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Errata for TCG TPM 2.0 Mobile Command Response Buffer Interface
Version 2.0 Revision 12

Version 2
November 18, 2019

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PUBLISHED

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CHANGE HISTORY

REVISION	DATE	DESCRIPTION
1.00/2.00	August 21, 2019	<ul style="list-style-type: none">Initial Release of Version 1.00.
2.00/2.00	October 6, 2019	<ul style="list-style-type: none">Addressed Technical Committee comments

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1 Introduction

This document describes errata and clarifications for the TCG TPM 2.0 Mobile Command Response Buffer Interface Version 2.0 Revision 12 as published. The information in this document is likely – but not certain – to be incorporated into a future version of the specification. Suggested fixes proposed in this document may be modified before being published in a later TCG Specification. Therefore, the contents of this document are not normative and only become normative when included in an updated version of the published specification. Note that since the errata in this document are non-normative, the patent licensing rights granted by Section 16.4 of the Bylaws do not apply.

2 Errata

2.1 Bit layout of CRB Request field

In Section 3.2 of the TCG TPM 2.0 Mobile Command Response Buffer Interface, Table 2 describes the bit layout of the request field of the Control Area structure. The descriptions of Bit 0 and Bit 1 are reversed. The currently published table specifies the following.

Bit	Name	Description
0	cmdReady	SET by software to transition TPM from Ready state into Idle state.
1	goldle	SET by software to transition TPM from Idle state into Ready state.
31:2	Reserved	Reserved.

Table 2: Bit layout of CRB Request field

This is incorrect. It should specify the following.

Bit	Name	Description
0	cmdReady	SET by software to transition TPM from Idle state into Ready state.
1	goldle	SET by software to transition TPM from Ready state into Idle state.
31:2	Reserved	Reserved.

Table 2: Bit layout of CRB Request field

2.2 Description of Command Address

In Section 3.8 of the TCG TPM 2.0 Mobile Command Response Buffer Interface, the first paragraph reads:

This is the physical address of the command buffer. Software will write the TPM command to be executed to this address.

This paragraph should read:

This is the physical address of the command buffer. Software reads this field to determine the physical address of the command buffer. Software will write the TPM command to be executed to the command buffer. The TPM reads the TPM command from this command buffer.

In addition, another paragraph may be added at the end of Section 3.8:

The physical address of the command buffer and response buffer may be the same.

2.3 Description of Response Address

In Section 3.10 of the TCG TPM 2.0 Mobile Command Response Buffer Interface, the first paragraph reads:

This is the physical address of the Response Buffer. Software will read the response to the last TPM command from this address.

This paragraph should read:

This is the physical address of the response buffer. Software reads this field to determine the physical address of the response buffer. The TPM will write the response to the last TPM command to the response buffer. Software reads the TPM response from this response buffer.

In addition, another paragraph may be added at the end of Section 3.10:

The physical address of the command buffer and response buffer may be the same.