

The most important thing we build is trust

Table 1: Cross Reference of Application Products

Product Name	Manufacturer Part Number	SMD#	Device Type	Internal PIC <sup>1</sup> Number:
LEON 3FT	UT700	5962-13238	ALL	WQ03

PIC=Product Identification Code

## 1.0 [Overview](#)

The purpose of this application note is to make best practices recommendations for how to handle the unused pins on the UT700 LEON 3FT Microprocessor.

## 2.0 [Legend of Pin Types](#)

Pin Function	Description
I	CMOS
IS	CMOS input Schmitt
O	CMOS output
I/O	CMOS bi-directional
OD	CMOS open drain
PCI-I	PCI input
PCI-O	PCI output
PCI-I/O	PCI bi-directional
PCI-3	PCI tri-state

## 3.0 [UT700 Unused Pin Connection Table](#)

These are recommendations only. If users are concerned about noise, stiffer pullup or pulldown values may be used. Please note that the lower the value of resistor, the more current will be sourced or sunk in the event certain pins inadvertently enabled.

Pin Name	Direction	Pin Numb	Connection Unused	Comments
		484 CLGA		
<b>SYCLK</b>	I	Y20	N/A	Main system clock. The part will not function without a System Clock. Do not leave this signal unconnected for any reason.
<b>NODIV</b>	I	E19	N/A	Clock divider input. Set to '1' for 1x memory clock, '0' for 1/2x memory clock, relative to SYCLK.
<b><u>RESET</u></b>	IS	L19	Pull High using a 10k resistor	System reset. If pulled low, the part is stuck in permanent reset.
<b><u>ERROR</u></b>	OD	K19	Pull High using a 10k resistor	Processor error mode indicator. This is an open drain output. Pull to its inactive state.
<b><u>WDOG</u></b>	OD	J19	Pull High using a 10k resistor	Watchdog indicator. This is an open drain output. Pull to its inactive state.
<b>ADDR[0]</b>	0	W5	NC	Leave unconnected if this signal is not used.
<b>ADDR[1]</b>	0	Y5	NC	Leave unconnected if this signal is not used.
<b>ADDR[2]</b>	0	W6	NC	Leave unconnected if this signal is not used.
<b>ADDR[3]</b>	0	AA5	NC	Leave unconnected if this signal is not used.
<b>ADDR[4]</b>	0	Y6	NC	Leave unconnected if this signal is not used.
<b>ADDR[5]</b>	0	AB5	NC	Leave unconnected if this signal is not used.
<b>ADDR[6]</b>	0	W7	NC	Leave unconnected if this signal is not used.
<b>ADDR[7]</b>	0	AA6	NC	Leave unconnected if this signal is not used.
<b>ADDR[8]</b>	0	Y7	NC	Leave unconnected if this signal is not used.
<b>ADDR[9]</b>	0	AA7	NC	Leave unconnected if this signal is not used.
<b>ADDR[10]</b>	0	AB6	NC	Leave unconnected if this signal is not used.
<b>ADDR[11]</b>	0	W8	NC	Leave unconnected if this signal is not used.
<b>ADDR[12]</b>	0	AB7	NC	Leave unconnected if this signal is not used.
<b>ADDR[13]</b>	0	Y8	NC	Leave unconnected if this signal is not used.

<b>ADDR[14]</b>	0	AA8	NC	Leave unconnected if this signal is not used.
<b>ADDR[15]</b>	0	W9	NC	Leave unconnected if this signal is not used.
<b>ADDR[16]</b>	0	AB8	NC	Leave unconnected if this signal is not used.
<b>ADDR[17]</b>	0	Y9	NC	Leave unconnected if this signal is not used.
<b>ADDR[18]</b>	0	W10	NC	Leave unconnected if this signal is not used.
<b>ADDR[19]</b>	0	AB9	NC	Leave unconnected if this signal is not used.
<b>ADDR[20]</b>	0	Y10	NC	Leave unconnected if this signal is not used.
<b>ADDR[21]</b>	0	AA9	NC	Leave unconnected if this signal is not used.
<b>ADDR[22]</b>	0	W11	NC	Leave unconnected if this signal is not used.
<b>ADDR[23]</b>	0	AA10	NC	Leave unconnected if this signal is not used.
<b>ADDR[24]</b>	0	Y11	NC	Leave unconnected if this signal is not used.
<b>ADDR[25]</b>	0	AB10	NC	Leave unconnected if this signal is not used.
<b>ADDR[26]</b>	0	AB11	NC	Leave unconnected if this signal is not used.
<b>ADDR[27]</b>	0	AA11	NC	Leave unconnected if this signal is not used.
<b>DATA[0]</b>	I/O	W12	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[1]</b>	I/O	W13	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[2]</b>	I/O	Y12	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[3]</b>	I/O	AA13	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[4]</b>	I/O	AA12	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[5]</b>	I/O	AB13	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[6]</b>	I/O	W14	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[7]</b>	I/O	AA14	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[8]</b>	I/O	Y13	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[9]</b>	I/O	W15	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[10]</b>	I/O	AB15	Pull Low or high using a 10k resistor	If unused, pull to a known state.

<b>DATA[11]</b>	I/O	Y14	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[12]</b>	I/O	AB14	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[13]</b>	I/O	W16	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[14]</b>	I/O	AA18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[15]</b>	I/O	Y15	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[16]</b>	I/O	AB16	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[17]</b>	I/O	AA15	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[18]</b>	I/O	AB17	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[19]</b>	I/O	AA16	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[20]</b>	I/O	AA19	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[21]</b>	I/O	W17	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[22]</b>	I/O	AB18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[23]</b>	I/O	Y16	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>DATA[24]</b>	I/O	Y17	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>DATA[25]</b>	I/O	AA17	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>DATA[26]</b>	I/O	W18	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>DATA[27]</b>	I/O	AB19	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>DATA[28]</b>	I/O	Y19	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>DATA[29]</b>	I/O	AB20	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.

<b>DATA[30]</b>	I/O	Y18	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>DATA[31]</b>	I/O	AA20	Pull Low or high using a 10k resistor	Note that bits 24 through 31 are the bare minimum to interface with memory in 8 bit mode.
<b>CB[0]</b>	I/O	V19	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[1]</b>	I/O	AA21	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[2]</b>	I/O	Y21	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[3]</b>	I/O	W19	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[4]</b>	I/O	Y22	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[5]</b>	I/O	W20	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[6]</b>	I/O	W22	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[7]</b>	I/O	W21	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[8]</b>	I/O	V18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[9]</b>	I/O	U18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[10]</b>	I/O	T18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[11]</b>	I/O	R18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[12]</b>	I/O	P18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[13]</b>	I/O	N18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[14]</b>	I/O	M18	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b>CB[15]</b>	I/O	M19	Pull Low or high using a 10k resistor	If unused, pull to a known state.
<b><math>\overline{\text{WRITE}}</math></b>	0	V21	NC	If not used leave unconnected.
<b><math>\overline{\text{OE}}</math></b>	0	U19	NC	If not used leave unconnected.
<b><math>\overline{\text{IOS}}</math></b>	0	T20	NC	If not used leave unconnected.
<b><math>\overline{\text{ROMS[0]}}</math></b>	0	V22	NC	If not used leave unconnected.
<b><math>\overline{\text{ROMS[1]}}</math></b>	0	U20	NC	If not used leave unconnected.
<b><math>\overline{\text{RWE[0]}}</math></b>	0	U22	NC	If not used leave unconnected.
<b><math>\overline{\text{RWE[1]}}</math></b>	0	T19	NC	If not used leave unconnected.

$\overline{\text{RWE}}[2]$	0	T22	NC	If not used leave unconnected.
$\overline{\text{RWE}}[3]$	0	T21	NC	If not used leave unconnected.
$\overline{\text{RAMOE}}[0]$	0	V20	NC	If not used leave unconnected.
$\overline{\text{RAMOE}}[1]$	0	R21	NC	If not used leave unconnected.
$\overline{\text{RAMOE}}[2]$	0	R20	NC	If not used leave unconnected.
$\overline{\text{RAMOE}}[3]$	0	R22	NC	If not used leave unconnected.
$\overline{\text{RAMOE}}[4]$	0	R19	NC	If not used leave unconnected.
$\overline{\text{RAMS}}[0]$	0	P22	NC	If not used leave unconnected.
$\overline{\text{RAMS}}[1]$	0	P20	NC	If not used leave unconnected.
$\overline{\text{RAMS}}[2]$	0	P21	NC	If not used leave unconnected.
$\overline{\text{RAMS}}[3]$	0	P19	NC	If not used leave unconnected.
$\overline{\text{RAMS}}[4]$	0	N19	NC	If not used leave unconnected.
<b>READ</b>	0	K20	NC	If not used leave unconnected.
$\overline{\text{BEXC}}$	1	K22	Pull High using 10k resistor	Pull to its inactive state.
$\overline{\text{BRDY}}$	1	K21	Pull Low using 10k resistor	Pull to its active state.
<b>SDCLK</b>	0	AB12	NC	If not used leave unconnected.
$\overline{\text{SDRAS}}$	0	N22	NC	If not used leave unconnected.
$\overline{\text{SDCAS}}$	0	N20	NC	If not used leave unconnected.
$\overline{\text{SDWE}}$	0	N21	NC	If not used leave unconnected.
$\overline{\text{SDCS}}[0]$	0	M21	NC	If not used leave unconnected.
$\overline{\text{SDCS}}[1]$	0	M22	NC	If not used leave unconnected.
<b>SDDQM</b> [0]	0	L21	NC	If not used leave unconnected.
<b>SDDQM</b> [1]	0	M20	NC	If not used leave unconnected.
<b>SDDQM</b> [2]	0	L20	NC	If not used leave unconnected.
<b>CAN_RXD</b> [0]	1	J20	Pull Low using 10k resistor	If not used pull low.
<b>CAN_TXD</b> [0]	0	J22	NC	If not used leave unconnected.
<b>CAN_RXD</b> [1]	1	J21	Pull Low using 10k resistor	If not used pull low.
<b>CAN_TXD</b> [1]	0	H22	NC	If not used leave unconnected.
<b>DSUACT</b>	0	H19	NC	If not used leave unconnected.
<b>DSUBRE</b>	1	H20	Pull Low using 10k resistor	If not used pull low.
<b>DSUEN</b>	1	G19	Pull Low using 10k resistor	If not used pull low.

<b>DSURX</b>	I	G20	Pull Low using 10k resistor	If not used pull low.
<b>DSUTX</b>	O	G21	NC	If not used leave unconnected.
<b><math>\overline{\text{TRST}}</math></b>	I	F20	Pull Low using 10k resistor	If not used pull low.
<b>TMS</b>	I	F21	Pull Low using 10k resistor	If not used pull low.
<b>TCK</b>	I	G22	Pull Low using 10k resistor	If not used pull low.
<b>TDO</b>	O	F19	NC	If not used leave unconnected.
<b>TDI</b>	I	F22	Pull Low using 10k resistor	If not used pull low.
<b>SPW_CLK</b>	I	A11	Pull Low using 10k resistor	If not used pull low.
<b>SPW_RXS[0]</b>	I	A16	Pull Low using 10k resistor	If not used pull low.
<b>SPW_RXD[0]</b>	I	A15	Pull Low using 10k resistor	If not used pull low.
<b>SPW_TXS[0]</b>	O	B16	NC	If not used leave unconnected.
<b>SPW_TXD[0]</b>	O	B15	NC	If not used leave unconnected.
<b>SPW_RXS[1]</b>	I	A14	Pull Low using 10k resistor	If not used pull low.
<b>SPW_RXD[1]</b>	I	A13	Pull Low using 10k resistor	If not used pull low.
<b>SPW_TXS[1]</b>	O	B14	NC	SpaceWire transmit strobe.
<b>SPW_TXD[1]</b>	O	B13	NC	SpaceWire transmit data.
<b>SPW_RXS[2]</b>	I	A9	Pull Low using 10k resistor	If not used pull low.
<b>SPW_RXD[2]</b>	I	A8	Pull Low using 10k resistor	If not used pull low.
<b>SPW_TXS[2]</b>	O	B9	NC	If not used leave unconnected.
<b>SPW_TXD[2]</b>	O	B8	NC	If not used leave unconnected.
<b>SPW_RXS[3]</b>	I	A7	Pull Low using 10k resistor	If not used pull low.
<b>SPW_RXD[3]</b>	I	A6	Pull Low using 10k resistor	If not used pull low.

SPW_TXS[3]	0	B7	NC	If not used leave unconnected.
SPW_TXD[3]	0	B6	NC	If not used leave unconnected.
EMDC	0	E22	NC	If not used leave unconnected.
ERX_CLK	I	D22	Pull Low using 10k resistor	If not used pull low.
EMDIO	I/O	D20	Pull High using 10k resistor	If not used pull high.
ERX_COL	I	E21	Pull Low using 10k resistor	If not used pull low.
ERX_CRS	I	E20	Pull Low using 10k resistor	If not used pull low.
ERX_DV	I	D21	Pull Low using 10k resistor	If not used pull low.
ERX_ER	I	C21	Pull Low using 10k resistor	If not used pull low.
ERXD[0]	I	C22	Pull Low using 10k resistor	If not used pull low.
ERXD[1]	I	B21	Pull Low using 10k resistor	If not used pull low.
ERXD[2]	I	C20	Pull Low using 10k resistor	If not used pull low.
ERXD[3]	I	B20	Pull Low using 10k resistor	If not used pull low.
ETXD[0]	0	C19	NC	If not used leave unconnected.
ETXD[1]	0	C18	NC	If not used leave unconnected.
ETXD[2]	0	B18	NC	If not used leave unconnected.
ETXD[3]	0	B19	NC	If not used leave unconnected.
ETX_CLK	I	A19	Pull Low using 10k resistor	If not used pull low.
ETX_EN	0	A18	NC	If not used leave unconnected.
ETX_ER	0	A20	NC	If not used leave unconnected.
EDCLDIS	I	E17	Pull High using 10k resistor	If not used pull low.
$\overline{\text{EMDINT}}$	I	E18	Pull High using 10k resistor	If not used pull high.
GPIO[0]	I/O	B17	Boot Strap. Pull high or low using 10k resistor	Bit 0 Sets memory width, do not leave floating.
GPIO[1]	I/O	C17	Boot Strap. Pull high or low using 10k resistor	Bit 1 sets memory width, do not leave floating.



<b>GPIO[2]</b>	I/O	A17	Boot Strap. Pull high or low using 10k resistor	Bit 2 sets EDAC, do not leave floating.
<b>GPIO[3]</b>	I/O	D17	Pull high or low using 10k	If not used pull high or low.
<b>GPIO[4]</b>	I/O	C16	Pull high or low using 10k	If not used pull high or low.
<b>GPIO[5]</b>	I/O	D16	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[6]</b>	I/O	C15	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[7]</b>	I/O	D15	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[8]</b>	I/O	C7	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[9]</b>	I/O	B5	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[10]</b>	I/O	D7	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[11]</b>	I/O	A5	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[12]</b>	I/O	D6	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[13]</b>	I/O	C5	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[14]</b>	I/O	C6	Pull high or low using 10k resistor	If not used pull high or low.
<b>GPIO[15]</b>	I/O	D5	Pull high or low using 10k resistor	If not used pull high or low.
<b>RXD</b>	I	C12	Pull high or low using 10k resistor	If not used pull high or low.
<b>TXD</b>	O	C11	NC	If not used leave unconnected.
<b>PCI_AD[0]</b>	PCI-I/O	AA2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[1]</b>	PCI-I/O	AA3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.

PCI_AD[2]	PCI-I/O	Y1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[3]	PCI-I/O	Y2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[4]	PCI-I/O	Y3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[5]	PCI-I/O	W1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[6]	PCI-I/O	W2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[7]	PCI-I/O	W3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[8]	PCI-I/O	V2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[9]	PCI-I/O	V3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[10]	PCI-I/O	U1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[11]	PCI-I/O	U2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[12]	PCI-I/O	U3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[13]	PCI-I/O	T1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[14]	PCI-I/O	R2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[15]	PCI-I/O	R1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[16]	PCI-I/O	J1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[17]	PCI-I/O	K2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[18]	PCI-I/O	K1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[19]	PCI-I/O	G1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[20]	PCI-I/O	H3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[21]	PCI-I/O	H2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
PCI_AD[22]	PCI-I/O	F1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.

<b>PCI_AD[23]</b>	PCI-I/O	F2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[24]</b>	PCI-I/O	E1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[25]</b>	PCI-I/O	E2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[26]</b>	PCI-I/O	F3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[27]</b>	PCI-I/O	D1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[28]</b>	PCI-I/O	D2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[29]</b>	PCI-I/O	E3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[30]</b>	PCI-I/O	D3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_AD[31]</b>	PCI-I/O	C1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b><math>\overline{\text{PCI\_RST}}</math></b>	PCI-I	C3	Pull low using 2.4k to 8.2k Resistor	If PCI bus is not being used pull low.
<b>PCI_CLK</b>	PCI-I	C2	Clock $\leq$ 33.33 MHz	PCI clock input
<b>PCI_C/<math>\overline{\text{BE}}</math>[0]</b>	PCI-I/O	V1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_C/<math>\overline{\text{BE}}</math>[1]</b>	PCI-I/O	P2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_C/<math>\overline{\text{BE}}</math>[2]</b>	PCI-I/O	H1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_C/<math>\overline{\text{BE}}</math>[3]</b>	PCI-I/O	G2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b>PCI_PAR</b>	PCI-I/O	P1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b><math>\overline{\text{PCI\_FRAME}}</math></b>	PCI-3	L1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b><math>\overline{\text{PCI\_IRDY}}</math></b>	PCI-3	L2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b><math>\overline{\text{PCI\_TRDY}}</math></b>	PCI-3	M1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b><math>\overline{\text{PCI\_STOP}}</math></b>	PCI-3	N1	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
<b><math>\overline{\text{PCI\_DEVSEL}}</math></b>	PCI-3	M2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.

$\overline{\text{PCI\_PERR}}$	PCI-3	N2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
$\overline{\text{PCI\_IDSEL}}$	PCI-I	G3	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
$\overline{\text{PCI\_REQ}}$	PCI-O	A4	NC	If not used leave unconnected.
$\overline{\text{PCI\_GNT}}$	PCI-I	B2	Pull High using 2.4k to 8.2k Resistor	If not used pull high.
$\overline{\text{PCI\_HOST}}$	PCI-I	AB3	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[0]}}$	PCI-I	B4	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[1]}}$	PCI-I	AB4	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[2]}}$	PCI-I	Y4	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[3]}}$	PCI-I	T3	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[4]}}$	PCI-I	P3	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[5]}}$	PCI-I	M3	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[6]}}$	PCI-I	K3	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_REQ[7]}}$	PCI-I	C4	Pull High using 2.4k to 8.2k resistor	If not used pull high.
$\overline{\text{PCI\_ARB\_GNT[0]}}$	PCI-O	B3	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[1]}}$	PCI-O	AA4	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[2]}}$	PCI-O	W4	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[3]}}$	PCI-O	R3	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[4]}}$	PCI-O	N3	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[5]}}$	PCI-O	L3	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[6]}}$	PCI-O	J3	NC	If not used leave unconnected.
$\overline{\text{PCI\_ARB\_GNT[7]}}$	PCI-O	A3	NC	If not used leave unconnected.
<b>1553CLK</b>	I	B11	Pull low using 10k resistor	If not used pull low.
<b>1553RXA</b>	I	C13	Pull low using 10k resistor	If not used pull low.

<b><math>\overline{1553RXA}</math></b>	I	D12	Pull low using 10k resistor	If not used pull low.
<b>1553RXB</b>	I	C8	Pull low using 10k resistor	If not used pull low.
<b><math>\overline{1553RXB}</math></b>	I	C9	Pull low using 10k resistor	If not used pull low.
<b>1553RXENA</b>	0	D11	NC	If not used leave unconnected.
<b>1553RXENB</b>	0	D9	NC	If not used leave unconnected.
<b>1553TXINHA</b>	0	D13	NC	If not used leave unconnected.
<b>1553TXINHB</b>	0	D10	NC	If not used leave unconnected.
<b>1553TXA</b>	0	D14	NC	If not used leave unconnected.
<b><math>\overline{1553TXA}</math></b>	0	C14	NC	If not used leave unconnected.
<b>1553TXB</b>	0	B10	NC	If not used leave unconnected.
<b><math>\overline{1553TXB}</math></b>	0	C10	NC	If not used leave unconnected.

**REVISION HISTORY**

Date	Rev. #	Change Description
08/8/2016	1.0.0	Initial release.

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