

Read DATA Frame Error - No ACK/NAK Received (With Retry). If an SSP target port transmits a read DATA frame and does not receive an ACK or NAK for that frame (e.g., times out or the connection is broken).

1. The target sends DATA frames for a read-type command and remembers when ACK/NAK balance occurs.
2. A DATA frame or ACK/NAK is lost.
3. The target times out waiting for the ACK or NAK, closes the existing connection with DONE (ACK/NAK TIMEOUT) and opens a new connection.
4. The target retransmits, in the new connection, all read DATA frames since a previous time when ACK/NAK balance occurred (see *ACK/NAK Balance* on page 127).
5. The first retransmitted DATA frame has its CHANGING DATA POINTER bit set to one. Subsequent DATA frames have the CHANGING DATA POINTER bits set to zero.

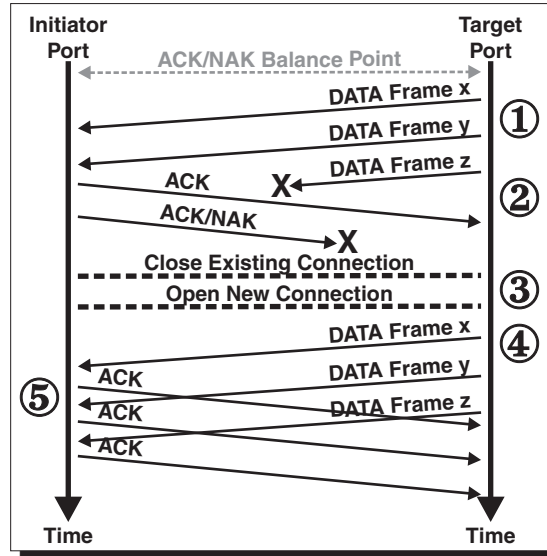


Figure 9-13. Read DATA - No ACK (Retry)

Read DATA Frame Error - NAK Received (With Retry). If a target port transmits a read DATA frame and receives a NAK for that frame, it retransmits, in the same or in a new connection, all read DATA frames since a previous time when ACK/NAK balance occurred.

1. Target sends DATA frames for a read-type command and remembers when ACK/NAK balance occurs.
2. Target receives NAK to a DATA frame.
3. Target retransmits (in the same or in a new connection) all the read DATA frames since a previous time when ACK/NAK balance occurred (see *ACK/NAK Balance* on page 127).
4. The first retransmitted DATA frame has its CHANGING DATA POINTER bit set to one and subsequent DATA frames have their CHANGING DATA POINTER bits set to zero.

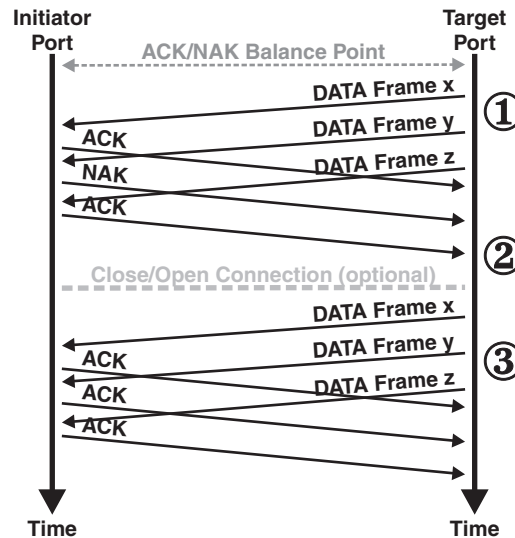


Figure 9-14. Read DATA - NAK (Retry)