

# USB Type-C ENGINEERING CHANGE NOTICE

**Title: FSM TryWait.SNK simplification**

**Applied to: USB Type-C Specification Release 1.1.**

<b>Brief description of the functional changes:</b>
TryWait.SNK is unnecessarily different than AttachWait.SNK. It should function the same as AttachWait.SNK with the exception of the exits to Try.SRC or Unattach.SNK.

<b>Benefits as a result of the changes:</b>
Simpler designs. There is one less timer value to implement without tDRPTryWait and states AttachWait.SNK and TryWait.SNK are more similar.

<b>An assessment of the impact to the existing revision and systems that currently conform to the USB specification:</b>
none.

<b>An analysis of the hardware implications:</b>
As noted, the overall FSM design can be simplified. To make it backward compatible, could allow tDRPTryWait, but recommend tPDDebounce.

<b>An analysis of the software implications:</b>
None

<b>An analysis of the compliance testing implications:</b>
Timing will change for exit from TryWait.

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## Actual Change

### Section 4.5.2.2.10.2 Exiting from TryWait.SNK State

#### From Text:

The port shall transition to Unattached.SNK after tDRPTryWait if the state of both of the CC pins is SNK.Open..

#### To Text:

The port shall transition to Unattached.SNK when the state of both CC pins is SNK.Open for at least tPDDebounce.

### Figure 4-16 DRP with Accessory

#### From:

Figure 4-16, DRP with Accessory, times out from TryWait.SNK to Unattached.SNK after tDRPTryWait.

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## To:

Change timeout from TryWait.SNK to Unattached.SNK in Figure 4-16, DRP with Accessory, to tPDDebounce. (figure includes changes from previous ECR for text/figure discrepancies.)

