



SEMI E87-0999

PROVISIONAL SPECIFICATION FOR CARRIER MANAGEMENT (CMS)

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1 Purpose

1.1 This document provides a standardized behavior for host view communication with production equipment during the coordination, execution, and completion of automated and manual carrier transfers to and from the equipment and, if it exists, its internal buffer space.

2 Scope

2.1 This is a provisional standard that covers host and equipment communication for SEMI E15.1 300 mm load ports. The provisional status is required because of the immaturity of implementations of integrated equipment with Automated Material Handling Systems (AMHS), and additional specifications may yet be defined to add further functionality. Also, further exception handling and error recovery scenarios need to be defined.

2.2 The scope of this document is to define standards that facilitate the host's knowledge and role in automated and manual carrier transfers, as well as internal buffer equipment carrier transfers. Specifically, this document provides state models and scenarios that define the host interaction with the equipment for the following:

- Carrier transfer between AMHS vehicles and production equipment load ports.
- Carrier transfers to/from production equipment internal buffer space.
- Equipment and load port group access mode switching.
- Carrier to load port association.
- CarrierID verification and Carrier slot map verification.

2.3 In order for the provisional status to be removed, the following issues must be resolved:

- Linkage to substrate tracking, control job, and process job management standards.
- Carrier location information.
- Whether to use objects to represent carrier locations and load ports.

- The possible values for the carrier processing status attribute and whether or not a state model is needed for that attribute.
- Define the Enumerations for CMAcknowledge.

2.4 This standard does not purport to address all of the safety issues associated with its use. It is the responsibility of the users of this standard to establish appropriate safety and health practices and determine the applicability of regulatory limitations prior to use.

3 Limitations

3.1 This standard applies to semiconductor equipment with SEMI E15.1 compliant load ports. It may also be applied to other manufacturing equipment that supports automated carrier transfers, and/or contains an internal buffer. This standard is intended to be used for production equipment. It may or may not be applied to other types of equipment. Also, stocker load ports are not addressed by this standard.

4 Referenced Standards

4.1 SEMI Standards

SEMI E15 — Specification for Tool Load port

SEMI E15.1 — Provisional Specification for 300 mm Tool Load port

SEMI E30 — Generic Model for Communications and Control of SEMI Equipment (GEM)

SEMI E39 — Object Services Standard: Concept, Behavior, and Services

SEMI E53 — Event Reporting

SEMI E41 — Exception Management (EM) Standard

SEMI E62 — Provisional Specification for 300 mm Front-Opening Interface Mechanical Standard (FIMS)

NOTE 1: As listed or revised, all documents cited shall be the latest publications of adopted standards.

5 Terminology

5.1 Abbreviations and Acronyms

AGT — Automated Guided Transport

AGV — Automated Guided Vehicle



AMHS — Automated Material Handling System
FIMS — Front-Opening Interface Mechanical Standard
FOUP — Front Opening Unified Pod
GEM — Generic Equipment Model
OHT — Overhead Hoist Transport
PGV — Person Guided Vehicle
PIO — Parallel Input/Output Interface
RGT — Rail Guided Transport
RGV — Rail Guided Vehicle

5.2 Definitions

Automated Material Handling System — an automated system to store and transport materials within the factory.

automation — the degree to which activities of machines or production systems are self-acting. In this standard automation provides methods that will reduce the amount of operator intervention required.

buffer — a set of one or more locations for holding carriers at/inside the production equipment.

carrier — a container, such as a FOUP or open cassette, with one or more positions for holding substrates.

CarrierID — a readable and unique identifier for the carrier.

CarrierID read — the process of the equipment reading the CarrierID from the carrier.

Collection Event — a collection event is an event (or grouping of related events) on the equipment that is considered to be significant to the host.

FIMS port — the substrate access port where the FOUP is opened and closed.

fixed buffer equipment — production equipment that has only fixed load ports and no internal buffer for carrier storage. Substrates are loaded and unloaded directly from the carrier at the load port for processing.

host — the factory computer system or an intermediate system that represents the factory and the user to the equipment.

internal buffer — a set of locations within the equipment to store carriers. These locations exclude load ports.

internal buffer equipment — equipment that uses an internal buffer.

load — the operation of placing a carrier on a load port.

load port — the interface location on the equipment where carriers are loaded and unloaded.

load port group — a set of interface locations assigned by the host where carriers can be delivered simultaneously or sequentially.

on-line equipment — equipment that is connected to, and able to communicate fully with, the host.

physically separated load port groups — groups of one or more load ports that are non-adjacent (space exists between) to one or more other load port groups.

process equipment — equipment used to produce product, such as semiconductor devices. This excludes metrology and material handling equipment.

production equipment — equipment used to produce product, such as semiconductor devices, including substrate sorting, process, and metrology equipment and excluding material handling equipment.

properties — a set of name value pairs assigned to an object or used in a service message to include additional information about the object (i.e., carrier, port, etc.).

re-initialization — a process where production equipment is either powered off then on or when some kind of hardware or software reset is initiated to cause the equipment to reset and possibly reload its software. On production equipment that contains some kind of mass storage device this can also be called a “reboot”.

single communication connection — exactly one physical connection using exactly one logical session and a standard set of messages.

slot map — the information that relates which slots in a carrier hold substrates, both correctly and incorrectly.

slot map read — the process of the equipment reading the slot map for substrate position and placement within the carrier.

standard message set — messages conforming to standard message specifications.

substrate — material held within a carrier. This can be product, or durables such as reticles.

substrate port — the carrier location from which substrates are accessed by the equipment.

transfer unit — maximum number of carriers allowed in a specific transfer service:

- AA is the maximum number of carriers allowed for acquisition at the transfer source.
- BB is the maximum number of carriers allowed for deposit at the transfer destination.



- CC is the maximum number of carriers allowed for transfer in one transport vehicle.

The transfer unit is the minimum of AA, BB, and CC.

unload — the operation of removing a carrier from a load port.

6 Requirements

6.1 Carrier Management Standard (CMS) compliant equipment is required to provide certain capabilities defined by other standards: accessibility to status information, event reporting, alarm management, and equipment control. These requirements shall be satisfied through compliance to the following sets of standards:

6.2 Generic Equipment Model Standard (GEM) SEMI E30

- Event Notification
- Status Data Collection
- Equipment Constants
- Alarm Management
- Equipment Control

6.3 Object-Based Standards

- Object Services Standard (SEMI E39)
- Event Reporting (SEMI E53)
- Exception Management (SEMI E41)

7 Conventions

7.1 Objects

7.1.1 Whenever the equipment is required to know about specific kinds of entities, and required to manage information concerning these entities, it is useful to treat these entities as objects that comply with the basic requirements of SEMI E39 Object Services Standard (OSS). This is especially true whenever there are a large number of objects of a given type or when the entities are transient rather than permanent. In both cases, it is difficult to describe a general way for the host and equipment to specify which particular entity is

referenced and to get information related only to a specific one out of many.

7.1.2 By defining these entities as objects that comply with OSS, it is only necessary for the host to specify the type of object and its specific identifier in order to inquire about one or more properties of the specific entity of interest.

7.1.3 Object Properties

7.1.3.1 A property (attribute) is information about an individual object that is presented as a name/value pair. The name is a formally reserved text string that represents the property, and the value is the current setting for that property.

7.1.3.2 Properties shall be accessible to the host via the service GetAttr and SetAttr for the Carrier and Carrier Location objects. Using SEMI E39 Object Services Standard, for example, it is possible to:

- get the list of IDs for the current carriers at the equipment, and
- get the specified properties for one or more individual carriers.

7.1.4 Rules for Object Properties

- Attributes with RO access can not be changed using SetAttr service as defined in OSS.
- Attributes with RW access can be changed using SetAttr service as defined in OSS.
- Additional attributes may be specified by the user or the equipment supplier by using an attribute name starting with “UD” (User Defined). Care should be taken to ensure the name of the attribute is unique.

7.1.5 Object Attribute Table

7.1.5.1 The object attribute table is used to list all the attributes related to the defined object as shown below the access is defined as Read only (RO) or Read/Write (RW). The REQD column is used to specify whether the attribute is required for implementation. Finally, the Form column is used to specify the format of that particular attribute.

Table 1 Object Attribute Table

Attribute Name	Definition	Access	Reqd	Form
ObjType	Object type	RO	Y	Text = “Carrier”



7.2 State Model Methodology

7.2.1 A state model has three elements: definitions of each state and sub-state, a diagram of the states and the transitions between states, and a state transition table. The diagram of the state model uses the Harel State Chart notation. An overview of this notation is presented in an Appendix of SEMI E30. The definition of this notation is presented in Science of Computer Programming 8, “Statecharts: A Visual Formalism for Complex Systems”, by D. Harel, 1987.¹

7.2.2 State Model Requirements

7.2.2.1 The state models included in this standard are a requirement for CMS compliance. A state model consists of a state model diagram, state definitions, and a state transition table. All state transitions in this standard, unless otherwise specified, shall correspond to collection events.

7.2.2.2 A state model represents the host's view of the equipment, and does not necessarily describe the internal equipment operation. All CMS state model transitions shall be mapped sequentially into the appropriate internal equipment collection events that satisfy the requirements of those transitions. In certain implementations, the equipment may enter a state and have already satisfied all of the conditions required by the CMS state model for transition to another state. In this case, the equipment makes the required transition without any additional actions in this situation.

7.2.2.3 Some equipment may need to include additional sub-states other than those in this standard. Additional sub-states may be added, but shall not change the CMS defined state transitions. All expected transitions between CMS states shall occur.

7.2.2.4 Transition tables are provided in conjunction with the state diagrams to explicitly describe the nature of each state transition. A transition table contains columns for Transition number, Previous State, Trigger, New State, Actions, and Comments. The “trigger” (column 3) for the transition occurs while in the “previous” state. The “actions” (column 5) includes a combination of:

- Actions taken upon exit of the previous state.
- Actions taken upon entry of the new state.
- Actions taken which are most closely associated with the transition.

Table 2 State Transition Table

<i>Num</i>	<i>Previous State</i>	<i>Trigger</i>	<i>New State</i>	<i>Actions</i>	<i>Comments</i>

7.3 Services

7.3.1 Services are functions or methods that may be provided by either the equipment or the host. A service message may be either a request message, which always requires a response, or a notification message that does not require a response.

7.3.2 Service Message Description

7.3.2.1 A service message description table defines the parameters used in a service, as shown in the following table:

Table 3 Service Message Description Table

<i>Service Name</i>	<i>Type</i>	<i>Description</i>

Type can be either “N” = Notification or “R” = Request & Response.

¹ Elsevier Science, P. O. Box 945, New York, NY 10159-0945, <http://www.elsevier.nl/homepage/browse.htm>



7.3.2.2 Notification type messages are initiated by the service provider (e.g., the equipment) and the provider does not expect to get a response from the service user. Request messages are initiated by a service user (e.g., the host). Request messages ask for data or an activity from the provider. Request messages expect a specific response message (no presumption on the message content).

7.3.3 Service Message Parameter Definition

7.3.3.1 A service parameter dictionary table defines the description, range, and type for parameters used by services, as shown in the following table:

Table 4 Service Message Parameter Definition Table

<i>Parameter Name</i>	<i>Form</i>	<i>Description</i>

A row is provided in the table for each parameter used on a service.

7.3.4 Service Message Definition

7.3.4.1 A service message description table defines the parameters used in a service message. It also describes each message and its cause/effect to the equipment. The columns labeled Req/Ind and Rsp/Conf link the parameters to the direction of the message.

<i>Service Parameter</i>	<i>Req/Ind</i>	<i>Rsp/Conf</i>	<i>Description</i>

7.3.4.2 The columns labeled Req/Ind and Rsp/Conf link the parameters to the direction of the message. The message sent by the initiator is called the “Request”. The receiver terms this message the “Indication”. The receiver may then send a “Response”, which the original sender terms the “Confirmation”.

7.3.4.3 The following codes appear in the Req/Ind and Rsp/Conf columns and are used in the definition of the parameters (e.g., how each parameter is used in each direction):

“M”	Mandatory Parameter – must be given a valid value.
“C”	Conditional Parameter – may be defined in some circumstances and undefined in others. Whether a value is given may be completely optional or may depend on the values of other parameters.
“U”	User-Defined Parameter.
“-”	The parameter is not used.
“=”	(for response only) Indicates that the value of this parameter in the response must match that in the primary (if defined).

7.4 Alarm Requirements Definition

7.4.1 An alarm requirements definition table defines the specific set of alarms required by CMS. The table is divided up by equipment configuration, and then by alarm. The danger and affected columns are marked with “X” characters to show each alarm and its possible impact to operators, equipment, and material. The table format is shown in the following example:

<i>Equipment</i>		<i>Danger</i>		<i>Affected</i>		
<i>Configuration</i>	<i>Alarm Text</i>	<i>Potential</i>	<i>Imminent</i>	<i>Operator</i>	<i>Equipment</i>	<i>Material</i>
Configuration 1	Alarm 1	X		X	X	X
	Alarm 2		X			X
Configuration 2	Alarm 3	X		X	X	
	Alarm 4	X			X	X



8 Overview

8.1 CMS defines the behavior, data, and services required for equipment supporting automated carrier transfer. This document provides a standard interface for host/equipment communications regarding the transfer of carriers. The standardized carrier transfer host interface includes not only transfers to and from the external load ports, but also transfers to and from the internal buffer positions on internal buffer type equipment.

8.2 Single Connection Requirement

8.2.1 The expectation of the production equipment supplier is that this standard be implemented in conjunction with the GEM interface to their production equipment and without the use of a separate communication connection.

9 Load Port

9.1 A load port (port) is used by the factory to load and unload carriers to and from production equipment. A load port may be used as an input load port, an output load port, or as an input/output load port, depending upon equipment type, configuration and/or factory practices. This classification may be fixed or it may be programmable by the user. A load port is generally designed to handle one specific carrier type, such as substrate cassettes, leadframe magazines, SMIF pods, or FOUPs.

9.2 Load Port Numbering

9.2.1 The load port number shall be assigned incrementally from the bottom left to bottom right, then top left to top right when facing the front of the equipment. The load port numbering requirement is to provide a common reference base to external entities, such as humans.

9.3 Carrier Slot Numbering

9.3.1 The slot numbers for a carrier shall be assigned incrementally from the bottom, starting with “1.”

9.4 Load Port Resource Sharing

9.4.1 A model of a load port must account for any mechanical assemblies that are either active during carrier transfer or are capable of interacting with the transfer. The load port is responsible for such mechanisms when the load port is in the TRANSFER READY state. If these mechanisms are shared with other load ports, then the sharing must be coordinated.

9.5 Load Port Transfer State Model

9.5.1 The purpose of the Load Port Transfer State Model is to define the host view of a carrier transfer, which includes the host interactions with the equipment necessary to transfer carriers to and from equipment load ports. Each load port on the equipment shall maintain an independent instance of this state model.

9.5.2 Load Port Transfer State Model Diagram

9.5.2.1 Figure 1 is the diagram for the Load Port Transfer State Model.

9.5.3 Load Port Transfer State Definitions

9.5.3.1 **LOAD PORT TRANSFER** — The super state for the IN SERVICE and OUT OF SERVICE states.

9.5.3.2 **OUT OF SERVICE** — Transfer to/from this load port is disabled. A transition to IN SERVICE is required to continue using this load port for transfers.

9.5.3.3 **IN SERVICE** — Transfer to/from this load port is enabled. A transition to OUT OF SERVICE disables the load port for transfer use.

9.5.3.4 **TRANSFER READY** — A sub-state of IN SERVICE. The load port is available for carrier transfer. The transfer can either be manual or automated, and can be a load or an unload. This state contains two sub-states, which are used depending on whether or not a carrier is present on the load port (**READY TO LOAD** and **READY TO UNLOAD**).

9.5.3.5 **READY TO LOAD** — A sub-state of TRANSFER READY. When transitioning to the TRANSFER READY state, if a carrier is not present on the specified load port, this is the active sub-state. In this state, the load port is available to be loaded with an external carrier, or with a carrier that is currently located inside the equipment (i.e. internal buffer).

9.5.3.6 **READY TO UNLOAD** — A sub-state of TRANSFER READY. When transitioning to the TRANSFER READY state, if a carrier is present on the specified load port, this is the active sub-state. In this state, the load port is available for unloading of a carrier from the loadport to material handling equipment. When the load port is being used by the equipment, the state shall transition to TRANSFER BLOCKED.

9.5.3.7 **TRANSFER BLOCKED** — The carrier transfer state is neither **READY TO LOAD** nor **READY TO UNLOAD**. Because of load port related activity being performed, transfer is not available to/from this load port at this time.

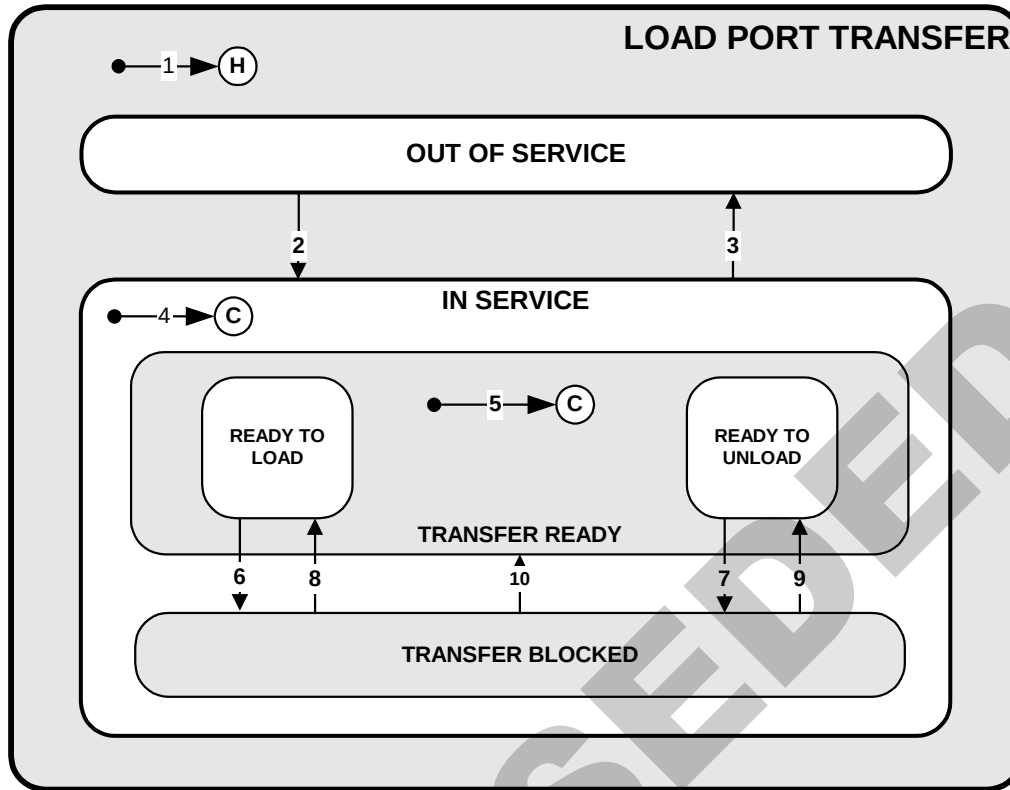


Figure 1
Load Port Transfer State Model Diagram

9.5.4 Load Port Transfer State Transition Table

Table 5 Load Port Transfer State Transition Definition

Num	Previous State	Trigger	New State	Actions	Comments
1	(no state)	System reset.	OUT OF SERVICE or IN SERVICE (History)		This transition is based on what the current transfer status was prior to system reset. Data required to be available for this event report: PortID
2	OUT OF SERVICE	The host or an operator has invoked the ChangeServiceStatus service for this load port with a value of IN SERVICE.	IN SERVICE		Load port is now usable for transfer. Data required to be available for this event report: PortID
3	IN SERVICE	The host or an operator has invoked the ChangeServiceStatus service for this load port with a value of OUT OF SERVICE.	OUT OF SERVICE		Load port is now rendered unusable for transfer. Attempted usage of the load port for carrier transfer after the state transition results in an alarm. Data required to be available for this event report: PortID



Num	Previous State	Trigger	New State	Actions	Comments
4	IN SERVICE	<i>Service:</i> The host or an operator has invoked the ChangeServiceStatus service for this load port with a value of IN SERVICE. <i>System Reset:</i> This transition can be activated by an equipment re-initialization.	TRANSFER READY or TRANSFER BLOCKED		This is the default entry into IN SERVICE. The state is TRANSFER BLOCKED if the carrier, or load port, is not available for carrier transfer. Otherwise, the state is TRANSFER READY. Data required to be available for this event report: PortID
5	TRANSFER READY	<i>Service:</i> The host or an operator has invoked the ChangeServiceStatus service for this load port with a value of IN SERVICE. <i>System Reset:</i> This transition can be activated by an equipment re-initialization. <i>Failed Transfer:</i> If a transfer fails, this transition is activated by transition #10.	READY TO LOAD or READY TO UNLOAD		When entering the TRANSFER READY state, if a carrier is present, the sub-state is READY TO UNLOAD, else the sub-state is READY TO LOAD. If the state is READY TO LOAD, data required to be available for this event report: PortID If the state is READY TO UNLOAD, data required to be available for this event report: PortID CarrierID
6	READY TO LOAD	<i>Manual:</i> The Carrier presence sensor detects a carrier. <i>Automated:</i> The PIO load transfer is beginning and the PIO ready signal is activated. <i>Internal Buffer:</i> A CarrierOut service has started for this load port.	TRANSFER BLOCKED		When a CarrierOut service is queued and the equipment load port is currently in the TRANSFER BLOCKED state, the equipment shall keep the load port in the TRANSFER BLOCKED state. Data required to be available for this event report: PortID
7	READY TO UNLOAD	<i>Manual:</i> The manual carrier unload transfer has started. This is indicated when the presence sensor signal no longer detects a carrier. <i>Automated:</i> The PIO unload transfer is beginning and the PIO ready signal is activated. <i>Internal Buffer:</i> A CarrierIn service has started for this load port.	TRANSFER BLOCKED		When a CarrierOut service is queued and the equipment load port is currently in the TRANSFER BLOCKED state, the equipment shall keep the load port in the TRANSFER BLOCKED state. Data required to be available for this event report: PortID
8	TRANSFER BLOCKED	<i>Manual:</i> The carrier unload transfer has completed, and the load port is now empty and ready for load transfer. This is indicated when two conditions are met, the presence sensor signal no longer detects a carrier and the operator has logically indicated that the transfer is complete.	READY TO LOAD		A carrier can now be loaded onto the load port from either an external entity, or by the equipment's internal material handling resource. Data required to be available for this event report: PortID



Num	Previous State	Trigger	New State	Actions	Comments
		<i>Automated:</i> The PIO unload transfer ends with a PIO complete signal. <i>Internal Buffer:</i> The carrier has finished its move from the load port into the internal buffer, and no CarrierOut services are queued for this load port.			
9	TRANSFER BLOCKED	<i>Manual:</i> Processing for substrates contained within the carrier has completed, or a CancelCarrier/ CancelCarrierAtPort service has been issued, and the carrier has returned to the load/unload position on the load port. <i>Automated:</i> Processing for substrates belonging to the carrier has completed, or a CancelCarrier/ CancelCarrierAtPort service has been issued, and the carrier has returned to the load/unload position. This is indicated by a PIO unload request signal. <i>Internal Buffer:</i> A carrier has completed its move from the internal buffer to the load port.	READY TO UNLOAD		The carrier on the load port can now be unloaded from the load port to an external entity. Data required to be available for this event report: PortID CarrierID
10	TRANSFER BLOCKED	The transfer was unsuccessful, and the carrier was not loaded or unloaded.	TRANSFER READY		The sub-state of TRANSFER READY which is decided by transition #5. Data required to be available for this event report: PortID

10 Carrier Object

10.1 Information about a carrier is encapsulated as an object. This allows the host to exchange information with the equipment about one or more specific carriers using services defined in SEMI E39, Object Services Standard. A carrier has properties (attributes) that are defined in Table 6, Carrier Attribute Definition.

10.2 Object Instantiation

10.2.1 The carrier object is a software representation of the carrier in the equipment. Under normal circumstances this object is instantiated by the equipment when the host uses the Bind service or when the equipment successfully reads the carrierID from the carrier. This object is also instantiated by the equipment after either a CarrierID read failure or an equipment based verification failure, when the Host sends a Proceed-WithCarrier service. This object is said to be transient because it is destroyed as soon as the carrier is unloaded

from the equipment, the CancelBind service is used, or equipment based carrierID verification fails. The Usage and CarrierCapacityStatus Attributes are UNDEFINED when instantiation is done by CarrierID read.

10.2.2 Carrier Object Identifier

10.2.2.1 The purpose of an Object Identifier is to provide a handle on an object within the system. This object identifier is created when an object is instantiated and should be unchanged or persistent until the end of the object lifecycle. The Carrier ID is the Carrier Object Identifier. The Carrier Object reaches the end of its lifecycle when the carrier is unloaded from the equipment, a Cancel Bind service is executed prior to the carrier being loaded, or an equipment based carrier verification fails following carrier instantiation by the bind service.

10.3 Carrier Attribute Definitions



10.3.1 The following table contains the attributes that are of importance to the host and/or the equipment in order to manage the history and the reports about the carrier object.

10.3.2 REQD Column

10.3.2.1 All attributes in the following table are required to be associated with the object. However, only the attributes with a “Y” in the REQD column are required to be maintained and updated by the equipment. Attributes that are marked with an “N” in the REQD

column are expected to be maintained and updated by the host.

10.3.3 ACCESS Column

10.3.3.1 Even though a value may be marked as RO (read only), the initial value for the attribute may be provided by the host when attached to either the Bind or ProceedWithCarrier services. The only other time the Usage and CarrierCapacityStatus attributes are updated is at the first ProceedWithCarrier service.

10.3.4 Carrier Attribute Definition Table

Table 6 Carrier Attribute Definition

Attribute Name	Definition	Access	Reqd	Form
ObjType	Object type.	RO	Y	Text 1 to 40 characters equal to “Carrier”.
ObjID	Object identifier.	RO	Y	Text 1 to 80 characters equal to the CarrierID.
Capacity	Maximum number of substrates in carrier.	RO	Y	Positive integer.
CarrierCapacityStatus	The current capacity condition. The equipment may change this attribute based on the results of the slot map read action.	RO	Y	Enumerated: UNDEFINED, EMPTY, PART FULL, FULL.
CarrierIDStatus	Current state of the carrier ID verification.	RO	Y	Enumerated: ID NOT READ, ID READ, ID VERIFICATION OK, ID VERIFICATION FAILED.
CarrierProcessingStatus	The current processing state of the material contained in the carrier.	RO	Y	Enumerated: NOT PROCESSED, IN PROCESS, CARRIER COMPLETE, + (equipment specific values). NOTE: The CARRIER COMPLETE value must be implemented.
ContentMap	Ordered list of substrate identifiers, corresponding to slot 1, 2, ..., n.	RO	N	List of 1 to n where n is less than or equal to the value of “Capacity” above.
LocationID	Identifier of current location.	RO	Y	Text 1 to 80 characters.
SlotMap	List of slot status as read by the equipment.	RO	Y	List of 1 to n where n is less than or equal to the value of “Capacity” above 1. Enumerated ₁ . . Enumerated _n Enumerated: UNDEFINED, EMPTY, NOT EMPTY, OCCUPIED, DOUBLE SLOTTED, CROSS SLOTTED (See NOTE 1).
SlotMapStatus	Current state of slot map verification.	RO	Y	Enumerated: SLOT MAP NOT READ, SLOT MAP READ SLOT MAP VERIFICATION OK, SLOT MAP VERIFICATION FAILED.



Attribute Name	Definition	Access	Reqd	Form
Usage	The type of material contained in the carrier. (I.e. TEST, DUMMY, PRODUCT, FILLER, etc.)	RO	Y	Enumerated: UNDEFINED, PRODUCT, TEST, DUMMY, FILLER, + (equipment specific values).

NOTE 1: NOT EMPTY is included to indicate presence for equipment is only able to detect wafer presence but not correct positioning of the wafer slot. For equipment that can detect incorrect positioning such as cross-slotted or double slotted, NOT EMPTY may not be applicable.

10.3.5 Rules for Carrier Attributes

- The equipment shall change object attributes provided by the host based on Table 29. All other attributes, such as LocationID, shall be set and maintained by the equipment.
- Carrier properties may be provided before the carrier arrives as part of the Bind service and should be retained until either a CancelBind service is received or the carrier is removed.
- Carrier properties may also be provided by the ProceedWithCarrier service. The carrier properties that are provided by the ProceedWithCarrier service may differ based whether or not the object is instantiated by the service.
- Carrier properties that are required shall be actively updated by the equipment.

10.3.6 Carrier Location

10.3.6.1 A carrier location, signified by LocationID, is used for tracking carriers as they move through the equipment. A carrier location is any physical area that is capable of holding a carrier. It is not intended to represent entire mechanisms, which may have a variety of other properties of interest, but only that portion where a Carrier may rest.

10.3.7 Carrier Location Examples

10.3.7.1 Carrier Locations include load port locations, substrate port locations, internal buffer locations, as well as grippers, conveyors, and elevators that are used internally for moving the carrier from one fixed location to another.

10.4 Carrier Location Naming

10.4.1 Carrier locations shall be assigned a unique name. Information about the carrier location can be obtained by querying the CarrierObject for the LocationID or by asking the equipment for the CarrierLocation-Matrix. The text form of the LocationID shall be descriptive of the location. For example, LocationID form for load port load/unload location might be "LPn", where "n" equal is equal to the load port number (the load port number is determined through the numbering rule in Section 9.1). The LocationID form for the FIMS

port location might be "FIMSn". The LocationID form for a buffer location might be "BUFn".

10.5 Load Port Carrier Locations

10.5.1 For fixed buffer equipment configured to handle FOUPs, a Load Port has two different Carrier Locations. One represents the place where a Carrier is delivered and picked up, while the other represents the place where the Carrier is docked and can be opened.

10.6 Carriers Between Locations

10.6.1 When the carrier is traveling from one location to another, the location attribute remains equal to the source location until the carrier movement is complete and the carrier is resting at the new carrier location (the destination location).

10.6.2 Usage

10.6.2.1 The Usage parameter indicates the type of substrate the carrier contains. Some internal buffer equipment manage carriers by establishing logical partitions. This type of equipment shall use the Usage parameter to determine which logical partition where the carrier is held. If the contents of a carrier have mixed substrate types and also contain product substrates, the usage of the carrier is PRODUCT.

10.6.3 Carrier Capacity Status

10.6.3.1 The Carrier Capacity Status parameter can be sent to the equipment by the host in either the Bind service or the ProceedWithCarrier service. However the equipment shall update this parameter based on the results of the read slot map operation. Furthermore, the equipment shall update the parameter based on it's own actions of adding and removing a substrate to and from a carrier. If the equipment does not know the value of CarrierCapacity prior to instantiation, the equipment shall instantiate the carrier object with the value of UNDEFINED for CarrierCapacity.

10.7 Carrier State Model

10.7.1 The purpose of the Carrier State Model is to define the host's view of a carrier. The equipment shall maintain a separate and independent state model for each carrier in/at the equipment.

10.7.2 Carrier State Model Diagram

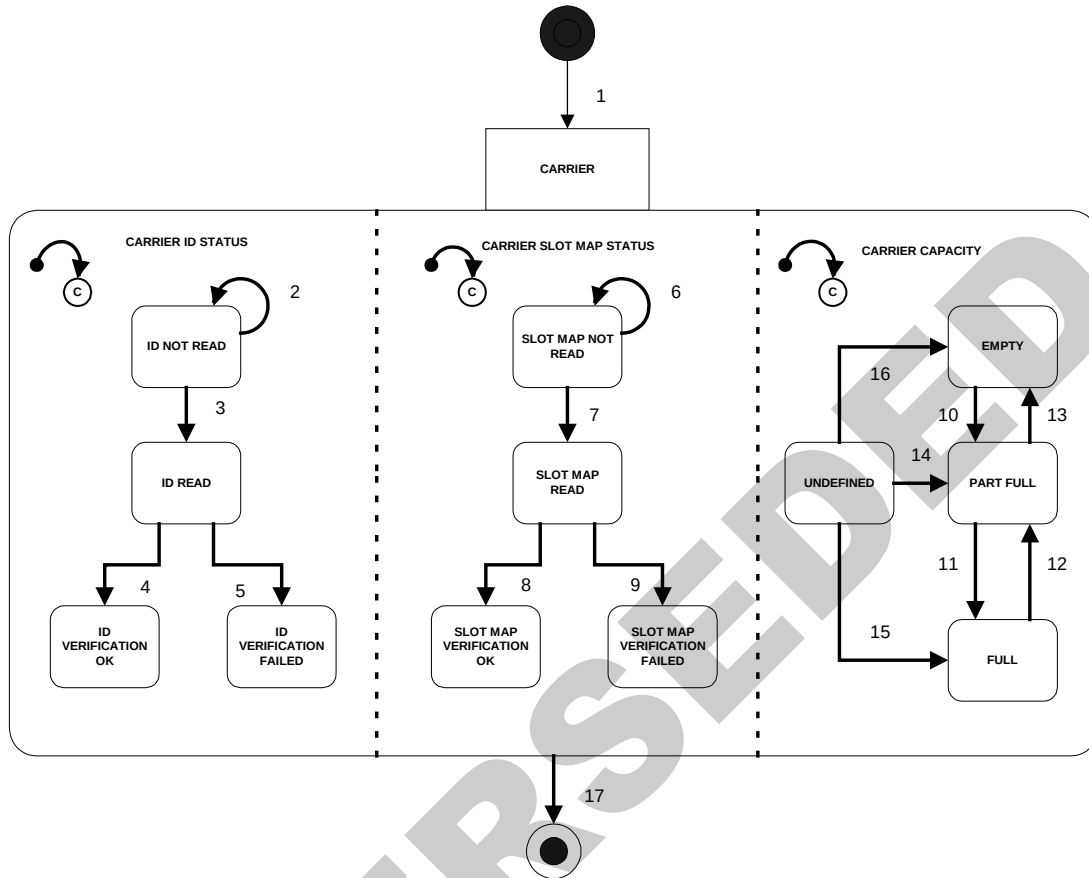


Figure 2
Carrier State Model Diagram

10.7.3 Carrier State Definitions

10.7.3.1 CARRIER — The CARRIER state has three ANDed (orthogonal) substates: CARRIER ID READ, CARRIER SLOT MAP READ, and CARRIER CAPACITY.

10.7.3.2 CARRIER CAPACITY — This is a substate of CARRIER. It has four substates: EMPTY, PART FULL, FULL, and UNDEFINED. The initial substate is conditional based on the information the equipment has about the carrier. The equipment shall change the carrier capacity state as substrates are added or removed from the carrier.

10.7.3.3 CARRIER ID STATUS — This is a substate of CARRIER and indicates the current status of the carrier with respect to its identifier. It has four substates, ID NOT READ, ID READ, ID VERIFICATION FAILED, ID VERIFICATION OK. The initial substate is conditional based on information the equipment has about the carrier. When the CarrierID is provided by the Bind service, the carrier

object shall be instantiated in the ID NOT READ sub-state. When the CarrierID is not provided before or with the delivery of the carrier, the carrier object will be instantiated in the ID READ sub-state.

10.7.3.4 CARRIER SLOT MAP STATUS — This is a substate of CARRIER and indicates the current status of the carrier with respect to its slot map. It has four substates, SLOT MAP NOT READ, SLOT MAP READ, SLOT MAP VERIFICATION FAILED, SLOT MAP VERIFICATION OK. The initial default entry sub-state is SLOT MAP NOT READ.

10.7.3.5 EMPTY — This is a substate of CARRIER CAPACITY. This state is active whenever the carrier does not contain any substrates.

10.7.3.6 FULL — This is a substate of CARRIER CAPACITY. This state is active whenever all positions within the carrier are OCCUPIED.

10.7.3.7 ID NOT READ — This is a substate of CARRIER ID. This state is active whenever the



CarrierID has not been read successfully by the equipment.

10.7.3.8 ID READ — This is a substate of CARRIER ID STATUS and is active during the period of time when the CarrierID has been read by the equipment and has not yet been verified by the equipment.

10.7.3.9 ID VERIFICATION FAILED — This is a substate of CARRIER ID STATUS and is active when the CarrierID has been read and fails verification by the equipment. This is a final state.

10.7.3.10 ID VERIFICATION OK — This is a substate of CARRIER ID STATUS and is active as soon as the CarrierID has been verified successfully by the equipment. This is a final state.

10.7.3.11 PART FULL — This is a substate of CARRIER CAPACITY and is active whenever the carrier is both not empty and not full.

10.7.3.12 SLOT MAP NOT READ — This is a substate of CARRIER SLOT MAP STATUS and is the default entry state. It is active when the Carrier is first loaded at the equipment until the Slot Map has been read successfully by the equipment at the Substrate Port.

10.7.3.13 SLOT MAP READ — This is a substate of CARRIER SLOT MAP STATUS and is active during the period of time after the Slot Map has been read successfully by the equipment but has not yet been verified by the equipment.

10.7.3.14 SLOT MAP VERIFICATION FAILED — This is a substate of CARRIER SLOT MAP STATUS and is active when the Slot Map has been read by the equipment and has failed verification by the equipment. This is a final state.

10.7.3.15 SLOT MAP VERIFICATION OK — This is a substate of CARRIER SLOT MAP STATUS and is active as soon as the slot map has been verified successfully by the equipment. This is a final state.

10.7.3.16 UNDEFINED — This is a substate of CARRIER CAPACITY and becomes active when a carrier object is instantiated but the equipment has no knowledge of the Carrier Capacity State.

10.7.4 Carrier State Transition Table

10.7.4.1 Table 7 indicates the triggers and the expected behavior of the instantiated carrier object.

Table 7 Carrier State Transition Definition

#	Previous State	Trigger	New State	Actions	Comment
1	(no state)	Normal: A Bind service is received or a carrierID is successfully read. IDRead fail: A ProceedWithCarrier service is received. Equipment Based Carrier ID Verification fail: A ProceedWithCarrier service is received.	CARRIER	None.	Data required to be available for this event report: (none)
2	ID NOT READ	Carrier ID is read unsuccessfully.	ID NOT READ	None.	Host may provide Carrier ID. Data required to be available for this event report: PortID
3	ID NOT READ	Carrier ID is read successfully.	ID READ	None.	Data required to be available for this event report: PortID CarrierID
4	ID READ	Carrier ID is verified.	ID VERIFICATION OK	None.	Data required to be available for this event report: PortID CarrierID
5	ID READ	Carrier ID fails	ID VERIFICATION	None.	Data required to be available for