

4-3. BE-3D SELF DIAGNOSTIC SOFTWARE

The identification of errors within the BE-3D chassis is triggered in one of two ways :- 1: Busy busy or 2: Device failure to respond to IIC. In the event of one of these situations arising the software will first try to release the bus if busy [Failure to do so will report with continuous flashing LED] and then communicate with each device in turn to establish if a device is faulty. If a device is found to be faulty the relevant device number will be displayed through the LED [Series of flashes which must be counted] See Table 1., non fatal errors are reported using this method.

ERROR	LED ERROR COUNT
No error	00
Not allowed (may be confused with Sircs response flash!)	01
Protection circuit trip < ANY TIME >	02
IIC SCL LOW < POWER UP ONLY >	03
IIC SDA LOW < POWER UP ONLY >	04
IIC SDA & SCL LOW < POWER UP ONLY >	05
Jungle / Chroma controller no acknowledge < POWER UP ONLY >	06
Video Switch no acknowledge < POWER UP ONLY >	07
Tuner no acknowledge	08
MSP no acknowledge	09
NVM no acknowledge	10
M3L TXD Low < POWER UP ONLY >	11
M3L RXD Low < POWER UP ONLY >	12
M3L ENABLE Low < POWER UP ONLY >	13
M3L TXD & RXD Low < POWER UP ONLY >	14
Compact Text test fail < POWER UP ONLY >	15
AV switch cannot power on reset < Chassis Initialisation >	16
Cannot initialise jungle (after initial power on checked out OK) - < Chassis initialisation >	17
NVM acknowledge fail after initialisation (STBY +5V same as micro!)	18
Multiple devices with no acknowledge < POWER UP ONLY >	19
Compact text run-time failure after power up check (+9V test)	20
AV SWITCH response failure after power up check (+9V test)	21
JUNGLE / CHROMA controller response failure after power up check (-9V test)	22
Compact text does not respond (-5V test)	23
MSP run-time failure < MAY NOT BE FATAL-DISPLAY ON ERROR READER >	24

M3L bus Clock low time out after data send (run-time failure)	25
M3L bus Clock low time out after data send (at power up check)	26
M3L bus Clock low time out after data send (at initialisation)	27
DSP run-time failure < MAY NOT BE FATAL-DISPLAY ON ERROR READER >	28

Flash Timing Example : e.g. error number 3

