

UFD/MMC/SD Controller Flash support limitation and Interconnection Note

Ver 0.1

1. Flash Supporting Limitation for each Controller

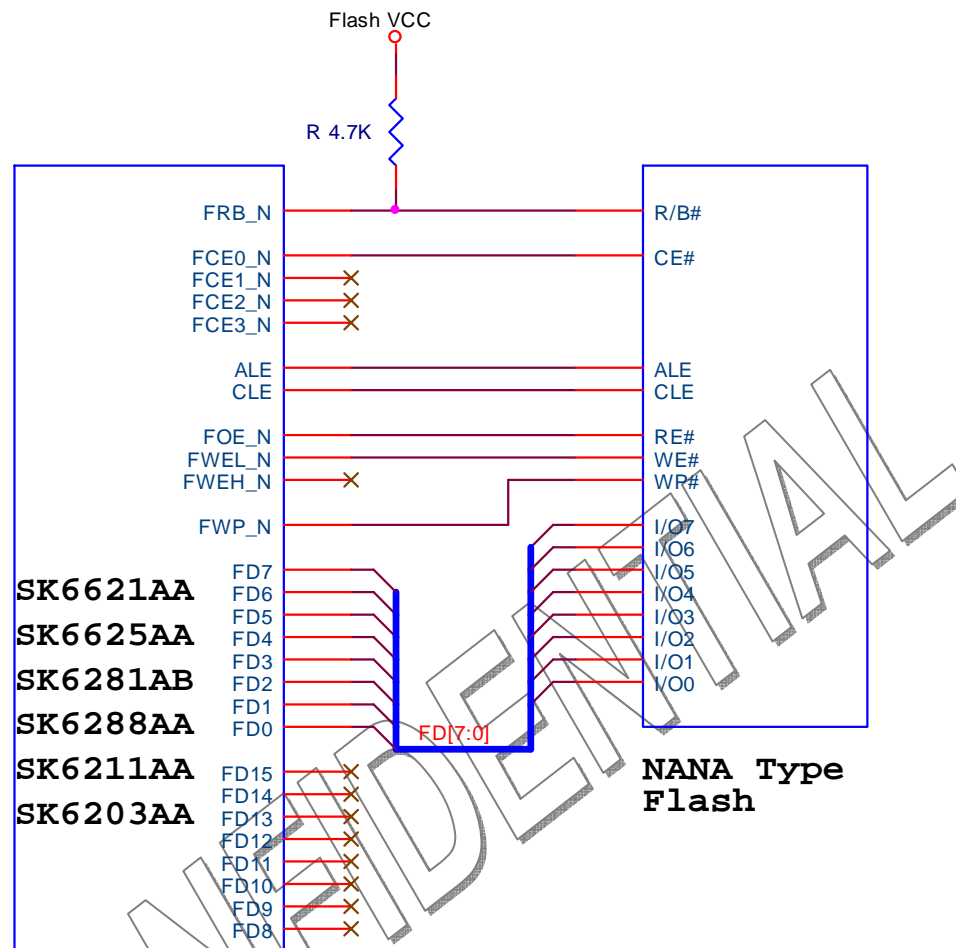
Flash Support Limit Table for the different Controller and different Flash type

Flash	Flash Type	SLC Flash				MLC Flash			
	Page Size	2K Page		4K Page		2K Page		4K Page	
	Bus Ch.	Single	Dual	Single	Dual	Single	Dual	Single	Dual
Controller	SK6612	Yes	Yes	No	No	Note1	No	No	No
	SK6621	Yes	Yes	Yes	Yes	Yes	Note2	Yes	No
	SK6625	Yes	No	Yes	No	Yes	No	Yes	No
	SK6626	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	SK6201/ SK6202	Yes	Yes	No	No	Note1	No	No	No
	SK6281/ SK6288	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No
	SK6211/ SK6203	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Note1. AG-AND is the only one type of MLC Flash that can be supported by SK6612, SK6201, and SK6202									
Note2. The list of SK6621 that Support MLC Flash with Dual Channel are: <ol style="list-style-type: none"> 1. K9G4G08U0A 2. K9G8G08U0M 3. K9LAG08U0M 4. K9HBG08U1M 5. HY27UT088G2M 									
Note3. AG-ANG Flash only can be supported by SK6612, SK6201, and SK6202.									

2. Two Flash WE Pin Connecting

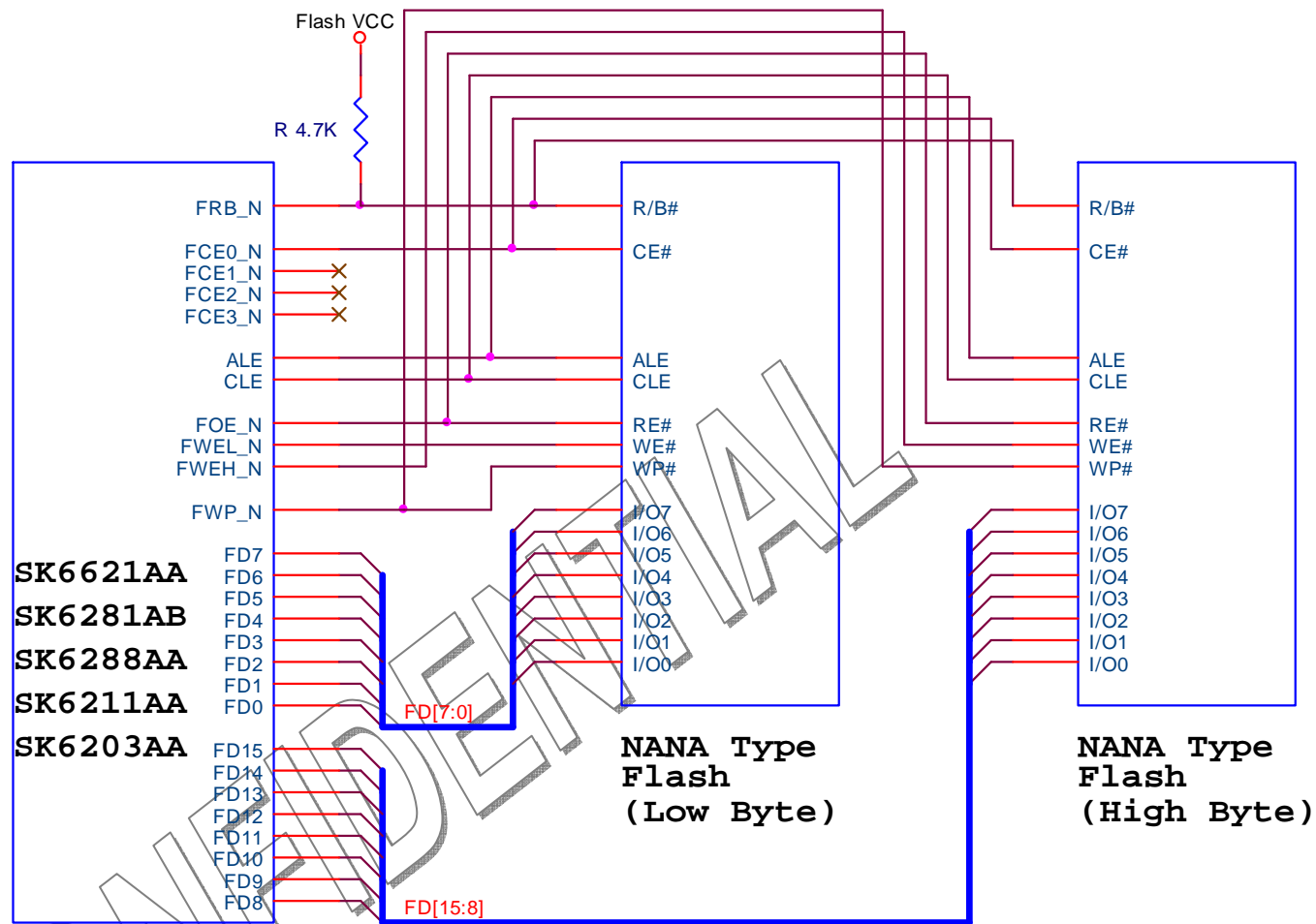
2-1. Single Channel

In single channel configuration, only FWEL_N will be used and the FWEH_N is no used.



2-2. Dual Channel

In Dual channel configuration, the FWEL_N connect to Low_Byte Flash array and the FWEH_Lwill should be connected to High_Byte Flash array.



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3. The FCE Connecting mapping table of the Controller and Flash Memory

Flash Array	One CE Flash			Two CE Flash			Four CE Flash		
	Flash Signal Pin		Controller Signal Pin	Flash Signal Pin		Controller Signal Pin	Flash Signal Pin		Controller Signal Pin
Flash 1	CE0	—	FCE0_N	CE0	—	FCE0_N	CE0	—	FCE0_N
			FCE1_N	CE1	—	FCE1_N	CE1	—	FCE1_N
			FCE2_N			FCE2_N	CE2	—	FCE2_N
			FCE3_N			FCE3_N	CE3	—	FCE3_N
Flash 2			FCE0_N			FCE0_N	Not Allowed		
	CE0	—	FCE1_N			FCE1_N			
			FCE2_N	CE0	—	FCE2_N			
			FCE3_N	CE1	—	FCE3_N			
Flash 3			FCE0_N	Not Allowed					
			FCE1_N						
	CE0	—	FCE2_N						
			FCE3_N						
Flash 4			FCE0_N						
			FCE1_N						
			FCE2_N						
	CE0	—	FCE3_N						

Note1. The most number of Flash parts that can be supported on Single Channel is 4.

Note2. The most number of Flash parts that can be supported on Dual Channel is 8.