

USB2.0 Host-to-Host Networking Controller

Preliminary Product Brief
FEATURES :

- + **USB Specification revision 2.0 Compliant**
- + **Glueless Single-chip Integration** with two on-chip USB2.0 Transceivers, Controllers and Ping-Pong FIFOs
- + **User-Configurable Endpoints for Each USB2.0 Controller**
 - Endpoint 0 : 64-byte FIFO support for Control transfer
 - Endpoint A : 512-byte Ping-Pong buffers for Bulk-In transfer
 - Endpoint B : 512-byte Ping-Pong buffers for Bulk-Out transfer
 - Endpoint C : 16-byte Ping-Pong buffers for Interrupt transfer
- + **Proprietary Auto-detecting and Switching Design** to Support Three Kinds of Transfer Operation, i.e. "HS vs. HS", "HS vs. FS", "FS vs. FS"
- + **Built-in high-performance micro-controller** for interface and flow control
- + **General Serial EEPROM Interface Support** for Vendor USB ID specification
- + **Built-in Clock Synthesizer** for using low-cost 12Mhz crystal or ext 12Mhz clock sources
- + **48-pin LQFP package, 2.5/3.3V Low-power CMOS Technology**
- + **Support Standard NDIS Compliant Driver or Customized Linker Utility**

ALi's M5632 Host-to-Host Networking Controller provides an USB-based networking solution for two or more USB hosts of PC /Notebook. Designed with the proprietary power-saving technology, M5632 is a low-power single-chip solution with built-in two USB2.0 transceiver/controllers with embedded ping-pong FIFOs for optimized throughput. Through ALi's proprietary auto detecting and switching method between USB High-Speed (HS) and Full-Speed (FS), ALi M5632 supports a user-friendly oriented host-to-host networking application via both USB2.0 and USB1.1 interfaces.

