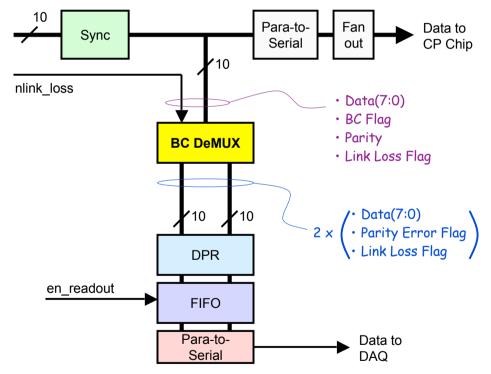# Serialiser and loss of link....

- (Parity Error Flag &) Link Loss Flag should be set for all data potentially corrupted.

- From LVDS receiver spec:

  "In the case where the Deserialiser loses lock during data transmission, up to 3 cycles of data that were previously received can be invalid. [...] The lock detect circuit requires that invalid clock information be received 4 times in a row to indicate loss of lock."

- ⇒ Need to add 3 BC latency to Readout Path.

  - Extra latency not problem as we have to wait for L1A anyway

  - Resources are available (utilisation 70 → 80 %)

  - could cause timing problems on real-time path (due to resource re-allocation).

- So, do we give this a go?

Serialiser Logic for 1 (of 4) 10-bit channel:

- Data(7:0)
- BC Flag
- Parity
- Link Loss Flag

2 x (· Data(7:0) · Parity Error Flag · Link Loss Flag)