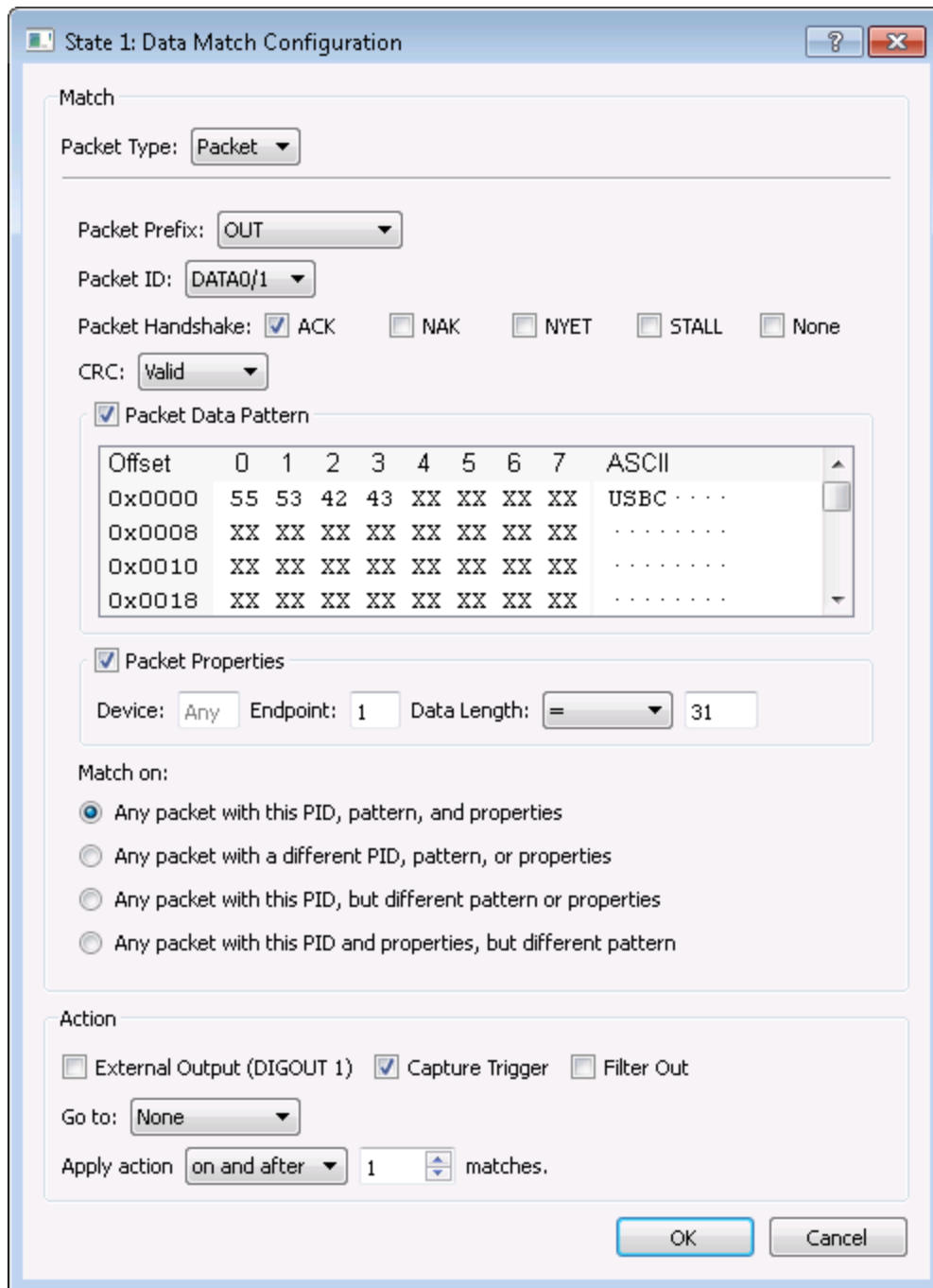


Figure 42 : *USB 2.0 Timer Match Action Unit*

Data Match Action Unit

The Data Match Action Unit has two types: Packet and Error. The Packet type match (Figure 43) can match on specific PIDs, data patterns, data properties, and CRC conditions. In addition, a packet prefix and handshake can be selected to indicate a desired matching transaction on the bus.



State 1: Data Match Configuration

Match

Packet Type: **Packet**

Packet Prefix: **OUT**

Packet ID: **DATA0/1**

Packet Handshake: ☒ ACK ☐ NAK ☐ NYET ☐ STALL ☐ None

CRC: **Valid**

☒ Packet Data Pattern

Offset	0	1	2	3	4	5	6	7	ASCII
0x0000	55	53	42	43	XX	XX	XX	XX	USBC
0x0008	XX	XX	XX	XX	XX	XX	XX	XX	
0x0010	XX	XX	XX	XX	XX	XX	XX	XX	
0x0018	XX	XX	XX	XX	XX	XX	XX	XX	

☒ Packet Properties

Device: **Any** Endpoint: **1** Data Length: **=** **31**

Match on:

- ☒ Any packet with this PID, pattern, and properties
- ☐ Any packet with a different PID, pattern, or properties
- ☐ Any packet with this PID, but different pattern or properties
- ☐ Any packet with this PID and properties, but different pattern

Action

☐ External Output (DIGOUT 1) ☒ Capture Trigger ☐ Filter Out

Go to: **None**

Apply action **on and after** **1** matches.

OK **Cancel**

Figure 43 : USB 2.0 Packet Match Action Unit

The Error type match can match on specific error types on any packet that appears on the bus (Figure 44). The possible matching criteria include CRC errors, corrupted PIDs, jabber, and general PHY receive errors. A jabber condition is marked if a high-speed packet exceeds 1024 bytes, a full-speed packet exceeds 1023 bytes, or a low-speed packet exceeds 8 bytes, not including the PID and CRC.

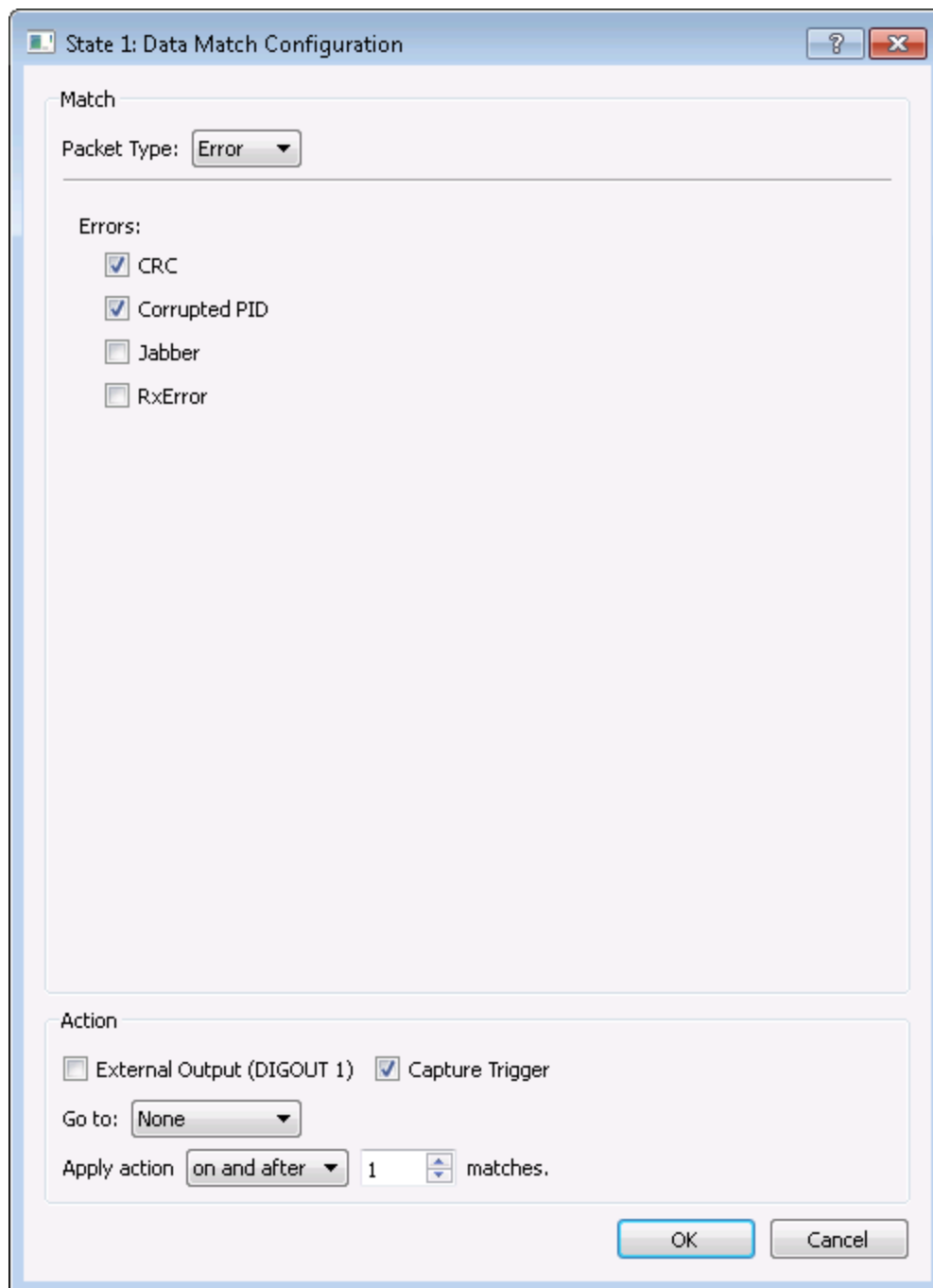


Figure 44 : USB 2.0 Error Match Action Unit

7.3.13 USB 3.0 Matching

All of the USB 3.0 match-related settings are contained within a single tab in the Additional Settings dialog. Use the **Simple** and **Complex** configuration buttons at the top of the tab to select the settings you would like to configure.

Simple

The **USB 3.0 Simple Matching System** (Figure 45) is capable of triggering a USB 3.0 capture or asserting the external output on the following types of data or events, in either stream direction:

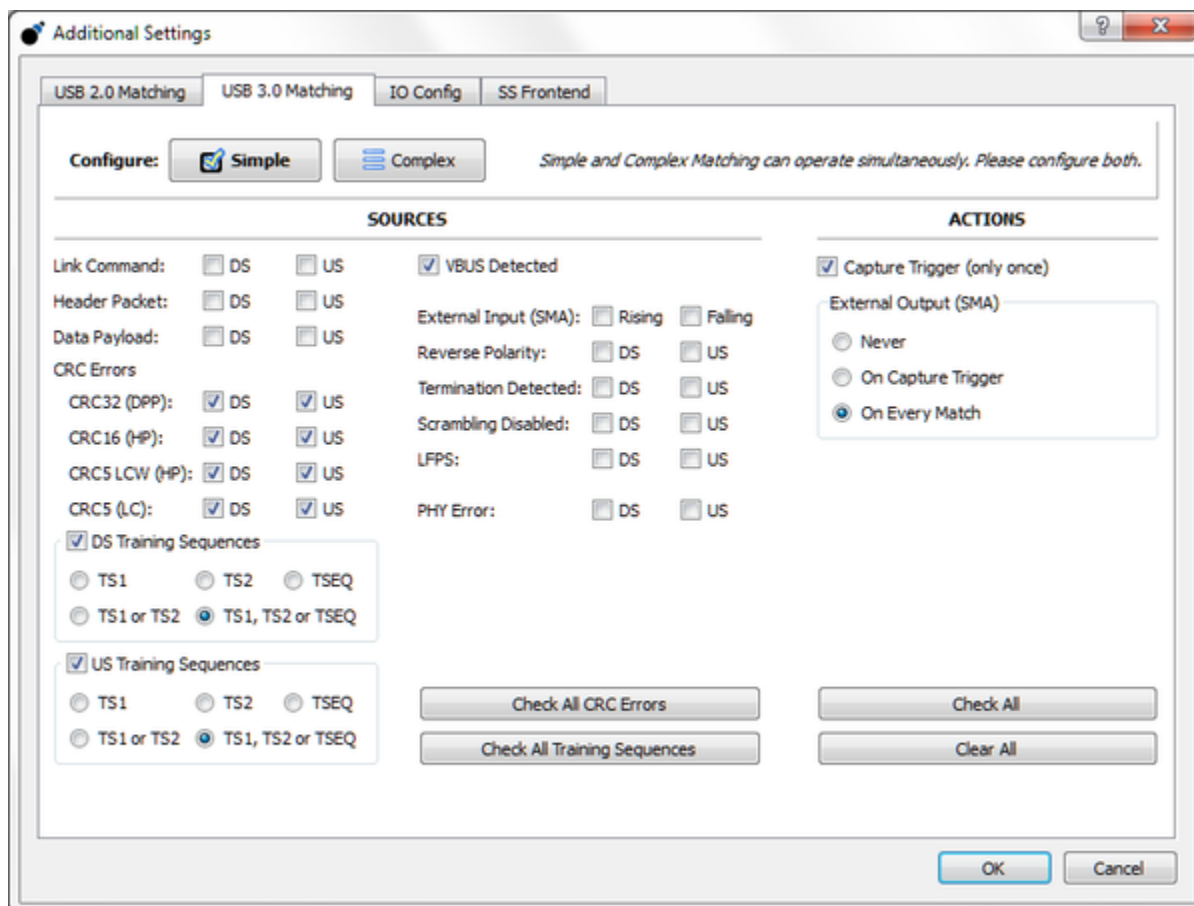


Figure 45 : USB 3.0 Simple Matching Configuration Dialog

- Link Command
- Header Packet
- Data Payload
- CRC Error
- Training Sequences
- V_{BUS} Detection

- External Input
- Reverse Polarity
- Termination Detection
- Scrambling Disable
- LFPS
- PHY Error

The simple matching system is designed to be very broad to provide a quick method of setting capture triggers. For example, selecting Header Packet will match whenever a Link Management Packet, Transaction Packet, Data Payload Packet, or Isochronous Timestamp Packet occurs on the bus.

When a match occurs, the analyzer can trigger and/or assert the external output. The external output can be asserted on the capture trigger or on every time the match occurs.

WARNING: The USB 3.0 Digital Input and Output are only rated for 1.8 V. The USB 3.0 input and output of the Beagle USB 5000 analyzer have been optimized for maximum edge performance at 125 MHz. **Applying signals with higher voltage will damage your analyzer and void the warranty.**

Details about the different types of packets and events are covered in the Beagle analyzer datasheet.

As a convenience, common configurations can be set with a click of a button. These configurations are:

- Check All CRC Errors
- Check All Training Sequences
- Check All
- Clear All

Complex

The **USB 3.0 Complex Matching System** provides additional capabilities beyond the USB 3.0 simple matching options. With USB 3.0 complex matching, it's possible to match on a specific packet type or data pattern, in addition to bus events and timers.

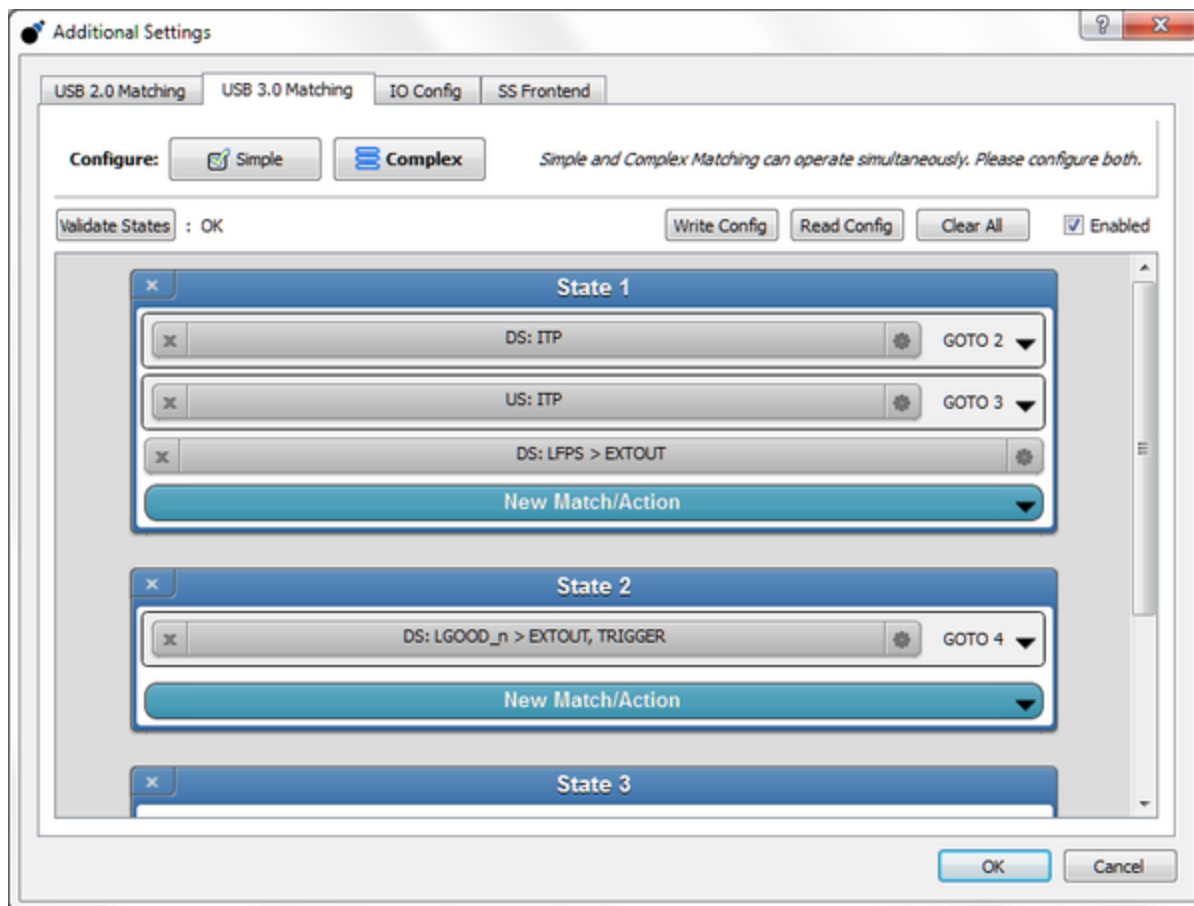


Figure 46 : USB 3.0 Complex Matching Configuration Dialog

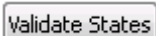
Instead of an array of check boxes, complex matches are built through states. The Standard Beagle USB 5000 analyzer allows for a single state to be defined. The optional advanced matching upgrade allows for up to eight states to be defined.

Within any state, match action units are specified to define the match conditions which can trigger an action. Matches can be based on packet type, packet data, events, and/or timers. The Standard Beagle USB 5000 analyzer provides an upstream data match, a downstream data match, and an event match. The optional advanced matching upgrade allows for up to three upstream data matches, up to three downstream data matches, an event match, and a timer per state. The actual number of matches available in any one state will depend on the resources available.

Each match action unit defines one or more actions when the match conditions are met. The available actions are: assert external output, trigger capture, filter out the matching data, or go to another state (including the current state). These actions provide flexibility to define very complex scenarios to capture specific USB 3.0 traffic.

With complex matching configuration selected, the top of the USB 3.0 Matching tab has the following functions:

Validate States



The Validate States button will do a simple verification of the state configuration to make sure that there are no obvious errors. If the configuration is valid, OK will appear next to the button. If the configuration is invalid, an error message will appear next to the button (Figure 47).

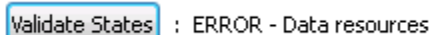
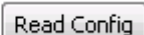
 : ERROR - Data resources

Figure 47 : USB 3.0 Complex Matching – Invalid state

Write Config and Read Config

Users are able to save and load complicated matching for later use. To save a complex state match, click **Write Config**. A file dialog will open so that the user can save a CSM file with the configuration. To load a match, click **Read Config**, and find the desired CSM file with the file dialog. The CSM file is a text-based file that can be edited with a text editor.

Clear All



Clear All will delete all complex state match data. When the button is clicked, a modal dialog will appear to confirm the deletion of all match data.

Enabled ☒ Enabled

The **Enabled** checkbox indicates whether the complex matching system is enabled. Simply click the checkbox to activate the interface to define a complex state match.

State Configuration

Each state in the complex state match is delimited by a graphical box. The box is identified by the state number. By default the first state is created when creating a new complex match.

To create a new state, simply click the **New State** button. Only a single state can be defined when using a standard Beagle USB 5000 analyzer. Up to eight states can be defined with an optional upgrade to the advanced matching.

A state can be deleted by clicking on the  button at the top left of a state window. A modal dialog will open when the button is clicked to verify that the deletion of the state.

To change the order of the states, click and drag a state box. A dotted box will appear where the state will be moved to and the other states will reorder

themselves (Figure 48). Once the state is released, all other states will renumber themselves accordingly. Any existing GOTO command will be updated with the new state number.

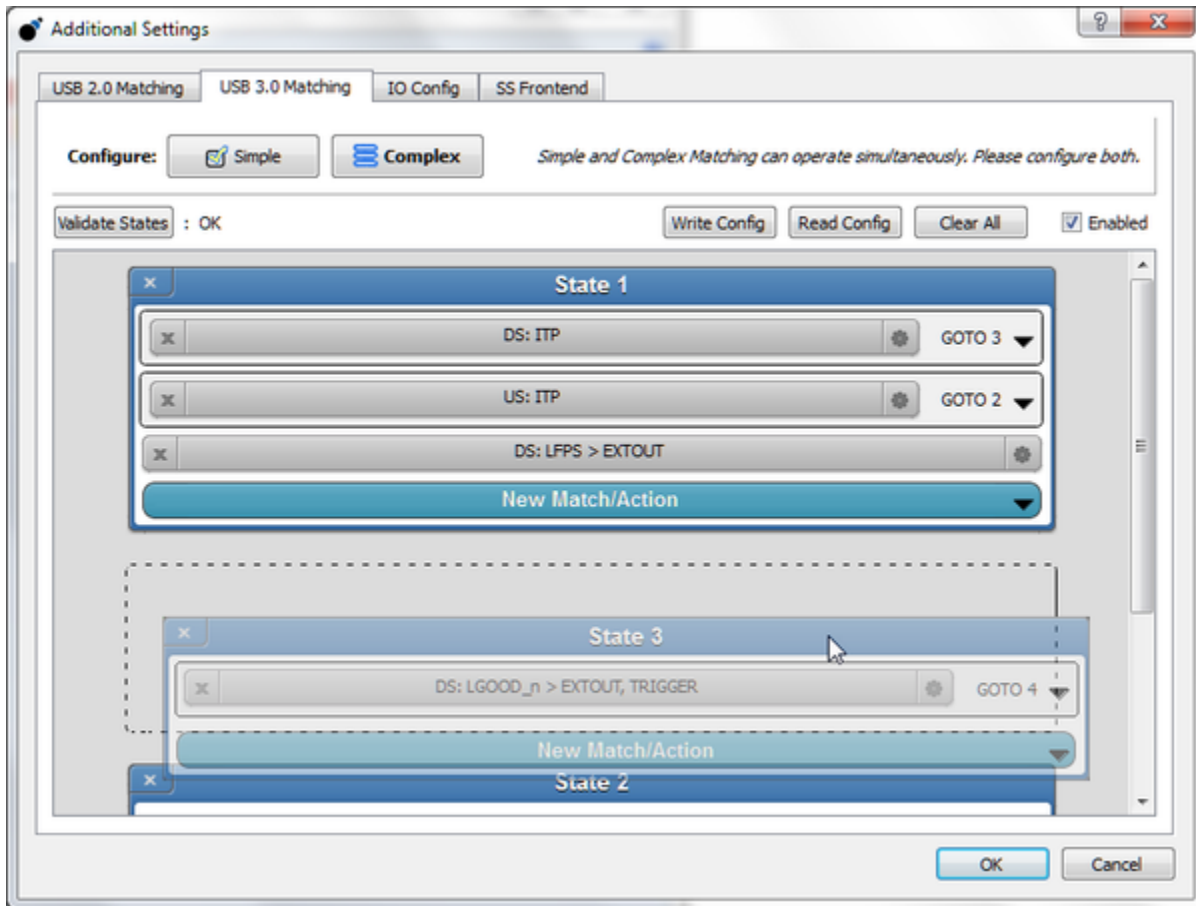


Figure 48 : USB 3.0 Complex Matching – Reordering States

Match Action Units

Within each state, one or more match action units can be defined by clicking on the **New Match Action** button. When clicked, the available match action units will appear as a drop down menu (Figure 49). A Match Action Configuration window will open specific to the type of match action unit selected. If a match action unit is not available, it will be grayed out in the menu.



Figure 49 : USB 3.0 Complex Matching – Creating a new match action unit

After a match action unit is defined, a match action unit block will appear in the state with a textual description of the match criteria and action settings. If a "Go To" branching action has been defined, the "GOTO" parameters will appear next to the match action unit.

To change the settings of a match action unit, click the Settings button , this will open the match action configuration window. To delete a defined match action unit, click on the delete button . A modal dialog will open to confirm the deletion.

Each state can have a number of match action units. If multiple matches occur simultaneously, all non-GOTO actions will execute before the GOTO executes and the state changes. If multiple matches occur simultaneous that have GOTO actions, the order of the GOTO blocks in the state determine what the next state will be. For example, in Fig 48, if a downstream ITP and upstream ITP occur at the same time, the GOTO 2 from the downstream ITP will execute since it comes before all other matching GOTOs in the state.

To change the order of the match action units, click and drag a match action unit. A dotted box will appear where the match action unit will be moved to and the other match action units will reorder themselves accordingly (Figure 50).

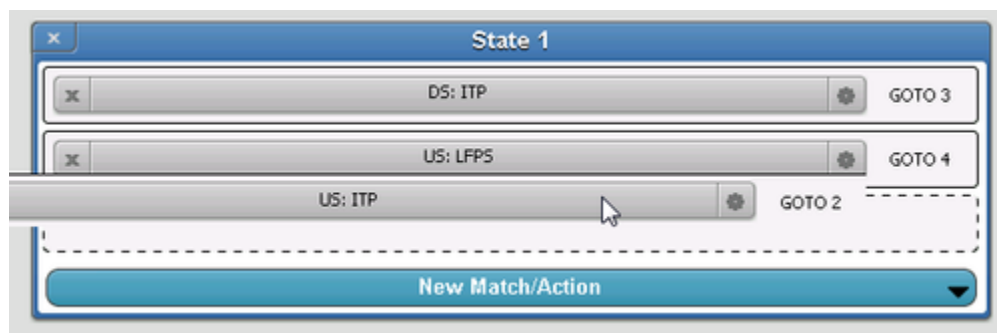


Figure 50 : USB 3.0 Complex Matching – Reordering a match action unit

Match Action Unit Configuration

The different match action units have different configuration windows to suit their properties. In general there are three types of match action units: data match, event match, and timer match. The timer match is only available in the advanced matching system.

Available Actions

All match action units can be configured to execute one or more actions: assert external output, capture the trigger, or go to another state.

With the advanced matching upgrade, counters are built-in to all match action units. They can be configured in one of two ways (Figure 51): execute the action after the match has occurred a specified number of times ("Apply action on or after X matches") or execute for a set number of matches ("Apply action on the first X matches").

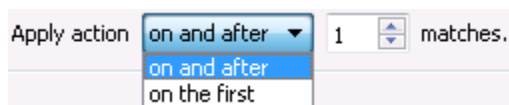


Figure 51 : USB 3.0 Complex Matching – Match counter

Event Match Action Unit

The Event Match Action Unit (Figure 52) matches USB 3.0 events similar to what is available in the USB 3.0 Simple configuration.

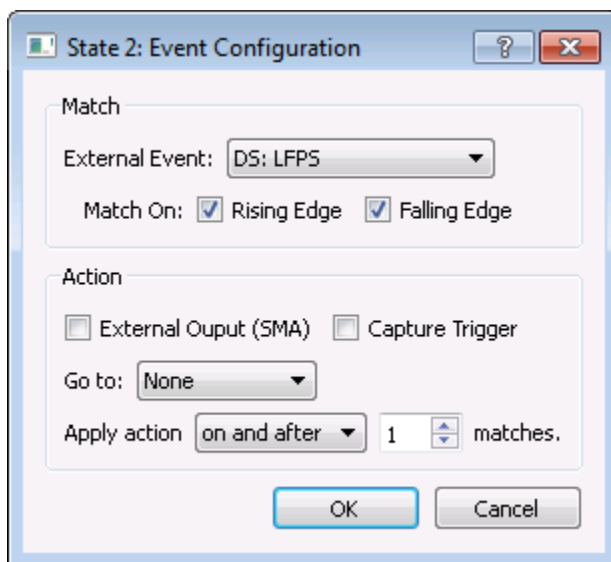


Figure 52 : Event Match Action Unit

The following events in the upstream or downstream direction can be selected: LPFS, Polarity Inversion, Receiver (RX) Termination, or Disable Scrambling. V_{BUS} Presence, External Input, and Cross-Analyzer Trigger can also be selected independent of stream direction. The match can be specified

on the rising or falling edge for V_{BUS} Presence and External Input, but must be on the rising edge for the Cross-Analyzer Trigger.

Timer Match Action Unit

The Timer Match Action Unit (Figure 53) matches after a specified amount of time has elapsed. The amount of time can be configured in seconds, milliseconds, microseconds, or nanoseconds.

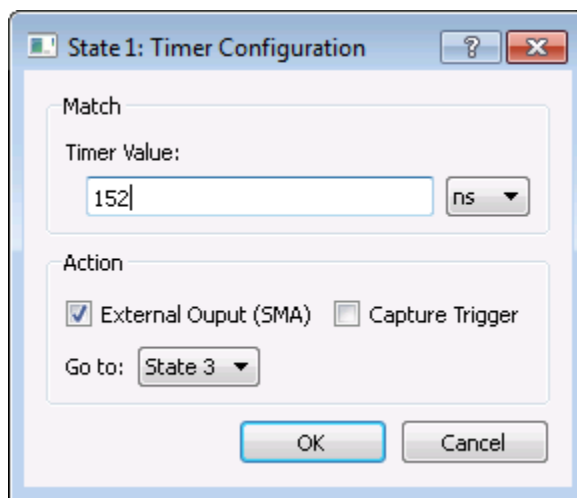


Figure 53 : Timer Match Action Unit

Data Match Action Unit

The Data Match Action Unit is the most versatile and is configured for specifically the upstream (US) or downstream (DS) direction. A Data match action unit can be configured for any one of the following packet types: Link Command, Header Packet, Data Packet, Qualified Data Packet, and Training Sequence.

All Data match action units provide the ability to match the opposite of the selection. In this way, a match action unit can be configured to match **X** or **NOT X**.

It is important to note that data match action units are defined for a common class of packets and the negation only occurs within that type (Figure 54). For example, selecting "Any Link Command of a different Link Type" will only match any link command that is not LGOOD_0 (e.g. LGOOD_1, LCRD_A, etc.). If "Any packet besides this Link Type" is selected, the unit will match not only on every other link command, but also any packet which is not a link command (e.g. Header Packet or Data Packet Payload).

Match on:

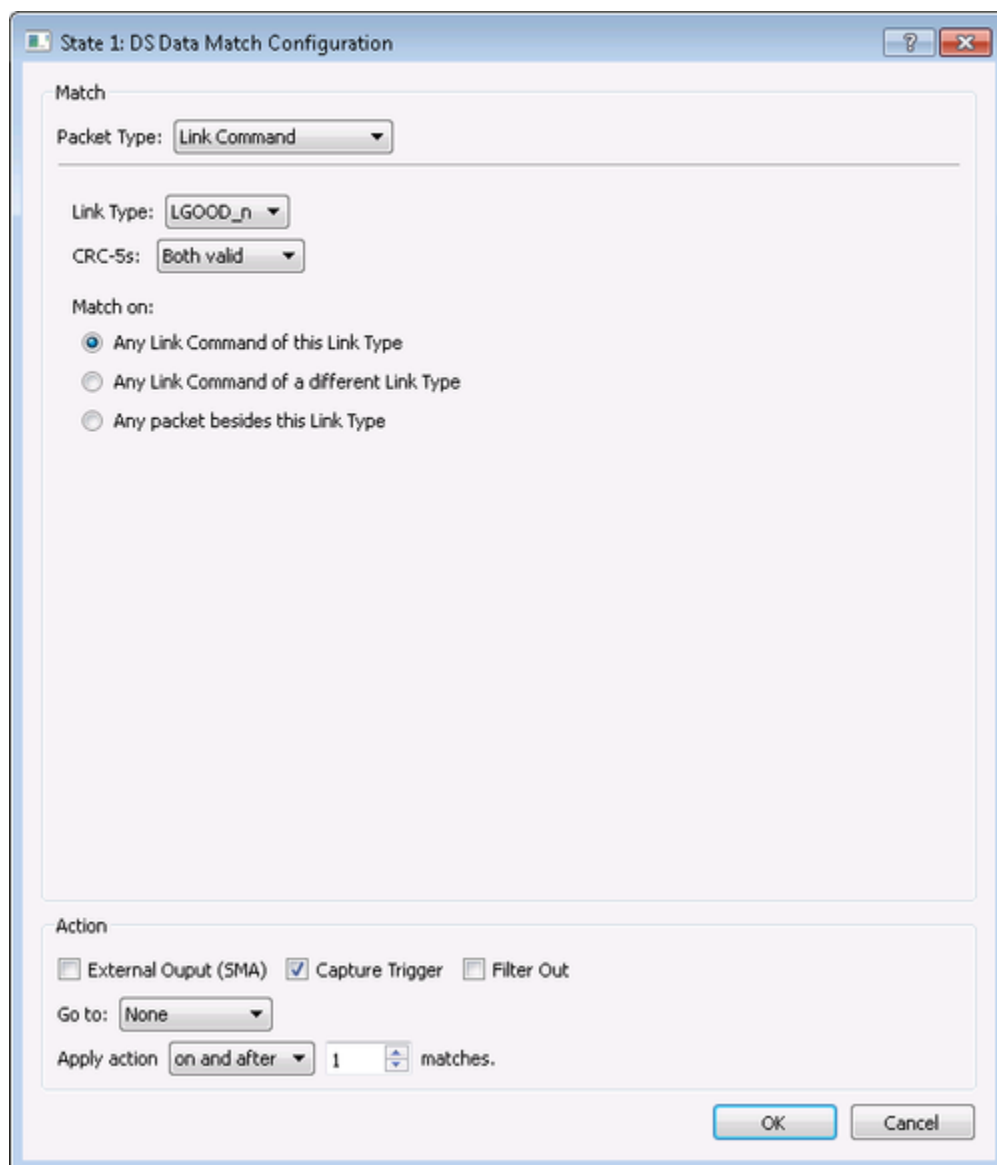
☒ Any Link Command of this Link Type

☐ Any Link Command of a different Link Type

☐ Any packet besides this Link Type

Figure 54 : Data Match Action Unit – Negative Criteria

Link Command Match Action Unit



State 1: DS Data Match Configuration

Match

Packet Type:

Link Type:

CRC-5s:

Match on:

☒ Any Link Command of this Link Type

☐ Any Link Command of a different Link Type

☐ Any packet besides this Link Type

Action

☐ External Output (SMA) ☒ Capture Trigger ☐ Filter Out

Go to:

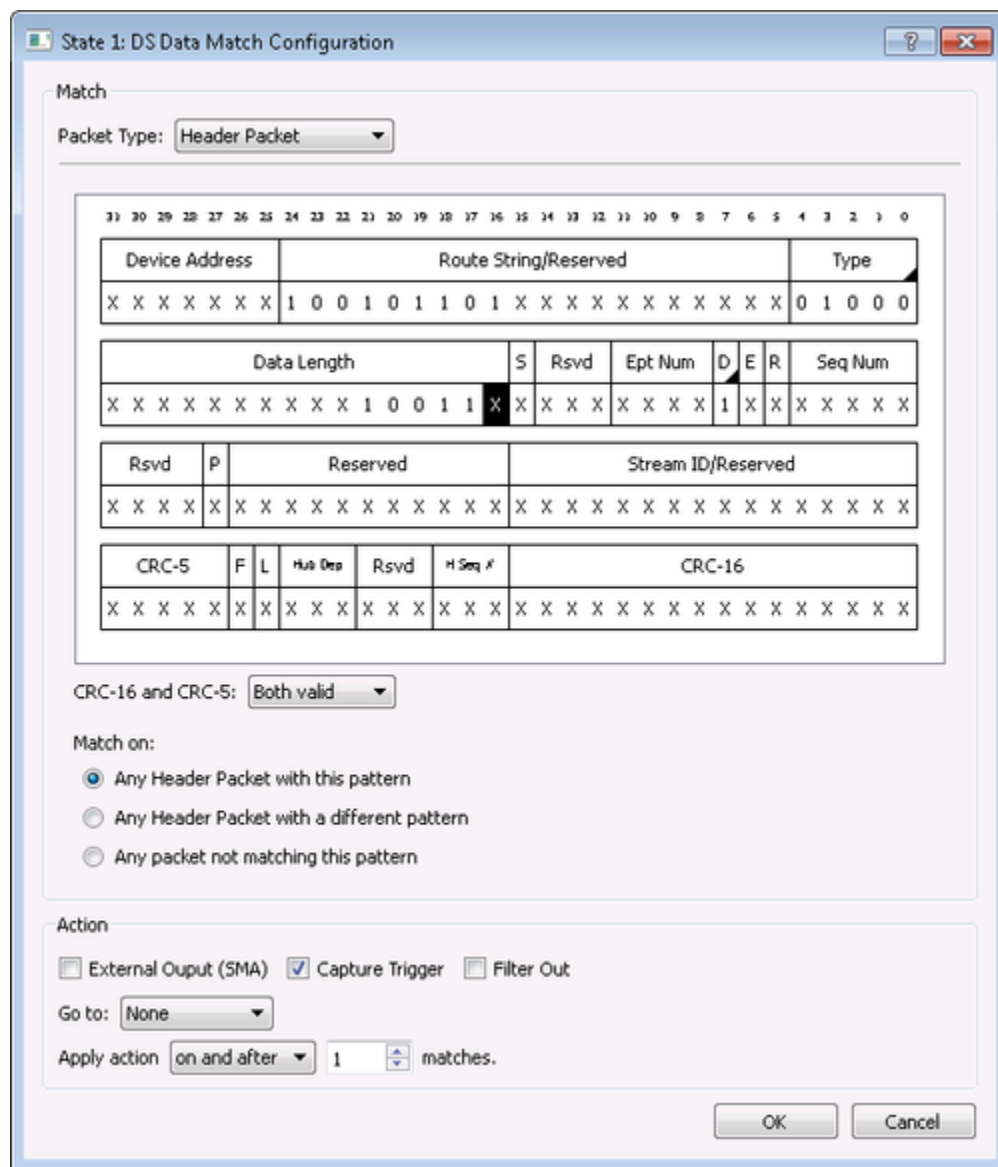
Apply action 1 matches.

OK Cancel

Figure 55 : Link Command Data Match Action Unit

The Link Command match action unit (Figure 55) provides the ability to match a specific link command. Checks for the validity of the CRCs can also be set.

Header Packet Match Action Unit



State 1: DS Data Match Configuration

Match

Packet Type: **Header Packet**

Device Address								Route String/Reserved																Type										
X	X	X	X	X	X	X	X	1	0	0	1	0	1	1	0	1	X	X	X	X	X	X	X	X	X	X	X	X	X	0	1	0	0	0

Data Length																S	Rsvd	Ept Num	D	E	R	Seq Num									
X	X	X	X	X	X	X	X	X	X	X	1	0	0	1	1	X	X	X	X	X	X	X	X	1	X	X	X	X	X	X	X

Rsvd		P	Reserved										Stream ID/Reserved																		
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

CRC-5					F	L	Hub Desc	Rsvd	H Seq #	CRC-16																					
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

CRC-16 and CRC-5: **Both valid**

Match on:

- ☒ Any Header Packet with this pattern
- ☐ Any Header Packet with a different pattern
- ☐ Any packet not matching this pattern

Action

☐ External Output (SMA) ☒ Capture Trigger ☐ Filter Out

Go to: **None**

Apply action **on and after** **1** matches.

OK Cancel

Figure 56 : Header Packet Data Match Action Unit

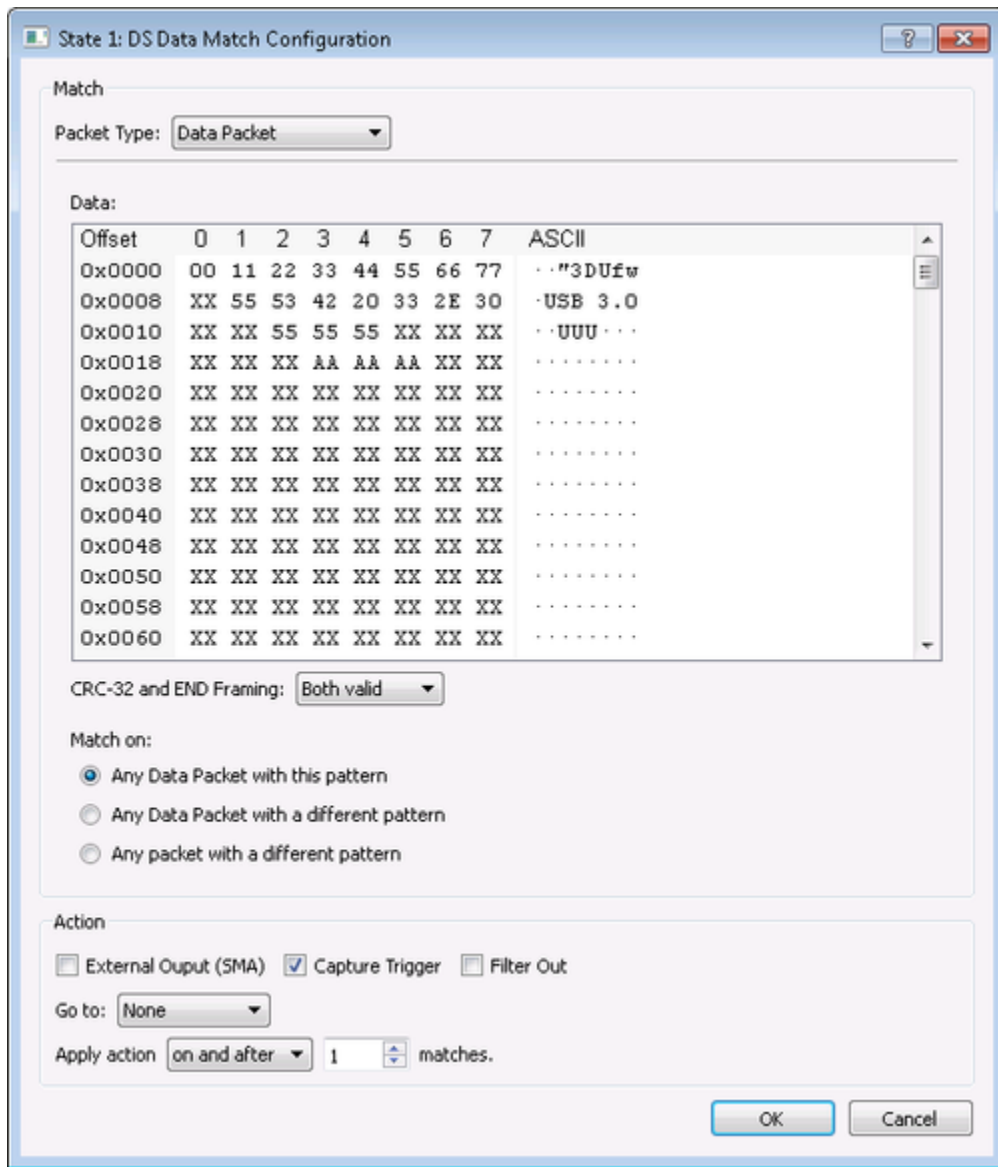
The Header Packet match action unit (Figure 56) provides the ability to set a specific data pattern to match in the header packet. The fields of the header packet follow the USB 3.0 specification. The fields available will depend on the type of header packet that is specified. The data pattern must be entered

in binary format with an X indicating that the specific bit does not need to be matched.

Fields marked with a black triangle in the bottom right corner are configured with presets to facilitate data entry. By clicking on the field, a drop-down menu will appear listing the available options. Please note that it is not necessary to use the drop-down menu, a bit pattern can be specified directly.

The fields available in the interface will update on the fly to match the type of header packet selected.

Data Packet



State 1: DS Data Match Configuration

Match

Packet Type: Data Packet

Data:

Offset	0	1	2	3	4	5	6	7	ASCII
0x0000	00	11	22	33	44	55	66	77	· · "3DUfw
0x0008	XX	55	53	42	20	33	2E	30	· USB 3.0
0x0010	XX	XX	55	55	55	XX	XX	XX	· UUU · ·
0x0018	XX	XX	XX	AA	AA	AA	XX	XX	· · · · ·
0x0020	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0028	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0030	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0038	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0040	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0048	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0050	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0058	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0060	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·

CRC-32 and END Framing: Both valid

Match on:

☒ Any Data Packet with this pattern

☐ Any Data Packet with a different pattern

☐ Any packet with a different pattern

Action

☐ External Output (SMA) ☒ Capture Trigger ☐ Filter Out

Go to: None

Apply action on and after 1 matches.

OK Cancel

Figure 57 : Data Packet Data Match Action Unit

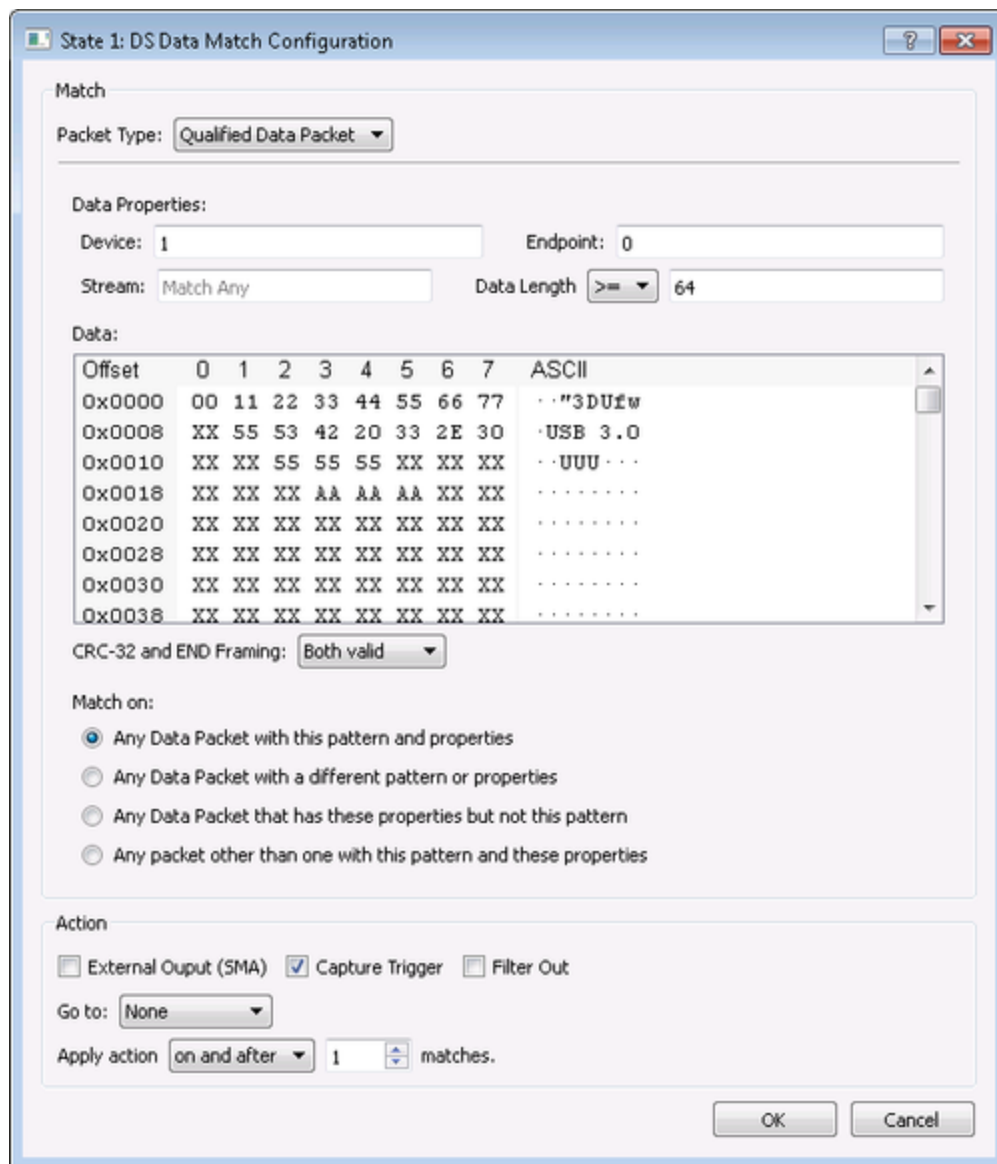
The Data Packet match action unit (Figure 57) can match a data pattern in the data payload. The hex editor interface for entering the data payload pattern is flexible. The user can enter data in hex, ASCII, binary, decimal, or octal. Right-clicking on the interface brings up a contextual menu that allows the user to change the input style, number of panes, radix, etc.

The data match pattern can be specified in the hex editor. **XX** can be used anywhere in the pattern as a wildcard to match any 1-byte datum at that location. The data match pattern can be up to 1024 bytes in length.

When data pattern matching is enabled, every data packet will have its data payload matched against as much of the pattern as the data payload size. So a data packet with an 8-byte data payload will be compared against the first 8 bytes of the data match pattern. And a data packet with a 64-byte payload will be compared against the first 64 bytes of the data pattern.

The CRC-32 and END Framing combo box can be specified to match a data packet which ends in a valid CRC-32 and END framing (Both valid), an invalid CRC-32 or EDB framing ("Either invalid"), or to ignore these fields entirely ("Both ignored").

Qualified Data Packet



State 1: DS Data Match Configuration

Match

Packet Type: **Qualified Data Packet**

Data Properties:

Device: **1** Endpoint: **0**

Stream: **Match Any** Data Length: **>= 64**

Data:

Offset	0	1	2	3	4	5	6	7	ASCII
0x0000	00	11	22	33	44	55	66	77	· · "3DUf w
0x0008	XX	55	53	42	20	33	2E	30	· USB 3.0
0x0010	XX	XX	55	55	55	XX	XX	XX	· UUU · ·
0x0018	XX	XX	XX	AA	AA	AA	XX	XX	· · · · ·
0x0020	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0028	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0030	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·
0x0038	XX	XX	XX	XX	XX	XX	XX	XX	· · · · ·

CRC-32 and END Framing: **Both valid**

Match on:

- ☒ Any Data Packet with this pattern and properties
- ☐ Any Data Packet with a different pattern or properties
- ☐ Any Data Packet that has these properties but not this pattern
- ☐ Any packet other than one with this pattern and these properties

Action

☐ External Output (SMA) ☒ Capture Trigger ☐ Filter Out

Go to: **None**

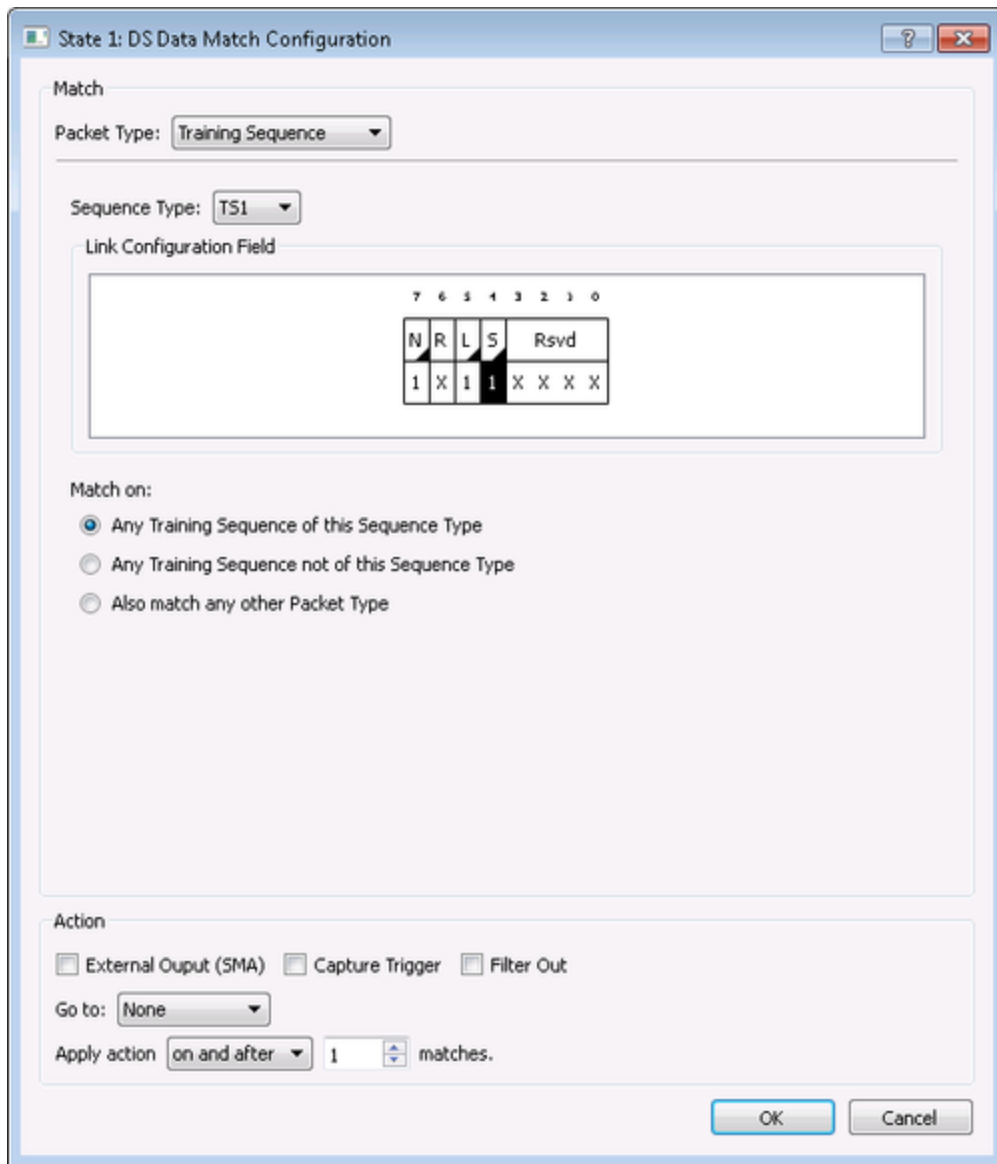
Apply action **on and after** **1** matches.

OK Cancel

Figure 58 : Qualified Data Packet Data Match Action Unit

The Qualified Data Packet match action unit (Figure 58) provides the same capabilities as the Data Packet match, but also provides the ability to specify additional parameters such as device, endpoint, stream ID, and data length.

Training Sequences



State 1: DS Data Match Configuration

Match

Packet Type: Training Sequence

Sequence Type: TS1

Link Configuration Field

7	6	5	4	3	2	1	0
N	R	L	S	Rsvd			
1	X	1	1	X	X	X	X

Match on:

- ☒ Any Training Sequence of this Sequence Type
- ☐ Any Training Sequence not of this Sequence Type
- ☐ Also match any other Packet Type

Action

☐ External Output (SMA) ☐ Capture Trigger ☐ Filter Out

Go to: None

Apply action on and after 1 matches.

OK Cancel

Figure 59 : Train Sequence Data Match Action Unit

The Training Sequence match action unit (Figure 59) can match a TS1, TS2, or TSEQ packet. For TS1 and TS2, the data pattern for the Link Configuration Field can be supplied.

Error

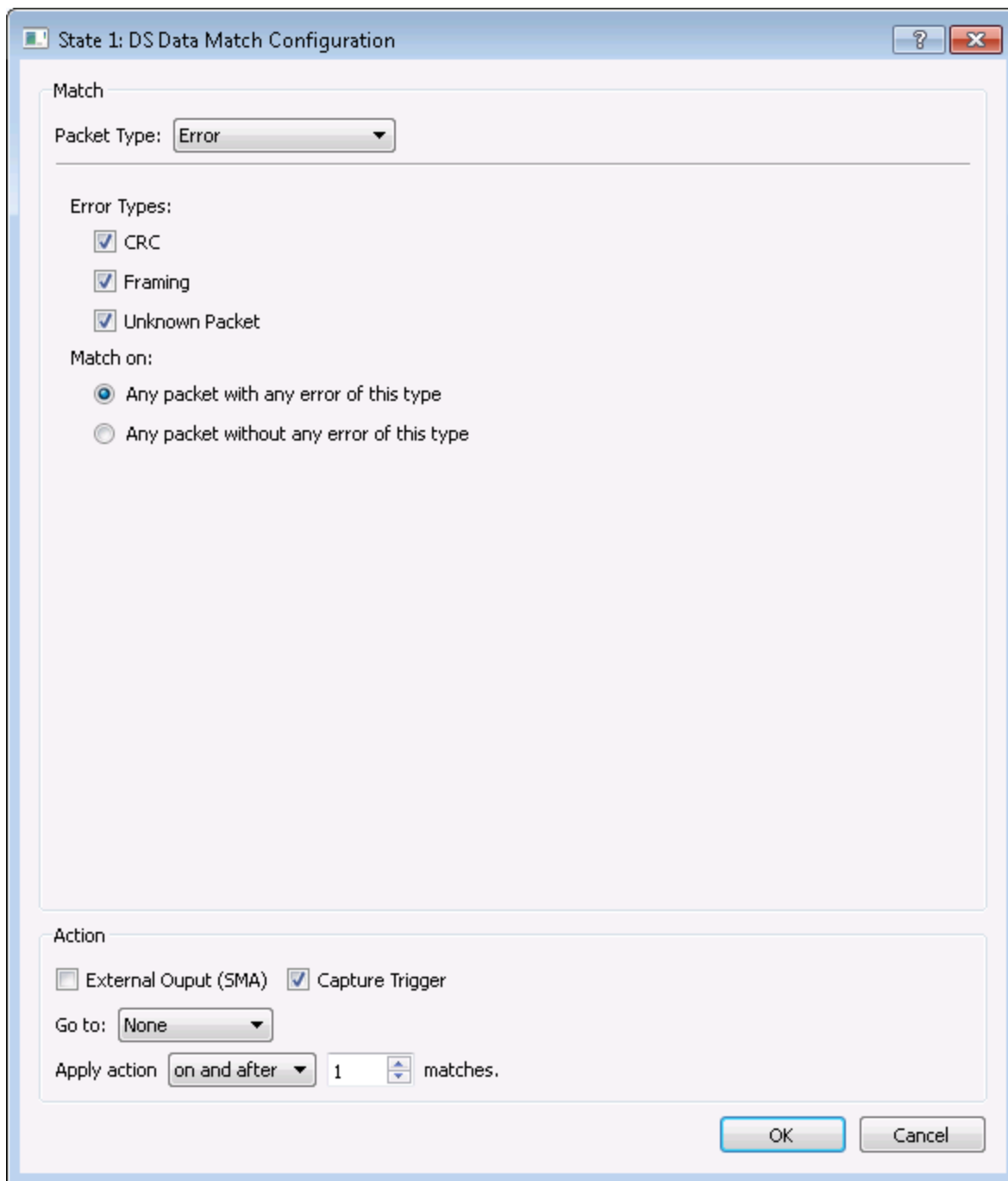


Figure 60 : USB 3.0 Error Data Match Action Unit

The Error match action unit (Figure 60) can match on any packet type which exhibits an error. The errors which can be matched are a CRC error, Framing error, or any unknown packet. Matches of this type cannot be filtered.

5 Gbit Transmission

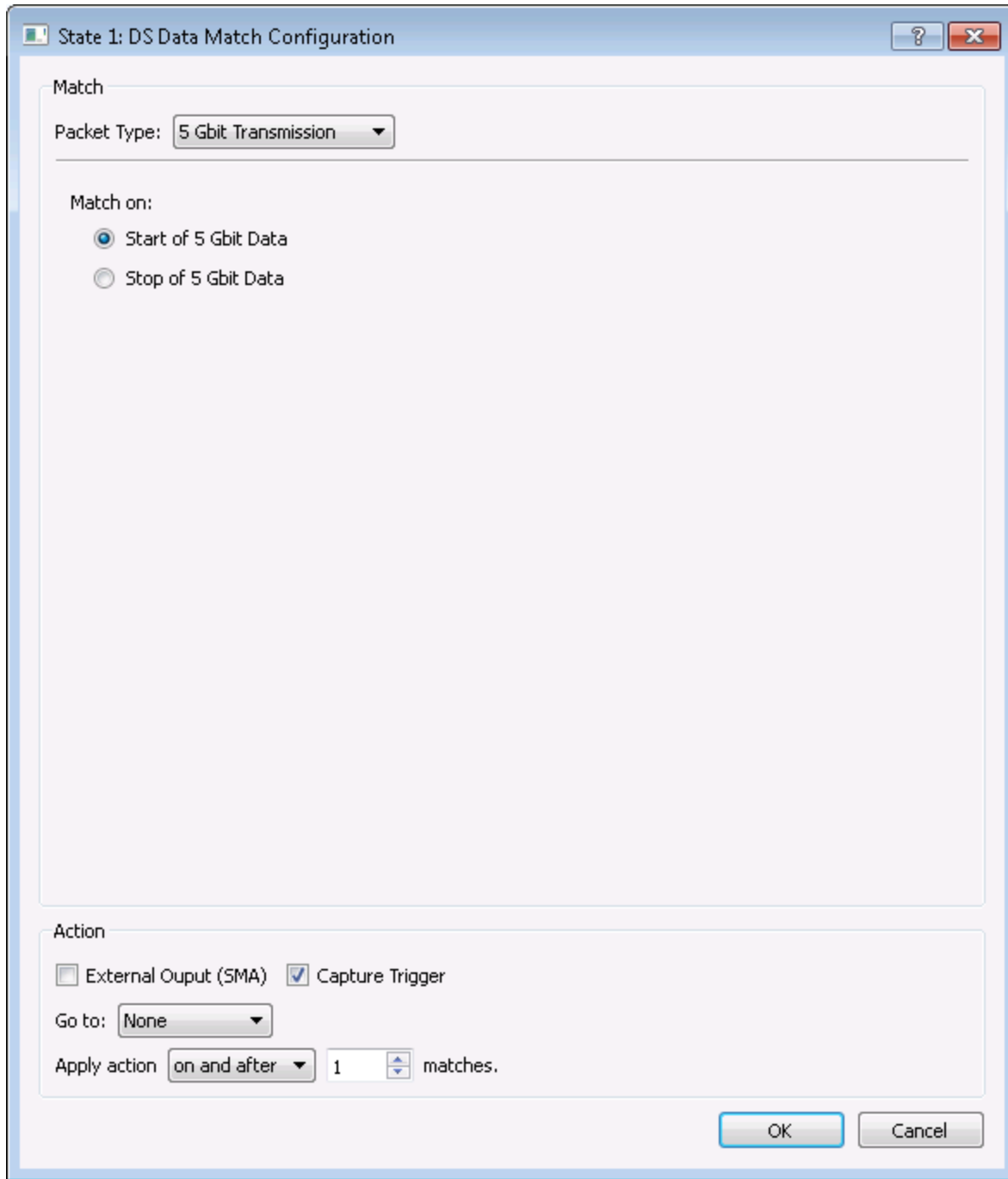


Figure 61 : USB 3.0 5 Gbit Transmission Data Match Action Unit

The 5 Gbit Transmission match action unit (Figure 61)) can match on the start or stop of 5 Gbit transmission. Matches of this type cannot be filtered.

7.3.14 IO Config

The USB 3.0 External IO (SMA) and the USB 2.0 complex matching External Output (Digital Output Pin 1) are configurable from the IO Config tab of the Additional Settings dialog (Figure 62).

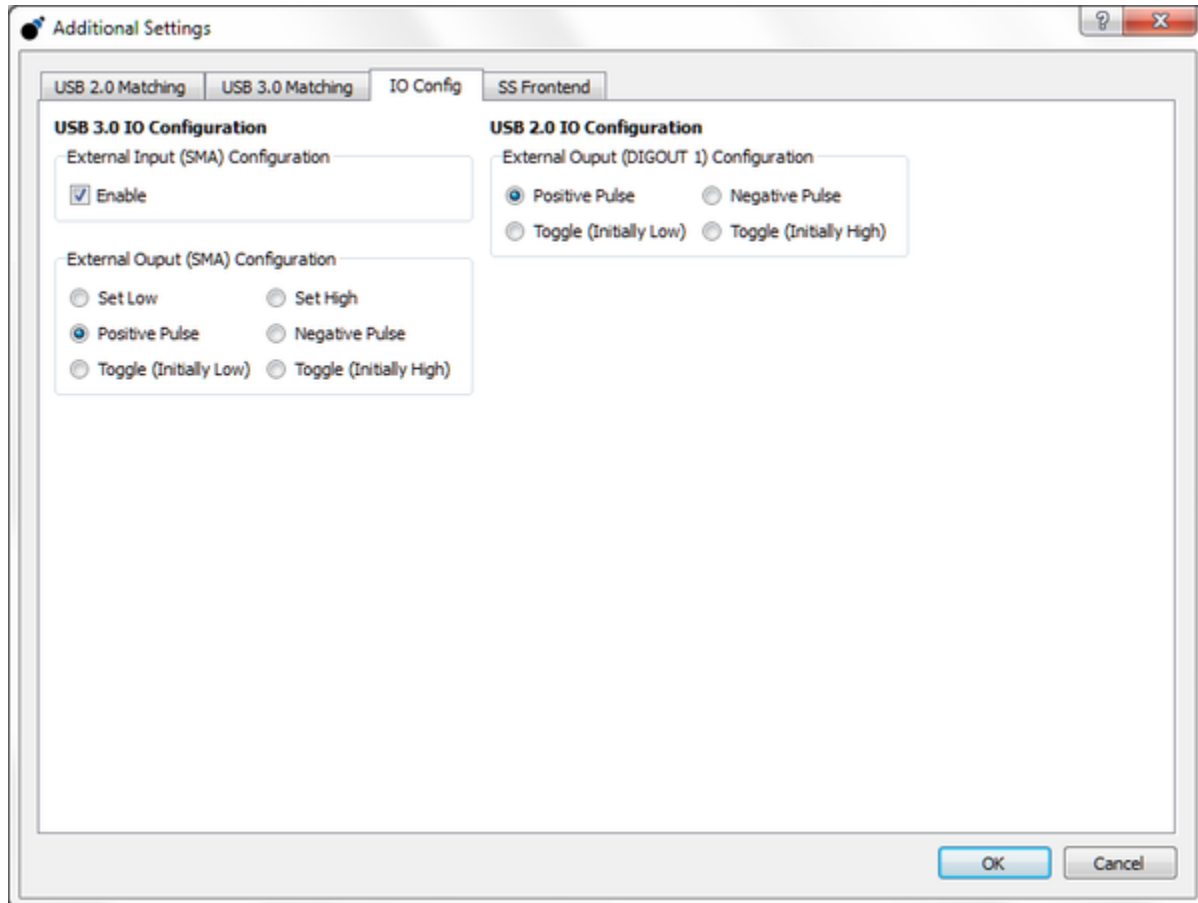


Figure 62 : USB Match/Action IO Configuration

The USB 3.0 external output can be set to one of the following behaviors when it is asserted:

- Set Low
- Set High
- Positive Pulse
- Negative Pulse
- Toggle (Initially Low)

- Toggle (Initially High)

WARNING: The USB 3.0 Digital Input and Output are only rated for 1.8 V. The USB 3.0 input and output of the Beagle USB 5000 analyzer have been optimized for maximum edge performance at 125 MHz. **Applying signals with higher voltage will damage your analyzer and void the warranty.**

The USB 2.0 external output can be set to one of the following behaviors when it is asserted:

- Positive Pulse
- Negative Pulse
- Toggle (Initially Low)
- Toggle (Initially High)

7.3.15 Frontend Settings

Given the speeds of USB 3.0, it is not possible to passively monitor the USB 3.0 bus. Consequently, the USB 3.0 data stream needs to be regenerated to send to the target receiver. It is important to note that the latency of this regeneration is only 1 ns and that the USB 3.0 signal is not retimed.

Since the signal is regenerated, it is possible to modify some aspects of the signal. The Frontend Settings tab (Figure 63) allows the user to configure this behavior.

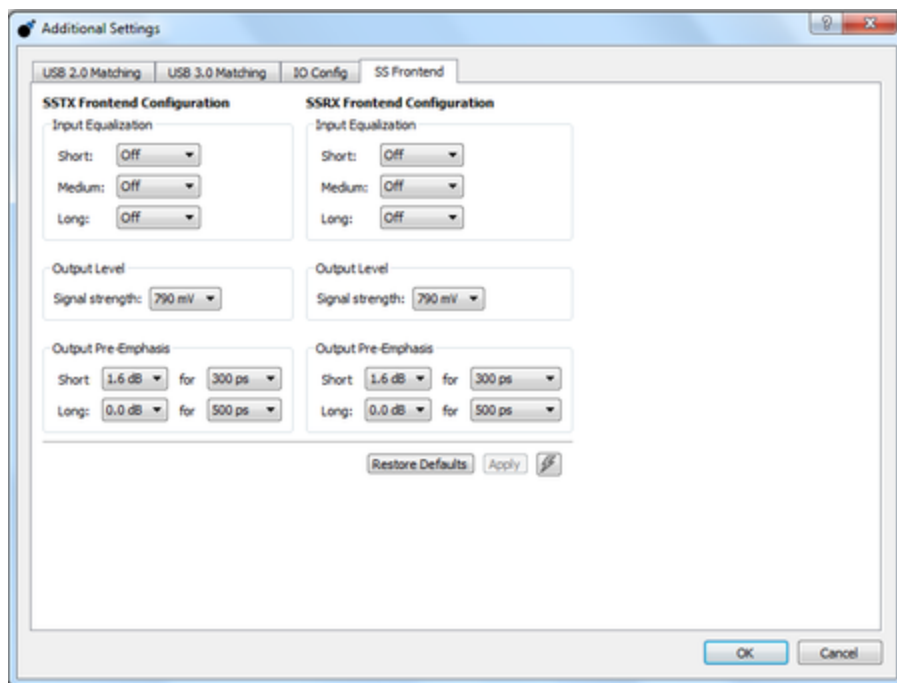


Figure 63 : USB 3.0 Frontend Settings

There are three different properties that can be set in either the upstream or downstream direction.

Output level is the signal levels sent by the transmitter in the Beagle USB 5000 analyzer. By lowering the output signal level, it is possible to test the sensitivity of the USB 3.0 receiver.

Input Equalization is used to correct for signal degradation due to transmission through a lossy channel. The equalization is broken up into three stages (short, medium, and long), which represent the size of the discontinuity causing the degradation. The equalization settings can correct for minimum, moderate, or maximum amount of degradation or can be turned off. For the most part, the default settings are adequate for most scenarios and do not need to be changed.

Output Pre-Emphasis is used to boost the signal sent by the transmitter to compensate for degradation as the signal is sent to the receiver. Pre-emphasis is broken up into two stages (short and long), which represent the size of the discontinuity expected to cause degradation. For each stage, the level (in dB) and the decay (in ps) of boost can be configured. For the most part, the default settings are adequate for most scenarios and do not need to be changed.

Frontend Configuration Buttons

Configuring the frontend settings can involve, at times, a bit of a trial and error. To assist with frontend configuration, several helpful buttons are provided below the frontend settings.

The "**Restore Defaults**" button lets you revert all of the frontend settings to their Data Center defaults at any time.

The "**Apply**" button lets you commit changes to the frontend settings without having to close the Additional Settings and Device Settings dialog.

The "**Auto Apply**" button takes the concept of the Apply button a step further any frontend settings changes made with Auto Apply enabled will be immediately committed to the analyzer (without having to click an Apply button).

7.4 Delayed-Download Capture

This mode is only available with the Beagle USB 480 analyzer. In this capture mode, the capture data is not streamed out of the analysis port of the Beagle analyzer until after the analyzer has stopped monitoring the bus. This greatly reduces the amount of USB traffic going to the Beagle USB 480 analyzer while the capture is active, and thus is primarily useful when the Beagle analyzer and the test device share the same host controller. Please refer to the **Device Operation** section of the Beagle datasheet for more information regarding the delayed-download mode of the Beagle analyzer.

7.4.1 Performing a Delayed-Download Capture

To run a delayed-download capture, select the Delayed-Download Capture Mode option in the Device Settings dialog. During the delayed-download capture, there will still be a small amount of Beagle USB 480 analyzer traffic on the capture bus since the software pings the analyzer to retrieve capture statistics. Therefore, if the monitored device is High-speed and shares its host controller with the Beagle Analyzer, it is advisable to enable the **Omit packets matching Beagle's device address** option to filter out the few Beagle packets that will remain during the delayed-download capture. In addition, because the capture will be stored in the Beagle analyzers hardware buffer during the capture, enabling the **Hardware input filter** options may be useful to allow for a longer capture by preventing non-essential traffic from being saved in the hardware buffer.

Once the capture settings have been set, click the "**Run Capture**" button to open the **Delayed-Download Capture** dialog (Figure 64).

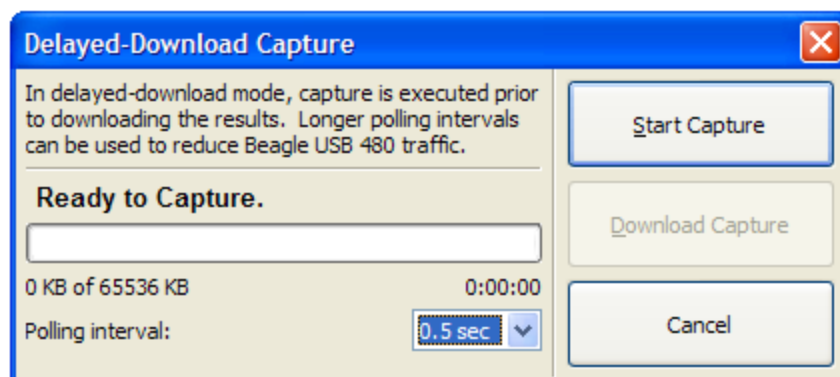


Figure 64 : Delayed-Download Capture dialog

Set the polling interval for the capture. When polling during the capture, the Data Center software will check the hardware buffer usage and display it in the progress bar. The polling will generate traffic on the bus, so polling can be disabled to eliminate this traffic by choosing **Never** for the polling interval.

Click the **Start Capture** button to start the capture. If polling is enabled, the progress bar will show the portion of the hardware buffer that has been filled with capture data. The progress bar will be updated every time the Data Center software polls the Beagle USB 480 analyzer. When the hardware buffer is full, the capture will stop and the dialog will say that it is ready to download the capture from the hardware.

If polling is disabled, the only way to know that the hardware buffer has filled and capture has stopped is by observing that the red activity LED on the Beagle Analyzer is no longer blinking and has turned off.

You may click the **Download Capture** button at any point to download the results. This will stop the capture if it had not already stopped. Once the download begins, the Delayed-Download Capture dialog will automatically close.

The **Cancel** button may be clicked at any time to exit the delayed-download process and close the dialog. This will completely discard any data that has been captured.

7.5 Capture Control Window

The Capture Control Window provides both control of a capture and visibility into the current state of the capture.

For the Beagle USB 12 analyzer and Beagle USB 480 analyzer, the Capture Control window behaves as described in the General overview Section 6.7.

The Capture Control window for a Beagle USB 5000 analyzer (Figure 65) is more complex and has three progress bars. The "USB 3" progress bar displays

the status of the USB 3.0 hardware memory buffer on the Beagle analyzer. The "USB 2" progress bar displays the status of the USB 2.0 hardware memory buffer on the Beagle analyzer. The "Software Capture Buffer" progress bar displays the status of the software capture buffer as described in the General overview.

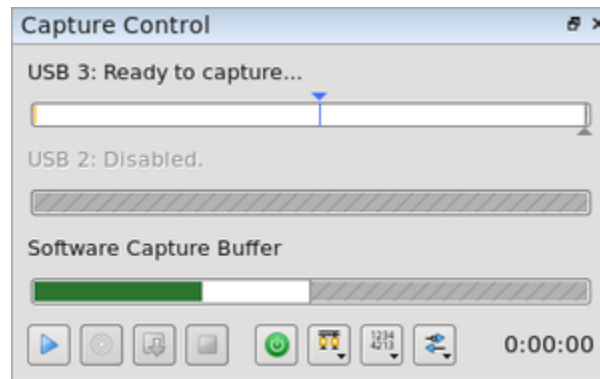


Figure 65 : Capture Control Window for the Beagle USB 5000 SuperSpeed Protocol Analyzer

The Beagle USB 5000 analyzer has two hardware buffers. A 2 GB buffer (upgradable to 4 GB) for USB 3.0 and a separate 128 MB buffer for USB 2.0. The USB 2.0 bus and USB 3.0 bus are essentially treated as two separate channels since they operate exclusively and in parallel. If the Beagle USB 5000 analyzer is configured to only capture USB 3.0 data, the "USB 2" progress bar will be disabled and vice versa. Both the "USB 3" and "USB 2" progress bars behave similarly.

Similar to the Device Settings Dialog, the entire progress bars represents the total amount of memory available. White areas indicate the amount of memory allocated for the pre- and post-trigger buffers. Gray areas indicates memory that is not available or not in use. When memory is used for captured, the white areas are filled with orange (pre-trigger data) or blue (post-trigger data). The amount of memory allocated for pre- and post-trigger is defined in the Device Settings. If the capture is set to be infinite, the entire status bar is used. If the amount of capture buffer is limited in the Device Settings dialog, the unused memory is filled with gray.

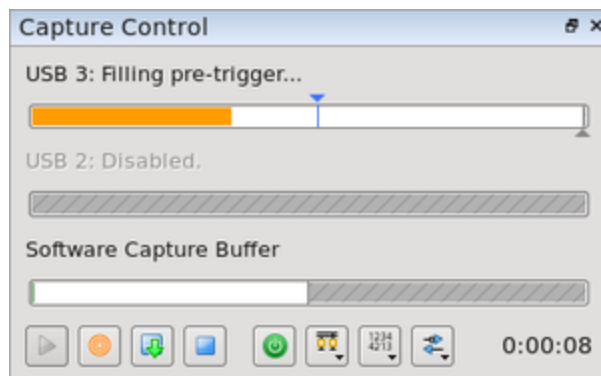


Figure 66 : Capture Control Window for the Beagle USB 5000 SuperSpeed Protocol Analyzer - filling the pre-trigger buffer

Once a capture starts, the pre-trigger buffers will fill and the orange bar in the progress bar will grow (Figure 66). The pre-trigger buffer is a circular buffer and will only fill up to the limit set in the Device Settings.

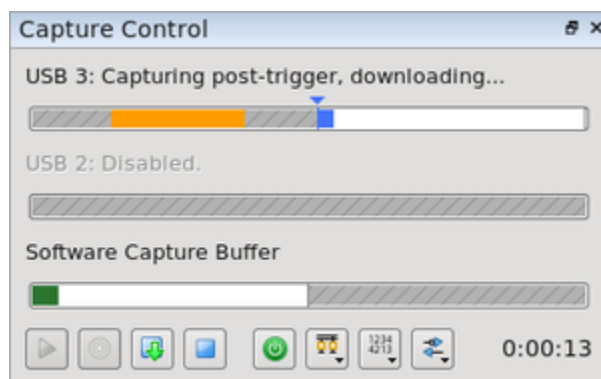


Figure 67 : Capture Control Window for the Beagle USB 5000 SuperSpeed Protocol Analyzer - downloading the pre-trigger buffer while filling the post-trigger buffer.

When the capture trigger occurs, a number of things happen simultaneously (Figure 67). The pre-trigger buffer will stop being filled, the post-trigger buffer will start being filled, and the analyzer will start streaming the data to the Analysis PC. Since the pre-trigger buffer has stopped the orange bar will stop growing, and any remaining white areas will be filled with gray to indicate that the pre-trigger memory is no longer available since the pre-trigger capture is complete. The orange buffer will be replaced with gray as the pre-trigger data is streamed off the analyzer. The pre-trigger capture is complete when all the orange has been replaced by gray, indicating that all the data has been downloaded to the Analysis PC.

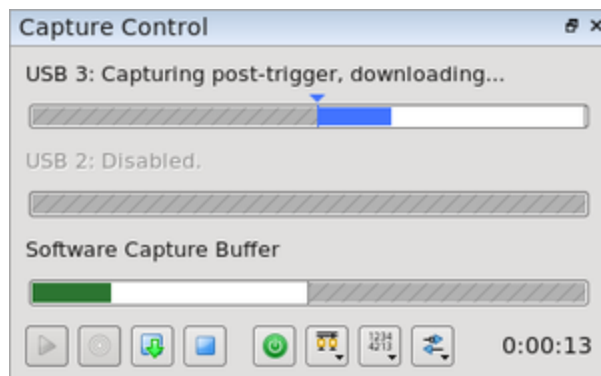


Figure 68 : Capture Control Window for the Beagle USB 5000 SuperSpeed Protocol Analyzer – pre-trigger buffer has been completely downloaded while the post-trigger is being filled

While the pre-trigger data is downloading, the post-trigger buffer will fill and the blue bar in the progress bars will grow (Figure 68). Once all the pre-trigger data has been downloaded, the post-trigger data will start being streamed off which will result in the blue buffer being replaced with gray. The post-trigger will continue to fill until the capture reaches its set limit, the Analysis PC runs out of memory, or the user stops the capture (Figure 69). Once the capture stops, any remaining white areas will be replaced with gray. The remaining data will download off the analyzer until the progress bars are completely gray, indicating that all data has been downloaded from the buffers.

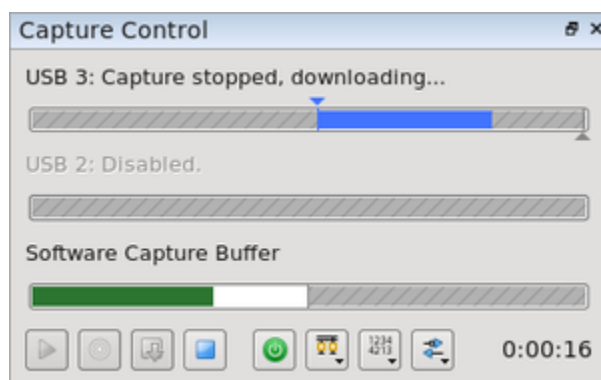


Figure 69 : Capture Control Window for the Beagle USB 5000 SuperSpeed Protocol Analyzer - the capture has been stopped and the post-trigger buffer continues to be downloaded.

Once data starts downloading to the Analysis PC, the "Software Capture Buffer" will start to fill with green as described in the General Section.

Additional controls for the Beagle USB 5000 analyzer are available in the Capture Control window.

Target Power

Use the "**Target Power**" button to toggle whether V_{BUS} is passed to the target device or not. This has the same effect as pressing the Target Power button on the front of the Analyzer. When V_{BUS} is being passed to the target device, the button will be green. When V_{BUS} is not passed through, the button will be red.

Receiver Termination

Use the **Receiver Termination** button to configure the receiver detection system. When the button is clicked, a pull-down menu provides the ability to set automatic receiver detection or to force receiver termination to be either on or off in either the upstream (UP) direction, downstream (DS) direction, or both directions. This button is only active when using a Beagle USB 5000 analyzer to capture USB 3.0 data.

When set to **Auto**, the Beagle USB 5000 analyzer will automatically detect the receiver termination as described in the datasheet. When set to **Force On**, the lines presented to the transmitter by the analyzer will always be terminated, regardless of the state of the receiver termination. When set to **Force Off**, the lines presented to the transmitter by the analyzer will not be terminated, regardless of the state of the receiver termination.

Data Scrambling

Use the "**Data Scrambling**" button to configure the data scrambling detection. When the button is clicked, a pull-down menu provides the ability to set automatic data scrambling detection or to force data scrambling to be either on or off in either the upstream (UP) direction, downstream (DS) direction, or both directions. This button is only active when using a Beagle USB 5000 analyzer to capture USB 3.0 data.

When set to **Auto**, the Beagle USB 5000 analyzer will automatically detect the polarity settings of the USB 3.0 link being monitored during the training sequence. When set to **Force On**, the Beagle USB 5000 analyzer will always display data as if the data has been scrambled. When set to **Force Off**, the Beagle USB 5000 analyzer will always display data as if the data has not been scrambled.

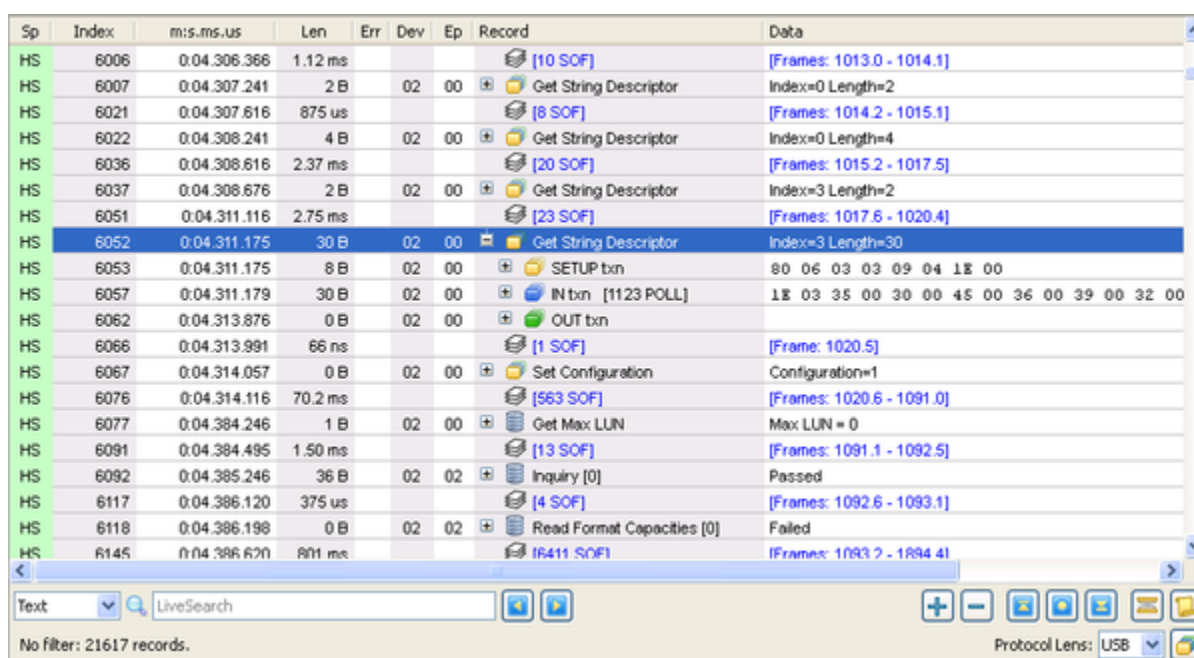
Polarity Detection

Use the "**Polarity Detection**" button to configure the polarity detection. When the button is clicked, a pull-down menu provides the ability to set automatic polarity detection or to force polarity to be either inverted or non-inverted in either the upstream (UP) direction, downstream (DS) direction, or both directions. This button is only active when using a Beagle USB 5000 analyzer to capture USB 3.0 data.

When set to **Auto**, the Beagle USB 5000 analyzer will automatically detect the polarity settings of the USB 3.0 link being monitored during the training sequence. When set to **Force Inverted**, the Beagle USB 5000 analyzer will always display data as if the polarity is inverted. When set to **Force Non-Inverted**, the Beagle USB 5000 analyzer will always display data as if the polarity is not inverted.

7.6 Transaction Window

The Transaction window (Figure 70) displays all the transactions as they were captured on the USB bus in real time.



Sp	Index	ms.ms.us	Len	Err	Dev	Ep	Record	Data
HS	6006	0:04:306.366	1.12 ms				[10 SOF]	[Frames: 1013.0 - 1014.1]
HS	6007	0:04:307.241	2 B		02	00	Get String Descriptor	Index=0 Length=2
HS	6021	0:04:307.616	875 us				[8 SOF]	[Frames: 1014.2 - 1015.1]
HS	6022	0:04:308.241	4 B		02	00	Get String Descriptor	Index=0 Length=4
HS	6036	0:04:308.616	2.37 ms				[20 SOF]	[Frames: 1015.2 - 1017.5]
HS	6037	0:04:308.676	2 B		02	00	Get String Descriptor	Index=3 Length=2
HS	6051	0:04:311.116	2.75 ms				[23 SOF]	[Frames: 1017.6 - 1020.4]
HS	6052	0:04:311.175	30 B		02	00	Get String Descriptor	Index=3 Length=30
HS	6053	0:04:311.175	8 B		02	00	SETUP txn	80 06 03 03 09 04 18 00
HS	6057	0:04:311.179	30 B		02	00	IN txn [1123 POLL]	18 03 35 00 30 00 45 00 36 00 39 00 32 00
HS	6062	0:04:313.876	0 B		02	00	OUT txn	
HS	6066	0:04:313.991	66 ns				[1 SOF]	[Frame: 1020.5]
HS	6067	0:04:314.057	0 B		02	00	Set Configuration	Configuration=1
HS	6076	0:04:314.116	70.2 ms				[563 SOF]	[Frames: 1020.6 - 1091.0]
HS	6077	0:04:384.246	1 B		02	00	Get Max LUN	Max LUN = 0
HS	6091	0:04:384.495	1.50 ms				[13 SOF]	[Frames: 1091.1 - 1092.5]
HS	6092	0:04:385.246	36 B		02	02	Inquiry [0]	Passed
HS	6117	0:04:386.120	375 us				[4 SOF]	[Frames: 1092.6 - 1093.1]
HS	6118	0:04:386.198	0 B		02	02	Read Format Capacities [0]	Failed
HS	6145	0:04:386.670	801 ms				[6411 SOF]	[Frames: 1093.2 - 1894.4]

Figure 70 : USB Transaction Window

For a general description of the Transaction window, see Section 6.1. The following describes the specifics of the USB Transaction window.

Speed (Sp)

The bus speed of the transaction (Beagle USB 480/5000 analyzer only). The background color of the column will also indicate the bus speed. The possible values displayed are shown in Table 5. SuperSpeed transactions have an arrow next to the SS that specifies the channel on which the transaction occurred (Upstream or Downstream) or have a double-headed arrow for SuperSpeed collapsed transactions that contain traffic from both streams. The HS, FS, LS, and LF transactions always have a double-headed arrow.

Table 5 : USB speed column values

Value	Meaning	Background color
SS	SuperSpeed	Blue
HS	High-speed	Green
FS	Full-speed	Yellow
LS	Low-speed	Red
LF	Low-speed over full-speed	Yellow

Length (Len)

The length of the transaction in bytes is shown if the transaction has a byte value. If the transaction doesn't have a byte value, such as bus events, the duration is shown instead.

Error codes (Err)

Error codes listing abnormal conditions that occurred while capturing the transaction. See Table 1 for the possible error codes. In addition, there are several USB specific error codes as described in Table 6.

Table 6 : USB-specific error code values

Code	Meaning	Description
0	Bad bit-stuff	The Beagle USB 12 analyzer has detected a bit-stuff error.
B	Bad signals	Invalid signal observed on the bus. With the Beagle USB 480/5000, this could be caused by a misaligned bit-stuff error.
C	Bad CRC	The CRC of the packet is invalid.
F	SOF/ITP frame number error	Unexpected frame number encountered. This could be caused by a discontinuity in the frame number sequence, a repeated frame number in full-speed, or greater or fewer than 8 repeated frame numbers in high-speed.
H	Invalid SPLIT bits	Certain bit patterns of the SPLIT packet are not allowed by the USB 2.0 Specification. Please refer to the USB 2.0 Specification section 8.4.2.2 for more information.
I	Invalid PID sequence	An invalid sequence of packets has been observed.
K	Classification error	An error occurred during class-level parsing.
L	Improper packet length	The packet has a length that is too large or too small for the packet's PID type.
Y	Unexpected PING	A PING token was seen but is unexpected. A PING token is expected to be seen only after one of these transactions: a OUT-DATA-NYET, a OUT-DATA-NAK, or a PING-NAK.

Z	Frame timing jitter	The frame was observed outside of the acceptable timing specification. Please refer to USB 2.0 Specification section 7.1.12 for the particular timing specifications.
S	Sequence error	For SuperSpeed, a Headers sequence number, a Link Good, or a Link Credit is not consecutive.
R	Stream error	For a SuperSpeed streaming bulk endpoint, the Transaction Packets or Data Packets did not follow the expected bulk streaming protocol.
E	EDB Framing	A SuperSpeed Data Packet Payload terminated with EDB framing.
G	Framing error	A symbol was corrupted on a SuperSpeed packet frame.

Dev

The device being addressed represented as a decimal value.

Ep

The endpoint being addressed represented as a decimal value.

Data

For individual packets, the **Data** column will show the raw data bytes including the PID and CRC. For some transactions, such as SETUP transactions, the **Data** column may show a parsed representation of its corresponding packet data. For other transactions, such as IN transactions, the **Data** column will show its internal packet data without any PID or CRC.

7.6.1 USB 2.0 Transaction Groups

USB packets are grouped into transactions when they are detected on the USB bus. The four transaction groups are IN, OUT, SETUP, and LPM. Each transaction group is denoted with a unique icon and can be expanded to reveal the individual packets. The timestamp of the group will match the timestamp of the first item in the group to appear on the bus.

Polling transactions that do not have a data payload, such as IN/NAK or PING/NAK, will also be included in the related transaction group. Figure 71 shows an example of this where the IN/NAKs associated with the IN transaction have been included in the IN group.

0:05.248.965	83 ns			 [1 SOF]
0:05.249.026	13 B	01	01	 IN txn [3 POLL]
0:05.249.026	5.30 us	01	01	 [3 IN-NAK]
0:05.249.033	3 B	01	01	 IN packet
0:05.249.034	16 B	01	01	 DATA1 packet
0:05.249.035	1 B	01	01	 ACK packet
0:05.249.090	83 ns			 [1 SOF]
0:05.249.185	31 B	01	01	 OUT txn

Figure 71 : IN/NAK collapsed packets included in IN transaction

As a result of grouping the polling transactions into higher level transaction groups, there may be situations where packets are shown out of chronological order. Figure 72 shows an example of this. The collapsed PING/NAK group at index 5604 has an earlier timestamp than the collapsed SOF group at index 5602. Digital input transactions may also appear out of order since they are not included in any transaction group.

5598	0:05.364.175	512 B	01	01	+ [OUT txn (NAK)]
5602	0:05.364.231	125 us			[2 SOF]
5603	0:05.364.187	512 B	01	01	- [OUT txn [83 POLL]]
5604	0:05.364.187	193 us	01	01	[83 PING-NAK]
5605	0:05.364.381		01	01	+ [PING-ACK]
5608	0:05.364.385	3 B	01	01	+ [OUT packet]
5609	0:05.364.386	515 B	01	01	0101 1010 DATA0 packet
5610	0:05.364.395	1 B	01	01	✓ ACK packet
5611	0:05.364.395	512 B	01	01	+ [OUT txn (NAK)]

Figure 72 : PING/NAK out of order grouping

Consecutive isochronous, or interrupt, transactions that are related may be grouped together as shown in Figure 73.

- [IN txn (SPLIT) [2 POLL]]
+ [2 SPLIT]
+ SPLIT packet
+ IN packet
0101 1010 MDATA packet
+ SPLIT packet
+ IN packet
0101 1010 DATA0 packet

Figure 73 : Grouped isochronous SPLIT transactions

7.6.2 USB 3.0 Transaction Groups

While at the lowest level, USB 3.0 data is made up of packets rather than tokens, the transaction grouping in the Data Center software follows the same convention as USB 2.0 data: IN, OUT, and SETUP transactions. Each transaction group is denoted with a unique icon and can be expanded to reveal the individual packets. The timestamp of the group will match the timestamp of the first item in the group to appear on the bus.

7.6.3 Special Transaction Types

Besides the four main transaction groups, there are several different types of transactions which can appear in the Transaction window.

Information

Start/Stop informational transactions indicate when a capture was started or stopped. These transactions appear in blue text.

Events

Event transactions represent non-packet bus activity, such as host connect, target device connect, bus reset, or bus speed events. These transactions are displayed as a text description of the event that occurred with further information available in the Info pane. These transactions appear in the Transaction window in green text. Please refer to the **Device Operation** section of the Beagle datasheet for more information on specifics of bus events and their timings.

The types of USB 2.0 event transactions are:

- **Host connected** – USB cable connected to upstream port.
- **Host disconnected** – USB cable disconnected from upstream port or voltage level dropped below detection threshold.
- **Target connected** – USB cable connected to downstream port.
- **Target disconnected** – USB cable disconnected from downstream port or voltage level dropped below detection threshold.
- **Reset** – Bus put into reset state.
- **Sync error** – Bad sync observed on packet. (Beagle USB 480/5000 only)
- **Low-speed** – The bus is operating at low-speed. (Beagle USB 480/5000 analyzer only)
- **Full-speed** – The bus is operating at full-speed. (Beagle USB 480/5000 analyzer only)
- **High-speed** – The bus is operating at high-speed. (Beagle USB 480/5000 analyzer only)
- **Suspend** – The bus has entered suspend state. (Beagle USB 480/5000 analyzer only)
- **Resume** – The bus has left suspend state. (Beagle USB 480/5000 analyzer only)

- **Keep-alive** – Low-speed keep-alive strobe detected. This signal is used by the host to keep low-speed devices from going into suspend mode. (Beagle USB 480/5000 analyzer only)
- **Chirp J** – A high-speed chirp J was observed. This signal is part of the High-speed Detection Handshake used by high-speed devices to transition from full-speed to high-speed. (Beagle USB 480/5000 analyzer only)
- **Chirp K** – A high-speed chirp K was observed. This signal is part of the High-speed Detection Handshake used by high-speed devices to transition from full-speed to high-speed. (Beagle USB 480/5000 analyzer only)
- **Tiny J** – A false J caused by a voltage divider effect between the device pulling up the D+ line with a 1.5K resistor and the host not driving the data line to ground with a sufficiently low enough output resistance. (Beagle USB 480/5000 analyzer only)
- **Tiny K** – A false K caused by a voltage divider effect between the device pulling up the D- line with a 1.5K resistor and the host not driving the data line to ground with a sufficiently low enough output resistance. (Beagle USB 480/5000 analyzer only)
- **Input line change** – Voltage change on one or more of the input lines detected. (Beagle USB 480/5000 analyzer only)
- **OTG HNP** – An On-The-Go Host Negotiation Protocol was detected. (Beagle USB 480/5000 analyzer only)
- **OTG SRP data-line pulse** – A data-line pulse of the On-The-Go Session Request Protocol was detected. (Beagle USB 480/5000 analyzer only)
- **OTG SRP V_{BUS} pulse** – A V_{BUS} pulse of the On-The-Go Session Request Protocol was detected. (Beagle USB 480/5000 analyzer only)

The types of USB 3.0 event transactions are:

- **V_{BUS} Present** – V_{BUS} detected between the target host and the target device.
- **V_{BUS} Absent** – V_{BUS} not detected between the target host and the target device.
- **SuperSpeed Target Connected** – USB 3.0 cable connected to the downstream port
- **SuperSpeed Target Disconnected** – USB 3.0 cable disconnected from the downstream port
- **SuperSpeed Host Connected** – USB 3.0 cable connected to the upstream port

- **SuperSpeed Host Disconnected** – USB 3.0 cable disconnected from the upstream port
- **Manual Trigger or USB2 Trigger** – USB 2.0 capture triggered
- **Manual Trigger or USB3 Trigger** – USB 3.0 capture triggered
- **LTSSM Transitions**

Collapsed

There are common packet sequences that are repeated frequently on the USB bus which can quickly fill up a capture and make it difficult to find the data of interest. In order to reduce this problem, the Data Center software will automatically "collapse" these sequence of packets into a single row. Packets will only be collapsed together if they share the same device and endpoint. Some of these collapsed transactions may appear in transaction groups.

These collapsed packets will collapse the following types of data.

SOF

Start-of-Frame. These packets are issued once every millisecond in full-speed and every 125 microseconds in high-speed to keep devices synchronized with the host.

Keep-alive

Low-speed keep-alive strobe. This signal is used by the host to keep low-speed devices from going into suspend mode. (Beagle USB 480/5000 analyzer only)

IN/NAK

Some USB devices require the host to periodically poll the device to see if any changes occurred. The host will issue an IN packet and if the device has no changes, it will send a NAK. This sequence of packets can quickly eat up capture space when a device is idle and is therefore collapsed.

IN/ACK

When an IN/DATA/ACK occurs on a parallel USB link, only the IN and the ACK will be observed by the Beagle analyzer. Therefore, this packet group is collapsed.

PRE/IN, PRE/IN/NAK, PRE/IN/PRE/ACK

When a host communicates to a low-speed device through a full-speed hub, the host must send the hub a PRE packet before every packet to the low-speed device. This alerts the hub that the packet that follows the PRE will be transmitted at the low-speed data rate. This is called low-speed over full-speed.

These packet groups are similar to IN/NAK and IN/ACK, so are similarly collapsed.

PING/NAK

PING packets are used in high-speed traffic to poll if a device is ready to receive data. The NAK packet indicates that the device is not yet ready to receive more data.

SPLIT transactions

Split transactions are used by the host to communicate with a full- or low-speed device through a high-speed hub. (Beagle USB 480/5000 analyzer only)

In a typical situation, the host will send a START-SPLIT packet (SSPLIT) to the hub. The split packet will contain flags indicating which port to send the following packets to and what speed to send them at. Then the host will send the token packet (IN, OUT, or SETUP) to send to the full- or low-speed device. For OUT and SETUP transactions, a data packet will follow. Then the hub may or may not send an ACK to the host, depending on the transfer type.

The hub will then transmit the packets to the downstream device at the requested bus speed. The host will then periodically poll the hub to see if the hub has completed the transaction and to get the response of the device. The host does this by sending the hub a complete-split (CSPLIT) packet followed by the same token packet it sent earlier. The hub will then either respond with a NYET to indicate that it is not yet done sending the transaction, or it will respond with the devices response (data or NAK for IN tokens, a handshake packet for OUT and SETUP tokens).

Since there can be a good deal of polling with split transactions, including using IN packets to poll the downstream device, the following packet groups are collapsed into SPLIT groups:

- SSPLIT/IN will be shown as [START]
- SSPLIT/IN/ACK will be shown as [START]
- CSPLIT/IN/NYET will be shown as [NYET]
- CSPLIT/IN/NAK will be shown as [NAK]

The following packets groups are collapsed inline with their associated transaction group:

- CSPLIT/OUT/NYET
- CSPLIT/SETUP/NYET

Orphaned packets

It is common to observe orphaned packets when multiple devices are plugged into the same host controller, or if a USB hub is present on the bus.

Orphaned transactions are transactions which the Beagle analyzer only sees a portion of because the target device is on a different branch of the USB tree. Since all messages from the host are broadcast throughout the entire bus, the Beagle analyzer will only see one half of the conversation.

Consider the bus topology in Figure 74.

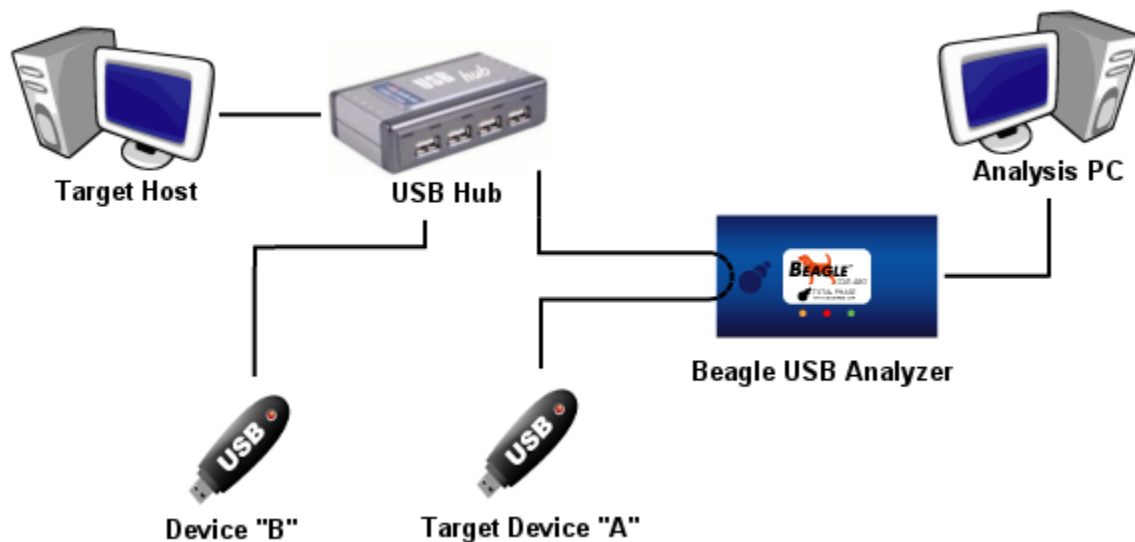


Figure 74 : *USB topology which causes orphaned packets*

In this configuration, the Beagle sees all traffic between the host and device A, but only downstream traffic from the host to device B. For example, if the Host sends an IN to Device B and Device B NAKs the IN, the Beagle will have only seen the IN. We consider such packets to be orphaned and group them accordingly in the Data Center software.

Note that a hub retransmits packets destined for itself. So, even if device B were not present in Figure 74, the Beagle would still see orphaned packets from the communication between the hub and the host.

Even if the hub were not present, the Beagle would observe orphaned packets if devices A and B were connected to the same host controller.

Training Sequences

Training sequences packets: TSEQ, TS1, and TS2 are repeated many times when a USB 3.0 device is first plugged in to establish a communication link between the transmitter and the receiver. It is not uncommon for there to be

a significant number of PHY errors during the training sequence while the link is being established. Once the link is established, PHY Errors should be uncommon.

LFPS

Low-Frequency Periodic Signaling packets is a lower frequency packet sent on the SuperSpeed data lines to manage signal initiation and low power management on a link between two ports.

7.6.4 Capture Notifications

Notifications are sometimes shown in the Transaction Window to provide capture feedback and to assist with progressing through a capture.

Sync-Standby

Cross-Analyzer Sync allows two or more Beagle USB 5000 analyzers to capture traffic with synchronized timestamps and capture events. In order to accomplish this synchronization, all analyzers attached to a Sync chain must wait, when capture is started, in the Sync-Standby state until every analyzer in the chain has been placed in Sync-Standby.

When a Beagle USB 5000 analyzer is being used with Cross-Analyzer Sync, and at least one other analyzer in the Sync chain has not yet been started, a Sync-Standby notification will appear in the upper-left corner of the Transaction Window when the capture start button is pressed. Figure 75 shows an example of the Sync-Standby notification.

The notification should be handled in one of two ways:

1. Start all other analyzers in the Cross-Analyzer Sync chain. The notification will automatically disappear once the analyzer has progressed past the Sync-Standby capture state.
2. Press the **"Release from Sync"** button on the right side of the notification. Pressing this button will completely remove the analyzer from the Cross-Analyzer Sync chain for the remainder of the current capture. Once removed from the Sync chain, the analyzer will not have timestamps, capture triggers or capture stop events synchronized with the other analyzers.

Please refer to the **Device Operation** section of the Beagle datasheet for more information on the Cross-Analyzer Sync feature, including how to connect the Sync HDMI cables.

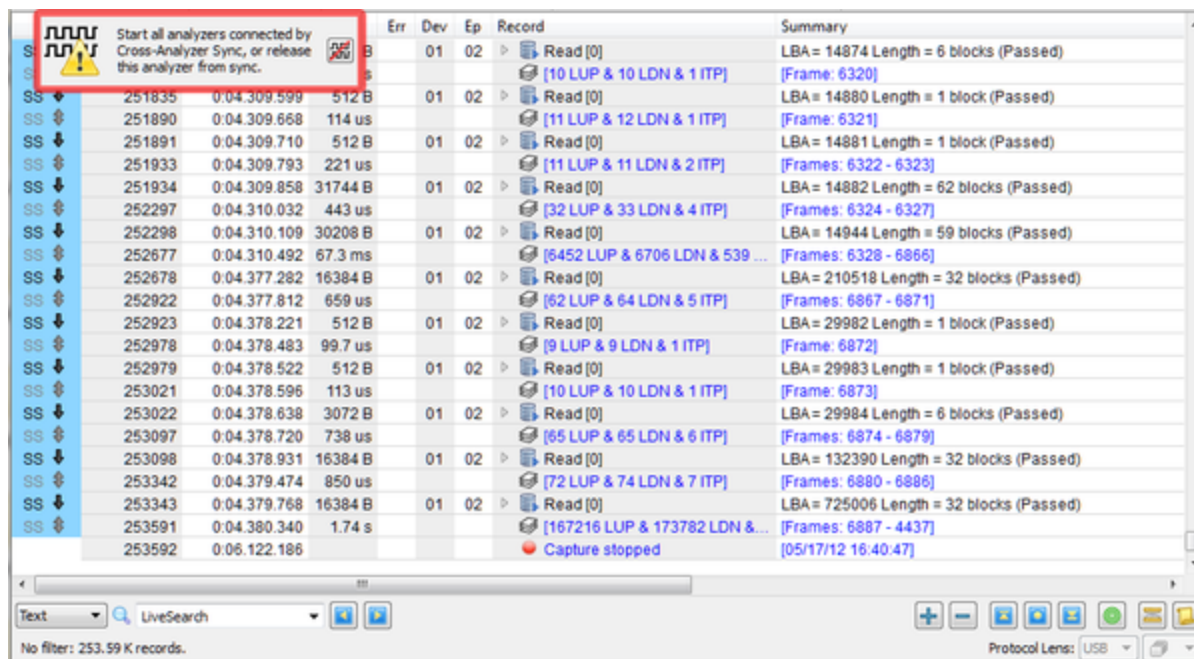
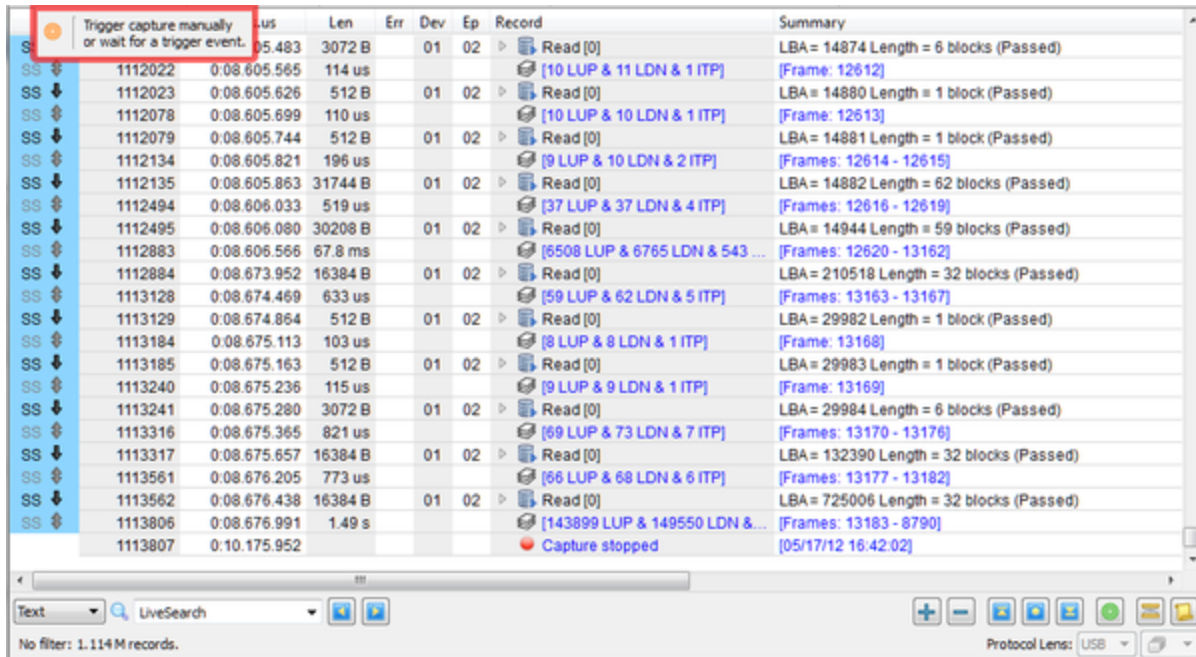


Figure 88 : The Transaction Window with the Cross-Analyzer Sync standby notification highlighted

Pre-Trigger

When a Beagle USB 480 Power or Beagle USB 5000 analyzer is in the pre-trigger capture state (capturing traffic to the hardware buffer, but not yet downloading data to the analysis PC), a notification is shown in the upper-left corner of the Transaction Window. The notification includes a trigger button that, when clicked, will cause the software to manually trigger capture. The button is the same as that in the Capture Control window (Section 6.7). Figure 76 shows an example of the pre-trigger notification.



Status	Time	Len	Err	Dev	Ep	Record	Summary
S	1112022	0:08.605.565	114 us	01	02	Read [0]	LBA = 14874 Length = 6 blocks (Passed)
SS	1112023	0:08.605.626	512 B	01	02	[10 LUP & 11 LDN & 1 ITP]	[Frame: 12612]
SS	1112078	0:08.605.699	110 us			Read [0]	LBA = 14880 Length = 1 block (Passed)
SS	1112079	0:08.605.744	512 B	01	02	[10 LUP & 10 LDN & 1 ITP]	[Frame: 12613]
SS	1112134	0:08.605.821	196 us			Read [0]	LBA = 14881 Length = 1 block (Passed)
SS	1112135	0:08.605.863	31744 B	01	02	[9 LUP & 10 LDN & 2 ITP]	[Frames: 12614 - 12615]
SS	1112494	0:08.606.033	519 us			Read [0]	LBA = 14882 Length = 62 blocks (Passed)
SS	1112495	0:08.606.080	30208 B	01	02	[37 LUP & 37 LDN & 4 ITP]	[Frames: 12616 - 12619]
SS	1112883	0:08.606.566	67.8 ms			Read [0]	LBA = 14944 Length = 59 blocks (Passed)
SS	1112884	0:08.673.952	16384 B	01	02	[6508 LUP & 6765 LDN & 543 ...]	[Frames: 12620 - 13162]
SS	1113128	0:08.674.469	633 us			Read [0]	LBA = 210518 Length = 32 blocks (Passed)
SS	1113129	0:08.674.864	512 B	01	02	[59 LUP & 62 LDN & 5 ITP]	[Frames: 13163 - 13167]
SS	1113184	0:08.675.113	103 us			Read [0]	LBA = 29982 Length = 1 block (Passed)
SS	1113185	0:08.675.163	512 B	01	02	[8 LUP & 8 LDN & 1 ITP]	[Frame: 13168]
SS	1113240	0:08.675.236	115 us			Read [0]	LBA = 29983 Length = 1 block (Passed)
SS	1113241	0:08.675.280	3072 B	01	02	[9 LUP & 9 LDN & 1 ITP]	[Frame: 13169]
SS	1113316	0:08.675.365	821 us			Read [0]	LBA = 29984 Length = 6 blocks (Passed)
SS	1113317	0:08.675.657	16384 B	01	02	[69 LUP & 73 LDN & 7 ITP]	[Frames: 13170 - 13176]
SS	1113561	0:08.676.205	773 us			Read [0]	LBA = 132390 Length = 32 blocks (Passed)
SS	1113562	0:08.676.438	16384 B	01	02	[66 LUP & 68 LDN & 6 ITP]	[Frames: 13177 - 13182]
SS	1113806	0:08.676.991	1.49 s			Read [0]	LBA = 725006 Length = 32 blocks (Passed)
	1113807	0:10.175.952				[143899 LUP & 149550 LDN & ...]	[Frames: 13183 - 8790]
						Capture stopped	[05/17/12 16:42:02]

Figure 76 : The Transaction Window with the pre-trigger notification highlighted

7.7 Capture View

Three unique capture views are available in Data Center when using a Beagle USB 5000 or Beagle USB 480 Protocol Analyzer. Two capture views are available when using a Beagle USB 12 Protocol Analyzer. Please note that Packet View is not available when using the Data Center software with the Beagle USB 12 Protocol Analyzer. To select a Capture View, use the Capture View Menu in the Transaction Window Controls section of the application (Section 5.3.3).

-  **Packet** – Protocol-level decoding is performed, and records are in time-order. Collapsed groups, such as SOFs and IN-NAKs are broken up as necessary to ensure records are in timestamp order. **Only captures run in Sequential Mode (Section 7.2.1) can be viewed in Packet View.**
-  **Transaction** – Protocol-level decoding is performed. Records may **not** be in time-order. Collapsed groups are not broken up for time-order preservation. Since there is no time-order restriction, captures generally appear more compact in this view than in Packet View.
-  **Class** – Class-level parsing is performed. Records may **not** be in time-order. Captures generally appear high-level and compact in this

view. For more information regarding class-level parsing, see Section 7.10.

7.8 LTSSM View

Track the progression of top-level SuperSpeed LTSSM transitions during a capture using the Data Center software's interactive LTSSM diagram (Figure 77). The view is accessible via  in the application toolbar.

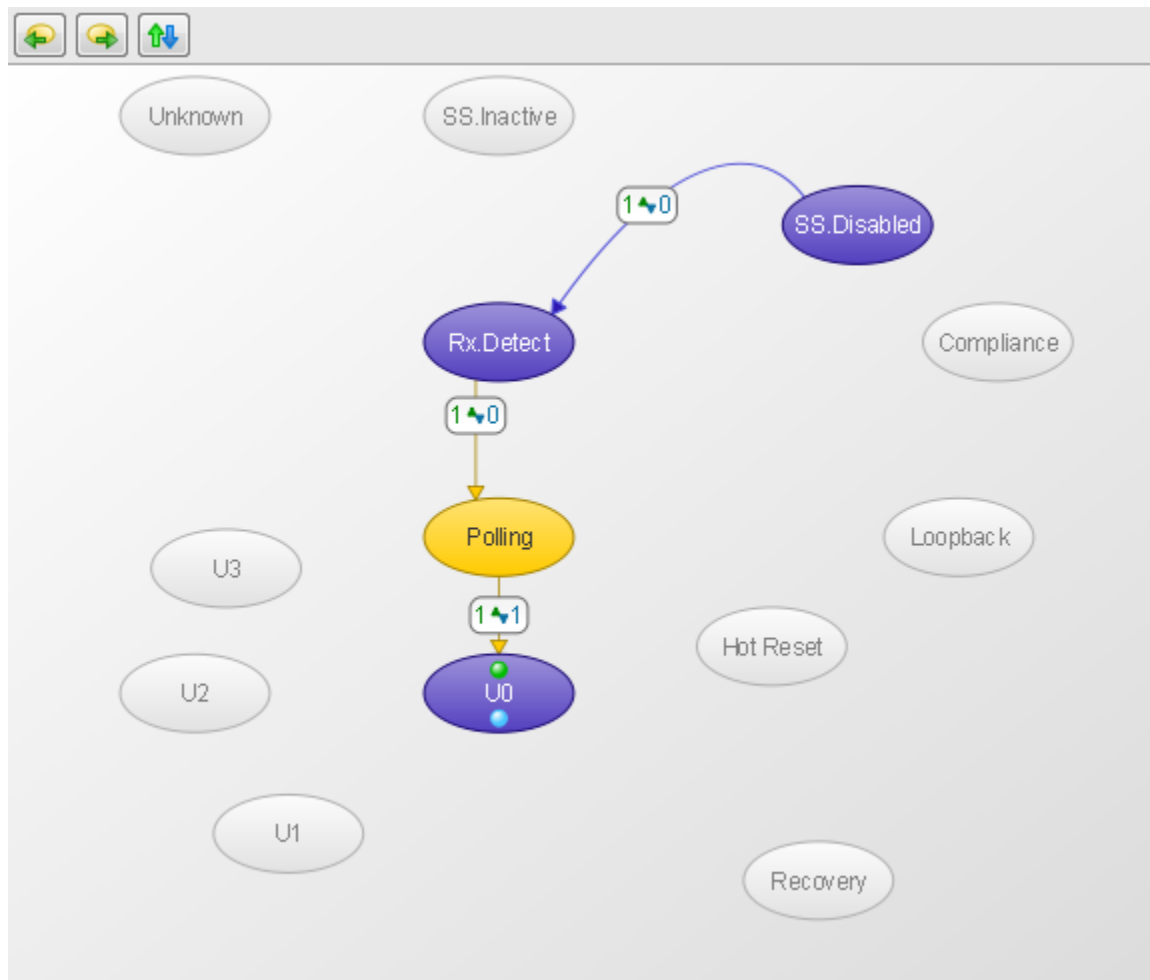
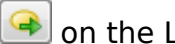


Figure 77 : LTSSM view of a capture that entered four link states: *SS.Disabled*, *Rx.Detect*, *Polling*, and *U0*. Green and blue arrows on the task bar indicate visibility of both upstream and downstream state transitions. Gold highlights on *Polling* and adjoining arrows show that the currently selected record (not pictured) occurred while the bus was in that state, having entered it from *Rx.Detect* and subsequently exited towards *U0*. Also pictured: the count of each transition that occurred, both upstream (green) and downstream (blue). Following the same color code, the final captured states for both streams are decorated with spherical markers above and below the label (in this case, on *U0*).

7.8.1 Interacting with the LTSSM View

Controls in the LTSSM View enable filtering of which transitions should be represented on the diagram as well as LTSSM-centric traversal of the record list.

- **Toggle visibility of upstream and downstream state transitions** in the diagram with  on the LTSSM View toolbar.
- **Jump to the previous or next state transition** relative to the selected record with  and  on the LTSSM View toolbar, respectively.
- **Cycle through occurrences of a particular state** by *hovering* over the state ellipse of interest and *rolling the mouse wheel*. Rolling upwards navigates to the previous instance of the state relative to the currently selected record, and rolling downwards to the next instance.
 - Alternatively, repeatedly *click* the state to cycle through matching transition records, starting at the first.
- **Cycle through occurrences of a particular transition** by *hovering* over the counter embedded on the transition arrow of interest (e.g. ) and either *rolling the mouse wheel* or *clicking*. The behavior is identical to navigating states (see previous bullet point).
- **Jump to the first/previous/next/last instance of a state or transition** by *right-clicking* on either the state ellipse or transition counter of interest and *selecting* the desired option from the context menu.

- **View all valid transitions from a state according to the USB spec** by *hovering* the mouse pointer over the state of interest. After a short delay, any transitions originating from that state that weren't already visible will appear in faint gray.

7.9 Hub Latency View

Hub Latency View				
Start time: 09/06/13 08:26:51				
Beagle 5000v2 #1: Not Connected		Beagle 5000v2 #2: Not Connected		Export
B1 Index	B1 Time (m:s.ms.us:n)	B2 Index	B2 Time (m:s.ms.us:n)	Delta Time (m:s.ms.us)
40004	0:05.332.487.106	30852	0:05.332.486.772	0:00.000.000.294
40008	0:05.332.971.796	30856	0:05.332.972.066	0:00.000.000.230
40013	0:05.332.972.730	30861	0:05.332.972.392	0:00.000.000.298
40019	0:05.332.979.210	30867	0:05.332.978.880	0:00.000.000.290
40023	0:05.333.006.880	30871	0:05.333.007.146	0:00.000.000.226
40027	0:05.333.007.726	30875	0:05.333.007.392	0:00.000.000.294
40032	0:05.333.008.064	30880	0:05.333.008.334	0:00.000.000.230
40038	0:05.333.011.394	30886	0:05.333.011.064	0:00.000.000.290
40042	0:05.333.040.516	30890	0:05.333.040.782	0:00.000.000.226
wHubDelay reported 264 Highest Value (ns) 302 Lowest Value (ns) 222 Sample Size 100 Average (ns) 239				
Analyzer accuracy +/- 16 ns				

Figure 78 : Hub Latency View

The Hub Latency View (Figure 78) can be used to evaluate latency of USB hubs. The view is accessible via  in the application toolbar. It also opens automatically when one of **Log sync packet time** commands is executed. The following information and options are available:

- **Start time** displays the time when the hub latency test began, which is when the first record was added to this view.
- **Beagle 5000 v2 #1/Beagle 5000 v2 #2** display the serial numbers of the Beagle 5000 analyzers connected to the current and the other Data Center at the start of a test, if any. These fields can be modified, and they are used only for generation of the hub latency report.
- **Export** generates a Hub latency report in CSV format.
- **Hub Latency table** contains latency information for individual packets and has the following columns:
 - **B1 Index** – Index of the packet in the Transaction View in the current Data Center.

- **B1 Time** – Timestamp of the packet in the current Data Center.
- **B2 Index** – Index of the packet in the Transaction View in the other Data Center.
- **B2 Time** – Timestamp of the packet in the other Data Center.
- **Delta Time** – Latency of the packet over the USB hub. Please refer to Section 7.9.1 for details of how this value is calculated.
- **wHubDelay reported** – The wHubDelay value in the Hub Descriptor captured by one of the Beagle analyzers. This value is applicable only for super-speed hubs.
- **Highest/Lowest/Average Value** – Delta Time statistics across the packets in the current view.
- **Sample Size** – Number of samples with valid data.
- The table's context menu contains the following commands:
 - **Remove** will remove all selected rows from the table.
 - **Remove duplicates** will remove all rows with duplicate B1 Index value, leaving only the first occurrence of each.
- Double-clicking the row in the table will highlight the matching packets in both Data Center instances.

The following steps are required to populate this view:

- Open two Data Center instances on the same PC.
- Start two Beagle 5000 captures with synchronized timestamps. Refer to Cross-Analyzer Sync section of the Beagle Protocol Analyzer Data Sheet for more details.
- Connect the two Beagle 5000 analyzers to your system. Connect one analyzer between the host and the hub, and the other between the hub and the device.
- When capturing traffic, keep in mind the following:
 - Currently, latency calculations are possible only if each Data Center contains one capture session. So, if you need to stop and restart the capture, make sure you clear the existing buffers in both Data Center instances.
 - Make sure the enumeration of the hub is captured by one Beagle 5000 analyzer, and your target device is not a hub. This is not mandatory, but it allows for better accuracy in populating wHubDelay value and matching packets between the two captures.

- The remaining steps (populating Hub Latency View) can be performed while the capture is still running or after the capture was stopped. It is also possible to save two synchronized captures and open the .tdc files later for hub latency analysis.
- Enable **Remote Console** option in the Preferences dialog.
- In any Data Center application, right-click the Transaction View to open the context menu and select **Log sync packet time** or **Batch log sync packet time** commands to add data to the Hub Latency View. See Sections 7.9.2 and 7.9.3
- View/verify/export results in the Hub Latency View.

7.9.1 Hub latency calculations

For USB 3.0 packets, the latency value is the difference between the start time captured by the Beagle 5000 farther from the transmitter and the end time captured by the Beagle 5000 closer to the transmitter. Only the following super-speed packet types are supported for latency calculation:

- Transaction Packet
- Data Packet Header
- Isochronous Timestamp

For USB 2.0 packets, the latency value is the difference between the start time captured by the Beagle 5000 farther from the transmitter and the start time captured by the Beagle 5000 closer to the transmitter. Only the following high-speed packet types are supported for latency calculation:

- These tokens: OUT, IN, SETUP, PING, EXT, LPM, SOF, NAK, NYET, and STALL
- DATA and ACK tokens captured as part of the IN, OUT, SETUP, PING, or EXT transaction

7.9.2 Log sync packet time

Clicking **Log sync packet time** will calculate latency for the selected packet and add the result into the Hub Latency View. The matching packet will become highlighted in the other Data Center Transaction View.

This command is available only if selected packet is supported for latency calculation. The supported packets are listed in Section 7.9.1. These packets are always the inner most records in the Transaction View and can be found by expanding the higher level transaction records. They can also be made visible by clicking on + (Expand All) at the bottom of the transaction view, or changing the view to Packet View.

7.9.3 Batch log sync packet time

Batch log sync packet time allows adding data to the Hub Latency View for several packets at a time. Clicking it will open a Hub Latency Options Dialog with the following options:

- **USB3 TP** – De-selecting it will exclude all USB 3.0 Transaction Packets from calculations.
- **USB3 DPH** – De-selecting it will exclude all USB 3.0 Data Packet Header Packets from calculations.
- **USB3 ITP** – De-selecting it will exclude all USB 3.0 Isochronous Timestamp Packets from calculations.
- **USB2 packets** – De-selecting it will exclude all USB 2.0 Packets from calculations.
- **Number of packets** – Number of packets to be added to the Hub Latency View. The maximum allowed number is 500.

This command will find the specified number of eligible packets starting at the current selection, calculate latency for each packet and add results into the Hub Latency View.

7.10 Class-Level Parsing

Some USB hosts and devices may communicate with one another using device classes. The Data Center software supports parsing of these device classes. Further information about device classes may be found in the USB Background section of the Beagle datasheet.

7.10.1 General Use

Class-level parsing can be enabled by selecting Class View in the Capture View menu (Section 5.3.3). For class-level parsing to work correctly, it is necessary for the Data Center software to capture the enumeration of the USB device. The easiest way to ensure that the enumeration is captured is to first start the capture and then to plug in the device into the analyzer. It is not possible to enable or disable classification while the capture is running. The enumeration is preserved across capture sessions. This may lead to unintended behavior if different devices share the same device address across the capture sessions.

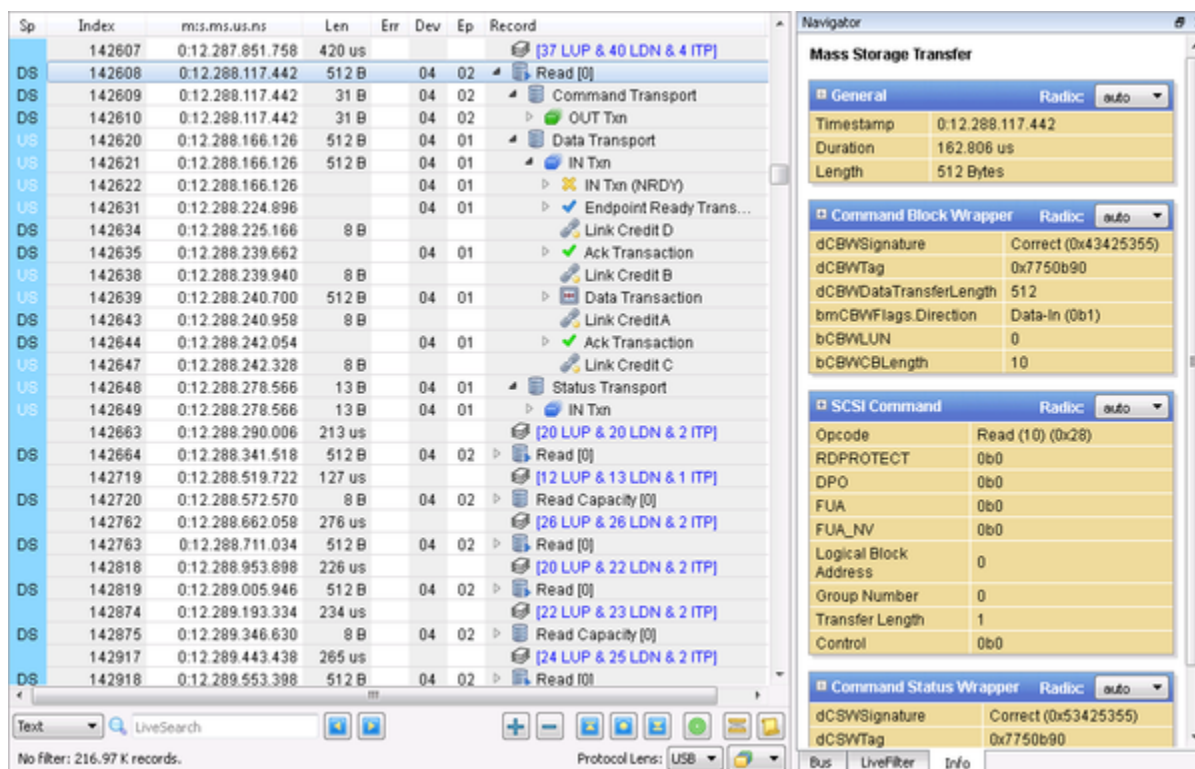
Post-capture, it is possible to apply a configuration to a device in order to see its data parsed at the class level. More information about applying and managing configurations can be found in Section 7.11.3.

Note that when using circular buffer or saving a filtered view the class-level parsing ability may be lost. For more information please see the section on circular buffer (Section 5.14.3) and saving a capture (Section 5.10.1).

Also, note that the Beagle USB 12 Analyzer supports parsing of the Standard Device Requests only. Class specific parsing is not supported with the Beagle USB 12 Analyzer.

7.10.2 Class-Level Transactions

The benefit of enabling classification is that class-level fields are visible for each transfer. One or more protocol-level transactions will be grouped into a class-level transaction. Additionally, for some classes, a class-level transaction may contain one or more other class-level transactions. The transaction will display information that is relevant to the device class. For instance, with a mass storage device, a class-level transaction may be named Read, and the Data column will show the logical block address and length of the transfer. Additional information can be obtained by clicking on the class-level transaction and looking at the Info pane. The Info pane will show the parsed fields of the selected class transaction. See Figure 79 for an example.



The screenshot shows the Total Phase software interface. The main window displays a list of transactions with columns for Sp, Index, ms.ms.us.ms, Len, Err, Dev, Ep, and Record. A specific transaction is selected, and the right-hand pane shows detailed information about the mass storage transfer, including General, Command Block Wrapper, SCSI Command, and Command Status Wrapper sections.

Sp	Index	ms.ms.us.ms	Len	Err	Dev	Ep	Record
DS	142607	0:12.287.851.758	420 us				[37 LUP & 40 LDN & 4 ITP]
DS	142608	0:12.288.117.442	512 B		04	02	Read [0]
DS	142609	0:12.288.117.442	31 B		04	02	Command Transport
DS	142610	0:12.288.117.442	31 B		04	02	OUT Txn
US	142620	0:12.288.166.126	512 B		04	01	Data Transport
US	142621	0:12.288.166.126	512 B		04	01	IN Txn
US	142622	0:12.288.166.126			04	01	IN Txn (NRDY)
US	142631	0:12.288.224.896			04	01	Endpoint Ready Trans...
DS	142634	0:12.288.225.166	8 B				Link Credit D
DS	142635	0:12.288.239.662			04	01	Ack Transaction
US	142638	0:12.288.239.940	8 B				Link Credit B
US	142639	0:12.288.240.700	512 B		04	01	Data Transaction
DS	142643	0:12.288.240.958	8 B				Link Credit A
DS	142644	0:12.288.242.054			04	01	Ack Transaction
US	142647	0:12.288.242.328	8 B				Link Credit C
US	142648	0:12.288.278.566	13 B		04	01	Status Transport
US	142649	0:12.288.278.566	13 B		04	01	IN Txn
DS	142663	0:12.288.290.006	213 us				[20 LUP & 20 LDN & 2 ITP]
DS	142664	0:12.288.341.518	512 B		04	02	Read [0]
DS	142719	0:12.288.519.722	127 us				[12 LUP & 13 LDN & 1 ITP]
DS	142720	0:12.288.572.570	8 B		04	02	Read Capacity [0]
DS	142762	0:12.288.662.058	276 us				[26 LUP & 26 LDN & 2 ITP]
DS	142763	0:12.288.711.034	512 B		04	02	Read [0]
DS	142818	0:12.288.953.898	226 us				[20 LUP & 22 LDN & 2 ITP]
DS	142819	0:12.289.005.946	512 B		04	02	Read [0]
DS	142874	0:12.289.193.334	234 us				[22 LUP & 23 LDN & 2 ITP]
DS	142875	0:12.289.346.630	8 B		04	02	Read Capacity [0]
DS	142917	0:12.289.443.438	265 us				[24 LUP & 25 LDN & 2 ITP]
DS	142918	0:12.289.553.398	512 B		04	02	Read [0]

The right-hand pane shows the following information:

- Mass Storage Transfer**
 - General: Timestamp 0:12.288.117.442, Duration 162.806 us, Length 512 Bytes
 - Command Block Wrapper: dCBWSignature Correct (0x43425355), dCBWTag 0x7750b90, dCBWDataTransferLength 512, bmCBWFlags.Direction Data-In (0b1), bCBWLUN 0, bCBWCBLLength 10
 - SCSI Command: Opcode Read (10) (0x28), RDPROTECT 0b0, DPO 0b0, FUA 0b0, FUA_NV 0b0, Logical Block Address 0, Group Number 0, Transfer Length 1, Control 0b0
 - Command Status Wrapper: dCSWSignature Correct (0x53425355), dCSWTag 0x7750b90

Figure 79 : A parsed mass storage class transaction.

7.10.3 Control Transfers

An additional benefit of enabling classification is that the protocol-level transactions that make up a control transfer are grouped into a single class-level transaction (Figure 80). If the control transfer can be parsed, the transaction will be named accordingly. Otherwise, the transaction will show up as Control Transfer.

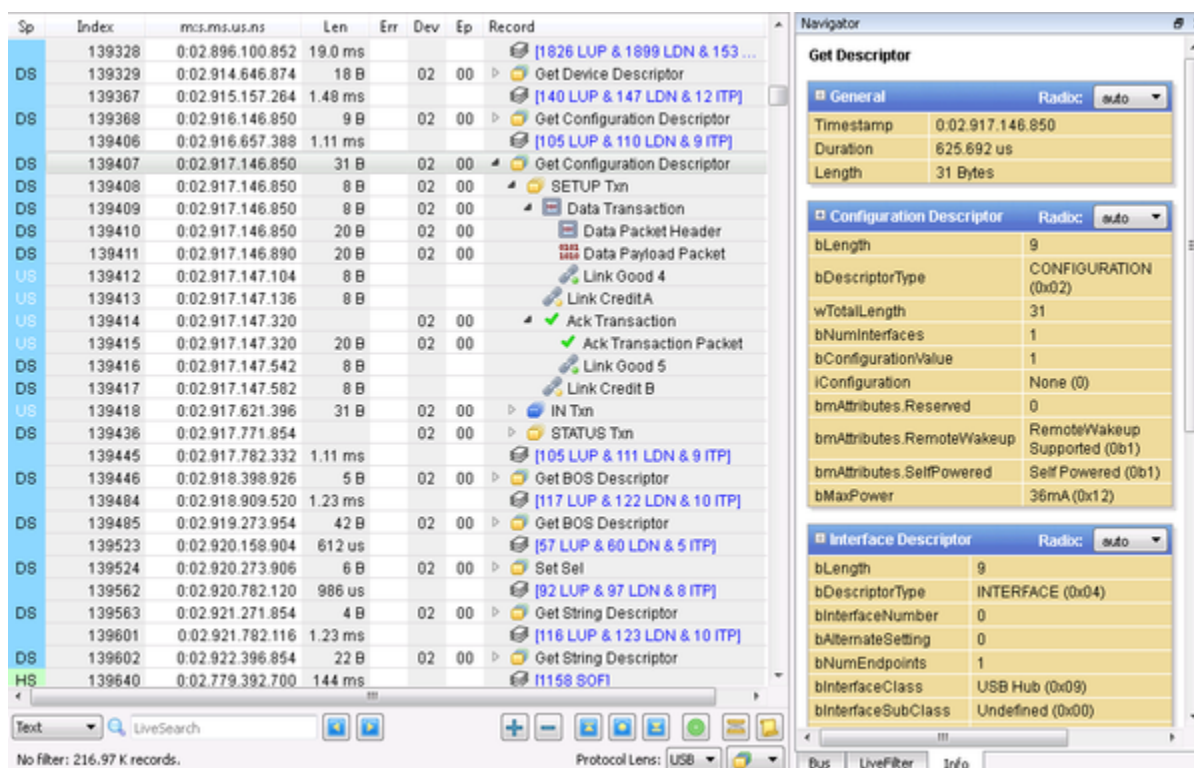


Figure 80 : A parsed control transfer.

7.10.4 Bulk Transfer Grouping

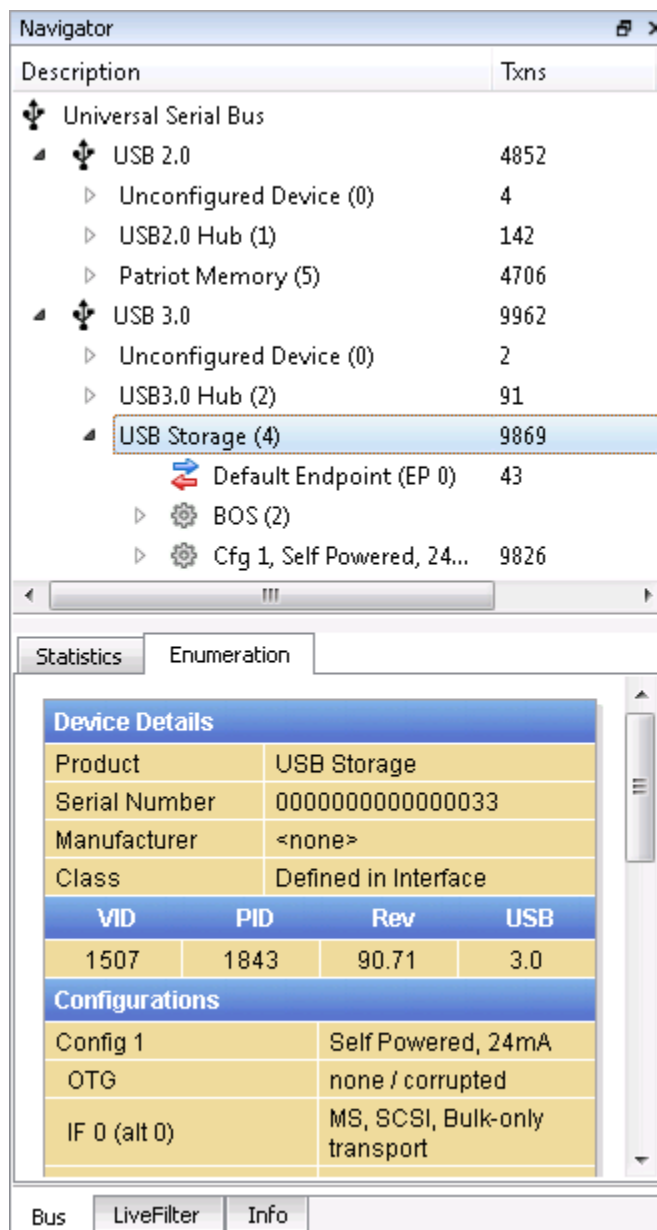
If a device with an unrecognized class is enumerated, the Data Center can group bulk endpoint transfers based on a short packet delimitation. To enable this feature, right-click on the *Universal Serial Bus* item in the USB Bus Pane and choose "Enable Bulk Ep Grouping."

The device has to be enumerated for this feature to work. If the device has not been enumerated, the Managed Configurations (Section 7.11.3) feature can be used to set a custom enumeration. The bulk endpoints have to be

properly listed under an interface with the proper maximum endpoint size set for proper operation of bulk transfer grouping.

7.11 Bus Pane

The USB Bus pane (Figure 81) provides detailed information about each device on the bus. Clicking on a packet in the Transaction window will highlight the related device in the Bus pane.



Navigator

Description	Txns
Universal Serial Bus	
USB 2.0	4852
Unconfigured Device (0)	4
USB2.0 Hub (1)	142
Patriot Memory (5)	4706
USB 3.0	9962
Unconfigured Device (0)	2
USB3.0 Hub (2)	91
USB Storage (4)	9869
Default Endpoint (EP 0)	43
BOS (2)	
Cfg 1, Self Powered, 24...	9826

Statistics | **Enumeration**

Device Details

Product	USB Storage		
Serial Number	00000000000000033		
Manufacturer	<none>		
Class	Defined in Interface		
VID	PID	Rev	USB
1507	1843	90.71	3.0

Configurations

Config 1	Self Powered, 24mA
OTG	none / corrupted
IF 0 (alt 0)	MS, SCSI, Bulk-only transport

Bus | LiveFilter | Info

Figure 81 : USB Bus Pane

When performing a simultaneous USB 3.0/2.0 capture, separate bus trees are available for USB 2.0 and USB 3.0 because both buses exist separately, but in parallel.

The Bus Pane is divided into two main sections. The top section displays the bus tree of all the USB devices that have been detected on the bus. The bottom section of the screen provides enumeration information and statistics about the bus or device selected in the bus tree.

7.11.1 Real-Time Statistics Pane

The Statistics pane (Figure 26) provides a real-time count of Packets, Control Transfers, Errors, etc. as data is being captured. When an endpoint is selected in the Bus Pane, only its data is displayed in the Statistics Pane. When a device is selected, only the device data is displayed. When a bus is selected in the Bus Pane, the aggregate of the bus level data and the bus connected devices data will be displayed in the statistics table.

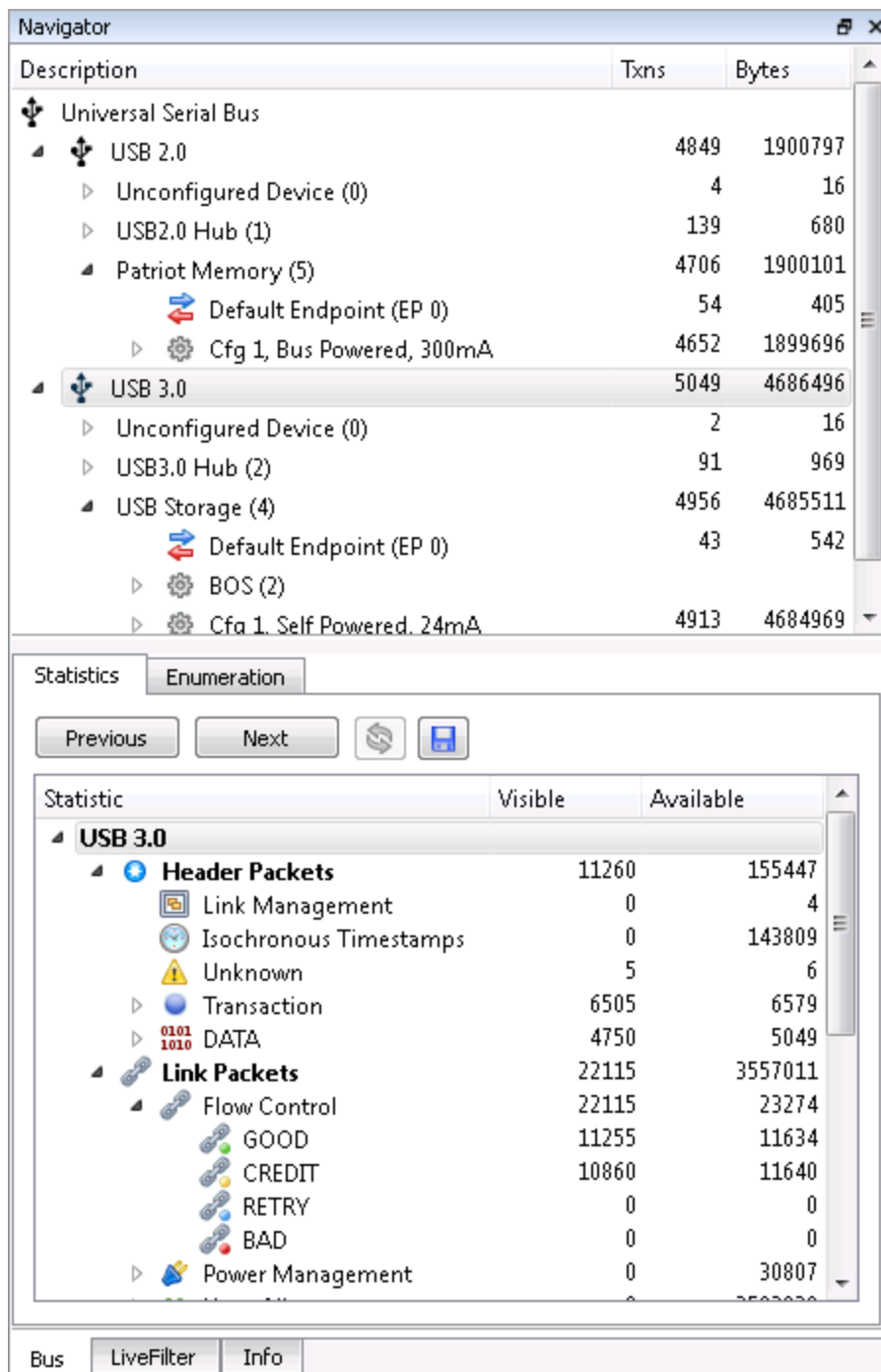


Figure 82 : Real-time Statistics Pane provides a quick and easy way to access types of packets

When the individual statistics are expanded in the Statistics table, the sub data will vary. As it is possible for both USB 2.0 and USB 3.0 traffic to be on the same bus, data for a given bus will only display in the Statistics Pane when the bus in question is selected.

7.11.2 Enumeration

The Bus pane will only display descriptor information for devices whose enumeration was captured. It is possible to have missing or incomplete descriptor information if a capture is stopped prematurely or is interrupted. In these cases, it is possible to manually apply a device configuration to the device.

Descriptor information is stored in a cache for an entire capture session and is saved in the capture file as an "Enumerated Config." The descriptor information associated to a device is based on the device's address. Therefore, all packets that are sent or received to the same address are considered to be interacting with the same device.

However, if the USB control message "SET ADDRESS" is seen, the software will parse all new descriptor information corresponding to a different target device, even if that device has the same USB address as a previously connected target device.

Please note that this feature can cause some strange behaviors. When appending to an older capture file, different devices may share the same address. The Data Center software may become confused and display the wrong descriptor information if a SET ADDRESS is not seen.

Based on how the operating system assigns device addresses, there may be duplicate addresses for different devices when devices are disconnected and plugged in.

Clicking on a device will show a summary of the descriptor information below the tree in the **Enumeration** tab. Expanding a device will reveal a hierarchy of descriptor information from the device, configuration, interface, and endpoint descriptors. Clicking on any level of the tree will show a parsed view of those descriptors and any child descriptors.

The packets and bytes columns list the number of each that have been sent or received from each endpoint, interface, configuration, and entire device. The byte count includes only the size of the data payload, excluding PIDs, CRCs, etc.

Right-clicking in the Bus tree will reveal a pop-up menu that gives the user the option to apply a filter so that specific devices can be shown or hidden in the Transaction window. Also in the pop-up menu is a **Manage Configs** options. It is possible to manage the configuration information for the device and/or apply a new configuration.

7.11.3 Configuration Management

By default, Data Center uses configuration descriptor information captured during the enumeration phase to configure class-level decoding of USB traffic. However, with the **Configuration Management** interface, users can apply

arbitrary configuration descriptors to the captured USB device data. This provides a custom class-level decoding experience within the set of USB classes supported by Data Center.

To clarify, this feature does not add support for decoding custom USB *classes*, only for specifying custom *configuration descriptors*.

For step-by-step instructions on how to perform common tasks with this interface, refer to *Common Tasks* at the end of this section.

The **Configuration Management** interface provides ways for the user to:

- **Create, Edit, and Delete** custom configuration descriptors that persist either on the user's machine or in the active capture file.
- **Assign** a custom configuration descriptor to an arbitrary bConfigurationValue of any device on the bus, which can change the way data is parsed during a capture.
- **Remove** one or all previously assigned custom configuration descriptors from a device on the bus, exposing the originally enumerated configuration descriptor where available.

These functions are provided through the **Configuration Management Window** (Figure 83) and the **Bus Pane's** right-click context menu (Figure 84) through which the window is accessed.

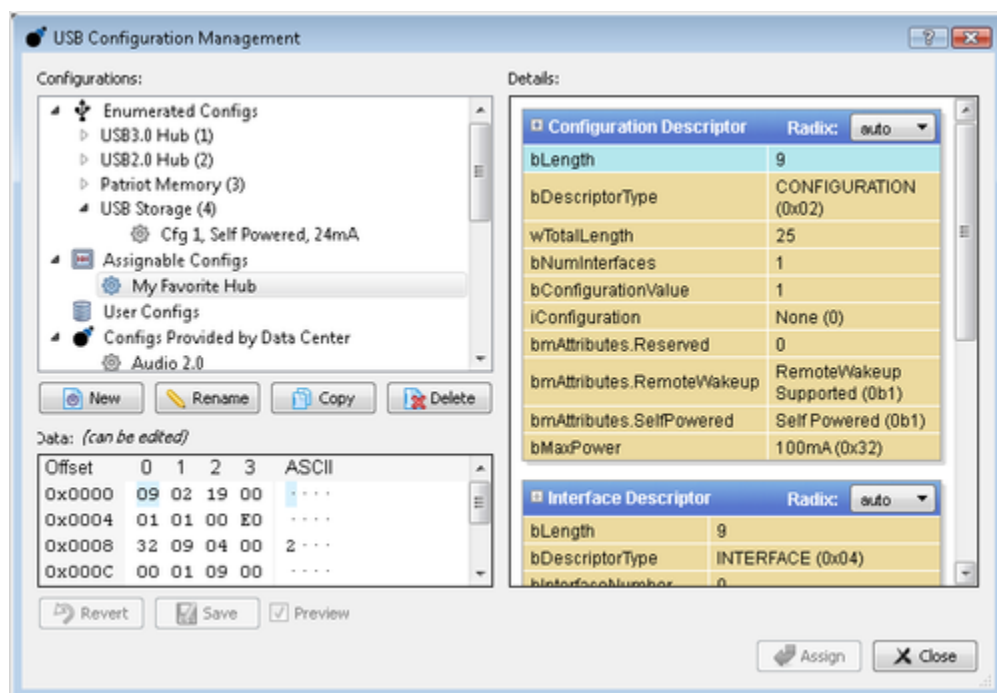


Figure 83 : USB Configuration Management Window

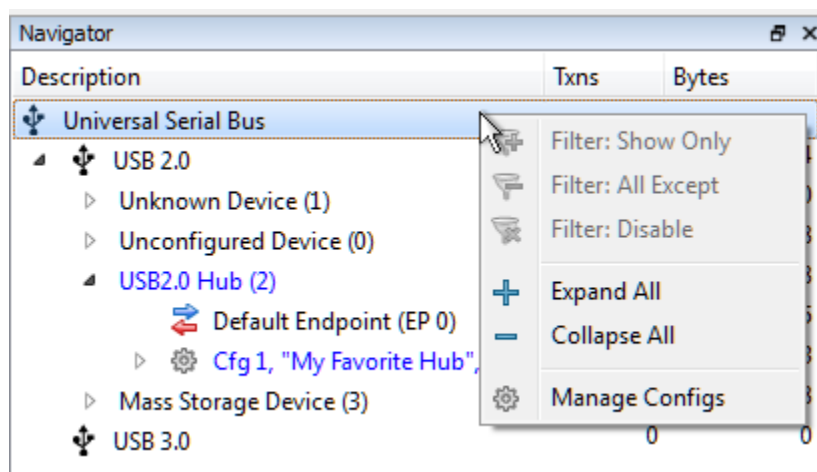


Figure 96 : Access the configuration management interface through the **Bus Pane** context menu.

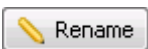
The **Configuration Management Window** is broken up into three functional areas.

Configurations Pane

The **Configurations Pane** is a hierarchical list providing all available configurations separated into four categories:

- **Enumerated Configs** are the configurations enumerated during the capture. Being part of the capture, they can be copied but not modified.
- **Assignable Configs** are custom configurations that have been saved with the capture file. They are the only non-enumerated configurations that the user can directly assign to a device for customized class level decoding.
- **User Configs** are custom configurations that are saved in the user's preferences. These configurations are available to any capture opened with the user's Data Center software.
- **Configs Provided by Data Center** are immutable custom configurations that were packaged with the application. Use them as examples or templates for making new configurations.

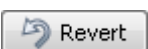
The user can create  custom configurations using the controls below the **Configurations Pane**

The user can also , , or  the selected configuration using the same controls.

Data Pane

Clicking a configuration in the **Configurations Pane** displays the descriptors raw data in the bottom-left of the window. This data is editable in a variety of formats (e.g. hexadecimal, ASCII) for **Assigned** and **User** configurations. Configure the data display by right-clicking anywhere in the pane.

The **Data Pane** will highlight relevant regions of the data when a specific parameter is clicked in the **Details Pane**. Likewise, when changes are made in the data, the **Details Pane** shows the results immediately if ☒ Preview at the bottom is checked.

The user can also  or  edits to a configuration using the controls beneath the **Data Pane**.

Details Pane

The configuration data is parsed into higher level parameters in the **Details Pane**. This display is similar to the **Enumeration** tab of the Bus Pane. When a specific parameter is highlighted in the **Details Pane**, the corresponding data is highlighted in the **Data Pane**. As the configuration data is modified in the **Data Pane**, the parameters in the **Details Pane** will update if ☒ Preview is checked.

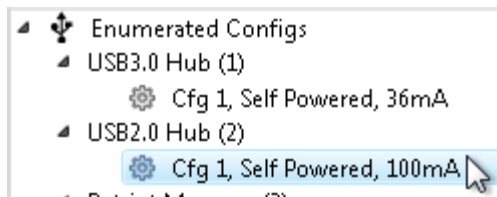
Common Tasks

How to Save an Enumerated Configuration for Later

Rather than re-enumerate a frequently used device on every new capture, it can be time-efficient to save the devices configuration descriptor and assign it in future captures using **Configuration Management**.

To save an enumerated configuration:

1. Right-click on any Bus, Device, or Configuration in the **Bus Pane** (Figure 84).
2. Click **Manage Configs** to open the **Configuration Management Window** (Figure 83).
3. Find and click on the enumerated configuration descriptor of interest in the **Enumerated Configs** section of the **Configurations Pane** :

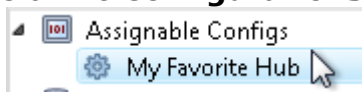


4. Click  and follow the instructions to name the new custom configuration.

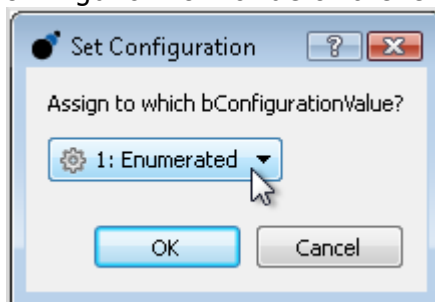
How to Assign a Custom Configuration to a Device

The following steps will assign an existing custom configuration to a target device and bConfigurationValue :

1. Right-click on the device of interest in the **Bus Pane** (Figure 84).
2. Click **Manage Configs**. This will open the **Configuration Management Window** (Figure 83).
3. Locate and click the configuration you would like to assign to the device in the **Assignable Configs**, **User Configs**, or **Configs Provided by Data Center** categories of the **Configurations Pane**:



4. Click  at the bottom right of the window. This will open a dialog allowing selection of a bConfigurationValue for assignment.
5. Select the desired bConfigurationValue and click **OK** :

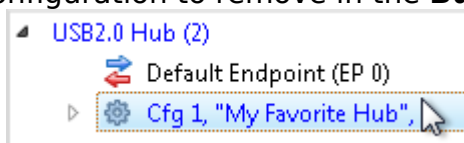


The custom configuration is now assigned and will appear blue in the **Bus Pane**. Until this configuration is removed, Data Center will class-decode all transfers against the device as if the custom configuration actually occupied the device's bConfigurationValue.

How to Remove One Assigned Configuration from a Device

The following steps will remove a specific previously assigned custom configuration from active class-level decoding:

1. Right-click on the configuration to remove in the **Bus Pane** (Figure 84).



2. Click **Remove Assigned Config** on the context menu opened by the previous step.

The custom configuration is removed, exposing any originally enumerated configuration on that bConfigurationValue.

How to Remove All Assigned Configurations from a Device

The following steps will remove all of a devices previously assigned custom configurations from active class-level decoding:

1. Right-click on the target device in the **Bus Pane** (Figure 84).
2. Click **Remove Assigned Configs** on the context menu opened by the previous step.

All custom configurations are removed, exposing the device's originally enumerated configurations where present.

7.11.4 Details Window

Refer to section 6.2 for an overview of the Details View. Note that for USB captures, a bit-level timing view of the data is not available.

7.12 Filtering a USB Capture

A USB capture can be filtered in real time or after it has been completed. The Data Center software offers an extensive list of filters (Figure 85) to help developers filter out extraneous data. All filters are non-destructive, and users are free to apply filters multiple times without losing data.

For a description of the General filters and how filtering works, refer to Section 6.2.

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Figure 85 : USB Filters

7.12.1 Bus Filters

Reset/Suspend/Connect Events

Unchecking this option will hide all bus events.

Collapsed

Unchecking this option will hide all collapsed transactions.

Note:

1. This setting will not affect collapsed SOFs and keep-alives, as they are bus events and not transactions.
2. When the Filter Protocol is in Packet mode, this setting will not affect any collapsed types that are still checked.

Digital Inputs

Unchecking this option will hide all digital input events.

USB 2.0

Devices

An integer value, or list of values, that filters transactions based on their device address. This filter only applies to transactions that have a device address. Addresses should be expressed as decimal values as they are shown in the **Dev** column. Multiple addresses can be listed separated by commas or spaces.

Endpoints

An integer value, or list of values, that filters transactions based on their endpoint address. This filter only applies to transactions that have an endpoint address. Addresses should be expressed as decimal values as they are shown in the **Ep** column. Multiple addresses can be listed separated by commas or spaces.

Chirps

Unchecking this option will hide all chirp J and chirp K events.

SOFs/Keep-Alives

Unchecking this option will hide all SOF and keep-alive events.

USB 3.0

Devices

An integer value, or list of values, that filters transactions based on their device address. This filter only applies to transactions that have a device address. Addresses should be expressed as decimal values as they are shown in the **Dev** column. Multiple addresses can be listed separated by commas or spaces.

Endpoints

An integer value, or list of values, that filters transactions based on their endpoint address. This filter only applies to transactions that have an endpoint address. Addresses should be expressed as decimal values as they are shown in the **Ep** column. Multiple addresses can be listed separated by commas or spaces.

Upstream

Unchecking this option will hide all upstream traffic (from the Target Device to the Target Host).

Downstream

Unchecking this option will hide all downstream traffic (from the Target Host to the Target Device).

Link

The following settings are specific to Link Commands

Flow

Unchecking this option will hide all Link Flow Commands such as LGOOD and LCRD.

Power

Unchecking this option will hide all Link Power Commands such as LPM

Keep-Alive

Unchecking this option will hide all Link Keep-Alive Packets such as LUP and LDN.

LTSSM

Unchecking this option will hide all LTSSM transitions such as Polling.Idle -> U0.

Training

Unchecking this option will hide all Training sequences such as TSEQ, TS1, and TS2.

LFPs

Unchecking this option will hide all Low Frequency Packets.

Pkt

The following settings apply to Packets.

ITPs

Unchecking this option will hide all Isochronous Timestamp Packets.

LMPs

Unchecking this option will hide all Link Management Packets.

Unknown

Unchecking this option will hide all Unknown Packets.

7.12.2 Protocol Filters

The Protocol filters are separated into three types: class filtering, transaction filtering, and packet filtering.

Class

When Class is selected, the Device Requests and the Class Transfers options apply only to class-level transactions, not to the protocol-level transactions or the packets inside the class-level transactions.

The Device Requests options filter class-level transactions on the Default Control Pipe based on the `bmRequestType` field of the transfer. For example, unchecking the Host-To-Device option would hide all the Set device requests such as the Set Configuration request.

The Class Transfer option decides whether to show all of the class transactions which are not on the Default Control Pipe. For example, unchecking this option will hide all of the class transactions that occur on endpoints other than 0.

When all of the options under the Device Requests and the Class Transfers are selected, all transactions packets are matched. None of the protocol-level transactions, or individual packets will match unless all of the options under the Device Requests and the Class Transfers are selected.

Transactions

When Transactions is selected, the Token and Handshake options apply only to the protocol-level transactions as a whole, and not to the class-level transactions, or the individual packets inside the transactions.

Any protocol-level transaction that has BOTH a selected Token and a selected Handshake will match. None of the individual packets will match, unless all the Token and Handshake options are selected.

For example, selecting only IN, SETUP, ACK and NAK will show all IN/ACK, IN/NAK, SETUP/ACK and SETUP/NAK transactions. All other transaction groups will not be shown.

The Token and Handshake options are also applied to collapsed transactions. For example, unchecking the NAK handshake will hide all IN/NAK collapsed transactions.

Packets

When Packets is selected, only the selected packets match, and all of the class-level transactions and the protocol-level transactions do not match. This means that even with all the individual packet options checked, every transaction will appear in the Transaction window as a soft match. This is helpful for isolating specific packet types apart from transactions when used in conjunction with the **Show parent if child matches** option (Section 6.5.1.9).

7.13 Current/Voltage Monitoring

This feature is currently available for the Beagle USB 480 Power Protocol Analyzer and the USB Power Delivery Analyzer. For the Beagle USB 480 Power Protocol Analyzer it tracks the USB V_{BUS} voltage and the current drawn from the bus by the target device. The feature can be toggled from the Device Settings dialog. When enabled, the analyzer captures voltage and current readings in addition to USB traffic while Data Center displays the measurements in the Current/Voltage Monitor View (Figure 86).

For information on using the Current/Voltage Monitoring with the USB Power Delivery Analyzer, see section 11.3

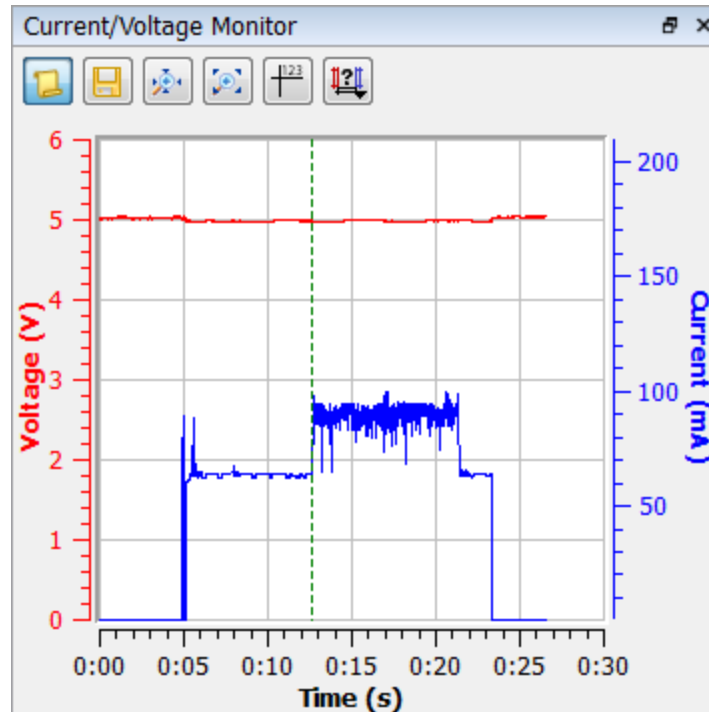


Figure 86 : Current/Voltage Monitor View of a sample capture from a mass storage device. The red trace is voltage and the blue trace is current. The vertical green dash marker corresponds to the selection in the Transaction Window. In this example, the selection in the Transaction Window is the first Write record of a file copy operation.

7.13.1 Interacting with the Current/Voltage Monitor View

The Current/Voltage Monitor View offers a convenient way to correlate data traffic with events in the power line. View navigation is primarily via the mouse. Additional tools are provided for common operations.

- **Basic Navigation:** Left mouse button pans and right mouse button zooms the view. Scroll Wheel zooms the time axis.
- **Individual Axis Pan and Zoom:** The **Shift Key** and the **Control Key** (**Command Key** on the Mac) restrict pan and zoom operations to the current and voltage axis respectively. Alternatively, users can use the **Set Pan/Zoom Axis** tool for the same effect.
- **Scroll**  : When selected, the view will continuously scroll and track the latest current/voltage readings from the analyzer.

- **Export**  : Export to CSV. Current/voltage measurement data are also saved in binary .tdc files with **File | Save**.
- **Reset Zoom**  : Reset axes to their default ranges.
- **Show All**  : Rescale axes to display all the captured measurements.
- **Find Record**  : Activate cursor for finding the record in the Transaction Window by clicking in the Current/Voltage Monitor View.
- **Set Pan/Zoom Axis**  : Restrict pan/zoom to the selected axis.
- **Transaction Window Selection Tracking:** The Current/Voltage Monitor View renders a vertical green dash marker at the time point of the selected record in the Transaction Window. Note that unlike the Transaction Window, the Current/Voltage Monitor View only displays data from a single session. The Transaction Window thus serves as the primary interface for switching sessions in the Current/Voltage Monitor View.

7.13.2 Measurement Characteristics

For the Beagle 480 USB Power Protocol Analyzer, Standard and Ultimate Editions, the USB-A and USB-B capture inputs are rated 1A continuous current and 0 to 24V.

Disclaimer: When using the Beagle 480 USB Power Protocol Analyzer above the rated current and voltage, extreme caution is advised. Customers who choose to do so are at their own risk and may cause permanent damage to the analyzer. Total Phase is not liable for damages caused by applying current and voltage in excess of the warranted operating range.

Data Center has a maximum capacity for capturing 5 days of current/voltage measurement data on 32-bit platforms and 10 days on 64-bit platforms. This is an internal limit. The actual upper bound is determined by the amount of physical memory available as well as the USB traffic on the bus. To maximize memory for capturing just USB traffic and to reduce capture file size, users can disable current/voltage monitoring in the Device Settings dialog as needed.

7.14 V_{BUS} Trigger

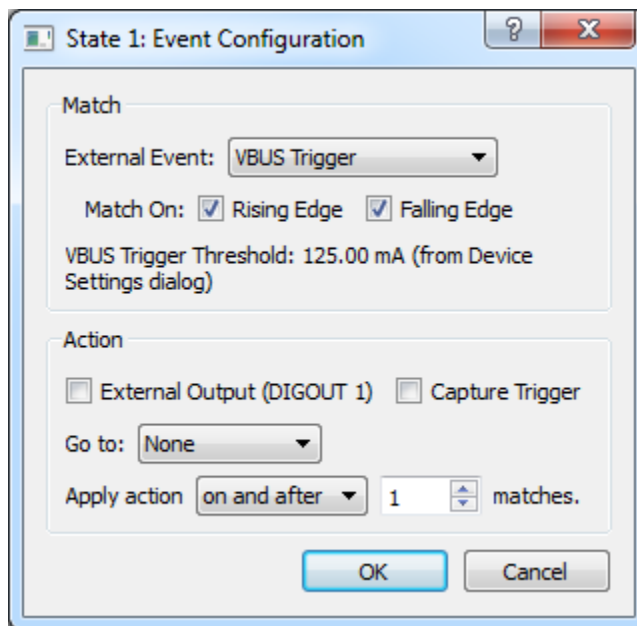
The Beagle USB 480 Power Protocol Analyzer, Ultimate Edition, supports Advanced Trigger on V_{BUS} voltage or current. The threshold is specified on the Device Settings dialog (Figure 87).

VBUS Trigger Threshold for Complex Matching:

Current 125 mA

Figure 87 : V_{BUS} Trigger Settings

Only a single threshold (voltage or current) is supported. The threshold can be included in any state of the Complex Matching state machine and each state can vary the edge(s) of the threshold it detects (Figure 88).



The dialog box is titled "State 1: Event Configuration". It contains two main sections: "Match" and "Action".

Match Section:

- External Event: VBUS Trigger (dropdown menu)
- Match On: ☒ Rising Edge ☒ Falling Edge
- VBUS Trigger Threshold: 125.00 mA (from Device Settings dialog)

Action Section:

- ☐ External Output (DIGOUT 1) ☐ Capture Trigger
- Go to: None (dropdown menu)
- Apply action: on and after (dropdown menu) 1 matches.

Buttons: OK, Cancel

Figure 88 : V_{BUS} Trigger in the Event Configuration dialog

For a rising edge trigger, the specified threshold must be at or lower than the initial condition. If this is not the case, a multi-state trigger can be used. The first state is to set a falling edge trigger, followed by a rising edge trigger both at the desired threshold. (Figure 89).

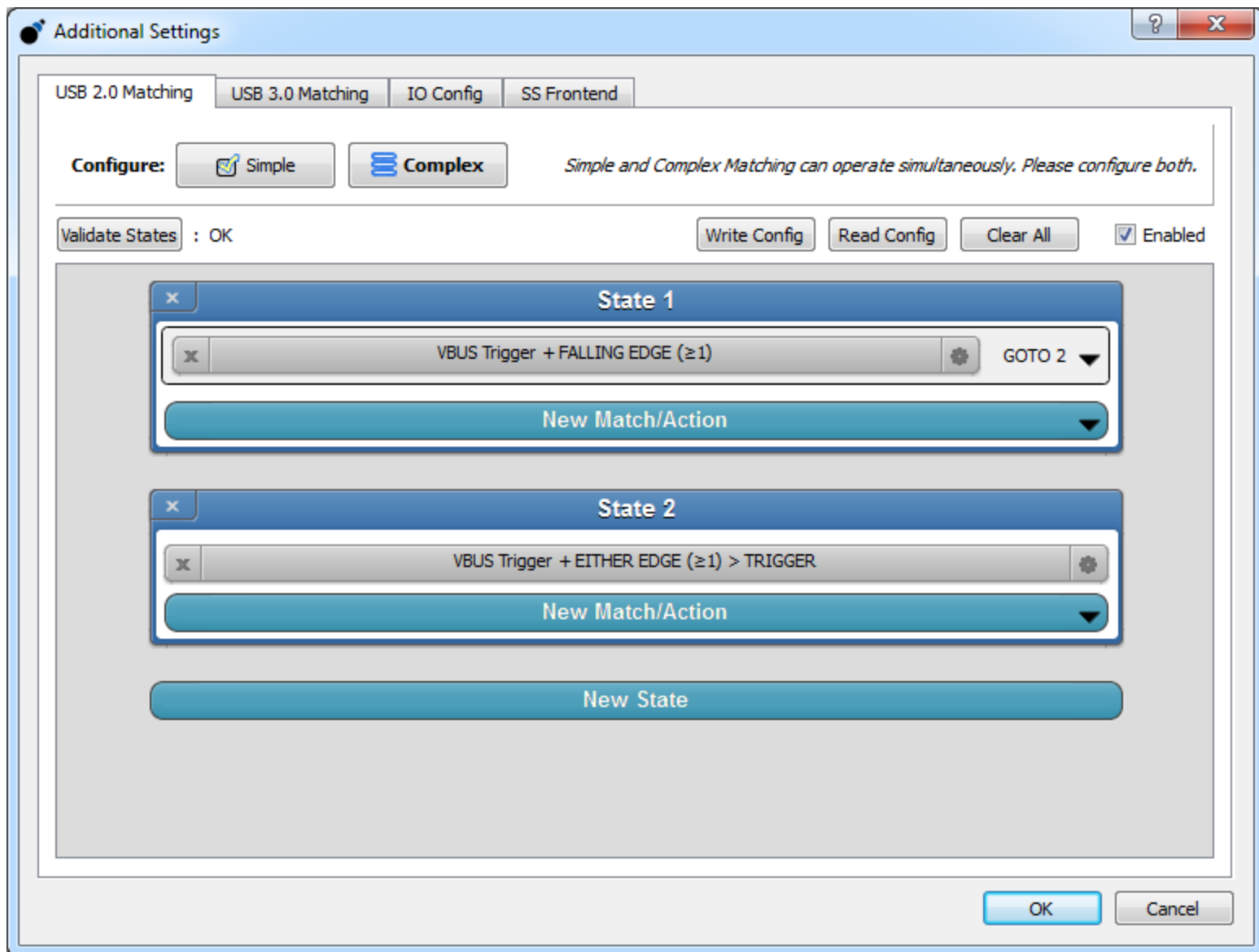


Figure 89 : Complex Matching with V_{BUS} Triggers

The USB-A and USB-B capture inputs of the Beagle USB 480 Power Protocol Analyzers are rated 1A continuous current and 0 to 24V. Although the analyzer can be configured to trigger on a current level from -3A to 3A, the continuous current should not exceed 1A. The voltage trigger level can be configured from 0 to 24V.

Disclaimer: When using the Beagle 480 USB Power Protocol Analyzer above the rated current and voltage, extreme caution is advised. Customers who choose to do so are at their own risk and may cause permanent damage to the analyzer. Total Phase is not liable for damages caused by applying current and voltage in excess of the warranted operating range.

8 I2C Monitoring

The Promira Serial Platform is capable of non-intrusively monitoring I2C at up to 5 MHz.

The Beagle I2C/SPI Protocol Analyzer is capable of non-intrusively monitoring I2C at up to 4 MHz.

Please note that captured I2C data is 9 bits wide because the ninth bit is the ACK/NACK bit to indicate whether the data was received properly. For this reason, I2C data will appear differently in the General views.

8.1 Performing an I2C Capture

Here are the steps for starting an I2C capture.

1. Start the Data Center application.
2. Connect the analyzer to the analysis computer. Make sure that the green indicator LED has illuminated.
3. Connect the analyzer to the I2C bus. The 10-pin ribbon cable can be connected directly, or the 10-pin split cable can be used to provide individual flying leads.
4. Click the **Connect to Analyzer...** button in the toolbar and connect to an analyzer.
5. Make sure **I2C** is selected in the Protocol Lens pull-down menu under the Transaction window.
6. Click **Device Settings** in the toolbar and set the I2C capture settings. Make sure **I2C** is selected in the Capture Protocol pull-down menu.
7. Connect the analyzer to the target device.
8. Click the **Run Capture** button to start the data capture. Once the capture has started, the capture indicator will turn green and an informational transaction will appear in the Transaction window which notes when the capture was started.
9. To stop the capture, click on the **Stop Capture** button.

8.2 I2C Device Settings

The I2C device settings described below can be configured in the Device Settings dialog (Figure 90). To open this dialog, click on the **Device Settings...** button.

The Device Settings dialog can also be accessed through **Analyzer | Device Settings...**

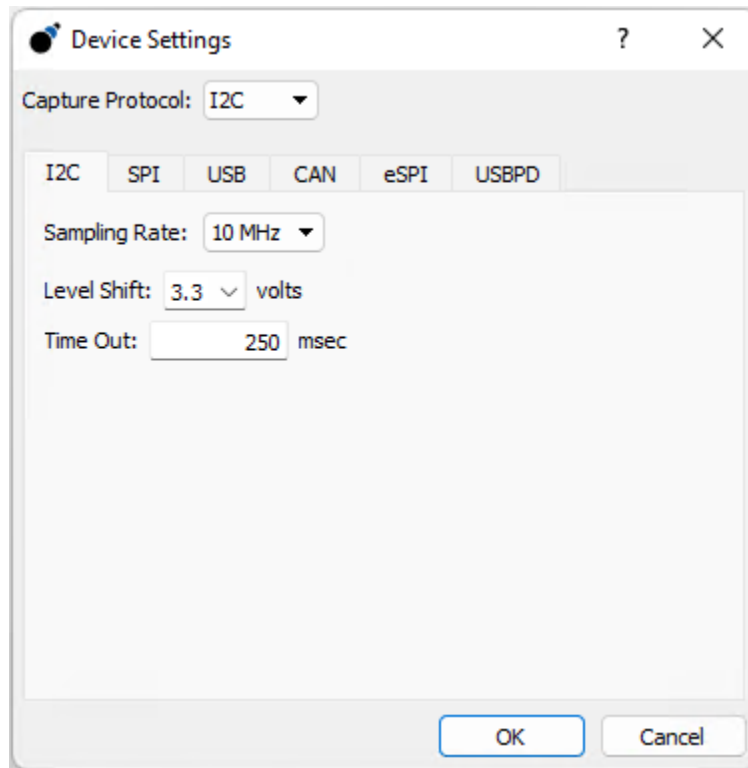


Figure 90 : I2C Tab of the Device Settings Dialog

8.2.1 Sampling Rate

There are three different sampling rates which can be used to monitor the I2C bus. As a rule of thumb, it is recommended that the sampling rate should be at least 4 times faster than the data rate of the monitored bus. For a 400 kHz I2C bus, a sampling rate of 10 MHz would suffice.

To select a sampling rate, simply select the desired rate from the pull-down menu.

8.2.2 Level Shift

The Promira Serial Platform supports voltage level shifting when analyzing I2C signals. Select the desired voltage from the pull-down menu or enter it directly into the input field.

8.2.3 Target Power and Pull-ups

The Beagle I2C/SPI Protocol Analyzer supports target power and pull-up resistors. Check or uncheck the box in the Settings window. The downstream device should not consume more than approximately 25 mA. There is a 2.2K pull-up resistor available for each I2C line (SCL, SDA).

8.3 Transaction Window

The I2C Transaction window (Figure 91) displays all the transactions that were captured on the I2C bus in real time. When a transaction is selected in the Transaction window, detailed information about that transaction is displayed in the Info pane.

Index	m:s.ms.us	Dur	Len	Err	S/P	Addr	Record	Data
0	0:00.000.000						 Capture started	[12/16/09 10:11:17]
1	0:44.186.201	1.78 ms	1 B		S	50	 Write Transaction	00
2	0:44.187.986	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
3	0:52.383.979	2.06 ms	1 B		S	50	 Write Transaction	00
4	0:52.386.043	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
5	0:52.710.997	2.32 ms	1 B		S	50	 Write Transaction	00
6	0:52.713.325	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
7	0:52.967.024	2.17 ms	1 B		S	50	 Write Transaction	00
8	0:52.969.203	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
9	0:53.185.063	2.16 ms	1 B		S	50	 Write Transaction	00
10	0:53.187.223	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
11	0:53.439.043	2.11 ms	1 B		S	50	 Write Transaction	00
12	0:53.441.157	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
13	0:53.655.087	2.13 ms	1 B		S	50	 Write Transaction	00
14	0:53.657.218	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06
15	0:54.007.111	2.26 ms	1 B		S	50	 Write Transaction	00
16	0:54.009.374	23.7 ms	256 B		SP	50	 Read Transaction	00 01 02 03 04 05 06

Figure 91 : I2C Transaction Window

For a general description of the Transaction window, see Section 6.1. The general description encompasses the behavior of the I2C Transaction window, with the following modifications:

Error codes (Err)

Error codes listing abnormal conditions that occurred while capturing the transaction. See Table 1 for the possible error codes. In addition, there are several error codes specific to I2C higher-level decoding as described in Table 7.

Table 7 : I2C-specific error code values

Code	Meaning	Description
0	Stop is required	Stop condition is required for this transaction but was not observed.
N	No protocol match	Transaction did not match any of the expected protocols.
C	PEC problem	Transaction structure matched only to a protocol containing PEC, but PEC value is incorrect.
K	Class error	Transaction structure did not match to the protocol dictated by the command byte and the device class.

Start/Stop (S/P)

This column is unique to the I2C Transaction window. It indicates whether the start and stop conditions were observed for each record. S indicates the start condition; P indicates the stop condition. Transactions that have no stop condition (in the case of repeated start conditions) will have only S displayed.

Address (Addr)

The I2C address of the slave device that was the target of the transaction. This number is in hexadecimal. "None" is displayed for transactions that are zero bytes long, and thus have no address field. An asterisk (*) following the address indicates that the address byte was NACK'ed. In certain situations, an I2C transaction may not specify the lowest 8 bits of a 10-bit slave address. In these situations, the **Address (Addr)** column will render the incomplete addresses as 0XX, 1XX, 2XX, or 3XX, depending on the value of the first two address bits.

Data

In the I2C **Data** column, NACK'ed bytes are followed by an asterisk (*) to differentiate them from ACK'ed bytes.

8.4 Capture View

Three unique capture views are available in Data Center when using a Beagle I2C/SPI Protocol Analyzer. To select a Capture View, use the Capture View Menu in the Transaction Window Controls section of the application (Section 5.3.3).

-  **Packet** – I2C Protocol-level decoding is performed, records are in time-order, and no grouping is performed.
-  **Transaction** – Protocol-level decoding is performed and packets are grouped into transactions depending higher-level decoding options selected. For more information regarding transaction-level parsing, see Section 8.5.

-  **Class** – Class-level parsing is performed. Transactions are decoded further depending on the selected class options. For more information regarding class-level parsing, see Section 8.5.

8.5 Transaction-Level and Class-Level Parsing

8.5.1 General Use

The following are the steps to enable Transaction- or Class-level parsing when using the Promira Serial Platform or Beagle I2C/SPI Protocol Analyzer:

- Configure higher-level decoding options in the I2C Configuration Manager dialog (see Section 8.6).
- Select the Transaction or the Class View in the Capture View menu of the Transaction Window (Section 8.4)

Records are grouped into transactions as dictated by the selected higher-level protocol, and higher-level fields are visible for each transfer. Currently, the only supported higher-level protocol is **SMBus_{BETA}**. Please send us the feedback about how we can improve the SMBus decoding.

Post-capture, it is possible to apply a configuration to a device in order to see its data parsed at the class or transaction level. More information about applying and managing configurations can be found in Section 8.6.

8.5.2 SMBus_{BETA}

SMBus decoding can be enabled for the whole bus or for individual devices by selecting **SMBus_{BETA}** decoding option in the I2C Configuration Manager dialog. For information about SMBus, refer to System Management Bus (SMBus) Specification.

SMBus Transaction records

The I2C packets will be grouped based on the presence of Stop condition and packet types, and classified into one of the SMBus transaction types described in the Table 8. Each transaction will be checked against all SMBus protocols (with and/or without PEC, depending on the selected option and as relevant to the specific protocol). A transaction will be highlighted as No protocol match error if one of the following occurs:

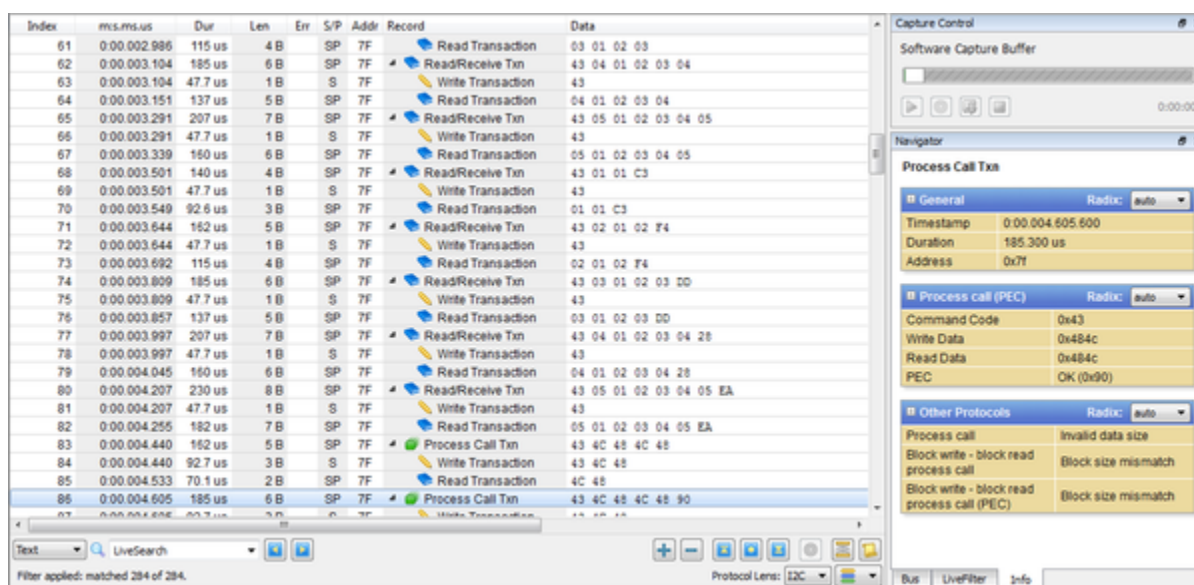
- A matching SMBus protocol was not found
- A matching SMBus protocol with PEC was found but PEC is incorrect.

Table 8 : SMBus transaction types

Transaction Type	Corresponding SMBus protocols
Quick Command	Quick Command
Write/Send Txn	Send Byte, Write Byte/Word, Block Write, SMBus Host Notify
Read/Receive Txn	Receive Byte, Read Byte/Word, Block Read
Process Call Txn	Process Call, Block Write – Block Read Process Call

Address Resolution Protocol (ARP) commands will be decoded further as described in the System Management Bus (SMBus) Specification.

Additional information can be obtained by clicking on the transaction-level record and looking at the Info pane. The Info pane will show the parsed fields for each matched SMBus protocol. It will also display error information for a few other possible SMBus protocols. See Figure 92 for an example.


Figure 92 : Transaction-level parsing for SMBus.

SMBus Class records

Class-level records will display information relevant to the device class. See Figure 93 for an example. Class-level information will be available for devices under one of the following conditions:

- **Class-level decoding** option is selected in the I2C Device Configuration Manager Dialog for the device.

- **Use default SMBus device address assignment** option is selected in the I2C Bus Configuration Manager Dialog and the device has one of the purpose-assigned slave addresses.
- Device has one of the fixed addresses: SMBus Host or SMBus Device Default Address.

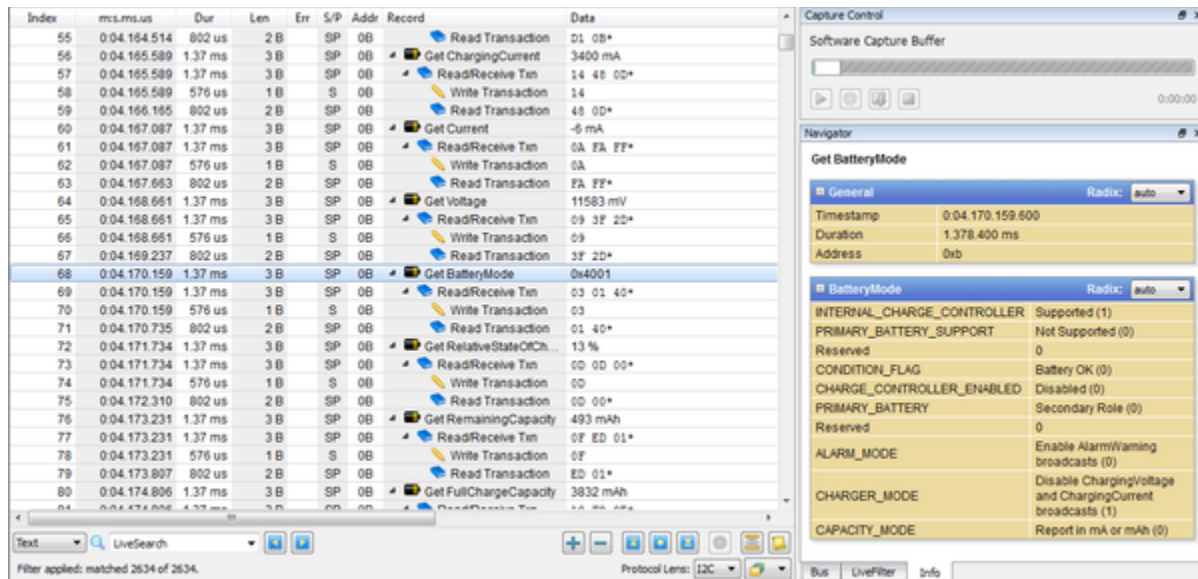


Figure 93 : Class-level parsing for SMBus.

8.6 I2C Configuration Manager

The I2C Configuration Manager Dialog can be accessed from the Bus Pane's right-click context menu.

8.6.1 I2C Bus Configuration Manager

The I2C Bus Configuration Manager Dialog (Figure 94) gives the user the opportunity to specify higher-level decoding for all devices on the I2C bus. The following options are available in the dialog:

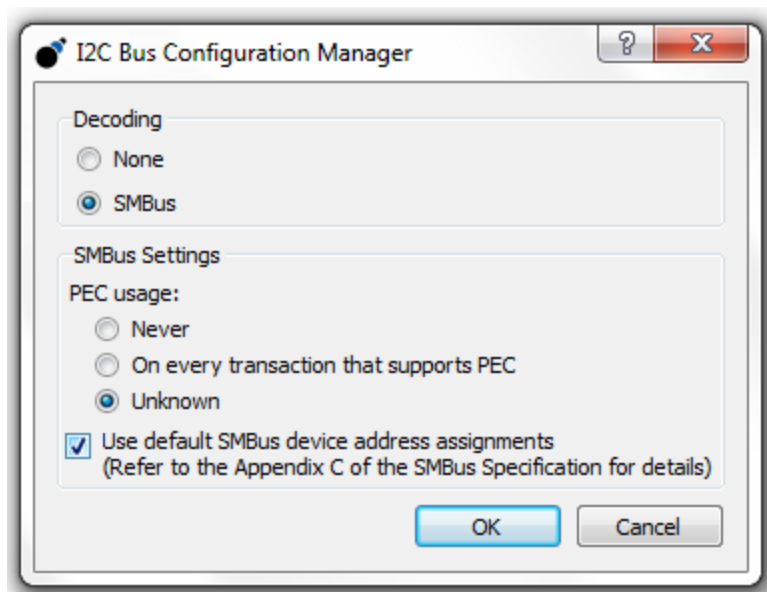


Figure 94 : I2C Device Configuration Manager Window

Decoding

- **None** – Higher-level decoding will not be applied.
- **SMBus_{BETA}** – SMBus decoding will be applied as described in Section 8.5.2.

SMBus Settings

PEC Usage

- **Never** – None of the transactions contain PEC. This option will be ignored for transactions to SMBus Device Default Address, where PEC is required. If this option is applicable, selecting it will allow for more accurate SMBus protocol-level error reporting.
- **On every transaction that supports PEC** – All transactions contain PEC. This option will be ignored for SMBus host notify protocol, where PEC is not used. If this option is applicable, selecting it will allow for more accurate SMBus protocol-level error reporting.
- **Unknown** – Transactions are matched against both with PEC and without PEC versions of SMBus protocols.

Use default SMBus device address assignment

If checked, the Data Center software will apply appropriate class-level decoding to the devices with purpose-assigned slave addresses as described in Appendix C of System Management Bus (SMBus) Specification. This option applies only to devices that do not explicitly override bus decoding options. The exception is fixed addresses. If configured as SMBus device, device with slave address 0x08 will be treated as SMBus Host, and device with slave address 0x61 will be treated as SMBus Device Default Address regardless of this option.

8.6.2 I2C Device Configuration Options

The I2C Device Configuration Options Dialog (Figure 95) gives the user the opportunity to select higher-level decoding options for individual devices on the I2C bus. The following options are available in the dialog:

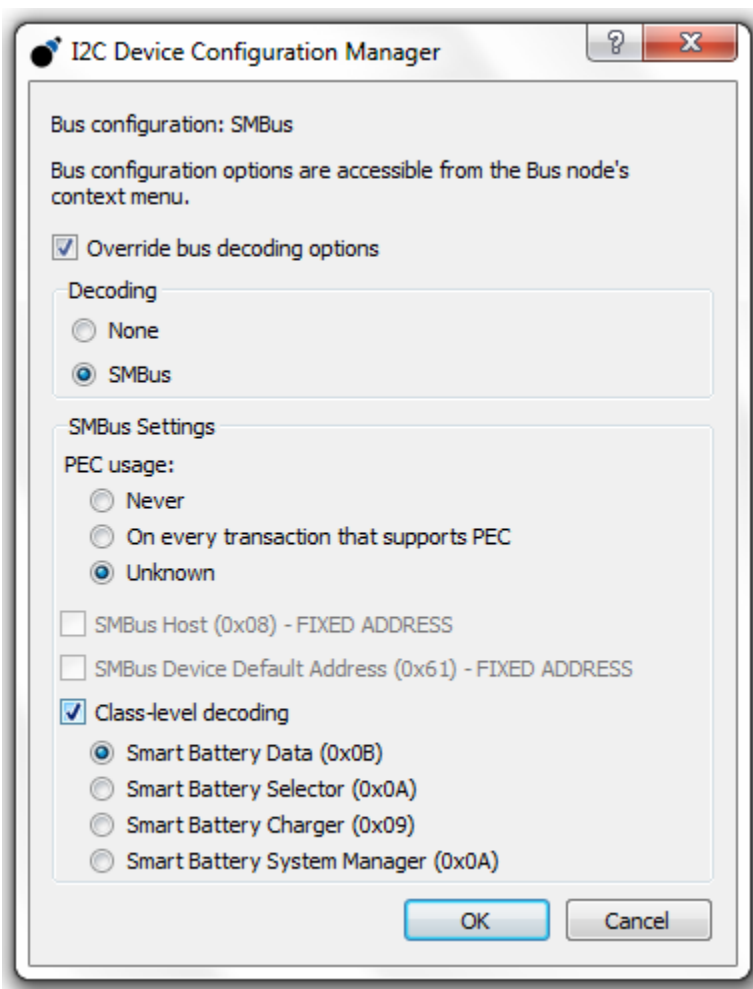


Figure 95 : I2C Device Configuration Manager Window

Override bus decoding options

Gives the user the opportunity to either use default bus configuration options or specify options for individual devices.

Decoding

See Section 8.6 for description.

SMBus Settings**PEC Usage**

See Section 8.6 for description.

SMBus Host

If checked, indicates that this is the SMBus Host device. This option cannot be changed.

SMBus Device Default Address

If checked, indicates that this is the SMBus Device Default Address. This option cannot be changed.

Class-level decoding

If checked, transactions will be decoded using the selected class-level interface. Currently, only Smart Battery System interfaces are supported. For information about these interfaces, refer to the Smart Battery System Specifications.

8.7 Details Window

The Details window has some extra features to accommodate the I2C protocol. Refer to section 6.2 for an overview of the Details View, including the Data and Timing panes.

8.7.1 Data Pane

The I2C Data pane (Figure 96) provides a hexadecimal and ASCII dump of the contents of the transaction. Please note that it does not include the byte(s) which are composed of the slave address and read/write bit. In the I2C Data pane, NACK'ed bytes are rendered in red text to differentiate them from ACK'ed bytes.



In the I2C Timing pane (Figure 97), all the bytes from the transaction will be displayed in the pane, including start and stop conditions.



- I2C data is sent MSB first and LSB last. In the column header for the Timing column, the bit order is indicated to be b7...b0.

- The timing display for I2C actually shows 9 bits. The last bit is the ACK/NACK bit.

8.8 Filtering an I2C Capture

The following is a description of the parameters that are specific to the I2C protocol. For a description of the General parameters, or for information on how to operate the Filter pane, refer to Section 6.5. The I2C Filter pane (Figure 98) has protocol-specific filtering options under the **Bus** caption in the pane.

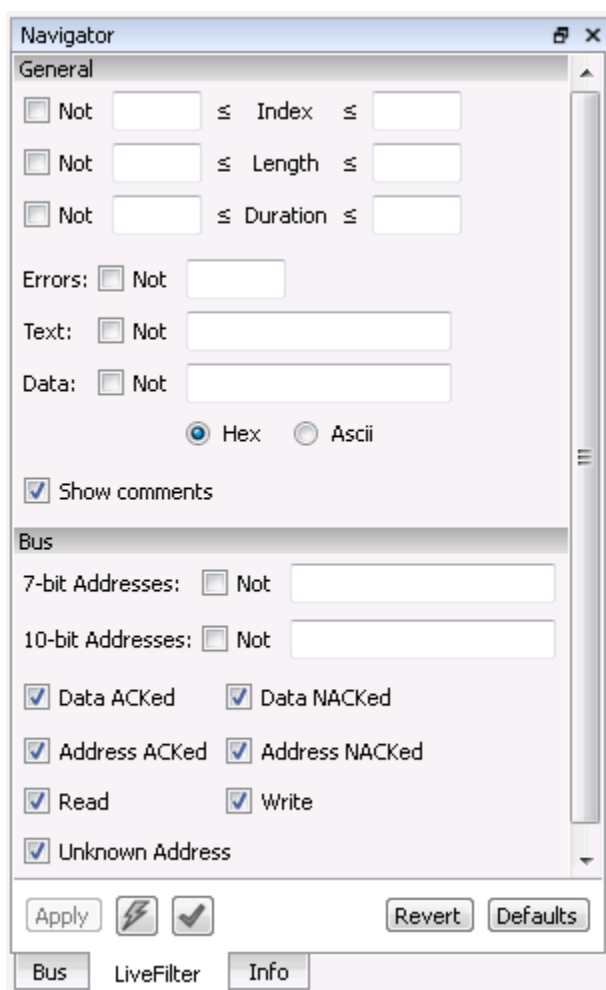


Figure 98 : I2C Filter Pane

8.8.1 7-bit Addresses

Filter the transactions based on the I2C slave address of the message. The addresses should be specified in hexadecimal format. Multiple device

addresses should be separated by commas or spaces. Note that this parameter only filters transactions that were addressed to slaves with 7-bit addresses.

8.8.2 10-bit Addresses

Filter the transactions based on the I2C slave address of the message. The addresses should be specified in hexadecimal format. Multiple device addresses should be separated by commas or spaces. Note that this parameter only filters transactions that were addressed to slaves with 10-bit addresses.

Partial 10-bit addresses can be specified as well using the 0XX, 1XX, 2XX, or 3XX notation as seen in the Transaction window.

8.8.3 Data ACKed

Unchecking this option will hide all transactions in which no data was NACK'ed

8.8.4 Data NACKed

Unchecking this option will hide all transactions in which any data was NACK'ed.

8.8.5 Address ACKed

Unchecking this option will hide all transactions in which the address was ACK'ed.

Address NACKed

Unchecking this option will hide all transactions in which the address was NACK'ed.

8.8.6 Read

Unchecking this option will hide all Read transactions.

8.8.7 Write

Unchecking this option will hide all Write transactions.

8.8.8 Unknown Address

Unchecking this option will hide all transactions that have an unknown address. An unknown address can occur when a transaction did not contain any data or encountered an error while transmitting the address.

9 SPI Monitoring

The Promira Serial Platform is capable of non-intrusively monitoring SPI at up to 40 MHz.

The Beagle I2C/SPI Protocol Analyzer is capable of non-intrusively monitoring SPI at up to 24 MHz. However, the Beagle analyzer may have difficulty monitoring continuous transactions at a sustained rate of 24 MHz. Please see the Beagle Analyzer datasheet for more details.

Please note that SPI is a full duplex protocol. For this reason, two bytes are recorded by the Data Center application during every 1-byte clock period. When the Data Center application displays these two bytes together, the first byte will be the MOSI byte and the second byte will be the MISO byte. There is no standard higher level protocol for SPI data.

9.1 Performing an SPI Capture

Here are the steps for starting an SPI capture.

1. Start the Total Phase Data Center application.
2. Connect the analyzer to the analysis computer. Make sure that the green indicator LED has illuminated.
3. Connect the analyzer to the SPI bus. The 10-pin ribbon cable can be connected directly, or the 10-pin split cable can be used to provide individual flying leads.
4. Click **Connect to Analyzer...** in the toolbar and connect to an analyzer.
5. Select **SPI** from the Protocol Lens pull-down menu under the Transaction Window.
6. Click **Device Settings...** in the toolbar and set the SPI capture settings. Make sure **SPI** is selected in the Capture Protocol pull-down menu.
7. Connect the analyzer to the target device.
8. Click the **Run Capture** button to start the data capture. Once the capture has started, the capture indicator will turn green and an informational transaction will appear in the Transaction window which notes when the capture was started.
9. To stop the capture, click on the **Stop** button.

9.2 SPI Device Settings

The SPI device settings described below can be configured in the Device Settings dialog (Figure 99). To open this dialog, click on the **Device Settings...** button.

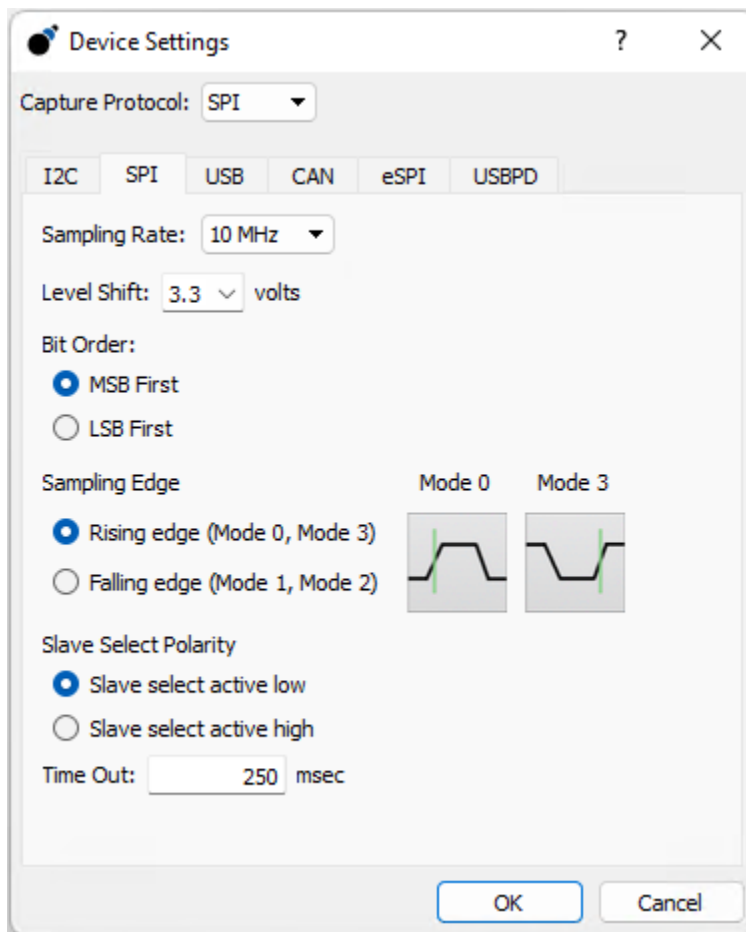


Figure 99 : SPI Tab of the Device Settings Dialog

9.2.1 Sampling Rate

There are three different sampling rates which can be used to monitor the SPI bus. As a rule of thumb, it is recommended that the sampling rate should be at least 4 times faster than the data rate of the monitored bus. For a 1000 kHz SPI bus, a sampling rate of 10 MHz would suffice.

To select a sampling rate, simply select the desired rate from the pull-down menu.

9.2.2 Level Shift

The Promira Serial Platform supports voltage level shifting when analyzing SPI signals. Select the desired voltage from the pull-down menu or enter it directly into the input field.

9.2.3 Target Power

The Beagle I2C/SPI Protocol Analyzer supports target power. Check or uncheck the box in the Settings window. The downstream device should not consume more than approximately 25 mA.

9.2.4 Bit Order

Since SPI does not have a high level protocol, it is necessary for the user to specify the bit order of the data bytes in order to have the Data Center software properly parse the captured data.

MSB first means that the Most Significant Bit (MSB) is transmitted first. The byte order would be b7...b0.

LSB first means that the Least Significant Bit (LSB) is transmitted first. The byte order would be b0...b7.

9.2.5 Sampling Edge

SPI has multiple modes (0, 1, 2, 3) which define the data frame for data transmission. In order for the Data Center software to correctly parse the captured data, the sampling edge of the data frame must be specified.

Mode 0 and 3 are sampled on the **Rising edge** of the clock and Mode 1 and 2 are sampled on the **Falling edge** of the clock.

For more information about SPI modes, please refer to the SPI Background section of the Promira Serial Platform or Beagle Protocol Analyzer datasheet.

9.2.6 Slave Select Polarity

Different SPI devices use different polarities on Slave Select to activate an SPI slave device. Slave select can be pulled low to activate the SPI slave or it can be pulled high to activate the SPI slave.

9.3 Transaction Window

The SPI Transaction window (Figure 100) displays all the transactions that were captured on the SPI bus in real time. When an transaction is selected in the Transaction window, detailed information about that transaction is displayed in the Info pane.

Index	m:s.ms.us	Dur	Len	Err	Record	Data
0	0:00.000.000				🟢 Capture started	[05/13/09 15:19:19]
1	0:04.581.968	31.8 us	1 B		0101 1010 Transaction	0600
4	0:04.585.123	562 us	35 B		0101 1010 Transaction	0200 0000 0000 0000 0100 0200 0300 0400 ...
7	0:04.597.103	31.8 us	1 B		0101 1010 Transaction	0600
8	0:04.597.103	31.8 us	1 B		0101 1010 MOSI	06
9	0:04.597.103	31.8 us	1 B		0101 1010 MISO	00
10	0:04.600.128	562 us	35 B		0101 1010 Transaction	0200 0000 2000 2000 2100 2200 2300 2400 ...
13	0:04.611.834	31.8 us	1 B		0101 1010 Transaction	0600
16	0:04.613.939	562 us	35 B		0101 1010 Transaction	0200 0000 4000 4000 4100 4200 4300 4400 ...
19	0:04.627.824	31.8 us	1 B		0101 1010 Transaction	0600
22	0:04.629.945	562 us	35 B		0101 1010 Transaction	0200 0000 6000 6000 6100 6200 6300 6400 ...
25	0:04.643.797	31.8 us	1 B		0101 1010 Transaction	0600
26	0:04.643.797	31.8 us	1 B		0101 1010 MOSI	06
27	0:04.643.797	31.8 us	1 B		0101 1010 MISO	00
28	0:04.645.951	562 us	35 B		0101 1010 Transaction	0200 0000 8000 8000 8100 8200 8300 8400 ...
31	0:04.659.980	31.9 us	1 B		0101 1010 Transaction	0600
34	0:04.663.135	562 us	35 B		0101 1010 Transaction	0200 0000 A000 A000 A100 A200 A300 A400 ...
37	0:04.674.856	31.8 us	1 B		0101 1010 Transaction	0600

Figure 100 : SPI Transaction Window

For a general description of the Transaction window, see Section 6.1. The general description encompasses the behavior of the SPI Transaction window, with the following caveats for each column:

9.3.1 Data

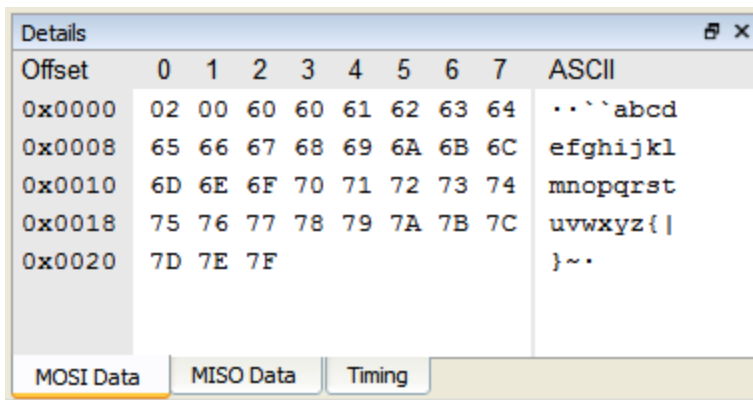
For the top-level SPI Transactions, data is displayed as a sequence of 2-byte words. The first byte of the word is the MOSI data, and the second byte is the MISO data. The data is paired because SPI is a bidirectional protocol, and the MOSI and MISO bytes appear on the bus at the same time. SPI transactions can be expanded into separate MISO and MOSI records, both of which contain the normal sequence of 1-byte words.

9.4 Details Window

The Details window has some extra features to accommodate the SPI protocol. Refer to section 6.2 for an overview of the Details window, including the Data and Timing panes.

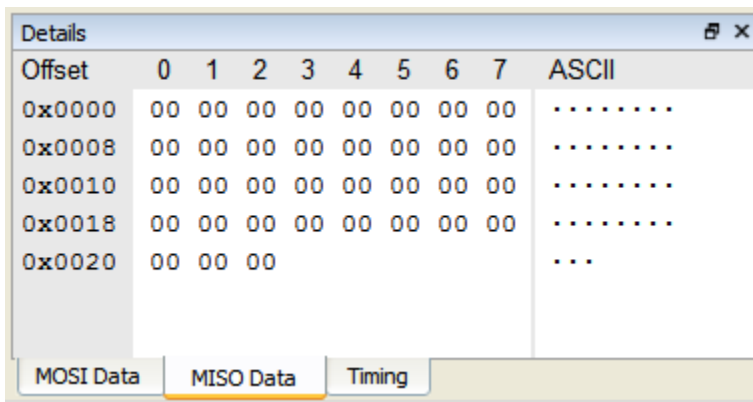
9.4.1 MOSI and MISO Data Panes

The SPI Details window separates the transaction data into the MOSI Data Pane (Figure 101) and the MISO Data Pane (Figure 102).



Offset	0	1	2	3	4	5	6	7	ASCII
0x0000	02	00	60	60	61	62	63	64	``abcd
0x0008	65	66	67	68	69	6A	6B	6C	efghijkl
0x0010	6D	6E	6F	70	71	72	73	74	mnopqrst
0x0018	75	76	77	78	79	7A	7B	7C	uvwxyz{
0x0020	7D	7E	7F						}~.

Figure 101 : MOSI Data Pane of the SPI Details Window



Offset	0	1	2	3	4	5	6	7	ASCII
0x0000	00	00	00	00	00	00	00	00	
0x0008	00	00	00	00	00	00	00	00	
0x0010	00	00	00	00	00	00	00	00	
0x0018	00	00	00	00	00	00	00	00	
0x0020	00	00	00						...

Figure 102 : MISO Data Pane of the SPI Details Window

Each of these Data panes behaves as the Data pane described in Section 6.2.1.

9.4.2 Timing Pane

The SPI Timing Pane (Figure 103) overlays the bit timing diagram of the MOSI line with the MISO line. The MOSI line is displayed in red and the MISO line in blue. If a **Transaction** record is selected, the red and blue MOSI and MISO timing lines will overlap in the diagram. If either a **MOSI** or a **MISO** record is selected, only the MISO or MOSI line will be drawn in the Timing pane.

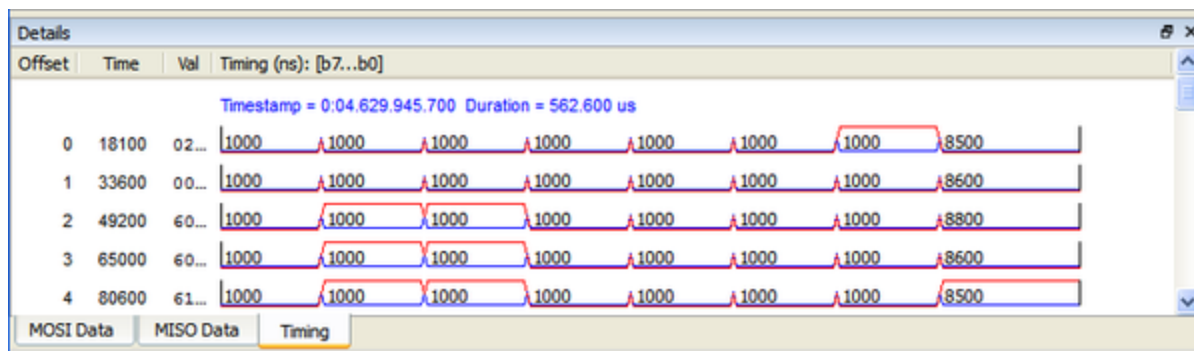
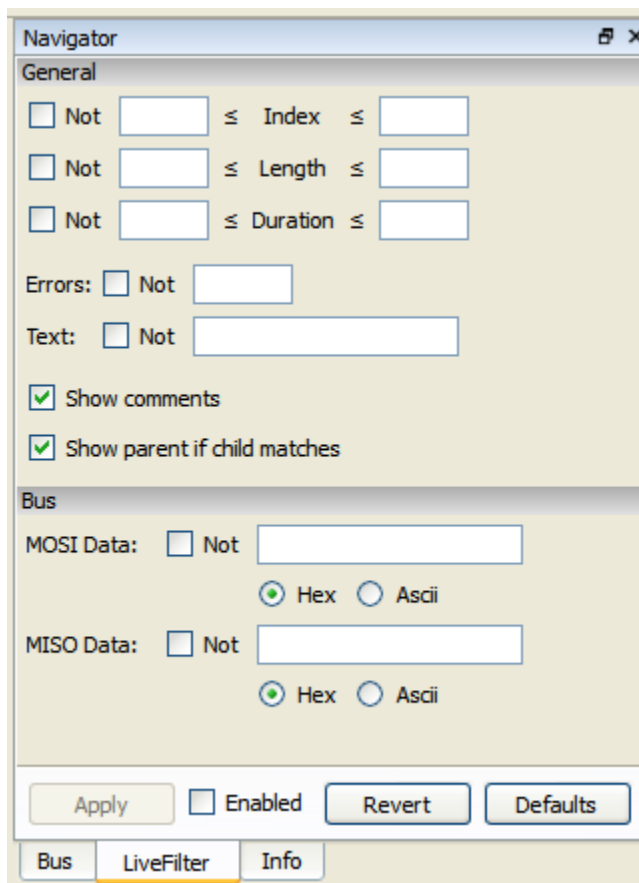


Figure 103 : Timing Pane of the SPI Details Window

9.5 Filtering an SPI Capture

The following is a description of the parameters that are specific to the SPI protocol. For a description of the General parameters, or for information on how to operate the Filter Pane, refer to Section 6.5. The SPI Filter Pane (Figure 104) has protocol-specific filtering options under the **Bus** caption in the pane.



Navigator

General

☐ Not ≤ Index ≤

☐ Not ≤ Length ≤

☐ Not ≤ Duration ≤

Errors: ☐ Not

Text: ☐ Not

☒ Show comments

☒ Show parent if child matches

Bus

MOSI Data: ☐ Not

☒ Hex ☐ Ascii

MISO Data: ☐ Not

☒ Hex ☐ Ascii

Apply ☐ Enabled Revert Defaults

Bus LiveFilter Info

Figure 104 : *Filter Pane located in the SPI Navigator Window*

MOSI Data and MISO Data

In the SPI Filter pane, there is no **Data** field in the General parameters section. It is replaced by two Data fields, one that matches only MOSI Data and one that matches only MISO Data. These Data parameters accept the same syntax described in Section 6.5.1.7.1.

10 CAN Monitoring

The Komodo CAN Interface is a CAN interface capable of active CAN data transmission as well as non-intrusive CAN bus monitoring.

The Komodo CAN Duo Interface has two independent, customizable CAN channels along with eight configurable GPIOs. The Komodo CAN Duo Interface also has two virtual USB ports (via a single physical USB port).

The two CAN channels make simultaneous communication on and/or monitoring of two separate CAN buses possible using a single Komodo CAN Duo Interface. The two virtual USB ports allow users to communicate with a single Komodo interface simultaneously from two software applications.

The Komodo CAN Solo Interface has one customizable CAN channel along with eight configurable GPIOs. The Komodo CAN Solo Interface also has one virtual USB port.

GPIO, General Purpose IO, allows users to synchronize external logic with a CAN channel, as well as output events to external devices, such as oscilloscopes.

10.1 Performing a CAN Capture

Here are the steps for starting a CAN capture.

1. Start the Total Phase Data Center application.
2. Connect the Komodo CAN Interface to the analysis computer. Make sure that the green indicator LED has illuminated.
3. Connect the Komodo CAN Interface to the CAN bus. The Komodo CAN Interface features two connectors for each CAN channel: a common DB-9 connector and a block screw terminal which wires can easily connect to. Ensure the CAN bus is properly terminated, otherwise the Komodo is saturated with CAN errors.
4. Click **Connect to Analyzer...** in the toolbar and connect to a Komodo CAN Interface.
5. Select **CAN** from the Protocol Lens pull-down menu under the Transaction Window.
6. Click **Device Settings...** in the toolbar and set the CAN capture settings. Make sure **CAN** is selected in the Capture Protocol pull-down menu.
7. Connect the Komodo CAN Interface to the target device.

8. Click the **"Run Capture"** button to start the data capture. Once the capture has started, the capture indicator will turn green and an informational transaction will appear in the Transaction window which notes when the capture was started.
9. To stop the capture, click on the **"Stop"** button.

10.2 CAN Device Settings

The CAN device settings described below can be configured in the Device Settings dialog (Figure 105). To open this dialog, click on the **"Device Settings..."** button.

The Device Settings dialog can also be accessed through **Analyzer | Device Settings**.

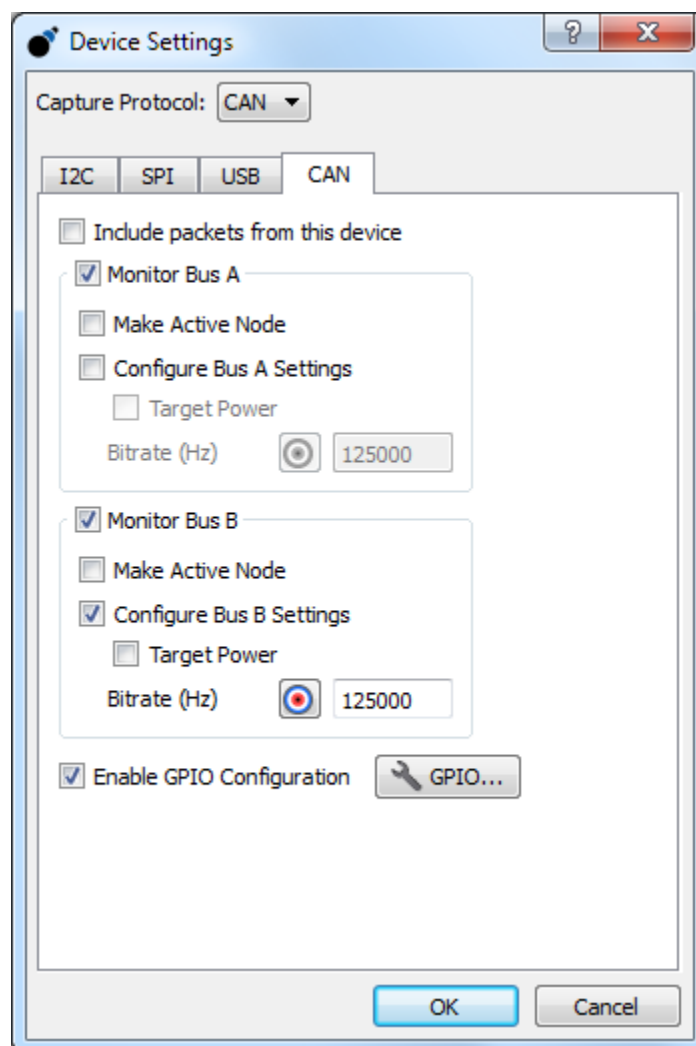


Figure 105 : CAN Tab of the Device Settings Dialog

10.2.1 Monitor channel

Monitor channel checkbox enables monitoring selected channel (A or B) on the connected Komodo CAN Interface port. Data Center software can monitor either or both of the channels when connected to the Komodo CAN Duo Interface. Only channel A option is available when connected to the Komodo CAN Solo Interface.

10.2.2 Make active node

Make active node checkbox enables packet ACKing on the corresponding channel on the connected Komodo port. When the box is checked, the application will acquire the appropriate Control feature from the Komodo port. When the box is unchecked, the port will act as a passive monitor (listen-only) on the CAN bus. For more information, refer to the Komodo CAN Interface datasheet. This option is valid only when **Monitor channel** is checked for this channel.

10.2.3 Include packets from this unit

If checked, CAN traffic generated by this Komodo unit will be included

10.2.4 Configure Bus Settings

Configure Bus Settings checkbox enables configuring the corresponding channel on the connected Komodo port. When the box is checked, the application will acquire the appropriate Config feature from the Komodo port. When the box is unchecked, all configuration options will be disabled on this channel. This option is valid only when **Monitor channel** is checked for this channel. Only one application can configure the bus settings at a time.

10.2.5 Target power

It is possible to power one or more downstream CAN nodes using the V+ pin. The Komodo CAN Interface can source a maximum of 73 mA per CAN channel with V+.

To enable or disable target power on corresponding channel, check or uncheck the box in the Settings window. This option is valid only when **Monitor channel** and **Acquire config resource** are checked for this channel.

10.2.6 Bitrate (Hz)

The bitrate can be manually configured for each channel by entering a bitrate value in the **Bitrate Field** of the dialog. The resulting bitrate may slightly

differ from the entered value, as only certain discrete bitrates are permitted. The application will set the bitrate to the value nearest the entered bitrate.

The bitrate can be set automatically for each channel by pressing the **Auto Bitrate Button** . Once the bitrate detection operation completes, the result will appear in the corresponding **Bitrate Field**.

These options are valid only when **Monitor channel** and **Acquire config resource** are checked for this channel.

10.2.7 Enable GPIO Configuration

Enabled GPIO Configuration checkbox enables configuring GPIO pins. When the box is checked, the application will acquire GPIO Control feature from the Komodo port. When the box is unchecked, configuring GPIO pins is disabled. Only one application can configure the GPIO interface at a time.

Configure GPIO button opens the **Komodo GPIO configuration** dialog.

10.2.8 Komodo GPIO configuration

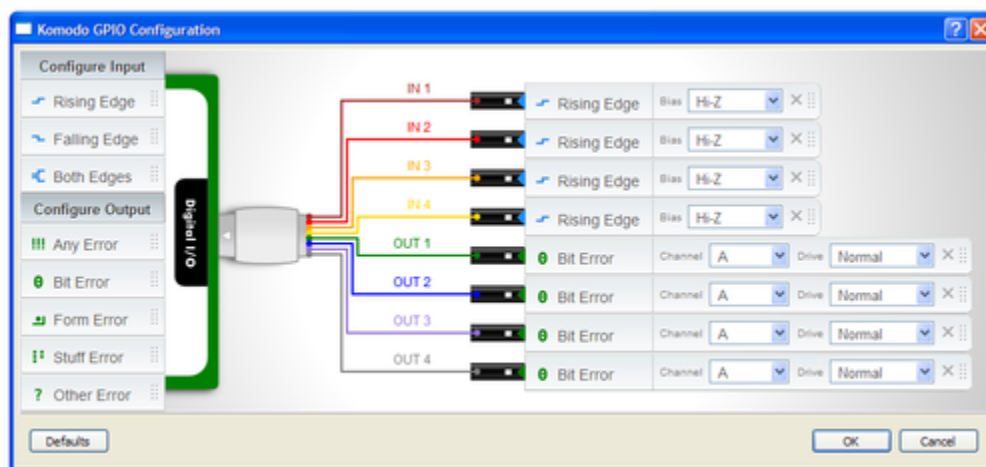


Figure 106 : Komodo GPIO configuration Dialog

The **Komodo GPIO configuration** dialog offers a way to configure general purpose input and output (GPIO) pins. Each of the pins labeled with IN 1, IN 2, IN 3, IN 4 can be configured as an input by dragging one of the inputs from **Configure Input** section and dropping it on one of these pins. Each of the pins labeled with OUT 1, OUT 2, OUT 3, OUT 4 can be configured as an output by dragging one of the outputs from **Configure Output** section and dropping

it on one of these pins. The various options for each pin type are described below.

Configure Input

Digital inputs allow users to synchronize external logic with a CAN channel. Whenever the state of an enabled digital input changes, an event will be sent to the analysis PC and displayed in the transaction log.

- **Rising Edge** – Report change on rising edge.
- **Falling Edge** – Report change on falling edge.
- **Both Edges** – Report change on both edges.

The digital input options are as follows:

Bias

Specify a voltage bias for an input pin.

- **Pull-Down** – Pulls down input voltage using high impedance resistor to GND.
- **Pull-Up** – Pulls up input voltage using high impedance resistor to 3.3V.
- **Hi-Z** – No modification to input voltage.

Configure Output

Digital outputs allow users to output events to external devices. A common use for this feature is to trigger an oscilloscope or logic analyzer to capture data. The output pins can be activated on the various conditions below. Refer to the Komodo datasheet for details on the output signal characteristics and refer to the CAN specification for details on the different error types.

- **Any Error** – Output pulse on any error.
- **Bit Error** – Output pulse on bit error.
- **Form Error** – Output pulse on form error.
- **Stuff Error** – Output pulse on stuff error.
- **Other Error** – Output pulse on other error.

The digital output options are as follows:

Channel

Specify a source channel for an error activated output pin.

- **A** – Active on CAN A error.
- **B** – Active on CAN B error.
- **Both** – Active on CAN A or B error.

Drive

Specify the voltage drive for an output pin.

- **Normal** – Active is 3.3 V; Inactive is GND.
- **Inverted** – Active is GND; Inactive is 3.3 V.
- **Open Drain** – Active is GND; Inactive is floating.
- **+Pullup** – Equivalent to **Open Drain** with a high impedance pullup.

Defaults

Set the default configuration for all of the pins. This will configure IN pins as inputs with pull-downs that report changes on both edges and OUT pins as outputs that activate on any error.

10.3 Transaction Window

The CAN Transaction window (Figure 107) displays all the transactions that were captured on the CAN bus in real time. When a transaction is selected in the Transaction window, detailed information about that transaction is displayed in the Info pane.

Ch	Index	ms.ms.us	Len	Err	Bitrate	ID	Record	DLC	Data
A	184996	2:06.696.472	3 B		125 KHz	01d	● Data Frame	3	01 FE 38
A	184997	2:06.697.083	3 B		125 KHz	042	● Data Frame	3	01 01 01
A	184998	2:06.782.806			125 KHz	029	⊗ Remote Frame (Km)	2	
A	184999	2:06.784.222	2 B		125 KHz	029	● Data Frame	2	F5 02
A	185000	2:06.786.809			125 KHz	01d	⊗ Remote Frame (Km)	3	
A	185001	2:06.788.650	3 B		125 KHz	01d	● Data Frame	3	01 FF 38
A	185002	2:06.790.805			125 KHz	04e	⊗ Remote Frame (Km)	2	
A	185003	2:06.792.599	2 B		125 KHz	04e	● Data Frame	2	1C 80
A	185004	2:06.793.396	1 B		125 KHz	03a	● Data Frame	1	00
A	185005	2:06.794.184	1 B		125 KHz	039	● Data Frame	1	00
A	185006	2:06.795.070	2 B		125 KHz	029	● Data Frame	2	F5 02
A	185007	2:06.796.213	2 B		125 KHz	04e	● Data Frame	2	1C 80
A	185008	2:06.797.519	3 B		125 KHz	01d	● Data Frame	3	01 FF 37
A	185009	2:06.798.123	3 B		125 KHz	042	● Data Frame	3	01 01 01
A	185010	2:06.893.774	1 B		125 KHz	03a	● Data Frame	1	00
A	185011	2:06.894.239			125 KHz	029	⊗ Remote Frame (Km)	2	
A	185012	2:06.894.624	1 B		125 KHz	039	● Data Frame	1	00
A	185013	2:06.895.445	2 B		125 KHz	029	● Data Frame	2	F5 02
A	185014	2:06.896.587	2 B		125 KHz	04e	● Data Frame	2	1C 80

Figure 107 : CAN Transaction Window

For a general description of the Transaction window, see Section 6.1. The general description encompasses the behavior of the CAN Transaction window, with the following modifications:

Ch

The channel on which the packet or event occurred.

Error codes (Err)

Error codes listing abnormal conditions that occurred while capturing the transaction. See Table 1 for the possible error codes. In addition, there are several CAN specific error codes as described in Table 9.

Table 9 : CAN-specific error code values

Code	Meaning	Description
B	Bit	The observed state (level) of a transmitted bit was different from the known transmitted value.
F	Form	A fixed-form bit field contained one or more illegal bits.
0	Other	An error other than bit, form or stuff was observed on the bus.
S	Stuff	A bit stuff error occurred more than 5 consecutive bits with the same level were received.

Bitrate

The bitrate of the CAN bus in kHz.

ID

The ID of the source CAN node of the CAN packet. When a packet is marked as RTR, the ID, instead, corresponds to the destination CAN node (the requestee).

DLC

DLC (Data Length Code) is the specified number of bytes transmitted in a single CAN packet.

Data

The data payload for CAN packets, and a textual description for CAN events, errors, and capture events.

10.4 Filtering a CAN Capture

The following is a description of the parameters that are specific to the CAN protocol. For a description of the General parameters, or for information on how to operate the Filter pane, refer to Section 6.5.

Figure 108 : *CAN Filter Pane*

ID

An ID that filters the transactions based on the ID of the source CAN node.

Extended ID

An extended ID that filters the transactions based on the extended ID of the source CAN node.

Data Length Code

An integer that filters the transactions based on the DLC field.

Traffic

Filters traffic that originated from the Komodo or traffic that was observed from other sources.

Channel

Filters transactions to include packets and events that occurred only on the selected channels.

Error States

Filters instances of entry into one of the following error states: [Active, Passive, Warning, or Bus Off]

Bus Event

Filters traffic that is considered a bus event such as a change in bitrate.

GPIO Event

Filters traffic that is considered a GPIO event (Digital Input).

Arbitration Loss

Filters instances where the Komodo is aware that it has lost an arbitration event.

Data Frame

Filters Data Frames from view.

Remote Frame

Filters Remote Frames from view.

10.5 Bus Pane

Bus

Clicking on any device in the Bus Pane will display bus specific statistics information in the stats pane and allow filtering according to that specific bus.

Device

Clicking on any device in the Bus Pane will display device specific statistics information in the stats pane.

Transaction Type

Clicking on a transaction type (Data/Remote) in the Bus Pane will not display data in the statistics pane, but will allow filtering according to the transaction type for the device.

Traffic Origin

Clicking a given traffic origin (Komodo/Observed) in the Bus Pane will display statistics and allow to filter traffic corresponding to the bus-device-transaction-origin.

10.6 Last Packet View

The CAN Last Packet View (Figure 109) lists information about the most recent packets received on the CAN bus for each channel, CAN ID, RTR and DLC. The view is accessible via  in the application toolbar.

Last Packet View							
Index	Ch	ID	RTR	DLC	Period	Count	Data
7	A	0x029	1	2	100 ms	836	
8	A	0x01d	1	3	100 ms	836	
9	A	0x029	0	2	99.9 ms	836	1A 03
10	A	0x04e	1	2	99.9 ms	836	
11	A	0x01d	0	3	99.9 ms	836	08 0A 3C
12	A	0x04e	0	2	99.9 ms	836	1A 00
13	A	0x142	0	5	2.00 ms	4	03 20 20 20 20
14	B	0x142	0	5	2.00 ms	4	03 20 20 20 20
15	A	0x13a	0	1	462 ms	3	E0

Figure 109 : CAN Last Packet View.

This list contains the following information about the last packet:

Index

The packet index number.

Ch

The channel on which the packet was captured.

ID

CAN Identifier of the packet

RTR

Remote request indicator.

DLC

Data Length Code.

Period

Average time between packets. Period is calculated based on the last 3 packets of this type.

Count

The total number of packets captured since the last CAN capture session started.

Data

Data payload for the last CAN packet of this type

11 USB Power Delivery Monitoring

The USB Power Delivery Analyzer is capable of monitoring the Power Delivery ("PD") protocol traffic between two USB Type-C devices (and potentially also an E-Marker) in real time. In addition to capturing the PD traffic, the current and voltage of both V_{BUS} and V_{CONN} are tracked, correlated to the captured PD data.

11.1 Performing a USB Capture

Here are the steps for starting a capture with the Beagle USB 5000 analyzer, the Beagle USB 480 analyzer, or the Beagle USB12 analyzer.

1. Start the Data Center application.
2. Attach the USB Power Delivery Analyzer to your PC.
3. Click the **Connect to Analyzer...** button in the toolbar and connect to the analyzer.
4. Click the **Run Capture** button to start the data capture.
5. Attach both Type-C devices together through the analyzer.
6. To stop the capture, click on the **Stop Capture** button

11.2 Transaction Window

The Transaction window (Figure 110) displays the transactions that were captured on the PD bus in real time. When a transaction is selected in the Transaction window, detailed information about that transaction is displayed in the Info pane.

Spec	Index	m.s.ms.us	Dur	Len	Err	CC	Role	Message	Data
	116	0:05.012.544				2		PD	
	117	0:05.134.263				1		PD	
v2.0	118	0:05.179.960	642 us	10 B		2	Source:DFP ↓	[0]Source_Cap	SOP H=0x1161 0x2601905A CRC=0xBD5F20E4 EOP
	122	0:05.180.477	503 us	6 B		2	Sink:UFP ↑	[0]GoodCRC	SOP H=0x0041 CRC=0xA8B8CBB EOP
v2.0	125	0:05.181.631	635 us	10 B		2	Sink:UFP ↑	[0]Request	SOP H=0x1042 0x13000000 CRC=0x170CDC98 EOP
	129	0:05.182.417	506 us	6 B		2	Source:DFP ↓	[0]GoodCRC	SOP H=0x0161 CRC=0x4A38788F EOP
v2.0	132	0:05.183.156	506 us	6 B		2	Source:DFP ↓	[1]Accept	SOP H=0x0363 CRC=0x96007B21 EOP
	135	0:05.183.750	501 us	6 B		2	Sink:UFP ↑	[1]GoodCRC	SOP H=0x0241 CRC=0x46B50D97 EOP
v2.0	138	0:05.270.414	506 us	6 B		2	Source:DFP ↓	[2]PS_RDY	SOP H=0x0566 CRC=0x02142A51 EOP
	141	0:05.271.008	498 us	6 B		2	Sink:UFP ↑	[2]GoodCRC	SOP H=0x0441 CRC=0xAFD6A8A2 EOP
v2.0	144	0:05.271.843	503 us	6 B		2	Sink:UFP ↑	[1]PR_Swap	SOP H=0x024A CRC=0xA541D45C EOP
	147	0:05.272.529	503 us	6 B		2	Source:DFP ↓	[1]GoodCRC	SOP H=0x0361 CRC=0xA43619A3 EOP
v2.0	150	0:05.273.022	506 us	6 B		2	Source:DFP ↓	[3]Accept	SOP H=0x0763 CRC=0x916DBF38 EOP
	153	0:05.273.720	500 us	6 B		2	Sink:UFP ↑	[3]GoodCRC	SOP H=0x0641 CRC=0x41D8C98E EOP
v2.0	156	0:05.582.014	506 us	6 B		2	Source:DFP ↓	[4]PS_RDY	SOP H=0x0966 CRC=0x0BA2667A EOP
	159	0:05.582.504	503 us	6 B		2	Sink:UFP ↑	[4]GoodCRC	SOP H=0x0841 CRC=0xA660E489 EOP
	162	0:05.583.052				2		PD	
v2.0	163	0:05.584.540	502 us	6 B		2	Source:UFP ↑	[2]PS_RDY	SOP H=0x0546 CRC=0x97900EF3 EOP
	166	0:05.585.117	510 us	6 B		2	Sink:DFP ↓	[2]GoodCRC	SOP H=0x0461 CRC=0x3A528C00 EOP
v2.0	169	0:05.589.854	502 us	6 B		2	DFP/UFP ↔	[0]Soft_Reset	SOP' H=0x004D CRC=0x040E23B7 EOP
	172	0:05.590.598	503 us	6 B		2	Cable	[0]GoodCRC	SOP' H=0x0141 CRC=0xDFBC5C2D EOP
v2.0	175	0:05.592.496	499 us	6 B		2	Cable	[0]Accept	SOP' H=0x0143 CRC=0xED8A3EAF EOP
	178	0:05.593.189	506 us	6 B		2	DFP/UFP ↔	[0]GoodCRC	SOP' H=0x0041 CRC=0xA8B8CBB EOP
v2.0	181	0:05.594.237	641 us	10 B		2	DFP/UFP ↔	[1]VDM:Disclde...	SOP' H=0x124F 0xFF008001 CRC=0x21674E90 EOP
	185	0:05.595.009	502 us	6 B		2	Cable	[1]GoodCRC	SOP' H=0x0341 CRC=0x31B23D01 EOP

Figure 110 : PD Transaction Window

Spec

The USB PD specification revision of the message, as indicated within the message header

CC

The CC line (CC1 or CC2) internal to the analyzer on which the packet was received. Flipping the analyzer (rotating it without changing the orientation of either attached device) will cause a reversal of these two lines.

Role

The role of the originator of the message, as indicated within the message header. For SOP messages, this indicates the data and power direction of the originator: Source/Sink and DFP/UFP. For SOP'/SOP'' messages, this indicates whether the originator was the cable or the DFP/UFP.

Message

This primarily shows the Message Type as declared in the message header. The MessageID field is also shown in brackets ("[1]" indicates a MessageID of 1)

A message consisting only of "PD" is shown when an event occurs on the PD bus which cannot be parsed as part of a message. Things that cause this include: DRP toggling, Rp/Rd swapping from power role swap, noise, etc.

11.3 PD Current/Voltage Monitoring

The USB Power Delivery Analyzer provides the ability to capture current and voltage on V_{BUS} and V_{CONN} , as well as the voltage of CC1 and CC2. Captured data is shown in the Current/Voltage Monitor View. (Figure 111).

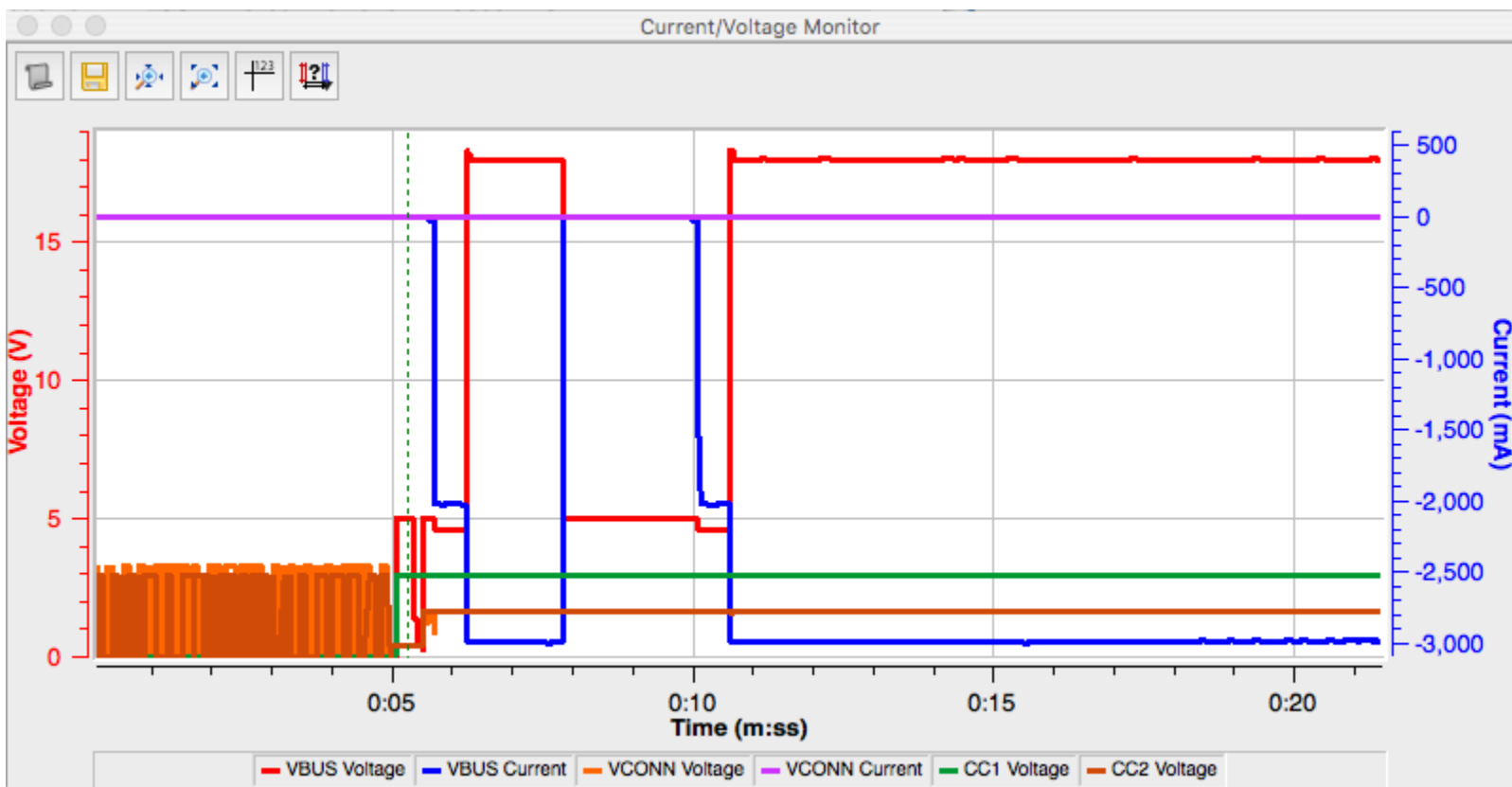


Figure 111 : Current/Voltage Monitor View of a sample capture taken between an LG Type-C monitor and a Chromebook Pixel. The red trace is V_{BUS} voltage, the blue trace is V_{BUS} current. V_{CONN} voltage and current are shown as orange and purple respectively. CC1 is shown as green, and CC2 as brown. The vertical green dash marker corresponds to the selection in the Transaction Window. In this example, the selection in the Transaction Window is the Accept before a PR_Swap.

11.3.1 Interacting with the Current/Voltage Monitor View

The Current/Voltage Monitor View offers a convenient way to correlate data traffic with events in the power line. View navigation is primarily via the mouse. Additional tools are provided for common operations.

- **Basic Navigation:** Left mouse button pans and right mouse button zooms the view. Scroll Wheel zooms the time axis.
- **Individual Axis Pan and Zoom:** The **Shift Key** and the **Control Key** (**Command Key** on the Mac) restrict pan and zoom operations to the current and voltage axis respectively. Alternatively, users can use the **Set Pan/Zoom Axis** tool for the same effect.
- **Scroll**  : When selected, the view will continuously scroll and track the latest current/voltage readings from the analyzer.
- **Export**  : Export to CSV. Current/voltage measurement data are also saved in binary .tdc files with **File | Save**.
- **Reset Zoom**  : Reset axes to their default ranges.
- **Show All**  : Rescale axes to display all the captured measurements.
- **Find Record**  : Activate cursor for finding the record in the Transaction Window by clicking in the Current/Voltage Monitor View.
- **Set Pan/Zoom Axis**  : Restrict pan/zoom to the selected axis.
- **Transaction Window Selection Tracking:** The Current/Voltage Monitor View renders a vertical green dash marker at the time point of the selected record in the Transaction Window. Note that unlike the Transaction Window, the Current/Voltage Monitor View only displays data from a single session. The Transaction Window thus serves as the primary interface for switching sessions in the Current/Voltage Monitor View.
- **Channel Enable/Disable:** The bottom row of the Monitor shows all available channels. Clicking on a channel will toggle it between Enabled and Disabled. This is a convenient way to clean up the display if you're only interested in a specific item.

11.3.2 Measurement Characteristics

The USB Power Delivery Analyzer is rated for 3A continuous and up to 20V on V_{BUS} .

Disclaimer: When using the USB Power Delivery Analyzer above the rated current and voltage, extreme caution is advised. Customers who choose to do so are at their own risk and may cause permanent damage to the analyzer. Total Phase is not liable for damages caused by applying current and voltage in excess of the warranted operating range.

A measurement is taken on each of the 6 channels, once approximately every 8 milliseconds, in a sequential (round-robin) fashion. The previous channel values are held in the graph until the next valid measurement.

12 Troubleshooting

12.1 General

QUESTION: When attempting to open the Connection Dialog, I receive the following error message: "Could not detect the attached Beagle analyzers for the following reason: Incompatible driver. Please check your CD or the Total Phase website for an updated driver."

ANSWER: A driver newer than the version installed is required. Please refer to the Beagle analyzer datasheet for instructions on upgrading the Beagle analyzer USB driver.

QUESTION: I have connected my device to a Beagle analyzer. When I try to capture data, no packets are shown.

ANSWER: Please try the following:

- Make sure that you are viewing the correct protocol. To change the Protocol Lens, select the correct protocol from the Protocol Lens pull-down menu under the Transaction window.
- Disable the filter to make sure you are seeing all the packets.
- For I2C and SPI, make sure that you have selected the correct protocol from the Device Settings Dialog, as either protocol may be used with the Beagle I2C/SPI Analyzer. You will have to stop your capture in order to change this setting.
- For I2C, make sure that the I2C pullups are set correctly for your target device.
- For SPI, make sure that your capture settings are set to the correct sampling edge, bit order and slave select polarity.
- If the downstream target requires power from the Beagle I2C/SPI analyzer, please make sure that target power has been turned on in the settings.
- For USB, if you are testing a high-speed device, make sure you connect the device to the Beagle USB 12 analyzer through a full-speed USB hub or you are using a Beagle USB 480 analyzer.

QUESTION: I have set some filters, but the contents of the transaction window have not changed.

ANSWER: Filters are not applied to the transaction window until the **Apply** button has been pressed. After settings all your filters, make sure you click on the "**Apply**" button.

12.2 USB

***QUESTION:* I have plugged in a device into the Beagle USB 480 analyzer and it is acting strangely.**

ANSWER: Be sure that the analysis end of the Beagle USB 480 analyzer is plugged in prior to plugging in any devices on the target end. This ensures that the devices in the analyzer hardware that isolate the USB bus on the target end are functioning and the target device can communicate properly.

***QUESTION:* The descriptor information does not appear for my device even though I am able to capture data from the device and it works fine on the host computer.**

ANSWER: In order for the Data Center software to correctly parse and display the descriptor data for a target device, the entire enumeration process must be captured. In order to ensure that this entire sequence is captured, we recommend that the user start the capture before connecting the target device.

***QUESTION:* I am running a capture with the Beagle USB 480 analyzer and I am seeing a lot of IN packets with no data or handshake response.**

ANSWER: Because the USB protocol is broadcast in the downstream direction, it is possible to see packets from parallel USB links. But only the downstream packets from the host to other USB devices will be observed; upstream packets from other devices to the host will not be seen.

It is possible that the IN packets observed may be directed to the Beagle USB 480 analyzer itself. Methods for dealing with these packets are described in Section 7.4.1.

***QUESTION:* I have plugged in my target device into the target device port of the Beagle USB 12 analyzer. When I try to capture data, no packets are shown.**

ANSWER: The Beagle USB 12 protocol analyzer can only capture full-speed and low-speed USB and cannot capture high-speed USB directly. Please make sure that the target device is not a high-speed USB device.

If you would like to capture the USB data of a High-speed device with the Beagle USB 12 analyzer, connect the device to the Beagle Analyzer through a full-speed hub in order to downgrade the speed of the data.

QUESTION: I get a lot of sync errors when capturing USB data with the Beagle USB 12 analyzer.

ANSWER: Sync errors can be caused by a poor USB connection or an analysis computer that has insufficient resources available for the Beagle Data Center application.

Here are some possible ways to eliminate sync errors:

- Use only USB ports that are mounted directly on the computers motherboard. USB ports that are not mounted directly may perform poorly due to cable or connector quality.
- For best performance, it is recommended that a Beagle analyzer does not share its USB host controller. All other USB devices should be connected to separate controllers.
- Make sure that your computer has adequate physical memory. The Data Center software can become unstable if your computer starts to swap into virtual memory.
- Make sure that your computer is not running any other performance or resource hungry applications.
- You may want to consider using one computer as the analysis computer and a separate computer as the target host computer.
- It may be possible that the USB signals between the target host and the target device are at the very edge of compliance. If this is the case, the Beagle analyzer may encounter errors when trying to capture the data. One way to test this is to use a USB hub in-line between the Beagle analyzer and the target device. The hub will retransmit the USB data. If this resolves the problem, the electrical signals of the target device should be examined in further detail.
- If the error is due to USB signals on the edge of compliance, you may be able to mitigate this issue by using shorter USB cables.

13 Legal / Contact

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