

On/Off Settings

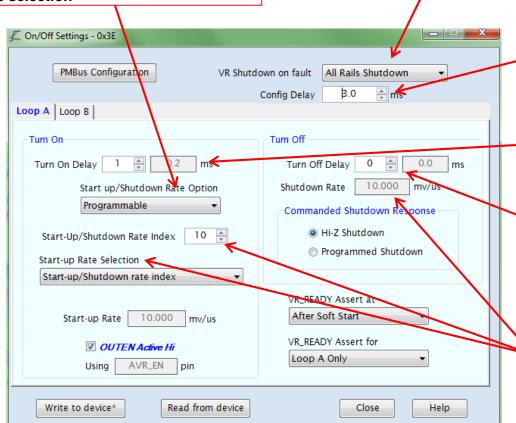
Start-up Rate Option

-Controls the rate (mV/µs) of which the controller will ramp up VOUT to the desired **Vboot** voltage or the rate for shutdown if in Programmed Shutdown mode. Start-Up and Shutdown rate can differ from each other if so selected by **Start-up/shutdown** rate selection

VR Shutdown on Fault

- -All rails shutdown: all rails will shutdown due to shutdown fault
- -Fault rails only: only faulted rail(s) will shutdown due to shutdown fault

This also influence PMBus status reporting.



Config Delay

-This delay is introduced after the rising 3.3Volt supply passes UVLO to ensure the voltage completely settles -After this delay, the VR will initialize the analog measurements which are sensitive to the integrity of 3.3Volt supply.

Typical set to 3.0

Turn On Delay

Time from Enable signal until Vout start to ramp up.

Turn Off Delay

Time from Enable signal goes away until Vout start fall.

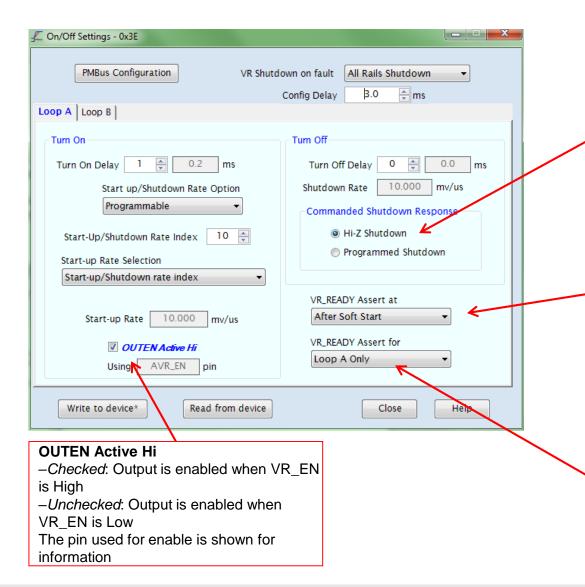
Start-up/shutdown rate selection

Start up ramp can be selected to be equal to or slower than the ramp for Turn off. This is useful when powering up a large capacitor bank as the slew rate can be set lower to avoid too high peak currents

The selected slew rate in mV/us for up/down is displayed for information



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Commanded Shutdown Response

Hi-Z Shutdown: Forces both the HS and LS
FETs to tri-state when the VR is turned off
Programmed Shutdown: VOUT ramps down with the rate specified in the Shutdown Rate

VR READY Assert at

After Soft Start – VR_READY is asserted after the soft start ramp to VBoot is complete. This is the appropriate setting for VR13 application.
Beginning of Soft Start - VR_READY is asserted after VR_EN is asserted when the controller is ready to accept SVID commands. This is the

appropriate setting for IMVP8 applications

VR READY Asserts for

- -Loop A only VR_READY pin assertion for Loop A only. This is the appropriate setting where loop independent VR_READY signals are needed.
- -All Active Loops VR_READY pin assertion for all active loops. This is the appropriate setting where there is only one VR_READY signal for multiple loops.



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