

14-Bit Bus Switch/Multiplexer for DDR2/DDR3/DDR4 Applications

CBTW28DD14

Archived

このページには、製造中止(生産終了)となった製品の情報が記載されています。本ページに記載されている仕様および情報は、過去の参考情報です。

Last Updated: Oct 14, 2023

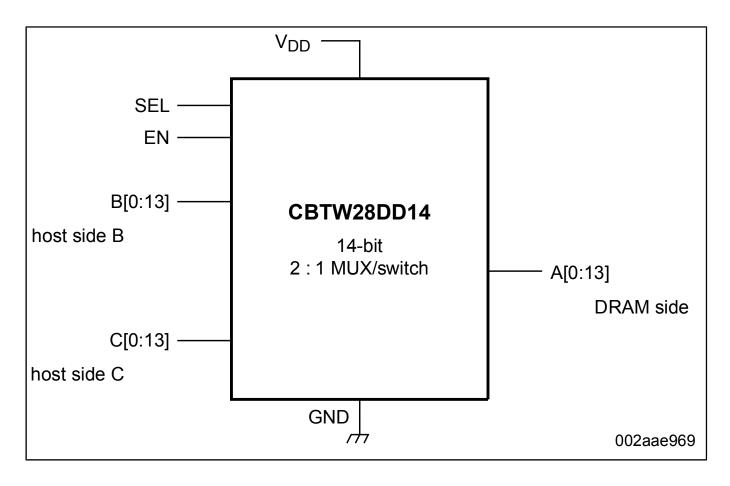
This 14-bit bus switch/multiplexer (MUX) is designed for 1.5 V or 1.8 V supply voltage operation, POD_12, SSTL_12, SSTL_135, SSTL_15 or SSTL_18 signaling and CMOS select input levels. It is designed for operation in DDR2, DDR3 or DDR4 memory bus systems.

The CBTW28DD14 has a 1 : 2 switch or 2 : 1 multiplex topology and offers a 14-bit wide bus. Each 14-bit wide A-port can be switched to one of two ports B and C, for all bits simultaneously. The selection of the port is by a simple CMOS input (SELect). Another CMOS input (ENable) is available to allow all ports to be disconnected. Each port is non-directional due to the use of FET switches, allowing a multitude of applications requiring high-bandwidth switching or multiplexing.

The SEL and EN input signals are designed to operate transparently as CMOS input level signals in both 1.5 V and 1.8 V supply voltage conditions.

CBTW28DD14 uses NXP proprietary high-speed switch architecture providing high bandwidth, very little insertion loss at low frequency, and very low propagation delay, allowing use in many applications requiring switching or multiplexing of high-speed signals. It is available in a 4.5 mm x 4.5 mm TFBGA48 package with 0.5 mm ball pitch, for optimal size versus board layout density considerations. It is characterized for operation from -10 °C to +85 °C.

CBTW28DD14 Block Diagram Block Diagram



View additional information for 14-Bit Bus Switch/Multiplexer for DDR2/DDR3/DDR4 Applications.

Note: The information on this document is subject to change without notice.

www.nxp.com

NXP and the NXP logo are trademarks of NXP B.V. All other product or service names are the property of their respective owners. The related technology may be protected by any or all of patents, copyrights, designs and trade secrets. All rights reserved. © 2025 NXP B.V.