25.7.8 Programming the Fuse Low Bits

The algorithm for programming the Fuse Low bits is as follows (refer to ”Programming the Flash” on page 302 for details on Command and Data loading):

1. A: Load Command “0100 0000”.
2. C: Load Data Low Byte. Bit n = “0” programs and bit n = “1” erases the Fuse bit.
3. Give $\overline{WR}$ a negative pulse and wait for RDY/$\overline{BSY}$ to go high.

25.7.9 Programming the Fuse High Bits

The algorithm for programming the Fuse High bits is as follows (refer to ”Programming the Flash” on page 302 for details on Command and Data loading):

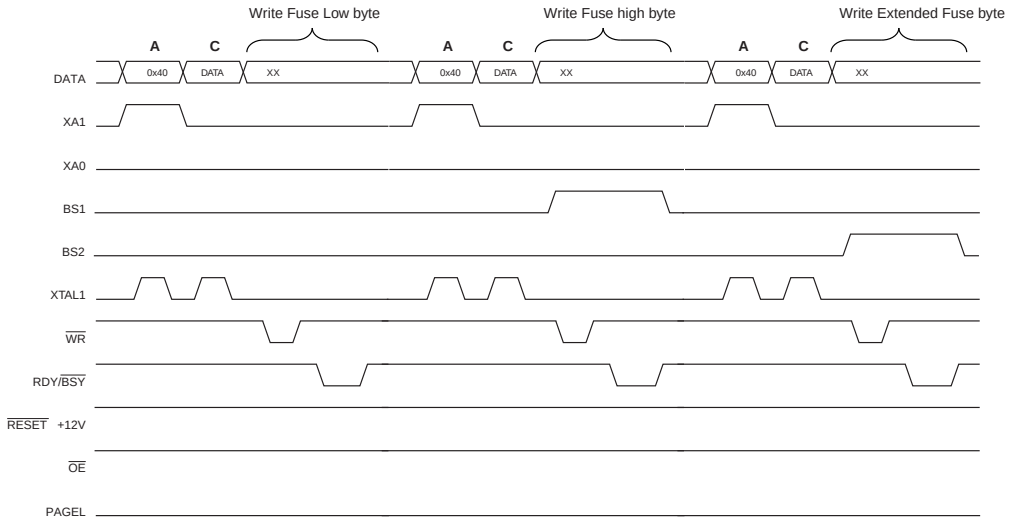
1. A: Load Command “0100 0000”.
2. C: Load Data Low Byte. Bit n = “0” programs and bit n = “1” erases the Fuse bit.
3. Set BS1 to “1” and BS2 to “0”. This selects high data byte.
4. Give $\overline{WR}$ a negative pulse and wait for RDY/$\overline{BSY}$ to go high.
5. Set BS1 to “0”. This selects low data byte.

25.7.10 Programming the Extended Fuse Bits

The algorithm for programming the Extended Fuse bits is as follows (refer to ”Programming the Flash” on page 302 for details on Command and Data loading):

1. 1. A: Load Command “0100 0000”.
2. 2. C: Load Data Low Byte. Bit n = “0” programs and bit n = “1” erases the Fuse bit.
3. 3. Set BS1 to “0” and BS2 to “1”. This selects extended data byte.
4. 4. Give $\overline{WR}$ a negative pulse and wait for RDY/$\overline{BSY}$ to go high.
5. 5. Set BS2 to “0”. This selects low data byte.

Figure 25-5. Programming the FUSES Waveforms



25.7.11 Programming the Lock Bits

The algorithm for programming the Lock bits is as follows (refer to ”Programming the Flash” on page 302 for details on Command and Data loading):