

# **MSP430FR58xx, MSP430FR59xx, MSP430FR68xx, and MSP430FR69xx Family**

## **User's Guide**



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## Read This First

### About This Manual

This manual describes the modules and peripherals of the MSP430FR58xx and MSP430FR59xx family of devices. Each description presents the module or peripheral in a general sense. Not all features and functions of all modules or peripherals may be present on all devices. In addition, modules or peripherals may differ in their exact implementation between device families, or may not be fully implemented on an individual device or device family.

Pin functions, internal signal connections, and operational parameters differ from device to device. Consult the device-specific data sheet for these details.

### Related Documentation From Texas Instruments

For related documentation, see the MSP430 web site: <http://www.ti.com/msp430>

### FCC Warning

This equipment is intended for use in a laboratory test environment only. It generates, uses, and can radiate radio frequency energy and has not been tested for compliance with the limits of computing devices pursuant to subpart J of part 15 of FCC rules, which are designed to provide reasonable protection against radio frequency interference. Operation of this equipment in other environments may cause interference with radio communications, in which case the user at his own expense will be required to take whatever measures may be required to correct this interference.

### Notational Conventions

Program examples are shown in a special typeface; for example:

```
MOV #255,R10
XOR @R5,R6
```

### Glossary

ACLK	Auxiliary clock
ADC	Analog-to-digital converter
BOR	Brownout reset
BSL	Bootloader; see <a href="http://www.ti.com/msp430">www.ti.com/msp430</a> for application reports
CPU	Central processing unit
DAC	Digital-to-analog converter
DCO	Digitally controlled oscillator
dst	Destination
FLL	Frequency locked loop
GIE Modes	General interrupt enable
INT(N/2)	Integer portion of N/2
I/O	Input/output
ISR	Interrupt service routine
LSB	Least-significant bit
LSD	Least-significant digit

---

LPM	Low-power mode; also named PM for power mode
MAB	Memory address bus
MCLK	Master clock
Memory data bus	
MSB	Most-significant bit
MSD	Most-significant digit
NMI	(Non)-Maskable interrupt; also split to UNMI (user NMI) and SNMI (system NMI)
PC	Program counter
PM	Power mode
POR	Power-on reset
PUC	Power-up clear
RAM	Random access memory
SCG	System clock generator
SFR	Special function register
SMCLK	Subsystem master clock
SNMI	System NMI
SP	Stack pointer
SR	Status register
src	Source
TOS	Top of stack
UNMI	User NMI
WDT	Watchdog timer
z16	16-bit address space

---

### **Register Bit Conventions**

Each register is shown with a key indicating the accessibility of each individual bit and the initial condition:

**Register Bit Accessibility and Initial Condition**

Key	Bit Accessibility
rw	Read/write
r	Read only
r0	Read as 0
r1	Read as 1
w	Write only
w0	Write as 0
w1	Write as 1
(w)	No register bit implemented; writing a 1 results in a pulse. The register bit always reads as 0.
h0	Cleared by hardware
h1	Set by hardware
-0,-1	Condition after PUC
-(0),-(1)	Condition after POR
-[0],-[1]	Condition after BOR
-{0},-{1}	Condition after brownout

---

## ***System Resets, Interrupts, and Operating Modes, System Control Module (SYS)***

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The system control module (SYS) is available on all devices. The basic features of SYS are:

- Brownout reset (BOR) and power on reset (POR) handling
- Power up clear (PUC) handling
- (Non)maskable interrupt (SNMI or UNMI) event source selection and management
- User data-exchange mechanism through the JTAG mailbox (JMB)
- Bootloader (BSL) entry mechanism
- Configuration management (device descriptors)
- Interrupt vector generators for reset and NMIs

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## 1.1 System Control Module (SYS) Introduction

SYS is responsible for the interaction between various modules throughout the system. The functions that SYS provides are not inherent to the modules themselves. Address decoding, bus arbitration, interrupt event consolidation, and reset generation are some examples of the many functions that SYS provides.

## 1.2 System Reset and Initialization

The system reset circuitry is shown in [Figure 1-1](#) and sources a brownout reset (BOR), a power-on reset (POR), and a power-up clear (PUC). Different events trigger these reset signals and different initial conditions exist depending on which signal was generated.

A BOR is a device reset. A BOR is generated only by the following events:

- Powering up the device
- Low signal on the  $\overline{RST}/NMI$  pin when configured in the reset mode
- Wake-up event from LPMx.5 (that is, LPM3.5 or LPM4.5) mode
- SVS<sub>H</sub> low condition, when enabled (see the [PMM and SVS](#) chapter for details)
- Software BOR event (see the [PMM and SVS](#) chapter for details)

A POR is always generated when a BOR is generated, but a BOR is not generated by a POR. The following events trigger a POR:

- BOR signal
- Software POR event (see the [PMM and SVS](#) chapter for details)

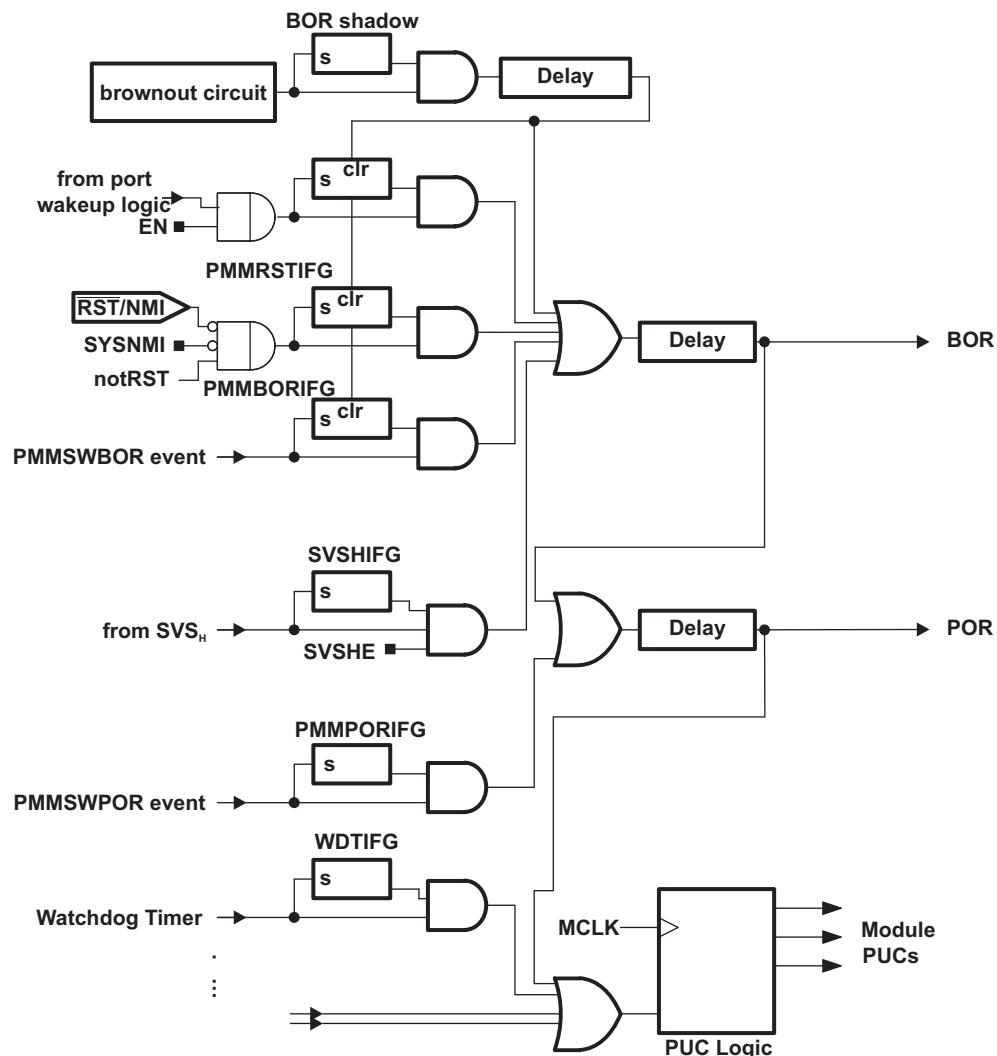
A PUC is always generated when a POR is generated, but a POR is not generated by a PUC. The following events trigger a PUC:

- POR signal
- Watchdog timer expiration when watchdog mode only (see the [WDT\\_A](#) chapter for details)
- Watchdog timer password violation (see the [WDT\\_A](#) chapter for details)
- FRAM memory password violation (see the [FRAM Controller](#) chapter for details)
- Power Management Module password violation (see the [PMM and SVS](#) chapter for details)
- Memory Protection Unit password violation (see the [MPU](#) chapter for details)
- Memory segment violation (see the [MPU](#) chapter for details)
- Clock System password violation (see the [Clock System](#) chapter for details)
- Fetch from peripheral area
- Uncorrectable FRAM bit error detection

---

**NOTE:** The number and type of resets available may vary from device to device. See the device-specific data sheet for all reset sources available.

---



**Figure 1-1. BOR, POR, and PUC Reset Circuit**

### 1.2.1 Device Initial Conditions After System Reset

After a BOR, the initial device conditions are:

- The  $\overline{\text{RST}}/\text{NMI}$  pin is configured in the reset mode. See [Section 1.7](#) for details on configuring the  $\overline{\text{RST}}/\text{NMI}$  pin.
- I/O pins are switched to input mode as described in the [Digital I/O](#) chapter.
- Other peripheral modules and registers are initialized as described in their respective chapters.
- Status register (SR) is reset.
- The watchdog timer powers up active in watchdog mode.
- Program counter (PC) is loaded with the boot code address and boot code execution begins at that address. See [Section 1.10](#) for more information regarding the boot code. Upon completion of the boot code, the PC is loaded with the address contained at the SYSRSTIV reset location (0FFFEh).

After a system reset, user software must initialize the device for the application requirements. The following must occur:

- Initialize the stack pointer (SP), typically to the top of RAM when available, otherwise FRAM location.
- Initialize the watchdog to the requirements of the application.
- Configure peripheral modules to the requirements of the application.

---

**NOTE:** A device that is unprogrammed or blank is defined as having its reset vector value, residing at memory address FFFEh, equal to FFFFh. Upon system reset of a blank device, the device automatically enters operating mode LPM4. See [Section 1.4](#) for information on operating modes and [Section 1.3.6](#) for details on interrupt vectors.

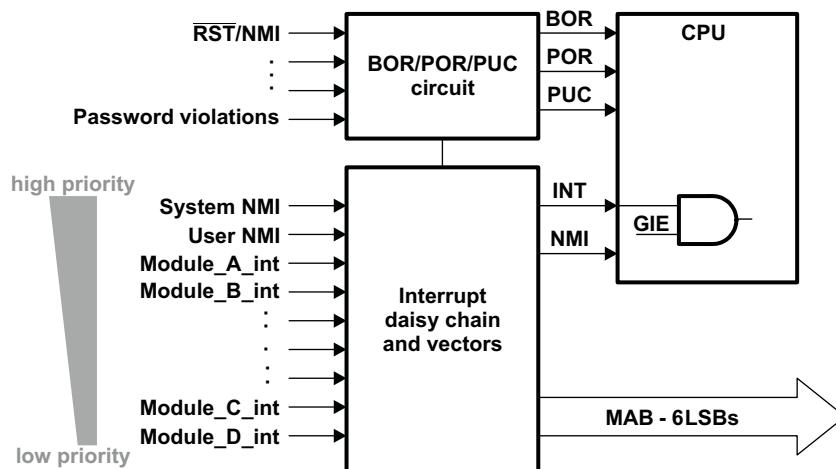
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## 1.3 Interrupts

The interrupt priorities are fixed and defined by the arrangement of the modules in the connection chain as shown in [Figure 1-2](#). Interrupt priorities determine what interrupt is taken when more than one interrupt is pending simultaneously.

There are three types of interrupts:

- System reset
- (Non)maskable
- Maskable



**Figure 1-2. Interrupt Priority**

---

**NOTE:** The types of interrupt sources available and their respective priorities change from device to device. See the device-specific data sheet for all interrupt sources and their priorities.

---

### 1.3.1 (*Non*)Maskable Interrupts (NMIs)

In general, NMIs are not masked by the general interrupt enable (GIE) bit. Two levels of NMIs are supported — system NMI (SNMI) and user NMI (UNMI). The NMI sources are enabled by individual interrupt enable bits. When an NMI interrupt is accepted, other NMIs of that level are automatically disabled to prevent nesting of consecutive NMIs of the same level. Program execution begins at the address stored in the NMI vector as shown in [Section 1.3.6](#). To allow software backward compatibility to users of earlier MSP430 families, the software may, but does not need to, reenable NMI sources. The block diagram for NMI sources is shown in [Section 1.3](#).

A UNMI interrupt can be generated by following sources:

- An edge on the  $\overline{RST}/NMI$  pin when configured in NMI mode
- An oscillator fault occurs

A SNMI interrupt can be generated by following sources:

- FRAM errors (see the [FRAM Controller](#) chapter for details)
- Vacant memory access
- JTAG mailbox (JMB) event

---

**NOTE:** The number and types of NMI sources may vary from device to device. See the device-specific data sheet for all NMI sources available.

---

### 1.3.2 SNMI Timing

Consecutive SNMIs that occur at a higher rate than they can be handled (interrupt storm) allow the main program to execute one instruction after the SNMI handler is finished with a RETI instruction, before the SNMI handler is executed again. Consecutive SNMIs are not interrupted by UNMIs in this case. This avoids a blocking behavior on high SNMI rates.

### 1.3.3 Maskable Interrupts

Maskable interrupts are caused by peripherals with interrupt capability. Each maskable interrupt source can be disabled individually by an interrupt enable bit, or all maskable interrupts can be disabled by the general interrupt enable (GIE) bit in the status register (SR).

Each individual peripheral interrupt is discussed in its respective module chapter in this manual.

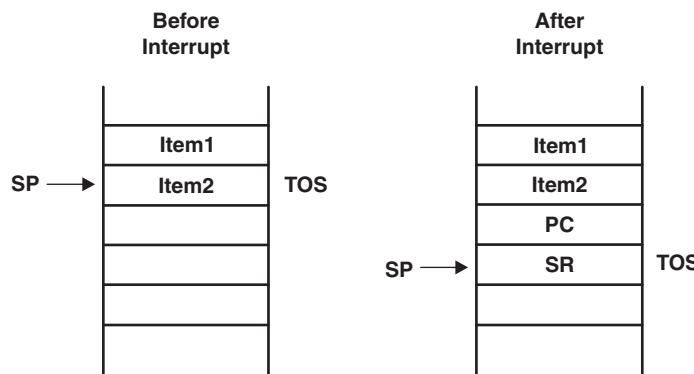
### 1.3.4 Interrupt Processing

When an interrupt is requested from a peripheral and the peripheral interrupt enable bit and GIE bit are set, the interrupt service routine is requested. Only the individual enable bit must be set for (non)-maskable interrupts (NMI) to be requested.

#### 1.3.4.1 Interrupt Acceptance

The interrupt latency is six cycles, starting with the acceptance of an interrupt request, and lasting until the start of execution of the first instruction of the interrupt service routine, as shown in [Figure 1-3](#). The interrupt logic executes the following:

1. Any currently executing instruction is completed.
2. The PC, which points to the next instruction, is pushed onto the stack.
3. The SR is pushed onto the stack.
4. The interrupt with the highest priority is selected if multiple interrupts occurred during the last instruction and are pending for service.
5. The interrupt request flag resets automatically on single-source flags. Multiple source flags remain set for servicing by software.
6. All bits of SR are cleared except SCG0, thereby terminating any low-power mode. Because the GIE bit is cleared, further interrupts are disabled.
7. The content of the interrupt vector is loaded into the PC; the program continues with the interrupt service routine at that address.



**Figure 1-3. Interrupt Processing**

---

#### NOTE: Enable and Disable Interrupt

Due to the pipelined CPU architecture, setting the general interrupt enable (GIE) requires special care.

- The instruction immediately after the enable interrupts instruction (EINT) is always executed, even if an interrupt service request is pending.
- Include at least one instruction between the clear of an interrupt enable or interrupt flag and the EINT instruction. For example: Insert a NOP instruction in front of the EINT instruction.
- Include at least one instruction between DINT and the start of an code sequence that requires protection from interrupts. For example: Insert a NOP instruction after the DINT.
- Never clear the general interrupt enable (GIE) immediately after setting it. Insert at least one instruction in between such sequence.

The rules above apply to all instructions that set or clear the general interrupt enable bit. Not following these rules might result in unexpected CPU execution.

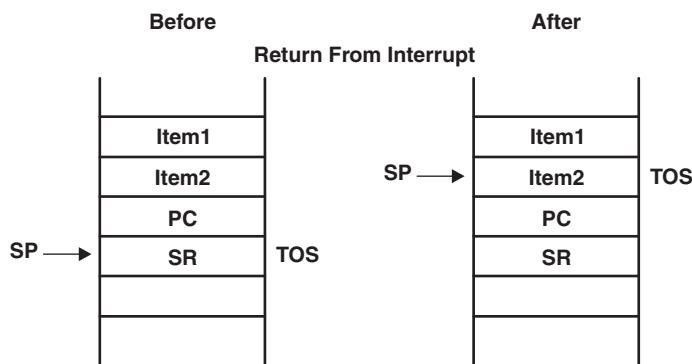
### 1.3.4.2 Return From Interrupt

The interrupt handling routine terminates with the instruction:

```
RETI //return from an interrupt service routine
```

The return from the interrupt takes five cycles to execute the following actions and is illustrated in Figure 1-4.

1. The SR with all previous settings pops from the stack. All previous settings of GIE, CPUOFF, and so on are now in effect, regardless of the settings used during the interrupt service routine.
2. The PC pops from the stack and begins execution where it was interrupted.



**Figure 1-4. Return From Interrupt**

### 1.3.5 Interrupt Nesting

Interrupt nesting is enabled if the GIE bit is set inside an interrupt service routine. When interrupt nesting is enabled, any interrupt occurring during an interrupt service routine interrupts the routine, regardless of the interrupt priorities.

### 1.3.6 Interrupt Vectors

The interrupt vectors are located in the address range 0FFFFh to OFF80h, for a maximum of 64 interrupt sources. A vector is programmed by the user and points to the start location of the corresponding interrupt service routine. Table 1-1 is an example of the interrupt vectors available. See the device-specific data sheet for the complete interrupt vector list.

**Table 1-1. Interrupt Sources, Flags, and Vectors**

Interrupt Source	Interrupt Flag	System Interrupt	Word Address	Priority
Reset: power up, external reset watchdog, FRAM password	... WDTIFG FRCTLWP	... Reset	0FFF Eh	... Highest
System NMI: JTAG Mailbox	JMBINIFG, JMBOUTIFG	(Non)maskable	0FFF Ch	...
User NMI: NMI oscillator fault	... NMIIIFG OFIFG	... (Non)maskable (Non)maskable	0FFF Ah	... ...
Device specific			0FFF8 h	...
...			...	...
Watchdog timer	WDTIFG	Maskable	...	...
...			...	...
Device specific			...	...
Reserved		Maskable	...	Lowest

Some interrupt enable bits and interrupt flags, as well as control bits for the RST/NMI pin, are located in the special function registers (SFR). The SFR are located in the peripheral address range and are byte and word accessible. See the device-specific data sheet for the SFR configuration.

#### 1.3.6.1 Alternate Interrupt Vectors

On devices that contain RAM, it is possible to use the RAM as an alternate location for the interrupt vector locations. Setting the SYSRIVECT bit to '1' in SYSCtrl causes the interrupt vectors to be remapped to the top of RAM. The total RAM size varies depending on the device configurations and could include one or multiple RAM sections. The alternate location is always the highest address of the entire RAM space available in the device. Note that the SYSRIVECT bit is automatically cleared on a BOR, so the default reset vector location (0FFEh) will be used after a BOR before setting the SYSRIVECT bit to '1'.

#### 1.3.7 SYS Interrupt Vector Generators

SYS collects all system NMI (SNMI) sources, user NMI (UNMI) sources, and BOR, POR, or PUC (reset) sources of all the other modules. They are combined into three interrupt vectors. The interrupt vector registers SYSRSTIV, SYSSNIV, SYSUNIV are used to determine which flags requested an interrupt or a reset. The interrupt with the highest priority of a group, when enabled, generates a number in the corresponding SYSRSTIV, SYSSNIV, SYSUNIV register. This number can be directly added to the program counter, causing a branch to the appropriate portion of the interrupt service routine. Disabled interrupts do not affect the SYSRSTIV, SYSSNIV, SYSUNIV values. Reading SYSRSTIV, SYSSNIV, SYSUNIV register automatically resets the highest pending interrupt flag of that register. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. Writing to the SYSRSTIV, SYSSNIV, SYSUNIV register automatically resets all pending interrupt flags of the group.

### 1.3.7.1 SYSSNIV Software Example

The following software example shows the recommended use of SYSSNIV. The SYSSNIV value is added to the PC to automatically jump to the appropriate routine. For SYSRSTIV and SYSUNIV, a similar software approach can be used. The following is an example for a generic device. Vectors can change in priority for a given device. The device-specific data sheet should be referenced for the vector locations. All vectors should be coded symbolically to allow for easy portability of code.

```

SNI_ISR:    ADD    &SYSSNIV,PC      ; Add offset to jump table
             RETI           ; Vector 0: No interrupt
             JMP    DBD_ISR      ; Vector 2: DBDIFG
             JMP    ACCTIM_ISR   ; Vector 4: ACCTIMIFG
             JMP    RSVD1_ISR     ; Vector 6: Reserved for future usage.
             JMP    RSVD2_ISR     ; Vector 8: Reserved for future usage.
             JMP    RSVD3_ISR     ; Vector 10: Reserved for future usage.
             JMP    RSVD4_ISR      ; Vector 12: Reserved for future usage.
             JMP    ACCV_ISR       ; Vector 14: ACCVIFG
             JMP    VMA_ISR        ; Vector 16: VMAIFG
             JMP    JMBI_ISR       ; Vector 18: JMBINIFG
             JMP    JMBO_ISR       ; Vector 20: JMBOUTIFG
             JMP    SBD_ISR        ; Vector 22: SBDIFG

DBD_ISR:          ; Vector 2: DBDIFG
...
RETI           ; Task_2 starts here
              ; Return
ACCTIM_ISR:      ; Vector 4
...
RETI           ; Task_4 starts here
              ; Return
RSVD1_ISR:       ; Vector 6
...
RETI           ; Task_6 starts here
              ; Return
RSVD2_ISR:       ; Vector 8
...
RETI           ; Task_8 starts here
              ; Return
RSVD3_ISR:       ; Vector 10
...
RETI           ; Task_10 starts here
              ; Return
RSVD4_ISR:       ; Vector 12
...
RETI           ; Task_12 starts here
              ; Return
ACCV_ISR:        ; Vector 14
...
RETI           ; Task_14 starts here
              ; Return
VMA_ISR:         ; Vector 16
...
RETI           ; Task_16 starts here
              ; Return
JMBI_ISR:        ; Vector 18
...
JMBO_ISR:        ; Vector 20
...
RETI           ; Task_20 starts here
              ; Return
SBD_ISR:         ; Vector 22
...
RETI           ; Task_22 starts here
              ; Return

```

## 1.4 Operating Modes

The MSP430 family is designed for ultralow-power applications and uses different operating modes shown in [Figure 1-5](#).

The operating modes take into account three different needs:

- Ultra-low power
- Speed and data throughput
- Minimization of individual peripheral current consumption

The low-power modes LPM0 through LPM4 are configured with the CPUOFF, OSCOFF, SCG0, and SCG1 bits in the SR. The advantage of including the CPUOFF, OSCOFF, SCG0, and SCG1 mode-control bits in the SR is that the present operating mode is saved onto the stack during an interrupt service routine. Program flow returns to the previous operating mode if the saved SR value is not altered during the interrupt service routine. Program flow can be returned to a different operating mode by manipulating the saved SR value on the stack inside of the interrupt service routine. When setting any of the mode-control bits, the selected operating mode takes effect immediately. Peripherals operating with any disabled clock are disabled until the clock becomes active. Peripherals may also be disabled with their individual control register settings. All I/O port pins, RAM, and registers are unchanged. Wakeup from LPM0 through LPM4 is possible through all enabled interrupts.

When LPMx.5 (LPM3.5 or LPM4.5) is entered, the voltage regulator of the Power Management Module (PMM) is disabled. All RAM and register contents are lost. Although the I/O register contents are lost, the I/O pin states are locked upon LPMx.5 entry. See the [Digital I/O](#) chapter for further details. Wakeup from LPM4.5 is possible through a power sequence, a RST event, or from specific I/O. Wakeup from LPM3.5 is possible through a power sequence, a RST event, RTC event, or from specific I/O.

---

**NOTE:** The TEST/SBWTCK pin is used to enable the connection of external development tools with the device through Spy-Bi-Wire or JTAG debug protocols. The connection is usually enabled when the TEST/SBWTCK is high. When the connection is enabled the device enters a debug mode. In the debug mode the entry and wake-up times to and from low power modes may be different compared to normal operation. Pay careful attention to the real-time behavior when using low power modes with the device connected to a development tool!

See the [EEM](#) chapter for further details.

---

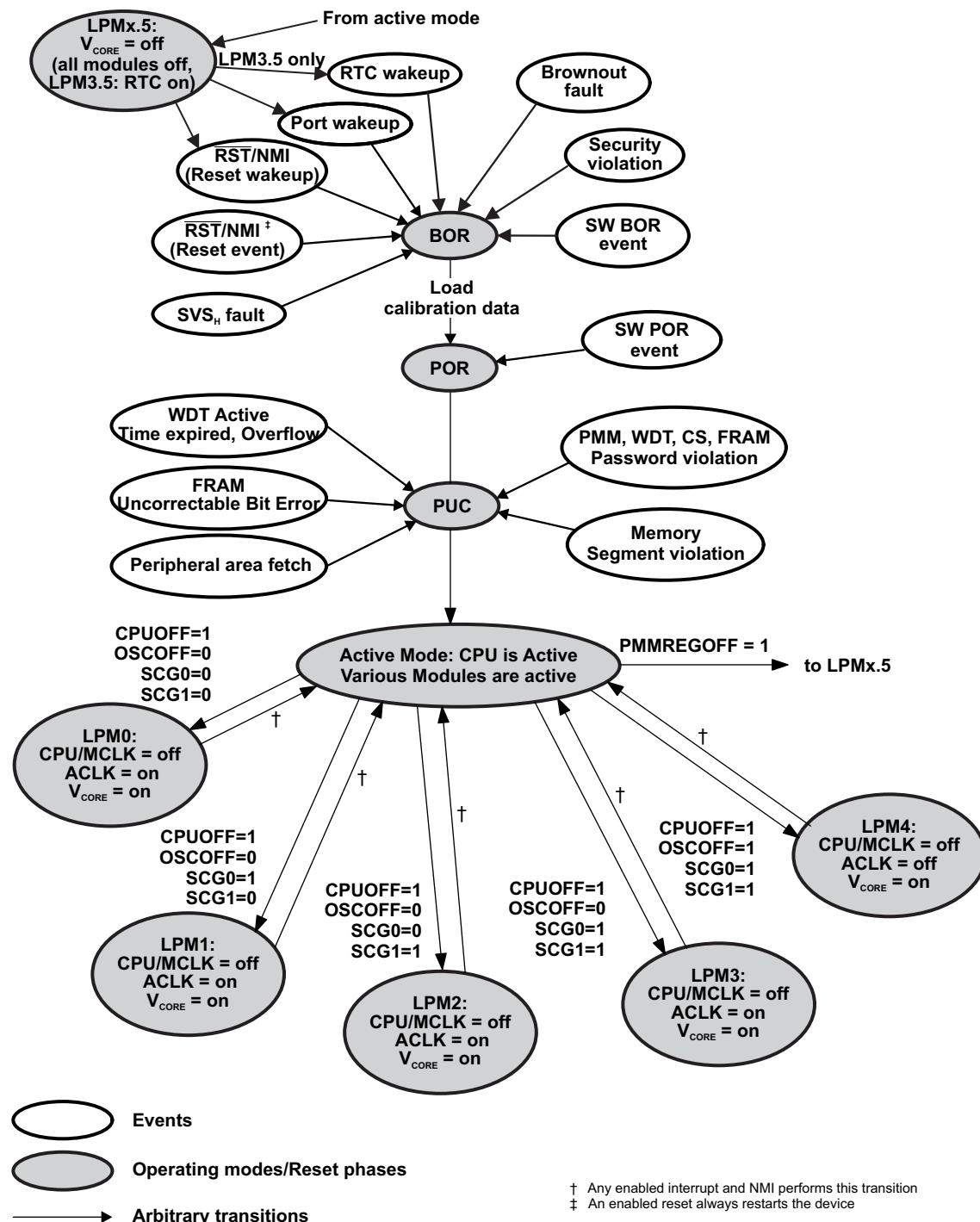


Figure 1-5. Operation Modes

**Table 1-2. Operation Modes**

<b>SCG1<sup>(1)</sup></b>	<b>SCG0</b>	<b>OSCOFF<sup>(1)</sup></b>	<b>CPUOFF<sup>(1)</sup></b>	<b>Mode</b>	<b>CPU and Clocks Status<sup>(2)</sup></b>
0	0	0	0	Active	CPU, MCLK are active. ACLK is active. SMCLK optionally active (SMCLKOFF = 0). DCO is enabled if sources ACLK, MCLK, or SMCLK (SMCLKOFF = 0). DCO bias is enabled if DCO is enabled or DCO sources MCLK or SMCLK (SMCLKOFF = 0).
0	0	0	1	LPM0	CPU, MCLK are disabled. ACLK is active. SMCLK optionally active (SMCLKOFF = 0). DCO is enabled if sources ACLK or SMCLK (SMCLKOFF = 0). DCO bias is enabled if DCO is enabled or DCO sources MCLK or SMCLK (SMCLKOFF = 0).
0	1	0	1	LPM1	CPU, MCLK are disabled. ACLK is active. SMCLK optionally active (SMCLKOFF = 0). DCO is enabled if sources ACLK or SMCLK (SMCLKOFF = 0). DCO bias is enabled if DCO is enabled or DCO sources MCLK or SMCLK (SMCLKOFF = 0).
1	0	0	1	LPM2	CPU, MCLK are disabled. ACLK is active. SMCLK is disabled.
1	1	0	1	LPM3	CPU, MCLK are disabled. ACLK is active. SMCLK is disabled.
1	1	1	1	LPM4	CPU and all clocks are disabled.
1	1	1	1	LPM3.5	When PMMREGOFF = 1, regulator is disabled. No memory retention. In this mode, RTC operation is possible when configured properly. See the <i>RTC</i> module for further details.
1	1	1	1	LPM4.5	When PMMREGOFF = 1, regulator is disabled. No memory retention. In this mode, all clock sources are disabled; that is, no RTC operation is possible.

<sup>(1)</sup> This bit is automatically reset when exiting low-power modes. See [Section 1.4.2](#) for details.

<sup>(2)</sup> The low-power modes and, hence, the system clocks can be affected by the clock request system. See the [Clock System](#) chapter for details.

#### 1.4.1 Low-Power Modes and Clock Requests

A peripheral module requests its clock sources automatically from the clock system (CS) module if it is required for its proper operation, regardless of the current power mode of operation. Refer to the "Operation From Low-Power Modes, Requested by Peripheral Modules" section in the [Clock System](#) chapter.

Because of the clock request mechanism the system might not reach the low-power modes requested by the bits set in the CPU's status register SR as listed in [Table 1-3](#).

**Table 1-3. Requested vs Actual LPM**

Requested LPM (SR Bits according to <a href="#">Table 1-2</a> )	Actual LPM...		
	If No Clock Requested	If Only ACLK Requested	If SMCLK Requested
LPM0	LPM0	LPM0	LPM0
LPM1	LPM1	LPM1	LPM1
LPM2	LPM2	LPM2	LPM0
LPM3	LPM3	LPM3	LPM1
LPM4	LPM4	LPM3	LPM1

### 1.4.2 Entering and Exiting Low-Power Modes LPM0 Through LPM4

An enabled interrupt event wakes the device from low-power operating modes LPM0 through LPM4. The program flow for exiting LPM0 through LPM4 is:

- Enter interrupt service routine
  - The PC and SR are stored on the stack.
  - The CPUOFF, SCG1, and OSCOFF bits are automatically reset.
- Options for returning from the interrupt service routine
  - The original SR is popped from the stack, restoring the previous operating mode.
  - The SR bits stored on the stack can be modified within the interrupt service routine returning to a different operating mode when the RETI instruction is executed.

```
; Enter LPM0 Example
    BIS    #GIE+CPUOFF,SR           ; Enter LPM0
; ...
;                                         ; Program stops here

; Exit LPM0 Interrupt Service Routine
    BIC    #CPUOFF,0(SP)          ; Exit LPM0 on RETI
    RETI

; Enter LPM3 Example
    BIS    #GIE+CPUOFF+SCG1+SCG0,SR   ; Enter LPM3
; ...
;                                         ; Program stops here

; Exit LPM3 Interrupt Service Routine
    BIC    #CPUOFF+SCG1+SCG0,0(SP)    ; Exit LPM3 on RETI
    RETI

; Enter LPM4 Example
    BIS    #GIE+CPUOFF+OSCOFF+SCG1+SCG0,SR   ; Enter LPM4
; ...
;                                         ; Program stops here

; Exit LPM4 Interrupt Service Routine
    BIC    #CPUOFF+OSCOFF+SCG1+SCG0,0(SP)    ; Exit LPM4 on RETI
    RETI
```

### 1.4.3 Low-Power Modes LPM3.5 and LPM4.5 (LPMx.5)

The low-power modes LPM3.5 and LPM4.5 (LPMx.5<sup>(1)</sup>) give the lowest power consumption on a device. In LPMx.5, the core LDO of the device is switched off. This has the following effects:

- Most of the modules are powered down.
  - In LPM3.5, only modules powered by the RTC LDO continue to operate. At least an RTC module is connected to the RTC LDO. Refer to the device's data sheet for other modules (if any) that are connected to the RTC LDO.
  - In LPM4.5 the RTC LDO and the connected modules are switched off.
- The register content of all modules and the CPU is lost.
- The SRAM content is lost.
- A wake-up from LPMx.5 causes a complete reset of the core.
- The application must initialize the complete device after a wake-up from LPMx.5.

The wake-up time from LPMx.5 is much longer than the wake-up time from any other power mode (see the device-specific data sheet). This is because the core domain must power up and the device internal initialization must be done. In addition, the application must be initialized again. Therefore, use LPMx.5 only when the application is in LPMx.5 for a long time.

<sup>(1)</sup> The abbreviation "LPMx.5" is used in this document to indicate both LPM3.5 and LPM4.5.

Compute Through Power Loss (CTPL) is a utility API set that leverages FRAM to enable ease of use with LPMx.5 low-power modes and provides a powerful shutdown mode that allows an application to save and restore critical system components when a power loss is detected. Visit [FRAM embedded software utilities for MSP ultra-low-power microcontrollers](#) for details.

#### 1.4.3.1 Enter LPMx.5

Do the following steps to enter LPMx.5:

1. Store any information that must be available after wakeup from LPMx.5 in FRAM.
2. For LPM4.5 set all ports to general-purpose I/Os ( $\text{PxSEL0} = 00h$  and  $\text{PxSEL1} = 00h$ ).  
For LPM3.5 if the LF crystal oscillator is used do not change the settings for the I/Os shared with the LF-crystal-oscillator. These pins must be configured as  $\text{LFXIN}$  and  $\text{LFXOUT}$ . Set all other port pins to general-purpose I/Os with  $\text{PxSEL0}$  and  $\text{PxSEL1}$  bits equal to 0.
3. Set the port pin direction and output bits as necessary for the application.
4. To enable a wakeup from an I/O do the following:
  - (a) Select the wakeup edge ( $\text{PxIES}$ )
  - (b) Clear the interrupt flag ( $\text{PxIFG}$ )
  - (c) Set the interrupt enable bit ( $\text{PxIE}$ )
5. For LPM3.5 the modules that stay active must be enabled. For example, the RTC must be enabled if necessary. Only modules connected to the RTC LDO can stay active.
6. For LPM3.5 if necessary enable any interrupt sources from these modules as wakeup sources. Refer to the corresponding module chapter.
7. Disable the watchdog timer WDT if it is enabled and in watchdog mode. If the WDT is enabled and in watchdog mode, the device does not enter LPMx.5.
8. Clear the GIE bit:

```
BIC #GIE, SR
```

9. Do the following steps to set the PMMREGOFF bit in the PMMCTL0 register:

- (a) Write the correct PMM password to get write access to the PMM control registers.

```
MOV.B #PMMPW_H, &PMMCTL0_H
```

- (b) Set PMMREGOFF bit in the PMMCTL0 register.

```
BIS.B #PMMREGOFF, &PMMCTL0_L
```

- (c) Optionally, disable the SVS during LPMx.5 by clearing the SVSHE bit in PMMCTL0.

```
BIC.B #SVSHE, &PMMCTL0_L
```

- (d) Write an incorrect PMM password to disable the write access to the PMM control registers.

```
MOV.B #000h, &PMMCTL0_H
```

10. Enter LPMx.5 with the following instruction:

```
BIS #CPUOFF+OSCOFF+SCG0+SCG1, SR
```

After this process, the device enters LPM3.5 if modules connected to the RTC LDO are enabled, and it enters LPM4.5 if none of the modules connected to the RTC LDO are enabled.

#### 1.4.3.2 Exit and Wake up From LPM3.5

The following conditions cause an exit from LPM3.5:

- A wake-up event on an I/O if configured and enabled. The interrupt flag of the corresponding port pin is set ( $\text{PxIFG}$ ). The PMMLPM5IFG bit is set.
- A wake-up event from a module connected to the RTC LDO if enabled. The corresponding interrupt flag in the module is set. The PMMLPM5IFG bit is set.
- A wake-up signal from the RST pin.
- A power cycle. Either the SVSHIFG or none of the PMMIFGs is set.

Any exit from LPM3.5 causes a BOR. The program execution starts at the address the reset vector points to. PMMLPM5IFG = 1 indicates a wakeup from LPM3.5, or the System Reset Vector Word register (SYSRSTIV) can be used to decode the reset condition (see the device data sheet).

After the wakeup from LPM3.5, the state of the I/Os and the modules connected to the RTC LDO are locked and remain unchanged until the application clears the LOCKLPM5 bit in the PM5CTL0 register.

Do the following steps after a wakeup from LPM3.5:

1. Initialize the registers of the modules connected to the RTC LDO exactly the same way as they were configured before the device entered LPM3.5 but do not enable the interrupts.
2. Initialize the port registers exactly the same way as they were configured before the device entered LPM3.5 but do not enable port interrupts.
3. If the LF-crystal-oscillator was used in LPM3.5 the corresponding I/Os must be configured as LFXIN and LFXOUT. The LF-crystal-oscillator must be enabled in the clock system (see the clock system CS chapter).
4. Clear the LOCKLPM5 bit in the PM5CTL0 register.
5. Enable port interrupts as necessary.
6. Enable module interrupts.
7. After enabling the port and module interrupts the wake-up interrupt will be serviced as a normal interrupt.

#### 1.4.3.3 Exit and Wake up From LPM4.5

The following conditions will cause an exit from LPM4.5:

- A wakeup event on an I/O if configured and enabled. The interrupt flag of the corresponding port pin is set (PxIFG). The PMMLPM5IFG bit is set.
- A wakeup from the RST pin.
- A power-cycle. Either the SVSHIFG or none of the PMMIFGs is set.

Any exit from LPM4.5 causes a BOR. The program execution starts at the address the reset vector points to. PMMLPM5IFG = 1 indicates a wakeup from LPM4.5, or the System Reset Vector Word register (SYSRSTIV) can be used to decode the reset condition (see the device data sheet).

After the wake-up from LPM4.5 the state of the I/Os are locked and remain unchanged until the application clears the LOCKLPM5 bit in the PM5CTL0 register.

Do the following steps after a wakeup from LPM4.5:

1. Initialize the port registers exactly the same way as they were configured before the device entered LPM4.5, but do not enable port interrupts.
2. Clear the LOCKLPM5 bit in the PM5CTL0 register.
3. Enable port interrupts as necessary.
4. After enabling the port interrupts the wake-up interrupt will be serviced as a normal interrupt.

If a crystal oscillator is needed after a wakeup from LPM4.5, configure the corresponding pins and start the oscillator after clearing the LOCKLPM5 bit.

## 1.5 Principles for Low-Power Applications

Often, the most important factor for reducing power consumption is using the device clock system to maximize the time in LPM3 or LPM4 modes whenever possible.

- Use interrupts to wake the processor and control program flow.
- Peripherals should be switched on only when needed.
- Use low-power integrated peripheral modules in place of software driven functions. For example, Timer\_A and Timer\_B can automatically generate PWM and capture external timing with no CPU resources.
- Calculated branching and fast table lookups should be used in place of flag polling and long software calculations.

- Avoid frequent subroutine and function calls due to overhead.
- For longer software routines, single-cycle CPU registers should be used.

If the application has low duty cycle and slow response time events, maximizing time in LPMx.5 can further reduce power consumption significantly.

## 1.6 Connection of Unused Pins

The correct termination of all unused pins is listed in [Table 1-4](#).

**Table 1-4. Connection of Unused Pins<sup>(1)</sup>**

Pin	Potential	Comment
AVCC	DV <sub>CC</sub>	
AVSS	DV <sub>SS</sub>	
Px.0 to Px.7	Open	Switched to port function, output direction (PxDIR.n = 1)
RST/NMI	DV <sub>CC</sub> or V <sub>CC</sub>	47-kΩ pullup or internal pullup selected with 10-nF (2.2 nF <sup>(2)</sup> ) pulldown
PJ.0/TDO PJ.1/TDI PJ.2/TMS PJ.3/TCK	Open	The JTAG pins are shared with general-purpose I/O function (PJ.x). If not being used, these should be switched to port function, output direction. When used as JTAG pins, these pins should remain open.
TEST	Open	This pin always has an internal pulldown enabled.

<sup>(1)</sup> Any unused pin with a secondary function that is shared with general-purpose I/O should follow the Px.0 to Px.7 unused pin connection guidelines.

<sup>(2)</sup> The pulldown capacitor should not exceed 2.2 nF when using devices with Spy-Bi-Wire interface in Spy-Bi-Wire mode or in 4-wire JTAG mode with TI tools like FET interfaces or GANG programmers.

## 1.7 Reset Pin (RST/NMI) Configuration

The reset pin can be configured as a reset function (default) or as an NMI function through the Special Function Register (SFR), SFRRPCR. Setting SYSNMI causes the RST/NMI pin to be configured as an external NMI source. The external NMI is edge sensitive and its edge is selectable by SYSNMIIES. Setting the NMIIIE enables the interrupt of the external NMI. Upon an external NMI event, the NMIIIFG is set.

The RST/NMI pin can have either a pullup or pulldown present or not. SYSRSTUP selects either pullup or pulldown, and SYSRSTRE causes the pullup or pulldown to be enabled or not. If the RST/NMI pin is unused, it is required to have either the internal pullup selected and enabled or an external resistor connected to the RST/NMI pin as shown in [Table 1-4](#).

There is a digital filter that suppresses short pulses on the reset pin to avoid unintended resets of the device. The minimum reset pulse duration is specified in the device data sheet. The filter is active only if the pin is configured in its reset function. The filter is disabled if the pin is used as an external NMI source.

## 1.8 Configuring JTAG Pins

The JTAG pins are shared with general-purpose I/O pins. After a BOR, the SYSJTAGPIN bit in the SYSCTL register is cleared. With SYSJTAGPIN cleared, the pins with JTAG functionality are configured as general-purpose I/O. In this case only a special sequences on the TEST and RST/NMI pins enables the JTAG functionality. As long as the TEST pin is pulled to DVCC, the pins remain in their JTAG functionality. If the TEST pin is released to DVSS, the shared JTAG pins revert to general-purpose I/Os.

If SYSJTAGPIN = 1, the JTAG pins are permanently configured to 4-wire JTAG mode and remain in this mode until another BOR occurs. Use this feature early in your software if the MSP430 is part of a JTAG chain. Note, that this also disables the Spy-Bi-Wire mode.

The SYSJTAGPIN is a write only once function. Clearing it by software is not possible.

## 1.9 Vacant Memory Space

Vacant memory is nonexistent memory space. Accesses to vacant memory space generate a system (non)maskable interrupt (SNMI) when enabled (VMAIE = 1). Reads from vacant memory results in the value 3FFFh. In the case of a fetch, this is taken as JMP \$. Fetch accesses from vacant peripheral space result in a PUC. After the boot code is executed, the boot code memory behaves like vacant memory space and causes an NMI on access.

## 1.10 Boot Code

The boot code loads factory stored calibration values of the oscillator and reference voltages. In addition, it checks for a bootloader (BSL) entry sequence. The boot code is always executed after a BOR.

## 1.11 Bootloader (BSL)

The BSL is software that is executed after start-up when a certain BSL entry condition is applied. The BSL lets the user communicate with the embedded memory in the microcontroller during the prototyping phase, final production, and in service. All memory mapped resources, the programmable memory, the data memory (RAM), and the peripherals, can be modified by the BSL as required.

A basic BSL program is provided by TI and resides in ROM at memory space 01000h through 017FFh. The BSL supports the commonly used UART protocol with RS232 interfacing, allowing flexible use of both hardware and software. Depending on the device, additional BSL communication interfaces are supported. For details of the available and configured BSL communication interfaces, see [Section 1.14.3.5](#).

To use the BSL, a specific BSL entry sequence must be applied to the RST/NMI and TEST pins. A correct entry sequence causes SYSBSLIND to be set. An added sequence of commands initiates the desired function. A bootloader session can be exited by continuing operation at a defined user program address or by applying the standard reset sequence. Access to the device memory through the BSL is protected against misuse by a user-defined password.

Two BSL signatures, BSL Signature 1 (memory location 0FF84h) and BSL Signature 2 (memory location 0FF86h) reside in FRAM and can be used to control the behavior of the BSL. Writing 05555h to BSL Signature 1 or BSL Signature 2 disables the BSL function and any access to the BSL memory space causes a vacant memory access as described in [Section 1.9](#). Most BSL commands require the BSL to be unlocked by a user-defined password. An incorrect password erases the device memory as a security feature. Writing 0AAAAh to both BSL Signature 1 and BSL Signature 2 disables this security feature. This causes a password error to be returned by the BSL, but the device memory is not erased. In this case, unlimited password attempts are possible.

For more details, see the [MSP430FR57xx, MSP430FR58xx, MSP430FR59xx, MSP430FR68xx, and MSP430FR69xx Bootloader \(BSL\) User's Guide](#).

Some JTAG commands are still possible after the device is secured, including the BYPASS command (see IEEE Std 1149-2001) and the JMB\_EXCHANGE command, which allows access to the JTAG Mailbox System (see [Section 1.12](#) for details).

## 1.12 JTAG Mailbox (JMB) System

The SYS module provides the capability to exchange user data through the regular JTAG test/debug interface. The idea behind the JMB is to have a direct interface to the CPU during debugging, programming, and test that is identical for all devices of this family and uses only few or no user application resources. The JTAG interface was chosen because it is available on all devices and is a dedicated resource for debugging, programming, and test.

Applications of the JMB are:

- Providing entry password for device lock or unlock protection
- Run-time data exchange (RTDX)

### 1.12.1 JMB Configuration

The JMB supports two transfer modes: 16-bit and 32-bit. Setting JMBMODE enables 32-bit transfer mode. Clearing JMBMODE enables 16-bit transfer mode.

### 1.12.2 JMBOUT0 and JMBOUT1 Outgoing Mailbox

Two 16-bit registers are available for outgoing messages to the JTAG port. JMBOUT0 is only used when using 16-bit transfer mode (JMBMODE = 0). JMBOUT1 is used in addition to JMBOUT0 when using 32-bit transfer mode (JMBMODE = 1). When the application wishes to send a message to the JTAG port, it writes data to JMBOUT0 for 16-bit mode, or JMBOUT0 and JMBOUT1 for 32-bit mode.

JMBOUT0FG and JMBOUT1FG are read only flags that indicate the status of JMBOUT0 and JMBOUT1, respectively. When JMBOUT0FG is set, JMBOUT0 has been read by the JTAG port and is ready to receive new data. When JMBOUT0FG is reset, the JMBOUT0 is not ready to receive new data. JMBOUT1FG behaves similarly.

### 1.12.3 JMBIN0 and JMBIN1 Incoming Mailbox

Two 16-bit registers are available for incoming messages from the JTAG port. Only JMBIN0 is used when in 16-bit transfer mode (JMBMODE = 0). JMBIN1 is used in addition to JMBIN0 when using 32-bit transfer mode (JMBMODE = 1). When the JTAG port wishes to send a message to the application, it writes data to JMBIN0 for 16-bit mode, or JMBIN0 and JMBIN1 for 32-bit mode.

JMBIN0FG and JMBIN1FG are flags that indicate the status of JMBIN0 and JMBIN1, respectively. When JMBIN0FG is set, JMBIN0 has data that is available for reading. When JMBIN0FG is reset, no new data is available in JMBIN0. JMBIN1FG behaves similarly.

JMBIN0FG and JMBIN1FG can be configured to clear automatically by clearing JMBCLR0OFF and JMBCLR1OFF, respectively. Otherwise, these flags must be cleared by software.

### 1.12.4 JMB NMI Usage

The JMB handshake mechanism can be configured to use interrupts to avoid unnecessary polling if desired. In 16-bit mode, JMBOUTIFG is set when JMBOUT0 has been read by the JTAG port and is ready to receive data. In 32-bit mode, JMBOUTIFG is set when both JMBOUT0 and JMBOUT1 has been read by the JTAG port and are ready to receive data. If JMBOUTIE is set, these events cause a system NMI. In 16-bit mode, JMBOUTIFG is cleared automatically when data is written to JMBOUT0. In 32-bit mode, JMBOUTIFG is cleared automatically when data is written to both JMBOUT0 and JMBOUT1. In addition, the JMBOUTIFG can be cleared when reading SYSSNIV. Clearing JMBOUTIE disables the NMI interrupt.

In 16-bit mode, JMBINIFG is set when JMBIN0 is available for reading. In 32-bit mode, JMBINIFG is set when both JMBIN0 and JMBIN1 are available for reading. If JMBOUTIE is set, these events cause a system NMI. In 16-bit mode, JMBINIFG is cleared automatically when JMBIN0 is read. In 32-bit mode, JMBINIFG is cleared automatically when both JMBIN0 and JMBIN1 are read. In addition, the JMBINIE can be cleared when reading SYSSNIV. Clearing JMBINIE disables the NMI interrupt.

## 1.13 JTAG and SBW Lock Mechanism Using the Electronic Fuse

A device can be protected from unauthorized access by restricting accessibility of JTAG commands that can be transferred to the device by the JTAG and SBW interface. This is achieved by programming the electronic fuse. When the device is protected, the JTAG and SBW interface still remains functional, but JTAG commands that give direct access into the device are completely disabled. There are two ways to lock the device. Both of these require the programming of two signatures that reside in FRAM. JTAG Signature 1 (memory location 0FF80h) and JTAG Signature 2 (memory location 0FF82h) control the behavior of the device locking mechanism.

---

**NOTE:** When a device has been protected, Texas Instruments cannot access the device for a customer return. Access is only possible if a BSL is provided with its corresponding key or an unlock mechanism is provided by the customer.

---

### 1.13.1 JTAG and SBW Lock Without Password

A device can be locked by writing 05555h to both JTAG Signature 1 and JTAG Signature 2. In this case, the JTAG and SBW interfaces grant access to a limited JTAG command set that restricts accessibility into the device. The only way to unlock the device in this case is to use the BSL to overwrite the JTAG signatures with anything other than 05555h or 0AAAAh. Some JTAG commands are still possible after the device is secured, including the BYPASS command (see IEEE1149-2001 Standard) and the JMB\_EXCHANGE command, which allows access to the JTAG Mailbox System (see [Section 1.12](#) for details).

---

**NOTE:** Signatures that have been entered do not take effect until the next BOR event has occurred, at which time the signatures are checked.

---

### 1.13.2 JTAG and SBW Lock With Password

A device can also be locked by writing 0AAAAh to JTAG Signature 1 and writing JTAG Signature 2 with any value except 05555h. In this case, JTAG and SBW interfaces grant access to a limited JTAG command set that restricts accessibility into the device as in [Section 1.13.1](#), but an additional mechanism is available that can unlock the device with a user-defined password. In this case, JTAG Signature 2 represents a user-defined length in words of the user defined password. For example, a password length of four words would require writing 0004h to JTAG Signature 2. The starting location of the password is fixed at location 0FF88h. As an example, for a password of length 4, the password memory locations would reside at 0FF88h, 0FF8Ah, 0FF8Ch, and 0FF8Eh.

The password is not checked after each BOR; it is checked only if a specific signature is present in the JTAG incoming mailbox. If the JTAG incoming mailbox contains 0A55Ah and 01E1Eh in JMBIN0 and JMBIN1, respectively, the device is expecting a password to be applied. The entered password is compared to the password that is stored in the device password memory locations. If they match, the device unlocks the JTAG and SBW to the complete JTAG command set until the next BOR event occurs.

---

**NOTE:** Memory locations 0FF80h through 0FFFFh may also be used for interrupt vector address locations (see the device-specific data sheet). Therefore, if using the password mechanism for JTAG and SBW lock, which uses address locations 0FF88h and higher, these locations may also have interrupt vector addresses assigned to them. Therefore, the same values assigned for any interrupt vector addresses must also be used as password values.

---

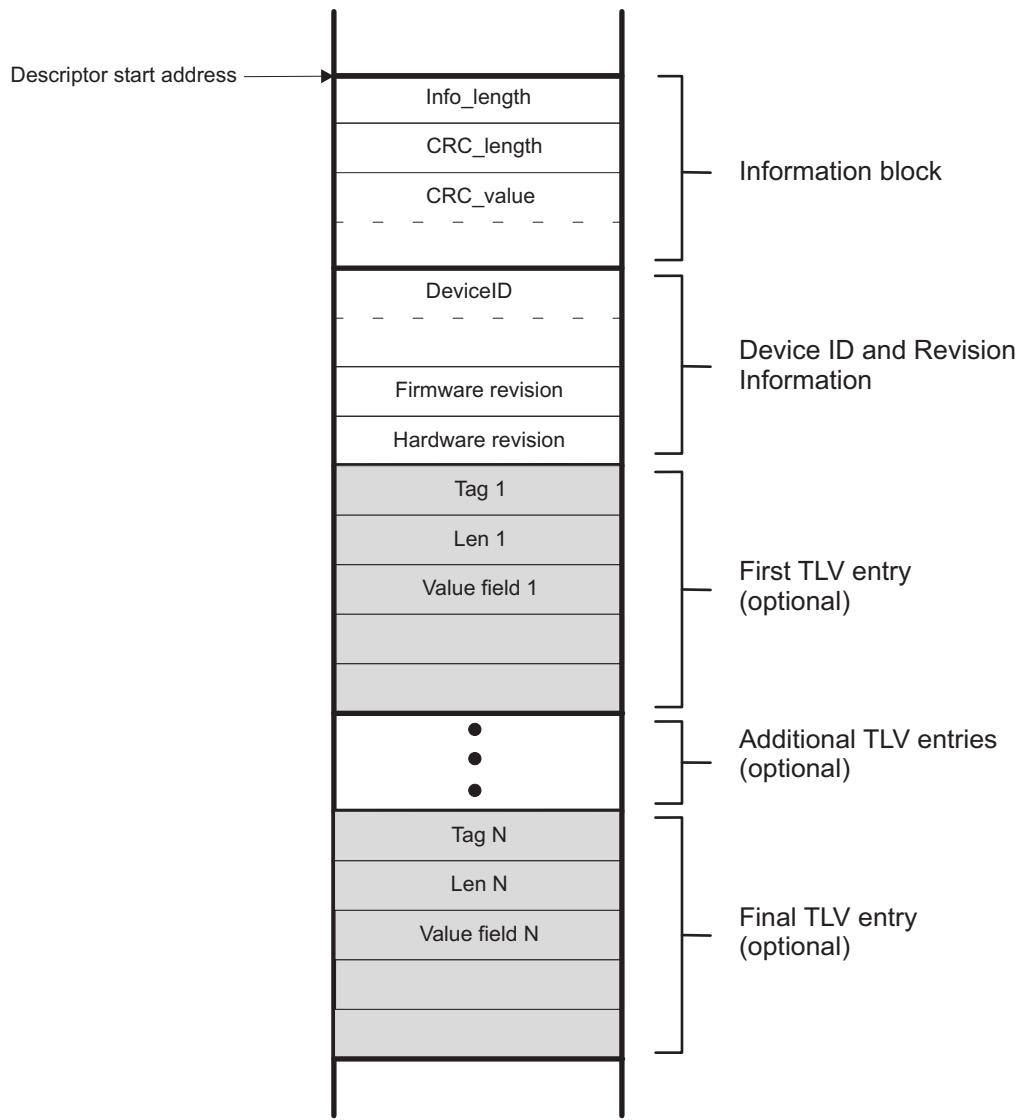
---

**NOTE:** Signatures that have been entered do not take effect until the next BOR event has occurred, at which time the signatures are checked. For example, entering a correct password that grants entry into the device followed by an incorrect password without a BOR sequence may still grant access to the device.

---

## 1.14 Device Descriptor Table

Each device provides a data structure in memory that allows an unambiguous identification of the device. The validity of the device descriptor can be verified by cyclic redundancy check (CRC). [Figure 1-6](#) shows the logical order and structure of the device descriptor table. The complete device descriptor table and its contents can be found in the device-specific data sheet.



**Figure 1-6. Devices Descriptor Table**

#### 1.14.1 Identifying Device Type

The value read at address 00FF0h identifies the family branch of the device. All values starting with 80h indicate a hierarchical structure consisting of the information block and a TLV tag-length-value (TLV) structure containing the various descriptors. Any other value than 80h read at address location 00FF0h indicates the device is of an older family and contains a flat descriptor beginning at location OFF0h. The information block (see [Figure 1-6](#)) contains the device ID, die revisions, firmware revisions, and other manufacturer and tool related information.

The length of the descriptors represented by Info\_length is computed as shown in [Equation 1](#):

$$\text{Length} = 2^{\text{Info\_length}} \text{ in 32-bit words} \quad (1)$$

For example, if Info\_length = 5, then the length of the descriptors equals 128 bytes.

### 1.14.2 TLV Descriptors

The TLV descriptors follow the information block. Because the information block is always a fixed length, the start location of the TLV descriptors is fixed for a given device family. For the MSP430FR57xx family, this location is 01A08h. See the device-specific data sheet for the complete TLV structure and what descriptors are available.

The TLV descriptors are unique to their respective TLV block and are always followed by the descriptor block length.

Each TLV descriptor contains a tag field that identifies the descriptor type. [Table 1-5](#) shows the currently supported tags.

**Table 1-5. Tag Values**

Short Name	Value	Description
LDTAG	01h	Legacy descriptor (1xx, 2xx, 4xx families)
PDTAG	02h	Peripheral discovery descriptor
Reserved	03h	Reserved for future use
Reserved	04h	Reserved for future use
BLANK	05h	Blank descriptor
Reserved	06h	Reserved for future use
Reserved	07h	Reserved for future use
Reserved	08h	Unique Die Record
Reserved	09h-0Fh	Reserved for future use
Reserved	10h	Reserved
ADC12CAL	11h	ADC12 calibration (see <a href="#">Section 1.14.3.2</a> and <a href="#">Section 1.14.3.3</a> )
REFCAL	12h	REF calibration (see <a href="#">Section 1.14.3.1</a> )
ADC10CAL	13h	ADC10 calibration (see <a href="#">Section 1.14.3.2</a> and <a href="#">Section 1.14.3.3</a> )
Reserved	14h	Reserved for future use
RANDTAG	15h	Random Number Seed (see <a href="#">Section 1.14.3.4</a> )
Reserved	16h-1Bh	Reserved for future use
BSLTAG	1Ch	BSL Configuration
Reserved	1Dh-FDh	Reserved for future use
TAGEEXT	FEh	Tag extender

Each tag field is unique to its respective descriptor and is always followed by a length field. The length field is one byte if the tag value is 01h through 0FDh and represents the length of the descriptor in bytes. If the tag value equals 0FEh (TAGEEXT), the next byte extends the tag values, and the following two bytes represent the length of the descriptor in bytes. In this way, a user can search through the TLV descriptor table for a particular tag value, using a routine similar to the following pseudo code:

```
// Identify the descriptor ID (d_ID_value) for the TLV descriptor of interest:  
descriptor_address = TLV_START address;  
  
while ( value at descriptor_address != d_ID_value && descriptor_address != TLV_TAGEND &&  
descriptor_address < TLV_END)  
{  
    // Point to next descriptor  
    descriptor_address = descriptor_address + (length of the current TLV block) + 2;  
}  
  
if (value at descriptor_address == d_ID_value) {  
    // Appropriate TLV descriptor has been found!  
    Return length of descriptor & descriptor_address as the location of the TLV descriptor  
} else {  
    // No TLV descriptor found with a matching d_ID_value  
    Return a failing condition  
}
```

### 1.14.3 Calibration Values

The TLV structure contains calibration values that can be used to improve the measurement capability of various functions. The calibration values available on a given device are shown in the TLV structure of the device-specific data sheet.

#### 1.14.3.1 REF Calibration

Table 1-6 shows the REF calibration tags.

**Table 1-6. REF Calibration Tags**

REF Calibration	TAG	12h
	Length	06h
	Low Byte	CAL_ADC_12VREF_FACTOR
	High Byte	
	Low Byte	CAL_ADC_20VREF_FACTOR
	High Byte	
	Low Byte	CAL_ADC_25VREF_FACTOR
	High Byte	

The calibration data for the REF module consists of three words, one word for each reference voltage available (1.2 V, 2.0 V, and 2.5 V). The reference voltages are measured at room temperature. The measured values are normalized by 1.2 V, 2.0 V, or 2.5 V before being stored into the TLV structure, as shown in [Equation 2](#):

$$\text{CAL\_ADC\_12VREF\_FACTOR} = \frac{V_{\text{REF+}}}{1.2V} \times 2^{15}$$

$$\text{CAL\_ADC\_20VREF\_FACTOR} = \frac{V_{\text{REF+}}}{2.0V} \times 2^{15}$$

$$\text{CAL\_ADC\_25VREF\_FACTOR} = \frac{V_{\text{REF+}}}{2.5V} \times 2^{15}$$

(2)

In this way, a conversion result is corrected by multiplying it with the CAL\_12VREF\_FACTOR (or CAL\_20VREF\_FACTOR, CAL\_25VREF\_FACTOR) and dividing the result by  $2^{15}$  as shown in [Equation 3](#) for each of the respective reference voltages:

$$\begin{aligned} \text{ADC(corrected)} &= \text{ADC(raw)} \times \text{CAL\_ADC12VREF\_FACTOR} \times \frac{1}{2^{15}} \\ \text{ADC(corrected)} &= \text{ADC(raw)} \times \text{CAL\_ADC20VREF\_FACTOR} \times \frac{1}{2^{15}} \\ \text{ADC(corrected)} &= \text{ADC(raw)} \times \text{CAL\_ADC25VREF\_FACTOR} \times \frac{1}{2^{15}} \end{aligned} \quad (3)$$

In the following example, the integrated 1.2-V reference voltage is used during a conversion.

- Conversion result: 0x0100 = 256 decimal
- Reference voltage calibration factor (CAL\_12VREF\_FACTOR) : 0x7BBB

The following steps show how the ADC conversion result can be corrected:

- Multiply the conversion result by 2 (this step simplifies the final division):  $0x0100 \times 0x0002 = 0x0200$
- Multiply the result by CAL\_12VREF\_FACTOR:  $0x200 \times 0x7FEE = 0x00F7_7600$
- Divide the result by  $2^{16}$ :  $0x00F7_7600 / 0x0001_0000 = 0x0000_00F7 = 247$  decimal

### 1.14.3.2 ADC Offset and Gain Calibration

Table 1-7 shows the ADC calibration tags.

**Table 1-7. ADC Calibration Tags**

ADC Calibration	TAG	ADC10: 13h ADC12: 11h
	Length	10h
	Low Byte	CAL_ADC_GAIN_FACTOR
	High Byte	
	Low Byte	CAL_ADC_OFFSET
	High Byte	
	Low Byte	CAL_ADC_12T30
	High Byte	
	Low Byte	CAL_ADC_12T85
	High Byte	
	Low Byte	CAL_ADC_20T30
	High Byte	
	Low Byte	CAL_ADC_20T85
	High Byte	
	Low Byte	CAL_ADC_25T30
	High Byte	
	Low Byte	CAL_ADC_25T85
	High Byte	

The offset of the ADC at room temperature is determined and stored as a twos-complement number in the TLV structure. The offset error correction is done by adding the CAL\_ADC\_OFFSET to the conversion result.

$$ADC(\text{offset\_corrected}) = ADC(\text{raw}) + \text{CAL\_ADC\_OFFSET} \quad (4)$$

The gain of the ADC at room temperature with an external reference voltage of 2.5 V is calculated by [Equation 5](#):

$$\text{CAL\_ADC\_GAIN\_FACTOR} = \frac{1}{GAIN} \times 2^{15} \quad (5)$$

The conversion result is gain corrected by multiplying it with the CAL\_ADC\_GAIN\_FACTOR and dividing the result by  $2^{15}$ :

$$ADC(\text{gain\_corrected}) = ADC(\text{raw}) \times \text{CAL\_ADC\_GAIN\_FACTOR} \times \frac{1}{2^{15}} \quad (6)$$

If both gain and offset are corrected, the gain correction is done first:

$$ADC(\text{gain\_corrected}) = ADC(\text{raw}) \times \text{CAL\_ADC\_GAIN\_FACTOR} \times \frac{1}{2^{15}}$$

$$ADC(\text{final}) = ADC(\text{gain\_corrected}) + \text{CAL\_ADC\_OFFSET} \quad (7)$$

### 1.14.3.3 Temperature Sensor Calibration

The temperature sensor calibration data is part of the ADC tag as shown in [Table 1-7](#).

The temperature sensor is calibrated using the internal voltage references. Each reference voltage (1.2 V, 2.0 V, or 2.5 V) contains a measured value for two temperatures ( $30^{\circ}\text{C} \pm 3^{\circ}\text{C}$  and  $85^{\circ}\text{C} \pm 3^{\circ}\text{C}$ ) and are stored in the TLV structure. The characteristic equation of the temperature sensor voltage, in millivolts is:

$$V_{SENSE} = TC_{SENSOR} \times Temp + V_{SENSOR} \quad (8)$$

The temperature coefficient,  $TC_{SENSOR}$  in mV/°C, represents the slope of the equation.  $V_{SENSOR}$ , in mV, represents the y-intercept of the equation. Temp, in °C, is the temperature of interest.

The temperature (Temp, °C) can be computed as follows for each of the reference voltages used in the ADC measurement:

$$\begin{aligned} \text{Temp } [^\circ\text{C}] &= (\text{ADC(raw)} - \text{CAL_ADC_12T30}) \times \left( \frac{85 - 30}{\text{CAL_ADC_12T85} - \text{CAL_ADC_12T30}} \right) + 30 \\ \text{Temp } [^\circ\text{C}] &= (\text{ADC(raw)} - \text{CAL_ADC_20T30}) \times \left( \frac{85 - 30}{\text{CAL_ADC_20T85} - \text{CAL_ADC_20T30}} \right) + 30 \\ \text{Temp } [^\circ\text{C}] &= (\text{ADC(raw)} - \text{CAL_ADC_25T30}) \times \left( \frac{85 - 30}{\text{CAL_ADC_25T85} - \text{CAL_ADC_25T30}} \right) + 30 \end{aligned} \quad (9)$$

#### 1.14.3.4 Random Number Seed

[Table 1-8](#) shows the tags used for the random number seed.

**Table 1-8. Random Number Tags**

Random Number	TAG	15h
	Length	10h
	16 bytes	128-bit random number seed

The random number stored as a seed for a deterministic random number generator is programmed during test of the device. It is generated on the test system using a cryptographic random number generator.

#### 1.14.3.5 BSL Configuration

[Table 1-9](#) shows the tags used for the BSL configuration. The BSL configuration stores the communication interface selection and corresponding communication interface settings. The Tag is optional for devices only providing the basic UART BSL interface. The TAG length field is variable and determined by the length of the configuration option field BSL\_CIF\_CONFIG. The BSL configuration cannot be changed by the user.

**Table 1-9. BSL Configuration Tags**

BSL Configuration	TAG	1Ch
	Length	Depends on the BSL_COM_IF value (actual: 02h for UART or I2C)
	Low Byte	BSL_COM_IF
	High Byte	BSL_CIF_CONFIG[0]
	Low Byte	BSL_CIF_CONFIG[1] (optional)
	High Byte	BSL_CIF_CONFIG[2] (optional)
	Low Byte	BSL_CIF_CONFIG[3] (optional)
	High Byte	BSL_CIF_CONFIG[4] (optional)
	:	:
	:	:
	High Byte	BSL_CIF_CONFIG[n] (optional)

**Table 1-10. BSL\_COM\_IF Values**

<b>BSL_COM_IF</b>	<b>Description</b>	<b>Length</b>
00h	UART interface selected	02h
01h	I2C interface selected	02h
02h to FFh	Reserved for future communication interface	reserved

**Table 1-10** shows the defined value for the BSL\_COM\_IF field. Depending on the selected communication interface, the subsequent bytes in the BSL config tag are interpreted to configure the communication interface. The interpretation is shown in **Table 1-11**. Unused bytes in BSL\_CIF\_CONFIG are defined as 00h.

**Table 1-11. BSL\_CIF\_CONFIG Values**

<b>BSL_CIF_CONFIG_IF[n]</b>	<b>UART [BSL_COM_IF == 00h]</b>	<b>I2C [ BSL_COM_IF == 01h]</b>
0	00h	I2C address (valid values: 0 to 7Fh)
1 to FFh	N/A	N/A

**Table 1-11** shows the defined configuration options for the given BSL communication interface.

## 1.15 SFR Registers

The SFRs are listed in **Table 1-12**. The base address for the SFRs is 00100h. Many of the bits inside the SFRs are described in other chapters throughout this user's guide. These bits are marked with a note and a reference. See the specific chapter of the respective module for details.

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 1-12. SFR Registers**

<b>Offset</b>	<b>Acronym</b>	<b>Register Name</b>	<b>Type</b>	<b>Access</b>	<b>Reset</b>	<b>Section</b>
00h	SFRIE1	Interrupt Enable	Read/write	Word	0000h	<a href="#">Section 1.15.1</a>
00h	SFRIE1_L (IE1)		Read/write	Byte	00h	
01h	SFRIE1_H (IE2)		Read/write	Byte	00h	
02h	SFRIFG1	Interrupt Flag	Read/write	Word	0082h	<a href="#">Section 1.15.2</a>
02h	SFRIFG1_L (IFG1)		Read/write	Byte	82h	
03h	SFRIFG1_H (IFG2)		Read/write	Byte	00h	
04h	SFRRPCR	Reset Pin Control	Read/write	Word	001Ch	<a href="#">Section 1.15.3</a>
04h	SFRRPCR_L		Read/write	Byte	1Ch	
05h	SFRRPCR_H		Read/write	Byte	00h	

### 1.15.1 SFRIE1 Register

Interrupt Enable Register

**Figure 1-7. SFRIE1 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
JMBOUTIE	JMBINIE	Reserved	NMIIE	VMAIE	Reserved	OFIE <sup>(1)</sup>	WDTIE <sup>(2)</sup>
rw-0	rw-0	r-0	rw-0	rw-0	r0	rw-0	rw-0

<sup>(1)</sup> See the [Clock System](#) chapter for details.

<sup>(2)</sup> See the [WDT\\_A](#) chapter for details.

**Table 1-13. SFRIE1 Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads as 0.
7	JMBOUTIE	RW	0h	JTAG mailbox output interrupt enable 0b = Interrupts disabled 1b = Interrupts enabled
6	JMBINIE	RW	0h	JTAG mailbox input interrupt enable 0b = Interrupts disabled 1b = Interrupts enabled
5	Reserved	R	0h	Reserved. Always reads as 0.
4	NMIIE	RW	0h	NMI pin interrupt enable 0b = Interrupts disabled 1b = Interrupts enabled
3	VMAIE	RW	0h	Vacant memory access interrupt enable 0b = Interrupts disabled 1b = Interrupts enabled
2	Reserved	R	0h	Reserved. Always reads as 0.
1	OFIE	RW	0h	Oscillator fault interrupt enable 0b = Interrupts disabled 1b = Interrupts enabled
0	WDTIE	RW	0h	Watchdog timer interrupt enable. This bit enables the WDTIFG interrupt for interval timer mode. It is not necessary to set this bit for watchdog mode. Because other bits in SFRIE1 may be used for other modules, it is recommended to set or clear this bit using BIS.B or BIC.B instructions, rather than MOV.B or CLR.B instruction. 0b = Interrupts disabled 1b = Interrupts enabled

### 1.15.2 SFRIFG1 Register

Interrupt Flag Register

**Figure 1-8. SFRIFG1 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
JMBOUTIFG	JMBINIFG	Reserved	NMIIFG	VMAIFG	Reserved	OFIFG <sup>(1)</sup>	WDTIFG <sup>(2)</sup>
rw-(1)	rw-(0)	r0	rw-0	rw-0	r0	rw-(1)	rw-0

<sup>(1)</sup> See the [Clock System](#) chapter for details.

<sup>(2)</sup> See the [WDT\\_A](#) chapter for details.

**Table 1-14. SFRIFG1 Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads as 0.
7	JMBOUTIFG	RW	1h	<p>JTAG mailbox output interrupt flag</p> <p>0b = No interrupt pending. When in 16-bit mode (JMBMODE = 0), this bit is cleared automatically when JMBO0 has been written with a new message to the JTAG module by the CPU. When in 32-bit mode (JMBMODE = 1), this bit is cleared automatically when both JMBO0 and JMBO1 have been written with new messages to the JTAG module by the CPU. This bit is also cleared when the associated vector in SYSUNIV has been read.</p> <p>1b = Interrupt pending, JMBO registers are ready for new messages. In 16-bit mode (JMBMODE = 0), JMBO0 has been received by the JTAG module and is ready for a new message from the CPU. In 32-bit mode (JMBMODE = 1), JMBO0 and JMBO1 have been received by the JTAG module and are ready for new messages from the CPU.</p>
6	JMBINIFG	RW	0h	<p>JTAG mailbox input interrupt flag</p> <p>0b = No interrupt pending. When in 16-bit mode (JMBMODE = 0), this bit is cleared automatically when JMBI0 is read by the CPU. When in 32-bit mode (JMBMODE = 1), this bit is cleared automatically when both JMBI0 and JMBI1 have been read by the CPU. This bit is also cleared when the associated vector in SYSUNIV has been read</p> <p>1b = Interrupt pending, a message is waiting in the JMBIN registers. In 16-bit mode (JMBMODE = 0) when JMBI0 has been written by the JTAG module. In 32-bit mode (JMBMODE = 1) when JMBI0 and JMBI1 have been written by the JTAG module.</p>
5	Reserved	R	0h	Reserved. Always reads as 0.
4	NMIIFG	RW	0h	<p>NMI pin interrupt flag</p> <p>0b = No interrupt pending</p> <p>1b = Interrupt pending</p>
3	VMAIFG	RW	0h	<p>Vacant memory access interrupt flag</p> <p>0b = No interrupt pending</p> <p>1b = Interrupt pending</p>
2	Reserved	R	0h	Reserved. Always reads as 0.
1	OFIFG	RW	1h	<p>Oscillator fault interrupt flag</p> <p>0b = No interrupt pending</p> <p>1b = Interrupt pending</p>
0	WDTIFG	RW	0h	<p>Watchdog timer interrupt flag. In watchdog mode, WDTIFG clears itself upon a watchdog timeout event. The SYSRSTIV can be read to determine if the reset was caused by a watchdog timeout event. In interval mode, WDTIFG is reset automatically by servicing the interrupt, or can be reset by software. Because other bits in SFRIFG1 may be used for other modules, it is recommended to set or clear WDTIFG by using BIS.B or BIC.B instructions, rather than MOV.B or CLR.B instructions.</p> <p>0b = No interrupt pending</p> <p>1b = Interrupt pending</p>

### 1.15.3 SFRRPCR Register

Reset Pin Control Register

**Figure 1-9. SFRRPCR Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved		Reserved		SYSRSTRE	SYSRSTUP	SYSNMIIES	SYSNMI
r0	r0	r0	r(w <sup>(1)</sup> )-1	rw-1	rw-1	rw-0	rw-0

<sup>(1)</sup> On some devices this bit can be written, but it must always be written as 1.

**Table 1-15. SFRRPCR Register Description**

Bit	Field	Type	Reset	Description
15-5	Reserved	R	0h	Reserved. Always reads as 0.
4	Reserved	R(W <sup>(1)</sup> )	1h	Reserved. Must be written as 1.
3	SYSRSTRE	RW	1h	Reset pin resistor enable 0b = Pullup or pulldown resistor at the RST/NMI pin is disabled. 1b = Pullup or pulldown resistor at the RST/NMI pin is enabled.
2	SYSRSTUP	RW	1h	Reset resistor pin pullup or pulldown 0b = Pulldown is selected. 1b = Pullup is selected.
1	SYSNMIIES	RW	0h	NMI edge select. This bit selects the interrupt edge for the NMI when SYSNMI = 1. Modifying this bit can trigger an NMI. Modify this bit when SYSNMI = 0 to avoid triggering an accidental NMI. 0b = NMI on rising edge 1b = NMI on falling edge
0	SYSNMI	RW	0h	NMI select. This bit selects the function for the RST/NMI pin. 0b = Reset function 1b = NMI function

<sup>(1)</sup> On some devices this bit can be written, but it must always be written as 1.

## 1.16 SYS Registers

The SYS configuration registers are listed in [Table 1-16](#) and the base address is 00180h. A detailed description of each register and its bits is also provided. Each register starts at a word boundary. Either word or byte data can be written to the SYS configuration registers.

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**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 1-16. SYS Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	SYSCTL	System Control	Read/write	Word	0000h	<a href="#">Section 1.16.1</a>
00h	SYSCTL_L		Read/write	Byte	00h	
01h	SYSCTL_H		Read/write	Byte	00h	
06h	SYSJMBC	JTAG Mailbox Control	Read/write	Word	000Ch	<a href="#">Section 1.16.2</a>
06h	SYSJMBC_L		Read/write	Byte	0Ch	
07h	SYSJMBC_H		Read/write	Byte	00h	
08h	SYSJMBI0	JTAG Mailbox Input 0	Read/write	Word	0000h	<a href="#">Section 1.16.3</a>
08h	SYSJMBI0_L		Read/write	Byte	00h	
09h	SYSJMBI0_H		Read/write	Byte	00h	
0Ah	SYSJMBI1	JTAG Mailbox Input 1	Read/write	Word	0000h	<a href="#">Section 1.16.4</a>
0Ah	SYSJMBI1_L		Read/write	Byte	00h	
0Bh	SYSJMBI1_H		Read/write	Byte	00h	
0Ch	SYSJMBO0	JTAG Mailbox Output 0	Read/write	Word	0000h	
0Ch	SYSJMBO0_L		Read/write	Byte	00h	
0Dh	SYSJMBO0_H		Read/write	Byte	00h	
0Eh	SYSJMBO1	JTAG Mailbox Output 1	Read/write	Word	0000h	<a href="#">Section 1.16.6</a>
0Eh	SYSJMBO1_L		Read/write	Byte	00h	
0Fh	SYSJMBO1_H		Read/write	Byte	00h	
1Ah	SYSUNIV	User NMI Vector Generator	Read	Word	0000h	<a href="#">Section 1.16.7</a>
1Ch	SYSSNIV	System NMI Vector Generator	Read	Word	0000h	<a href="#">Section 1.16.8</a>
1Eh	SYSRSTIV	Reset Vector Generator	Read	Word	0002h	<a href="#">Section 1.16.9</a>

### 1.16.1 SYSCTL Register

SYS Control Register

**Figure 1-10. SYSCTL Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved	SYSJTAGPIN	SYSBSLIND	Reserved	SYSPMMPE	Reserved	SYSRIVECT	
r0	r0	rw-[0]	r-0	r0	rw-[0]	r0	rw-[0]

**Table 1-17. SYSCTL Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads as 0.
7-6	Reserved	R	0h	Reserved. Always reads as 0.
5	SYSJTAGPIN	RW	0h	Dedicated JTAG pins enable. Setting this bit disables the shared functionality of the JTAG pins and permanently enables the JTAG function. This bit can only be set once. Once it is set it remains set until a BOR occurs. 0b = Shared JTAG pins (JTAG mode selectable using SBW sequence) 1b = Dedicated JTAG pins (explicit 4-wire JTAG mode selection)
4	SYSBSLIND	R	0h	BSL entry indication. This bit indicates a BSL entry sequence detected on the Spy-Bi-Wire pins. 0b = No BSL entry sequence detected 1b = BSL entry sequence detected
3	Reserved	R	0h	Reserved. Always reads as 0.
2	SYSPMMPE	RW	0h	PMM access protect. This controls the accessibility of the PMM control registers. Once set to 1, it only can be cleared by a BOR. 0b = Access from anywhere in memory 1b = Access only from the BSL segments
1	Reserved	R	0h	Reserved. Always reads as 0.
0	SYSRIVECT	RW	0h	RAM-based interrupt vectors 0b = Interrupt vectors generated with end address TOP of lower 64K FRAM FFFFh 1b = Interrupt vectors generated with end address TOP of RAM, when RAM available. Note: On devices that contain RAM, it is possible to use the RAM as an alternate location for the interrupt vector locations. Setting the SYSRIVECT bit to '1' in SYSCTL causes the interrupt vectors to be remapped to the top of RAM. The total RAM size varies depending on the device configurations and could include one or multiple RAM sections. The alternate location is always the highest address of the entire RAM space available in the device. Note that the SYSRIVECT bit is automatically cleared on a BOR, so the default reset vector location (0FFFEh) will be used after a BOR before setting the SYSRIVECT bit to '1'. On devices with LEA, the highest RAM address may be part of the LEA shared RAM. Care must be taken to avoid address conflicts if LEA is used in this case.

### 1.16.2 SYSJMBC Register

JTAG Mailbox Control Register

**Figure 1-11. SYSJMBC Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
JMBCLR1OFF	JMBCLR0OFF	Reserved	JMBM0DE	JMBOUT1FG	JMBOUT0FG	JMBIN1FG	JMBIN0FG
rw-(0)	rw-(0)	r0	rw-0	r-(1)	r-(1)	rw-(0)	rw-(0)

**Table 1-18. SYSJMBC Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads as 0.
7	JMBCLR1OFF	RW	0h	Incoming JTAG Mailbox 1 flag auto-clear disable 0b = JMBIN1FG cleared on read of JMBIN register 1b = JMBIN1FG cleared by software
6	JMBCLR0OFF	RW	0h	Incoming JTAG Mailbox 0 flag auto-clear disable 0b = JMBIN0FG cleared on read of JMBIN register 1b = JMBIN0FG cleared by software
5	Reserved	R	0h	Reserved. Always reads as 0.
4	JMBMODE	RW	0h	This bit defines the operation mode of JMB for JMBI0, JMBI1, JMBO0, and JMBO1. Before switching this bit, pad and flush out any partial content to avoid data drops. 0b = 16-bit transfers using JMBO0 and JMBI0 only 1b = 32-bit transfers using JMBO0 with JMBO1 and JMBI0 with JMBI1
3	JMBOUT1FG	R	1h	Outgoing JTAG Mailbox 1 flag. This bit is cleared automatically when a message is written to the upper byte of JMBO1 or as word access (by the CPU, DMA,...) and is set after the message was read through JTAG. 0b = JMBO1 is not ready to receive new data. 1b = JMBO1 is ready to receive new data.
2	JMBOUT0FG	R	1h	Outgoing JTAG Mailbox 0 flag. This bit is cleared automatically when a message is written to the upper byte of JMBO0 or as word access (by the CPU, DMA,...) and is set after the message was read through JTAG. 0b = JMBO0 is not ready to receive new data. 1b = JMBO0 is ready to receive new data.
1	JMBIN1FG	RW	0h	Incoming JTAG Mailbox 1 flag. This bit is set when a new message (provided through JTAG) is available in JMBI1. This flag is cleared automatically on read of JMBI1 when JMBCLR1OFF = 0 (auto clear mode). On JMBCLR1OFF = 1, JMBIN1FG needs to be cleared by software. 0b = JMBI1 has no new data. 1b = JMBI1 has new data available.
0	JMBIN0FG	RW	0h	Incoming JTAG Mailbox 0 flag. This bit is set when a new message (provided through JTAG) is available in JMBI0. This flag is cleared automatically on read of JMBI0 when JMBCLR0OFF = 0 (auto clear mode). On JMBCLR0OFF = 1, JMBIN0FG needs to be cleared by software. 0b = JMBI0 has no new data. 1b = JMBI0 has new data available.

### 1.16.3 SYSJMBI0 Register

JTAG Mailbox Input 0 Register

**Figure 1-12. SYSJMBI0 Register**

15	14	13	12	11	10	9	8
MSGHI							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
MSGLO							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 1-19. SYSJMBI0 Register Description**

Bit	Field	Type	Reset	Description
15-8	MSGHI	RW	0h	JTAG mailbox incoming message high byte
7-0	MSGLO	RW	0h	JTAG mailbox incoming message low byte

### 1.16.4 SYSJMBI1 Register

JTAG Mailbox Input 1 Register

**Figure 1-13. SYSJMBI1 Register**

15	14	13	12	11	10	9	8
MSGHI							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
MSGLO							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 1-20. SYSJMBI1 Register Description**

Bit	Field	Type	Reset	Description
15-8	MSGHI	RW	0h	JTAG mailbox incoming message high byte
7-0	MSGLO	RW	0h	JTAG mailbox incoming message low byte

### **1.16.5 SYSJMBO0 Register**

JTAG Mailbox Output 0 Register

**Figure 1-14. SYSJMBO0 Register**

15	14	13	12	11	10	9	8
MSGHI							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
MSGLO							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 1-21. SYSJMBO0 Register Description**

Bit	Field	Type	Reset	Description
15-8	MSGHI	RW	0h	JTAG mailbox outgoing message high byte
7-0	MSGLO	RW	0h	JTAG mailbox outgoing message low byte

### **1.16.6 SYSJMBO1 Register**

JTAG Mailbox Output 1 Register

**Figure 1-15. SYSJMBO1 Register**

15	14	13	12	11	10	9	8
MSGHI							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
MSGLO							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 1-22. SYSJMBO1 Register Description**

Bit	Field	Type	Reset	Description
15-8	MSGHI	RW	0h	JTAG mailbox outgoing message high byte
7-0	MSGLO	RW	0h	JTAG mailbox outgoing message low byte

### 1.16.7 SYSUNIV Register

User NMI Vector Register

**Figure 1-16. SYSUNIV Register**

15	14	13	12	11	10	9	8
SYSUNIV							
r0	r0	r0	r0	r0	r0	r0	r0
SYSUNIV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 1-23. SYSUNIV Register Description**

Bit	Field	Type	Reset	Description
15-0	SYSUNIV	R	0h	User NMI vector. Generates a value that can be used as address offset for fast interrupt service routine handling. Writing to this register clears all pending user NMI flags. See the device-specific data sheet for a list of values.

### 1.16.8 SYSSNIV Register

System NMI Vector Register

**Figure 1-17. SYSSNIV Register**

15	14	13	12	11	10	9	8
SYSSNIV							
r0	r0	r0	r0	r0	r0	r0	r0
SYSSNIV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 1-24. SYSSNIV Register Description**

Bit	Field	Type	Reset	Description
15-0	SYSSNIV	R	0h	System NMI vector. Generates a value that can be used as address offset for fast interrupt service routine handling. Writing to this register clears all pending system NMI flags. See the device-specific data sheet for a list of values.

### **1.16.9 SYSRSTIV Register**

Reset Interrupt Vector Register

**Figure 1-18. SYSRSTIV Register**

15	14	13	12	11	10	9	8
SYSRSTIV							
r0	r0	r0	r0	r0	r0	r0	r0
SYSRSTIV							
r0	r0	$r^{(1)}$	$r^{(1)}$	$r^{(1)}$	$r^{(1)}$	$r^{(1)}$	r0

<sup>(1)</sup> Reset value depends on reset source.

**Table 1-25. SYSRSTIV Register Description**

Bit	Field	Type	Reset	Description
15-0	SYSRSTIV	R	02h-03Eh <sup>(1)</sup>	Reset interrupt vector. Generates a value that can be used as address offset for fast interrupt service routine handling to identify the last cause of a reset (BOR, POR, PUC) . Writing to this register clears all pending reset source flags. See the device-specific data sheet for a list of values.

<sup>(1)</sup> Reset value depends on reset source.

## **Power Management Module (PMM) and Supply Voltage Supervisor (SVS)**

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This chapter describes the operation of the Power Management Module (PMM) and Supply Voltage Supervisor (SVS). The PMM is family specific.

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## 2.1 Power Management Module (PMM) Introduction

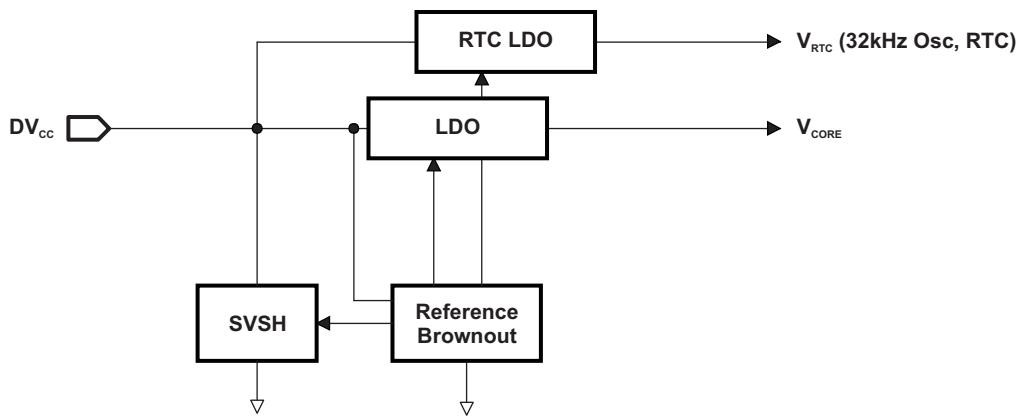
PMM features include:

- Wide supply voltage ( $DV_{CC}$ ) range: 1.8 V to 3.6 V
- Generation of voltage for the device core ( $V_{CORE}$ )
- Supply voltage supervisor (SVS) for  $DV_{CC}$
- Brownout reset (BOR)
- Software accessible power-fail indicators
- I/O protection during power-fail condition

The PMM manages all functions related to the power supply and its supervision for the device. Its primary functions are first to generate a supply voltage for the core logic, and second, provide several mechanisms for the supervision of the voltage applied to the device ( $DV_{CC}$ ).

The PMM uses an integrated low-dropout voltage regulator (LDO) to produce a secondary core voltage ( $V_{CORE}$ ) from the primary one applied to the device ( $DV_{CC}$ ). In general,  $V_{CORE}$  supplies the CPU, memories, and the digital modules, while  $DV_{CC}$  supplies the I/Os and analog modules. The  $V_{CORE}$  output is maintained using a dedicated voltage reference. The input or primary side of the regulator is referred to in this chapter as its high side. The output or secondary side is referred to in this chapter as its low side.

Figure 2-1 shows the block diagram of the PMM.



**Figure 2-1. PMM Block Diagram**

## 2.2 PMM Operation

### 2.2.1 $V_{CORE}$ and the Regulator

$DV_{CC}$  can be powered from a wide input voltage range, but the core logic of the device must be kept at a voltage lower than what this range allows. For this reason, a regulator (LDO) has been integrated into the PMM. The regulator derives the necessary core voltage ( $V_{CORE}$ ) from  $DV_{CC}$ .

The regulator supports different load settings to optimize power. The hardware controls the load settings automatically, according to the following criteria:

- Selected and active power modes
- Selected and active clocks
- Clock frequencies according to Clock System (CS) settings
- JTAG is active

In addition to the main LDO, an ultra-low-power regulator (RTC LDO) provides a regulated voltage to the real-time clock module (including the 32-kHz crystal oscillator) and other ultra-low-power modules that remain active during LPM3.5 when the main LDO is off.

### 2.2.2 Supply Voltage Supervisor

The high-side supervisor (SVSH) oversees  $DV_{CC}$ . It is activate in all power modes by default. To disable the SVSH in LPM3, LPM4, LPM3.5, and LPM4.5, set SVSHE = 0.

#### 2.2.2.1 SVS Thresholds

As Figure 2-2 shows, there is hysteresis built into the supervision thresholds, such that the thresholds in force depend on whether the voltage rail is going up or down.

The behavior of the SVS according to these thresholds is best portrayed graphically. Figure 2-2 shows how the supervisors respond to various supply failure conditions.

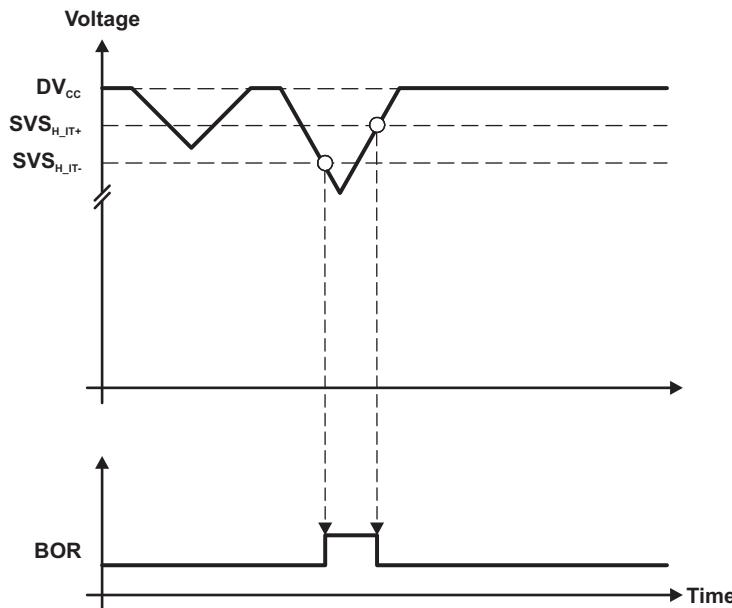
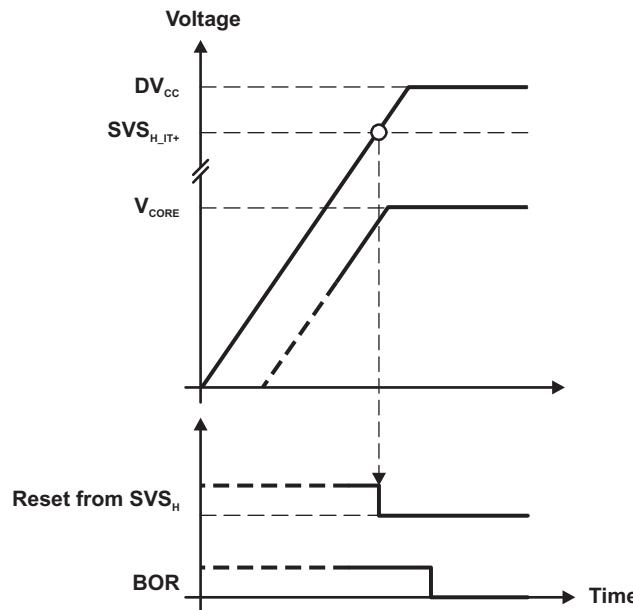


Figure 2-2. Voltage Failure and Resulting PMM Actions

### 2.2.3 Supply Voltage Supervisor - Power-Up

When the device is powering up, the SVSH function is enabled by default. Initially,  $DV_{CC}$  is low, and therefore the PMM holds the device in BOR reset. When the SVSH level is met, after a short delay the BOR reset is released. [Figure 2-3](#) shows this process.



**Figure 2-3. PMM Action at Device Power-Up**

### 2.2.4 LPM3.5 and LPM4.5

LPM3.5 and LPM4.5 are additional low-power modes in which the core voltage regulator of the PMM is completely disabled, providing additional power savings. Because there is no power supplied to  $V_{CORE}$  during LPMx.5, the CPU and all digital modules including RAM are unpowered. This essentially disables the entire device and thus the contents of the registers and RAM are lost. Any essential values should be stored to FRAM before entering LPMx.5.

To enable LPMx.5 the PMMREGOFF bit in the PMMCTL0 register must be set.

The LOCKLPM5 bit in the PM5CTL0 register locks the I/O configuration and other LPMx.5 relevant configurations after a wakeup from LPMx.5 until all the registers are configured again.

LPM3.5 and LPM4.5 can be configured with active SVS ( $SVSHE = 1$ ) or with SVS disabled ( $SVSHE = 0$ ). Disabling the SVS results in lower power consumption, whereas enabling it provides the ability to detect supply drops and getting a "wake-up" due to the supply drop below the SVS threshold. Note, the "wake-up" due to a supply failure would not be flagged as a LPMx.5 wake-up but as a SVS reset event. In LPM4.5 enabling the SVS results additionally in an about 4 times faster start-up time than with disabled SVS.

Refer to [Section 1.4.3](#) for complete descriptions and uses of LPMx.5.

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**NOTE:** In watchdog mode, the WDT\_A prevents LPMx.5. Refer to [Section 18.2.5](#).

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### 2.2.5 Brownout Reset (BOR)

The primary function of the brownout reset (BOR) circuit occurs when the device is powering up. It is functional very early in the power-up ramp, generating a BOR that initializes the system. It also functions when no SVS is enabled and a brownout condition occurs. It sustains this reset until the input power is sufficient for the logic, for proper reset of the system.

In an application, it may be desired to cause a BOR through software. Setting PMMSWBOR causes a software-driven BOR. PMMBORIFG is set accordingly. Note that a BOR also initiates a POR and PUC. PMMBORIFG can be cleared by software or by reading SYSRSTIV. Similarly, it is possible to cause a POR through software by setting PMMSWPOR. PMMPORIFG is set accordingly. A POR also initiates a PUC. PMMPORIFG can be cleared by software or by reading SYSRSTIV. Both PMMSWBOR and PMMSWPOR are self clearing. See the SYS module for complete descriptions of BOR, POR, and PUC resets.

### 2.2.6 *RST/NMI*

The external RST/NMI terminal is pulled low on a BOR reset condition. The RST/NMI can be used as reset source for the rest of the application.

### 2.2.7 *PMM Interrupts*

Interrupt flags generated by the PMM are routed to the system NMI interrupt vector generator register, SYSSNIV. When the PMM causes a reset, a value is generated in the system reset interrupt vector generator register, SYSRSTIV, corresponding to the source of the reset. These registers are defined within the SYS module. More information on the relationship between the PMM and SYS modules is available in the SYS chapter.

### 2.2.8 *Port I/O Control*

The PMM provides a means of ensuring that I/O pins cannot behave in uncontrolled fashion during an undervoltage event. During these times, outputs are disabled, both normal drive and the weak pullup or pulldown function. If the CPU is functioning normally, and then an undervoltage event occurs, any pin configured as an input has its PxIN register value locked in at the point the event occurs, until voltage is restored. During the undervoltage event, external voltage changes on the pin are not registered internally. This helps prevent erratic behavior from occurring.

## 2.3 PMM Registers

The PMM registers are listed in [Table 2-1](#). The base address of the PMM module can be found in the device-specific data sheet. The address offset of each PMM register is given in [Table 2-1](#).

The password defined in the PMMCTL0 register controls access to all PMM registers except PM5CTL0. PM5CTL0 can be accessed without a password. After the correct password is written, the write access is enabled (this includes byte access to the PMMCTL0 lower byte). The write access is disabled by writing a wrong password in byte mode to the PMMCTL0 upper byte. Word accesses to PMMCTL0 with a wrong password triggers a PUC. A write access to a register other than PMMCTL0 while write access is not enabled causes a PUC.

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**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 2-1. PMM Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PMMCTL0	PMM control register 0	Read/write	Word	9640h	<a href="#">Section 2.3.1</a>
00h	PMMCTL0_L		Read/write	Byte	40h	
01h	PMMCTL0_H		Read/write	Byte	96h	
02h	PMMCTL1	PMM control register 1	Read/write <sup>(1)</sup>	Word	9600h	<a href="#">Section 2.3.2</a>
02h	PMMCTL1_L		Read <sup>(1)</sup>	Byte	00h	
03h	PMMCTL1_H		Read <sup>(1)</sup>	Byte	96h	
0Ah	PMMIFG	PMM interrupt flag register	Read/write	Word	0000h	<a href="#">Section 2.3.3</a>
0Ah	PMMIFG_L		Read/write	Byte	00h	
0Bh	PMMIFG_H		Read/write	Byte	00h	
10h	PM5CTL0	Power mode 5 control register 0	Read/write	Word	0001h	<a href="#">Section 2.3.4</a>
10h	PM5CTL0_L		Read/write	Byte	01h	
11h	PM5CTL0_H		Read/write	Byte	00h	

<sup>(1)</sup> PMMCTL1 can be written as word only.

### 2.3.1 PMMCTL0 Register (offset = 00h) [reset = 9640h]

Power Management Module Control Register 0

**Figure 2-4. PMMCTL0 Register**

15	14	13	12	11	10	9	8
PMMPW							
rw-1	rw-0	rw-0	rw-1	rw-0	rw-1	rw-1	rw-0
7	6	5	4	3	2	1	0
Reserved	SVSHE	Reserved	PMMREGOFF	PMMSWPOR	PMMSWBOR	Reserved	
rw-[0]	rw-[1]	r0	rw-[0]	rw-(0)	rw-[0]	r0	r0

**Table 2-2. PMMCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-8	PMMPW	RW	96h	PMM password. Always reads as 096h. Must be written with 0A5h to unlock the PMM registers.
7	Reserved	RW	0h	Reserved. Must be written with 0.
6	SVSHE	RW	1h	High-side SVS enable. 0b = High-side SVS (SVSH) is disabled in LPM2, LPM3, LPM4, LPM3.5, and LPM4.5. SVSH is always enabled in active mode, LPM0, and LPM1. 1b = SVSH is always enabled.
5	Reserved	R	0h	Reserved. Always reads as 0.
4	PMMREGOFF	RW	0h	Regulator off 0b = Regulator remains on when going into LPM3 or LPM4 1b = Regulator is turned off when going to LPM3 or LPM4. System enters LPM3.5 or LPM4.5, respectively.
3	PMMSWPOR	RW	0h	Software POR. Setting this bit to 1 triggers a POR. This bit is self clearing. 0b = Normal operation 1b = Set to 1 to trigger a POR
2	PMMSWBOR	RW	0h	Software brownout reset. Setting this bit to 1 triggers a BOR. This bit is self clearing. 0b = Normal operation 1b = Set to 1 to trigger a BOR
1-0	Reserved	R	0h	Reserved. Always reads as 0.

### **2.3.2 PMMCTL1 Register (offset = 02h) [reset = 9600h]**

Power Management Module Control Register 1

**Figure 2-5. PMMCTL1 Register**

15	14	13	12	11	10	9	8
Reserved							
rw-1	rw-0	rw-0	rw-1	rw-0	rw-1	rw-1	rw-0
Reserved							
rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	r0

**Table 2-3. PMMCTL1 Register Description**

Bit	Field	Type	Reset	Description
15-0	Reserved	R	9600h	Reserved. Always reads as 9600h.

### 2.3.3 PMMIFG Register (offset = 0Ah) [reset = 0000h]

Power Management Module Interrupt Flag Register

**Figure 2-6. PMMIFG Register**

15	14	13	12	11	10	9	8
PMMILPM5IFG	Reserved	SVSHIFG		Reserved	PMMPORIFG	PMMRSTIFG	PMMBORIFG
rw-{0}	r0	rw-{0}	r0	r0	rw-[0]	rw-{0}	rw-{0}
7	6	5	4	3	2	1	0
				Reserved			
r0	r0	r0	r0	r0	r0	r0	r0

**Table 2-4. PMMIFG Register Description**

Bit	Field	Type	Reset	Description
15	PMMILPM5IFG	RW	0h	<p>LPMx.5 flag.</p> <p>This bit has a specific reset conditions. This bit is only set if the system was in LPMx.5 before.</p> <p>The bit is cleared by software or by reading the reset vector word. A power failure on the DVCC domain triggered by the high-side SVS (if enabled) or the brownout clears the bit.</p> <p>0b = Reset not due to wake-up from LPMx.5 1b = Reset due to wake-up from LPMx.5</p>
14	Reserved	R	0h	Reserved. Always reads as 0.
13	SVSHIFG	RW	0h	<p>High-side SVS interrupt flag.</p> <p>This bit has a specific reset conditions.</p> <p>The SVSHIFG interrupt flag is only set if the SVSH is the reset source; that is, if DVCC dropped below the high-side SVS levels but remained above the brownout levels. The bit is cleared by software or by reading the reset vector word SYSRSTIV.</p> <p>0b = Reset not due to SVSH 1b = Reset due to SVSH</p>
12-11	Reserved	R	0h	Reserved. Always reads as 0.
10	PMMPORIFG	RW	0h	<p>PMM software POR interrupt flag.</p> <p>This bit has a specific reset conditions. This interrupt flag is only set if a software POR (PMMSWPOR) is triggered.</p> <p>The bit is cleared by software or by reading the reset vector word.</p> <p>0b = Reset not due to PMMSWPOR 1b = Reset due to PMMSWPOR</p>
9	PMMRSTIFG	RW	0h	<p>PMM reset pin interrupt flag.</p> <p>This bit has a specific reset conditions. This interrupt flag is only set if the RST/NMI pin is the reset source.</p> <p>The bit is cleared by software or by reading the reset vector word.</p> <p>0b = Reset not due to reset pin 1b = Reset due to reset pin</p>
8	PMMBORIFG	RW	0h	<p>PMM software brownout reset interrupt flag.</p> <p>This bit has a specific reset conditions. This interrupt flag is only set if a software BOR (PMMSWBOR) is triggered.</p> <p>The bit is cleared by software or by reading the reset vector word.</p> <p>0b = Reset not due to PMMSWBOR 1b = Reset due to PMMSWBOR</p>
7-0	Reserved	R	0h	Reserved. Always reads as 0.

### **2.3.4 PM5CTL0 Register (offset = 10h) [reset = 0001h]**

Power Mode 5 Control Register 0

**Figure 2-7. PM5CTL0 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved							
r0	r0	r0	r0	r0	r0	r0	rw-{1}

**Table 2-5. PM5CTL0 Register Description**

Bit	Field	Type	Reset	Description
15-1	Reserved	R	0h	Reserved. Always reads as 0.
0	LOCKLPM5	RW	1h	Locks I/O pin and other LPMx.5 relevant (for example, RTC) configurations upon exit from LPMx.5. This bit is set by hardware and must be cleared by software. It cannot be set by software. After a power cycle I/O pins are locked in high-impedance state with input Schmitt triggers disabled until LOCKLPM5 is cleared by the user software. After a wake-up from LPMx.5 I/O pins and other LPMx.5 relevant (for example, RTC) configurations are locked in their states configured before LPMx.5 entry until LOCKLPM5 is cleared by the user software. 0b = I/O pin and LPMx.5 configurations unlocked. 1b = I/O pin and LPMx.5 configuration remains locked.

## ***Clock System (CS) Module***

This chapter describes the operation of the clock system, which is implemented in all devices.

<b>Topic</b>		<b>Page</b>
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### 3.1 Clock System Introduction

The clock system module supports low system cost and low power consumption. Using three system clock signals, the user can select the best balance of performance and power consumption. The clock module can be configured to operate without any external components, with one or two external crystals, or with resonators, under full software control.

The clock system module includes the following clock sources:

- LFXTCLK: Low-frequency oscillator that can be used either with low-frequency 32768-Hz watch crystals, standard crystals, resonators, or external clock sources in the 50 kHz or below range. When in bypass mode, LFXTCLK can be driven with an external square wave signal.
- VLOCLK: Internal very-low-power low-frequency oscillator with 10-kHz typical frequency
- DCOCLK: Internal digitally controlled oscillator (DCO) with selectable frequencies
- MODCLK: Internal low-power oscillator with 5-MHz typical frequency. LFMODCLK is MODCLK divided by 128.
- HFXTCLK: High-frequency oscillator that can be used with standard crystals or resonators in the 4-MHz to 24-MHz range. When in bypass mode, HFXTCLK can be driven with an external square wave signal.

Four system clock signals are available from the clock module:

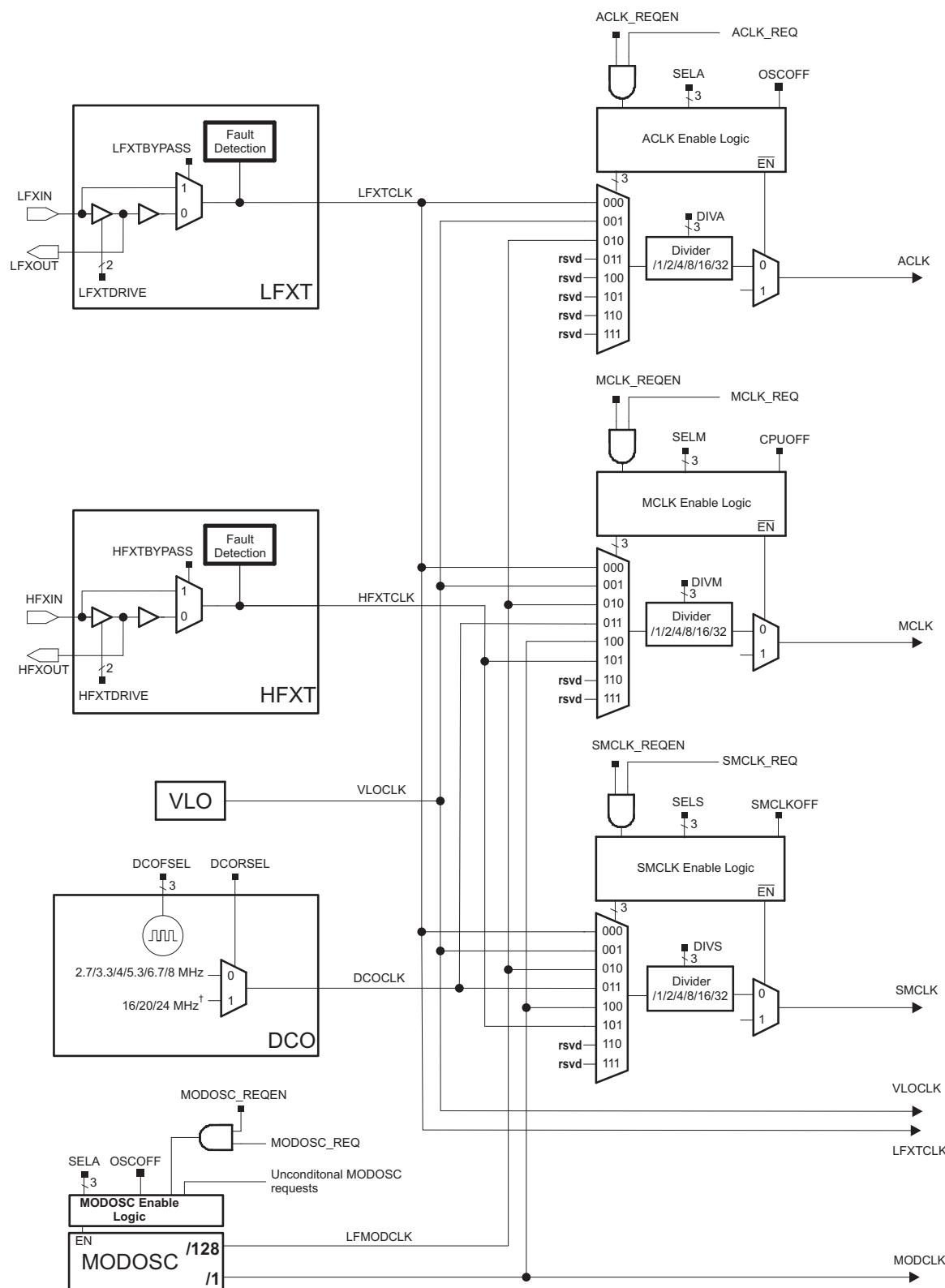
- ACLK: Auxiliary clock. The ACLK is software selectable as LFXTCLK, VLOCLK, or LFMODCLK. ACLK can be divided by 1, 2, 4, 8, 16, or 32. ACLK is software selectable by individual peripheral modules.
- MCLK: Master clock. MCLK is software selectable as LFXTCLK, VLOCLK, LFMODCLK, DCOCLK, MODCLK, or HFXTCLK. MCLK can be divided by 1, 2, 4, 8, 16, or 32. MCLK is used by the CPU and system.
- SMCLK: Sub-system master clock. SMCLK is software selectable as LFXTCLK, VLOCLK, LFMODCLK, DCOCLK, MODCLK, or HFXTCLK. SMCLK is software selectable by individual peripheral modules.
- MODCLK: Module clock. MODCLK may also be used by various peripheral modules and is sourced by MODOSC.
- VLOCLK: VLO clock. VLOCLK may also be used directly by various peripheral modules and is sourced by VLO.

---

**NOTE:** Not all devices contain both LFXT and HFXT clock sources. See the device-specific data sheet for availability.

---

The block diagram of the clock system module is shown in [Figure 3-1](#).



† Not available on all devices

**Figure 3-1. Clock System Block Diagram**

### 3.2 Clock System Operation

After PUC, the CS module default configuration is:

- LFXT is selected as the oscillator source for LFXTCLK. LFXTCLK is selected for ACLK (SELAx = 0) and ACLK is undivided (DIVAx = 0).
- DCOCLK is selected for MCLK and SMCLK (SELMx = SELSx = 3) and each are divided by 8 (DIVMx = DIVSx = 3).
- LFXIN and LFXOUT pins are set to general-purpose I/Os and LFXT remains disabled until the I/O ports are configured for LFXT operation.
- HFXIN and HFXOUT pins are set to general-purpose I/Os and HFXT is disabled.

As previously stated, LFXT is selected by default, but LFXT is disabled. The crystal pins (LFXIN, LFXOUT) are shared with general-purpose I/Os. To enable LFXT, the PSEL bits associated with the crystal pins must be set. When a 32768-Hz crystal is used for LFXTCLK, the fault control logic immediately causes ACLK to be sourced by LFMODCLK, MCLK and SMCLK to be sourced by MODCLK, because LFXT is not stable immediately (see [Section 3.2.8](#)).

Status register control bits (SCG0, SCG1, OSCOFF, and CPUOFF) configure the MSP430 operating modes and enable or disable portions of the clock system module (see the *System Resets, Interrupts, and Operating Modes* chapter). Registers CSCTL0 through CSCTL6, configure the CS module.

The CS module can be configured or reconfigured by software at any time during program execution. The CS control registers are password protected to prevent inadvertent access.

#### 3.2.1 CS Module Features for Low-Power Applications

Conflicting requirements typically exist in battery-powered applications:

- Low clock frequency for energy conservation and time keeping
- High clock frequency for fast response times and fast burst processing capabilities
- Clock stability over operating temperature and supply voltage
- Low-cost applications with less-constrained clock accuracy requirements

The CS module addresses these conflicting requirements by allowing the user to select from the three available clock signals: ACLK, MCLK, and SMCLK. A flexible clock distribution and divider system is provided to fine tune the individual clock requirements.

#### 3.2.2 LFXT Oscillator

The LFXT oscillator supports ultra-low-current consumption using a 32768-Hz watch crystal. A watch crystal connects to LFXIN and LFXOUT and requires external capacitors on both terminals. These capacitors should be sized according to the crystal or resonator specifications. Different crystal or resonator ranges are supported by LFXT by choosing the proper LFXTDRIVE settings.

The LFXT pins are shared with general-purpose I/O ports. At power up, the LFXT clock defaults to "on" and is the source for ACLK. However, at power-up the LFXT pins default to general-purpose I/O mode, therefore, the LFXT clock remains disabled until the pins associated with LFXT are configured for LFXT operation. The configuration of the shared I/O is determined by the PSEL bit associated with LFXIN and the LFXTBYPASS bit. Setting the PSEL bit causes the LFXIN and LFXOUT ports to be configured for LFXT operation. If LFXTBYPASS is also set, LFXT is configured for bypass mode of operation, and the oscillator that is associated with LFXT is powered down. In bypass mode of operation, LFXIN can accept an external square-wave clock input signal, and LFXOUT is configured as a general-purpose I/O. The PSEL bit associated with LFXOUT is a don't care.

If the PSEL bit associated with LFXIN is cleared, both LFXIN and LFXOUT ports are configured as general-purpose I/Os, and LFXT is disabled.

LFXT is enabled under any of the following conditions:

- LFXT is a source for ACLK (SELAx = 0) and in active mode (AM) through LPM3 (OSCOFF = 0)
- LFXT is a source for MCLK (SELMx = 0) and in active mode (AM) (CPUOFF = 0)
- LFXT is a source for SMCLK (SELsx = 0) and in active mode (AM) through LPM1 (SMCLKOFF = 0)

- LFXTOFF = 0. LFXT enabled in active mode (AM) through LPM4.
- LFXT is selected as the source for RTC, RTC is enabled (RTCHOLD = 0), and LPMx.5 is entered.

**NOTE:** If LFXT is disabled when entering into a low-power mode, it is not fully enabled and stable upon exit from the low-power mode, because its enable time is much longer than the wake-up time. If the application requires or desires to keep LFXT enabled during a low-power mode, the LFXTOFF bit can be cleared before entering the low-power mode. This causes LFXT to remain enabled.

### 3.2.3 HFXT Oscillator

The HFXT high-frequency oscillator can be used with standard crystals or resonators in the 4 MHz to 24 MHz range. The HFXTDRIVE bits select the drive capability of HFXT. HFXTDRIVE bits can be used to provide optimal settings for a given crystal characteristic. HFXT sources HFXTCLK. The HFFREQ bits must be set for the appropriate frequency range of operation as shown in [Table 3-1](#) in crystal or bypass modes of operation.

**Table 3-1. HFFREQ Settings**

HFXT Frequency Range	HFFREQ[1:0]
0 to 4 MHz	00
> 4 MHz to 8 MHz	01
> 8 MHz to 16 MHz	10
> 16 MHz to 24 MHz	11

**NOTE:** The HFXT HFFREQ bit settings are also used to control the Power Management Module and must match the intended frequency of operation for proper functioning of the device as listed in [Table 3-1](#). In addition, these bits should be configured properly before use of HFXT in either crystal or bypass modes of operation.

The HFXT pins are shared with general-purpose I/O ports. At power up, the default operation is HFXT crystal operation. However, HFXT remains disabled until the ports shared with HFXT are configured for HFXT operation. The configuration of the shared I/O is determined by the PSEL bit associated with HFXIN and the HFXTBYPASS bit. Setting the PSEL bit causes the HFXIN and HFXOUT ports to be configured for HFXT operation. If HFXTBYPASS is also set, HFXT is configured for bypass mode of operation, and the oscillator associated with HFXT is powered down. In bypass mode of operation, HFXIN can accept an external square-wave clock input signal, and HFXOUT is configured as a general-purpose I/O. The PSEL bit that is associated with HFXOUT is a don't care.

If the PSEL bit associated with HFXIN is cleared, both HFXIN and HFXOUT ports are configured as general-purpose I/Os, and HFXT is disabled.

HFXT is enabled under any of the following conditions:

- HFXT is a source for MCLK (SELMx = 5) and in active mode (AM) (CPUOFF = 0)
- HFXT is a source for SMCLK (SELSx = 5) and in active mode (AM) through LPM1 (SMCLKOFF = 0)
- HFXTOFF = 0. HFXT enabled in active mode (AM) through LPM4.

**NOTE:** If HFXT is disabled when entering into a low-power mode, it is not fully enabled and stable upon exit from the low-power mode, because its enable time is much longer than the wake-up time. If the application requires or desires to keep HFXT enabled during a low-power mode, the HFXTOFF bit can be cleared before entering the low-power mode. This causes HFXT to remain enabled.

### 3.2.4 Internal Very-Low-Power Low-Frequency Oscillator (VLO)

The internal VLO provides a typical frequency of 10 kHz (see the device-specific data sheet for parameters) without requiring a crystal. The VLO provides for a low-cost ultra-low-power clock source for applications that do not require an accurate time base. To conserve power, VLO is powered down when not needed and enabled only when required.

VLO is enabled under any of the following conditions:

- VLO is a source for ACLK (SELAx = 1) and in active mode (AM) through LPM3 (OSCOFF = 0)
- VLO is a source for MCLK (SELMx = 1) and in active mode (AM) (CPUOFF = 0)
- VLO is a source for SMCLK (SELSx = 1) and in active mode (AM) through LPM1 (SMCLKOFF = 0)
- VLOOFF = 0. VLO enabled in active mode (AM) through LPM4.
- VLO is selected as the source for RTC, RTC is enabled (RTCHOLD = 0), and LPMx.5 is entered.

### 3.2.5 Module Oscillator (MODOSC)

The CS module also supports an internal oscillator, MODOSC, that can be used by ACLK, MCLK, or SMCLK, as well as by other modules in the system. It is also used as a fail-safe clock source as described in [Section 3.2.8](#). The MODOSC sources MODCLK and LFMODCLK.

To conserve power, MODOSC is powered down when not needed and is enabled only when required. When the MODOSC source is required, the respective module requests it. MODOSC is enabled based on unconditional and conditional requests. Setting MODOSCREQEN enables conditional requests. Unconditional requests are always enabled. It is not necessary to set MODOSCREQEN for modules that utilize unconditional requests; for example, ADC or fail-safe.

MODOSC is enabled under any of the following conditions:

- LFMODCLK is a source for ACLK (SELAx = 2) and in active mode (AM) through LPM3 (OSCOFF = 0)
- LFMODCLK or MODCLK is a source for MCLK (SELMx = 2, 4) and in active mode (AM) (CPUOFF = 0)
- LFMODCLK or MODCLK is a source for SMCLK (SELSx = 2, 4) and in active mode (AM) through LPM1 (SMCLKOFF = 0)
- During a fault detection (when fault detection enabled) and LFXT or HFXT is active.
- Unconditional requests from modules that require MODCLK; for example, ADC conversion clock when selected as the source.
- LFMODCLK is used as the fail-safe source for the WDT in watchdog mode. Should the selected source for ACLK or SMCLK not be available, the WDT automatically switches to LFMODCLK as its clock source.

The ADC12 may optionally use MODOSC as a clock source for its conversion clock. The user chooses the ADC12OSC as the conversion clock source. During a conversion, the ADC12 module issues an unconditional request for the ADC12OSC clock source. Upon doing so, the MODOSC source is enabled, if not already enabled from other modules' previous requests.

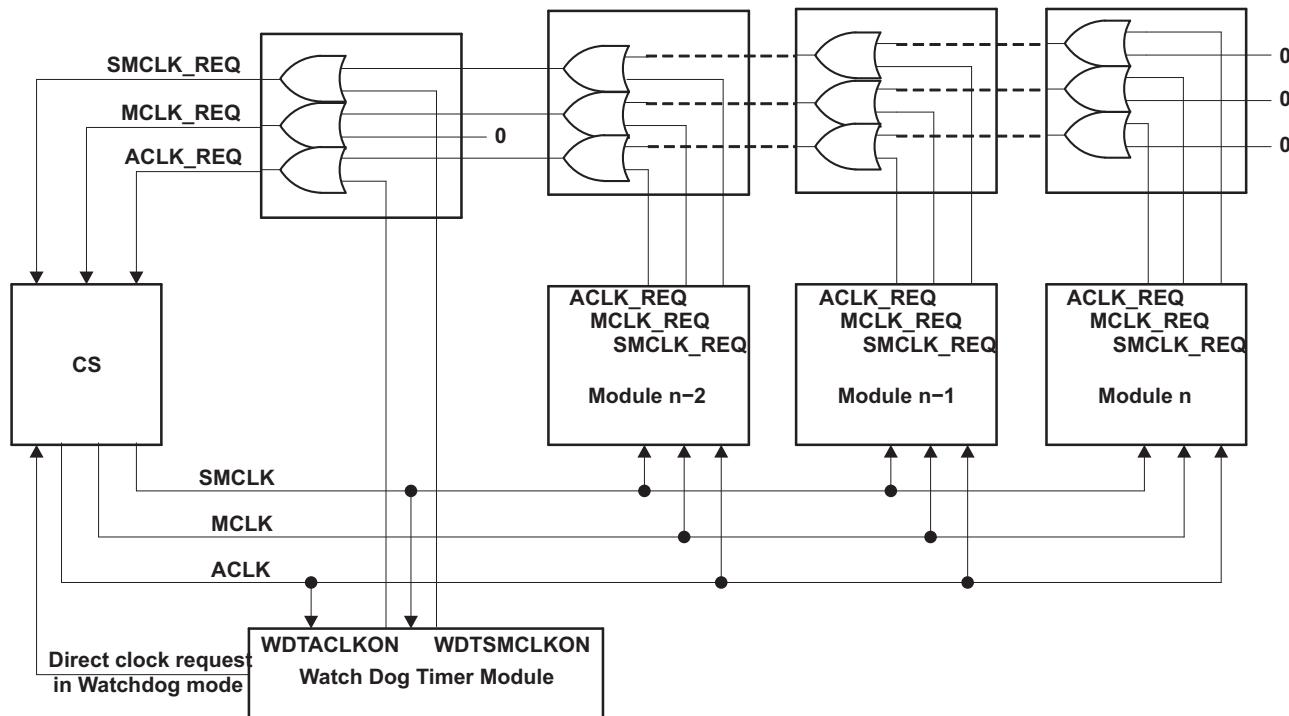
### 3.2.6 Digitally Controlled Oscillator (DCO)

The DCO is an integrated digitally controlled oscillator. The DCO has three frequency settings determined by the DCOFSEL bits. Each frequency is trimmed at the factory. The DCO can be used as a source for MCLK or SMCLK. See the device-specific data sheet for DCO characteristics.

The DCO frequency can be changed at any time, but care should be taken to ensure no other system clock frequency constraints are exceeded with the new frequency selection. Any change in the DCOFSEL or DCORSEL bits causes the DCOCLK to be held for four clock cycles before releasing the new value into the system. This allows for the DCO to settle properly.

### 3.2.7 Operation From Low-Power Modes, Requested by Peripheral Modules

A peripheral module requests its clock sources automatically from the CS module if required for its proper operation, regardless of the current power mode of operation, as shown in Figure 3-2.



**Figure 3-2. Module Request Clock System**

A peripheral module asserts one of three possible clock request signals based on its control bits: ACLK\_REQ, MCLK\_REQ, or SMCLK\_REQ. These request signals are based on the configuration and clock selection of the respective module. For example, if a timer selects ACLK as its clock source and the timer is enabled, the timer generates an ACLK\_REQ signal to the CS system. The CS, in turn, enables ACLK regardless of the power mode settings.

Any clock request from a peripheral module causes its respective clock off signal to be overridden, but does not change the setting of the clock off control bit. For example, a peripheral module may require ACLK that is currently disabled by the OSCOFF bit (OSCOFF = 1). The module can request ACLK by generating an ACLK\_REQ. This causes the OSCOFF bit to have no effect, thereby allowing ACLK to be available to the requesting peripheral module. The OSCOFF bit remains at its current setting (OSCOFF = 1).

If the requested source is not active, the software NMI handler must take care of the required actions. For the previous example, if ACLK was sourced by LFXT and LFXT was not enabled, an oscillator fault condition occurs, and the software must handle the event. The watchdog, due to its security requirement, actively selects the LFMODCLK source if the originally selected clock source is not available.

Due to the clock request feature, care must be taken in the application when entering low-power modes to save power. Although the device enters the selected low-power mode, a clock request causes more current consumption than the specified values in the data sheet. By default, the clock request feature is enabled. The feature can be disabled for each system clock by clearing ACLKREQEN, MCLKREQEN, or SMCLKREQEN for the respective clocks. This does not disable fail-safe clock requests; for example, those of the watchdog timer or the clock system itself.

The function of the ACLKREQEN, MCLKREQEN, and SMCLKREQEN bits are dependent upon which power mode is selected; that is, they do not have an effect across all power modes. For example, ACLKREQEN is used to enable or disable ACLK requests. It is effective only in LPM4, because ACLK is always active in all other modes (AM, LPM0, LPM1, LPM2, LPM3). SMCLKREQEN is used to enable or disable SMCLK requests. When SMCLKOFF = 0 and in AM, LPM0, or LPM1, it is a don't care, because SMCLK is always on in these cases. For SMCLKOFF = 0 and in LPM2, LPM3, and LPM4, SMCLKREQEN can be used to enable or disable SMCLK requests, because SMCLK is normally off in these modes. When SMCLKOFF = 1, SMCLKREQEN can be used to enable or disable SMCLK requests, because SMCLK is normally off in all power modes under this condition. This is summarized in [Table 3-2](#).

**Table 3-2. System Clocks, Power Modes, and Clock Requests**

Mode	System Clocks							
	MCLK		ACLK		SMCLK			
	MCLKREQEN = 0 and Clock Requested	MCLKREQEN = 1 and Clock Requested	ACLKREQEN = 0 and Clock Requested	ACLKREQEN = 1 and Clock Requested	SMCLKREQEN = 0 and Clock Requested	SMCLKREQEN = 1 and Clock Requested	SMCLKREQEN = 0 and Clock Requested	SMCLKREQEN = 1 and Clock Requested
AM	Active	Active	Active	Active	Active	Active	Disabled	Active
LPM0	Disabled	Active	Active	Active	Active	Active	Disabled	Active
LPM1	Disabled	Active	Active	Active	Active	Active	Disabled	Active
LPM2	Disabled	Active	Active	Active	Disabled	Active	Disabled	Active
LPM3	Disabled	Active	Active	Active	Disabled	Active	Disabled	Active
LPM4	Disabled	Active	Disabled	Active	Disabled	Active	Disabled	Active
LPM3.5	Disabled	Disabled	Disabled <sup>(1)</sup>	Disabled	Disabled	Disabled	Disabled	Disabled
LPM4.5	Disabled	Disabled	Disabled	Disabled	Disabled	Disabled	Disabled	Disabled

<sup>(1)</sup> LFXTCLK is available directly as the clock source to the RTC module.

### 3.2.8 CS Module Fail-Safe Operation

The CS module incorporates an oscillator-fault fail-safe feature. This feature detects an oscillator fault for LFXT and HFXT as shown in [Figure 3-3](#). The available fault conditions are:

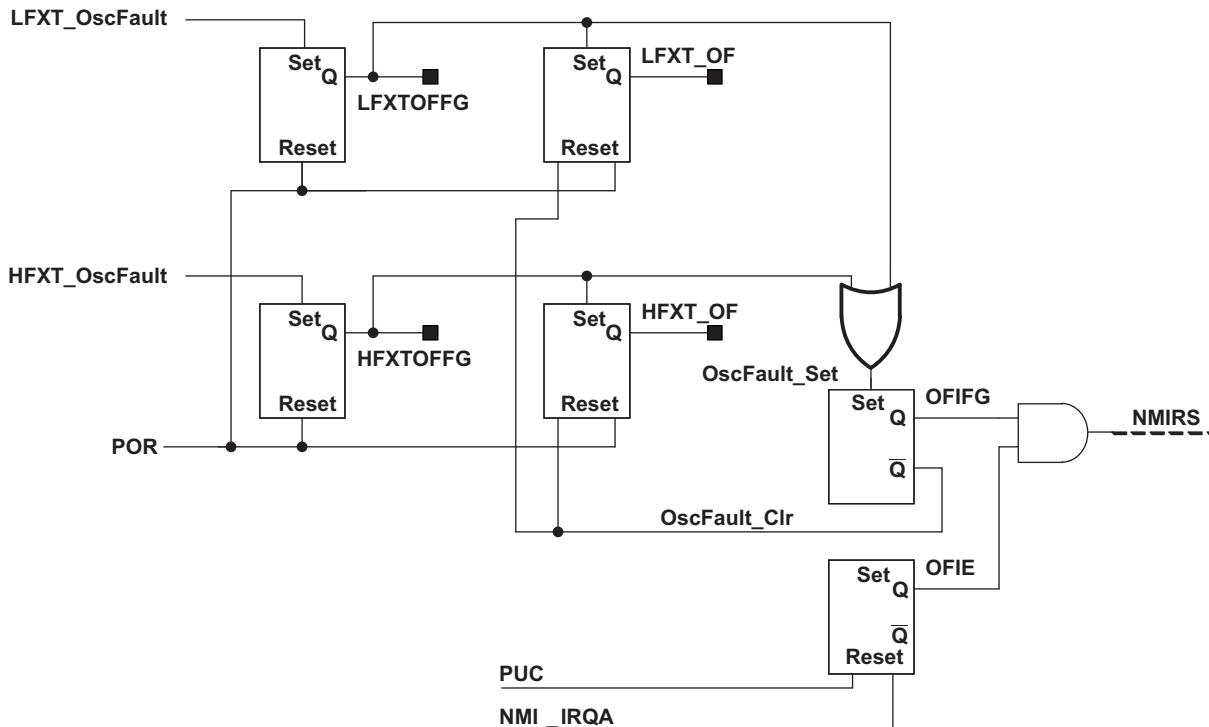
- Low-frequency oscillator fault (LFXTOFFG) for LFXT
- High-frequency oscillator fault (HFXTOFFG) for HFXT
- External clock signal faults for all bypass modes; that is, LFXTBYPASS = 1 or HFXTBYPASS = 1

The crystal oscillator fault bits LFXTOFFG and HFXTOFFG are set if the corresponding crystal oscillator is turned on and not operating properly. Once set, the fault bits remain set until reset in software, even if the fault condition no longer exists. If the user clears the fault bits and the fault condition still exists, the fault bits are automatically set; otherwise, they remain cleared.

The OFIFG oscillator-fault interrupt flag is set and latched at POR or when any oscillator fault (LFXTOFFG or HFXTOFFG) is detected. When OFIFG is set and OFIE is set, the OFIFG requests a user NMI. When the interrupt is granted, the OFIE is not reset automatically as it is in previous MSP430 families. It is no longer required to reset the OFIE. NMI entry and exit circuitry removes this requirement. The OFIFG flag must be cleared by software. The source of the fault can be identified by checking the individual fault bits.

If LFXT is sourcing any system clock (ACLK, MCLK, or SMCLK) and a fault is detected, the system clock is automatically switched to LFMODCLK for its clock source. The LFXT fault logic works in all power modes, including LPM3.5. Similarly, if HFXT is sourcing MCLK or SMCLK, and a fault is detected, the system clock is automatically switched to MODCLK for its clock source. By default, the HFXT fault logic works in all power modes except LPM3.5 or LPM4.5, because high-frequency operation in these modes is not supported. The fail-safe logic does not change the respective SELA, SELM, and SELS bit settings.

The fail-safe mechanism behaves the same in normal and bypass modes. Reconfigure the CS settings and follow the instructions in [Section 1.4.3](#) after wakeup from LPM3.5 or LPM4.5, because all CS registers are reset to default values.



**Figure 3-3. Oscillator Fault Logic**

---

**NOTE: Fault conditions**

**LFXT\_OscFault:** When the fault detection logic is enabled ( $ENLFXTD = 1$ ), this signal is set after the LFXT oscillator has stopped operation and is cleared after operation resumes. The fault condition causes  $LFXTOFFG$  to be set and remain set. If the user clears  $LFXTOFFG$  and the fault condition still exists,  $LFXTOFFG$  remains set.

**HFXT\_OscFault:** When the fault detection logic is enabled ( $ENHFXTD = 1$ ), this signal is set after the HFXT oscillator has stopped operation and is cleared after operation resumes. The fault condition causes  $HFXTOFFG$  to be set and remain set. If the user clears  $HFXTOFFG$  and the fault condition still exists,  $HFXTOFFG$  remains set.

---

**NOTE: Fault logic**

As long as a fault condition still exists, the  $OFIFG$  remains set. The application must take special care when clearing the  $OFIFG$  signal. If no fault condition remains when the  $OFIFG$  signal is cleared, the clock logic switches back to the original user settings before the fault condition.

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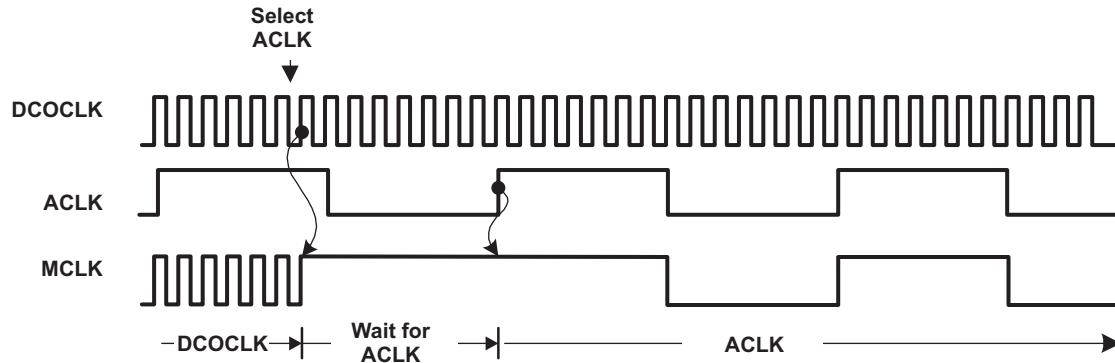
**NOTE:** The LFXT startup includes a counter that ensures that 1024 valid clock cycles have passed before  $LFXT\_OscFault$  signal is cleared. A valid cycle is any cycle that meets the frequency requirement ( $f_{Fault,LF}$ ) as outlined in the device specific data sheet. Any crystal fault restarts the counter. It is recommended that the counter always be enabled, however the counter can be disabled by clearing  $ENSTFCNT1$ . Similarly, HFXT startup also includes a counter that ensures that 1024 valid clock cycles have passed before  $HFXT\_OscFault$  signal is cleared. It can be disabled by clearing  $ENSTFCNT2$ . The disabling of the counters is valid for bypass and normal modes of operation.

---

### 3.2.9 Synchronization of Clock Signals

When switching ACLK, MCLK or SMCLK from one clock source to the another, the switch is synchronized to avoid critical race conditions as shown in [Figure 3-4](#):

- The current clock cycle continues until the next rising edge.
- The clock remains high until the next rising edge of the new clock.
- The new clock source is selected and continues with a full high period.



**Figure 3-4. Switch MCLK From DCOCLK to LFXTCLK**

### 3.3 CS Registers

The CS module registers are listed in [Table 3-3](#). The base address can be found in the device-specific data sheet.

The password defined in CSCTL0 controls access to the CS registers. After the correct password is written, the write access to the CS registers is enabled. Write access is disabled by writing an incorrect password in byte mode to the CSCTL0 upper byte.

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 3-3. CS Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	CSCTL0	Clock System Control 0	Read/write	Word	9600h	<a href="#">Section 3.3.1</a>
00h	CSCTL0_L		Read/write	Byte	00h	
01h	CSCTL0_H		Read/write	Byte	96h	
02h	CSCTL1	Clock System Control 1	Read/write	Word	000Ch	<a href="#">Section 3.3.2</a>
02h	CSCTL1_L		Read/write	Byte	0Ch	
03h	CSCTL1_H		Read/write	Byte	00h	
04h	CSCTL2	Clock System Control 2	Read/write	Word	0033h	<a href="#">Section 3.3.3</a>
04h	CSCTL2_L		Read/write	Byte	33h	
05h	CSCTL2_H		Read/write	Byte	00h	
06h	CSCTL3	Clock System Control 3	Read/write	Word	0033h	<a href="#">Section 3.3.4</a>
06h	CSCTL3_L		Read/write	Byte	33h	
07h	CSCTL3_H		Read/write	Byte	00h	
08h	CSCTL4	Clock System Control 4	Read/write	Word	CDC9h	<a href="#">Section 3.3.5</a>
08h	CSCTL4_L		Read/write	Byte	C9h	
09h	CSCTL4_H		Read/write	Byte	CDh	
0Ah	CSCTL5	Clock System Control 5	Read/write	Word	00C0h	<a href="#">Section 3.3.6</a>
0Ah	CSCTL5_L		Read/write	Byte	C0h	
0Bh	CSCTL5_H		Read/write	Byte	00h	
0Ch	CSCTL6	Clock System Control 6	Read/write	Word	0007h	<a href="#">Section 3.3.7</a>
0Ch	CSCTL6_L		Read/write	Byte	07h	
0Dh	CSCTL6_H		Read/write	Byte	00h	

### 3.3.1 CSCTL0 Register

Clock System Control 0 Register

**Figure 3-5. CSCTL0 Register**

15	14	13	12	11	10	9	8
CSKEY							
rw-1	rw-0	rw-0	rw-1	rw-0	rw-1	rw-1	rw-0
7	6	5	4	3	2	1	0
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0

**Table 3-4. CSCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-8	CSKEY	RW	96h	CSKEY password. Must always be written with A5h; a PUC is generated if any other value is written. Always reads as 96h. After the correct password is written, all CS registers are available for writing.
7-0	Reserved	R	0h	Reserved. Always reads as 0.

### 3.3.2 CSCTL1 Register

Clock System Control 1 Register

**Figure 3-6. CSCTL1 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved	DCORSEL	Reserved			DCOFSEL		Reserved
r0	rw-[0]	r0	r0	rw-[1]	rw-[1]	rw-[0]	r0

**Table 3-5. CSCTL1 Register Description**

Bit	Field	Type	Reset	Description
15-7	Reserved	R	0h	Reserved. Always reads as 0.
6	DCORSEL	RW	0h	DCO range select. For high-speed devices, this bit can be written by the user. For low-speed devices, it is always 0. See description of DCOFSEL bit for details.
5-4	Reserved	R	0h	Reserved. Always reads as 0.
3-1	DCOFSEL	RW	6h	DCO frequency select. Selects frequency settings for the DCO. Values shown below are approximate. Refer to the device-specific data sheet. 000b = If DCORSEL = 0: 1 MHz; If DCORSEL = 1: 1 MHz 001b = If DCORSEL = 0: 2.67 MHz; If DCORSEL = 1: 5.33 MHz 010b = If DCORSEL = 0: 3.5 MHz; If DCORSEL = 1: 7 MHz 011b = If DCORSEL = 0: 4 MHz; If DCORSEL = 1: 8 MHz 100b = If DCORSEL = 0: 5.33 MHz; If DCORSEL = 1: 16 MHz 101b = If DCORSEL = 0: 7 MHz; If DCORSEL = 1: 21 MHz 110b = If DCORSEL = 0: 8 MHz; If DCORSEL = 1: 24 MHz 111b = If DCORSEL = 0: Reserved. Defaults to 8 MHz. It is not recommended to use this setting; If DCORSEL = 1: Reserved. Defaults to 24 MHz. It is not recommended to use this setting
0	Reserved	R	0h	Reserved. Always reads as 0.

### 3.3.3 CSCTL2 Register

Clock System Control 2 Register

**Figure 3-7. CSCTL2 Register**

15	14	13	12	11	10	9	8
Reserved						SELA	
r0	r0	r0	r0	r0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
Reserved	SELS			Reserved	SELM		
r0	rw-0	rw-1	rw-1	r0	rw-0	rw-1	rw-1

**Table 3-6. CSCTL2 Register Description**

Bit	Field	Type	Reset	Description
15-11	Reserved	R	0h	Reserved. Always reads as 0.
10-8	SELA	RW	0h	Selects the ACLK source 000b = LFXTCLK when LFXT available, otherwise VLOCLK. 001b = VLOCLK 010b = LFMODCLK 011b = Reserved. Defaults to LFMODCLK. Not recommended for use to ensure future compatibility. 100b = Reserved. Defaults to LFMODCLK. Not recommended for use to ensure future compatibility. 101b = Reserved. Defaults to LFMODCLK. Not recommended for use to ensure future compatibility. 110b = Reserved. Defaults to LFMODCLK. Not recommended for use to ensure future compatibility. 111b = Reserved. Defaults to LFMODCLK. Not recommended for use to ensure future compatibility.
7	Reserved	R	0h	Reserved. Always reads as 0.
6-4	SELS	RW	3h	Selects the SMCLK source 000b = LFXTCLK when LFXT available, otherwise VLOCLK. 001b = VLOCLK 010b = LFMODCLK 011b = DCOCLK 100b = MODCLK 101b = HFXTCLK when HFXT available, otherwise DCOCLK. 110b = Reserved. Defaults to HFXTCLK. Not recommended for use to ensure future compatibility. 111b = Reserved. Defaults to HFXTCLK. Not recommended for use to ensure future compatibility.
3	Reserved	R	0h	Reserved. Always reads as 0.
2-0	SELM	RW	3h	Selects the MCLK source 000b = LFXTCLK when LFXT available, otherwise VLOCLK 001b = VLOCLK 010b = LFMODCLK 011b = DCOCLK 100b = MODCLK 101b = HFXTCLK when HFXT available, otherwise DCOCLK 110b = Reserved. Defaults to HFXTCLK. Not recommended for use to ensure future compatibility. 111b = Reserved. Defaults to HFXTCLK. Not recommended for use to ensure future compatibility.

### 3.3.4 CSCTL3 Register

Clock System Control 3 Register

**Figure 3-8. CSCTL3 Register**

15	14	13	12	11	10	9	8
Reserved						DIVA	
r0	r0	r0	r0	r0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
Reserved		DIVS			Reserved	DIVM	
r0	rw-0	rw-1	rw-1	r0	rw-0	rw-1	rw-1

**Table 3-7. CSCTL3 Register Description**

Bit	Field	Type	Reset	Description
15-11	Reserved	R	0h	Reserved. Always reads as 0.
10-8	DIVA	RW	0h	ACLK source divider. Divides the frequency of the ACLK clock source. 000b = /1 001b = /2 010b = /4 011b = /8 100b = /16 101b = /32 110b = Reserved. Defaults to /32. Not recommended for use to ensure future compatibility. 111b = Reserved. Defaults to /32. Not recommended for use to ensure future compatibility.
7	Reserved	R	0h	Reserved. Always reads as 0.
6-4	DIVS	RW	3h	SMCLK source divider. Divides the frequency of the SMCLK clock source. 000b = /1 001b = /2 010b = /4 011b = /8 100b = /16 101b = /32 110b = Reserved. Defaults to /32. Not recommended for use to ensure future compatibility. 111b = Reserved. Defaults to /32. Not recommended for use to ensure future compatibility.
3	Reserved	R	0h	Reserved. Always reads as 0.
2-0	DIVM	RW	3h	MCLK source divider. Divides the frequency of the MCLK clock source. 000b = /1 001b = /2 010b = /4 011b = /8 100b = /16 101b = /32 110b = Reserved. Defaults to /32. Not recommended for use to ensure future compatibility. 111b = Reserved. Defaults to /32. Not recommended for use to ensure future compatibility.

### 3.3.5 CSCTL4 Register

Clock System Control 4 Register

**Figure 3-9. CSCTL4 Register**

15	14	13	12	11	10	9	8
HFXTDRIVE	Reserved	HFXTBYPASS		HFFREQ	Reserved	HFXTOFF	
rw-1	rw-1	r0	rw-0	rw-1	rw-1	r0	rw-1
7	6	5	4	3	2	1	0
LFXTDRIVE	Reserved	LFXTBYPASS	VLOOFF	Reserved	SMCLKOFF	LFXTOFF	
rw-1	rw-1	rw-0	rw-0	rw-1	r0	rw-0	rw-1

**Table 3-8. CSCTL4 Register Description**

Bit	Field	Type	Reset	Description
15-14	HFXTDRIVE	RW	3h	The HFXT oscillator current can be adjusted to its drive needs. This in combination with the HFFREQ bits can be used for optimizing crystal power based on crystal characteristics. 00b = Lowest current consumption 01b = Increased drive strength HFXT oscillator 10b = Increased drive strength HFXT oscillator 11b = Maximum drive strength HFXT oscillator
13	Reserved	R	0h	Reserved. Always reads as 0.
12	HFXTBYPASS	RW	0h	HFXT bypass select 0b = HFXT sourced from external crystal 1b = HFXT sourced from external clock signal
11-10	HFFREQ	RW	3h	The HFXT frequency selection. These bits must be set to the appropriate frequency for crystal or bypass modes of operation. 00b = 0 to 4 MHz 01b = Greater than 4 MHz to 8 MHz 10b = Greater than 8 MHz to 16 MHz 11b = Greater than 16 MHz to 24 MHz
9	Reserved	R	0h	Reserved. Always reads as 0.
8	HFXTOFF	RW	1h	Turns off the HFXT oscillator 0b = HFXT is on if HFXT is selected through the port selection and HFXT is not in bypass mode of operation 1b = HFXT is off if it is not used as a source for ACLK, MCLK, or SMCLK
7-6	LFXTDRIVE	RW	3h	The LFXT oscillator current can be adjusted to its drive needs. 00b = Lowest drive strength and current consumption LFXT oscillator 01b = Increased drive strength LFXT oscillator 10b = Increased drive strength LFXT oscillator 11b = Maximum drive strength and maximum current consumption LFXT oscillator
5	Reserved	RW	0h	Reserved. Must be written as zero.
4	LFXTBYPASS	RW	0h	LFXT bypass select 0b = LFXT sourced from external crystal 1b = LFXT sourced from external clock signal
3	VLOOFF	RW	1h	VLO off. This bit turns off the VLO. 0b = VLO is on 1b = VLO is off if it is not used as a source for ACLK, MCLK, or SMCLK or if not used as a source for the RTC in LPM3.5
2	Reserved	R	0h	Reserved. Always reads as 0.
1	SMCLKOFF	RW	0h	SMCLK off. This bit turns off the SMCLK. 0b = SMCLK on 1b = SMCLK off

**Table 3-8. CSCTL4 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
0	LFXTOFF	RW	1h	LFXT off. This bit turns off the LFXT. 0b = LFXT is on if LFXT is selected through the port selection and LFXT is not in bypass mode of operation 1b = LFXT is off if it is not used as a source for ACLK, MCLK, or SMCLK

### 3.3.6 CSCTL5 Register

Clock System Control 5 Register

**Figure 3-10. CSCTL5 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
ENSTFCNT2	ENSTFCNT1		Reserved			HFXTOFFG	LFXTOFFG
rw-(1)	rw-(1)	r0	r0	r0	r0	rw-(0)	rw-(1)

**Table 3-9. CSCTL5 Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads as 0.
7	ENSTFCNT2	RW	1h	Enable start counter for HFXT when available. 0b = Startup fault counter disabled. Counter is cleared. 1b = Startup fault counter enabled
6	ENSTFCNT1	RW	1h	Enable start counter for LFXT. 0b = Startup fault counter disabled. Counter is cleared. 1b = Startup fault counter enabled
5-2	Reserved	R	0h	Reserved. Always reads as 0.
1	HFXTOFFG	RW	0h	HFXT oscillator fault flag. If this bit is set, the OFIFG flag is also set. HFXTOFFG is set if a HFXT fault condition exists. HFXTOFFG can be cleared through software. If the HFXT fault condition still remains, HFXTOFFG is set. 0b = No fault condition occurred after the last reset 1b = HFXT fault; an HFXT fault occurred after the last reset
0	LFXTOFFG	RW	1h	LFXT oscillator fault flag. If this bit is set, the OFIFG flag is also set. LFXTOFFG is set if a LFXT fault condition exists. LFXTOFFG can be cleared through software. If the LFXT fault condition still remains, LFXTOFFG is set. 0b = No fault condition occurred after the last reset 1b = LFXT fault; an LFXT fault occurred after the last reset

### 3.3.7 CSCTL6 Register

Clock System Control 6 Register

**Figure 3-11. CSCTL6 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved				MODCLKREQEN	SMCLKREQEN	MCLKREQEN	ACLKREQEN
r0	r0	r0	r0	rw-(0)	rw-(1)	rw-(1)	rw-(1)

**Table 3-10. CSCTL6 Register Description**

Bit	Field	Type	Reset	Description
15-4	Reserved	R	0h	Reserved. Always reads as 0.
3	MODCLKREQEN	RW	0h	MODCLK clock request enable. Setting this enables conditional module requests for MODCLK. 0b = MODCLK conditional requests are disabled 1b = MODCLK conditional requests are enabled
2	SMCLKREQEN	RW	1h	SMCLK clock request enable. Setting this enables conditional module requests for SMCLK. 0b = SMCLK conditional requests are disabled 1b = SMCLK conditional requests are enabled
1	MCLKREQEN	RW	1h	MCLK clock request enable. Setting this enables conditional module requests for MCLK. 0b = MCLK conditional requests are disabled 1b = MCLK conditional requests are enabled
0	ACLKREQEN	RW	1h	ACLK clock request enable. Setting this enables conditional module requests for ACLK. 0b = ACLK conditional requests are disabled 1b = ACLK conditional requests are enabled

This chapter describes the extended MSP430X 16-bit RISC CPU (CPUX) with 1MB memory access, its addressing modes, and instruction set.

---

**NOTE:** The MSP430X CPUX implemented on this device family, formally called CPUXV2, has in some cases, slightly different cycle counts from the MSP430X CPUX implemented on the 2xx and 4xx families.

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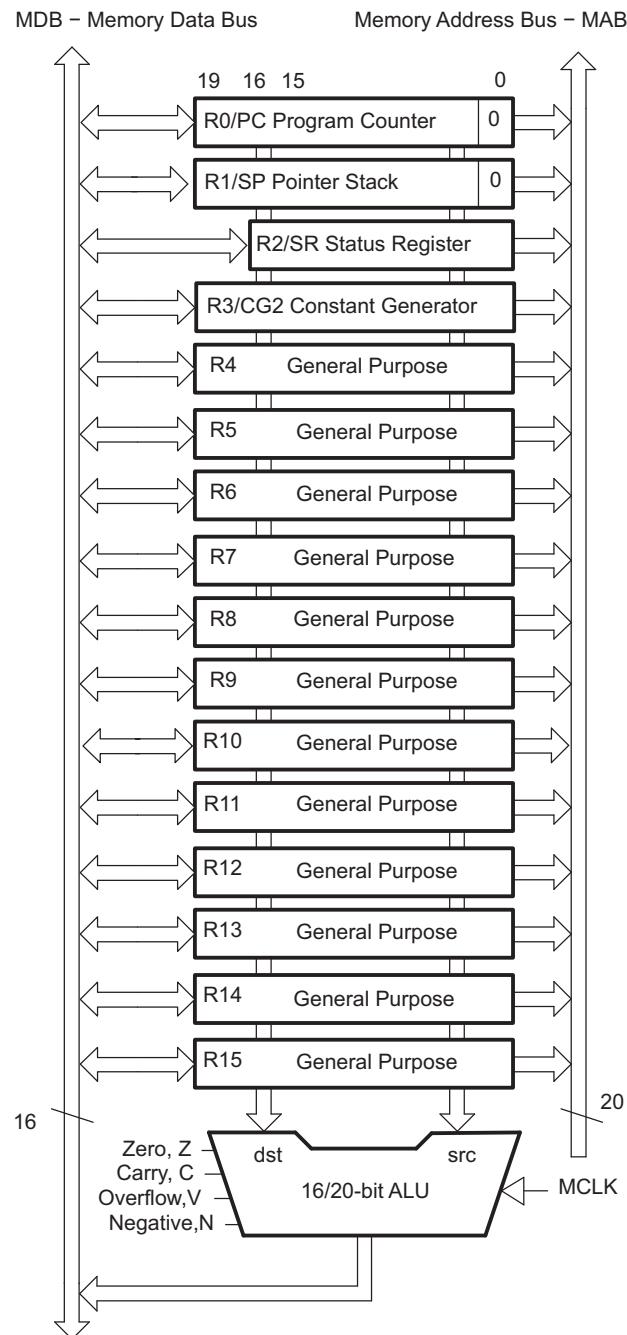
## 4.1 MSP430X CPU (CPUX) Introduction

The MSP430X CPU incorporates features specifically designed for modern programming techniques, such as calculated branching, table processing, and the use of high-level languages such as C. The MSP430X CPU can address a 1MB address range without paging. The MSP430X CPU is completely backward compatible with the MSP430 CPU.

The MSP430X CPU features include:

- RISC architecture
- Orthogonal architecture
- Full register access including program counter (PC), status register (SR), and stack pointer (SP)
- Single-cycle register operations
- Large register file reduces fetches to memory.
- 20-bit address bus allows direct access and branching throughout the entire memory range without paging.
- 16-bit data bus allows direct manipulation of word-wide arguments.
- Constant generator provides the six most often used immediate values and reduces code size.
- Direct memory-to-memory transfers without intermediate register holding
- Byte, word, and 20-bit address-word addressing

The block diagram of the MSP430X CPU is shown in [Figure 4-1](#).



**Figure 4-1. MSP430X CPU Block Diagram**

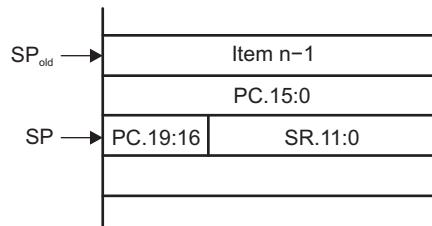
## 4.2 Interrupts

The MSP430X has the following interrupt structure:

- Vectored interrupts with no polling necessary
- Interrupt vectors are located downward from address 0FFEh.

The interrupt vectors contain 16-bit addresses that point into the lower 64KB memory. This means all interrupt handlers must start in the lower 64KB memory.

During an interrupt, the program counter (PC) and the status register (SR) are pushed onto the stack as shown in [Figure 4-2](#). The MSP430X architecture stores the complete 20-bit PC value efficiently by appending the PC bits 19:16 to the stored SR value automatically on the stack. When the RETI instruction is executed, the full 20-bit PC is restored making return from interrupt to any address in the memory range possible.



**Figure 4-2. PC Storage on the Stack for Interrupts**

## 4.3 CPU Registers

The CPU incorporates 16 registers (R0 through R15). Registers R0, R1, R2, and R3 have dedicated functions. Registers R4 through R15 are working registers for general use.

### 4.3.1 Program Counter (PC)

The 20-bit Program Counter (PC, also called R0) points to the next instruction to be executed. Each instruction uses an even number of bytes (2, 4, 6, or 8 bytes), and the PC is incremented accordingly. Instruction accesses are performed on word boundaries, and the PC is aligned to even addresses. [Figure 4-3](#) shows the PC.



**Figure 4-3. Program Counter**

The PC can be addressed with all instructions and addressing modes. A few examples:

```
MOV.W #LABEL,PC ; Branch to address LABEL (lower 64KB)

MOVA #LABEL,PC ; Branch to address LABEL (1MB memory)

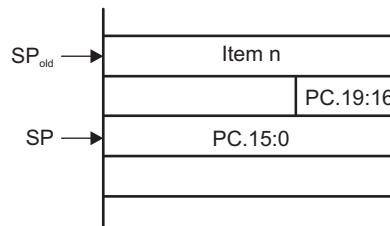
MOV.W LABEL,PC ; Branch to address in word LABEL
; (lower 64KB)

MOV.W @R14,PC ; Branch indirect to address in
; R14 (lower 64KB)

ADDA #4,PC ; Skip two words (1MB memory)
```

The BR and CALL instructions reset the upper four PC bits to 0. Only addresses in the lower 64KB address range can be reached with the BR or CALL instruction. When branching or calling, addresses beyond the lower 64KB range can only be reached using the BRA or CALLA instructions. Also, any instruction to directly modify the PC does so according to the used addressing mode. For example, `MOV.W #value,PC` clears the upper four bits of the PC, because it is a .W instruction.

The PC is automatically stored on the stack with CALL (or CALLA) instructions and during an interrupt service routine. [Figure 4-4](#) shows the storage of the PC with the return address after a CALLA instruction. A CALL instruction stores only bits 15:0 of the PC.



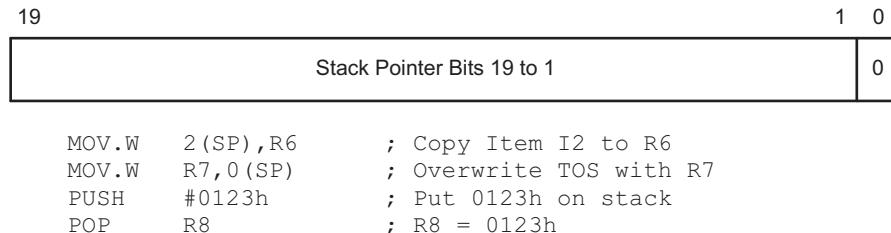
**Figure 4-4. PC Storage on the Stack for CALLA**

The RETA instruction restores bits 19:0 of the PC and adds 4 to the stack pointer (SP). The RET instruction restores bits 15:0 to the PC and adds 2 to the SP.

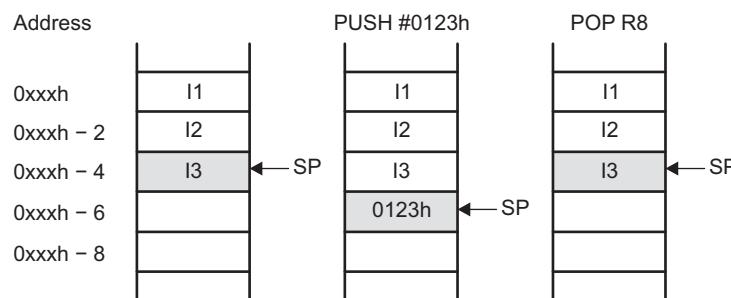
### 4.3.2 Stack Pointer (SP)

The 20-bit Stack Pointer (SP, also called R1) is used by the CPU to store the return addresses of subroutine calls and interrupts. It uses a predecrement, postincrement scheme. In addition, the SP can be used by software with all instructions and addressing modes. [Figure 4-5](#) shows the SP. The SP is initialized into RAM by the user, and is always aligned to even addresses.

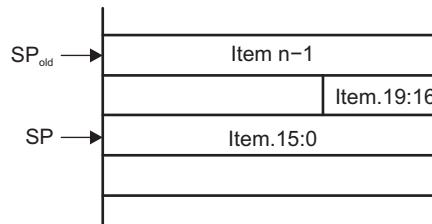
Figure 4-6 shows the stack usage. Figure 4-7 shows the stack usage when 20-bit address words are pushed.



**Figure 4-5. Stack Pointer**



**Figure 4-6. Stack Usage**



**Figure 4-7. PUSHX.A Format on the Stack**

The special cases of using the SP as an argument to the PUSH and POP instructions are described and shown in Figure 4-8.



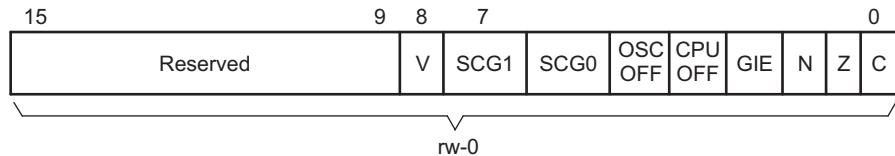
The stack pointer is changed after a PUSH SP instruction.

The stack pointer is not changed after a POP SP instruction. The POP SP instruction places  $SP_1$  into the stack pointer SP ( $SP_2 = SP_1$ )

**Figure 4-8. PUSH SP, POP SP Sequence**

### 4.3.3 Status Register (SR)

The 16-bit Status Register (SR, also called R2), used as a source or destination register, can only be used in register mode addressed with word instructions. The remaining combinations of addressing modes are used to support the constant generator. [Figure 4-9](#) shows the SR bits. Do not write 20-bit values to the SR. Unpredictable operation can result.



**Figure 4-9. SR Bits**

[Table 4-1](#) describes the SR bits.

**Table 4-1. SR Bit Description**

Bit	Description
Reserved	Reserved
V	Overflow. This bit is set when the result of an arithmetic operation overflows the signed-variable range.  ADD(.B), ADDX(.B,.A), ADDC(.B), ADCX(.B.A), ADDA  SUB(.B), SUBX(.B,.A), SUBC(.B), SUBCX(.B,.A), SUBA, CMP(.B), CMPX(.B,.A), CMPA
SCG1	System clock generator 1. This bit may be used to enable or disable functions in the clock system depending on the device family; for example, DCO bias enable or disable.
SCG0	System clock generator 0. This bit may be used to enable or disable functions in the clock system depending on the device family; for example, FLL enable or disable.
OSCOFF	Oscillator off. When this bit is set, it turns off the LFXT1 crystal oscillator when LFXT1CLK is not used for MCLK or SMCLK. In FRAM devices, CPUOFF must be 1 to disable the crystal oscillator.
CPUOFF	CPU off. When this bit is set, it turns off the CPU and requests a low-power mode according to the settings of bits OSCOFF, SCG0, and SCG1.
GIE	General interrupt enable. When this bit is set, it enables maskable interrupts. When it is reset, all maskable interrupts are disabled.
N	Negative. This bit is set when the result of an operation is negative and cleared when the result is positive.
Z	Zero. This bit is set when the result of an operation is 0 and cleared when the result is not 0.
C	Carry. This bit is set when the result of an operation produced a carry and cleared when no carry occurred.

---

**NOTE:** Bit manipulations of the SR should be done by the following instructions: MOV, BIS, and BIC.

---

#### 4.3.4 Constant Generator Registers (CG1 and CG2)

Six commonly-used constants are generated with the constant generator registers R2 (CG1) and R3 (CG2), without requiring an additional 16-bit word of program code. The constants are selected with the source register addressing modes (As), as described in [Table 4-2](#).

**Table 4-2. Values of Constant Generators CG1, CG2**

Register	As	Constant	Remarks
R2	00	–	Register mode
R2	01	(0)	Absolute address mode
R2	10	00004h	+4, bit processing
R2	11	00008h	+8, bit processing
R3	00	00000h	0, word processing
R3	01	00001h	+1
R3	10	00002h	+2, bit processing
R3	11	FFh, FFFFh, FFFFFh	-1, word processing

The constant generator advantages are:

- No special instructions required
- No additional code word for the six constants
- No code memory access required to retrieve the constant

The assembler uses the constant generator automatically if one of the six constants is used as an immediate source operand. Registers R2 and R3, used in the constant mode, cannot be addressed explicitly; they act as source-only registers.

##### 4.3.4.1 Constant Generator – Expanded Instruction Set

The RISC instruction set of the MSP430 has only 27 instructions. However, the constant generator allows the MSP430 assembler to support 24 additional emulated instructions. For example, the single-operand instruction:

```
CLR dst
```

is emulated by the double-operand instruction with the same length:

```
MOV R3,dst
```

where the #0 is replaced by the assembler, and R3 is used with As = 00.

```
INC dst
```

is replaced by:

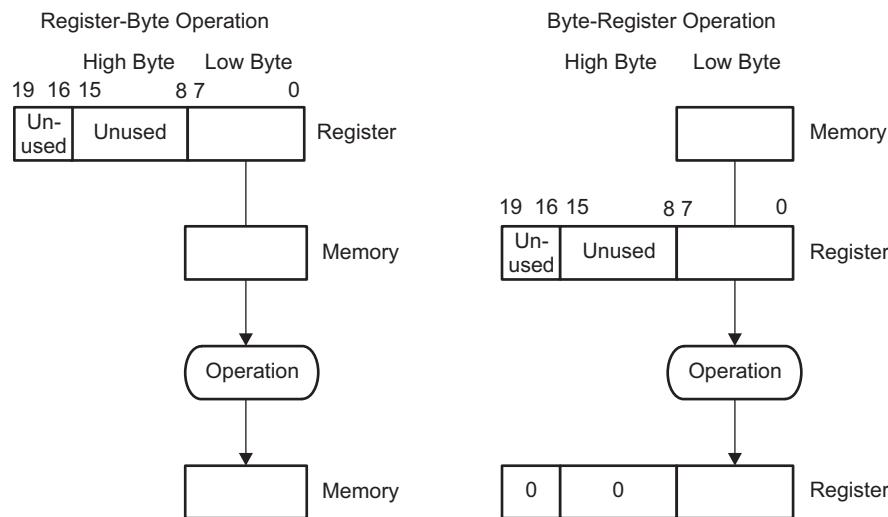
```
ADD #1,dst
```

#### 4.3.5 General-Purpose Registers (R4 to R15)

The 12 CPU registers (R4 to R15) contain 8-bit, 16-bit, or 20-bit values. Any byte-write to a CPU register clears bits 19:8. Any word-write to a register clears bits 19:16. The only exception is the SXT instruction. The SXT instruction extends the sign through the complete 20-bit register.

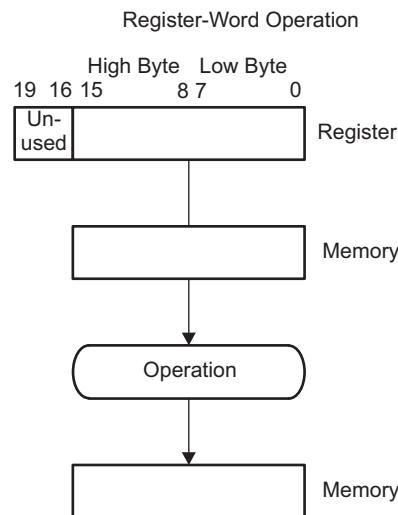
[Figure 4-10](#) through [Figure 4-14](#) show the handling of byte, word, and address-word data. Note the reset of the leading most significant bits (MSBs) if a register is the destination of a byte or word instruction.

[Figure 4-10](#) shows byte handling (8-bit data, .B suffix). The handling is shown for a source register and a destination memory byte and for a source memory byte and a destination register.

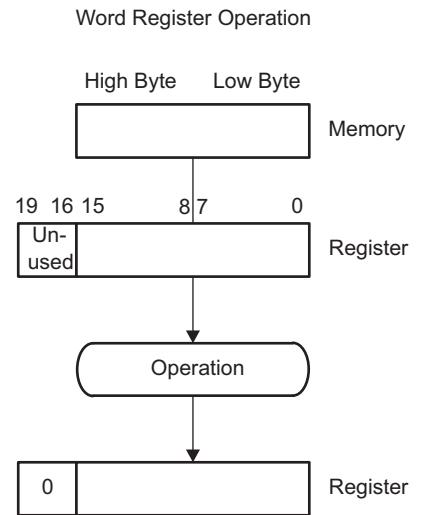


**Figure 4-10. Register-Byte and Byte-Register Operation**

[Figure 4-11](#) and [Figure 4-12](#) show 16-bit word handling (.W suffix). The handling is shown for a source register and a destination memory word and for a source memory word and a destination register.

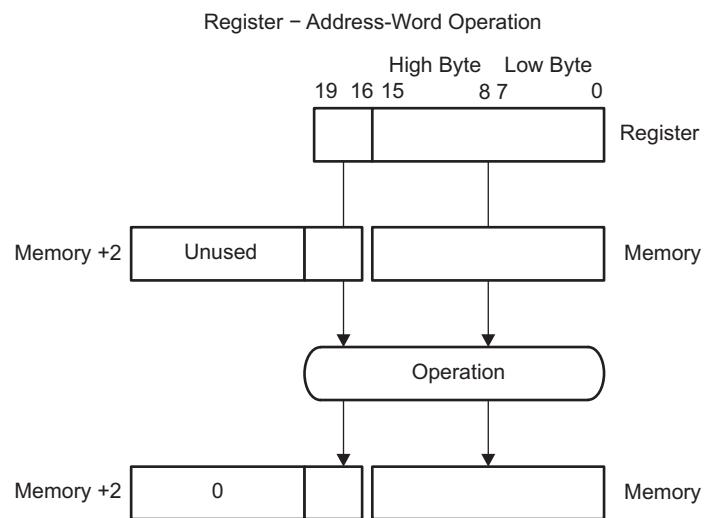


**Figure 4-11. Register-Word Operation**

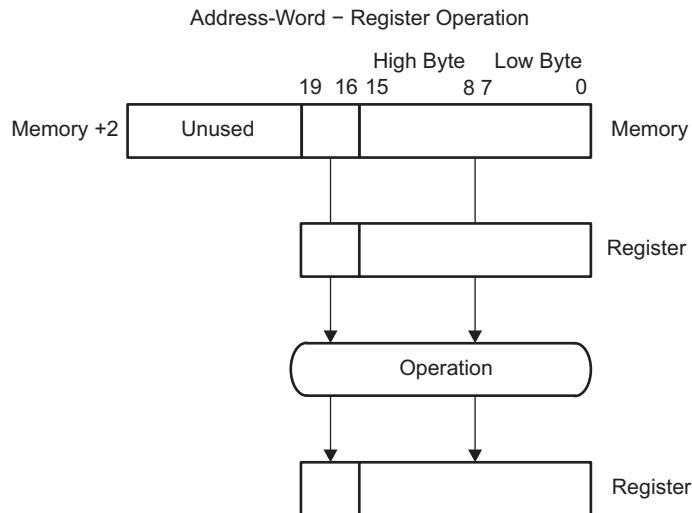


**Figure 4-12. Word-Register Operation**

[Figure 4-13](#) and [Figure 4-14](#) show 20-bit address-word handling (.A suffix). The handling is shown for a source register and a destination memory address-word and for a source memory address-word and a destination register.



**Figure 4-13. Register – Address-Word Operation**



**Figure 4-14. Address-Word – Register Operation**

#### 4.4 Addressing Modes

Seven addressing modes for the source operand and four addressing modes for the destination operand use 16-bit or 20-bit addresses (see [Table 4-3](#)). The MSP430 and MSP430X instructions are usable throughout the entire 1MB memory range.

**Table 4-3. Source and Destination Addressing**

As, Ad	Addressing Mode	Syntax	Description
00, 0	Register	Rn	Register contents are operand.
01, 1	Indexed	X(Rn)	(Rn + X) points to the operand. X is stored in the next word, or stored in combination of the preceding extension word and the next word.
01, 1	Symbolic	ADDR	(PC + X) points to the operand. X is stored in the next word, or stored in combination of the preceding extension word and the next word. Indexed mode X(PC) is used.
01, 1	Absolute	&ADDR	The word following the instruction contains the absolute address. X is stored in the next word, or stored in combination of the preceding extension word and the next word. Indexed mode X(SR) is used.
10, –	Indirect Register	@Rn	Rn is used as a pointer to the operand.
11, –	Indirect Autoincrement	@Rn+	Rn is used as a pointer to the operand. Rn is incremented afterwards by 1 for .B instructions, by 2 for .W instructions, and by 4 for .A instructions.
11, –	Immediate	#N	N is stored in the next word, or stored in combination of the preceding extension word and the next word. Indirect autoincrement mode @PC+ is used.

The seven addressing modes are explained in detail in the following sections. Most of the examples show the same addressing mode for the source and destination, but any valid combination of source and destination addressing modes is possible in an instruction.

---

**NOTE: Use of Labels EDE, TONI, TOM, and LEO**

Throughout MSP430 documentation, EDE, TONI, TOM, and LEO are used as generic labels. They are only labels and have no special meaning.

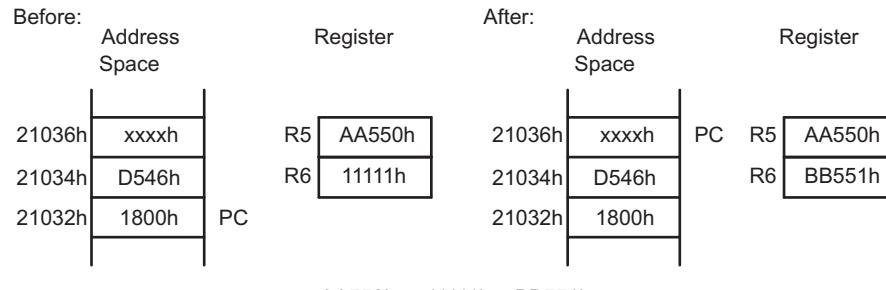
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#### 4.4.1 Register Mode

Operation:	The operand is the 8-, 16-, or 20-bit content of the used CPU register.
Length:	One, two, or three words
Comment:	Valid for source and destination
Byte operation:	Byte operation reads only the eight least significant bits (LSBs) of the source register Rsrc and writes the result to the eight LSBs of the destination register Rdst. The bits Rdst.19:8 are cleared. The register Rsrc is not modified.
Word operation:	Word operation reads the 16 LSBs of the source register Rsrc and writes the result to the 16 LSBs of the destination register Rdst. The bits Rdst.19:16 are cleared. The register Rsrc is not modified.
Address-word operation:	Address-word operation reads the 20 bits of the source register Rsrc and writes the result to the 20 bits of the destination register Rdst. The register Rsrc is not modified
SXT exception:	The SXT instruction is the only exception for register operation. The sign of the low byte in bit 7 is extended to the bits Rdst.19:8.
Example:	<pre>BIS.W R5,R6 ;</pre> <p>This instruction logically ORs the 16-bit data contained in R5 with the 16-bit contents of R6. R6.19:16 is cleared.</p>



Example:	<pre>BISX.A R5,R6 ;</pre> <p>This instruction logically ORs the 20-bit data contained in R5 with the 20-bit contents of R6.</p> <p>The extension word contains the A/L bit for 20-bit data. The instruction word uses byte mode with bits A/L:B/W = 01. The result of the instruction is:</p>
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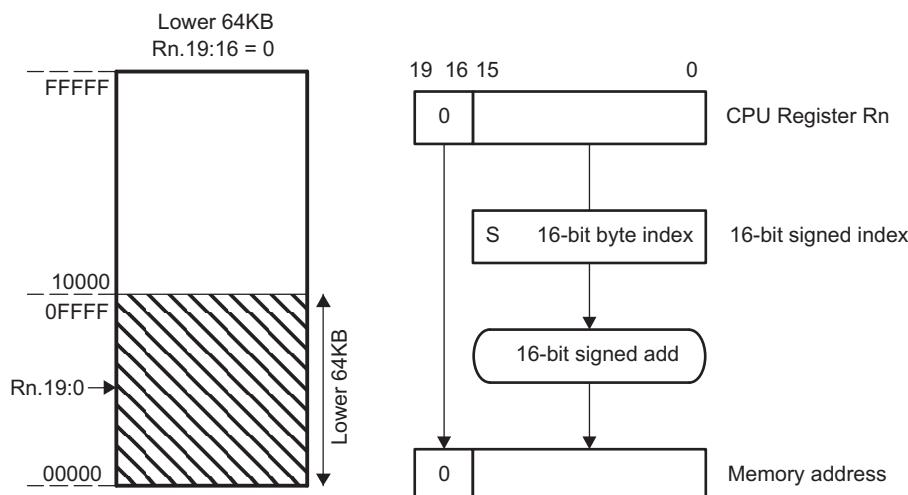
#### 4.4.2 Indexed Mode

The Indexed mode calculates the address of the operand by adding the signed index to a CPU register. The Indexed mode has four addressing possibilities:

- MSP430 instruction with Indexed mode in lower 64KB memory (see [Section 4.4.2.1](#))
- MSP430 instruction with Indexed mode addressing memory above the lower 64KB memory (see [Section 4.4.2.2](#))
- MSP430X instruction with Indexed mode (see [Section 4.4.2.3](#))
- MSP430X address instructions with Indexed mode (see [Section 4.4.2.4](#))

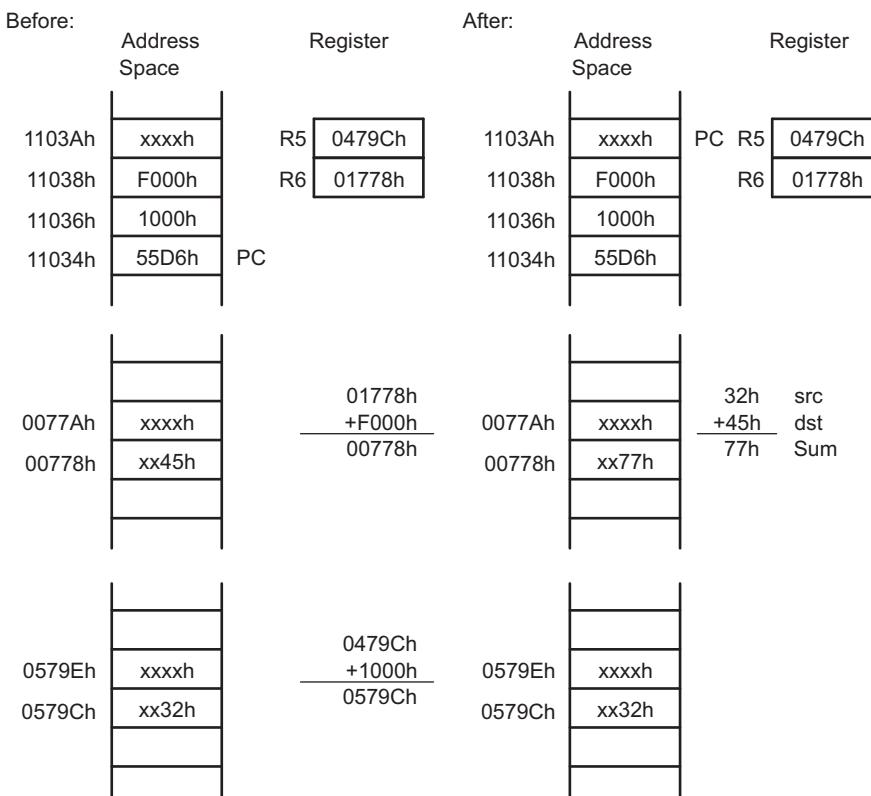
##### 4.4.2.1 MSP430 Instruction With Indexed Mode in Lower 64KB Memory

If the CPU register Rn points to an address in the lower 64KB of the memory range, the calculated memory address bits 19:16 are cleared after the addition of the CPU register Rn and the signed 16-bit index. This means the calculated memory address is always located in the lower 64KB and does not overflow or underflow out of the lower 64KB memory space. The RAM and the peripheral registers can be accessed this way and existing MSP430 software is usable without modifications as shown in [Figure 4-15](#).



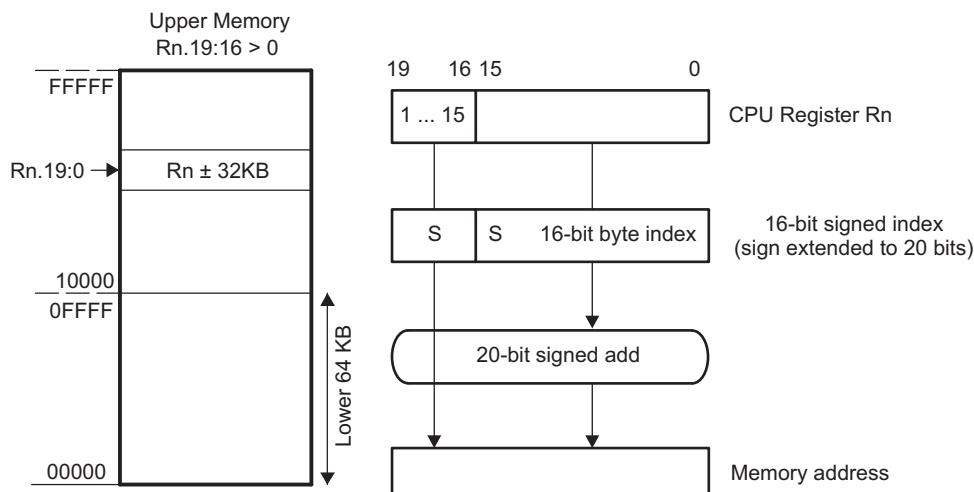
**Figure 4-15. Indexed Mode in Lower 64KB**

Length:	Two or three words
Operation:	The signed 16-bit index is located in the next word after the instruction and is added to the CPU register Rn. The resulting bits 19:16 are cleared giving a truncated 16-bit memory address, which points to an operand address in the range 00000h to 0FFFFh. The operand is the content of the addressed memory location.
Comment:	Valid for source and destination. The assembler calculates the register index and inserts it.
Example:	<code>ADD.B 1000h (R5), 0F000h (R6);</code> This instruction adds the 8-bit data contained in source byte 1000h(R5) and the destination byte 0F000h(R6) and places the result into the destination byte. Source and destination bytes are both located in the lower 64KB due to the cleared bits 19:16 of registers R5 and R6.
Source:	The byte pointed to by R5 + 1000h results in address 0479Ch + 1000h = 0579Ch after truncation to a 16-bit address.
Destination:	The byte pointed to by R6 + F000h results in address 01778h + F000h = 00778h after truncation to a 16-bit address.

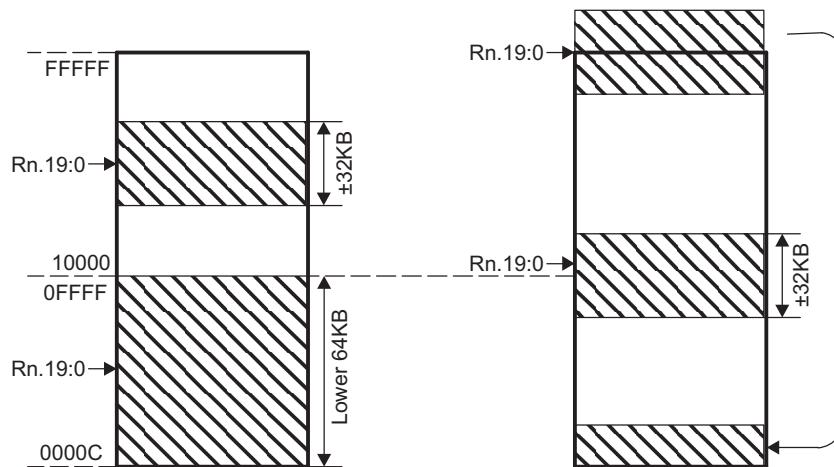


#### 4.4.2.2 MSP430 Instruction With Indexed Mode in Upper Memory

If the CPU register Rn points to an address above the lower 64KB memory, the Rn bits 19:16 are used for the address calculation of the operand. The operand may be located in memory in the range  $Rn \pm 32KB$ , because the index, X, is a signed 16-bit value. In this case, the address of the operand can overflow or underflow into the lower 64KB memory space (see [Figure 4-16](#) and [Figure 4-17](#)).

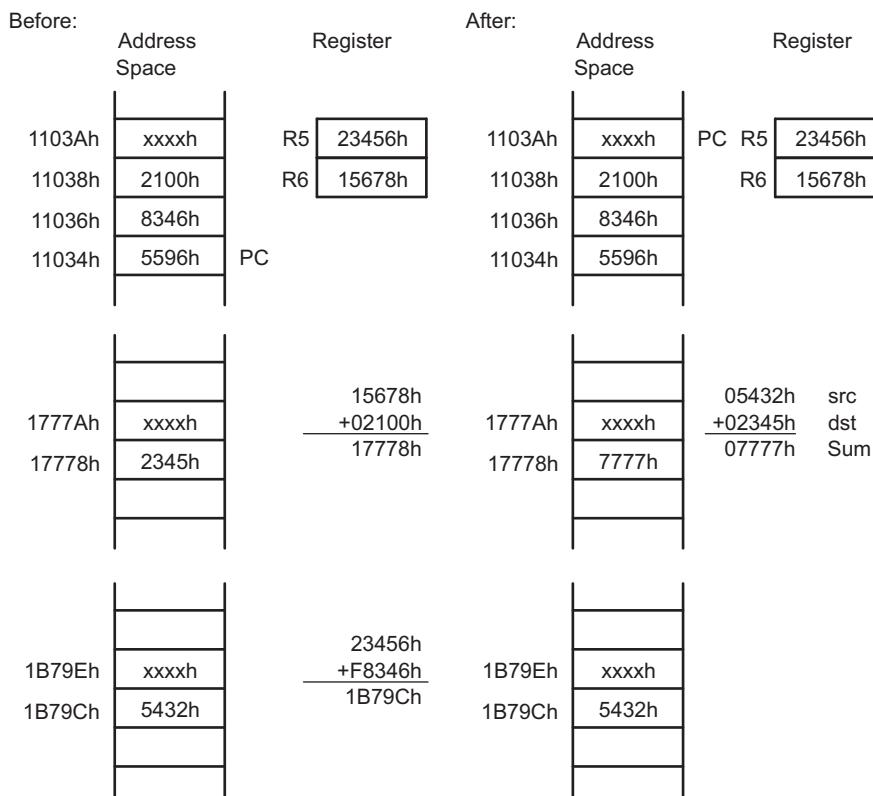


**Figure 4-16. Indexed Mode in Upper Memory**



**Figure 4-17. Overflow and Underflow for Indexed Mode**

Length:	Two or three words
Operation:	The sign-extended 16-bit index in the next word after the instruction is added to the 20 bits of the CPU register Rn. This delivers a 20-bit address, which points to an address in the range 0 to FFFFFh. The operand is the content of the addressed memory location.
Comment:	Valid for source and destination. The assembler calculates the register index and inserts it.
Example:	ADD.W 8346h(R5),2100h(R6) ; This instruction adds the 16-bit data contained in the source and the destination addresses and places the 16-bit result into the destination. Source and destination operand can be located in the entire address range.
Source:	The word pointed to by R5 + 8346h. The negative index 8346h is sign extended, which results in address 23456h + F8346h = 1B79Ch.
Destination:	The word pointed to by R6 + 2100h results in address 15678h + 2100h = 17778h.



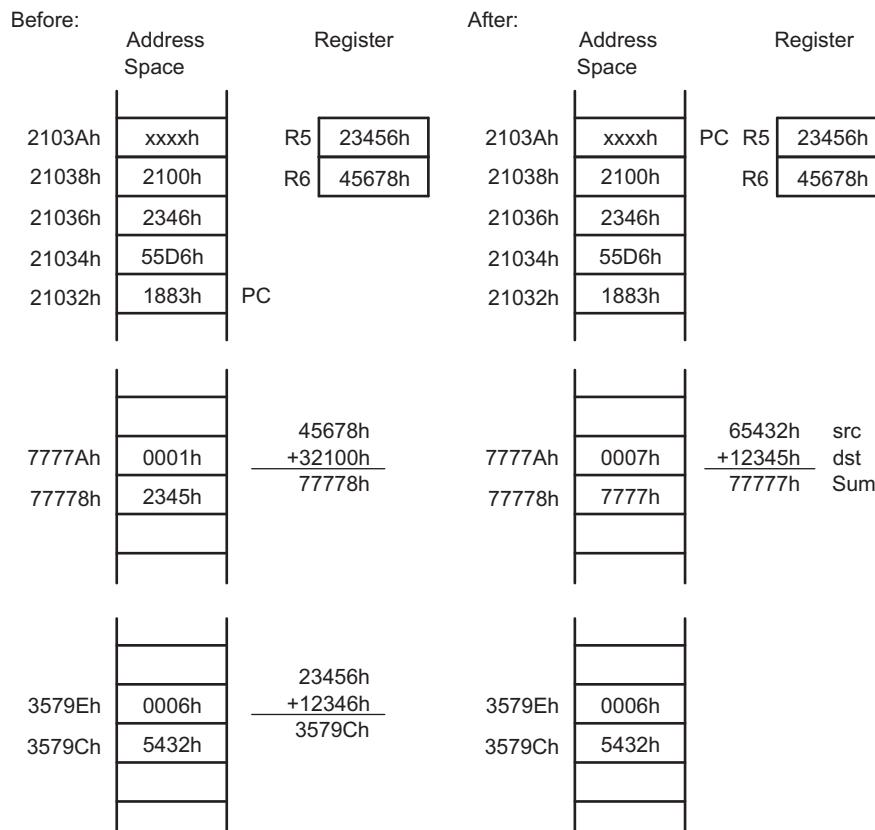
**Figure 4-18. Example for Indexed Mode**

#### 4.4.2.3 MSP430X Instruction With Indexed Mode

When using an MSP430X instruction with Indexed mode, the operand can be located anywhere in the range of  $Rn + 19$  bits.

Length:	Three or four words
Operation:	The operand address is the sum of the 20-bit CPU register content and the 20-bit index. The 4 MSBs of the index are contained in the extension word; the 16 LSBs are contained in the word following the instruction. The CPU register is not modified
Comment:	Valid for source and destination. The assembler calculates the register index and inserts it.
Example:	ADDX.A 12346h(R5),32100h(R6); This instruction adds the 20-bit data contained in the source and the destination addresses and places the result into the destination.
Source:	Two words pointed to by $R5 + 12346h$ which results in address $23456h + 12346h = 3579Ch$ .
Destination:	Two words pointed to by $R6 + 32100h$ which results in address $45678h + 32100h = 77778h$ .

The extension word contains the MSBs of the source index and of the destination index and the A/L bit for 20-bit data. The instruction word uses byte mode due to the 20-bit data length with bits A/L:B/W = 01.



#### 4.4.2.4 MSP430X Address Instructions With Indexed Mode

When using an MSP430X Address Instruction with Indexed mode, the operand is located in memory in the range  $Rn \pm 32KB$ , because the index, X, is a signed 16-bit value.

- Length:** Two words  
**Operation:** The sign-extended 16-bit index in the next word after the instruction is added to the 20 bits of the CPU register Rn. This delivers a 20-bit address, which points to an address in the range 0 to FFFFFh. The operand is the content of the addressed memory location.  
**Comment:** Valid for source and destination. The assembler calculates the register index and inserts it.  
**Example:** MOVA 8002h(R5),R6 ; // R5 = 0x100  
 This instruction loads the 20-bit data contained in the source address into destination register.  
**Source:** Two words pointed to by R5 + 8002h and R5 + 8002h + 2h which results in address 00100h + F8002h (+2h) = F8102h and F8104h.  
**Destination:** Register R6

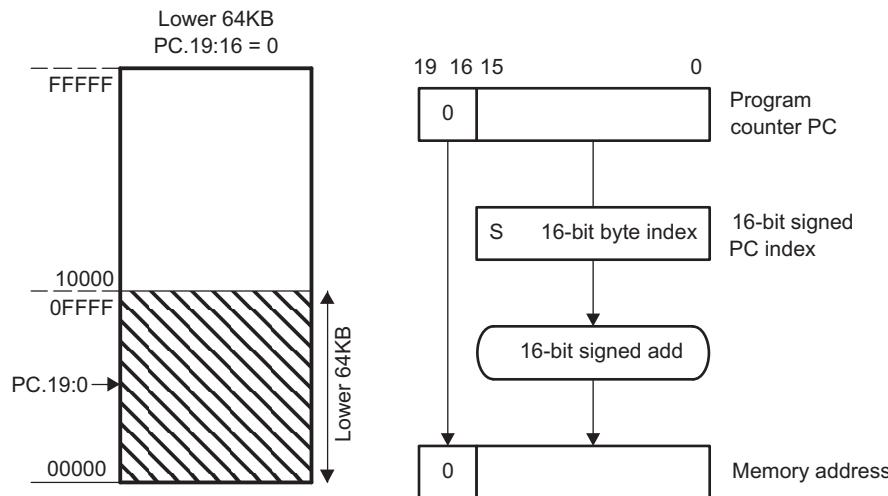
#### 4.4.3 Symbolic Mode

The Symbolic mode calculates the address of the operand by adding the signed index to the PC. The Symbolic mode has three addressing possibilities:

- Symbolic mode in lower 64KB of memory
- MSP430 instruction with Symbolic mode addressing memory above the lower 64KB of memory.
- MSP430X instruction with Symbolic mode

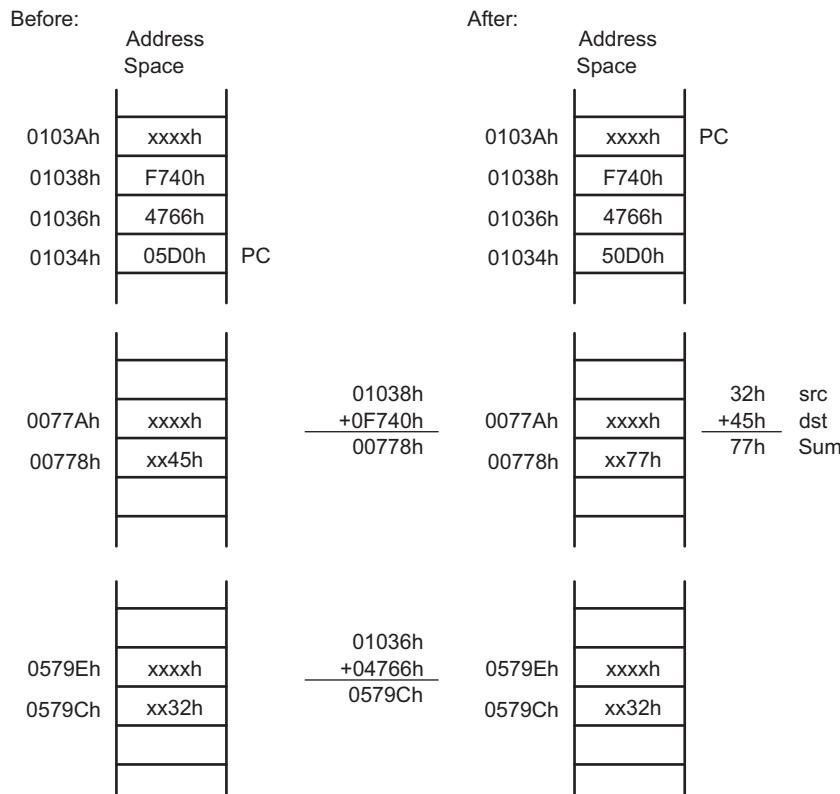
##### 4.4.3.1 Symbolic Mode in Lower 64KB

If the PC points to an address in the lower 64KB of the memory range, the calculated memory address bits 19:16 are cleared after the addition of the PC and the signed 16-bit index. This means the calculated memory address is always located in the lower 64KB and does not overflow or underflow out of the lower 64KB memory space. The RAM and the peripheral registers can be accessed this way and existing MSP430 software is usable without modifications as shown in [Figure 4-19](#).



**Figure 4-19. Symbolic Mode Running in Lower 64KB**

Operation:	The signed 16-bit index in the next word after the instruction is added temporarily to the PC. The resulting bits 19:16 are cleared giving a truncated 16-bit memory address, which points to an operand address in the range 00000h to 0FFFFh. The operand is the content of the addressed memory location.
Length:	Two or three words
Comment:	Valid for source and destination. The assembler calculates the PC index and inserts it.
Example:	ADD.B EDE,TONI ;
	This instruction adds the 8-bit data contained in source byte EDE and destination byte TONI and places the result into the destination byte TONI. Bytes EDE and TONI and the program are located in the lower 64KB.
Source:	Byte EDE located at address 0579Ch, pointed to by PC + 4766h, where the PC index 4766h is the result of 0579Ch – 01036h = 04766h. Address 01036h is the location of the index for this example.
Destination:	Byte TONI located at address 00778h, pointed to by PC + F740h, is the truncated 16-bit result of 00778h – 1038h = FF740h. Address 01038h is the location of the index for this example.



#### 4.4.3.2 MSP430 Instruction With Symbolic Mode in Upper Memory

If the PC points to an address above the lower 64KB memory, the PC bits 19:16 are used for the address calculation of the operand. The operand may be located in memory in the range  $PC \pm 32KB$ , because the index, X, is a signed 16-bit value. In this case, the address of the operand can overflow or underflow into the lower 64KB memory space as shown in [Figure 4-20](#) and [Figure 4-21](#).

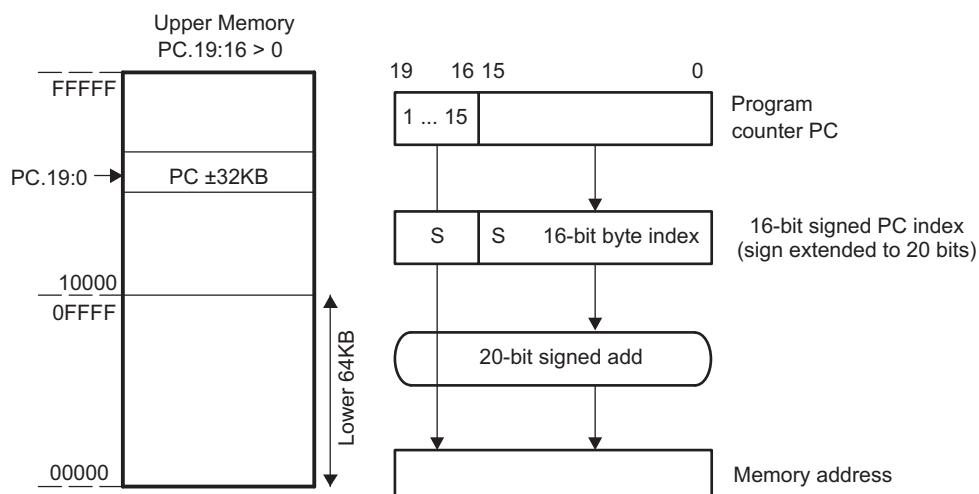
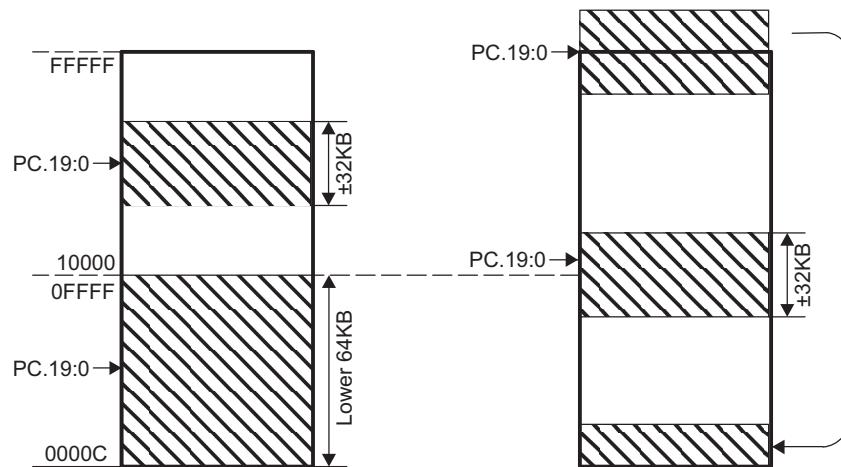
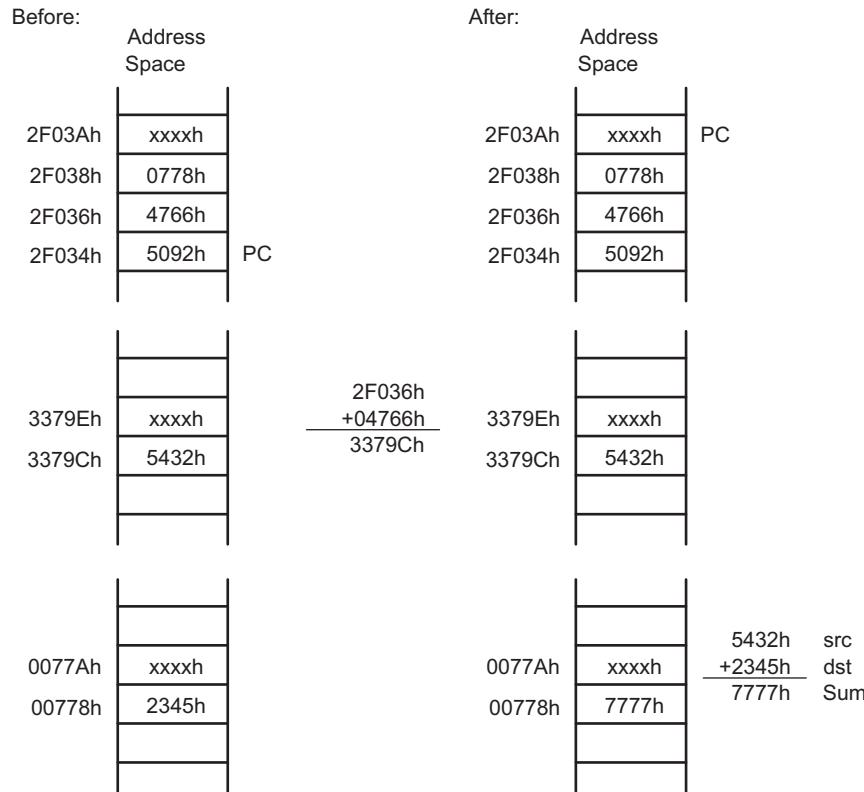


Figure 4-20. Symbolic Mode Running in Upper Memory



**Figure 4-21. Overflow and Underflow for Symbolic Mode**

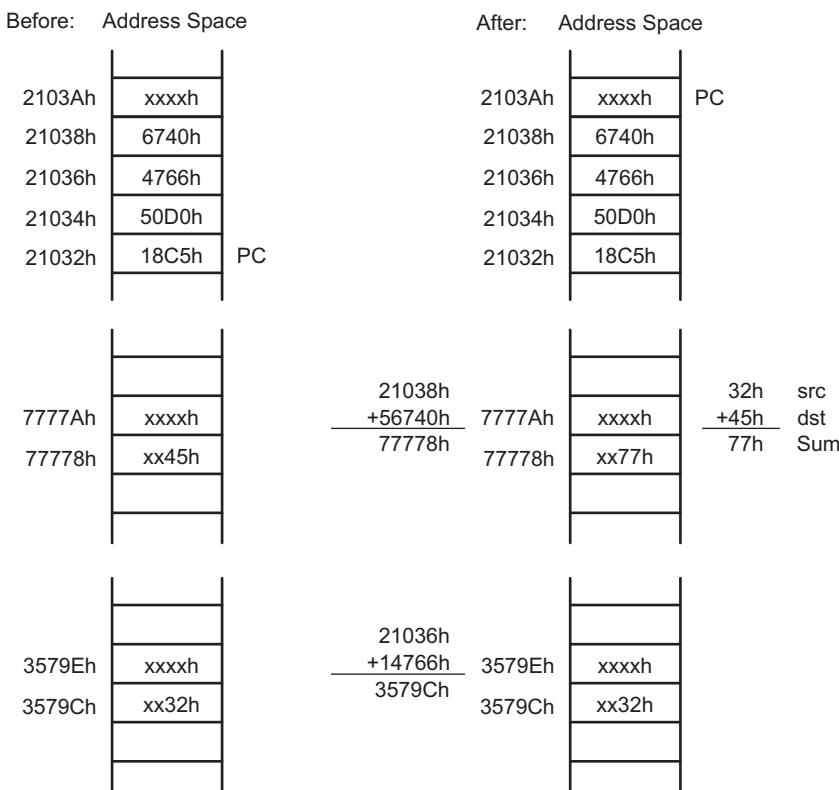
Length:	Two or three words
Operation:	The sign-extended 16-bit index in the next word after the instruction is added to the 20 bits of the PC. This delivers a 20-bit address, which points to an address in the range 0 to FFFFh. The operand is the content of the addressed memory location.
Comment:	Valid for source and destination. The assembler calculates the PC index and inserts it
Example:	<pre>ADD.W EDE, &amp;TONI ;</pre> This instruction adds the 16-bit data contained in source word EDE and destination word TONI and places the 16-bit result into the destination word TONI. For this example, the instruction is located at address 2F034h.
Source:	Word EDE at address 3379Ch, pointed to by PC + 4766h, which is the 16-bit result of $3379Ch - 2F036h = 04766h$ . Address 2F036h is the location of the index for this example.
Destination:	Word TONI located at address 00778h pointed to by the absolute address 00778h



#### 4.4.3.3 MSP430X Instruction With Symbolic Mode

When using an MSP430X instruction with Symbolic mode, the operand can be located anywhere in the range of PC + 19 bits.

- Length: Three or four words
- Operation: The operand address is the sum of the 20-bit PC and the 20-bit index. The 4 MSBs of the index are contained in the extension word; the 16 LSBs are contained in the word following the instruction.
- Comment: Valid for source and destination. The assembler calculates the register index and inserts it.
- Example: `ADDX.B EDE,TONI ;`  
This instruction adds the 8-bit data contained in source byte EDE and destination byte TONI and places the result into the destination byte TONI.
- Source: Byte EDE located at address 3579Ch, pointed to by PC + 14766h, is the 20-bit result of 3579Ch – 21036h = 14766h. Address 21036h is the address of the index in this example.
- Destination: Byte TONI located at address 77778h, pointed to by PC + 56740h, is the 20-bit result of 77778h – 21038h = 56740h. Address 21038h is the address of the index in this example.



#### 4.4.4 Absolute Mode

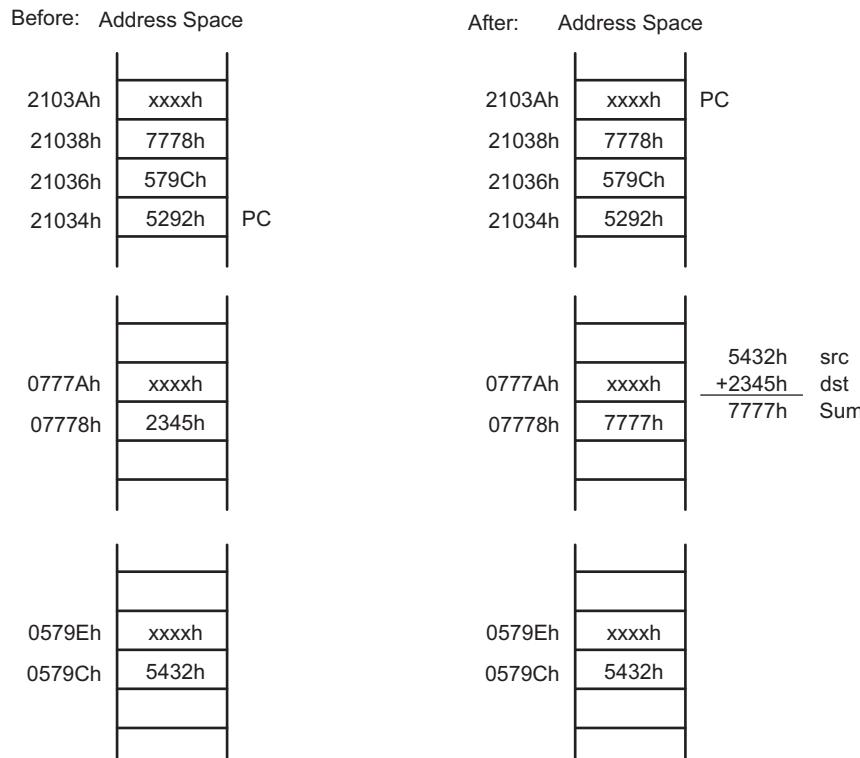
The Absolute mode uses the contents of the word following the instruction as the address of the operand. The Absolute mode has two addressing possibilities:

- Absolute mode in lower 64KB memory
- MSP430X instruction with Absolute mode

##### 4.4.4.1 Absolute Mode in Lower 64KB

If an MSP430 instruction is used with Absolute addressing mode, the absolute address is a 16-bit value and, therefore, points to an address in the lower 64KB of the memory range. The address is calculated as an index from 0 and is stored in the word following the instruction. The RAM and the peripheral registers can be accessed this way and existing MSP430 software is usable without modifications.

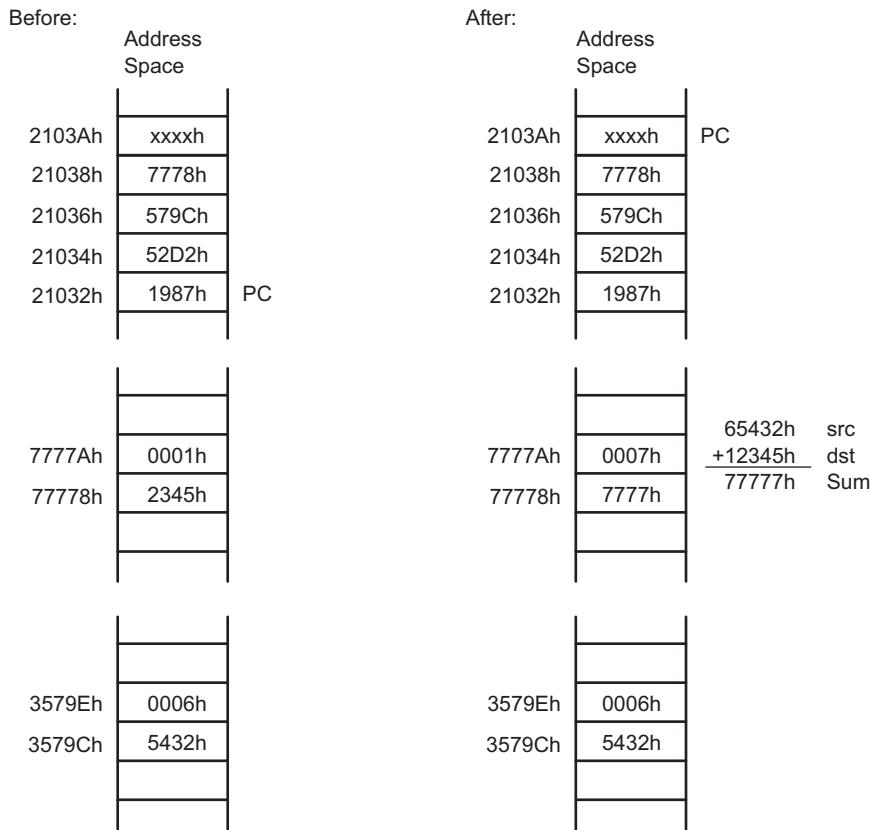
Length:	Two or three words
Operation:	The operand is the content of the addressed memory location.
Comment:	Valid for source and destination. The assembler calculates the index from 0 and inserts it.
Example:	ADD.W &EDE, &TONI ; This instruction adds the 16-bit data contained in the absolute source and destination addresses and places the result into the destination.
Source:	Word at address EDE
Destination:	Word at address TONI



#### 4.4.4.2 MSP430X Instruction With Absolute Mode

If an MSP430X instruction is used with Absolute addressing mode, the absolute address is a 20-bit value and, therefore, points to any address in the memory range. The address value is calculated as an index from 0. The 4 MSBs of the index are contained in the extension word, and the 16 LSBs are contained in the word following the instruction.

- Length: Three or four words  
 Operation: The operand is the content of the addressed memory location.  
 Comment: Valid for source and destination. The assembler calculates the index from 0 and inserts it.  
 Example: ADDX.A &EDE, &TONI ;  
           This instruction adds the 20-bit data contained in the absolute source and destination addresses and places the result into the destination.  
 Source: Two words beginning with address EDE  
 Destination: Two words beginning with address TONI



#### **4.4.5 Indirect Register Mode**

The Indirect Register mode uses the contents of the CPU register Rsrc as the source operand. The Indirect Register mode always uses a 20-bit address.

Length:

One, two, or three words

Operation:

The operand is the content the addressed memory location. The source register Rsrc is not modified.

Comment:

Valid only for the source operand. The substitute for the destination operand is 0(Rdst).

Example:

ADDX.W @R5,2100h(R6)

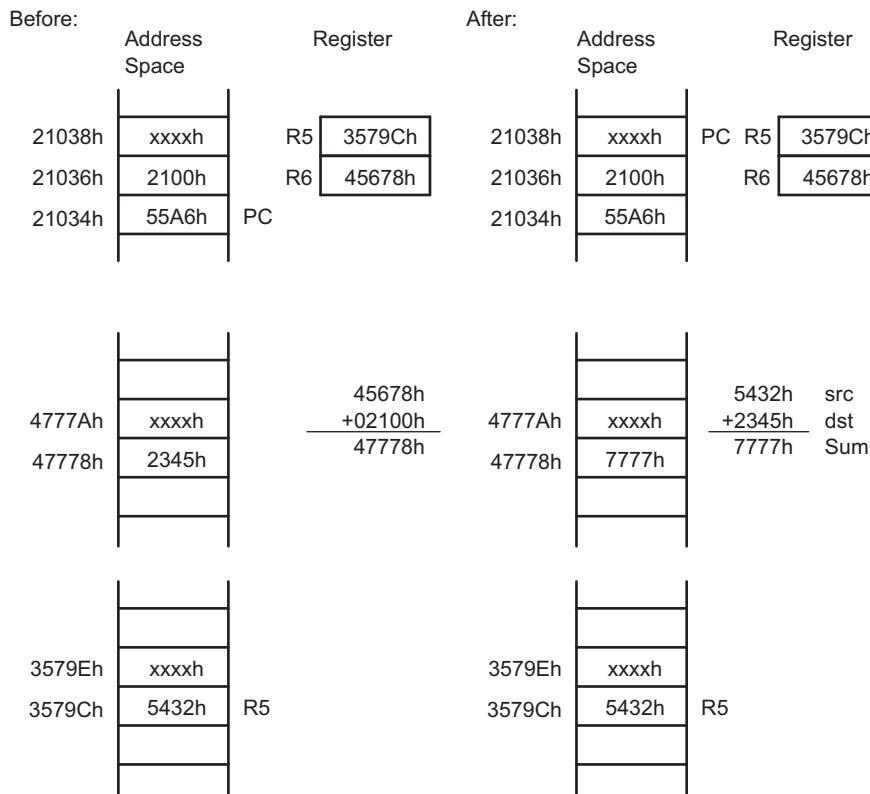
This instruction adds the two 16-bit operands contained in the source and the destination addresses and places the result into the destination.

Source:

Word pointed to by R5. R5 contains address 3579Ch for this example.

Destination:

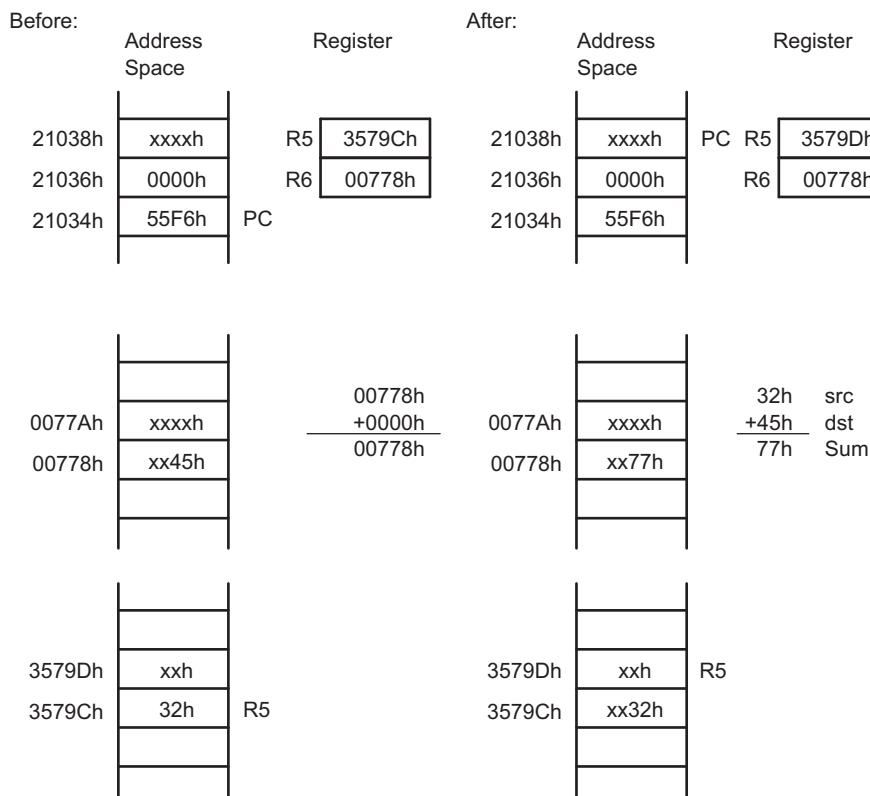
Word pointed to by R6 + 2100h, which results in address 45678h + 2100h = 7778h



#### 4.4.6 Indirect Autoincrement Mode

The Indirect Autoincrement mode uses the contents of the CPU register Rsrc as the source operand. Rsrc is then automatically incremented by 1 for byte instructions, by 2 for word instructions, and by 4 for address-word instructions immediately after accessing the source operand. If the same register is used for source and destination, it contains the incremented address for the destination access. Indirect Autoincrement mode always uses 20-bit addresses.

- |              |  |
|--------------|--|
| Length:      | One, two, or three words   |
| Operation:   | The operand is the content of the addressed memory location.   |
| Comment:     | Valid only for the source operand  |
| Example:     | ADD.B @R5+, 0 (R6)<br>This instruction adds the 8-bit data contained in the source and the destination addresses and places the result into the destination. |
| Source:      | Byte pointed to by R5. R5 contains address 3579Ch for this example.  |
| Destination: | Byte pointed to by R6 + 0h, which results in address 0778h for this example  |



#### 4.4.7 Immediate Mode

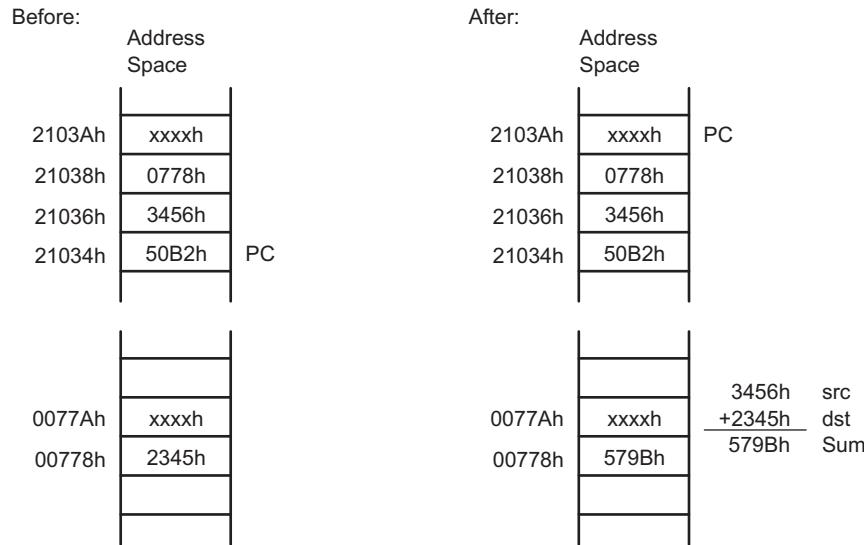
The Immediate mode allows accessing constants as operands by including the constant in the memory location following the instruction. The PC is used with the Indirect Autoincrement mode. The PC points to the immediate value contained in the next word. After the fetching of the immediate operand, the PC is incremented by 2 for byte, word, or address-word instructions. The Immediate mode has two addressing possibilities:

- 8-bit or 16-bit constants with MSP430 instructions
- 20-bit constants with MSP430X instruction

##### 4.4.7.1 MSP430 Instructions With Immediate Mode

If an MSP430 instruction is used with Immediate addressing mode, the constant is an 8- or 16-bit value and is stored in the word following the instruction.

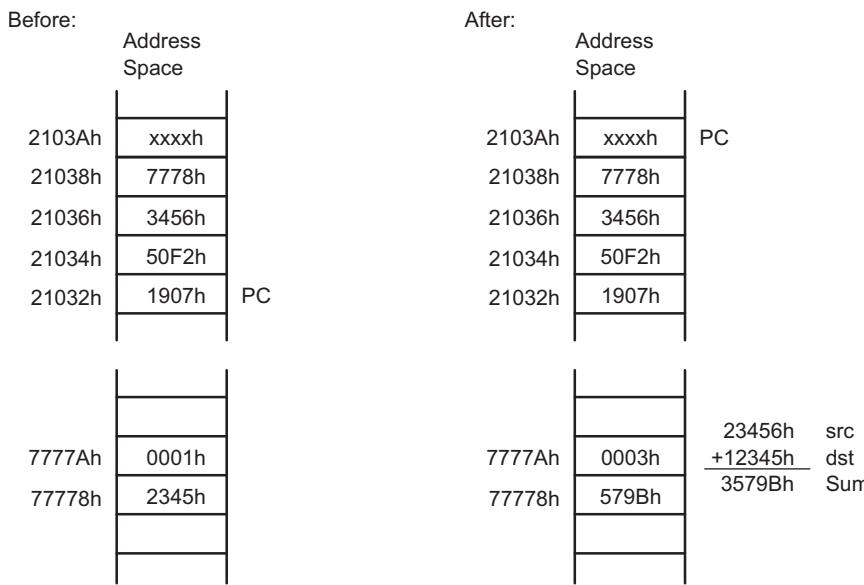
Length:	Two or three words. One word less if a constant of the constant generator can be used for the immediate operand.
Operation:	The 16-bit immediate source operand is used together with the 16-bit destination operand.
Comment:	Valid only for the source operand
Example:	ADD #3456h, &TONI
	This instruction adds the 16-bit immediate operand 3456h to the data in the destination address TONI.
Source:	16-bit immediate value 3456h
Destination:	Word at address TONI



#### 4.4.7.2 MSP430X Instructions With Immediate Mode

If an MSP430X instruction is used with Immediate addressing mode, the constant is a 20-bit value. The 4 MSBs of the constant are stored in the extension word, and the 16 LSBs of the constant are stored in the word following the instruction.

- Length: Three or four words. One word less if a constant of the constant generator can be used for the immediate operand.
- Operation: The 20-bit immediate source operand is used together with the 20-bit destination operand.
- Comment: Valid only for the source operand
- Example: `ADDX.A #23456h,&TONI ;`  
This instruction adds the 20-bit immediate operand 23456h to the data in the destination address TONI.
- Source: 20-bit immediate value 23456h
- Destination: Two words beginning with address TONI



## 4.5 MSP430 and MSP430X Instructions

MSP430 instructions are the 27 implemented instructions of the MSP430 CPU. These instructions are used throughout the 1MB memory range unless their 16-bit capability is exceeded. The MSP430X instructions are used when the addressing of the operands or the data length exceeds the 16-bit capability of the MSP430 instructions.

There are three possibilities when choosing between an MSP430 and MSP430X instruction:

- To use only the MSP430 instructions – The only exceptions are the CALLA and the RETA instruction. This can be done if a few, simple rules are met:
  - Place all constants, variables, arrays, tables, and data in the lower 64KB. This allows the use of MSP430 instructions with 16-bit addressing for all data accesses. No pointers with 20-bit addresses are needed.
  - Place subroutine constants immediately after the subroutine code. This allows the use of the symbolic addressing mode with its 16-bit index to reach addresses within the range of PC + 32KB.
- To use only MSP430X instructions – The disadvantages of this method are the reduced speed due to the additional CPU cycles and the increased program space due to the necessary extension word for any double-operand instruction.
- Use the best fitting instruction where needed.

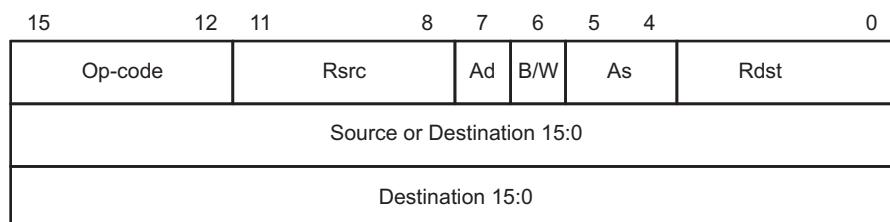
[Section 4.5.1](#) lists and describes the MSP430 instructions, and [Section 4.5.2](#) lists and describes the MSP430X instructions.

### 4.5.1 MSP430 Instructions

The MSP430 instructions can be used, regardless if the program resides in the lower 64KB or beyond it. The only exceptions are the instructions CALL and RET, which are limited to the lower 64KB address range. CALLA and RETA instructions have been added to the MSP430X CPU to handle subroutines in the entire address range with no code size overhead.

#### 4.5.1.1 MSP430 Double-Operand (Format I) Instructions

[Figure 4-22](#) shows the format of the MSP430 double-operand instructions. Source and destination words are appended for the Indexed, Symbolic, Absolute, and Immediate modes. [Table 4-4](#) lists the 12 MSP430 double-operand instructions.



**Figure 4-22. MSP430 Double-Operand Instruction Format**

**Table 4-4. MSP430 Double-Operand Instructions**

Mnemonic	S-Reg, D-Reg	Operation	Status Bits <sup>(1)</sup>			
			V	N	Z	C
MOV (.B)	src,dst	src → dst	—	—	—	—
ADD (.B)	src,dst	src + dst → dst	*	*	*	*
ADDC (.B)	src,dst	src + dst + C → dst	*	*	*	*
SUB (.B)	src,dst	dst + .not/src + 1 → dst	*	*	*	*
SUBC (.B)	src,dst	dst + .not/src + C → dst	*	*	*	*
CMP (.B)	src,dst	dst - src	*	*	*	*
DADD (.B)	src,dst	src + dst + C → dst (decimally)	*	*	*	*
BIT (.B)	src,dst	src .and. dst	0	*	*	—
BIC (.B)	src,dst	.not/src .and. dst → dst	—	—	—	—
BIS (.B)	src,dst	src .or. dst → dst	—	—	—	—
XOR (.B)	src,dst	src .xor. dst → dst	*	*	*	—
AND (.B)	src,dst	src .and. dst → dst	0	*	*	—

<sup>(1)</sup> \* = Status bit is affected.

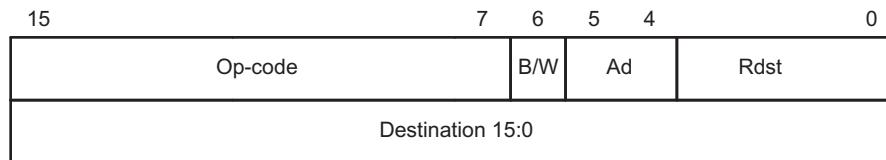
— = Status bit is not affected.

0 = Status bit is cleared.

1 = Status bit is set.

#### 4.5.1.2 MSP430 Single-Operand (Format II) Instructions

Figure 4-23 shows the format for MSP430 single-operand instructions, except RETI. The destination word is appended for the Indexed, Symbolic, Absolute, and Immediate modes. Table 4-5 lists the seven single-operand instructions.

**Figure 4-23. MSP430 Single-Operand Instructions****Table 4-5. MSP430 Single-Operand Instructions**

Mnemonic	S-Reg, D-Reg	Operation	Status Bits <sup>(1)</sup>			
			V	N	Z	C
RRC (.B)	dst	C → MSB →.....LSB → C	0	*	*	*
RRA (.B)	dst	MSB → MSB →....LSB → C	0	*	*	*
PUSH (.B)	src	SP - 2 → SP, src → SP	—	—	—	—
SWPB	dst	bit 15...bit 8 ↔ bit 7...bit 0	—	—	—	—
CALL	dst	Call subroutine in lower 64KB	—	—	—	—
RETI		TOS → SR, SP + 2 → SP TOS → PC,SP + 2 → SP	*	*	*	*
SXT	dst	Register mode: bit 7 → bit 8...bit 19 Other modes: bit 7 → bit 8...bit 15	0	*	*	—

<sup>(1)</sup> \* = Status bit is affected.

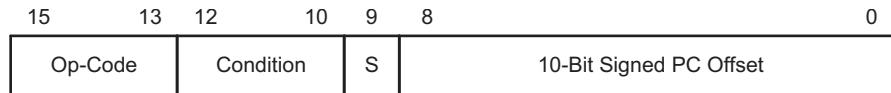
— = Status bit is not affected.

0 = Status bit is cleared.

1 = Status bit is set.

#### 4.5.1.3 Jump Instructions

[Figure 4-24](#) shows the format for MSP430 and MSP430X jump instructions. The signed 10-bit word offset of the jump instruction is multiplied by two, sign-extended to a 20-bit address, and added to the 20-bit PC. This allows jumps in a range of -511 to +512 words relative to the PC in the full 20-bit address space. Jumps do not affect the status bits. [Table 4-6](#) lists and describes the eight jump instructions.



**Figure 4-24. Format of Conditional Jump Instructions**

**Table 4-6. Conditional Jump Instructions**

Mnemonic	S-Reg, D-Reg	Operation
JEQ, JZ	Label	Jump to label if zero bit is set
JNE, JNZ	Label	Jump to label if zero bit is reset
JC	Label	Jump to label if carry bit is set
JNC	Label	Jump to label if carry bit is reset
JN	Label	Jump to label if negative bit is set
JGE	Label	Jump to label if (N .XOR. V) = 0
JL	Label	Jump to label if (N .XOR. V) = 1
JMP	Label	Jump to label unconditionally

#### 4.5.1.4 Emulated Instructions

In addition to the MSP430 and MSP430X instructions, emulated instructions are instructions that make code easier to write and read, but do not have op-codes themselves. Instead, they are replaced automatically by the assembler with a core instruction. There is no code or performance penalty for using emulated instructions. The emulated instructions are listed in [Table 4-7](#).

**Table 4-7. Emulated Instructions**

Instruction	Explanation	Emulation	Status Bits <sup>(1)</sup>			
			V	N	Z	C
ADC (.B) dst	Add Carry to dst	ADDC (.B) #0,dst	*	*	*	*
BR dst	Branch indirectly dst	MOV dst,PC	-	-	-	-
CLR (.B) dst	Clear dst	MOV (.B) #0,dst	-	-	-	-
CLRC	Clear Carry bit	BIC #1,SR	-	-	-	0
CLRN	Clear Negative bit	BIC #4,SR	-	0	-	-
CLRZ	Clear Zero bit	BIC #2,SR	-	-	0	-
DADC (.B) dst	Add Carry to dst decimaly	DADD (.B) #0,dst	*	*	*	*
DEC (.B) dst	Decrement dst by 1	SUB (.B) #1,dst	*	*	*	*
DECD (.B) dst	Decrement dst by 2	SUB (.B) #2,dst	*	*	*	*
DINT	Disable interrupt	BIC #8,SR	-	-	-	-
EINT	Enable interrupt	BIS #8,SR	-	-	-	-
INC (.B) dst	Increment dst by 1	ADD (.B) #1,dst	*	*	*	*
INCD (.B) dst	Increment dst by 2	ADD (.B) #2,dst	*	*	*	*

<sup>(1)</sup> \* = Status bit is affected.

- = Status bit is not affected.

0 = Status bit is cleared.

1 = Status bit is set.

**Table 4-7. Emulated Instructions (continued)**

Instruction	Explanation	Emulation	Status Bits <sup>(1)</sup>			
			V	N	Z	C
INV (.B) dst	Invert dst	XOR (.B) #-1,dst	*	*	*	*
NOP	No operation	MOV R3,R3	-	-	-	-
POP dst	Pop operand from stack	MOV @SP+,dst	-	-	-	-
RET	Return from subroutine	MOV @SP+,PC	-	-	-	-
RLA (.B) dst	Shift left dst arithmetically	ADD (.B) dst,dst	*	*	*	*
RLC (.B) dst	Shift left dst logically through Carry	ADDC (.B) dst,dst	*	*	*	*
SBC (.B) dst	Subtract Carry from dst	SUBC (.B) #0,dst	*	*	*	*
SETC	Set Carry bit	BIS #1,SR	-	-	-	1
SETN	Set Negative bit	BIS #4,SR	-	1	-	-
SETZ	Set Zero bit	BIS #2,SR	-	-	1	-
TST (.B) dst	Test dst (compare with 0)	CMP (.B) #0,dst	0	*	*	1

#### 4.5.1.5 MSP430 Instruction Execution

The number of CPU clock cycles required for an instruction depends on the instruction format and the addressing modes used – not the instruction itself. The number of clock cycles refers to MCLK.

##### 4.5.1.5.1 Instruction Cycles and Length for Interrupt, Reset, and Subroutines

Table 4-8 lists the length and the CPU cycles for reset, interrupts, and subroutines.

**Table 4-8. Interrupt, Return, and Reset Cycles and Length**

Action	Execution Time (MCLK Cycles)	Length of Instruction (Words)
Return from interrupt RETI	5	1
Return from subroutine RET	4	1
Interrupt request service (cycles needed before first instruction)	6	-
WDT reset	4	-
Reset (RST/NMI)	4	-

##### 4.5.1.5.2 Format II (Single-Operand) Instruction Cycles and Lengths

Table 4-9 lists the length and the CPU cycles for all addressing modes of the MSP430 single-operand instructions.

**Table 4-9. MSP430 Format II Instruction Cycles and Length**

Addressing Mode	No. of Cycles			Length of Instruction	Example
	RRA, RRC SWPB, SXT	PUSH	CALL		
Rn	1	3	4	1	SWPB R5
@Rn	3	3	4	1	RRC @R9
@Rn+	3	3	4	1	SWPB @R10+
#N	N/A	3	4	2	CALL #LABEL
X(Rn)	4	4	5	2	CALL 2 (R7)
EDE	4	4	5	2	PUSH EDE
&EDE	4	4	6	2	SXT &EDE

#### **4.5.1.5.3 Jump Instructions Cycles and Lengths**

All jump instructions require one code word and take two CPU cycles to execute, regardless of whether the jump is taken or not.

#### **4.5.1.5.4 Format I (Double-Operand) Instruction Cycles and Lengths**

[Table 4-10](#) lists the length and CPU cycles for all addressing modes of the MSP430 Format I instructions.

**Table 4-10. MSP430 Format I Instructions Cycles and Length**

Addressing Mode		No. of Cycles	Length of Instruction	Example
Source	Destination			
Rn	Rm	1	1	MOV R5, R8
	PC	3	1	BR R9
	x(Rm)	4 <sup>(1)</sup>	2	ADD R5, 4 (R6)
	EDE	4 <sup>(1)</sup>	2	XOR R8, EDE
	&EDE	4 <sup>(1)</sup>	2	MOV R5, &EDE
@Rn	Rm	2	1	AND @R4, R5
	PC	4	1	BR @R8
	x(Rm)	5 <sup>(1)</sup>	2	XOR @R5, 8 (R6)
	EDE	5 <sup>(1)</sup>	2	MOV @R5, EDE
	&EDE	5 <sup>(1)</sup>	2	XOR @R5, &EDE
@Rn+	Rm	2	1	ADD @R5+, R6
	PC	4	1	BR @R9+
	x(Rm)	5 <sup>(1)</sup>	2	XOR @R5, 8 (R6)
	EDE	5 <sup>(1)</sup>	2	MOV @R9+, EDE
	&EDE	5 <sup>(1)</sup>	2	MOV @R9+, &EDE
#N	Rm	2	2	MOV #20, R9
	PC	3	2	BR #2AEh
	x(Rm)	5 <sup>(1)</sup>	3	MOV #0300h, 0 (SP)
	EDE	5 <sup>(1)</sup>	3	ADD #33, EDE
	&EDE	5 <sup>(1)</sup>	3	ADD #33, &EDE
x(Rn)	Rm	3	2	MOV 2 (R5), R7
	PC	5	2	BR 2 (R6)
	TONI	6 <sup>(1)</sup>	3	MOV 4 (R7), TONI
	x(Rm)	6 <sup>(1)</sup>	3	ADD 4 (R4), 6 (R9)
	&TONI	6 <sup>(1)</sup>	3	MOV 2 (R4), &TONI
EDE	Rm	3	2	AND EDE, R6
	PC	5	2	BR EDE
	TONI	6 <sup>(1)</sup>	3	CMP EDE, TONI
	x(Rm)	6 <sup>(1)</sup>	3	MOV EDE, 0 (SP)
	&TONI	6 <sup>(1)</sup>	3	MOV EDE, &TONI
&EDE	Rm	3	2	MOV &EDE, R8
	PC	5	2	BR &EDE
	TONI	6 <sup>(1)</sup>	3	MOV &EDE, TONI
	x(Rm)	6 <sup>(1)</sup>	3	MOV &EDE, 0 (SP)
	&TONI	6 <sup>(1)</sup>	3	MOV &EDE, &TONI

<sup>(1)</sup> MOV, BIT, and CMP instructions execute in one fewer cycle.

#### 4.5.2 MSP430X Extended Instructions

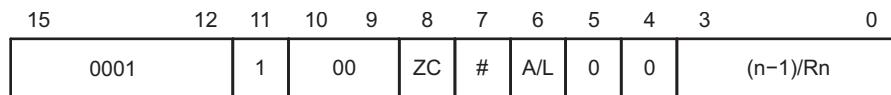
The extended MSP430X instructions give the MSP430X CPU full access to its 20-bit address space. Most MSP430X instructions require an additional word of op-code called the extension word. Some extended instructions do not require an additional word and are noted in the instruction description. All addresses, indexes, and immediate numbers have 20-bit values when preceded by the extension word.

There are two types of extension words:

- Register or register mode for Format I instructions and register mode for Format II instructions
- Extension word for all other address mode combinations

##### 4.5.2.1 Register Mode Extension Word

The register mode extension word is shown in [Figure 4-25](#) and described in [Table 4-11](#). An example is shown in [Figure 4-27](#).



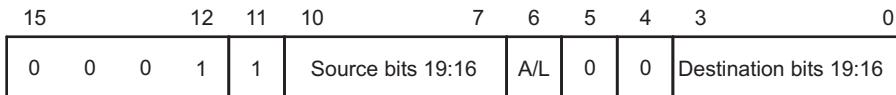
**Figure 4-25. Extension Word for Register Modes**

**Table 4-11. Description of the Extension Word Bits for Register Mode**

Bit	Description																
15:11	Extension word op-code. Op-codes 1800h to 1FFFh are extension words.																
10:9	Reserved																
ZC	Zero carry																
0	The executed instruction uses the status of the carry bit C.																
1	The executed instruction uses the carry bit as 0. The carry bit is defined by the result of the final operation after instruction execution.																
#	Repetition																
0	The number of instruction repetitions is set by extension word bits 3:0.																
1	The number of instruction repetitions is defined by the value of the four LSBs of Rn. See description for bits 3:0.																
A/L	Data length extension. Together with the B/W bits of the following MSP430 instruction, the AL bit defines the used data length of the instruction.																
	<table border="1"> <thead> <tr> <th>A/L</th> <th>B/W</th> <th>Comment</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Reserved</td> </tr> <tr> <td>0</td> <td>1</td> <td>20-bit address word</td> </tr> <tr> <td>1</td> <td>0</td> <td>16-bit word</td> </tr> <tr> <td>1</td> <td>1</td> <td>8-bit byte</td> </tr> </tbody> </table>		A/L	B/W	Comment	0	0	Reserved	0	1	20-bit address word	1	0	16-bit word	1	1	8-bit byte
A/L	B/W	Comment															
0	0	Reserved															
0	1	20-bit address word															
1	0	16-bit word															
1	1	8-bit byte															
5:4	Reserved																
3:0	Repetition count																
# = 0	These four bits set the repetition count n. These bits contain n – 1.																
# = 1	# = 1 These four bits define the CPU register whose bits 3:0 set the number of repetitions. Rn.3:0 contain n – 1.																

##### 4.5.2.2 Non-Register Mode Extension Word

The extension word for non-register modes is shown in [Figure 4-26](#) and described in [Table 4-12](#). An example is shown in [Figure 4-28](#).



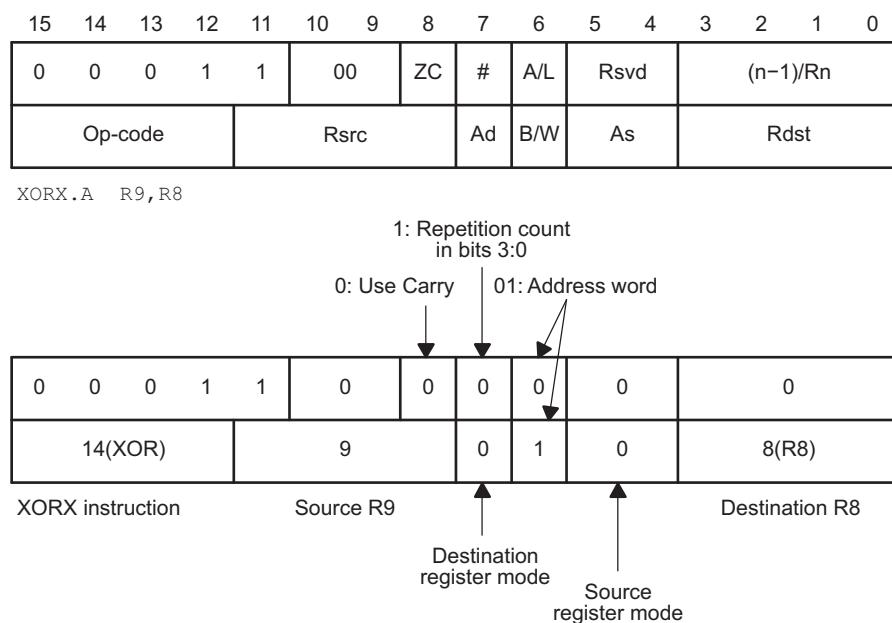
**Figure 4-26. Extension Word for Non-Register Modes**

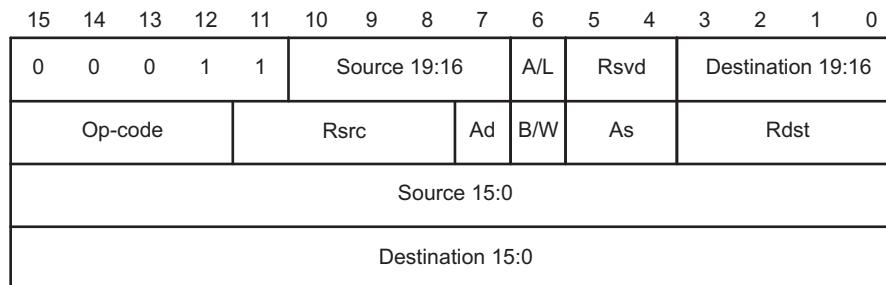
**Table 4-12. Description of Extension Word Bits for Non-Register Modes**

Bit	Description
15:11	Extension word op-code. Op-codes 1800h to 1FFFh are extension words.
Source Bits 19:16	The four MSBs of the 20-bit source. Depending on the source addressing mode, these four MSBs may belong to an immediate operand, an index, or to an absolute address.
A/L	Data length extension. Together with the B/W bits of the following MSP430 instruction, the AL bit defines the used data length of the instruction.
	<b>A/L    B/W    Comment</b>
0    0	Reserved
0    1	20-bit address word
1    0	16-bit word
1    1	8-bit byte
5:4	Reserved
Destination Bits 19:16	The four MSBs of the 20-bit destination. Depending on the destination addressing mode, these four MSBs may belong to an index or to an absolute address.

**NOTE: B/W and A/L bit settings for SWPBX and SXTX**

A/L	B/W	
0    0		SWPBX.A, SXTX.A
0    1		N/A
1    0		SWPB.W, SXTX.W
1    1		N/A

**Figure 4-27. Example for Extended Register or Register Instruction**



XORX.A #12345h, 45678h (R15)

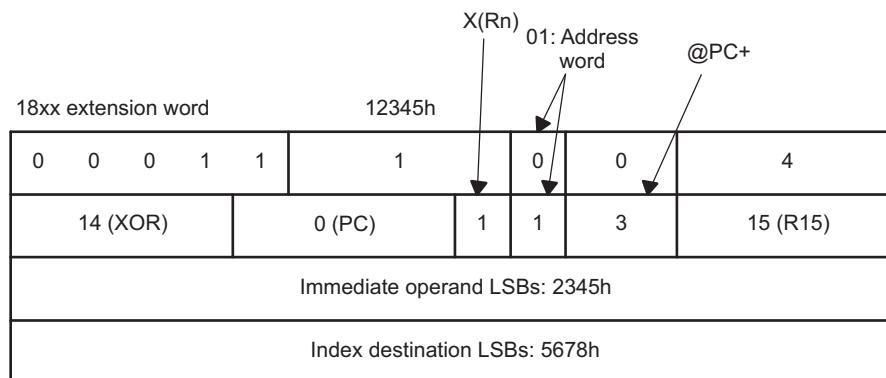


Figure 4-28. Example for Extended Immediate or Indexed Instruction

#### 4.5.2.3 Extended Double-Operand (Format I) Instructions

All 12 double-operand instructions have extended versions as listed in [Table 4-13](#).

Table 4-13. Extended Double-Operand Instructions

Mnemonic	Operands	Operation	Status Bits <sup>(1)</sup>			
			V	N	Z	C
MOVX (.B, .A)	src,dst	src → dst	—	—	—	—
ADDX (.B, .A)	src,dst	src + dst → dst	*	*	*	*
ADDCX (.B, .A)	src,dst	src + dst + C → dst	*	*	*	*
SUBX (.B, .A)	src,dst	dst + .not/src + 1 → dst	*	*	*	*
SUBCX (.B, .A)	src,dst	dst + .not/src + C → dst	*	*	*	*
CMPX (.B, .A)	src,dst	dst - src	*	*	*	*
DADDX (.B, .A)	src,dst	src + dst + C → dst (decimal)	*	*	*	*
BITX (.B, .A)	src,dst	src .and. dst	0	*	*	Z
BICX (.B, .A)	src,dst	.not/src .and. dst → dst	—	—	—	—
BISX (.B, .A)	src,dst	src .or. dst → dst	—	—	—	—
XORX (.B, .A)	src,dst	src .xor. dst → dst	*	*	*	Z
ANDX (.B, .A)	src,dst	src .and. dst → dst	0	*	*	Z

<sup>(1)</sup> \* = Status bit is affected.

— = Status bit is not affected.

0 = Status bit is cleared.

1 = Status bit is set.

The four possible addressing combinations for the extension word for Format I instructions are shown in Figure 4-29.

15	14	13	12	11	10	9	8	7	6	5	4	3	0								
0	0	0	1	1	0	0	ZC	#	A/L	0	0	n-1/Rn									
Op-code				src				0	B/W	0	0	dst									
0	0	0	1	1	src.19:16				A/L	0	0	0	0								
Op-code				src				Ad	B/W	As		dst									
src.15:0																					
0	0	0	1	1	0	0	0	0	A/L	0	0	dst.19:16									
Op-code				src				Ad	B/W	As		dst									
dst.15:0																					
0	0	0	1	1	src.19:16				A/L	0	0	dst.19:16									
Op-code				src				Ad	B/W	As		dst									
src.15:0																					
dst.15:0																					

**Figure 4-29. Extended Format I Instruction Formats**

If the 20-bit address of a source or destination operand is located in memory, not in a CPU register, then two words are used for this operand as shown in Figure 4-30.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Address+2	0	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	19:16
Address	Operand LSBs 15:0														

**Figure 4-30. 20-Bit Addresses in Memory**

#### 4.5.2.4 Extended Single-Operand (Format II) Instructions

Extended MSP430X Format II instructions are listed in [Table 4-14](#).

**Table 4-14. Extended Single-Operand Instructions**

Mnemonic	Operands	Operation	Status Bits <sup>(1)</sup>				
			n	V	N	Z	C
CALLA	dst	Call indirect to subroutine (20-bit address)		—	—	—	—
POPM.A	#n,Rdst	Pop n 20-bit registers from stack	1 to 16	—	—	—	—
POPM.W	#n,Rdst	Pop n 16-bit registers from stack	1 to 16	—	—	—	—
PUSHM.A	#n,Rsrc	Push n 20-bit registers to stack	1 to 16	—	—	—	—
PUSHM.W	#n,Rsrc	Push n 16-bit registers to stack	1 to 16	—	—	—	—
PUSHX (.B, .A)	src	Push 8-, 16-, or 20-bit source to stack		—	—	—	—
RRCM (.A)	#n,Rdst	Rotate right Rdst n bits through carry (16-, 20-bit register)	1 to 4	0	*	*	*
RRUM (.A)	#n,Rdst	Rotate right Rdst n bits unsigned (16-, 20-bit register)	1 to 4	0	*	*	*
RRAM (.A)	#n,Rdst	Rotate right Rdst n bits arithmetically (16-, 20-bit register)	1 to 4	0	*	*	*
RLAM (.A)	#n,Rdst	Rotate left Rdst n bits arithmetically (16-, 20-bit register)	1 to 4	*	*	*	*
RRCX (.B, .A)	dst	Rotate right dst through carry (8-, 16-, 20-bit data)	1	0	*	*	*
RRUX (.B, .A)	Rdst	Rotate right dst unsigned (8-, 16-, 20-bit)	1	0	*	*	*
RRAX (.B, .A)	dst	Rotate right dst arithmetically	1	0	*	*	*
SWPBX (.A)	dst	Exchange low byte with high byte	1	—	—	—	—
SXTX (.A)	Rdst	Bit7 → bit8 ... bit19	1	0	*	*	Z
SXTX (.A)	dst	Bit7 → bit8 ... MSB	1	0	*	*	Z

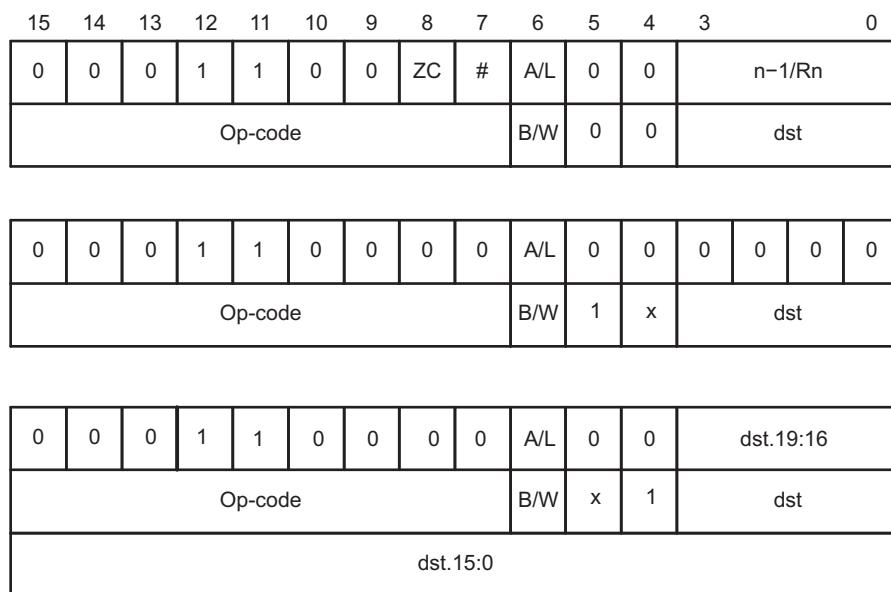
(1) \* = Status bit is affected.

— = Status bit is not affected.

0 = Status bit is cleared.

1 = Status bit is set.

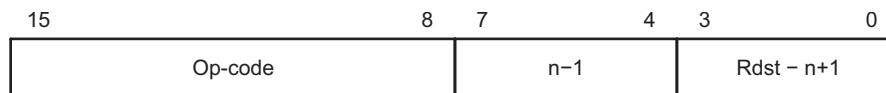
The three possible addressing mode combinations for Format II instructions are shown in [Figure 4-31](#).



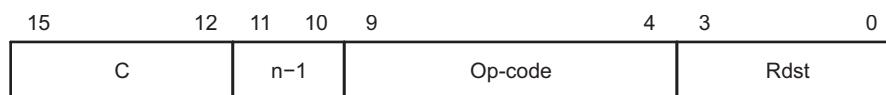
**Figure 4-31. Extended Format II Instruction Format**

#### **4.5.2.4.1 Extended Format II Instruction Format Exceptions**

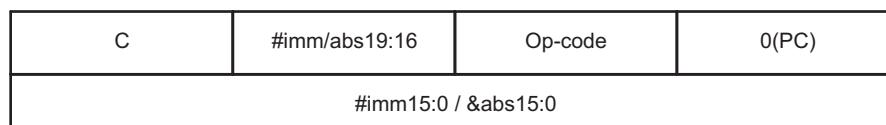
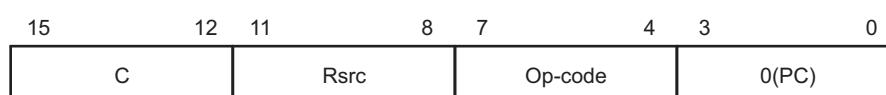
Exceptions for the Format II instruction formats are shown in [Figure 4-32](#) through [Figure 4-35](#).



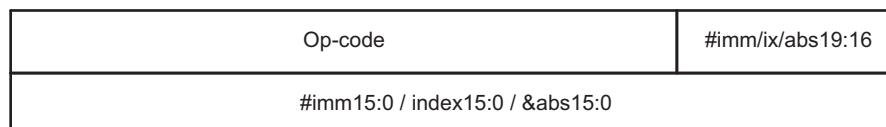
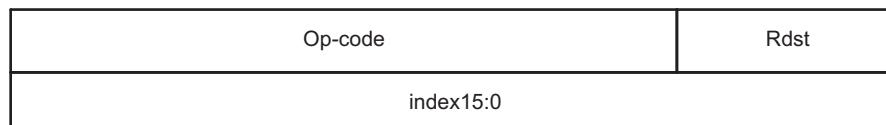
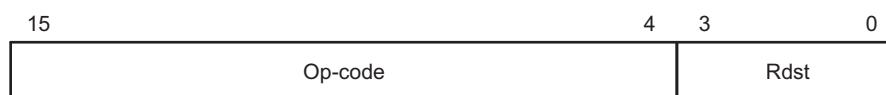
**Figure 4-32. PUSHM and POPM Instruction Format**



**Figure 4-33. RRCM, RRAM, RRUM, and RLAM Instruction Format**



**Figure 4-34. BRA Instruction Format**



**Figure 4-35. CALLA Instruction Format**

#### 4.5.2.5 Extended Emulated Instructions

The extended instructions together with the constant generator form the extended emulated instructions. [Table 4-15](#) lists the emulated instructions.

**Table 4-15. Extended Emulated Instructions**

Instruction	Explanation	Emulation
ADCX (.B, .A) dst	Add carry to dst	ADDCX (.B, .A) #0, dst
BRA dst	Branch indirect dst	MOVA dst, PC
RETA	Return from subroutine	MOVA @SP+, PC
CLRA Rdst	Clear Rdst	MOV #0, Rdst
CLRX (.B, .A) dst	Clear dst	MOVX (.B, .A) #0, dst
DADCX (.B, .A) dst	Add carry to dst decimaly	DADDX (.B, .A) #0, dst
DECX (.B, .A) dst	Decrement dst by 1	SUBX (.B, .A) #1, dst
DECDA Rdst	Decrement Rdst by 2	SUBA #2, Rdst
DECDX (.B, .A) dst	Decrement dst by 2	SUBX (.B, .A) #2, dst
INCX (.B, .A) dst	Increment dst by 1	ADDX (.B, .A) #1, dst
INCDA Rdst	Increment Rdst by 2	ADDA #2, Rdst
INCDX (.B, .A) dst	Increment dst by 2	ADDX (.B, .A) #2, dst
INVX (.B, .A) dst	Invert dst	XORX (.B, .A) #-1, dst
RLAX (.B, .A) dst	Shift left dst arithmetically	ADDX (.B, .A) dst, dst
RLCX (.B, .A) dst	Shift left dst logically through carry	ADDCX (.B, .A) dst, dst
SBCX (.B, .A) dst	Subtract carry from dst	SUBCX (.B, .A) #0, dst
TSTA Rdst	Test Rdst (compare with 0)	CMPA #0, Rdst
TSTX (.B, .A) dst	Test dst (compare with 0)	CMPX (.B, .A) #0, dst
POPX dst	Pop to dst	MOVX (.B, .A) @SP+, dst

#### 4.5.2.6 MSP430X Address Instructions

MSP430X address instructions are instructions that support 20-bit operands but have restricted addressing modes. The addressing modes are restricted to the Register mode and the Immediate mode, except for the MOVA instruction as listed in [Table 4-16](#). Restricting the addressing modes removes the need for the additional extension-word op-code improving code density and execution time. Address instructions should be used any time an MSP430X instruction is needed with the corresponding restricted addressing mode.

**Table 4-16. Address Instructions, Operate on 20-Bit Register Data**

Mnemonic	Operands	Operation	Status Bits <sup>(1)</sup>			
			V	N	Z	C
ADDA	Rsrc, Rdst #imm20, Rdst	Add source to destination register	*	*	*	*
MOVA	Rsrc, Rdst #imm20, Rdst z16(Rsrc), Rdst EDE, Rdst &abs20, Rdst @Rsrc, Rdst @Rsrc+, Rdst Rsrc, z16(Rdst) Rsrc, &abs20	Move source to destination	-	-	-	-
CMPA	Rsrc, Rdst #imm20, Rdst	Compare source to destination register	*	*	*	*
SUBA	Rsrc, Rdst #imm20, Rdst	Subtract source from destination register	*	*	*	*

<sup>(1)</sup> \* = Status bit is affected.  
 - = Status bit is not affected.  
 0 = Status bit is cleared.  
 1 = Status bit is set.

#### 4.5.2.7 MSP430X Instruction Execution

The number of CPU clock cycles required for an MSP430X instruction depends on the instruction format and the addressing modes used, not the instruction itself. The number of clock cycles refers to MCLK.

##### 4.5.2.7.1 MSP430X Format II (Single-Operand) Instruction Cycles and Lengths

Table 4-17 lists the length and the CPU cycles for all addressing modes of the MSP430X extended single-operand instructions.

**Table 4-17. MSP430X Format II Instruction Cycles and Length**

Instruction	Execution Cycles, Length of Instruction (Words)						
	Rn	@Rn	@Rn+	#N	X(Rn)	EDE	&EDE
RRAM	n, 1	—	—	—	—	—	—
RRCM	n, 1	—	—	—	—	—	—
RRUM	n, 1	—	—	—	—	—	—
RLAM	n, 1	—	—	—	—	—	—
PUSHM	2+n, 1	—	—	—	—	—	—
PUSHM.A	2+2n, 1	—	—	—	—	—	—
POPM	2+n, 1	—	—	—	—	—	—
POPM.A	2+2n, 1	—	—	—	—	—	—
CALLA	5, 1	6, 1	6, 1	5, 2	5 <sup>(1)</sup> , 2	7, 2	7, 2
RRAX.(B)	1+n, 2	4, 2	4, 2	—	5, 3	5, 3	5, 3
RRAX.A	1+n, 2	6, 2	6, 2	—	7, 3	7, 3	7, 3
RRCX.(B)	1+n, 2	4, 2	4, 2	—	5, 3	5, 3	5, 3
RRCX.A	1+n, 2	6, 2	6, 2	—	7, 3	7, 3	7, 3
PUSHX.(B)	4, 2	4, 2	4, 2	4, 3	5 <sup>(1)</sup> , 3	5, 3	5, 3
PUSHX.A	5, 2	6, 2	6, 2	5, 3	7 <sup>(1)</sup> , 3	7, 3	7, 3
POPX.(B)	3, 2	—	—	—	5, 3	5, 3	5, 3
POPX.A	4, 2	—	—	—	7, 3	7, 3	7, 3

<sup>(1)</sup> Add one cycle when Rn = SP

#### **4.5.2.7.2 MSP430X Format I (Double-Operand) Instruction Cycles and Lengths**

Table 4-18 lists the length and CPU cycles for all addressing modes of the MSP430X extended Format I instructions.

**Table 4-18. MSP430X Format I Instruction Cycles and Length**

Addressing Mode		No. of Cycles		Length of Instruction	Examples
Source	Destination	.B/.W	.A	.B/.W/.A	
Rn	Rm <sup>(1)</sup>	2	2	2	BITX.B R5,R8
	PC	4	4	2	ADDX R9,PC
	x(Rm)	5 <sup>(2)</sup>	7 <sup>(3)</sup>	3	ANDX.A R5,4(R6)
	EDE	5 <sup>(2)</sup>	7 <sup>(3)</sup>	3	XORX R8,EDE
	&EDE	5 <sup>(2)</sup>	7 <sup>(3)</sup>	3	BITX.W R5,&EDE
@Rn	Rm	3	4	2	BITX @R5,R8
	PC	5	6	2	ADDX @R9,PC
	x(Rm)	6 <sup>(2)</sup>	9 <sup>(3)</sup>	3	ANDX.A @R5,4(R6)
	EDE	6 <sup>(2)</sup>	9 <sup>(3)</sup>	3	XORX @R8,EDE
	&EDE	6 <sup>(2)</sup>	9 <sup>(3)</sup>	3	BITX.B @R5,&EDE
@Rn+	Rm	3	4	2	BITX @R5+,R8
	PC	5	6	2	ADDX.A @R9+,PC
	x(Rm)	6 <sup>(2)</sup>	9 <sup>(3)</sup>	3	ANDX @R5+,4(R6)
	EDE	6 <sup>(2)</sup>	9 <sup>(3)</sup>	3	XORX.B @R8+,EDE
	&EDE	6 <sup>(2)</sup>	9 <sup>(3)</sup>	3	BITX @R5+,&EDE
#N	Rm	3	3	3	BITX #20,R8
	PC <sup>(4)</sup>	4	4	3	ADDX.A #FE000h,PC
	x(Rm)	6 <sup>(2)</sup>	8 <sup>(3)</sup>	4	ANDX #1234,4(R6)
	EDE	6 <sup>(2)</sup>	8 <sup>(3)</sup>	4	XORX #A5A5h,EDE
	&EDE	6 <sup>(2)</sup>	8 <sup>(3)</sup>	4	BITX.B #12,&EDE
x(Rn)	Rm	4	5	3	BITX 2(R5),R8
	PC <sup>(4)</sup>	6	7	3	SUBX.A 2(R6),PC
	TONI	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	ANDX 4(R7),4(R6)
	x(Rm)	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	XORX.B 2(R6),EDE
	&TONI	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	BITX 8(SP),&EDE
EDE	Rm	4	5	3	BITX.B EDE,R8
	PC <sup>(4)</sup>	6	7	3	ADDX.A EDE,PC
	TONI	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	ANDX EDE,4(R6)
	x(Rm)	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	ANDX EDE,TONI
	&TONI	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	BITX EDE,&TONI
&EDE	Rm	4	5	3	BITX &EDE,R8
	PC <sup>(4)</sup>	6	7	3	ADDX.A &EDE,PC
	TONI	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	ANDX.B &EDE,4(R6)
	x(Rm)	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	XORX &EDE,TONI
	&TONI	7 <sup>(2)</sup>	10 <sup>(3)</sup>	4	BITX &EDE,&TONI

<sup>(1)</sup> Repeat instructions require n + 1 cycles, where n is the number of times the instruction is executed.

<sup>(2)</sup> Reduce the cycle count by one for MOV, BIT, and CMP instructions.

<sup>(3)</sup> Reduce the cycle count by two for MOV, BIT, and CMP instructions.

<sup>(4)</sup> Reduce the cycle count by one for MOV, ADD, and SUB instructions.

#### 4.5.2.7.3 MSP430X Address Instruction Cycles and Lengths

Table 4-19 lists the length and the CPU cycles for all addressing modes of the MSP430X address instructions.

**Table 4-19. Address Instruction Cycles and Length**

Addressing Mode		Execution Time (MCLK Cycles)		Length of Instruction (Words)		Example
Source	Destination	MOVA BRA	CMPA ADDA SUBA	MOVA	CMPA ADDA SUBA	
Rn	Rn	1	1	1	1	CMPA R5, R8
	PC	3	3	1	1	SUBA R9, PC
	x(Rm)	4	—	2	—	MOVA R5, 4 (R6)
	EDE	4	—	2	—	MOVA R8, EDE
	&EDE	4	—	2	—	MOVA R5, &EDE
@Rn	Rm	3	—	1	—	MOVA @R5, R8
	PC	5	—	1	—	MOVA @R9, PC
@Rn+	Rm	3	—	1	—	MOVA @R5+, R8
	PC	5	—	1	—	MOVA @R9+, PC
#N	Rm	2	3	2	2	CMPA #20, R8
	PC	3	3	2	2	SUBA #FE000h, PC
x(Rn)	Rm	4	—	2	—	MOVA 2(R5), R8
	PC	6	—	2	—	MOVA 2(R6), PC
EDE	Rm	4	—	2	—	MOVA EDE, R8
	PC	6	—	2	—	MOVA EDE, PC
&EDE	Rm	4	—	2	—	MOVA &EDE, R8
	PC	6	—	2	—	MOVA &EDE, PC

## 4.6 Instruction Set Description

[Table 4-20](#) shows all available instructions:

**Table 4-20. Instruction Map of MSP430X**

	000	040	080	0C0	100	140	180	1C0	200	240	280	2C0	300	340	380	3C0
0xxx																
	MOVA, CMPA, ADDA, SUBA, RRCM, RRAM, RLAM, RRUM															
10xx	RRC	RRC.B	SWP.B		RRA	RRA.B	SXT		PUS.H	PUS.H.B	CALL		RETI	CALL.A		
14xx	PUSHM.A, POPM.A, PUSHM.W, POPM.W															
18xx	Extension word for Format I and Format II instructions															
1Cxx																
20xx	JNE, JNZ															
24xx	JEQ, JZ															
28xx	JNC															
2Cxx	JC															
30xx	JN															
34xx	JGE															
38xx	JL															
3Cxx	JMP															
4xxx	MOV, MOV.B															
5xxx	ADD, ADD.B															
6xxx	ADDC, ADDC.B															
7xxx	SUBC, SUBC.B															
8xxx	SUB, SUB.B															
9xxx	CMP, CMP.B															
Axxx	DADD, DADD.B															
Bxxx	BIT, BIT.B															
Cxxx	BIC, BIC.B															
Dxxx	BIS, BIS.B															
Exxx	XOR, XOR.B															
Fxxx	AND, AND.B															

#### 4.6.1 Extended Instruction Binary Descriptions

Detailed MSP430X instruction binary descriptions are shown in the following tables.

Instruction	Instruction Group				src or data.19:16				Instruction Identifier				dst		
	15	12	11	10	9	8	7	6	5	4	3	2	1	0	
MOVA	0	0	0	0		src		0	0	0	0		dst		MOVA @Rsrc,Rdst
	0	0	0	0		src		0	0	0	1		dst		MOVA @Rsrc+,Rdst
	0	0	0	0		&abs.19:16		0	0	1	0		dst		MOVA &abs20,Rdst
	&abs.15:0														
	0	0	0	0		src		0	0	1	1		dst		MOVA z16(Rsrc),Rdst
	x.15:0														
	0	0	0	0		src		0	1	1	0		&abs.19:16		MOVA Rsrc,&abs20
	&abs.15:0														
	0	0	0	0		src		0	1	1	1		dst		MOVA Rsrc,z16(Rdst)
	x.15:0														
CMPA	0	0	0	0		imm.19:16		1	0	0	0		dst		MOVA #imm20,Rdst
	imm.15:0														
ADDA	0	0	0	0		imm.19:16		1	0	1	0		dst		CMPA #imm20,Rdst
	imm.15:0														
SUBA	0	0	0	0		imm.19:16		1	0	1	1		dst		ADDA #imm20,Rdst
	imm.15:0														
MOVA	0	0	0	0		src		1	1	0	0		dst		SUBA #imm20,Rdst
	MOVA Rsrc,Rdst														
CMPA	0	0	0	0		src		1	1	0	1		dst		CMPA Rsrc,Rdst
	CMPA Rsrc,Rdst														
ADDA	0	0	0	0		src		1	1	1	0		dst		ADDA Rsrc,Rdst
	ADDA Rsrc,Rdst														
SUBA	0	0	0	0		src		1	1	1	1		dst		SUBA Rsrc,Rdst
	SUBA Rsrc,Rdst														

Instruction	Instruction Group				Bit Loc.	Inst. ID	Instruction Identifier				dst				
	15	12	11	10			9	8	7	6	5	4	3	2	
RRCM.A	0	0	0	0	n - 1	0	0	0	1	0	0		dst		RRCM.A #n,Rdst
	0	0	0	0	n - 1	0	1	0	1	0	0		dst		RRAM.A #n,Rdst
	0	0	0	0	n - 1	1	0	0	1	0	0		dst		RLAM.A #n,Rdst
	0	0	0	0	n - 1	1	1	0	1	0	0		dst		RRUM.A #n,Rdst
	0	0	0	0	n - 1	0	0	0	1	0	1		dst		RRCM.W #n,Rdst
	0	0	0	0	n - 1	0	1	0	0	1	0		dst		RRAM.W #n,Rdst
	0	0	0	0	n - 1	1	0	0	1	0	1		dst		RLAM.W #n,Rdst
	0	0	0	0	n - 1	1	1	0	1	0	1		dst		RRUM.W #n,Rdst

Instruction	Instruction Identifier												dst					
	15	12	11	8	7	6	5	4	3	0								
RETI	0	0	0	1	0	0	1	1	0	0	0	0	0	0	0	0		
CALLA	0	0	0	1	0	0	1	1	0	1	0	0	0	0	0	0		
	0	0	0	1	0	0	1	1	0	1	0	1	0	1	0	0		
	x.15:0												dst					
	0	0	0	1	0	0	1	1	0	1	1	0	0	0	0	0		
	0	0	0	1	0	0	1	1	0	1	1	1	1	0	0	0		
	0	0	0	1	0	0	1	1	1	0	0	0	0	0	0	0		
	&abs.15:0												dst					
	0	0	0	1	0	0	1	1	1	0	0	1	0	0	1	x.19:16		
	x.15:0												CALLA EDE					
	0	0	0	1	0	0	1	1	1	0	1	1	1	0	0	0		
	imm.15:0												CALLA x(PC)					
	0	0	0	1	0	0	1	1	1	0	1	0	1	1	1	imm.19:16		
Reserved	0	0	0	1	0	0	1	1	1	0	1	0	x	x	x	x		
Reserved	0	0	0	1	0	0	1	1	1	1	x	x	x	x	x	x		
PUSHM.A	0	0	0	1	0	1	0	0	n - 1				dst					
PUSHM.W	0	0	0	1	0	1	0	1	n - 1				dst					
POPM.A	0	0	0	1	0	1	1	0	n - 1				dst - n + 1					
POPM.W	0	0	0	1	0	1	1	1	n - 1				dst - n + 1					

#### 4.6.2 MSP430 Instructions

The MSP430 instructions are listed and described on the following pages.

#### 4.6.2.1 ADC

<b>* ADC[.W]</b>	Add carry to destination
<b>* ADC.B</b>	Add carry to destination
<b>Syntax</b>	ADC dst or                                   ADC.W dst ADC.B dst
<b>Operation</b>	dst + C → dst
<b>Emulation</b>	ADDC #0,dst ADDC.B #0,dst
<b>Description</b>	The carry bit (C) is added to the destination operand. The previous contents of the destination are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if result is zero, reset otherwise C: Set if dst was incremented from 0FFFFh to 0000, reset otherwise Set if dst was incremented from 0FFh to 00, reset otherwise V: Set if an arithmetic overflow occurs, otherwise reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 16-bit counter pointed to by R13 is added to a 32-bit counter pointed to by R12.

```
ADD    @R13,0(R12)      ; Add LSDs
ADC    2(R12)          ; Add carry to MSD
```

<b>Example</b>	The 8-bit counter pointed to by R13 is added to a 16-bit counter pointed to by R12.
----------------	---

```
ADD.B  @R13,0(R12)      ; Add LSDs
ADC.B  1(R12)          ; Add carry to MSD
```

#### 4.6.2.2 ADD

<b>ADD[.W]</b>	Add source word to destination word
<b>ADD.B</b>	Add source byte to destination byte
<b>Syntax</b>	ADD src,dst or ADD.W src,dst ADD.B src,dst
<b>Operation</b>	src + dst → dst
<b>Description</b>	The source operand is added to the destination operand. The previous content of the destination is lost.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB of the result, reset otherwise V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Ten is added to the 16-bit counter CNTR located in lower 64 K.

```
ADD.W #10, &CNTR ; Add 10 to 16-bit counter
```

<b>Example</b>	A table word pointed to by R5 (20-bit address in R5) is added to R6. The jump to label TONI is performed on a carry.
----------------	--

```
ADD.W @R5,R6 ; Add table word to R6. R6.19:16 = 0
JC TONI ; Jump if carry
... ; No carry
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1. R6.19:8 = 0
----------------	--

```
ADD.B @R5+,R6 ; Add byte to R6. R5 + 1. R6: 000xxh
JNC TONI ; Jump if no carry
... ; Carry occurred
```

### 4.6.2.3 ADDC

<b>ADDC.W</b>	Add source word and carry to destination word
<b>ADDC.B</b>	Add source byte and carry to destination byte
<b>Syntax</b>	ADDC src,dst or ADDC.W src,dst ADDC.B src,dst
<b>Operation</b>	src + dst + C → dst
<b>Description</b>	The source operand and the carry bit C are added to the destination operand. The previous content of the destination is lost.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB of the result, reset otherwise V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Constant value 15 and the carry of the previous instruction are added to the 16-bit counter CNTR located in lower 64 K.

```
ADDC.W    #15, &CNTR      ; Add 15 + C to 16-bit CNTR
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) and the carry C are added to R6. The jump to label TONI is performed on a carry. R6.19:16 = 0
----------------	--

```
ADDC.W    @R5, R6        ; Add table word + C to R6
JC        TONI          ; Jump if carry
...                  ; No carry
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) and the carry bit C are added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1. R6.19:8 = 0
----------------	---

```
ADDC.B    @R5+, R6       ; Add table byte + C to R6. R5 + 1
JNC      TONI          ; Jump if no carry
...                  ; Carry occurred
```

#### 4.6.2.4 AND

<b>AND[.W]</b>	Logical AND of source word with destination word
<b>AND.B</b>	Logical AND of source byte with destination byte
<b>Syntax</b>	AND src,dst or AND.W src,dst AND.B src,dst
<b>Operation</b>	src .and. dst → dst
<b>Description</b>	The source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if the result is not zero, reset otherwise. C = (.not. Z) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The bits set in R5 (16-bit data) are used as a mask (AA55h) for the word TOM located in the lower 64 K. If the result is zero, a branch is taken to label TONI. R5.19:16 = 0

```
MOV #AA55h,R5      ; Load 16-bit mask to R5
AND R5,&TOM        ; TOM .and. R5 -> TOM
JZ TONI           ; Jump if result 0
...                ; Result > 0
```

or shorter:

```
AND #AA55h,&TOM    ; TOM .and. AA55h -> TOM
JZ TONI           ; Jump if result 0
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is logically ANDed with R6. R5 is incremented by 1 after the fetching of the byte. R6.19:8 = 0
----------------	---

```
AND.B @R5+,R6      ; AND table byte with R6. R5 + 1
```

#### 4.6.2.5 BIC

<b>BIC.W</b>	Clear bits set in source word in destination word
<b>BIC.B</b>	Clear bits set in source byte in destination byte
<b>Syntax</b>	BIC src,dst or BIC.W src,dst BIC.B src,dst
<b>Operation</b>	(.not. src) .and. dst → dst
<b>Description</b>	The inverted source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The bits 15:14 of R5 (16-bit data) are cleared. R5.19:16 = 0

```
BIC #0C000h,R5      ; Clear R5.19:14 bits
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is used to clear bits in R7. R7.19:16 = 0
----------------	--

```
BIC.W @R5,R7      ; Clear bits in R7 set in @R5
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is used to clear bits in Port1.
----------------	--

```
BIC.B @R5,&P1OUT    ; Clear I/O port P1 bits set in @R5
```

#### 4.6.2.6 BIS

<b>BIS[.W]</b>	Set bits set in source word in destination word
<b>BIS.B</b>	Set bits set in source byte in destination byte
<b>Syntax</b>	<code>BIS src,dst</code> or <code>BIS.W src,dst</code> <code>BIS.B src,dst</code>
<b>Operation</b>	<code>src .or. dst → dst</code>
<b>Description</b>	The source operand and the destination operand are logically ORed. The result is placed into the destination. The source operand is not affected.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Bits 15 and 13 of R5 (16-bit data) are set to one. $R5.19:16 = 0$

`BIS #A000h,R5 ; Set R5 bits`

<b>Example</b>	A table word pointed to by R5 (20-bit address) is used to set bits in R7. $R7.19:16 = 0$
----------------	--

`BIS.W @R5,R7 ; Set bits in R7`

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is used to set bits in Port1. R5 is incremented by 1 afterwards.
----------------	---

`BIS.B @R5+,&P1OUT ; Set I/O port P1 bits. R5 + 1`

#### 4.6.2.7 BIT

<b>BIT[.W]</b>	Test bits set in source word in destination word
<b>BIT.B</b>	Test bits set in source byte in destination byte
<b>Syntax</b>	BIT src,dst or BIT.W src,dst BIT.B src,dst
<b>Operation</b>	src .and. dst
<b>Description</b>	The source operand and the destination operand are logically ANDed. The result affects only the status bits in SR. Register mode: the register bits Rdst.19:16 (.W) resp. Rdst. 19:8 (.B) are not cleared!
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if the result is not zero, reset otherwise. C = (.not. Z) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Test if one (or both) of bits 15 and 14 of R5 (16-bit data) is set. Jump to label TONI if this is the case. R5.19:16 are not affected.

```
BIT      #C000h,R5      ; Test R5.15:14 bits
JNZ     TONI           ; At least one bit is set in R5
...
      ; Both bits are reset
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is used to test bits in R7. Jump to label TONI if at least one bit is set. R7.19:16 are not affected.
----------------	--

```
BIT.W    @R5,R7          ; Test bits in R7
JC      TONI           ; At least one bit is set
...
      ; Both are reset
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is used to test bits in output Port1. Jump to label TONI if no bit is set. The next table byte is addressed.
----------------	---

```
BIT.B    @R5+,&P1OUT      ; Test I/O port P1 bits. R5 + 1
JNC     TONI           ; No corresponding bit is set
...
      ; At least one bit is set
```

#### 4.6.2.8 BR, BRANCH

<b>* BR, BRANCH</b>	Branch to destination in lower 64K address space
<b>Syntax</b>	BR dst
<b>Operation</b>	dst → PC
<b>Emulation</b>	MOV dst, PC
<b>Description</b>	An unconditional branch is taken to an address anywhere in the lower 64K address space. All source addressing modes can be used. The branch instruction is a word instruction.
<b>Status Bits</b>	Status bits are not affected.
<b>Example</b>	Examples for all addressing modes are given.

```

BR      #EXEC    ; Branch to label EXEC or direct branch (for example #0A4h)
          ; Core instruction MOV @PC+,PC

BR      EXEC     ; Branch to the address contained in EXEC
          ; Core instruction MOV X(PC),PC
          ; Indirect address

BR      &EXEC    ; Branch to the address contained in absolute
          ; address EXEC
          ; Core instruction MOV X(0),PC
          ; Indirect address

BR      R5       ; Branch to the address contained in R5
          ; Core instruction MOV R5,PC
          ; Indirect R5

BR      @R5      ; Branch to the address contained in the word
          ; pointed to by R5.
          ; Core instruction MOV @R5,PC
          ; Indirect, indirect R5

BR      @R5+     ; Branch to the address contained in the word pointed
          ; to by R5 and increment pointer in R5 afterwards.
          ; The next time-S/W flow uses R5 pointer-it can
          ; alter program execution due to access to
          ; next address in a table pointed to by R5
          ; Core instruction MOV @R5,PC
          ; Indirect, indirect R5 with autoincrement

BR      X(R5)   ; Branch to the address contained in the address
          ; pointed to by R5 + X (for example table with address
          ; starting at X). X can be an address or a label
          ; Core instruction MOV X(R5),PC
          ; Indirect, indirect R5 + X

```

#### 4.6.2.9 CALL

<b>CALL</b>	Call a subroutine in lower 64 K
<b>Syntax</b>	CALL dst
<b>Operation</b>	<p>dst → tmp 16-bit dst is evaluated and stored</p> <p>SP – 2 → SP</p> <p>PC → @SP updated PC with return address to TOS</p> <p>tmp → PC saved 16-bit dst to PC</p>
<b>Description</b>	A subroutine call is made from an address in the lower 64 K to a subroutine address in the lower 64 K. All seven source addressing modes can be used. The call instruction is a word instruction. The return is made with the RET instruction.
<b>Status Bits</b>	Status bits are not affected. PC.19:16 cleared (address in lower 64 K)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Examples</b>	Examples for all addressing modes are given.  Immediate Mode: Call a subroutine at label EXEC (lower 64 K) or call directly to address.

```
CALL #EXEC           ; Start address EXEC
CALL #0AA04h         ; Start address 0AA04h
```

Symbolic Mode: Call a subroutine at the 16-bit address contained in address EXEC. EXEC is located at the address (PC + X) where X is within PC ± 32 K.

```
CALL EXEC           ; Start address at @EXEC. z16(PC)
```

Absolute Mode: Call a subroutine at the 16-bit address contained in absolute address EXEC in the lower 64 K.

```
CALL &EXEC          ; Start address at @EXEC
```

Register mode: Call a subroutine at the 16-bit address contained in register R5.15:0.

```
CALL R5             ; Start address at R5
```

Indirect Mode: Call a subroutine at the 16-bit address contained in the word pointed to by register R5 (20-bit address).

```
CALL @R5            ; Start address at @R5
```

#### 4.6.2.10 CLR

* CLR[.W]	Clear destination
* CLR.B	Clear destination
<b>Syntax</b>	CLR dst or CLR.B dst
<b>Operation</b>	$0 \rightarrow \text{dst}$
<b>Emulation</b>	MOV #0,dst MOV.B #0,dst
<b>Description</b>	The destination operand is cleared.
<b>Status Bits</b>	Status bits are not affected.
<b>Example</b>	RAM word TONI is cleared.

CLR TONI ; 0 -> TONI

**Example** Register R5 is cleared.

CLR R5

**Example** RAM byte TONI is cleared.

CLR.B TONI ; 0 -> TONI

#### 4.6.2.11 CLRC

\* **CLRC** Clear carry bit

**Syntax** CLRC

**Operation**  $0 \rightarrow C$

**Emulation** BIC #1,SR

**Description** The carry bit (C) is cleared. The clear carry instruction is a word instruction.

**Status Bits** N: Not affected

Z: Not affected

C: Cleared

V: Not affected

**Mode Bits** OSCOFF, CPUOFF, and GIE are not affected.

**Example** The 16-bit decimal counter pointed to by R13 is added to a 32-bit counter pointed to by R12.

```
CLRC          ; C=0: defines start
DADD  @R13,0(R12)    ; add 16-bit counter to low word of 32-bit counter
DADC  2(R12)        ; add carry to high word of 32-bit counter
```

#### 4.6.2.12 CLRN

<b>* CLRN</b>	Clear negative bit
<b>Syntax</b>	CLRN
<b>Operation</b>	$0 \rightarrow N$ or $(\text{.NOT.} \text{src} \text{ .AND. } \text{dst} \rightarrow \text{dst})$
<b>Emulation</b>	BIC #4, SR
<b>Description</b>	The constant 04h is inverted (0FFFh) and is logically ANDed with the destination operand. The result is placed into the destination. The clear negative bit instruction is a word instruction.
<b>Status Bits</b>	N: Reset to 0 Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The negative bit in the SR is cleared. This avoids special treatment with negative numbers of the subroutine called.

```

CLRN
CALL    SUBR
.....
.....
SUBR    JN      SUBRET      ; If input is negative: do nothing and return
.....
.....
.....
SUBRET   RET

```

#### 4.6.2.13 CLRZ

<b>* CLRZ</b>	Clear zero bit
<b>Syntax</b>	CLRZ
<b>Operation</b>	$0 \rightarrow Z$ or $(\text{NOT}.\text{src} \cdot \text{AND}.\text{dst} \rightarrow \text{dst})$
<b>Emulation</b>	BIC #2, SR
<b>Description</b>	The constant 02h is inverted (0FFFDh) and logically ANDed with the destination operand. The result is placed into the destination. The clear zero bit instruction is a word instruction.
<b>Status Bits</b>	N: Not affected Z: Reset to 0 C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The zero bit in the SR is cleared.

CLRZ

Indirect, Auto-Increment mode: Call a subroutine at the 16-bit address contained in the word pointed to by register R5 (20-bit address) and increment the 16-bit address in R5 afterwards by 2. The next time the software uses R5 as a pointer, it can alter the program execution due to access to the next word address in the table pointed to by R5.

CALL @R5+ ; Start address at @R5. R5 + 2

Indexed mode: Call a subroutine at the 16-bit address contained in the 20-bit address pointed to by register (R5 + X); for example, a table with addresses starting at X. The address is within the lower 64KB. X is within  $\pm 32\text{KB}$ .

CALL X(R5) ; Start address at @(R5+X). z16(R5)

#### 4.6.2.14 CMP

<b>CMP[.W]</b>	Compare source word and destination word
<b>CMP.B</b>	Compare source byte and destination byte
<b>Syntax</b>	CMP src,dst or CMP.W src,dst CMP.B src,dst
<b>Operation</b>	$(\text{not}.\text{src}) + 1 + \text{dst}$ or $\text{dst} - \text{src}$
<b>Description</b>	The source operand is subtracted from the destination operand. This is made by adding the 1s complement of the source + 1 to the destination. The result affects only the status bits in SR.

<b>Status Bits</b>	Register mode: the register bits Rdst.19:16 (.W) resp. Rdst. 19:8 (.B) are not cleared. N: Set if result is negative ( $\text{src} > \text{dst}$ ), reset if positive ( $\text{src} \leq \text{dst}$ ) Z: Set if result is zero ( $\text{src} = \text{dst}$ ), reset otherwise ( $\text{src} \neq \text{dst}$ ) C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).
--------------------	---

**Mode Bits** OSCOFF, CPUOFF, and GIE are not affected.

**Example** Compare word EDE with a 16-bit constant 1800h. Jump to label TONI if EDE equals the constant. The address of EDE is within PC + 32 K.

```
CMP      #01800h,EDE      ; Compare word EDE with 1800h
JEQ      TONI            ; EDE contains 1800h
...
; Not equal
```

**Example** A table word pointed to by (R5 + 10) is compared with R7. Jump to label TONI if R7 contains a lower, signed 16-bit number. R7.19:16 is not cleared. The address of the source operand is a 20-bit address in full memory range.

```
CMP.W    10(R5),R7        ; Compare two signed numbers
JL      TONI            ; R7 < 10(R5)
...
; R7 >= 10(R5)
```

**Example** A table byte pointed to by R5 (20-bit address) is compared to the value in output Port1. Jump to label TONI if values are equal. The next table byte is addressed.

```
CMP.B    @R5+,&P1OUT      ; Compare P1 bits with table. R5 + 1
JEQ      TONI            ; Equal contents
...
; Not equal
```

#### 4.6.2.15 DADC

<b>* DADC.W</b>	Add carry decimal to destination
<b>* DADC.B</b>	Add carry decimal to destination
<b>Syntax</b>	DADC dst or DADC.B dst
<b>Operation</b>	dst + C → dst (decimally)
<b>Emulation</b>	DADD #0,dst DADD.B #0,dst
<b>Description</b>	The carry bit (C) is added decimal to the destination.
<b>Status Bits</b>	N: Set if MSB is 1 Z: Set if dst is 0, reset otherwise C: Set if destination increments from 9999 to 0000, reset otherwise Set if destination increments from 99 to 00, reset otherwise V: Undefined
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The four-digit decimal number contained in R5 is added to an eight-digit decimal number pointed to by R8.

```

CLRC          ; Reset carry
              ; next instruction's start condition is defined
DADD  R5,0 (R8)    ; Add LSDs + C
DADC  2 (R8)      ; Add carry to MSD

```

<b>Example</b>	The two-digit decimal number contained in R5 is added to a four-digit decimal number pointed to by R8.
----------------	--

```

CLRC          ; Reset carry
              ; next instruction's start condition is defined
DADD.B R5,0 (R8)    ; Add LSDs + C
DADC  1 (R8)      ; Add carry to MSDs

```

#### 4.6.2.16 DADD

<b>* DADD.W</b>	Add source word and carry decimal to destination word
<b>* DADD.B</b>	Add source byte and carry decimal to destination byte
<b>Syntax</b>	DADD src,dst or DADD.W src,dst  DADD.B src,dst
<b>Operation</b>	src + dst + C → dst (decimally)
<b>Description</b>	The source operand and the destination operand are treated as two (.B) or four (.W) binary coded decimals (BCD) with positive signs. The source operand and the carry bit C are added decimal to the destination operand. The source operand is not affected. The previous content of the destination is lost. The result is not defined for non-BCD numbers.
<b>Status Bits</b>	N: Set if MSB of result is 1 (word > 7999h, byte > 79h), reset if MSB is 0  Z: Set if result is zero, reset otherwise  C: Set if the BCD result is too large (word > 9999h, byte > 99h), reset otherwise  V: Undefined
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Decimal 10 is added to the 16-bit BCD counter DECCNTR.

```
DADD #10h, &DECCNTR ; Add 10 to 4-digit BCD counter
```

<b>Example</b>	The eight-digit BCD number contained in 16-bit RAM addresses BCD and BCD+2 is added decimal to an eight-digit BCD number contained in R4 and R5 (BCD+2 and R5 contain the MSDs). The carry C is added, and cleared.
----------------	---

```
CLRC ; Clear carry
DADD.W &BCD, R4 ; Add LSDs. R4.19:16 = 0
DADD.W &BCD+2, R5 ; Add MSDs with carry. R5.19:16 = 0
JC OVERFLOW ; Result >9999,9999: go to error routine
... ; Result ok
```

<b>Example</b>	The two-digit BCD number contained in word BCD (16-bit address) is added decimal to a two-digit BCD number contained in R4. The carry C is added, also. R4.19:8 = 0
----------------	---

```
CLRC ; Clear carry
DADD.B &BCD, R4 ; Add BCD to R4 decimal.
R4: 0,00ddh
```

#### 4.6.2.17 DEC

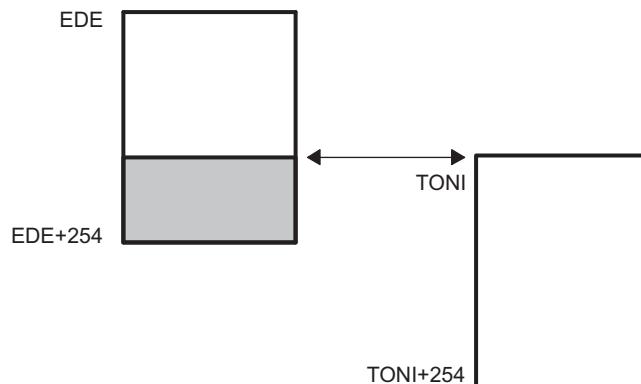
<b>* DEC.W</b>	Decrement destination
<b>* DEC.B</b>	Decrement destination
<b>Syntax</b>	DEC dst or DEC.B dst
<b>Operation</b>	$dst - 1 \rightarrow dst$
<b>Emulation</b>	SUB #1,dst SUB.B #1,dst
<b>Description</b>	The destination operand is decremented by one. The original contents are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if dst contained 1, reset otherwise C: Reset if dst contained 0, set otherwise V: Set if an arithmetic overflow occurs, otherwise reset. Set if initial value of destination was 08000h, otherwise reset. Set if initial value of destination was 080h, otherwise reset.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	R10 is decremented by 1.

```
DEC      R10          ; Decrement R10
```

; Move a block of 255 bytes from memory location starting with EDE to  
; memory location starting with TONI. Tables should not overlap: start of  
; destination address TONI must not be within the range EDE to EDE+0FEh

```
MOV      #EDE,R6
MOV      #255,R10
L$1    MOV.B   @R6+,TONI-EDE-1 (R6)
DEC      R10
JNZ      L$1
```

Do not transfer tables using the routine above with the overlap shown in [Figure 4-36](#).



**Figure 4-36. Decrement Overlap**

#### 4.6.2.18 DECD

* <b>DECD.W</b>	Double-decrement destination
* <b>DECD.B</b>	Double-decrement destination
<b>Syntax</b>	DECD dst or DECD.B dst
<b>Operation</b>	$dst - 2 \rightarrow dst$
<b>Emulation</b>	SUB #2,dst SUB.B #2,dst
<b>Description</b>	The destination operand is decremented by two. The original contents are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if dst contained 2, reset otherwise C: Reset if dst contained 0 or 1, set otherwise V: Set if an arithmetic overflow occurs, otherwise reset Set if initial value of destination was 08001 or 08000h, otherwise reset Set if initial value of destination was 081 or 080h, otherwise reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	R10 is decremented by 2.

```
DECD      R10           ; Decrement R10 by two
```

```
; Move a block of 255 bytes from memory location starting with EDE to
; memory location starting with TONI.
; Tables should not overlap: start of destination address TONI must not
; be within the range EDE to EDE+0FEh
```

```
MOV      #EDE,R6
MOV      #255,R10
L$1    MOV.B   @R6+,TONI-EDE-2 (R6)
        DECD   R10
        JNZ    L$1
```

<b>Example</b>	Memory at location LEO is decremented by two.
----------------	---

```
DECD.B   LEO           ; Decrement MEM(LEO)
```

Decrement status byte STATUS by two

```
DECD.B   STATUS
```

#### 4.6.2.19 DINT

<b>* DINT</b>	Disable (general) interrupts
<b>Syntax</b>	DINT
<b>Operation</b>	$0 \rightarrow GIE$ or $(0FFF7h .AND. SR \rightarrow SR / .NOT.src .AND. dst \rightarrow dst)$
<b>Emulation</b>	BIC #8,SR
<b>Description</b>	All interrupts are disabled. The constant 08h is inverted and logically ANDed with the SR. The result is placed into the SR.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	GIE is reset. OSCOFF and CPUOFF are not affected.
<b>Example</b>	The general interrupt enable (GIE) bit in the SR is cleared to allow a nondisrupted move of a 32-bit counter. This ensures that the counter is not modified during the move by any interrupt.

```

DINT           ; All interrupt events using the GIE bit are disabled
NOP           ; Required due to pipelined CPU architecture
MOV COUNTHI, R5 ; Copy counter
MOV COUNTLO, R6
EINT           ; All interrupt events using the GIE bit are enabled

```

---

**NOTE: Disable interrupt**

Due to the pipelined CPU architecture, clearing the general interrupt enable (GIE) requires special care.

- Include at least one instruction between DINT and the start of an code sequence that requires protection from interrupts. For example: Insert a NOP instruction after the DINT.
- Never clear the general interrupt enable (GIE) immediately after setting it. Insert at least one instruction in between such sequence.

The rules above apply to all instructions that clear the general interrupt enable bit. Not following these rules might result in unexpected CPU execution.

---

#### 4.6.2.20 EINT

<b>* EINT</b>	Enable (general) interrupts
<b>Syntax</b>	EINT
<b>Operation</b>	1 → GIE or (0008h .OR. SR → SR / .src .OR. dst → dst)
<b>Emulation</b>	BIS #8,SR
<b>Description</b>	All interrupts are enabled. The constant #08h and the SR are logically ORed. The result is placed into the SR.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	GIE is set. OSCOFF and CPUOFF are not affected.
<b>Example</b>	The general interrupt enable (GIE) bit in the SR is set.

```

PUSH.B    &P1IN
BIC.B    @SP,&P1IFG ; Reset only accepted flags
NOP          ; Required due to pipelined CPU architecture
EINT         ; Preset port 1 interrupt flags stored on stack
              ; other interrupts are allowed
BIT     #Mask,@SP
JEQ    MaskOK      ; Flags are present identically to mask: jump
.....
MaskOK  BIC  #Mask,@SP
.....
INCD   SP          ; Housekeeping: inverse to PUSH instruction
                  ; at the start of interrupt subroutine. Corrects
                  ; the stack pointer.
RETI

```

---

**NOTE: Enable interrupt**

Due to the pipelined CPU architecture, setting the general interrupt enable (GIE) requires special care.

- The instruction immediately after the enable interrupts instruction (EINT) is always executed, even if an interrupt service request is pending.
- Include at least one instruction between the clear of an interrupt enable or interrupt flag and the EINT instruction. For example: Insert a NOP instruction in front of the EINT instruction.
- Never clear the general interrupt enable (GIE) immediately after setting it. Insert at least one instruction in between such sequence.

The rules above apply to all instructions that set the general interrupt enable bit. Not following these rules might result in unexpected CPU execution.

---

#### **4.6.2.21 INC**

* <b>INC[.W]</b>	Increment destination
* <b>INC.B</b>	Increment destination
<b>Syntax</b>	INC dst or INC.B dst
<b>Operation</b>	dst + 1 → dst
<b>Emulation</b>	ADD #1,dst
<b>Description</b>	The destination operand is incremented by one. The original contents are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if dst contained 0FFFFh, reset otherwise Set if dst contained OFFh, reset otherwise C: Set if dst contained 0FFFFh, reset otherwise Set if dst contained OFFh, reset otherwise V: Set if dst contained 07FFFh, reset otherwise Set if dst contained 07Fh, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The status byte, STATUS, of a process is incremented. When it is equal to 11, a branch to OVFL is taken.

```

INC.B    STATUS
CMP.B    #11,STATUS
JEQ     OVFL

```

#### 4.6.2.22 INCD

* INCD[.W]	Double-increment destination
* INCD.B	Double-increment destination
<b>Syntax</b>	INCD dst or INCD.B dst
<b>Operation</b>	dst + 2 → dst
<b>Emulation</b>	ADD #2,dst
<b>Description</b>	The destination operand is incremented by two. The original contents are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if dst contained 0FFEh, reset otherwise Set if dst contained 0FEh, reset otherwise C: Set if dst contained 0FFEh or 0FFFh, reset otherwise Set if dst contained 0FEh or 0FFh, reset otherwise V: Set if dst contained 07FFEh or 07FFFh, reset otherwise Set if dst contained 07Eh or 07Fh, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The item on the top of the stack (TOS) is removed without using a register.

```
.....
PUSH    R5      ; R5 is the result of a calculation, which is stored
        ; in the system stack
INCD    SP      ; Remove TOS by double-increment from stack
        ; Do not use INCD.B, SP is a word-aligned register
RET
```

<b>Example</b>	The byte on the top of the stack is incremented by two.
INCD.B	0(SP) ; Byte on TOS is increment by two

#### **4.6.2.23 INV**

\* **INV[.W]**      Invert destination

\* **INV.B**      Invert destination

**Syntax**      **INV dst or**                            **INV.W dst**  
                   **INV.B dst**

**Operation**     **.not.dst → dst**

**Emulation**     **XOR #0FFFFh,dst**  
                   **XOR.B #0FFh,dst**

**Description**     The destination operand is inverted. The original contents are lost.

**Status Bits**    N: Set if result is negative, reset if positive  
                   Z: Set if dst contained 0FFFFh, reset otherwise  
                   Set if dst contained 0FFh, reset otherwise  
                   C: Set if result is not zero, reset otherwise (= .NOT. Zero)  
                   V: Set if initial destination operand was negative, otherwise reset

**Mode Bits**     OSCOFF, CPUOFF, and GIE are not affected.

**Example**       Content of R5 is negated (twos complement).

MOV	#00AEh,R5	;	R5 = 000AEh
INV	R5	; Invert R5,	R5 = 0FF51h
INC	R5	; R5 is now negated,	R5 = 0FF52h

**Example**       Content of memory byte LEO is negated.

MOV.B	#0AEh,LEO	;	MEM(LEO) = 0AEh
INV.B	LEO	; Invert LEO,	MEM(LEO) = 051h
INC.B	LEO	; MEM(LEO) is negated,	MEM(LEO) = 052h

#### 4.6.2.24 JC, JHS

<b>JC</b>	Jump if carry
<b>JHS</b>	Jump if higher or same (unsigned)
<b>Syntax</b>	JC label
	JHS label
<b>Operation</b>	If C = 1: PC + (2 × Offset) → PC If C = 0: execute the following instruction
<b>Description</b>	The carry bit C in the SR is tested. If it is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If C is reset, the instruction after the jump is executed. JC is used for the test of the carry bit C. JHS is used for the comparison of unsigned numbers.
<b>Status Bits</b>	Status bits are not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The state of the port 1 pin P1IN.1 bit defines the program flow.

```
BIT.B #2,&P1IN      ; Port 1, bit 1 set? Bit -> C
JC    Label1       ; Yes, proceed at Label1
...
           ; No, continue
```

**Example** If R5 ≥ R6 (unsigned), the program continues at Label2.

```
CMP  R6,R 5      ; Is R5 >= R6? Info to C
JHS  Label2       ; Yes, C = 1
...
           ; No, R5 < R6. Continue
```

**Example** If R5 ≥ 12345h (unsigned operands), the program continues at Label2.

```
CMPA #12345h,R5   ; Is R5 >= 12345h? Info to C
JHS  Label2       ; Yes, 12344h < R5 <= F,FFFFh. C = 1
...
           ; No, R5 < 12345h. Continue
```

#### **4.6.2.25 JEQ, JZ**

<b>JEQ</b>	Jump if equal
<b>JZ</b>	Jump if zero
<b>Syntax</b>	<b>JEQ</b> label <b>JZ</b> label
<b>Operation</b>	If Z = 1: PC + (2 × Offset) → PC If Z = 0: execute following instruction
<b>Description</b>	The zero bit Z in the SR is tested. If it is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If Z is reset, the instruction after the jump is executed. JZ is used for the test of the zero bit Z. JEQ is used for the comparison of operands.
<b>Status Bits</b>	Status bits are not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The state of the P2IN.0 bit defines the program flow.

```
BIT.B #1,&P2IN      ; Port 2, bit 0 reset?  
JZ Label1        ; Yes, proceed at Label1  
...              ; No, set, continue
```

**Example** If R5 = 15000h (20-bit data), the program continues at Label2.

```
CMPA #15000h,R5    ; Is R5 = 15000h? Info to SR  
JEQ Label2        ; Yes, R5 = 15000h. Z = 1  
...                ; No, R5 not equal 15000h. Continue
```

**Example** R7 (20-bit counter) is incremented. If its content is zero, the program continues at Label4.

```
ADDA #1,R7        ; Increment R7  
JZ Label4        ; Zero reached: Go to Label4  
...              ; R7 not equal 0. Continue here.
```

#### 4.6.2.26 JGE

<b>JGE</b>	Jump if greater or equal (signed)
<b>Syntax</b>	JGE label
<b>Operation</b>	If (N .xor. V) = 0: PC + (2 × Offset) → PC If (N .xor. V) = 1: execute following instruction
<b>Description</b>	The negative bit N and the overflow bit V in the SR are tested. If both bits are set or both are reset, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means a jump in the range -511 to +512 words relative to the PC in full Memory range. If only one bit is set, the instruction after the jump is executed.  JGE is used for the comparison of signed operands: also for incorrect results due to overflow, the decision made by the JGE instruction is correct.  Note that JGE emulates the nonimplemented JP (jump if positive) instruction if used after the instructions AND, BIT, RRA, SXTX, and TST. These instructions clear the V bit.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	If byte EDE (lower 64 K) contains positive data, go to Label1. Software can run in the full memory range.

```
TST.B    &EDE           ; Is EDE positive? V <- 0
JGE      Label1         ; Yes, JGE emulates JP
...
; No, 80h <= EDE <= FFh
```

<b>Example</b>	If the content of R6 is greater than or equal to the memory pointed to by R7, the program continues a Label5. Signed data. Data and program in full memory range.
----------------	---

```
CMP      @R7,R6        ; Is R6 >= @R7?
JGE      Label5         ; Yes, go to Label5
...
; No, continue here
```

<b>Example</b>	If R5 $\geq$ 12345h (signed operands), the program continues at Label2. Program in full memory range.
----------------	---

```
CMPA    #12345h,R5    ; Is R5 >= 12345h?
JGE      Label2         ; Yes, 12344h < R5 <= 7FFFFh
...
; No, 80000h <= R5 < 12345h
```

#### **4.6.2.27 JL**

<b>JL</b>	Jump if less (signed)
<b>Syntax</b>	JL label
<b>Operation</b>	If (N .xor. V) = 1: PC + (2 × Offset) → PC If (N .xor. V) = 0: execute following instruction
<b>Description</b>	The negative bit N and the overflow bit V in the SR are tested. If only one is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means a jump in the range -511 to +512 words relative to the PC in full memory range. If both bits N and V are set or both are reset, the instruction after the jump is executed.  JL is used for the comparison of signed operands: also for incorrect results due to overflow, the decision made by the JL instruction is correct.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	If byte EDE contains a smaller, signed operand than byte TONI, continue at Label1. The address EDE is within PC ± 32 K.

```
CMP.B    &TONI,EDE      ; Is EDE < TONI
JL       Label1        ; Yes
...
          ; No, TONI <= EDE
```

<b>Example</b>	If the signed content of R6 is less than the memory pointed to by R7 (20-bit address), the program continues at Label5. Data and program in full memory range.
----------------	--

```
CMP     @R7,R6      ; Is R6 < @R7?
JL      Label5        ; Yes, go to Label5
...
          ; No, continue here
```

<b>Example</b>	If R5 < 12345h (signed operands), the program continues at Label2. Data and program in full memory range.
----------------	---

```
CMPA   #12345h,R5    ; Is R5 < 12345h?
JL     Label2        ; Yes, 80000h <= R5 < 12345h
...
          ; No, 12344h < R5 <= 7FFFFh
```

#### 4.6.2.28 JMP

<b>JMP</b>	Jump unconditionally
<b>Syntax</b>	JMP label
<b>Operation</b>	PC + (2 × Offset) → PC
<b>Description</b>	The signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means an unconditional jump in the range -511 to +512 words relative to the PC in the full memory. The JMP instruction may be used as a BR or BRA instruction within its limited range relative to the PC.
<b>Status Bits</b>	Status bits are not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The byte STATUS is set to 10. Then a jump to label MAINLOOP is made. Data in lower 64 K, program in full memory range.

```
MOV.B #10,&STATUS      ; Set STATUS to 10
JMP     MAINLOOP       ; Go to main loop
```

<b>Example</b>	The interrupt vector TAIIV of Timer_A3 is read and used for the program flow. Program in full memory range, but interrupt handlers always starts in lower 64 K.
----------------	---

```
ADD    &TAIV,PC        ; Add Timer_A interrupt vector to PC
RETI
JMP    IHCCR1         ; No Timer_A interrupt pending
JMP    IHCCR2         ; Timer block 1 caused interrupt
JMP    IHCCR2         ; Timer block 2 caused interrupt
RETI
; No legal interrupt, return
```

#### **4.6.2.29 JN**

**JN**      Jump if negative

**Syntax**    JN label

**Operation**   If N = 1: PC + (2 × Offset) → PC

If N = 0: execute following instruction

**Description**   The negative bit N in the SR is tested. If it is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If N is reset, the instruction after the jump is executed.

**Status Bits**   Status bits are not affected.

**Mode Bits**   OSCOFF, CPUOFF, and GIE are not affected.

**Example**   The byte COUNT is tested. If it is negative, program execution continues at Label0. Data in lower 64 K, program in full memory range.

```
TST.B    &COUNT      ; Is byte COUNT negative?
JN       Label0       ; Yes, proceed at Label0
...
; COUNT >= 0
```

**Example**   R6 is subtracted from R5. If the result is negative, program continues at Label2. Program in full memory range.

```
SUB     R6,R5        ; R5 - R6 -> R5
JN       Label2       ; R5 is negative: R6 > R5 (N = 1)
...
; R5 >= 0. Continue here.
```

**Example**   R7 (20-bit counter) is decremented. If its content is below zero, the program continues at Label4. Program in full memory range.

```
SUBA   #1,R7        ; Decrement R7
JN     Label4        ; R7 < 0: Go to Label4
...
; R7 >= 0. Continue here.
```

### 4.6.2.30 JNC, JLO

<b>JNC</b>	Jump if no carry
<b>JLO</b>	Jump if lower (unsigned)
<b>Syntax</b>	JNC label JLO label
<b>Operation</b>	If C = 0: PC + (2 × Offset) → PC If C = 1: execute following instruction
<b>Description</b>	The carry bit C in the SR is tested. If it is reset, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If C is set, the instruction after the jump is executed. JNC is used for the test of the carry bit C. JLO is used for the comparison of unsigned numbers.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	If byte EDE < 15, the program continues at Label2. Unsigned data. Data in lower 64 K, program in full memory range.

```
CMP.B #15,&EDE      ; Is EDE < 15? Info to C
JLO Label2         ; Yes, EDE < 15. C = 0
...                ; No, EDE >= 15. Continue
```

<b>Example</b>	The word TONI is added to R5. If no carry occurs, continue at Label0. The address of TONI is within PC ± 32 K.
----------------	--

```
ADD TONI,R5        ; TONI + R5 -> R5. Carry -> C
JNC Label0         ; No carry
...                ; Carry = 1: continue here
```

#### **4.6.2.31 JNZ, JNE**

**JNZ**      Jump if not zero

**JNE**      Jump if not equal

**Syntax**      JNZ label

                JNE label

**Operation**      If Z = 0: PC + (2 × Offset) → PC

If Z = 1: execute following instruction

**Description**      The zero bit Z in the SR is tested. If it is reset, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If Z is set, the instruction after the jump is executed.

JNZ is used for the test of the zero bit Z.

JNE is used for the comparison of operands.

**Status Bits**      Status bits are not affected.

**Mode Bits**      OSCOFF, CPUOFF, and GIE are not affected.

**Example**      The byte STATUS is tested. If it is not zero, the program continues at Label3. The address of STATUS is within PC ± 32 K.

```
TST.B STATUS      ; Is STATUS = 0?
JNZ  Label3       ; No, proceed at Label3
...               ; Yes, continue here
```

**Example**      If word EDE ≠ 1500, the program continues at Label2. Data in lower 64 K, program in full memory range.

```
CMP #1500,&EDE    ; Is EDE = 1500? Info to SR
JNE Label2        ; No, EDE not equal 1500.
...               ; Yes, R5 = 1500. Continue
```

**Example**      R7 (20-bit counter) is decremented. If its content is not zero, the program continues at Label4. Program in full memory range.

```
SUBA #1,R7        ; Decrement R7
JNZ  Label4       ; Zero not reached: Go to Label4
...               ; Yes, R7 = 0. Continue here.
```

#### 4.6.2.32 MOV

<b>MOV[.W]</b>	Move source word to destination word
<b>MOV.B</b>	Move source byte to destination byte
<b>Syntax</b>	MOV src,dst or MOV.W src,dst MOV.B src,dst
<b>Operation</b>	src → dst
<b>Description</b>	The source operand is copied to the destination. The source operand is not affected.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Move a 16-bit constant 1800h to absolute address-word EDE (lower 64 K)

```
MOV      #01800h,&EDE           ; Move 1800h to EDE
```

<b>Example</b>	The contents of table EDE (word data, 16-bit addresses) are copied to table TOM. The length of the tables is 030h words. Both tables reside in the lower 64 K.
----------------	--

```
Loop    MOV      #EDE,R10          ; Prepare pointer (16-bit address)
        MOV      @R10+,TOM-EDE-2(R10) ; R10 points to both tables.
                                    ; R10+2
        CMP      #EDE+60h,R10       ; End of table reached?
        JLO      Loop              ; Not yet
                                    ; Copy completed
        ...
```

<b>Example</b>	The contents of table EDE (byte data, 16-bit addresses) are copied to table TOM. The length of the tables is 020h bytes. Both tables may reside in full memory range, but must be within R10 ± 32 K.
----------------	--

```
Loop    MOVA   #EDE,R10          ; Prepare pointer (20-bit)
        MOV     #20h,R9            ; Prepare counter
        MOV.B  @R10+,TOM-EDE-1(R10); R10 points to both tables.
                                    ; R10+1
        DEC     R9                ; Decrement counter
        JNZ     Loop              ; Not yet done
        ...
```

#### 4.6.2.33 NOP

* <b>NOP</b>	No operation
<b>Syntax</b>	NOP
<b>Operation</b>	None
<b>Emulation</b>	MOV #0, R3
<b>Description</b>	No operation is performed. The instruction may be used for the elimination of instructions during the software check or for defined waiting times.
<b>Status Bits</b>	Status bits are not affected.

#### 4.6.2.34 POP

<b>* POP[.W]</b>	Pop word from stack to destination
<b>* POP.B</b>	Pop byte from stack to destination
<b>Syntax</b>	POP dst POP.B dst
<b>Operation</b>	$\text{@SP} \rightarrow \text{temp}$ $\text{SP} + 2 \rightarrow \text{SP}$ $\text{temp} \rightarrow \text{dst}$
<b>Emulation</b>	MOV @SP+,dst or MOV.W @SP+,dst MOV.B @SP+,dst
<b>Description</b>	The stack location pointed to by the SP (TOS) is moved to the destination. The SP is incremented by two afterwards.
<b>Status Bits</b>	Status bits are not affected.
<b>Example</b>	The contents of R7 and the SR are restored from the stack.

```
POP    R7      ; Restore R7
POP    SR      ; Restore status register
```

<b>Example</b>	The contents of RAM byte LEO is restored from the stack.
----------------	--

```
POP.B  LEO     ; The low byte of the stack is moved to LEO.
```

<b>Example</b>	The contents of R7 is restored from the stack.
----------------	--

```
POP.B  R7      ; The low byte of the stack is moved to R7,
                 ; the high byte of R7 is 00h
```

<b>Example</b>	The contents of the memory pointed to by R7 and the SR are restored from the stack.
----------------	---

```
POP.B  0(R7)   ; The low byte of the stack is moved to the
                 ; the byte which is pointed to by R7
                 ; Example: R7 = 203h
                 ;           Mem(R7) = low byte of system stack
                 ; Example: R7 = 20Ah
                 ;           Mem(R7) = low byte of system stack
POP    SR       ; Last word on stack moved to the SR
```

---

**NOTE: System stack pointer**

The system SP is always incremented by two, independent of the byte suffix.

---

#### **4.6.2.35 PUSH**

<b>PUSH.W</b>	Save a word on the stack
<b>PUSH.B</b>	Save a byte on the stack
<b>Syntax</b>	PUSH dst or PUSH.B dst
<b>Operation</b>	SP – 2 → SP dst → @SP
<b>Description</b>	The 20-bit SP SP is decremented by two. The operand is then copied to the RAM word addressed by the SP. A pushed byte is stored in the low byte; the high byte is not affected.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Save the two 16-bit registers R9 and R10 on the stack

```
PUSH    R9      ; Save R9 and R10 xxxxh
PUSH    R10     ; YYYYh
```

<b>Example</b>	Save the two bytes EDE and TONI on the stack. The addresses EDE and TONI are within PC ± 32 K.
----------------	--

```
PUSH.B  EDE      ; Save EDE   xxXXh
PUSH.B  TONI     ; Save TONI  xxYYh
```

#### 4.6.2.36 RET

<b>* RET</b>	Return from subroutine
<b>Syntax</b>	RET
<b>Operation</b>	$@SP \rightarrow PC.15:0$ Saved PC to PC.15:0. $PC.19:16 \leftarrow 0$ $SP + 2 \rightarrow SP$
<b>Description</b>	The 16-bit return address (lower 64 K), pushed onto the stack by a CALL instruction is restored to the PC. The program continues at the address following the subroutine call. The four MSBs of the PC.19:16 are cleared.
<b>Status Bits</b>	Status bits are not affected. PC.19:16: Cleared
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Call a subroutine SUBR in the lower 64 K and return to the address in the lower 64 K after the CALL.

```

CALL    #SUBR      ; Call subroutine starting at SUBR
...
SUBR   PUSH     R14      ; Save R14 (16 bit data)
...
POP     R14      ; Restore R14
RET      ; Return to lower 64 K

```

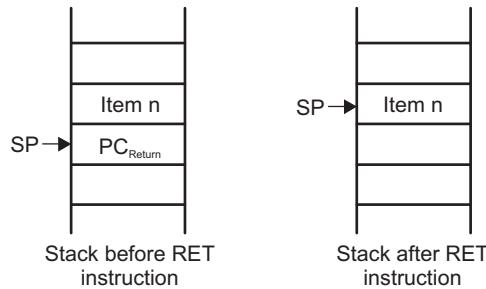


Figure 4-37. Stack After a RET Instruction

#### **4.6.2.37 RETI**

<b>RETI</b>	Return from interrupt
<b>Syntax</b>	RETI
<b>Operation</b>	$\text{@SP} \rightarrow \text{SR.15:0}$ Restore saved SR with PC.19:16 $\text{SP + 2} \rightarrow \text{SP}$ $\text{@SP} \rightarrow \text{PC.15:0}$ Restore saved PC.15:0 $\text{SP + 2} \rightarrow \text{SP}$ Housekeeping
<b>Description</b>	<p>The SR is restored to the value at the beginning of the interrupt service routine. This includes the four MSBs of the PC.19:16. The SP is incremented by two afterward.</p> <p>The 20-bit PC is restored from PC.19:16 (from same stack location as the status bits) and PC.15:0. The 20-bit PC is restored to the value at the beginning of the interrupt service routine. The program continues at the address following the last executed instruction when the interrupt was granted. The SP is incremented by two afterward. No interrupt flags are modified by this command.</p>
<b>Status Bits</b>	N: Restored from stack C: Restored from stack Z: Restored from stack V: Restored from stack
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are restored from stack.
<b>Example</b>	Interrupt handler in the lower 64 K. A 20-bit return address is stored on the stack.

```

INTRPT PUSHM.A #2,R14 ; Save R14 and R13 (20-bit data)
... ; Interrupt handler code
POPM.A #2,R14 ; Restore R13 and R14 (20-bit data)
RETI ; Return to 20-bit address in full memory range

```

#### 4.6.2.38 RLA

\* **RLA[.W]** Rotate left arithmetically

\* **RLA.B** Rotate left arithmetically

**Syntax**

RLA dst or RLA.W dst

RLA.B dst

**Operation**  $C \leftarrow MSB \leftarrow MSB-1 \dots LSB+1 \leftarrow LSB \leftarrow 0$

**Emulation** ADD dst,dst

ADD.B dst,dst

**Description**

The destination operand is shifted left one position as shown in Figure 4-38. The MSB is shifted into the carry bit (C) and the LSB is filled with 0. The RLA instruction acts as a signed multiplication by 2.

An overflow occurs if dst  $\geq 04000h$  and dst  $< 0C000h$  before operation is performed; the result has changed sign.

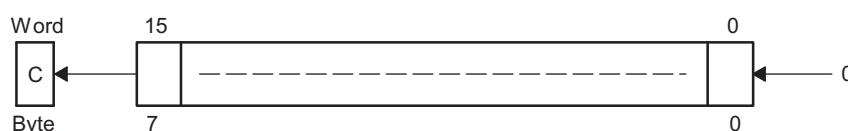


Figure 4-38. Destination Operand—Arithmetic Shift Left

An overflow occurs if dst  $\geq 040h$  and dst  $< 0C0h$  before the operation is performed; the result has changed sign.

**Status Bits**

N: Set if result is negative, reset if positive

Z: Set if result is zero, reset otherwise

C: Loaded from the MSB

V: Set if an arithmetic overflow occurs; the initial value is  $04000h \leq dst < 0C000h$ , reset otherwise

Set if an arithmetic overflow occurs; the initial value is  $040h \leq dst < 0C0h$ , reset otherwise

**Mode Bits**

OSCOFF, CPUOFF, and GIE are not affected.

**Example**

R7 is multiplied by 2.

```
RLA    R7      ; Shift left R7  (x 2)
```

**Example**

The low byte of R7 is multiplied by 4.

```
RLA.B   R7      ; Shift left low byte of R7  (x 2)
RLA.B   R7      ; Shift left low byte of R7  (x 4)
```

---

**NOTE: RLA substitution**

The assembler does not recognize the instructions:

RLA @R5+

RLA.B @R5+

RLA(.B) @R5

They must be substituted by:

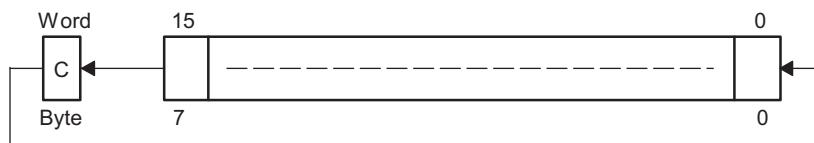
ADD @R5+, -2(R5)

ADD.B @R5+, -1(R5)

ADD(.B) @R5

#### **4.6.2.39 RLC**

* <b>RLC[W]</b>	Rotate left through carry
* <b>RLC.B</b>	Rotate left through carry
<b>Syntax</b>	RLC dst or RLC.B dst
<b>Operation</b>	$C \leftarrow MSB \leftarrow MSB-1 \dots LSB+1 \leftarrow LSB \leftarrow C$
<b>Emulation</b>	ADDC dst,dst
<b>Description</b>	The destination operand is shifted left one position as shown in Figure 4-39. The carry bit (C) is shifted into the LSB, and the MSB is shifted into the carry bit (C).



**Figure 4-39.** Destination Operand—Carry Left Shift

<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if result is zero, reset otherwise C: Loaded from the MSB V: Set if an arithmetic overflow occurs; the initial value is $04000h \leq dst < 0C000h$ , reset otherwise Set if an arithmetic overflow occurs; the initial value is $040h \leq dst < 0C0h$ , reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	R5 is shifted left one position.

RLC            R5                      ; (R5 x 2) + C -> R5

**Example** The input P1IN.1 information is shifted into the LSB of R5.

```
BIT.B    #2,&P1IN      ; Information -> Carry  
RLC      R5          ; Carry=P0in.1 -> LSB of R5
```

**Example** The MEM(LEO) content is shifted left one position.

$\text{BTG} \cdot B \quad \text{LEQ} \qquad : \quad \text{Mem}(\text{LEQ}) \times ? + C \rightarrow \text{Mem}(\text{LEQ})$

**NOTE: RLA substitution**

The assembler does not recognize the instructions:

They must be substituted by:

ADDC B #B5+ -2(B5) ADDC B #B5+ -1(B5)

---

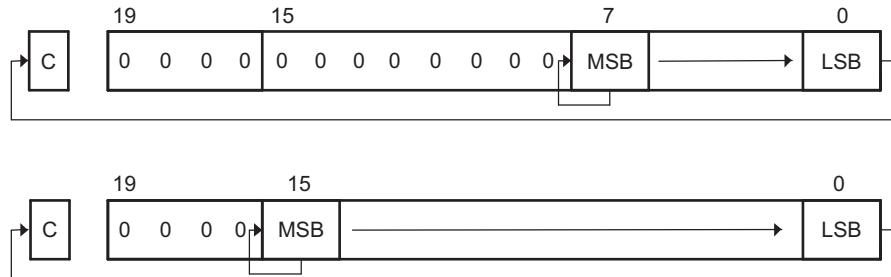
#### 4.6.2.40 RRA

<b>RRA[.W]</b>	Rotate right arithmetically destination word
<b>RRA.B</b>	Rotate right arithmetically destination byte
<b>Syntax</b>	RRA.B dst or RRA.W dst
<b>Operation</b>	MSB → MSB → MSB-1 → ... LSB+1 → LSB → C
<b>Description</b>	The destination operand is shifted right arithmetically by one bit position as shown in <a href="#">Figure 4-40</a> . The MSB retains its value (sign). RRA operates equal to a signed division by 2. The MSB is retained and shifted into the MSB-1. The LSB+1 is shifted into the LSB. The previous LSB is shifted into the carry bit C.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset otherwise (MSB = 0) Z: Set if result is zero, reset otherwise C: Loaded from the LSB V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The signed 16-bit number in R5 is shifted arithmetically right one position.

RRA      R5 ; R5/2 → R5

**Example**      The signed RAM byte EDE is shifted arithmetically right one position.

RRA.B    EDE ; EDE/2 → EDE

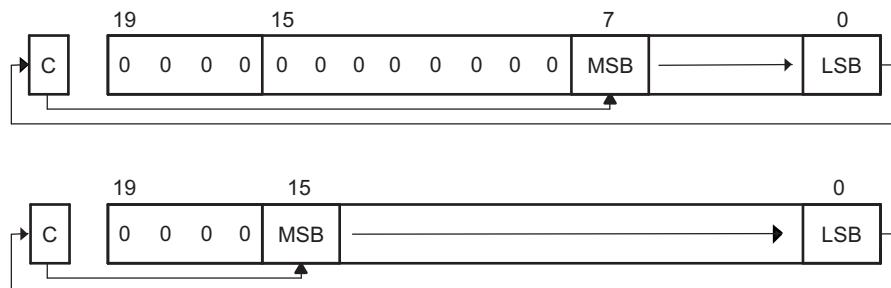


**Figure 4-40. Rotate Right Arithmetically RRA.B and RRA.W**

#### 4.6.2.41 RRC

<b>RRC[.W]</b>	Rotate right through carry destination word
<b>RRC.B</b>	Rotate right through carry destination byte
<b>Syntax</b>	RRC dst or                                   RRC.W dst RRC.B dst
<b>Operation</b>	C → MSB → MSB-1 → ... LSB+1 → LSB → C
<b>Description</b>	The destination operand is shifted right by one bit position as shown in <a href="#">Figure 4-41</a> . The carry bit C is shifted into the MSB and the LSB is shifted into the carry bit C.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset otherwise (MSB = 0) Z: Set if result is zero, reset otherwise C: Loaded from the LSB V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	RAM word EDE is shifted right one bit position. The MSB is loaded with 1.

```
SETC          ; Prepare carry for MSB
RRC  EDE      ; EDE = EDE >> 1 + 8000h
```



**Figure 4-41. Rotate Right Through Carry RRC.B and RRC.W**

#### **4.6.2.42 SBC**

* <b>SBC[W]</b>	Subtract borrow (.NOT. carry) from destination
* <b>SBC.B</b>	Subtract borrow (.NOT. carry) from destination
<b>Syntax</b>	SBC dst or SBC.B dst
<b>Operation</b>	$dst + 0FFFFh + C \rightarrow dst$ $dst + 0FFh + C \rightarrow dst$
<b>Emulation</b>	SUBC #0, dst SUBC.B #0, dst
<b>Description</b>	The carry bit (C) is added to the destination operand minus one. The previous contents of the destination are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB of the result, reset otherwise Set to 1 if no borrow, reset if borrow V: Set if an arithmetic overflow occurs, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 16-bit counter pointed to by R13 is subtracted from a 32-bit counter pointed to by R12.

```
SUB    @R13,0(R12)      ; Subtract LSDs
SBC    2(R12)           ; Subtract carry from MSD
```

**Example** The 8-bit counter pointed to by R13 is subtracted from a 16-bit counter pointed to by R12.

```
SUB.B    @R13,0(R12)      ; Subtract LSDs
SBC.B    1(R12)          ; Subtract carry from MSD
```

**NOTE:** Borrow implementation

The borrow is treated as a .NOT. carry:

Borrow	Carry Bit
Yes	0
No	1

#### **4.6.2.43 SETC**

<b>* SETC</b>	Set carry bit
<b>Syntax</b>	SETC
<b>Operation</b>	$1 \rightarrow C$
<b>Emulation</b>	BIS #1,SR
<b>Description</b>	The carry bit (C) is set.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Set V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Emulation of the decimal subtraction: Subtract R5 from R6 decimal. Assume that R5 = 03987h and R6 = 04137h.

```

DSUB  ADD    #06666h,R5      ; Move content R5 from 0-9 to 6-0Fh
                  ; R5 = 03987h + 06666h = 09FEDh
      INV    R5      ; Invert this (result back to 0-9)
                  ; R5 = .NOT. R5 = 06012h
      SETC
      DADD  R5,R6      ; Prepare carry = 1
                  ; Emulate subtraction by addition of:
                  ; (010000h - R5 - 1)
                  ; R6 = R6 + R5 + 1
                  ; R6 = 0150h

```

#### 4.6.2.44 SETN

* <b>SETN</b>	Set negative bit
<b>Syntax</b>	SETN
<b>Operation</b>	$1 \rightarrow N$
<b>Emulation</b>	BIS #4, SR
<b>Description</b>	The negative bit (N) is set.
<b>Status Bits</b>	N: Set Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.

#### 4.6.2.45 SETZ

* <b>SETZ</b>	Set zero bit
<b>Syntax</b>	SETZ
<b>Operation</b>	$1 \rightarrow N$
<b>Emulation</b>	BIS #2, SR
<b>Description</b>	The zero bit (Z) is set.
<b>Status Bits</b>	N: Not affected Z: Set C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.

#### 4.6.2.46 SUB

<b>SUB[.W]</b>	Subtract source word from destination word
<b>SUB.B</b>	Subtract source byte from destination byte
<b>Syntax</b>	SUB src,dst or SUB.W src,dst SUB.B src,dst
<b>Operation</b>	(.not.src) + 1 + dst → dst or dst - src → dst
<b>Description</b>	The source operand is subtracted from the destination operand. This is made by adding the 1s complement of the source + 1 to the destination. The source operand is not affected, the result is written to the destination operand.
<b>Status Bits</b>	N: Set if result is negative (src > dst), reset if positive (src ≤ dst) Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst) C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	A 16-bit constant 7654h is subtracted from RAM word EDE.

```
SUB #7654h, &EDE ; Subtract 7654h from EDE
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is subtracted from R7. Afterwards, if R7 contains zero, jump to label TONI. R5 is then auto-incremented by 2. R7.19:16 = 0.
----------------	--

```
SUB @R5+, R7 ; Subtract table number from R7. R5 + 2
JZ TONI ; R7 = @R5 (before subtraction)
          ; R7 <> @R5 (before subtraction)
```

<b>Example</b>	Byte CNT is subtracted from byte R12 points to. The address of CNT is within PC ± 32K. The address R12 points to is in full memory range.
----------------	---

```
SUB.B CNT, 0(R12) ; Subtract CNT from @R12
```

#### **4.6.2.47 SUBC**

<b>SUBC.W</b>	Subtract source word with carry from destination word
<b>SUBC.B</b>	Subtract source byte with carry from destination byte
<b>Syntax</b>	SUBC src,dst or SUBC.W src,dst SUBC.B src,dst
<b>Operation</b>	$(\text{.not}.src) + C + dst \rightarrow dst$ or $dst - (\text{src} - 1) + C \rightarrow dst$
<b>Description</b>	The source operand is subtracted from the destination operand. This is done by adding the 1s complement of the source + carry to the destination. The source operand is not affected, the result is written to the destination operand. Used for 32, 48, and 64-bit operands.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	A 16-bit constant 7654h is subtracted from R5 with the carry from the previous instruction. R5.19:16 = 0

```
SUBC.W #7654h,R5 ; Subtract 7654h + C from R5
```

<b>Example</b>	A 48-bit number (3 words) pointed to by R5 (20-bit address) is subtracted from a 48-bit counter in RAM, pointed to by R7. R5 points to the next 48-bit number afterwards. The address R7 points to is in full memory range.
----------------	---

```
SUB @R5+,0(R7) ; Subtract LSBs. R5 + 2
SUBC @R5+,2(R7) ; Subtract MIDs with C. R5 + 2
SUBC @R5+,4(R7) ; Subtract MSBs with C. R5 + 2
```

<b>Example</b>	Byte CNT is subtracted from the byte, R12 points to. The carry of the previous instruction is used. The address of CNT is in lower 64 K.
----------------	--

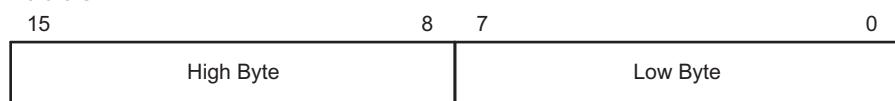
```
SUBC.B &CNT,0(R12) ; Subtract byte CNT from @R12
```

#### 4.6.2.48 SWPB

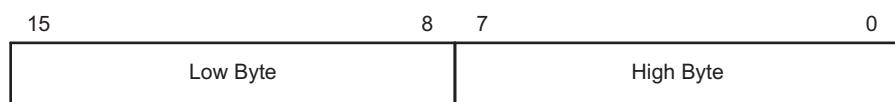
<b>SWPB</b>	Swap bytes
<b>Syntax</b>	SWPB dst
<b>Operation</b>	dst.15:8 ↔ dst.7:0
<b>Description</b>	The high and the low byte of the operand are exchanged. PC.19:16 bits are cleared in register mode.
<b>Status Bits</b>	Status bits are not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Exchange the bytes of RAM word EDE (lower 64 K)

```
MOV    #1234h, &EDE      ; 1234h -> EDE
SWPB   &EDE            ; 3412h -> EDE
```

Before SWPB



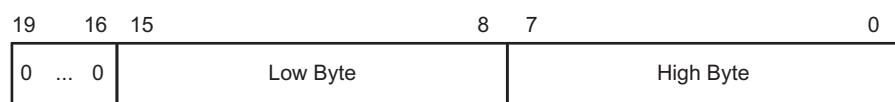
After SWPB

**Figure 4-42. Swap Bytes in Memory**

Before SWPB



After SWPB

**Figure 4-43. Swap Bytes in a Register**

#### 4.6.2.49 SXT

<b>SXT</b>	Extend sign
<b>Syntax</b>	SXT dst
<b>Operation</b>	dst.7 → dst.15:8, dst.7 → dst.19:8 (register mode)
<b>Description</b>	Register mode: the sign of the low byte of the operand is extended into the bits Rdst.19:8. Rdst.7 = 0: Rdst.19:8 = 000h afterwards Rdst.7 = 1: Rdst.19:8 = FFFh afterwards  Other modes: the sign of the low byte of the operand is extended into the high byte. dst.7 = 0: high byte = 00h afterwards dst.7 = 1: high byte = FFh afterwards
<b>Status Bits</b>	N: Set if result is negative, reset otherwise Z: Set if result is zero, reset otherwise C: Set if result is not zero, reset otherwise (C = .not.Z) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The signed 8-bit data in EDE (lower 64 K) is sign extended and added to the 16-bit signed data in R7.

```

MOV.B  &EDE,R5      ; EDE -> R5. 00XXh
SXT    R5          ; Sign extend low byte to R5.19:8
ADD    R5,R7       ; Add signed 16-bit values

```

<b>Example</b>	The signed 8-bit data in EDE (PC +32 K) is sign extended and added to the 20-bit data in R7.
	<pre> MOV.B  EDE,R5      ; EDE -&gt; R5. 00XXh SXT    R5          ; Sign extend low byte to R5.19:8 ADDA   R5,R7       ; Add signed 20-bit values </pre>

#### 4.6.2.50 TST

* <b>TST[.W]</b>	Test destination
* <b>TST.B</b>	Test destination
<b>Syntax</b>	TST dst or TST.B dst
<b>Operation</b>	dst + 0FFFFh + 1 dst + 0FFh + 1
<b>Emulation</b>	CMP #0,dst CMP.B #0,dst
<b>Description</b>	The destination operand is compared with zero. The status bits are set according to the result. The destination is not affected.
<b>Status Bits</b>	N: Set if destination is negative, reset if positive Z: Set if destination contains zero, reset otherwise C: Set V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```

TST      R7          ; Test R7
JN       R7NEG       ; R7 is negative
JZ       R7ZERO      ; R7 is zero
R7POS   .....       ; R7 is positive but not zero
R7NEG   .....       ; R7 is negative
R7ZERO  .....       ; R7 is zero

```

<b>Example</b>	The low byte of R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.
----------------	--

```

TST.B    R7          ; Test low byte of R7
JN       R7NEG       ; Low byte of R7 is negative
JZ       R7ZERO      ; Low byte of R7 is zero
R7POS   .....       ; Low byte of R7 is positive but not zero
R7NEG   .....       ; Low byte of R7 is negative
R7ZERO  .....       ; Low byte of R7 is zero

```

#### **4.6.2.51 XOR**

<b>XOR[.W]</b>	Exclusive OR source word with destination word
<b>XOR.B</b>	Exclusive OR source byte with destination byte
<b>Syntax</b>	<code>XOR src,dst</code> or <code>XOR.W src,dst</code> <code>XOR.B src,dst</code>
<b>Operation</b>	<code>src .xor. dst → dst</code>
<b>Description</b>	The source and destination operands are exclusively ORed. The result is placed into the destination. The source operand is not affected. The previous content of the destination is lost.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if result is not zero, reset otherwise (C = .not. Z) V: Set if both operands are negative before execution, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Toggle bits in word CNTR (16-bit data) with information (bit = 1) in address-word TONI. Both operands are located in lower 64 K.

```
XOR    &TONI, &CNTR      ; Toggle bits in CNTR
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is used to toggle bits in R6. R6.19:16 = 0.
----------------	--

```
XOR    @R5, R6      ; Toggle bits in R6
```

<b>Example</b>	Reset to zero those bits in the low byte of R7 that are different from the bits in byte EDE. R7.19:8 = 0. The address of EDE is within PC ± 32 K.
----------------	---

```
XOR.B  EDE, R7      ; Set different bits to 1 in R7.  
INV.B  R7           ; Invert low byte of R7, high byte is 0h
```

#### 4.6.3 Extended Instructions

The extended MSP430X instructions give the MSP430X CPU full access to its 20-bit address space. MSP430X instructions require an additional word of op-code called the extension word. All addresses, indexes, and immediate numbers have 20-bit values when preceded by the extension word. The MSP430X extended instructions are listed and described in the following pages.

#### 4.6.3.1 ADCX

- \* **ADCX.A** Add carry to destination address-word
- \* **ADCX.[W]** Add carry to destination word
- \* **ADCX.B** Add carry to destination byte

**Syntax**      ADCX.A dst

                ADCX dst or                            ADCX.W dst  
                 ADCX.B dst

**Operation**    dst + C → dst

**Emulation**    ADDCX.A #0,dst  
                   ADDCX #0,dst  
                   ADDCX.B #0,dst

**Description**     The carry bit (C) is added to the destination operand. The previous contents of the destination are lost.

**Status Bits**    N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)  
                   Z: Set if result is zero, reset otherwise  
                   C: Set if there is a carry from the MSB of the result, reset otherwise  
                   V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise

**Mode Bits**     OSCOFF, CPUOFF, and GIE are not affected.

**Example**       The 40-bit counter, pointed to by R12 and R13, is incremented.

```
INCX.A    @R12      ; Increment lower 20 bits
ADCX.A    @R13      ; Add carry to upper 20 bits
```

#### 4.6.3.2 ADDX

<b>ADDX.A</b>	Add source address-word to destination address-word
<b>ADDX.[W]</b>	Add source word to destination word
<b>ADDX.B</b>	Add source byte to destination byte
<b>Syntax</b>	ADDX.A src,dst ADDX src,dst or ADDX.W src,dst ADDX.B src,dst
<b>Operation</b>	$\text{src} + \text{dst} \rightarrow \text{dst}$
<b>Description</b>	The source operand is added to the destination operand. The previous contents of the destination are lost. Both operands can be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB of the result, reset otherwise V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Ten is added to the 20-bit pointer CNTR located in two words CNTR (LSBs) and CNTR+2 (MSBs).

```
ADDX.A    #10,CNTR      ; Add 10 to 20-bit pointer
```

<b>Example</b>	A table word (16-bit) pointed to by R5 (20-bit address) is added to R6. The jump to label TONI is performed on a carry.
----------------	---

```
ADDX.W    @R5,R6        ; Add table word to R6
JC       TONI          ; Jump if carry
...           ; No carry
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1.
----------------	--

```
ADDX.B    @R5+,R6       ; Add table byte to R6. R5 + 1. R6: 000xxh
JNC      TONI          ; Jump if no carry
...           ; Carry occurred
```

Note: Use ADDA for the following two cases for better code density and execution.

```
ADDX.A    Rsrc,Rdst
ADDX.A    #imm20,Rdst
```

#### 4.6.3.3 ADDCX

<b>ADDCX.A</b>	Add source address-word and carry to destination address-word
<b>ADDCX.[W]</b>	Add source word and carry to destination word
<b>ADDCX.B</b>	Add source byte and carry to destination byte
<b>Syntax</b>	ADDCX.A src,dst ADDCX src,dst or ADDCX.W src,dst ADDCX.B src,dst
<b>Operation</b>	$src + dst + C \rightarrow dst$
<b>Description</b>	The source operand and the carry bit C are added to the destination operand. The previous contents of the destination are lost. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB of the result, reset otherwise V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Constant 15 and the carry of the previous instruction are added to the 20-bit counter CNTR located in two words.

```
ADDCX.A    #15,&CNTR      ; Add 15 + C to 20-bit CNTR
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) and the carry C are added to R6. The jump to label TONI is performed on a carry.
----------------	---

```
ADDCX.W    @R5,R6        ; Add table word + C to R6
JC         TONI          ; Jump if carry
...          ...           ; No carry
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) and the carry bit C are added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1.
----------------	---

```
ADDCX.B    @R5+,R6       ; Add table byte + C to R6. R5 + 1
JNC        TONI          ; Jump if no carry
...          ...           ; Carry occurred
```

#### 4.6.3.4 ANDX

<b>ANDX.A</b>	Logical AND of source address-word with destination address-word
<b>ANDX.[W]</b>	Logical AND of source word with destination word
<b>ANDX.B</b>	Logical AND of source byte with destination byte
<b>Syntax</b>	ANDX.A src,dst ANDX src,dst or ANDX.W src,dst ANDX.B src,dst
<b>Operation</b>	src .and. dst → dst
<b>Description</b>	The source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if the result is not zero, reset otherwise. C = (.not. Z) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The bits set in R5 (20-bit data) are used as a mask (AAA55h) for the address-word TOM located in two words. If the result is zero, a branch is taken to label TONI.

```

MOVA    #AAA55h,R5      ; Load 20-bit mask to R5
ANDX.A  R5,TOM          ; TOM .and. R5 -> TOM
JZ      TONI             ; Jump if result 0
...
            ; Result > 0

```

or shorter:

```

ANDX.A  #AAA55h,TOM      ; TOM .and. AAA55h -> TOM
JZ      TONI             ; Jump if result 0

```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is logically ANDed with R6. R6.19:8 = 0. The table pointer is auto-incremented by 1.
----------------	---

```
ANDX.B  @R5+,R6          ; AND table byte with R6. R5 + 1
```

#### 4.6.3.5 BICX

<b>BICX.A</b>	Clear bits set in source address-word in destination address-word
<b>BICX.[W]</b>	Clear bits set in source word in destination word
<b>BICX.B</b>	Clear bits set in source byte in destination byte
<b>Syntax</b>	BICX.A src,dst BICX src,dst or BICX.W src,dst BICX.B src,dst
<b>Operation</b>	(.not. src).and. dst → dst
<b>Description</b>	The inverted source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The bits 19:15 of R5 (20-bit data) are cleared.

```
BICX.A    #0F8000h,R5      ; Clear R5.19:15 bits
```

**Example** A table word pointed to by R5 (20-bit address) is used to clear bits in R7. R7.19:16 = 0.

```
BICX.W    @R5,R7          ; Clear bits in R7
```

**Example** A table byte pointed to by R5 (20-bit address) is used to clear bits in output Port1.

```
BICX.B    @R5,&P1OUT       ; Clear I/O port P1 bits
```

#### 4.6.3.6 BISX

<b>BISX.A</b>	Set bits set in source address-word in destination address-word
<b>BISX.[W]</b>	Set bits set in source word in destination word
<b>BISX.B</b>	Set bits set in source byte in destination byte
<b>Syntax</b>	BISX.A src,dst BISX src,dst or BISX.W src,dst BISX.B src,dst
<b>Operation</b>	src .or. dst → dst
<b>Description</b>	The source operand and the destination operand are logically ORed. The result is placed into the destination. The source operand is not affected. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Bits 16 and 15 of R5 (20-bit data) are set to one.

```
BISX.A      #018000h,R5      ; Set R5.16:15 bits
```

**Example** A table word pointed to by R5 (20-bit address) is used to set bits in R7.

```
BISX.W      @R5,R7      ; Set bits in R7
```

**Example** A table byte pointed to by R5 (20-bit address) is used to set bits in output Port1.

```
BISX.B      @R5,&P1OUT      ; Set I/O port P1 bits
```

#### 4.6.3.7 BITX

<b>BITX.A</b>	Test bits set in source address-word in destination address-word
<b>BITX.[W]</b>	Test bits set in source word in destination word
<b>BITX.B</b>	Test bits set in source byte in destination byte
<b>Syntax</b>	BITX.A src,dst BITX src,dst or BITX.W src,dst BITX.B src,dst
<b>Operation</b>	src .and. dst → dst
<b>Description</b>	The source operand and the destination operand are logically ANDed. The result affects only the status bits. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if the result is not zero, reset otherwise. C = (.not. Z) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Test if bit 16 or 15 of R5 (20-bit data) is set. Jump to label TONI if so.

```
BITX.A    #018000h,R5      ; Test R5.16:15 bits
JNZ      TONI             ; At least one bit is set
...          ; Both are reset
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is used to test bits in R7. Jump to label TONI if at least one bit is set.
----------------	---

```
BITX.W    @R5,R7          ; Test bits in R7: C = .not.Z
JC       TONI             ; At least one is set
...          ; Both are reset
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is used to test bits in input Port1. Jump to label TONI if no bit is set. The next table byte is addressed.
----------------	--

```
BITX.B    @R5+,&P1IN        ; Test input P1 bits. R5 + 1
JNC      TONI             ; No corresponding input bit is set
...          ; At least one bit is set
```

#### 4.6.3.8 CLRX

- \* **CLRX.A** Clear destination address-word
- \* **CLRX.[W]** Clear destination word
- \* **CLRX.B** Clear destination byte

**Syntax**

CLRX.A dst  
CLRX dst or CLRX.W dst  
CLRX.B dst

**Operation**

$0 \rightarrow \text{dst}$

**Emulation**

MOVX.A #0,dst  
MOVX #0,dst  
MOVX.B #0,dst

**Description**

The destination operand is cleared.

**Status Bits**

Status bits are not affected.

**Mode Bits**

OSCOFF, CPUOFF, and GIE are not affected.

**Example**

RAM address-word TONI is cleared.

```
CLRX.A    TONI    ; 0 -> TONI
```

#### 4.6.3.9 CMPX

<b>CMPX.A</b>	Compare source address-word and destination address-word
<b>CMPX.[W]</b>	Compare source word and destination word
<b>CMPX.B</b>	Compare source byte and destination byte
<b>Syntax</b>	CMPX.A src,dst CMPX src,dst or CMPX.W src,dst CMPX.B src,dst
<b>Operation</b>	(.not. src) + 1 + dst or dst - src
<b>Description</b>	The source operand is subtracted from the destination operand by adding the 1s complement of the source + 1 to the destination. The result affects only the status bits. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (src > dst), reset if positive (src ≤ dst) Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst) C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Compare EDE with a 20-bit constant 18000h. Jump to label TONI if EDE equals the constant.

```
CMPX.A    #018000h,EDE      ; Compare EDE with 18000h
JEQ      TONI                ; EDE contains 18000h
...                  ; Not equal
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is compared with R7. Jump to label TONI if R7 contains a lower, signed, 16-bit number.
----------------	---

```
CMPX.W    @R5,R7            ; Compare two signed numbers
JL      TONI                ; R7 < @R5
...                  ; R7 >= @R5
```

<b>Example</b>	A table byte pointed to by R5 (20-bit address) is compared to the input in I/O Port1. Jump to label TONI if the values are equal. The next table byte is addressed.
----------------	---

```
CMPX.B    @R5+,&P1IN        ; Compare P1 bits with table. R5 + 1
JEQ      TONI                ; Equal contents
...                  ; Not equal
```

Note: Use CMPA for the following two cases for better density and execution.

```
CMPA      Rsrc,Rdst
CMPA      #imm20,Rdst
```

#### 4.6.3.10 DADCX

- \* **DADCX.A** Add carry decimal to destination address-word
- \* **DADCX.[W]** Add carry decimal to destination word
- \* **DADCX.B** Add carry decimal to destination byte

**Syntax**

```
DADCX.A dst
DADCX dst or DADCX.W dst
DADCX.B dst
```

**Operation**  $dst + C \rightarrow dst$  (decimally)

**Emulation**

```
DADDX.A #0,dst
DADDX #0,dst
DADDX.B #0,dst
```

**Description** The carry bit (C) is added decimal to the destination.

**Status Bits**

- N: Set if MSB of result is 1 (address-word > 79999h, word > 7999h, byte > 79h), reset if MSB is 0
- Z: Set if result is zero, reset otherwise
- C: Set if the BCD result is too large (address-word > 99999h, word > 9999h, byte > 99h), reset otherwise
- V: Undefined

**Mode Bits** OSCOFF, CPUOFF, and GIE are not affected.

**Example** The 40-bit counter, pointed to by R12 and R13, is incremented decimal.

```
DADDX.A #1,0(R12) ; Increment lower 20 bits
DADCX.A 0(R13)    ; Add carry to upper 20 bits
```

#### 4.6.3.11 DADDX

<b>DADDX.A</b>	Add source address-word and carry decimal to destination address-word
<b>DADDX.[W]</b>	Add source word and carry decimal to destination word
<b>DADDX.B</b>	Add source byte and carry decimal to destination byte
<b>Syntax</b>	DADDX.A src,dst DADDX src,dst or DADDX.W src,dst DADDX.B src,dst
<b>Operation</b>	$src + dst + C \rightarrow dst$ (decimally)
<b>Description</b>	The source operand and the destination operand are treated as two (.B), four (.W), or five (.A) binary coded decimals (BCD) with positive signs. The source operand and the carry bit C are added decimal to the destination operand. The source operand is not affected. The previous contents of the destination are lost. The result is not defined for non-BCD numbers. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if MSB of result is 1 (address-word > 79999h, word > 7999h, byte > 79h), reset if MSB is 0. Z: Set if result is zero, reset otherwise C: Set if the BCD result is too large (address-word > 99999h, word > 9999h, byte > 99h), reset otherwise V: Undefined
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Decimal 10 is added to the 20-bit BCD counter DECCNTR located in two words.

```
DADDX.A #10h,&DECCNTR ; Add 10 to 20-bit BCD counter
```

<b>Example</b>	The eight-digit BCD number contained in 20-bit addresses BCD and BCD+2 is added decimal to an eight-digit BCD number contained in R4 and R5 (BCD+2 and R5 contain the MSDs).
----------------	--

```
CLRC ; Clear carry
DADDX.W BCD,R4 ; Add LSDs
DADDX.W BCD+2,R5 ; Add MSDs with carry
JC OVERFLOW ; Result >99999999: go to error routine
... ; Result ok
```

<b>Example</b>	The two-digit BCD number contained in 20-bit address BCD is added decimal to a two-digit BCD number contained in R4.
----------------	--

```
CLRC ; Clear carry
DADDX.B BCD,R4 ; Add BCD to R4 decimal.
; R4: 000ddh
```

#### 4.6.3.12 DECX

- \* **DECX.A** Decrement destination address-word
- \* **DECX.[W]** Decrement destination word
- \* **DECX.B** Decrement destination byte

**Syntax**

```
DECX.A dst
DECX dst or DECX.W dst
DECX.B dst
```

**Operation**  $dst - 1 \rightarrow dst$

**Emulation**

```
SUBX.A #1,dst
SUBX #1,dst
SUBX.B #1,dst
```

**Description** The destination operand is decremented by one. The original contents are lost.

**Status Bits** N: Set if result is negative, reset if positive

Z: Set if dst contained 1, reset otherwise

C: Reset if dst contained 0, set otherwise

V: Set if an arithmetic overflow occurs, otherwise reset

**Mode Bits** OSCOFF, CPUOFF, and GIE are not affected.

**Example** RAM address-word TONI is decremented by one.

```
DECX.A    TONI      ; Decrement TONI
```

#### 4.6.3.13 DECDX

- \* **DECDX.A** Double-decrement destination address-word
- \* **DECDX.[W]** Double-decrement destination word
- \* **DECDX.B** Double-decrement destination byte

**Syntax** DECDX.A dst

DECDX dst or DECDX.W dst

DECDX.B dst

**Operation** dst - 2 → dst

**Emulation** SUBX.A #2,dst

SUBX #2,dst

SUBX.B #2,dst

**Description** The destination operand is decremented by two. The original contents are lost.

**Status Bits** N: Set if result is negative, reset if positive

Z: Set if dst contained 2, reset otherwise

C: Reset if dst contained 0 or 1, set otherwise

V: Set if an arithmetic overflow occurs, otherwise reset

**Mode Bits** OSCOFF, CPUOFF, and GIE are not affected.

**Example** RAM address-word TONI is decremented by two.

```
DECDX.A    TONI      ; Decrement TONI
```

#### 4.6.3.14 INCX

- \* **INCX.A** Increment destination address-word
- \* **INCX.[W]** Increment destination word
- \* **INCX.B** Increment destination byte

**Syntax**

```
INCX.A dst
INCX dst or           INCX.W dst
INCX.B dst
```

**Operation**

$dst + 1 \rightarrow dst$

**Emulation**

```
ADDX.A #1,dst
ADDX #1,dst
ADDX.B #1,dst
```

**Description**

The destination operand is incremented by one. The original contents are lost.

**Status Bits**

- N: Set if result is negative, reset if positive
- Z: Set if dst contained 0FFFFh, reset otherwise
  - Set if dst contained 0FFFh, reset otherwise
  - Set if dst contained 0FFh, reset otherwise
- C: Set if dst contained 0FFFFh, reset otherwise
  - Set if dst contained 0FFFh, reset otherwise
  - Set if dst contained 0FFh, reset otherwise
- V: Set if dst contained 07FFFh, reset otherwise
  - Set if dst contained 07FFFh, reset otherwise
  - Set if dst contained 07Fh, reset otherwise

**Mode Bits**

OSCOFF, CPUOFF, and GIE are not affected.

**Example**

RAM address-word TONI is incremented by one.

```
INCX.A    TONI      ; Increment TONI (20-bits)
```

#### 4.6.3.15 INCDX

- \* **INCDX.A** Double-increment destination address-word
- \* **INCDX.[W]** Double-increment destination word
- \* **INCDX.B** Double-increment destination byte

**Syntax**      INCDX.A dst

                INCDX dst or                                    INCDX.W dst  
                 INCDX.B dst

**Operation**    dst + 2 → dst

**Emulation**    ADDX.A #2,dst  
                   ADDX #2,dst  
                   ADDX.B #2,dst

**Description**     The destination operand is incremented by two. The original contents are lost.

**Status Bits**    N: Set if result is negative, reset if positive  
                   Z: Set if dst contained 0FFFFEh, reset otherwise  
                       Set if dst contained 0FFEh, reset otherwise  
                       Set if dst contained 0FEh, reset otherwise  
                   C: Set if dst contained 0FFFFEh or 0FFFFFh, reset otherwise  
                       Set if dst contained 0FFEh or 0FFFh, reset otherwise  
                       Set if dst contained 0FEh or 0FFh, reset otherwise  
                   V: Set if dst contained 07FFEh or 07FFFh, reset otherwise  
                       Set if dst contained 07FEh or 07FFh, reset otherwise  
                       Set if dst contained 07Eh or 07Fh, reset otherwise

**Mode Bits**    OSCOFF, CPUOFF, and GIE are not affected.

**Example**       RAM byte LEO is incremented by two; PC points to upper memory.

```
INCDX.B    LEO       ; Increment LEO by two
```

#### 4.6.3.16 INVX

* <b>INVX.A</b>	Invert destination
* <b>INVX.[W]</b>	Invert destination
* <b>INVX.B</b>	Invert destination
<b>Syntax</b>	INVX.A dst INVX dst or INVX.W dst INVX.B dst
<b>Operation</b>	.NOT.dst → dst
<b>Emulation</b>	XORX.A #0FFFFFh,dst XORX #0FFFFh,dst XORX.B #0FFh,dst
<b>Description</b>	The destination operand is inverted. The original contents are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if dst contained 0FFFFh, reset otherwise Set if dst contained 0FFFh, reset otherwise Set if dst contained 0FFh, reset otherwise C: Set if result is not zero, reset otherwise (= .NOT. Zero) V: Set if initial destination operand was negative, otherwise reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	20-bit content of R5 is negated (twos complement).

```
INVX.A    R5      ; Invert R5
INCX.A    R5      ; R5 is now negated
```

**Example** Content of memory byte LEO is negated. PC is pointing to upper memory.

```
INVX.B    LEO     ; Invert LEO
INCX.B    LEO     ; MEM(LEO) is negated
```

#### 4.6.3.17 MOVX

<b>MOVX.A</b>	Move source address-word to destination address-word
<b>MOVX.[W]</b>	Move source word to destination word
<b>MOVX.B</b>	Move source byte to destination byte
<b>Syntax</b>	<pre>MOVX.A src,dst MOVX src,dst or MOVX.W src,dst MOVX.B src,dst</pre>
<b>Operation</b>	$\text{src} \rightarrow \text{dst}$
<b>Description</b>	The source operand is copied to the destination. The source operand is not affected. Both operands may be located in the full address space.
<b>Status Bits</b>	<p>N: Not affected</p> <p>Z: Not affected</p> <p>C: Not affected</p> <p>V: Not affected</p>
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Move a 20-bit constant 18000h to absolute address-word EDE

```
MOVX.A #018000h, &EDE ; Move 18000h to EDE
```

<b>Example</b>	The contents of table EDE (word data, 20-bit addresses) are copied to table TOM. The length of the table is 030h words.
----------------	---

```

Loop   MOVA    #EDE,R10          ; Prepare pointer (20-bit address)
       MOVX.W @R10+,TOM-EDE-2(R10) ; R10 points to both tables.
                                     ; R10+2
       CMPA    #EDE+60h,R10        ; End of table reached?
       JLO     Loop               ; Not yet
       ...                            ; Copy completed

```

<b>Example</b>	The contents of table EDE (byte data, 20-bit addresses) are copied to table TOM. The length of the table is 020h bytes.
----------------	---

```

Loop   MOVA    #EDE,R10          ; Prepare pointer (20-bit)
       MOV     #20h,R9            ; Prepare counter
       MOVX.W @R10+,TOM-EDE-2(R10) ; R10 points to both tables.
                                     ; R10+1
       DEC     R9                ; Decrement counter
       JNZ     Loop               ; Not yet done
       ...                            ; Copy completed

```

Ten of the 28 possible addressing combinations of the MOVX.A instruction can use the MOVA instruction. This saves two bytes and code cycles. Examples for the addressing combinations are:

MOVX.A Rsrc,Rdst	MOVA Rsrc,Rdst	; Reg/Reg
MOVX.A #imm20,Rdst	MOVA #imm20,Rdst	; Immediate/Reg
MOVX.A &abs20,Rdst	MOVA &abs20,Rdst	; Absolute/Reg
MOVX.A @Rsrc,Rdst	MOVA @Rsrc,Rdst	; Indirect/Reg
MOVX.A @Rsrc+,Rdst	MOVA @Rsrc+,Rdst	; Indirect,Auto/Reg
MOVX.A Rsrc,&abs20	MOVA Rsrc,&abs20	; Reg/Absolute

The next four replacements are possible only if 16-bit indexes are sufficient for the addressing:

MOVX.A	z20(Rsrc),Rdst	MOVA	z16(Rsrc),Rdst	; Indexed/Reg
MOVX.A	Rsrc,z20(Rdst)	MOVA	Rsrc,z16(Rdst)	; Reg/Indexed
MOVX.A	symb20,Rdst	MOVA	symb16,Rdst	; Symbolic/Reg
MOVX.A	Rsrc,symb20	MOVA	Rsrc,symb16	; Reg/Symbolic

#### **4.6.3.18 POPM**

<b>POPM.A</b>	Restore n CPU registers (20-bit data) from the stack
<b>POPM.[W]</b>	Restore n CPU registers (16-bit data) from the stack
<b>Syntax</b>	POPM.A #n,Rdst $1 \leq n \leq 16$ POPM.W #n,Rdst or POPM #n,Rdst $1 \leq n \leq 16$
<b>Operation</b>	POPM.A: Restore the register values from stack to the specified CPU registers. The SP is incremented by four for each register restored from stack. The 20-bit values from stack (two words per register) are restored to the registers. POPM.W: Restore the 16-bit register values from stack to the specified CPU registers. The SP is incremented by two for each register restored from stack. The 16-bit values from stack (one word per register) are restored to the CPU registers. Note : This instruction does not use the extension word.
<b>Description</b>	POPM.A: The CPU registers pushed on the stack are moved to the extended CPU registers, starting with the CPU register (Rdst – n + 1). The SP is incremented by (n × 4) after the operation. POPM.W: The 16-bit registers pushed on the stack are moved back to the CPU registers, starting with CPU register (Rdst – n + 1). The SP is incremented by (n × 2) after the instruction. The MSBs (Rdst.19:16) of the restored CPU registers are cleared.
<b>Status Bits</b>	Status bits are not affected, except SR is included in the operation.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Restore the 20-bit registers R9, R10, R11, R12, R13 from the stack

```
POPM.A #5,R13 ; Restore R9, R10, R11, R12, R13
```

**Example**      Restore the 16-bit registers R9, R10, R11, R12, R13 from the stack.

```
POPM.W #5,R13 ; Restore R9, R10, R11, R12, R13
```

#### 4.6.3.19 PUSHM

<b>PUSHM.A</b>	Save n CPU registers (20-bit data) on the stack
<b>PUSHM.[W]</b>	Save n CPU registers (16-bit words) on the stack
<b>Syntax</b>	PUSHM.A #n,Rdst $1 \leq n \leq 16$ PUSHM.W #n,Rdst or PUSHM #n,Rdst $1 \leq n \leq 16$
<b>Operation</b>	PUSHM.A: Save the 20-bit CPU register values on the stack. The SP is decremented by four for each register stored on the stack. The MSBs are stored first (higher address). PUSHM.W: Save the 16-bit CPU register values on the stack. The SP is decremented by two for each register stored on the stack.
<b>Description</b>	PUSHM.A: The n CPU registers, starting with Rdst backwards, are stored on the stack. The SP is decremented by $(n \times 4)$ after the operation. The data (Rn.19:0) of the pushed CPU registers is not affected. PUSHM.W: The n registers, starting with Rdst backwards, are stored on the stack. The SP is decremented by $(n \times 2)$ after the operation. The data (Rn.19:0) of the pushed CPU registers is not affected. Note : This instruction does not use the extension word.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Save the five 20-bit registers R9, R10, R11, R12, R13 on the stack

```
PUSHM.A    #5,R13      ; Save R13, R12, R11, R10, R9
```

<b>Example</b>	Save the five 16-bit registers R9, R10, R11, R12, R13 on the stack

```
PUSHM.W    #5,R13      ; Save R13, R12, R11, R10, R9
```

#### **4.6.3.20 POPX**

- \* **POPX.A**      Restore single address-word from the stack
- \* **POPX.[W]**    Restore single word from the stack
- \* **POPX.B**    Restore single byte from the stack

**Syntax**

```
POPX.A dst
POPX dst or          POPX.W dst
POPX.B dst
```

**Operation**      Restore the 8-, 16-, 20-bit value from the stack to the destination. 20-bit addresses are possible. The SP is incremented by two (byte and word operands) and by four (address-word operand).

**Emulation**      MOVX(.B, .A) @SP+, dst

**Description**      The item on TOS is written to the destination operand. Register mode, Indexed mode, Symbolic mode, and Absolute mode are possible. The SP is incremented by two or four.

Note: the SP is incremented by two also for byte operations.

**Status Bits**      Status bits are not affected.

**Mode Bits**      OSCOFF, CPUOFF, and GIE are not affected.

**Example**      Write the 16-bit value on TOS to the 20-bit address &EDE

```
POPX.W    &EDE      ; Write word to address EDE
```

**Example**      Write the 20-bit value on TOS to R9

```
POPX.A    R9       ; Write address-word to R9
```

#### 4.6.3.21 PUSHX

<b>PUSHX.A</b>	Save single address-word to the stack
<b>PUSHX.[W]</b>	Save single word to the stack
<b>PUSHX.B</b>	Save single byte to the stack
<b>Syntax</b>	<pre>PUSHX.A src PUSHX src or PUSHX.B src</pre>
<b>Operation</b>	Save the 8-, 16-, 20-bit value of the source operand on the TOS. 20-bit addresses are possible. The SP is decremented by two (byte and word operands) or by four (address-word operand) before the write operation.
<b>Description</b>	The SP is decremented by two (byte and word operands) or by four (address-word operand). Then the source operand is written to the TOS. All seven addressing modes are possible for the source operand.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Save the byte at the 20-bit address &EDE on the stack

```
PUSHX.B    &EDE      ; Save byte at address EDE
```

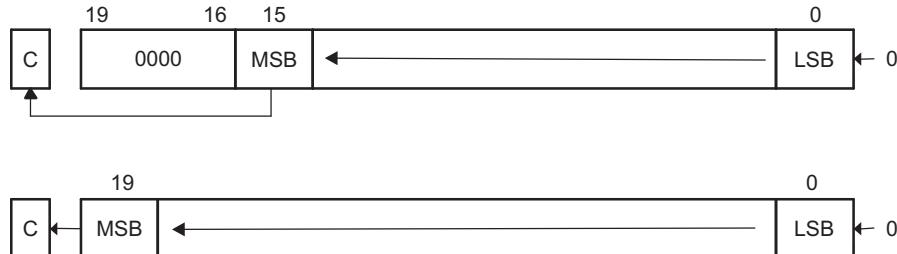
**Example**      Save the 20-bit value in R9 on the stack.

```
PUSHX.A    R9      ; Save address-word in R9
```

#### 4.6.3.22 RLAM

<b>RLAM.A</b>	Rotate left arithmetically the 20-bit CPU register content
<b>RLAM.[W]</b>	Rotate left arithmetically the 16-bit CPU register content
<b>Syntax</b>	RLAM.A #n,Rdst $1 \leq n \leq 4$ RLAM.W #n,Rdst or RLAM #n,Rdst $1 \leq n \leq 4$
<b>Operation Description</b>	$C \leftarrow MSB \leftarrow MSB-1 \dots LSB+1 \leftarrow LSB \leftarrow 0$ The destination operand is shifted arithmetically left one, two, three, or four positions as shown in <a href="#">Figure 4-44</a> . RLAM works as a multiplication (signed and unsigned) with 2, 4, 8, or 16. The word instruction RLAM.W clears the bits Rdst.19:16. Note : This instruction does not use the extension word.
<b>Status Bits</b>	N: Set if result is negative .A: Rdst.19 = 1, reset if Rdst.19 = 0 .W: Rdst.15 = 1, reset if Rdst.15 = 0 Z: Set if result is zero, reset otherwise C: Loaded from the MSB (n = 1), MSB-1 (n = 2), MSB-2 (n = 3), MSB-3 (n = 4) V: Undefined
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 20-bit operand in R5 is shifted left by three positions. It operates equal to an arithmetic multiplication by 8.

RLAM.A    #3, R5       ; R5 = R5 x 8



**Figure 4-44. Rotate Left Arithmetically—RLAM.[W] and RLAM.A**

### 4.6.3.23 RLAX

- \* **RLAX.A**
- \* **RLAX.[W]**
- \* **RLAX.B**

**Syntax**

RLAX.A dst  
 RLAX dst or                                    RLAX.W dst  
 RLAX.B dst

**Operation**      C  $\leftarrow$  MSB  $\leftarrow$  MSB-1 .... LSB+1  $\leftarrow$  LSB  $\leftarrow$  0

**Emulation**     ADDX.A dst,dst

ADDX dst,dst  
 ADDX.B dst,dst

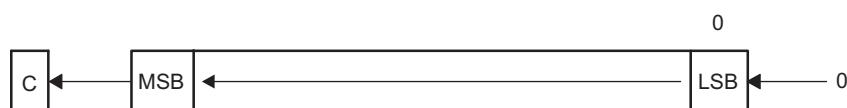
**Description**      The destination operand is shifted left one position as shown in [Figure 4-45](#). The MSB is shifted into the carry bit (C) and the LSB is filled with 0. The RLAX instruction acts as a signed multiplication by 2.

**Status Bits**     N: Set if result is negative, reset if positive  
 Z: Set if result is zero, reset otherwise  
 C: Loaded from the MSB  
 V: Set if an arithmetic overflow occurs: the initial value is  $040000h \leq dst < 0C0000h$ ; reset otherwise  
 Set if an arithmetic overflow occurs: the initial value is  $04000h \leq dst < 0C000h$ ; reset otherwise  
 Set if an arithmetic overflow occurs: the initial value is  $040h \leq dst < 0C0h$ ; reset otherwise

**Mode Bits**      OSCOFF, CPUOFF, and GIE are not affected.

**Example**       The 20-bit value in R7 is multiplied by 2

RLAX.A R7 ; Shift left R7 (20-bit)



**Figure 4-45. Destination Operand-Arithmetic Shift Left**

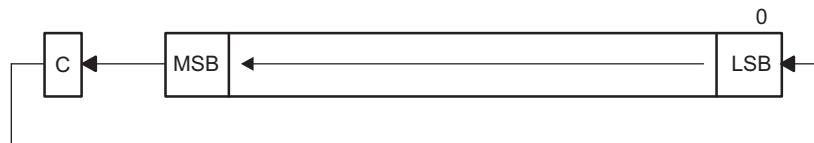
#### **4.6.3.24 RLCX**

* <b>RLCX.A</b>	Rotate left through carry address-word
* <b>RLCX.[W]</b>	Rotate left through carry word
* <b>RLCX.B</b>	Rotate left through carry byte
<b>Syntax</b>	RLCX.A dst RLCX dst or RLCX.W dst RLCX.B dst
<b>Operation Emulation</b>	$C \leftarrow MSB \leftarrow MSB-1 \dots LSB+1 \leftarrow LSB \leftarrow C$ ADDCX.A dst,dst ADDCX dst,dst ADDCX.B dst,dst
<b>Description</b>	The destination operand is shifted left one position as shown in <a href="#">Figure 4-46</a> . The carry bit (C) is shifted into the LSB and the MSB is shifted into the carry bit (C).
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if result is zero, reset otherwise C: Loaded from the MSB V: Set if an arithmetic overflow occurs: the initial value is $040000h \leq dst < 0C0000h$ ; reset otherwise Set if an arithmetic overflow occurs: the initial value is $04000h \leq dst < 0C000h$ ; reset otherwise Set if an arithmetic overflow occurs: the initial value is $040h \leq dst < 0C0h$ ; reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 20-bit value in R5 is shifted left one position.

RLCX.A R5 ; (R5 x 2) + C -> R5

**Example** The RAM byte LEO is shifted left one position. PC is pointing to upper memory.

RLCX.B LEO ; RAM(LEO) x 2 + C -> RAM(LEO)



**Figure 4-46.** Destination Operand-Carry Left Shift

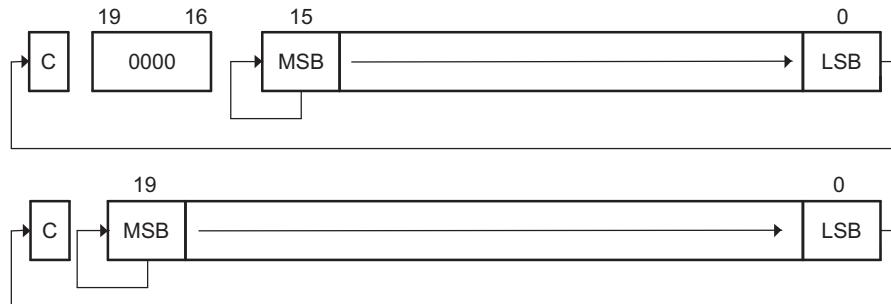
#### 4.6.3.25 RRAM

<b>RRAM.A</b>	Rotate right arithmetically the 20-bit CPU register content
<b>RRAM.[W]</b>	Rotate right arithmetically the 16-bit CPU register content
<b>Syntax</b>	RRAM.A #n,Rdst $1 \leq n \leq 4$ RRAM.W #n,Rdst or RRAM #n,Rdst $1 \leq n \leq 4$
<b>Operation Description</b>	MSB → MSB → MSB-1 ... LSB+1 → LSB → C The destination operand is shifted right arithmetically by one, two, three, or four bit positions as shown in <a href="#">Figure 4-47</a> . The MSB retains its value (sign). RRAM operates equal to a signed division by 2, 4, 8, or 16. The MSB is retained and shifted into MSB-1. The LSB+1 is shifted into the LSB, and the LSB is shifted into the carry bit C. The word instruction RRAM.W clears the bits Rdst.19:16. Note : This instruction does not use the extension word.
<b>Status Bits</b>	N: Set if result is negative .A: Rdst.19 = 1, reset if Rdst.19 = 0 .W: Rdst.15 = 1, reset if Rdst.15 = 0 Z: Set if result is zero, reset otherwise C: Loaded from the LSB (n = 1), LSB+1 (n = 2), LSB+2 (n = 3), or LSB+3 (n = 4) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The signed 20-bit number in R5 is shifted arithmetically right two positions.

RRAM.A    #2,R5   ; R5/4 -> R5

**Example**    The signed 20-bit value in R15 is multiplied by 0.75.  $(0.5 + 0.25) \times R15$ .

```
PUSHM.A    #1,R15                                                   ; Save extended R15 on stack
RRAM.A    #1,R15                                                   ; R15 y 0.5 -> R15
ADDX.A    @SP+,R15                                                   ; R15 y 0.5 + R15 = 1.5 y R15 -> R15
RRAM.A    #1,R15                                                   ; (1.5 y R15) y 0.5 = 0.75 y R15 -> R15
```



**Figure 4-47. Rotate Right Arithmetically RRAM.[W] and RRAM.A**

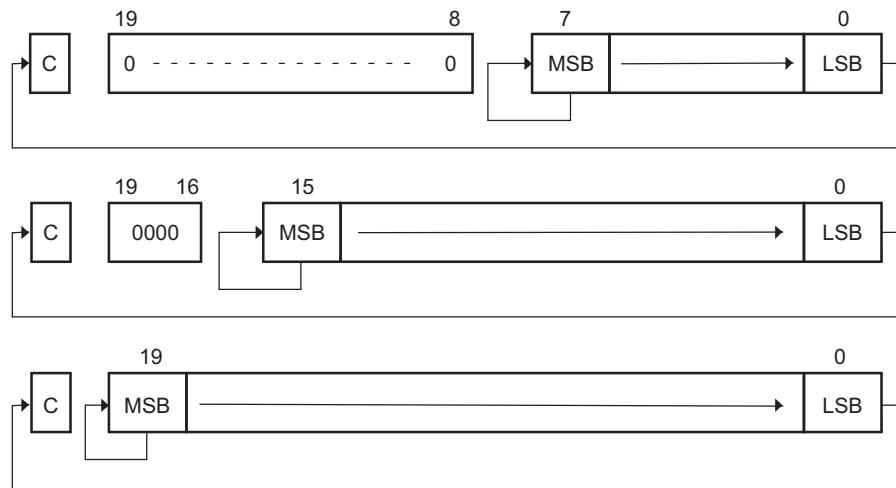
#### **4.6.3.26 RRAX**

<b>RRA.X.A</b>	Rotate right arithmetically the 20-bit operand
<b>RRA.X.[W]</b>	Rotate right arithmetically the 16-bit operand
<b>RRA.X.B</b>	Rotate right arithmetically the 8-bit operand
<b>Syntax</b>	<pre> RRA.X.A Rdst RRA.X.W Rdst RRA.X Rdst RRA.X.B Rdst  RRA.X.A dst RRA.X dst or           RRA.X.W dst RRA.X.B dst </pre>
<b>Operation Description</b>	<p>MSB → MSB → MSB-1 ... LSB+1 → LSB → C</p> <p>Register mode for the destination: the destination operand is shifted right by one bit position as shown in <a href="#">Figure 4-48</a>. The MSB retains its value (sign). The word instruction RRA.X.W clears the bits Rdst.19:16, the byte instruction RRA.X.B clears the bits Rdst.19:8. The MSB retains its value (sign), the LSB is shifted into the carry bit. RRA.X here operates equal to a signed division by 2.</p> <p>All other modes for the destination: the destination operand is shifted right arithmetically by one bit position as shown in <a href="#">Figure 4-49</a>. The MSB retains its value (sign), the LSB is shifted into the carry bit. RRA.X here operates equal to a signed division by 2. All addressing modes, with the exception of the Immediate mode, are possible in the full memory.</p>
<b>Status Bits</b>	<p>N: Set if result is negative, reset if positive         .A: dst.19 = 1, reset if dst.19 = 0         .W: dst.15 = 1, reset if dst.15 = 0         .B: dst.7 = 1, reset if dst.7 = 0</p> <p>Z: Set if result is zero, reset otherwise</p> <p>C: Loaded from the LSB</p> <p>V: Reset</p>
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The signed 20-bit number in R5 is shifted arithmetically right four positions.

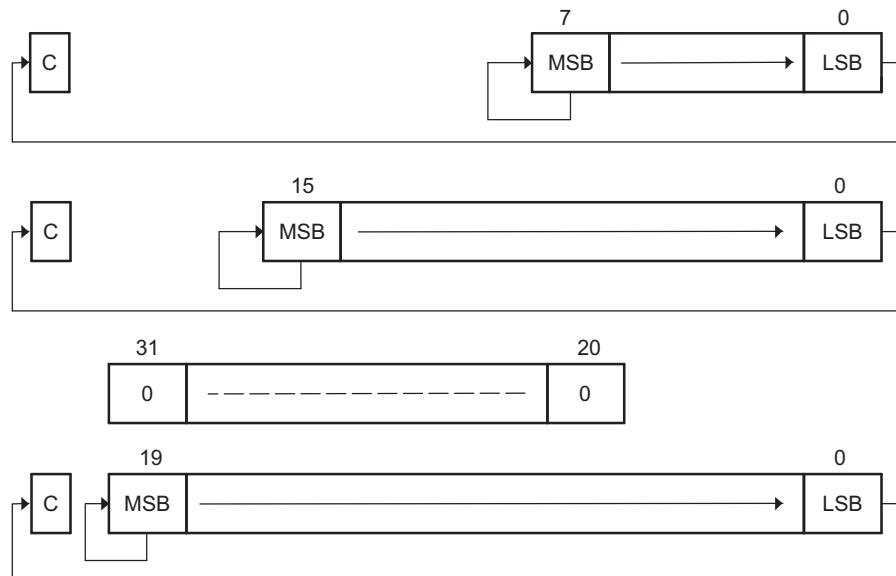
RPT #4  
RRAX.A R5 ; R5/16 -> R5

**Example** The signed 8-bit value in EDE is multiplied by 0.5.

RRAX.B &EDE ; EDE/2 -> EDE



**Figure 4-48. Rotate Right Arithmetically RRAX(.B,.A) – Register Mode**



**Figure 4-49. Rotate Right Arithmetically RRAX(.B,.A) – Non-Register Mode**

#### **4.6.3.27 RRCM**

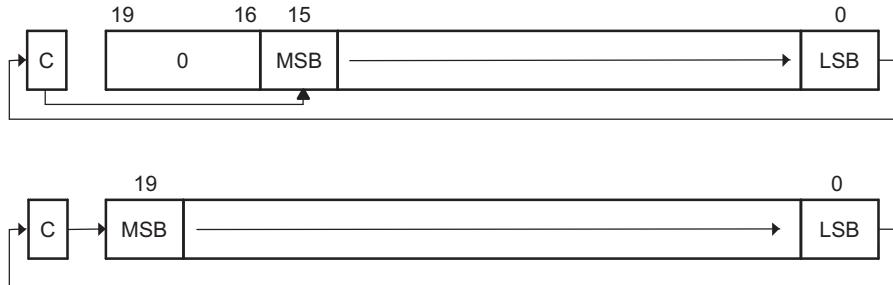
<b>RRCM.A</b>	Rotate right through carry the 20-bit CPU register content
<b>RRCM.[W]</b>	Rotate right through carry the 16-bit CPU register content
<b>Syntax</b>	RRCM.A #n,Rdst $1 \leq n \leq 4$ RRCM.W #n,Rdst or RRCM #n,Rdst $1 \leq n \leq 4$
<b>Operation Description</b>	C → MSB → MSB-1 ... LSB+1 → LSB → C The destination operand is shifted right by one, two, three, or four bit positions as shown in <a href="#">Figure 4-50</a> . The carry bit C is shifted into the MSB, the LSB is shifted into the carry bit. The word instruction RRCM.W clears the bits Rdst.19:16. Note : This instruction does not use the extension word.
<b>Status Bits</b>	N: Set if result is negative .A: Rdst.19 = 1, reset if Rdst.19 = 0 .W: Rdst.15 = 1, reset if Rdst.15 = 0 Z: Set if result is zero, reset otherwise C: Loaded from the LSB (n = 1), LSB+1 (n = 2), LSB+2 (n = 3), or LSB+3 (n = 4) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.

**Example** The address-word in R5 is shifted right by three positions. The MSB–2 is loaded with 1.

```
SETC          ; Prepare carry for MSB-2
RRCM.A #3,R5    ; R5 = R5 >> 3 + 20000h
```

**Example** The word in R6 is shifted right by two positions. The MSB is loaded with the LSB. The MSB–1 is loaded with the contents of the carry flag.

```
RRCM.W #2,R6      ; R6 = R6 >> 2. R6.19:16 = 0
```



**Figure 4-50. Rotate Right Through Carry RRCM[W] and RRCM.A**

#### 4.6.3.28 RRCX

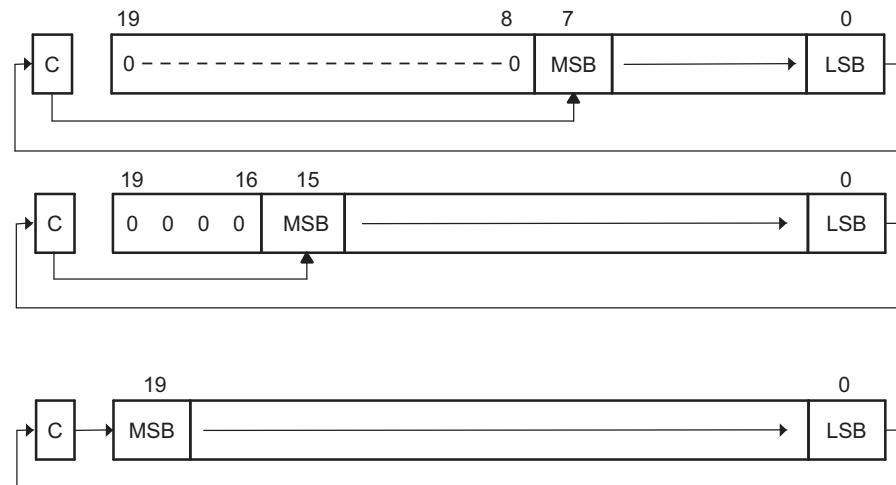
<b>RRCX.A</b>	Rotate right through carry the 20-bit operand
<b>RRCX.[W]</b>	Rotate right through carry the 16-bit operand
<b>RRCX.B</b>	Rotate right through carry the 8-bit operand
<b>Syntax</b>	<pre>RRCX.A Rdst RRCX.W Rdst RRCX Rdst RRCX.B Rdst  RRCX.A dst RRCX dst or           RRCX.W dst RRCX.B dst</pre>
<b>Operation</b>	$C \rightarrow \text{MSB} \rightarrow \text{MSB-1} \dots \text{LSB+1} \rightarrow \text{LSB} \rightarrow C$
<b>Description</b>	Register mode for the destination: the destination operand is shifted right by one bit position as shown in <a href="#">Figure 4-51</a> . The word instruction RRCX.W clears the bits Rdst.19:16, the byte instruction RRCX.B clears the bits Rdst.19:8. The carry bit C is shifted into the MSB, the LSB is shifted into the carry bit.  All other modes for the destination: the destination operand is shifted right by one bit position as shown in <a href="#">Figure 4-52</a> . The carry bit C is shifted into the MSB, the LSB is shifted into the carry bit. All addressing modes, with the exception of the Immediate mode, are possible in the full memory.
<b>Status Bits</b>	<p>N: Set if result is negative</p> <p>.A: dst.19 = 1, reset if dst.19 = 0</p> <p>.W: dst.15 = 1, reset if dst.15 = 0</p> <p>.B: dst.7 = 1, reset if dst.7 = 0</p>
<b>Mode Bits</b>	Z: Set if result is zero, reset otherwise
<b>Example</b>	C: Loaded from the LSB V: Reset  OSCOFF, CPUOFF, and GIE are not affected.

The 20-bit operand at address EDE is shifted right by one position. The MSB is loaded with 1.

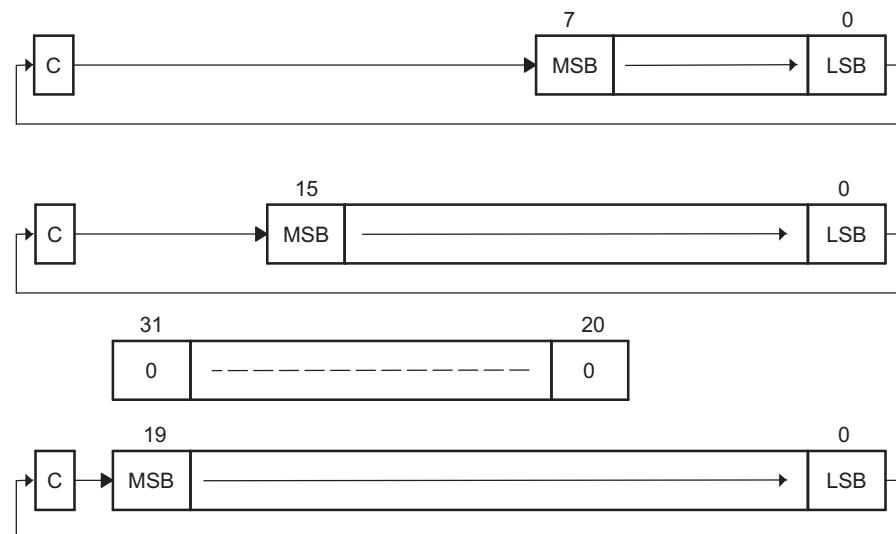
```
SETC          ; Prepare carry for MSB
RRCX.A      EDE      ; EDE = EDE >> 1 + 80000h
```

**Example**      The word in R6 is shifted right by 12 positions.

```
RPT      #12
RRCX.W  R6      ; R6 = R6 >> 12. R6.19:16 = 0
```



**Figure 4-51. Rotate Right Through Carry RRCX(.B,A) – Register Mode**



**Figure 4-52. Rotate Right Through Carry RRCX(.B,A) – Non-Register Mode**

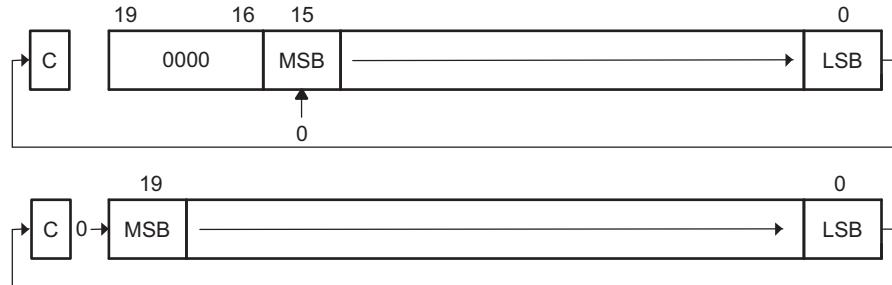
#### 4.6.3.29 RRUM

<b>RRUM.A</b>	Rotate right through carry the 20-bit CPU register content
<b>RRUM.[W]</b>	Rotate right through carry the 16-bit CPU register content
<b>Syntax</b>	RRUM.A #n,Rdst $1 \leq n \leq 4$ RRUM.W #n,Rdst or RRUM #n,Rdst $1 \leq n \leq 4$
<b>Operation Description</b>	0 → MSB → MSB-1 ... LSB+1 → LSB → C The destination operand is shifted right by one, two, three, or four bit positions as shown in <a href="#">Figure 4-53</a> . Zero is shifted into the MSB, the LSB is shifted into the carry bit. RRUM works like an unsigned division by 2, 4, 8, or 16. The word instruction RRUM.W clears the bits Rdst.19:16.
	Note : This instruction does not use the extension word.
<b>Status Bits</b>	N: Set if result is negative .A: Rdst.19 = 1, reset if Rdst.19 = 0 .W: Rdst.15 = 1, reset if Rdst.15 = 0
	Z: Set if result is zero, reset otherwise
	C: Loaded from the LSB (n = 1), LSB+1 (n = 2), LSB+2 (n = 3), or LSB+3 (n = 4)
	V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The unsigned address-word in R5 is divided by 16.

RRUM.A #4,R5 ; R5 = R5 >> 4. R5/16

**Example** The word in R6 is shifted right by one bit. The MSB R6.15 is loaded with 0.

RRUM.W #1,R6 ; R6 = R6/2. R6.19:15 = 0

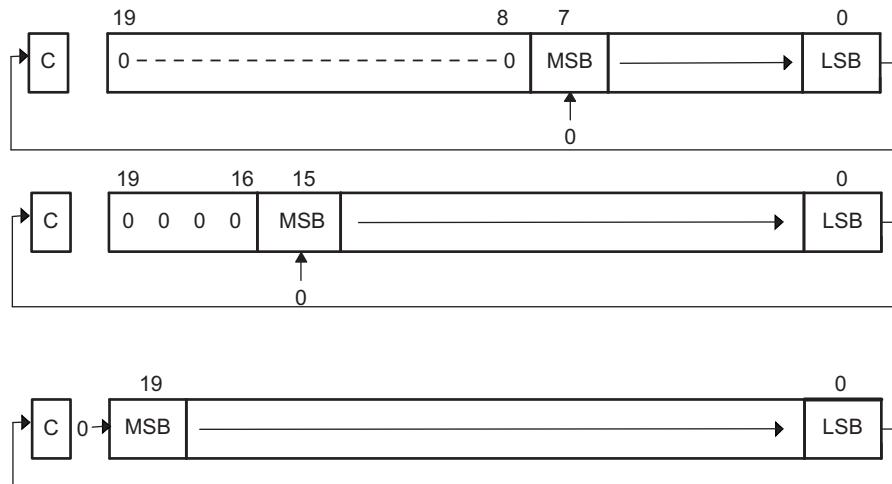


**Figure 4-53. Rotate Right Unsigned RRUM.[W] and RRUM.A**

### 4.6.3.30 RRUX

<b>RRUX.A</b>	Shift right unsigned the 20-bit CPU register content
<b>RRUX.[W]</b>	Shift right unsigned the 16-bit CPU register content
<b>RRUX.B</b>	Shift right unsigned the 8-bit CPU register content
<b>Syntax</b>	<pre>RRUX.A Rdst RRUX.W Rdst RRUX Rdst RRUX.B Rdst</pre>
<b>Operation</b>	$C=0 \rightarrow MSB \rightarrow MSB-1 \dots LSB+1 \rightarrow LSB \rightarrow C$
<b>Description</b>	RRUX is valid for register mode only: the destination operand is shifted right by one bit position as shown in <a href="#">Figure 4-54</a> . The word instruction RRUX.W clears the bits Rdst.19:16. The byte instruction RRUX.B clears the bits Rdst.19:8. Zero is shifted into the MSB, the LSB is shifted into the carry bit.
<b>Status Bits</b>	<p>N: Set if result is negative          .A: dst.19 = 1, reset if dst.19 = 0          .W: dst.15 = 1, reset if dst.15 = 0          .B: dst.7 = 1, reset if dst.7 = 0</p> <p>Z: Set if result is zero, reset otherwise</p> <p>C: Loaded from the LSB</p> <p>V: Reset</p>
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The word in R6 is shifted right by 12 positions.

```
RPT      #12
RRUX.W  R6      ; R6 = R6 >> 12. R6.19:16 = 0
```



**Figure 4-54. Rotate Right Unsigned RRUX(.B,.A) – Register Mode**

#### 4.6.3.31 SBCX

<b>* SBCX.A</b>	Subtract borrow (.NOT. carry) from destination address-word
<b>* SBCX.[W]</b>	Subtract borrow (.NOT. carry) from destination word
<b>* SBCX.B</b>	Subtract borrow (.NOT. carry) from destination byte
<b>Syntax</b>	SBCX.A dst SBCX dst or SBCX.W dst SBCX.B dst
<b>Operation</b>	dst + 0FFFFh + C → dst dst + 0FFFFh + C → dst dst + 0FFh + C → dst
<b>Emulation</b>	SBCX.A #0,dst SBCX #0,dst SBCX.B #0,dst
<b>Description</b>	The carry bit (C) is added to the destination operand minus one. The previous contents of the destination are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB of the result, reset otherwise Set to 1 if no borrow, reset if borrow V: Set if an arithmetic overflow occurs, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 8-bit counter pointed to by R13 is subtracted from a 16-bit counter pointed to by R12.

```
SUBX.B    @R13,0(R12)      ; Subtract LSDs
SBCX.B    1(R12)          ; Subtract carry from MSD
```

---

**NOTE: Borrow implementation**

The borrow is treated as a .NOT. carry:

---

Borrow	Carry Bit
Yes	0
No	1

---

#### 4.6.3.32 SUBX

<b>SUBX.A</b>	Subtract source address-word from destination address-word
<b>SUBX.[W]</b>	Subtract source word from destination word
<b>SUBX.B</b>	Subtract source byte from destination byte
<b>Syntax</b>	SUBX.A src,dst SUBX src,dst or SUBX.W src,dst SUBX.B src,dst
<b>Operation</b>	$(\text{not. src}) + 1 + \text{dst} \rightarrow \text{dst}$ or $\text{dst} - \text{src} \rightarrow \text{dst}$
<b>Description</b>	The source operand is subtracted from the destination operand. This is done by adding the 1s complement of the source + 1 to the destination. The source operand is not affected. The result is written to the destination operand. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative ( $\text{src} > \text{dst}$ ), reset if positive ( $\text{src} \leq \text{dst}$ ) Z: Set if result is zero ( $\text{src} = \text{dst}$ ), reset otherwise ( $\text{src} \neq \text{dst}$ ) C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	A 20-bit constant 87654h is subtracted from EDE (LSBs) and EDE+2 (MSBs).

```
SUBX.A #87654h,EDE ; Subtract 87654h from EDE+2|EDE
```

<b>Example</b>	A table word pointed to by R5 (20-bit address) is subtracted from R7. Jump to label TONI if R7 contains zero after the instruction. R5 is auto-incremented by two. R7.19:16 = 0.
----------------	--

```
SUBX.W @R5+,R7 ; Subtract table number from R7. R5 + 2
JZ TONI ; R7 = @R5 (before subtraction)
... ; R7 <> @R5 (before subtraction)
```

<b>Example</b>	Byte CNT is subtracted from the byte R12 points to in the full address space. Address of CNT is within PC ± 512 K.
----------------	--

```
SUBX.B CNT,0(R12) ; Subtract CNT from @R12
```

Note: Use SUBA for the following two cases for better density and execution.

```
SUBX.A Rsrc,Rdst
SUBX.A #imm20,Rdst
```

#### 4.6.3.33 SUBCX

<b>SUBCX.A</b>	Subtract source address-word with carry from destination address-word
<b>SUBCX.[W]</b>	Subtract source word with carry from destination word
<b>SUBCX.B</b>	Subtract source byte with carry from destination byte
<b>Syntax</b>	SUBCX.A src,dst SUBCX src,dst or SUBCX.W src,dst SUBCX.B src,dst
<b>Operation</b>	$(\text{not. src}) + C + \text{dst} \rightarrow \text{dst}$ or $\text{dst} - (\text{src} - 1) + C \rightarrow \text{dst}$
<b>Description</b>	The source operand is subtracted from the destination operand. This is made by adding the 1s complement of the source + carry to the destination. The source operand is not affected, the result is written to the destination operand. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	A 20-bit constant 87654h is subtracted from R5 with the carry from the previous instruction.

```
SUBCX.A #87654h,R5 ; Subtract 87654h + C from R5
```

<b>Example</b>	A 48-bit number (3 words) pointed to by R5 (20-bit address) is subtracted from a 48-bit counter in RAM, pointed to by R7. R5 auto-increments to point to the next 48-bit number.
----------------	--

```
SUBX.W @R5+,0(R7) ; Subtract LSBs. R5 + 2
SUBCX.W @R5+,2(R7) ; Subtract MIDs with C. R5 + 2
SUBCX.W @R5+,4(R7) ; Subtract MSBs with C. R5 + 2
```

<b>Example</b>	Byte CNT is subtracted from the byte R12 points to. The carry of the previous instruction is used. 20-bit addresses.
----------------	--

```
SUBCX.B &CNT,0(R12) ; Subtract byte CNT from @R12
```

#### 4.6.3.34 SWPBX

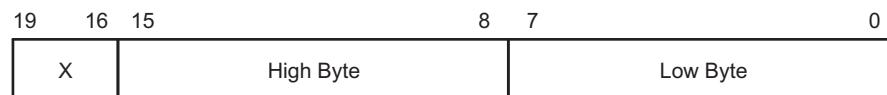
<b>SWPBX.A</b>	Swap bytes of lower word
<b>SWPBX.[W]</b>	Swap bytes of word
<b>Syntax</b>	SWPBX.A dst SWPBX dst or SWPBX.W dst
<b>Operation</b>	dst.15:8 ↔ dst.7:0
<b>Description</b>	Register mode: Rn.15:8 are swapped with Rn.7:0. When the .A extension is used, Rn.19:16 are unchanged. When the .W extension is used, Rn.19:16 are cleared. Other modes: When the .A extension is used, bits 31:20 of the destination address are cleared, bits 19:16 are left unchanged, and bits 15:8 are swapped with bits 7:0. When the .W extension is used, bits 15:8 are swapped with bits 7:0 of the addressed word.
<b>Status Bits</b>	Status bits are not affected.
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Exchange the bytes of RAM address-word EDE

```
MOVX.A    #23456h, &EDE      ; 23456h -> EDE
SWPBX.A   EDE                ; 25634h -> EDE
```

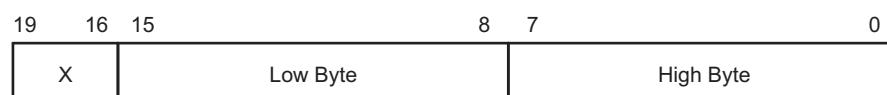
**Example** Exchange the bytes of R5

```
MOVA      #23456h, R5        ; 23456h -> R5
SWPBX.W  R5                  ; 05634h -> R5
```

Before SWPBX.A



After SWPBX.A



**Figure 4-55. Swap Bytes SWPBX.A Register Mode**

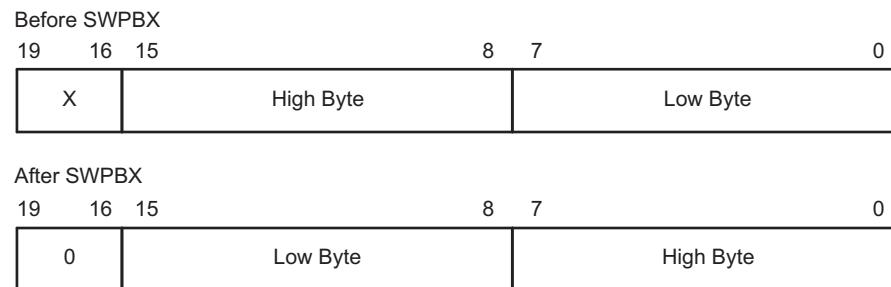
Before SWPBX.A



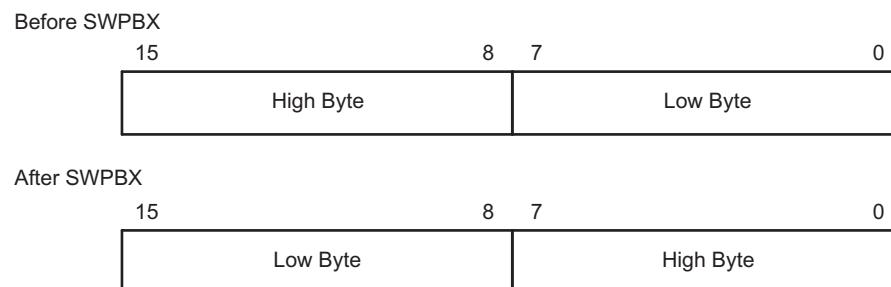
After SWPBX.A



**Figure 4-56. Swap Bytes SWPBX.A In Memory**



**Figure 4-57. Swap Bytes SWPBX[.W] Register Mode**

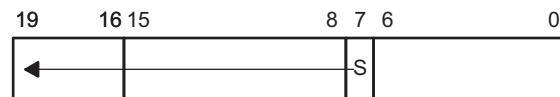


**Figure 4-58. Swap Bytes SWPBX[.W] In Memory**

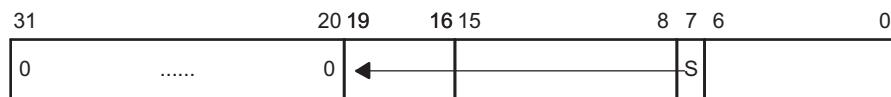
#### **4.6.3.35 SXTX**

<b>SXTX.A</b>	Extend sign of lower byte to address-word
<b>SXTX.[W]</b>	Extend sign of lower byte to word
<b>Syntax</b>	SXTX.A dst
	SXTX dst or SXTX.W dst
<b>Operation</b>	$dst.7 \rightarrow dst.15:8, Rdst.7 \rightarrow Rdst.19:8$ (Register mode)
<b>Description</b>	Register mode: The sign of the low byte of the operand ( $Rdst.7$ ) is extended into the bits $Rdst.19:8$ . Other modes: SXTX.A: the sign of the low byte of the operand ( $dst.7$ ) is extended into $dst.19:8$ . The bits $dst.31:20$ are cleared. SXTX.[.W]: the sign of the low byte of the operand ( $dst.7$ ) is extended into $dst.15:8$ .
<b>Status Bits</b>	N: Set if result is negative, reset otherwise Z: Set if result is zero, reset otherwise C: Set if result is not zero, reset otherwise ( $C = \text{.not.}Z$ ) V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The signed 8-bit data in EDE.7:0 is sign extended to 20 bits: EDE.19:8. Bits 31:20 located in EDE+2 are cleared.

SXTX.A Rdst



SXTX.A dst

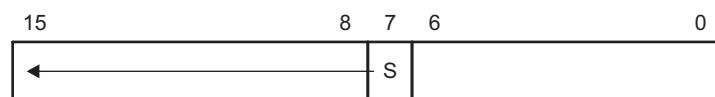


**Figure 4-59.** Sign Extend SXTX.A

SXTX[.W] Rdst



SXTX[.W] dst



**Figure 4-60. Sign Extend SXTX(.W)**

#### **4.6.3.36 TSTX**

* TSTX.A	Test destination address-word				
* TSTX.[W]	Test destination word				
* TSTX.B	Test destination byte				
<b>Syntax</b>	TSTX.A dst	TSTX.W dst			
	TSTX dst or				
	TSTX.B dst				
<b>Operation</b>	dst + 0FFFFh + 1				
	dst + 0FFFFh + 1				
	dst + 0FFh + 1				
<b>Emulation</b>	CMPX.A #0,dst				
	CMPX #0,dst				
	CMPX.B #0,dst				
<b>Description</b>	The destination operand is compared with zero. The status bits are set according to the result. The destination is not affected.				
<b>Status Bits</b>	N:	Set if destination is negative, reset if positive			
	Z:	Set if destination contains zero, reset otherwise			
	C:	Set			
	V:	Reset			
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.				
<b>Example</b>	RAM byte LEO is tested; PC is pointing to upper memory. If it is negative, continue at LEONEG; if it is positive but not zero, continue at LEOPOS.				
	TSTX.B LEO	; Test LEO			
	JN LEONEG	; LEO is negative			
	JZ LEOZERO	; LEO is zero			
LEOPOS	.....	; LEO is positive but not zero			
LEONEG	.....	; LEO is negative			
LEOZERO	.....	; LEO is zero			

#### 4.6.3.37 XORX

<b>XORX.A</b>	Exclusive OR source address-word with destination address-word
<b>XORX.[W]</b>	Exclusive OR source word with destination word
<b>XORX.B</b>	Exclusive OR source byte with destination byte
<b>Syntax</b>	XORX.A src,dst XORX src,dst or XORX.W src,dst XORX.B src,dst
<b>Operation</b>	src .xor. dst → dst
<b>Description</b>	The source and destination operands are exclusively ORed. The result is placed into the destination. The source operand is not affected. The previous contents of the destination are lost. Both operands may be located in the full address space.
<b>Status Bits</b>	N: Set if result is negative (MSB = 1), reset if positive (MSB = 0) Z: Set if result is zero, reset otherwise C: Set if result is not zero, reset otherwise (carry = .not. Zero) V: Set if both operands are negative (before execution), reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Toggle bits in address-word CNTR (20-bit data) with information in address-word TONI (20-bit address)

```
XORX.A    TONI,&CNTR      ; Toggle bits in CNTR
```

**Example** A table word pointed to by R5 (20-bit address) is used to toggle bits in R6.

```
XORX.W    @R5,R6        ; Toggle bits in R6. R6.19:16 = 0
```

**Example** Reset to zero those bits in the low byte of R7 that are different from the bits in byte EDE (20-bit address)

```
XORX.B    EDE,R7        ; Set different bits to 1 in R7  
INV.B     R7            ; Invert low byte of R7. R7.19:8 = 0.
```

#### 4.6.4 Address Instructions

MSP430X address instructions are instructions that support 20-bit operands but have restricted addressing modes. The addressing modes are restricted to the Register mode and the Immediate mode, except for the MOVA instruction. Restricting the addressing modes removes the need for the additional extension-word op-code improving code density and execution time. The MSP430X address instructions are listed and described in the following pages.

#### 4.6.4.1 ADDA

<b>ADDA</b>	Add 20-bit source to a 20-bit destination register
<b>Syntax</b>	ADDA Rsrc,Rdst ADDA #imm20,Rdst
<b>Operation</b>	$\text{src} + \text{Rdst} \rightarrow \text{Rdst}$
<b>Description</b>	The 20-bit source operand is added to the 20-bit destination CPU register. The previous contents of the destination are lost. The source operand is not affected.
<b>Status Bits</b>	N: Set if result is negative (Rdst.19 = 1), reset if positive (Rdst.19 = 0) Z: Set if result is zero, reset otherwise C: Set if there is a carry from the 20-bit result, reset otherwise V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	R5 is increased by 0A4320h. The jump to TONI is performed if a carry occurs.

```

ADDA    #0A4320h,R5      ; Add A4320h to 20-bit R5
JC      TONI             ; Jump on carry
...                 ; No carry occurred

```

#### 4.6.4.2 BRA

<b>* BRA</b>	Branch to destination
<b>Syntax</b>	BRA dst
<b>Operation</b>	dst → PC
<b>Emulation</b>	MOVA dst, PC
<b>Description</b>	An unconditional branch is taken to a 20-bit address anywhere in the full address space. All seven source addressing modes can be used. The branch instruction is an address-word instruction. If the destination address is contained in a memory location X, it is contained in two ascending words: X (LSBs) and (X + 2) (MSBs).
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Examples</b>	Examples for all addressing modes are given. Immediate mode: Branch to label EDE located anywhere in the 20-bit address space or branch directly to address.

```
BRA      #EDE          ; MOVA      #imm20,PC
BRA      #01AA04h
```

Symbolic mode: Branch to the 20-bit address contained in addresses EXEC (LSBs) and EXEC+2 (MSBs). EXEC is located at the address (PC + X) where X is within ±32 K. Indirect addressing.

```
BRA      EXEC          ; MOVA      z16(PC),PC
```

Note: If the 16-bit index is not sufficient, a 20-bit index may be used with the following instruction.

```
MOVX.A  EXEC,PC       ; 1M byte range with 20-bit index
```

Absolute mode: Branch to the 20-bit address contained in absolute addresses EXEC (LSBs) and EXEC+2 (MSBs). Indirect addressing.

```
BRA      &EXEC         ; MOVA      &abs20,PC
```

Register mode: Branch to the 20-bit address contained in register R5. Indirect R5.

```
BRA      R5            ; MOVA      R5,PC
```

Indirect mode: Branch to the 20-bit address contained in the word pointed to by register R5 (LSBs). The MSBs have the address (R5 + 2). Indirect, indirect R5.

```
BRA      @R5           ; MOVA      @R5,PC
```

Indirect, Auto-Increment mode: Branch to the 20-bit address contained in the words pointed to by register R5 and increment the address in R5 afterwards by 4. The next time the software flow uses R5 as a pointer, it can alter the program execution due to access to the next address in the table pointed to by R5. Indirect, indirect R5.

```
BRA      @R5+           ; MOVA    @R5+, PC. R5 + 4
```

Indexed mode: Branch to the 20-bit address contained in the address pointed to by register (R5 + X) (for example, a table with addresses starting at X). (R5 + X) points to the LSBs, (R5 + X + 2) points to the MSBs of the address. X is within R5 ± 32 K. Indirect, indirect (R5 + X).

```
BRA      X(R5)          ; MOVA    z16(R5), PC
```

Note: If the 16-bit index is not sufficient, a 20-bit index X may be used with the following instruction:

```
MOVX.A  X(R5), PC      ; 1M byte range with 20-bit index
```

#### 4.6.4.3 CALLA

<b>CALLA</b>	Call a subroutine
<b>Syntax</b>	CALLA dst
<b>Operation</b>	<p>dst → tmp 20-bit dst is evaluated and stored</p> <p>SP – 2 → SP</p> <p>PC.19:16 → @SP updated PC with return address to TOS (MSBs)</p> <p>SP – 2 → SP</p> <p>PC.15:0 → @SP updated PC to TOS (LSBs)</p> <p>tmp → PC saved 20-bit dst to PC</p>
<b>Description</b>	A subroutine call is made to a 20-bit address anywhere in the full address space. All seven source addressing modes can be used. The call instruction is an address-word instruction. If the destination address is contained in a memory location X, it is contained in two ascending words, X (LSBs) and (X + 2) (MSBs). Two words on the stack are needed for the return address. The return is made with the instruction RETA.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Examples</b>	Examples for all addressing modes are given. Immediate mode: Call a subroutine at label EXEC or call directly an address.

```
CALLA #EXEC          ; Start address EXEC
CALLA #01AA04h       ; Start address 01AA04h
```

Symbolic mode: Call a subroutine at the 20-bit address contained in addresses EXEC (LSBs) and EXEC+2 (MSBs). EXEC is located at the address (PC + X) where X is within ±32 K. Indirect addressing.

```
CALLA EXEC          ; Start address at @EXEC. z16(PC)
```

Absolute mode: Call a subroutine at the 20-bit address contained in absolute addresses EXEC (LSBs) and EXEC+2 (MSBs). Indirect addressing.

```
CALLA &EXEC         ; Start address at @EXEC
```

Register mode: Call a subroutine at the 20-bit address contained in register R5. Indirect R5.

```
CALLA R5            ; Start address at @R5
```

Indirect mode: Call a subroutine at the 20-bit address contained in the word pointed to by register R5 (LSBs). The MSBs have the address (R5 + 2). Indirect, indirect R5.

```
CALLA @R5           ; Start address at @R5
```

Indirect, Auto-Increment mode: Call a subroutine at the 20-bit address contained in the words pointed to by register R5 and increment the 20-bit address in R5 afterwards by 4. The next time the software flow uses R5 as a pointer, it can alter the program execution due to access to the next word address in the table pointed to by R5. Indirect, indirect R5.

```
CALLA    @R5+           ; Start address at @R5. R5 + 4
```

Indexed mode: Call a subroutine at the 20-bit address contained in the address pointed to by register (R5 + X); for example, a table with addresses starting at X. (R5 + X) points to the LSBs, (R5 + X + 2) points to the MSBs of the word address. X is within R5 ± 32 K. Indirect, indirect (R5 + X).

```
CALLA    X (R5)          ; Start address at @(R5+X). z16(R5)
```

#### 4.6.4.4 CLRA

* <b>CLRA</b>	Clear 20-bit destination register
<b>Syntax</b>	CLRA Rdst
<b>Operation</b>	$0 \rightarrow \text{Rdst}$
<b>Emulation</b>	MOVA #0, Rdst
<b>Description</b>	The destination register is cleared.
<b>Status Bits</b>	Status bits are not affected.
<b>Example</b>	The 20-bit value in R10 is cleared.

```
CLRA    R10      ; 0 -> R10
```

#### 4.6.4.5 CMPA

<b>CMPA</b>	Compare the 20-bit source with a 20-bit destination register
<b>Syntax</b>	CMPA Rsrc,Rdst CMPA #imm20,Rdst
<b>Operation</b>	(.not. src) + 1 + Rdst or Rdst – src
<b>Description</b>	The 20-bit source operand is subtracted from the 20-bit destination CPU register. This is made by adding the 1s complement of the source + 1 to the destination register. The result affects only the status bits.
<b>Status Bits</b>	N: Set if result is negative (src > dst), reset if positive (src ≤ dst) Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst) C: Set if there is a carry from the MSB, reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	A 20-bit immediate operand and R6 are compared. If they are equal, the program continues at label EQUAL.

```
CMPA #12345h,R6      ; Compare R6 with 12345h
JEQ EQUAL            ; R6 = 12345h
...                  ; Not equal
```

<b>Example</b>	The 20-bit values in R5 and R6 are compared. If R5 is greater than (signed) or equal to R6, the program continues at label GRE.
	CMPA R6,R5          ; Compare R6 with R5 (R5 - R6) JGE GRE              ; R5 >= R6 ...                  ; R5 < R6

#### 4.6.4.6 DECDA

<b>* DECDA</b>	Double-decrement 20-bit destination register
<b>Syntax</b>	DECDA Rdst
<b>Operation</b>	Rdst – 2 → Rdst
<b>Emulation</b>	SUBA #2,Rdst
<b>Description</b>	The destination register is decremented by two. The original contents are lost.
<b>Status Bits</b>	N: Set if result is negative, reset if positive Z: Set if Rdst contained 2, reset otherwise C: Reset if Rdst contained 0 or 1, set otherwise V: Set if an arithmetic overflow occurs, otherwise reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 20-bit value in R5 is decremented by 2.

```
DECDA    R5      ; Decrement R5 by two
```

#### 4.6.4.7 INCDA

<b>* INCDA</b>	Double-increment 20-bit destination register
<b>Syntax</b>	INCDA Rdst
<b>Operation</b>	Rdst + 2 → Rdst
<b>Emulation</b>	ADDA #2,Rdst
<b>Description</b>	The destination register is incremented by two. The original contents are lost.
<b>Status Bits</b>	<p>N: Set if result is negative, reset if positive</p> <p>Z: Set if Rdst contained 0FFFFEh, reset otherwise Set if Rdst contained 0FFEh, reset otherwise Set if Rdst contained 0FEh, reset otherwise</p> <p>C: Set if Rdst contained 0FFFFEh or 0FFFFFh, reset otherwise Set if Rdst contained 0FFEh or 0FFFh, reset otherwise Set if Rdst contained 0FEh or 0FFh, reset otherwise</p> <p>V: Set if Rdst contained 07FFEh or 07FFFFh, reset otherwise Set if Rdst contained 07FEh or 07FFFh, reset otherwise Set if Rdst contained 07Eh or 07Fh, reset otherwise</p>
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 20-bit value in R5 is incremented by two.

```
INCDA    R5      ; Increment R5 by two
```

#### 4.6.4.8 MOVA

<b>MOVA Syntax</b>	Move the 20-bit source to the 20-bit destination
	MOVA Rsrc,Rdst
	MOVA #imm20,Rdst
	MOVA z16(Rsrc),Rdst
	MOVA EDE,Rdst
	MOVA &abs20,Rdst
	MOVA @Rsrc,Rdst
	MOVA @Rsrc+,Rdst
	MOVA Rsrc,z16(Rdst)
	MOVA Rsrc,&abs20
<b>Operation</b>	src → Rdst
	Rsrc → dst
<b>Description</b>	The 20-bit source operand is moved to the 20-bit destination. The source operand is not affected. The previous content of the destination is lost.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Examples</b>	Copy 20-bit value in R9 to R8
MOVA	R9,R8 ; R9 → R8
	Write 20-bit immediate value 12345h to R12
MOVA	#12345h,R12 ; 12345h → R12
	Copy 20-bit value addressed by (R9 + 100h) to R8. Source operand in addresses (R9 + 100h) LSBs and (R9 + 102h) MSBs.
MOVA	100h(R9),R8 ; Index: + 32 K. 2 words transferred
	Move 20-bit value in 20-bit absolute addresses EDE (LSBs) and EDE+2 (MSBs) to R12
MOVA	&EDE,R12 ; &EDE → R12. 2 words transferred
	Move 20-bit value in 20-bit addresses EDE (LSBs) and EDE+2 (MSBs) to R12. PC index ± 32 K.
MOVA	EDE,R12 ; EDE → R12. 2 words transferred
	Copy 20-bit value R9 points to (20 bit address) to R8. Source operand in addresses @R9 LSBs and @(R9 + 2) MSBs.
MOVA	@R9,R8 ; @R9 → R8. 2 words transferred

Copy 20-bit value R9 points to (20 bit address) to R8. R9 is incremented by four afterwards. Source operand in addresses @R9 LSBs and @(R9 + 2) MSBs.

MOVA @R9+,R8 ; @R9 -> R8. R9 + 4. 2 words transferred.

Copy 20-bit value in R8 to destination addressed by (R9 + 100h). Destination operand in addresses @(R9 + 100h) LSBs and @(R9 + 102h) MSBs.

MOVA R8,100h(R9) ; Index: +- 32 K. 2 words transferred

Move 20-bit value in R13 to 20-bit absolute addresses EDE (LSBs) and EDE+2 (MSBs)

MOVA R13,&EDE ; R13 -> EDE. 2 words transferred

Move 20-bit value in R13 to 20-bit addresses EDE (LSBs) and EDE+2 (MSBs). PC index ± 32 K.

MOVA R13,EDE ; R13 -> EDE. 2 words transferred

#### 4.6.4.9 RETA

<b>* RETA</b>	Return from subroutine
<b>Syntax</b>	RETA
<b>Operation</b>	$\text{@SP} \rightarrow \text{PC.15:0 LSBs (15:0) of saved PC to PC.15:0}$ $\text{SP + 2} \rightarrow \text{SP}$ $\text{@SP} \rightarrow \text{PC.19:16 MSBs (19:16) of saved PC to PC.19:16}$ $\text{SP + 2} \rightarrow \text{SP}$
<b>Emulation</b>	MOVA @SP+, PC
<b>Description</b>	The 20-bit return address information, pushed onto the stack by a CALLA instruction, is restored to the PC. The program continues at the address following the subroutine call. The SR bits SR.11:0 are not affected. This allows the transfer of information with these bits.
<b>Status Bits</b>	N: Not affected Z: Not affected C: Not affected V: Not affected
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	Call a subroutine SUBR from anywhere in the 20-bit address space and return to the address after the CALLA

```

CALLA    #SUBR      ; Call subroutine starting at SUBR
...
SUBR    PUSHM.A    #2,R14   ; Return by RETA to here
        ...          ; Save R14 and R13 (20 bit data)
        ...          ; Subroutine code
        POPM.A     #2,R14   ; Restore R13 and R14 (20 bit data)
        RETA          ; Return (to full address space)

```

#### 4.6.4.10 SUBA

<b>SUBA</b>	Subtract 20-bit source from 20-bit destination register
<b>Syntax</b>	SUBA Rsrc,Rdst SUBA #imm20,Rdst
<b>Operation</b>	$(\text{.not}.src) + 1 + Rdst \rightarrow Rdst$ or $Rdst - src \rightarrow Rdst$
<b>Description</b>	The 20-bit source operand is subtracted from the 20-bit destination register. This is made by adding the 1s complement of the source + 1 to the destination. The result is written to the destination register, the source is not affected.
<b>Status Bits</b>	N: Set if result is negative ( $src > dst$ ), reset if positive ( $src \leq dst$ ) Z: Set if result is zero ( $src = dst$ ), reset otherwise ( $src \neq dst$ ) C: Set if there is a carry from the MSB ( $Rdst.19$ ), reset otherwise V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow)
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 20-bit value in R5 is subtracted from R6. If a carry occurs, the program continues at label TONI.

```

SUBA R5,R6      ; R6 - R5 -> R6
JC   TONI       ; Carry occurred
...             ; No carry

```

#### 4.6.4.11 TSTA

<b>* TSTA</b>	Test 20-bit destination register
<b>Syntax</b>	TSTA Rdst
<b>Operation</b>	dst + 0FFFFh + 1 dst + 0FFFh + 1 dst + 0FFh + 1
<b>Emulation</b>	CMPA #0,Rdst
<b>Description</b>	The destination register is compared with zero. The status bits are set according to the result. The destination register is not affected.
<b>Status Bits</b>	N: Set if destination register is negative, reset if positive Z: Set if destination register contains zero, reset otherwise C: Set V: Reset
<b>Mode Bits</b>	OSCOFF, CPUOFF, and GIE are not affected.
<b>Example</b>	The 20-bit value in R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```

TSTA    R7          ; Test R7
JN      R7NEG       ; R7 is negative
JZ      R7ZERO      ; R7 is zero
R7POS   .....       ; R7 is positive but not zero
R7NEG   .....       ; R7 is negative
R7ZERO  .....       ; R7 is zero

```

## 32-Bit Hardware Multiplier (MPY32)

This chapter describes the 32-bit hardware multiplier (MPY32). The MPY32 module is implemented in all devices.

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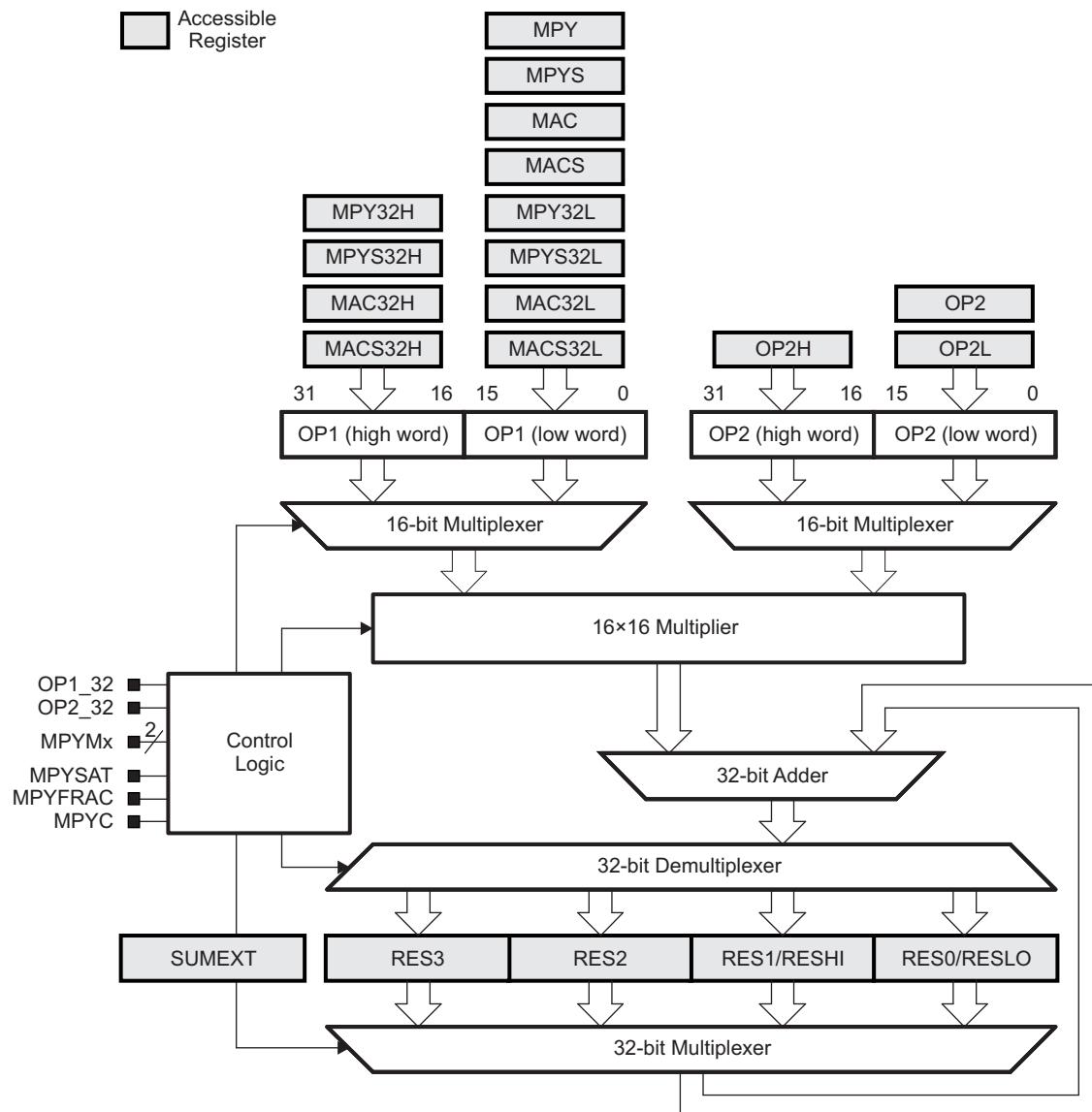
## 5.1 32-Bit Hardware Multiplier (MPY32) Introduction

The MPY32 is a peripheral and is not part of the CPU. This means its activities do not interfere with the CPU activities. The multiplier registers are peripheral registers that are loaded and read with CPU instructions.

The MPY32 supports:

- Unsigned multiply
- Signed multiply
- Unsigned multiply accumulate
- Signed multiply accumulate
- 8-bit, 16-bit, 24-bit, and 32-bit operands
- Saturation
- Fractional numbers
- 8-bit and 16-bit operation compatible with 16-bit hardware multiplier
- 8-bit and 24-bit multiplications without requiring a "sign extend" instruction

The MPY32 block diagram is shown in [Figure 5-1](#).



**Figure 5-1. MPY32 Block Diagram**

## 5.2 MPY32 Operation

The MPY32 supports 8-bit, 16-bit, 24-bit, and 32-bit operands with unsigned multiply, signed multiply, unsigned multiply-accumulate, and signed multiply-accumulate operations. The size of the operands are defined by the address the operand is written to and if it is written as word or byte. The type of operation is selected by the address the first operand is written to.

The hardware multiplier has two 32-bit operand registers – operand one (OP1) and operand two (OP2), and a 64-bit result register accessible through registers RES0 to RES3. For compatibility with the  $16 \times 16$  hardware multiplier, the result of a 8-bit or 16-bit operation is accessible through RESLO, RESHI, and SUMEXT, as well. RESLO stores the low word of the  $16 \times 16$ -bit result, RESHI stores the high word of the result, and SUMEXT stores information about the result.

The result of a 8-bit or 16-bit operation is ready in three MCLK cycles and can be read with the next instruction after writing to OP2, except when using an indirect addressing mode to access the result. When using indirect addressing for the result, a `NOP` is required before the result is ready.

The result of a 24-bit or 32-bit operation can be read with successive instructions after writing OP2 or OP2H starting with RES0, except when using an indirect addressing mode to access the result. When using indirect addressing for the result, a `NOP` is required before the result is ready.

**Table 5-1** summarizes when each word of the 64-bit result is available for the various combinations of operand sizes. With a 32-bit-wide second operand, OP2L and OP2H must be written. Depending on when the two 16-bit parts are written, the result availability may vary; thus, the table shows two entries, one for OP2L written and one for OP2H written. The worst case defines the actual result availability.

**Table 5-1. Result Availability (MPYFRAC = 0, MPYSAT = 0)**

Operation (OP1 × OP2)	Result Ready in MCLK Cycles					After
	RES0	RES1	RES2	RES3	MPYC Bit	
8/16 × 8/16	3	3	4	4	3	OP2 written
24/32 × 8/16	3	5	6	7	7	OP2 written
8/16 × 24/32	3	5	6	7	7	OP2L written
	N/A	3	4	4	4	OP2H written
24/32 × 24/32	3	8	10	11	11	OP2L written
	N/A	3	5	6	6	OP2H written

### 5.2.1 Operand Registers

Operand one (OP1) has 12 registers (see [Table 5-2](#)) used to load data into the multiplier and also select the multiply mode. Writing the low word of the first operand to a given address selects the type of multiply operation to be performed, but does not start any operation. When writing a second word to a high-word register with suffix 32H, the multiplier assumes a 32-bit-wide OP1, otherwise, 16 bits are assumed. The last address written prior to writing OP2 defines the width of the first operand. For example, if MPY32L is written first followed by MPY32H, all 32 bits are used and the data width of OP1 is set to 32 bits. If MPY32H is written first followed by MPY32L, the multiplication ignores MPY32H and assumes a 16-bit-wide OP1 using the data written into MPY32L.

Repeated multiply operations may be performed without reloading OP1 if the OP1 value is used for successive operations. It is not necessary to rewrite the OP1 value to perform the operations.

**Table 5-2. OP1 Registers**

OP1 Register	Operation
MPY	Unsigned multiply – operand bits 0 up to 15
MPYS	Signed multiply – operand bits 0 up to 15
MAC	Unsigned multiply accumulate – operand bits 0 up to 15
MACS	Signed multiply accumulate – operand bits 0 up to 15
MPY32L	Unsigned multiply – operand bits 0 up to 15
MPY32H	Unsigned multiply – operand bits 16 up to 31
MPYS32L	Signed multiply – operand bits 0 up to 15
MPYS32H	Signed multiply – operand bits 16 up to 31
MAC32L	Unsigned multiply accumulate – operand bits 0 up to 15
MAC32H	Unsigned multiply accumulate – operand bits 16 up to 31
MACS32L	Signed multiply accumulate – operand bits 0 up to 15
MACS32H	Signed multiply accumulate – operand bits 16 up to 31

Writing the second operand to the OP2 initiates the multiply operation. Writing OP2 starts the selected operation with a 16-bit-wide second operand together with the values stored in OP1. Writing OP2L starts the selected operation with a 32-bit-wide second operand and the multiplier expects a the high word to be written to OP2H. Writing to OP2H without a preceding write to OP2L is ignored.

**Table 5-3. OP2 Registers**

OP2 Register	Operation
OP2	Start multiplication with 16-bit-wide OP2 – operand bits 0 up to 15
OP2L	Start multiplication with 32-bit-wide OP2 – operand bits 0 up to 15
OP2H	Continue multiplication with 32-bit-wide OP2 – operand bits 16 up to 31

For 8-bit or 24-bit operands, the operand registers can be accessed with byte instructions. Accessing the multiplier with a byte instruction during a signed operation automatically causes a sign extension of the byte within the multiplier module. For 24-bit operands, only the high word should be written as byte. If the 24-bit operands are sign-extended as defined by the register, that is used to write the low word to, because this register defines if the operation is unsigned or signed.

The high-word of a 32-bit operand remains unchanged when changing the size of the operand to 16 bit, either by modifying the operand size bits or by writing to the respective operand register. During the execution of the 16-bit operation, the content of the high-word is ignored.

---

**NOTE: Changing of first or second operand during multiplication**

By default, changing OP1 or OP2 while the selected multiply operation is being calculated renders any results invalid that are not ready at the time the new operands are changed. Writing OP2 or OP2L aborts any ongoing calculation and starts a new operation. Results that are not ready at that time are also invalid for following MAC or MACS operations.

To avoid this behavior, the MPYDLYWRDEN bit can be set to 1. Then, all writes to any MPY32 registers are delayed with MPYDLY32 = 0 until the 64-bit result is ready or with MPYDLY32 = 1 until the 32-bit result is ready. For MAC and MACS operations, the complete 64-bit result should always be ready.

See [Table 5-1](#) for how many CPU cycles are needed until a certain result register is ready and valid for each of the different modes.

---

### 5.2.2 Result Registers

The multiplication result is always 64 bits wide. It is accessible through registers RES0 to RES3. Used with a signed operation, MPYS or MACS, the results are appropriately sign extended. If the result registers are loaded with initial values before a MACS operation, the user software must take care that the written value is properly sign extended to 64 bits.

---

**NOTE: Changing of result registers during multiplication**

The result registers must not be modified by the user software after writing the second operand into OP2 or OP2L until the initiated operation is completed.

---

In addition to RES0 to RES3, for compatibility with the  $16 \times 16$  hardware multiplier, the 32-bit result of a 8-bit or 16-bit operation is accessible through RESLO, RESHI, and SUMEXT. In this case, the result low register RESLO holds the lower 16 bits of the calculation result and the result high register RESHI holds the upper 16 bits. RES0 and RES1 are identical to RESLO and RESHI, respectively, in usage and access of calculated results.

The sum extension register SUMEXT contents depend on the multiply operation and are listed in [Table 5-4](#). If all operands are 16 bits wide or less, the 32-bit result is used to determine sign and carry. If one of the operands is larger than 16 bits, the 64-bit result is used.

The MPYC bit reflects the multiplier's carry as listed in [Table 5-4](#) and, thus, can be used as 33rd or 65th bit of the result, if fractional or saturation mode is not selected. With MAC or MACS operations, the MPYC bit reflects the carry of the 32-bit or 64-bit accumulation and is not taken into account for successive MAC and MACS operations as the 33rd or 65th bit.

**Table 5-4. SUMEXT and MPYC Contents**

Mode	SUMEXT	MPYC
MPY	SUMEXT is always 0000h.	MPYC is always 0.
MPYS	SUMEXT contains the extended sign of the result. 00000h = Result was positive or zero 0FFFFh = Result was negative	MPYC contains the sign of the result. 0 = Result was positive or zero 1 = Result was negative
MAC	SUMEXT contains the carry of the result. 0000h = No carry for result 0001h =	MPYC contains the carry of the result. 0 = No carry for result 1 = Result has a carry
MACS	SUMEXT contains the extended sign of the result. 00000h = Result was positive or zero 0FFFFh = Result was negative	MPYC contains the carry of the result. 0 = No carry for result 1 = Result has a carry

### 5.2.2.1 MACS Underflow and Overflow

The multiplier does not automatically detect underflow or overflow in MACS mode. For example, working with 16-bit input data and 32-bit results (that is, using only RESLO and RESHI), the available range for positive numbers is 0 to 07FFF FFFFh and for negative numbers is 0FFFF FFFFh to 08000 0000h. An underflow occurs when the sum of two negative numbers yields a result that is in the range for a positive number. An overflow occurs when the sum of two positive numbers yields a result that is in the range for a negative number.

The SUMEXT register contains the sign of the result in both cases described above, 0FFFFh for a 32-bit overflow and 0000h for a 32-bit underflow. The MPYC bit in MPY32CTL0 can be used to detect the overflow condition. If the carry is different from the sign reflected by the SUMEXT register, an overflow or underflow occurred. User software must handle these conditions appropriately.

### 5.2.3 Software Examples

Examples for all multiplier modes follow. All 8×8 modes use the absolute address for the registers, because the assembler does not allow .B access to word registers when using the labels from the standard definitions file.

There is no sign extension necessary in software. Accessing the multiplier with a byte instruction during a signed operation automatically causes a sign extension of the byte within the multiplier module.

```
; 32x32 Unsigned Multiply
    MOV      #01234h,&MPY32L      ; Load low word of 1st operand
    MOV      #01234h,&MPY32H      ; Load high word of 1st operand
    MOV      #05678h,&OP2L       ; Load low word of 2nd operand
    MOV      #05678h,&OP2H       ; Load high word of 2nd operand
;   ...                           ; Process results

; 16x16 Unsigned Multiply
    MOV      #01234h,&MPY         ; Load 1st operand
    MOV      #05678h,&OP2         ; Load 2nd operand
;   ...                           ; Process results

; 8x8 Unsigned Multiply. Absolute addressing.
    MOV.B   #012h,&MPY_B        ; Load 1st operand
    MOV.B   #034h,&OP2_B        ; Load 2nd operand
;   ...                           ; Process results

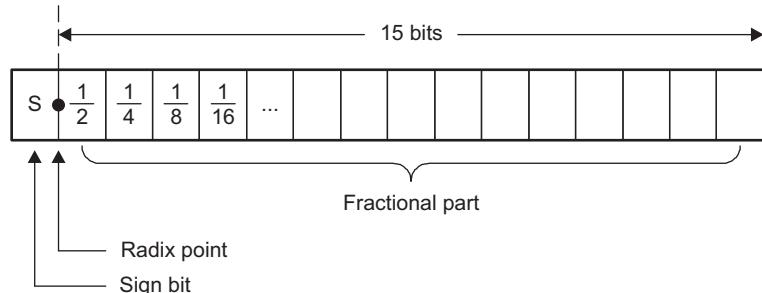
; 32x32 Signed Multiply
    MOV      #01234h,&MPYS32L    ; Load low word of 1st operand
    MOV      #01234h,&MPYS32H    ; Load high word of 1st operand
    MOV      #05678h,&OP2L       ; Load low word of 2nd operand
    MOV      #05678h,&OP2H       ; Load high word of 2nd operand
;   ...                           ; Process results

; 16x16 Signed Multiply
    MOV      #01234h,&MPYS        ; Load 1st operand
    MOV      #05678h,&OP2         ; Load 2nd operand
;   ...                           ; Process results

; 8x8 Signed Multiply. Absolute addressing.
    MOV.B   #012h,&MPYS_B       ; Load 1st operand
    MOV.B   #034h,&OP2_B        ; Load 2nd operand
;   ...                           ; Process results
```

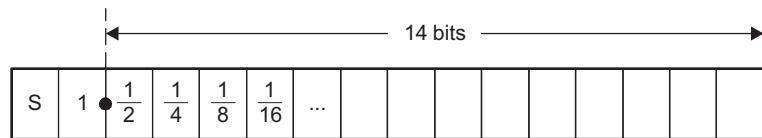
### 5.2.4 Fractional Numbers

The MPY32 provides support for fixed-point signal processing. In fixed-point signal processing, fractional numbers are numbers that have a fixed number of digits after (and sometimes also before) the radix point. To classify different ranges of binary fixed-point numbers, a Q-format is used. Different Q-formats represent different locations of the radix point. Figure 5-2 shows the format of a signed Q15 number using 16 bits. Every bit after the radix point has a resolution of  $1/2$ , and the most significant bit (MSB) is used as the sign bit. The most negative number is 08000h and the maximum positive number is 07FFFh. This gives a range from  $-1.0$  to  $0.999969482 \approx 1.0$  for the signed Q15 format with 16 bits.



**Figure 5-2. Q15 Format Representation**

The range can be increased by shifting the radix point to the right as shown in Figure 5-3. The signed Q14 format with 16 bits gives a range from  $-2.0$  to  $1.999938965 \approx 2.0$ .



**Figure 5-3. Q14 Format Representation**

The benefit of using 16-bit signed Q15 or 32-bit signed Q31 numbers with multiplication is that the product of two numbers in the range from  $-1.0$  to  $1.0$  is always in that same range.

#### 5.2.4.1 Fractional Number Mode

Multiplying two fractional numbers using the default multiplication mode with MPYFRAC = 0 and MPYSAT = 0 gives a result with two sign bits. For example, if two 16-bit Q15 numbers are multiplied, a 32-bit result in Q30 format is obtained. To convert the result into Q15 format manually, the first 15 trailing bits and the extended sign bit must be removed. However, when the fractional mode of the multiplier is used, the redundant sign bit is automatically removed, yielding a result in Q31 format for the multiplication of two 16-bit Q15 numbers. Reading the result register RES1 gives the result as 16-bit Q15 number. The 32-bit Q31 result of a multiplication of two 32-bit Q31 numbers is accessed by reading registers RES2 and RES3.

The fractional mode is enabled with MPYFRAC = 1 in register MPY32CTL0. The actual content of the result registers is not modified when MPYFRAC = 1. When the result is accessed using software, the value is left shifted one bit, resulting in the final Q formatted result. This allows user software to switch between reading both the shifted (fractional) and the unshifted result. The fractional mode should only be enabled when required and disabled after use.

In fractional mode, the SUMEXT register contains the sign extended bits 32 and 33 of the shifted result for  $16 \times 16$ -bit operations and bits 64 and 65 for  $32 \times 32$ -bit operations – not only bits 32 or 64, respectively.

The MPYC bit is not affected by the fractional mode. It always reads the carry of the nonfractional result.

```
; Example using
; Fractional 16x16 multiplication
BIS      #MPYFRAC, &MPY32CTL0    ; Turn on fractional mode
MOV      &FRACT1, &MPYS          ; Load 1st operand as Q15
MOV      &FRACT2, &OP2          ; Load 2nd operand as Q15
MOV      &RES1, &PROD          ; Save result as Q15
BIC      #MPYFRAC, &MPY32CTL0    ; Back to normal mode
```

**Table 5-5. Result Availability in Fractional Mode (MPYFRAC = 1, MPYSAT = 0)**

Operation (OP1 × OP2)	Result Ready in MCLK Cycles					After
	RES0	RES1	RES2	RES3	MPYC Bit	
8/16 × 8/16	3	3	4	4	3	OP2 written
24/32 × 8/16	3	5	6	7	7	OP2 written
8/16 × 24/32	3	5	6	7	7	OP2L written
	N/A	3	4	4	4	OP2H written
24/32 × 24/32	3	8	10	11	11	OP2L written
	N/A	3	5	6	6	OP2H written

#### 5.2.4.2 Saturation Mode

The multiplier prevents overflow and underflow of signed operations in saturation mode. The saturation mode is enabled with MPYSAT = 1 in register MPY32CTL0. If an overflow occurs, the result is set to the most-positive value available. If an underflow occurs, the result is set to the most-negative value available. This is useful to reduce mathematical artifacts in control systems on overflow and underflow conditions. The saturation mode should only be enabled when required and disabled after use.

The actual content of the result registers is not modified when MPYSAT = 1. When the result is accessed using software, the value is automatically adjusted to provide the most-positive or most-negative result when an overflow or underflow has occurred. The adjusted result is also used for successive multiply-and-accumulate operations. This allows user software to switch between reading the saturated and the nonsaturated result.

With 16×16 operations, the saturation mode only applies to the least significant 32 bits; that is, the result registers RES0 and RES1. Using the saturation mode in MAC or MACS operations that mix 16×16 operations with 32×32, 16×32, or 32×16 operations leads to unpredictable results.

With 32×32, 16×32, and 32×16 operations, the saturated result can only be calculated when RES3 is ready.

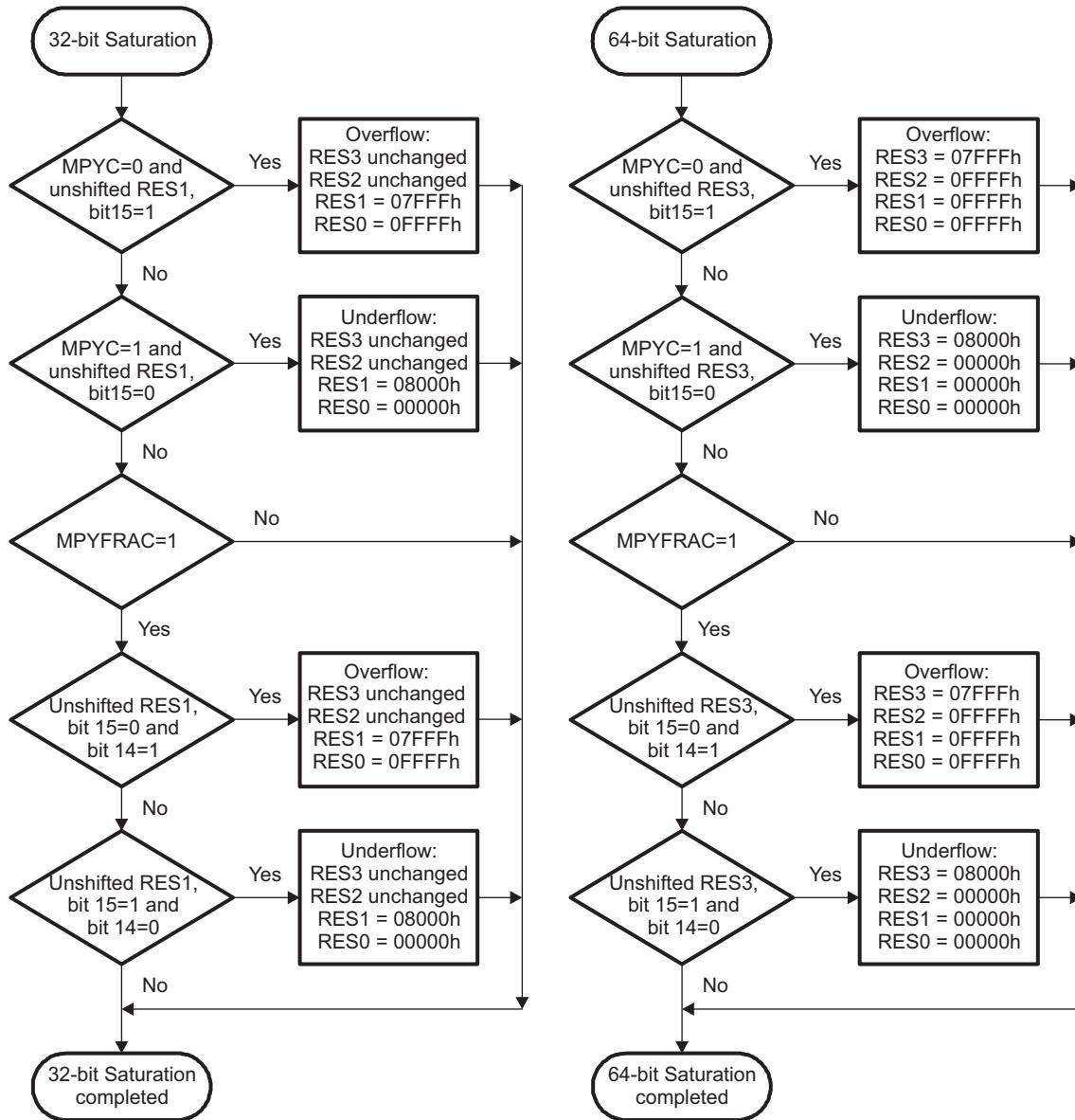
Enabling the saturation mode does not affect the content of the SUMEXT register nor the content of the MPYC bit.

```
; Example using
; Fractional 16x16 multiply accumulate with Saturation
; Turn on fractional and saturation mode:
BIS      #MPYSAT+MPYFRAC, &MPY32CTL0
MOV      &A1, &MPYS          ; Load A1 for 1st term
MOV      &K1, &OP2          ; Load K1 to get A1*K1
MOV      &A2, &MACS          ; Load A2 for 2nd term
MOV      &K2, &OP2          ; Load K2 to get A2*K2
MOV      &RES1, &PROD          ; Save A1*K1+A2*K2 as result
BIC      #MPYSAT+MPYFRAC, &MPY32CTL0    ; turn back to normal
```

**Table 5-6. Result Availability in Saturation Mode (MPYSAT = 1)**

Operation (OP1 × OP2)	Result Ready in MCLK Cycles					After
	RES0	RES1	RES2	RES3	MPYC Bit	
8/16 × 8/16	3	3	N/A	N/A	3	OP2 written
24/32 × 8/16	7	7	7	7	7	OP2 written
8/16 × 24/32	7	7	7	7	7	OP2L written
	4	4	4	4	4	OP2H written
24/32 × 24/32	11	11	11	11	11	OP2L written
	6	6	6	6	6	OP2H written

Figure 5-4 shows the flow for 32-bit saturation used for 16×16 bit multiplications and the flow for 64-bit saturation used in all other cases. Primarily, the saturated results depends on the carry bit MPYC and the MSB of the result. Secondly, if the fractional mode is enabled, it depends also on the two MSBs of the unshifted result, that is, the result that is read with fractional mode disabled.


**Figure 5-4. Saturation Flow Chart**

**NOTE: Saturation in fractional mode**

In case of multiplying  $-1.0 \times -1.0$  in fractional mode, the result of  $+1.0$  is out of range, thus, the saturated result gives the most positive result.

When using multiply-and-accumulate operations, the accumulated values are saturated as if MPYFRAC = 0; only during read accesses to the result registers the values are saturated taking the fractional mode into account. This provides additional dynamic range during the calculation and only the end result is then saturated if needed.

The following example illustrates a special case showing the saturation function in fractional mode. It also uses the 8-bit functionality of the MPY32 module.

```
; Turn on fractional and saturation mode,
; clear all other bits in MPY32CTL0:
MOV      #MPYSAT+MPYFRAC, &MPY32CTL0
;Pre-load result registers to demonstrate overflow
MOV      #0, &RES3          ;
MOV      #0, &RES2          ;
MOV      #07FFFh, &RES1        ;
MOV      #0FA60h, &RES0        ;
MOV.B    #050h, &MACS_B       ; 8-bit signed MAC operation
MOV.B    #012h, &OP2_B        ; Start 16x16 bit operation
MOV      &RES0, R6           ; R6 = 0FFFFh
MOV      &RES1, R7           ; R7 = 07FFFh
```

The result is saturated because already the result not converted into a fractional number shows an overflow. The multiplication of the two positive numbers 00050h and 00012h gives 005A0h. 005A0h added to 07FFF FA60h results in 8000 059Fh, without MPYC being set. Because the MSB of the unmodified result RES1 is 1 and MPYC = 0, the result is saturated according [Figure 5-4](#).

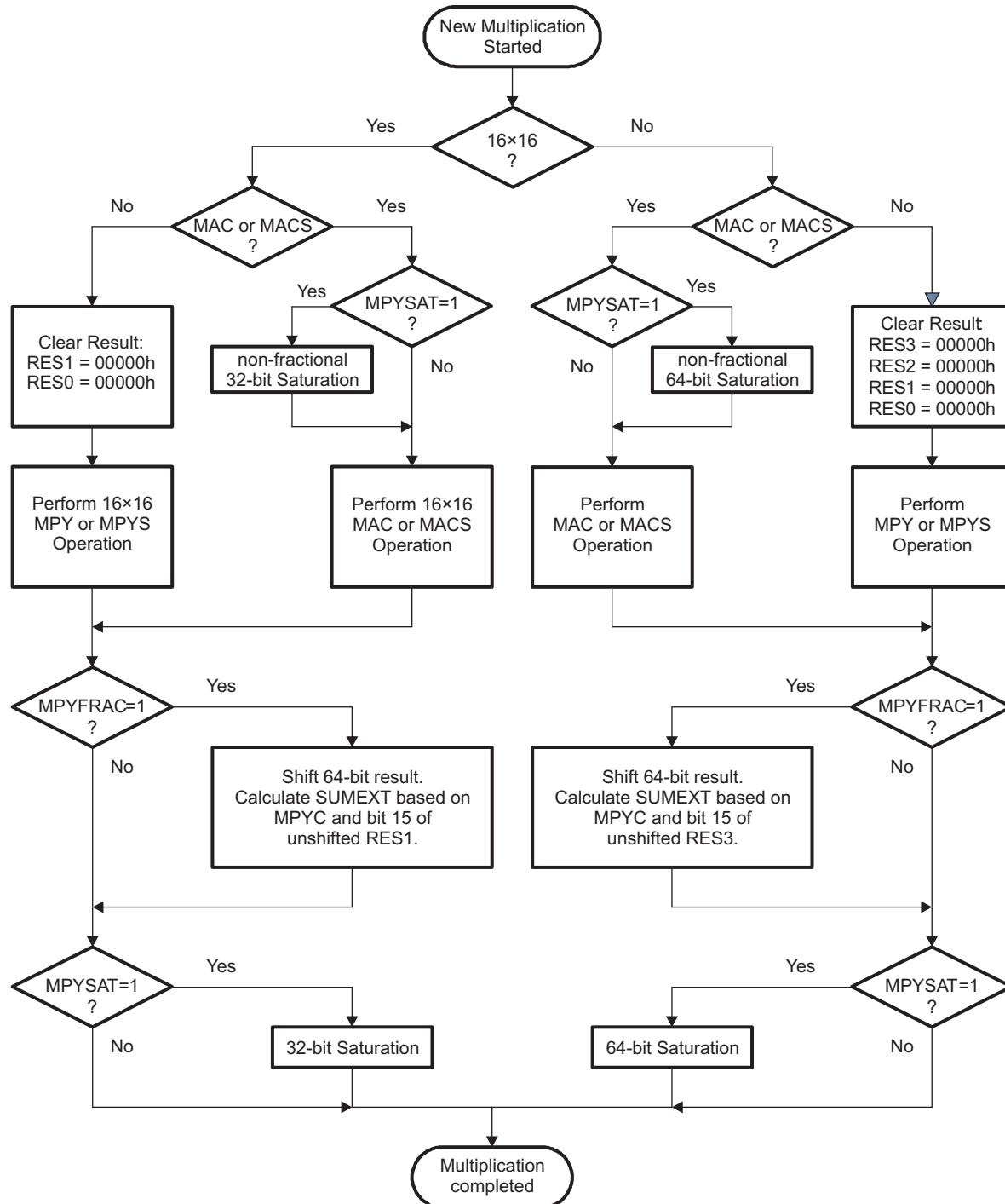
**NOTE: Validity of saturated result**

The saturated result is valid only if the registers RES0 to RES3, the size of OP1 and OP2, and MPYC are not modified.

If the saturation mode is used with a preloaded result, user software must ensure that MPYC in the MPY32CTL0 register is loaded with the sign bit of the written result; otherwise, the saturation mode erroneously saturates the result.

### 5.2.5 Putting It All Together

[Figure 5-5](#) shows the complete multiplication flow, depending on the various selectable modes for the MPY32 module.


**Figure 5-5. Multiplication Flow Chart**

Given the separation in processing of 16-bit operations (32-bit results) and 32-bit operations (64-bit results) by the module, it is important to understand the implications when using MAC/MACS operations and mixing 16-bit operands or results with 32-bit operands or results. User software must address these points during use when mixing these operations. The following code illustrates the issue.

```
; Mixing 32x24 multiplication with 16x16 MACS operation
MOV      #MPYSAT,&MPY32CTL0    ; Saturation mode
MOV      #052C5h,&MPY32L      ; Load low word of 1st operand
MOV      #06153h,&MPY32H      ; Load high word of 1st operand
MOV      #001ABh,&OP2L       ; Load low word of 2nd operand
MOV.B   #023h,&OP2H_B       ; Load high word of 2nd operand
                  ;.... 5 NOPs required
MOV      &RES0,R6           ; R6 = 00E97h
MOV      &RES1,R7           ; R7 = 0A6EAh
MOV      &RES2,R8           ; R8 = 04F06h
MOV      &RES3,R9           ; R9 = 0000Dh
                  ; Note that MPYC = 0!
MOV      #0CCC3h,&MACS       ; Signed MAC operation
MOV      #0FFB6h,&OP2        ; 16x16 bit operation
MOV      &RESLO,R6          ; R6 = 0FFFFh
MOV      &RESHI,R7          ; R7 = 07FFFh
```

The second operation gives a saturated result because the 32-bit value used for the  $16 \times 16$ -bit MACS operation was already saturated when the operation was started; the carry bit MPYC was 0 from the previous operation, but the MSB in result register RES1 is set. As one can see in the flow chart, the content of the result registers are saturated for multiply-and-accumulate operations after starting a new operation based on the previous results, but depending on the size of the result (32 bit or 64 bit) of the newly initiated operation.

The saturation before the multiplication can cause issues if the MPYC bit is not properly set as the following code shows.

```
;Pre-load result registers to demonstrate overflow
MOV      #0,&RES3          ;
MOV      #0,&RES2          ;
MOV      #0,&RES1          ;
MOV      #0,&RES0          ;
; Saturation mode and set MPYC:
MOV      #MPYSAT+MPYC,&MPY32CTL0
MOV.B   #082h,&MACS_B     ; 8-bit signed MAC operation
MOV.B   #04Fh,&OP2_B      ; Start 16x16 bit operation
MOV      &RES0,R6          ; R6 = 00000h
MOV      &RES1,R7          ; R7 = 08000h
```

Even though the result registers were loaded with all zeros, the final result is saturated. This is because the MPYC bit was set, causing the result used for the multiply-and-accumulate to be saturated to 08000 0000h. Adding a negative number to it would again cause an underflow, thus, the final result is also saturated to 08000 0000h.

### **5.2.6 Indirect Addressing of Result Registers**

When using indirect or indirect autoincrement addressing mode to access the result registers and the multiplier requires three cycles until result availability according to [Table 5-1](#), at least one instruction is needed between loading the second operand and accessing the result registers:

```
; Access multiplier 16x16 results with indirect addressing
MOV    #RES0,R5          ; RES0 address in R5 for indirect
MOV    &OPER1,&MPY      ; Load 1st operand
MOV    &OPER2,&OP2      ; Load 2nd operand
NOP                ; Need one cycle
MOV    @R5+,&xxx      ; Move RES0
MOV    @R5,&xxx       ; Move RES1
```

In case of a  $32 \times 16$  multiplication, there is also one instruction required between reading the first result register RES0 and the second result register RES1:

```
; Access multiplier 32x16 results with indirect addressing
MOV    #RES0,R5          ; RES0 address in R5 for indirect
MOV    &OPER1L,&MPY32L   ; Load low word of 1st operand
MOV    &OPER1H,&MPY32H   ; Load high word of 1st operand
MOV    &OPER2,&OP2      ; Load 2nd operand (16 bits)
NOP                ; Need one cycle
MOV    @R5+,&xxx      ; Move RES0
NOP                ; Need one additional cycle
MOV    @R5,&xxx       ; Move RES1
                                ; No additional cycles required!
MOV    @R5,&xxx       ; Move RES2
```

### **5.2.7 Using Interrupts**

If an interrupt occurs after writing OP, but before writing OP2, and the multiplier is used in servicing that interrupt, the original multiplier mode selection is lost and the results are unpredictable. To avoid this, disable interrupts before using the MPY32, do not use the MPY32 in interrupt service routines, or use the save and restore functionality of the MPY32.

```
; Disable interrupts before using the hardware multiplier
DINT          ; Disable interrupts
NOP          ; Required for DINT
MOV    #xxh,&MPY      ; Load 1st operand
MOV    #xxh,&OP2      ; Load 2nd operand
EINT          ; Interrupts may be enabled before
              ; processing results if result
              ; registers are stored and restored in
              ; interrupt service routines
```

### 5.2.7.1 Save and Restore

If the multiplier is used in interrupt service routines, its state can be saved and restored using the MPY32CTL0 register. The following code example shows how the complete multiplier status can be saved and restored to allow interruptible multiplications together with the usage of the multiplier in interrupt service routines. Because the state of the MPYSAT and MPYFRAC bits are unknown, they should be cleared before the registers are saved as shown in the code example.

```
; Interrupt service routine using multiplier
MPY_USING_ISR
    PUSH    &MPY32CTL0      ; Save multiplier mode, etc.
    BIC     #MPYSAT+MPYFRAC,&MPY32CTL0
                ; Clear MPYSAT+MPYFRAC
    PUSH    &RES3          ; Save result 3
    PUSH    &RES2          ; Save result 2
    PUSH    &RES1          ; Save result 1
    PUSH    &RES0          ; Save result 0
    PUSH    &MPY32H         ; Save operand 1, high word
    PUSH    &MPY32L         ; Save operand 1, low word
    PUSH    &OP2H           ; Save operand 2, high word
    PUSH    &OP2L           ; Save operand 2, low word
    ;
    ...
                ; Main part of ISR
                ; Using standard MPY routines
    ;
    POP     &OP2L           ; Restore operand 2, low word
    POP     &OP2H           ; Restore operand 2, high word
                ; Starts dummy multiplication but
                ; result is overwritten by
                ; following restore operations:
    POP     &MPY32L         ; Restore operand 1, low word
    POP     &MPY32H         ; Restore operand 1, high word
    POP     &RES0           ; Restore result 0
    POP     &RES1           ; Restore result 1
    POP     &RES2           ; Restore result 2
    POP     &RES3           ; Restore result 3
    POP     &MPY32CTL0       ; Restore multiplier mode, etc.
    reti               ; End of interrupt service routine
```

### 5.2.8 Using DMA

In devices with a DMA controller, the multiplier can trigger a transfer when the complete result is available. The DMA controller needs to start reading the result with MPY32RES0 successively up to MPY32RES3. Not all registers need to be read. The trigger timing is such that the DMA controller starts reading MPY32RES0 when its ready, and that the MPY32RES3 can be read exactly in the clock cycle when it is available to allow the fastest access through the DMA. The signal into the DMA controller is 'Multiplier ready' (see the *DMA Controller* chapter for details).

### 5.3 MPY32 Registers

MPY32 registers are listed in [Table 5-7](#). The base address can be found in the device-specific data sheet. The address offsets are listed in [Table 5-7](#).

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 5-7. MPY32 Registers**

Offset	Acronym	Register Name	Type	Access	Reset
00h	MPY	16-bit operand one – multiply	Read/write	Word	Undefined
00h	MPY_L		Read/write	Byte	Undefined
01h	MPY_H		Read/write	Byte	Undefined
00h	MPY_B	8-bit operand one – multiply	Read/write	Byte	Undefined
02h	MPYS	16-bit operand one – signed multiply	Read/write	Word	Undefined
02h	MPYS_L		Read/write	Byte	Undefined
03h	MPYS_H		Read/write	Byte	Undefined
02h	MPYS_B	8-bit operand one – signed multiply	Read/write	Byte	Undefined
04h	MAC	16-bit operand one – multiply accumulate	Read/write	Word	Undefined
04h	MAC_L		Read/write	Byte	Undefined
05h	MAC_H		Read/write	Byte	Undefined
04h	MAC_B	8-bit operand one – multiply accumulate	Read/write	Byte	Undefined
06h	MACS	16-bit operand one – signed multiply accumulate	Read/write	Word	Undefined
06h	MACS_L		Read/write	Byte	Undefined
07h	MACS_H		Read/write	Byte	Undefined
06h	MACS_B	8-bit operand one – signed multiply accumulate	Read/write	Byte	Undefined
08h	OP2	16-bit operand two	Read/write	Word	Undefined
08h	OP2_L		Read/write	Byte	Undefined
09h	OP2_H		Read/write	Byte	Undefined
08h	OP2_B	8-bit operand two	Read/write	Byte	Undefined
0Ah	RESLO	16x16-bit result low word	Read/write	Word	Undefined
0Ah	RESLO_L		Read/write	Byte	Undefined
0Ch	RESHI	16x16-bit result high word	Read/write	Word	Undefined
0Eh	SUMEXT	16x16-bit sum extension register	Read	Word	Undefined
10h	MPY32L	32-bit operand 1 – multiply – low word	Read/write	Word	Undefined
10h	MPY32L_L		Read/write	Byte	Undefined
11h	MPY32L_H		Read/write	Byte	Undefined
12h	MPY32H	32-bit operand 1 – multiply – high word	Read/write	Word	Undefined
12h	MPY32H_L		Read/write	Byte	Undefined
13h	MPY32H_H		Read/write	Byte	Undefined
12h	MPY32H_B	24-bit operand 1 – multiply – high byte	Read/write	Byte	Undefined
14h	MPYS32L	32-bit operand 1 – signed multiply – low word	Read/write	Word	Undefined
14h	MPYS32L_L		Read/write	Byte	Undefined
15h	MPYS32L_H		Read/write	Byte	Undefined
16h	MPYS32H	32-bit operand 1 – signed multiply – high word	Read/write	Word	Undefined
16h	MPYS32H_L		Read/write	Byte	Undefined
17h	MPYS32H_H		Read/write	Byte	Undefined
16h	MPYS32H_B	24-bit operand 1 – signed multiply – high byte	Read/write	Byte	Undefined
18h	MAC32L	32-bit operand 1 – multiply accumulate – low word	Read/write	Word	Undefined

**Table 5-7. MPY32 Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset
18h	MAC32L_L		Read/write	Byte	Undefined
19h	MAC32L_H		Read/write	Byte	Undefined
1Ah	MAC32H	32-bit operand 1 – multiply accumulate – high word	Read/write	Word	Undefined
1Ah	MAC32H_L		Read/write	Byte	Undefined
1Bh	MAC32H_H		Read/write	Byte	Undefined
1Ah	MAC32H_B	24-bit operand 1 – multiply accumulate – high byte	Read/write	Byte	Undefined
1Ch	MACS32L	32-bit operand 1 – signed multiply accumulate – low word	Read/write	Word	Undefined
1Ch	MACS32L_L		Read/write	Byte	Undefined
1Dh	MACS32L_H		Read/write	Byte	Undefined
1Eh	MACS32H	32-bit operand 1 – signed multiply accumulate – high word	Read/write	Word	Undefined
1Eh	MACS32H_L		Read/write	Byte	Undefined
1Fh	MACS32H_H		Read/write	Byte	Undefined
1Eh	MACS32H_B	24-bit operand 1 – signed multiply accumulate – high byte	Read/write	Byte	Undefined
20h	OP2L	32-bit operand 2 – low word	Read/write	Word	Undefined
20h	OP2L_L		Read/write	Byte	Undefined
21h	OP2L_H		Read/write	Byte	Undefined
22h	OP2H	32-bit operand 2 – high word	Read/write	Word	Undefined
22h	OP2H_L		Read/write	Byte	Undefined
23h	OP2H_H		Read/write	Byte	Undefined
22h	OP2H_B	24-bit operand 2 – high byte	Read/write	Byte	Undefined
24h	RES0	32x32-bit result 0 – least significant word	Read/write	Word	Undefined
24h	RES0_L		Read/write	Byte	Undefined
26h	RES1	32x32-bit result 1	Read/write	Word	Undefined
28h	RES2	32x32-bit result 2	Read/write	Word	Undefined
2Ah	RES3	32x32-bit result 3 – most significant word	Read/write	Word	Undefined
2Ch	MPY32CTL0	MPY32 control register 0	Read/write	Word	Undefined
2Ch	MPY32CTL0_L		Read/write	Byte	Undefined
2Dh	MPY32CTL0_H		Read/write	Byte	00h

The registers listed in [Table 5-8](#) are treated equally.

**Table 5-8. Alternative Registers**

Register	Alternative 1	Alternative 2
16-bit operand one – multiply	MPY	MPY32L
8-bit operand one – multiply	MPY_B or MPY_L	MPY32L_B or MPY32L_L
16-bit operand one – signed multiply	MPYS	MPYS32L
8-bit operand one – signed multiply	MPYS_B or MPYS_L	MPYS32L_B or MPYS32L_L
16-bit operand one – multiply accumulate	MAC	MAC32L
8-bit operand one – multiply accumulate	MAC_B or MAC_L	MAC32L_B or MAC32L_L
16-bit operand one – signed multiply accumulate	MACS	MACS32L
8-bit operand one – signed multiply accumulate	MACS_B or MACS_L	MACS32L_B or MACS32L_L
16x16-bit result low word	RESLO	RES0
16x16-bit result high word	RESHI	RES1

### 5.3.1 MPY32CTL0 Register

32-Bit Hardware Multiplier Control 0 Register

**Figure 5-6. MPY32CTL0 Register**

15	14	13	12	11	10	9	8
			Reserved				
r-0	r-0	r-0	r-0	r-0	r-0	rw-0	rw-0
7	6	5	4	3	2	1	0
MPYOP2_32	MPYOP1_32	MPYMX	MPYSAT	MPYFRAC	Reserved	MPYC	
rw	rw	rw	rw	rw-0	rw-0	rw-0	rw

**Table 5-9. MPY32CTL0 Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	R	0h	Reserved. Always reads as 0.
9	MPYDLY32	RW	0h	Delayed write mode 0b = Writes are delayed until 64-bit result (RES0 to RES3) is available. 1b = Writes are delayed until 32-bit result (RES0 to RES1) is available.
8	MPYDLYWRTEM	RW	0h	Delayed write enable All writes to any MPY32 register are delayed until the 64-bit (MPYDLY32 = 0) or 32-bit (MPYDLY32 = 1) result is ready. 0b = Writes are not delayed. 1b = Writes are delayed.
7	MPYOP2_32	RW	0h	Multiplier bit width of operand 2 0b = 16 bits 1b = 32 bits
6	MPYOP1_32	RW	0h	Multiplier bit width of operand 1 0b = 16 bits 1b = 32 bits
5-4	MPYMX	RW	0h	Multiplier mode 00b = MPY – Multiply 01b = MPYS – Signed multiply 10b = MAC – Multiply accumulate 11b = MACS – Signed multiply accumulate
3	MPYSAT	RW	0h	Saturation mode 0b = Saturation mode disabled 1b = Saturation mode enabled
2	MPYFRAC	RW	0h	Fractional mode 0b = Fractional mode disabled 1b = Fractional mode enabled
1	Reserved	RW	0h	Reserved. Always reads as 0.
0	MPYC	RW	0h	Carry of the multiplier. It can be considered as 33rd or 65th bit of the result if fractional or saturation mode is not selected, because the MPYC bit does not change when switching to saturation or fractional mode. It is used to restore the SUMEXT content in MAC mode. 0b = No carry for result 1b = Result has a carry

## FRAM Controller Overview

### 6.1 FRAM Controller Overview

Table 6-1 summarizes the differences between the FRCTL and FRCTL\_A modules. See the corresponding feature descriptions in [FRCTL](#) and [FRCTL\\_A](#) for details. Note that a device can includes only one FRAM Controller, either FRCTL or FRCTL\_A. See the Functional Block Diagram in the device-specific datasheet for the supported FRAM Controller (if FRCTL\_A is not specified in the block diagram, the device supports FRCTL).

**Table 6-1. FRAM Controller Overview**

Feature		FRCTL	FRCTL_A
Wait State Control	Automatic Wait State Mode	No	Yes
	User Wait State Mode	Yes	Yes
		Control Bits: NWAITS[2:0]	Control Bits: NWAITS[3:0]
		Timing Violation Interrupt: ACCTEIFG bit and a reset (PUC) - always enabled	Timing Violation Interrupt: ACCTEIFG bit, enabled by ACCTEIE bit
Write Protection	MPU (see <a href="#">Chapter 9, Memory Protection Unit</a> )	Yes	Yes
	Temporary Protection - Whole FRAM memory	No	Yes (WPROT bit)
Power Control	FRAM On/Off in AM	FRPWR bit	FRPWR bit
	FRAM power status when the device wakes up from a LPM	FRLPMPWR bit	FRPWR bit

## ***FRAM Controller (FRCTL)***

This chapter describes the operation of the FRAM controller.

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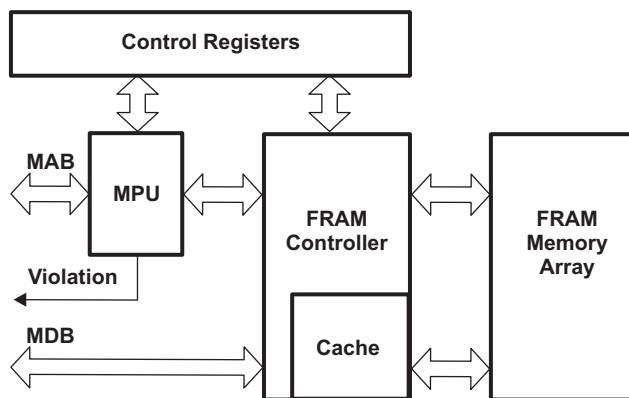
## 7.1 FRAM Introduction

FRAM is a nonvolatile memory that reads and writes like standard SRAM. The MSP430 FRAM features include:

- Byte or word write access
- Automatic and programmable wait state control with independent wait state settings for access and cycle times
- Error correction code with bit error correction, extended bit error detection and flag indicators
- Cache for fast read
- Power control for disabling FRAM if it is not used

For important software design information regarding FRAM, including but not limited to partitioning the memory layout according to application-specific code, constant, and data space requirements, the use of FRAM to optimize application energy consumption, and the use of the memory protection unit (MPU) to maximize application robustness by protecting the program code against unintended write accesses, see [MSP430™ FRAM Technology – How To and Best Practices](#).

Figure 7-1 shows the block diagram of the FRAM Controller.



**Figure 7-1. FRAM Controller Block Diagram**

## 7.2 FRAM Organization

The FRAM can be arranged into segments by the Memory Protection Unit (MPU). See [Chapter 9, Memory Protection Unit](#), for details. The address space is linear with the exception of the User Information Memory and the Device Descriptor Information (TLV).

## 7.3 FRCTL Module Operation

The FRAM can be read in a similar fashion to SRAM and needs no special requirements. Similarly, any writes to unprotected segments can be written in the same fashion as SRAM. All writes to user protected segments are handled as described in [Chapter 9, Memory Protection Unit](#).

An FRAM read always requires a write back to the same memory location with the same information read. This write back is part of the FRAM module itself and requires no user interaction. These write backs are different from the normal write access from application code.

The FRAM module has built-in error correction code (ECC) logic that can correct bit errors and detect multiple bit errors. Two flags are available that indicate the presence of an error. The CBDIFG is set when a correctable bit error has been detected. If CBDIE is also set, a System NMI event (SYSNMI) occurs. The UBDIFG is set when a multiple bit error that is not correctable has been detected. If UBDIE is also set, a System NMI event (SYSNMI) occurs. Upon correctable or uncorrectable bit errors, the program vectors to the SYSSNIV if the NMI is enabled. If desired, a System Reset event (SYSRST) can be generated by setting the UBDRSTEN bit. If an uncorrectable error is detected, a PUC is initiated and the program vectors to the SYSRSTIV.

## 7.4 Programming FRAM Devices

There are three options for programming an MSP430 FRAM device. All options support in-system programming.

- Program with JTAG or the Spy-Bi-Wire interface
- Program with the BSL
- Program with a custom solution

### 7.4.1 Programming FRAM With JTAG or Spy-Bi-Wire

Devices can be programmed through the JTAG port or the Spy-Bi-Wire port. The JTAG interface requires access to TDI, TDO, TMS, TCK, TEST, ground, and optionally VCC and  $\overline{RST}/NMI$ . Spy-Bi-Wire interface requires access to TEST,  $\overline{RST}/NMI$ , ground and optionally VCC. For more details, see the *MSP430 Programming Via the JTAG Interface User's Guide* ([SLAU320](#)).

### 7.4.2 Programming FRAM With the Bootloader (BSL)

Every device contains a BSL stored in ROM. The BSL enables users to read or program the FRAM or RAM using a UART serial interface. Access to the FRAM through the BSL is protected by a 256-bit user-defined password. For more details, see the *MSP430FR57xx, MSP430FR58xx, MSP430FR59xx, MSP430FR68xx, and MSP430FR69xx Bootloader (BSL) User's Guide* ([SLAU550](#)).

### 7.4.3 Programming FRAM With a Custom Solution

The ability of the CPU to write to its own FRAM allows for in-system and external custom programming solutions. The user can choose to provide data to the device through any means available (for example, UART or SPI). User-developed software can receive the data and program the FRAM. Because this type of solution is developed by the user, it can be completely customized to fit the application needs for programming or updating the FRAM.

## 7.5 Wait State Control

The system clock for the CPU or DMA can exceed the FRAM access and cycle time requirements. For these scenarios, a wait state generator mechanism is implemented. The *Recommended Operating Conditions* of the device-specific data sheet list the frequency ranges with the required wait state settings. The number of wait states is controlled by the NWAITS[2:0] bits in the FRCTL0 register.

To increase the system clock frequency beyond the maximum frequency allowed by the current wait state setting, the following steps are required:

1. Increase the number of wait states by configuring NWAITS[2:0] according to the target frequency.
2. Increase the frequency to the new target.

To decrease the system clock frequency to a range that supports fewer wait states, the following steps are required:

1. Decrease frequency to the new target.
2. Decrease number of wait states by configuring NWAITS[2:0] according to the new frequency setting.

To ensure memory integrity, a mechanism is implemented to reset the device with a PUC if the system clock frequency and the wait state settings violate the FRAM access timing.

---

**NOTE: Wait State Settings**

- The device starts with zero wait states.
  - Correct wait state settings must be ensured, otherwise a PUC might be generated to avoid erratic FRAM accesses.
-

### 7.5.1 Wait State and Cache Hit

The FRAM controller contains a cache with two cache sets. Each of these cache sets contains two lines that are preloaded with four words (64 bits) during one access cycle. An intelligent logic selects one of the cache lines to preload FRAM data and preserves recently accessed data in the other cache. If one of the four words stored in one of the cache lines is requested (a cache hit), no FRAM access occurs; instead, a cache request occurs. No wait state is needed for a cache request, and the data is accessed with full system speed. However, if none of the words that are available in the cache are requested (a cache miss), the wait state controls the CPU to ensure proper FRAM access.

## 7.6 FRAM ECC

The FRAM supports bit error correction and uncorrectable bit error detection. The UBDIFG FRAM uncorrectable bit error flag is set if an uncorrectable bit error has been detected in the FRAM error detection logic. The CBDIFG FRAM correctable bit error flag is set if a correctable bit error has been detected and corrected. UBDRSTEN enables a power up clear (PUC) reset. If an uncorrectable bit error is detected, UBDIE enables a NMI event if an uncorrectable bit error is detected. CBDIE enables an NMI event if a marginal correctable bit error is detected and corrected.

## 7.7 FRAM Write Back

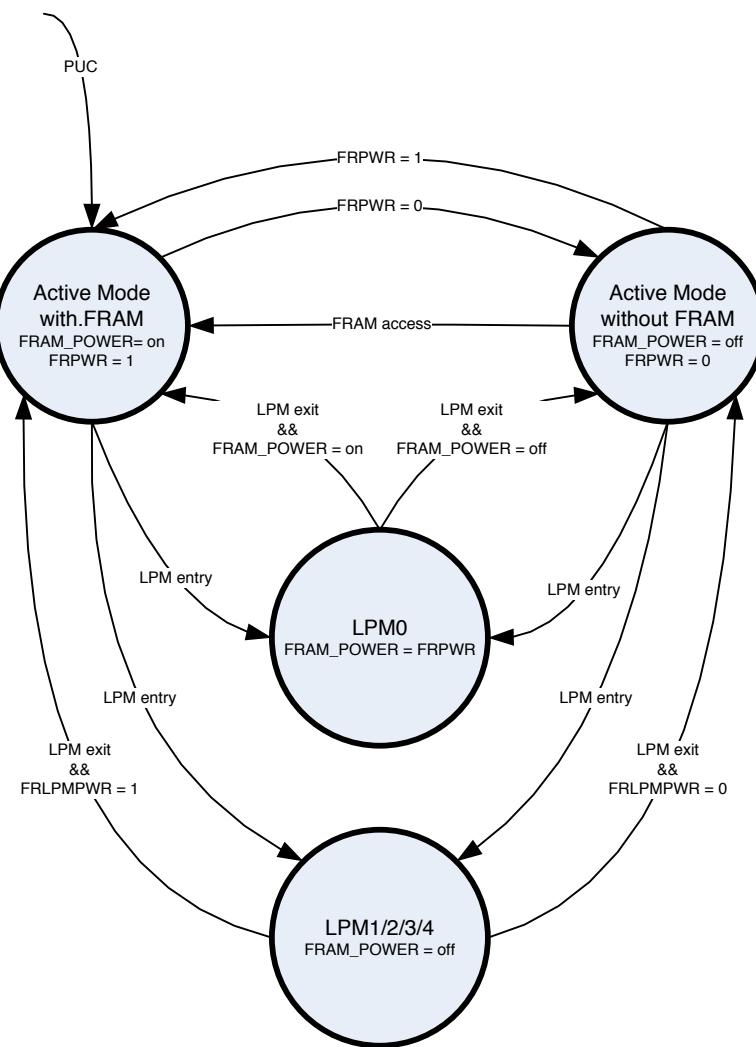
All reads from FRAM requires a write back of the previously read content. This write back is performed under all circumstances without any interaction from a user.

## 7.8 FRAM Power Control

The FRAM controller can disable the power supply for the FRAM array. By setting FRPWR = 0, the FRAM array supply is disabled. Register accesses in the FRAM controller are still possible. Memory accesses pointing into the FRAM address space automatically reset the FRPWR = 1 and re-enable the power supply of the FRAM. A second control bit, FRLPMPWR, delays the power-up of the FRAM after LPM exit. With FRLPMPWR = 1, the FRAM is activated directly on exit from LPM. FRLPMPWR = 0 delays the activation of the FRAM to the first access into the FRAM address space. For LPM0, the FRAM power state during LPM0 is determined from the previous state in active mode. If FRAM power is disabled, a memory access automatically inserts wait states to ensure sufficient timing for the FRAM power-up and access. Access to FRAM that can be served from cache does not change the power state of the FRAM power control.

A PUC reset forces the state machine to Active mode with FRAM enabled.

Figure 7-2 shows the activation flow of the FRAM controller.



**Figure 7-2. FRAM Power Control Diagram**

## 7.9 FRAM Cache

The FRAM controller implements a read cache to provide a speed benefit when running the CPU at higher speeds than the FRAM supports without wait states. The cache implemented is a 2-way associative cache with 4 cache lines of 64 bit size. Memory read accesses on consecutive addresses can be executed without wait states when they are within the same cache line.

## 7.10 FRCTL Registers

The FRCTL registers and their address offsets are listed in [Table 7-1](#). The base address of the FRCTL module can be found in the device-specific data sheet.

The password defined in the FRCTL0 register controls access to all FRCTL registers. When the correct password is written, write access to the registers is enabled. The write access is disabled by writing a wrong password in byte mode to the FRCTL upper byte. Word accesses to FRCTL with a wrong password triggers a PUC. A write access to a register other than FRCTL while write access is not enabled causes a PUC.

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 7-1. FRCTL Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	FRCTL0	FRAM Controller Control 0	Read/write	Word	9600h	<a href="#">Section 7.10.1</a>
00h		FRCTL0_L	Read/Write	Byte	00h	
01h		FRCTL0_H	Read/Write	Byte	96h	
04h	GCCTL0	General Control 0	Read/write	Word	0006h	<a href="#">Section 7.10.2</a>
04h		GCCTL0_L	Read/Write	Byte	06h	
05h		GCCTL0_H	Read/Write	Byte	00h	
06h	GCCTL1	General Control 1	Read/write	Word	0000h	<a href="#">Section 7.10.3</a>
06h		GCCTL1_L	Read/Write	Byte	00h	
07h		GCCTL1_H	Read/Write	Byte	00h	

### 7.10.1 FRCTL0 Register

FRAM Controller Control Register 0

**Figure 7-3. FRCTL0 Register**

15	14	13	12	11	10	9	8
FRCTLPW							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
Reserved	NWAITS				Reserved		
r-0	rw-[0]	rw-[0]	rw-[0]	r-0	r-0	r-0	r-0

**Table 7-2. FRCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-8	FRCTLPW	RW	96h	FRCTLPW password. Always reads as 96h. To enable write access to the FRCTL registers, write A5h. A word write of any other value causes a PUC. After a correct password is written and register access is enabled, write a wrong password in byte mode to disable the access. In this case, no PUC is generated.
7	Reserved	R	0h	Reserved. Always reads as 0.
6-4	NWAITS	RW	0h	Wait state control. Specifies number of wait states (0 to 7) required for an FRAM access (cache miss). 0 implies no wait states.
3	Reserved	R	0h	Reserved. Must be written as 0.
2-0	Reserved	R	0h	Reserved. Always reads as 0.

### 7.10.2 GCCTL0 Register

General Control Register 0

**Figure 7-4. GCCTL0 Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
UBDRSTEN	UBDIE	CBDIE	Reserved	Reserved	FRPWR	FRLPMPWR	Reserved
rw-[0]	rw-[0]	rw-[0]	r-0	rw-0	rw-1	rw-1	r-0

**Table 7-3. GCCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads as 0.
7	UBDRSTEN	RW	0h	Enable power up clear (PUC) reset if FRAM uncorrectable bit error detected. The bits UBDRSTEN and UBDIE are mutual exclusive and are not allowed to be set simultaneously. Only one error handling can be selected at one time. 0b = PUC not initiated on uncorrectable bit detection flag. 1b = PUC initiated on uncorrectable bit detection flag. Generates vector in SYSRSTIV.
6	UBDIE	RW	0h	Enable NMI event if uncorrectable bit error detected. The bits UBDRSTEN and UBDIE are mutual exclusive and are not allowed to be set simultaneously. Only one error handling can be selected at one time. 0b = Uncorrectable bit detection interrupt disabled. 1b = Uncorrectable bit detection interrupt enabled. Generates vector in SYSSNIV.
5	CBDIE	RW	0h	Enable NMI event if correctable bit error detected. 0b = Correctable bit detection interrupt disabled. 1b = Correctable bit detection interrupt enabled. Generates vector in SYSSNIV.
4	Reserved	R	0h	Reserved. Always reads as 0.
3	Reserved	RW	0h	Reserved. Must be written as 0.
2	FRPWR	RW	1h	FRAM power control. Writing to the register enables or disables the FRAM power supply. The read of the register returns the actual state of the FRAM power supply, also reflecting a possible delay after enabling the power supply. FRPWR = 1 indicates that the FRAM power is up and ready. 0b = FRAM power supply disabled 1b = FRAM power supply enabled
1	FRLPMPWR	RW	1h	Enables FRAM auto power up after LPM 0b = FRAM startup is delayed to the first FRAM access after LPM exit 1b = FRAM is powered up instantly with LPM exit.
0	Reserved	R	0h	Reserved. Always reads as 0.

### 7.10.3 GCCTL1 Register

General Control Register 1

**Figure 7-5. GCCTL1 Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
Reserved				ACCTEIFG	UBDIFG	CBDIFG	Reserved
r-0	r-0	r-0	r-0	rw-0	rw-[0]	rw-[0]	r-0

**Table 7-4. GCCTL1 Register Description**

Bit	Field	Type	Reset	Description
15-3	Reserved	R	0h	Reserved. Always reads as 0.
3	ACCTEIFG	RW	0h	<p>Access time error flag. This flag is set and a reset PUC is generated if a wrong setting for NWAITS is set and the FRAM access time is violated. This bit is cleared by software or by reading the system reset vector word SYSRSTIV if it is the highest pending flag. This bit is write 0 only, write 1 has no effect.</p> <p><b>Note:</b> The ACCTEIFG bit may be set in debug mode when the system frequency is configured to be greater than 8 MHz, regardless of the wait states (NWAITS). In the case, it is not an FRAM access violation. The ACCTEIFG bit does not trigger a PUC or change the SYSRSTIV register value. The ACCTEIFG bit is cleared only by writing 0. It is recommended to use SYSRESTIV register to check FRAM access violation error to avoid confusion.</p>
2	UBDIFG	RW	0h	<p>FRAM uncorrectable bit error flag. This interrupt flag is set if an uncorrectable bit error has been detected in the FRAM memory error detection logic. This bit is cleared by software or by reading the system NMI vector word SYSSNIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect.</p> <p>0b = No interrupt pending 1b = Interrupt pending. Can be cleared by user or by reading SYSSNIV.</p>
1	CBDIFG	RW	0h	<p>FRAM correctable bit error flag. This interrupt flag is set if a correctable bit error has been detected and corrected in the FRAM memory error detection logic. This bit is cleared by software or by reading the system NMI vector word SYSSNIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect.</p> <p>0b = No interrupt pending 1b = Interrupt pending. Can be cleared by user or by reading SYSSNIV</p>
0	Reserved	R	0h	Reserved. Always reads as 0.

## ***FRAM Controller A (FRCTL\_A)***

This chapter describes the operation of the FRAM controller A (FRCTL\_A) . The FRCTL\_A and FRCTL are almost identical in terms of the features that they support. For the summary that shows only the differences between the two modules, refer to the FRAM Controller Overview chapter.

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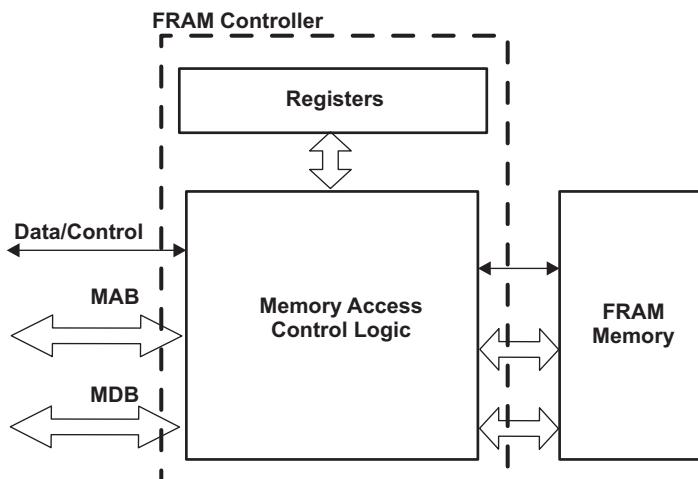
## 8.1 FRAM Controller A (FRCTL\_A) Introduction

The FRAM Controller A includes the following features :

- Byte (8 bit) or word (16 bit) write access
- Automatic and programmable wait state control with independent wait state settings for access and cycle times
- Timing violation detection to ensure proper interrupt handling with incorrect wait state setting
- Error correction code with bit error correction, extended bit error detection, and flag indicators
- Cache for energy-efficient read
- Power control for disabling FRAM when it is not in use, including automatic wake up

For important software design information regarding FRAM, including but not limited to partitioning the memory layout according to application-specific code, constant, and data space requirements, the use of FRAM to optimize application energy consumption, and the use of the memory protection unit (MPU) to maximize application robustness by protecting the program code against unintended write accesses, see [MSP430™ FRAM Technology – How To and Best Practices](#).

Figure 8-1 shows the block diagram of the FRCTL\_A.



**Figure 8-1. FRCTL\_A Block Diagram**

## 8.2 FRAM Controller A (FRCTL\_A) Operation

FRAM is a nonvolatile memory that eliminates the slow writing barrier of flash memory. The read and write operations of FRAM is just like the way that the standard SRAM works. The FRAM features SRAM-like operation with nonvolatility.

### 8.2.1 FRCTL\_A Error Detection

The FRAM module has a built-in error correction code (ECC) block that can correct bit errors and detect multiple bit errors. Two flags, the CBDIFG and UBDIFG bits, are used to report the status of errors.

The correctable bit detection interrupt flag (CBDIFG) is set when a correctable bit error is detected. In this case, the error generates a system NMI (SYSNMI) if the correctable bit detection interrupt enable bit (CBDIE) is set.

The uncorrectable bit detection interrupt flag (UBDIFG) is set when a multiple bit error, which is not correctable, is detected. In this case, cache is flushed and either a system NMI (SYSNMI), if the uncorrectable bit detection interrupt enable bit (UBDIE) is set, or a power-up-clear (PUC) reset, if the uncorrectable bit detection reset enable bit (UBDRSTEN) is set, can be generated.

The UBDRSTEN bit and the UBDIE bit are mutually exclusive. The UBDRSTEN bit has a higher priority—if both bits are set, the UBDIE bit is ignored and the UBDRSTEN bit remains active.

## 8.2.2 Programming FRAM Memory Devices

There are three options for programming an MSP430 FRAM device. All options support in-system programming.

- Program with JTAG or the Spy-Bi-Wire interface
- Program with the BSL
- Program with a custom solution

### 8.2.2.1 Programming FRAM Memory With JTAG or Spy-Bi-Wire

Devices can be programmed through the JTAG port or the Spy-Bi-Wire port. The JTAG interface requires access to TDI, TDO, TMS, TCK, TEST, ground, and optionally V<sub>CC</sub> and RST/NMI. Spy-Bi-Wire interface requires access to TEST, RST/NMI, ground and optionally V<sub>CC</sub>. For more details, see the *MSP430 Programming Via the JTAG Interface User's Guide* ([SLAU320](#)).

### 8.2.2.2 Programming FRAM Memory With the Bootstrap Loader (BSL)

Every device contains a BSL stored in ROM. The BSL enables users to read or program the FRAM or RAM using a UART serial interface. Access to the FRAM through the BSL is protected by a 256-bit user-defined password. For more details, see the *MSP430 Programming Via the Bootstrap Loader User's Guide* ([SLAU319](#)).

### 8.2.2.3 Programming FRAM Memory With a Custom Solution

The ability of the CPU to write to its own FRAM allows for in-system and external custom programming solutions. The user can choose to provide data to the device through any means available (for example, UART or SPI). User-developed software can receive the data and program the FRAM. Because this type of solution is developed by the user, it can be completely customized to fit the application needs for programming or updating the FRAM.

## 8.2.3 Access Control

### 8.2.3.1 Write Protection

The WPROT bit can be used to protect the contents of FRAM from being unintentionally modified. When the WPROT is set, reading is allowed, but no writing to FRAM memory is allowed. If a write access is attempted with WPROT = 1, the WPIFG (write protection flag) bit is set. In this case, the error generates a system NMI (SYSNMI) if the WPIE (write protection interrupt enable) bit is set. Note that writing-to-FRAM is also blocked when the ACCTEIFG bit is set due to a timing violation. The WPIFG bit is set when a write access is attempted with ACCTEIFG = 1.

The WPROT bit protects the entire FRAM from unintended writes regardless of MPU configurations, so this bit should be used as temporary protection. To protect a portion of the FRAM permanently, use the MPU module (see [Chapter 9, Memory Protection Unit](#)). Write protection is disabled after BOR (WPROT = 0).

### 8.2.3.2 Two Wait State Modes

FRAM memory has limited access speed (see the device data sheet for details), but that does not limit the speed of CPU and DMA in the device. When the running speed of the CPU and DMA exceeds the FRAM access speed, a wait state control mechanism is implemented. The FRAM controller A (FRCTL\_A) supports two wait state modes, user wait state mode and automatic wait state mode.

### 8.2.3.3 User Wait State Mode

User wait state mode and automatic wait state mode are mutually exclusive. User wait state mode is automatically enabled after device reset (BOR), but the wait state mode can be switched to automatic wait state mode by setting the AUTO bit. The FRAM access speed can be maximized in user wait state mode by writing an optimized wait state number to NWAITS[3:0]. However, incorrect wait state numbers may cause a timing violation error. Thus, the application must write a proper wait state to NWAITS[3:0] before accessing FRAM. See [Table 8-1](#) for optimized wait states with different system frequencies.

### 8.2.3.4 Timing Violation Detection

In user wait state mode (AUTO = 0), if NWAITS[3:0] bit has been configured with an incorrect wait state, a timing violation can occur when accessing FRAM. Upon detecting a timing violation, the FRAM controller responses to the timing violation event with three actions:

- Sets the access timer error flag (ACCTEIFG)
- Ignores the NWAITS[3:0] bits and internally applies the maximum wait state (15) (the NWAITS[3:0] bits are not changed)
- Flushes the cache
- Disables write access to FRAM regardless of the WPROT bit (the WPROT bit is not changed)

The FRAM controller A (FRCTL\_A) keeps the maximum wait state and blocks write access if the ACCTEIFG bit is set in order to avoid further timing violations. It is recommended to configure the NWAITS[3:0] bits based on the table shown in [Table 8-1](#) and complete any necessary actions prior to clearing the ACCTEIFG bit. When the ACCTEIFG bit is cleared, the FRAM controller A (FRCTL\_A) takes the value written to NWAITS[3:0] bits as wait state and enables write access to the FRAM if the WPROT bit is cleared. The timing violation (ACCTEIFG) generates a system NMI (SYSNMI) if the access time error interrupt enable (ACCTEIE) bit is set.

### 8.2.3.5 Automatic Wait State Mode

Automatic wait state mode is enabled when the AUTO bit is set. In this mode, the FRAM controller A (FRCTL\_A) takes a control of choosing a wait state. So, it is not required for user to configure NWAITS[3:0] bits. The value written to NWAITS[3:0] has no influence in this mode. In order to determine the wait state automatically, the FRAM controller A (FRCTL\_A) adds a delay so that no maximum FRAM access speed is reached and no timing violation is guaranteed. See [Table 8-1](#) for wait state numbers in automatic mode with different system frequencies.

**Table 8-1. FRAM memory Access Speed**

System Bus Frequency	Required Wait States		FRAM Access Speed (Without Cache Hit)	
	User Mode	Automatic Mode	User Mode	Automatic Mode
4 MHz	0	3	4 MHz	1 MHz
8 MHz	0	3	8 MHz	2 MHz
10 MHz	1	3	5 MHz	2.5 MHz
12 MHz	1	3	6 MHz	3 MHz
14 MHz	1	3	7 MHz	3.5 MHz
16 MHz	1	3	8 MHz	4 MHz
24 MHz	2	3	8 MHz	6 MHz
32 MHz	3	4	8 MHz	6.4 MHz

### 8.2.3.6 Wait State and Cache Hit

The FRAM controller A (FRCTL\_A) has a cache that contains four 64-bit lines. The cache keeps up to 32 bytes ( $4 \times 64$  bit) from the latest accesses to FRAM. When a read is requested, the FRAM controller A (FRCTL\_A) first determines if the requested data is in the cache. If a match is found (a cache hit), then the data is read from the cache and no physical FRAM memory access occurs. In this case, no wait state is required and the data is accessed at the full system bus speed. If no match is found (no cache hit), then the data is read from FRAM memory and the new data replaces one of the four 64-bit lines in the cache.

### 8.2.3.7 Wait State in Debug Mode

When the device is in debug mode, no wait state is applied. The NWAITS[3:0] has no influence in debug mode. In debug mode (for example, during JTAG access to FRAM), the device system clock is controlled externally and can be stopped at any time, thus FRAM access needs to be completed without wait state cycles. The running speed of the CPU and DMA never exceeds the maximum FRAM access speed limit in debug mode.

## 8.3 FRAM ECC

The FRAM controller can correct bit errors and detect uncorrectable multiple-bit errors. When a correctable error occurs, the error is automatically corrected and CBDIFG bit (correctable bit error detection flag) is set. In this case, a system NMI can be generated if CBDIE bit is set. When an uncorrectable error occurs, UCBDIFG (uncorrectable bit error detection flag) bit is set. In this case, the uncorrectable bit error can generate either a system NMI if UBDIE bit is set or a system reset (PUC) if UBDRSTEN bit is set.

The UBDRSTEN bit and the UBDIE bit are mutually exclusive. The UBDRSTEN bit has a higher priority, so the UBDIE bit is ignored when both bits are set.

## 8.4 FRAM Power Control

To achieve maximum power efficiency of FRAM operations, the FRAM controller A (FRCTL\_A) supports a power control mode. There are three inputs that influence the power state of FRAM: the FRPWR bit, FRAM access (read or write), and the device power mode.

**Table 8-2** summarizes how FRAM power modes are controlled by the source. [Figure 8-2](#) shows the flow of FRAM power mode transitions.

While the device is in active mode(AM), FRAM power is controlled by the FRPWR bit and FRAM access. When the FRPWR is set, FRAM goes to ACTIVE mode regardless of FRAM access. When the FRPWR is cleared by the CPU and there is no access to FRAM, the FRAM goes into INACTIVE mode so that the FRAM does not consume power.

INACTIVE mode can be used if FRAM access is not required for a significant amount of time. For example, short tasks can be executed from RAM, so while CPU runs from RAM, FRAM can be powered off. When the FRAM is in the INACTIVE mode, wake-up is automatic. An access to FRAM (read or write) wakes up the FRAM before performing the access. In this case, the FRPWR bit is set automatically by the FRAM controller A (FRCTL\_A).

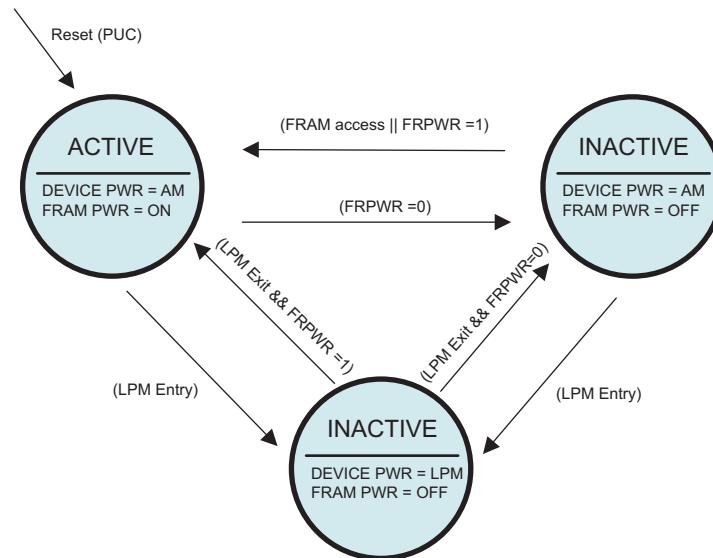
Care must be taken when using the FRPWR bit. When the FRAM is powered off, there is a wake-up time delay before the FRAM can be accessed again. The delay should be considered to avoid affecting system performance. See the device data sheet for the delay time.

When the device enters LPM0, LPM1, LPM2, LPM3, or LPM4, the FRAM also enters INACTIVE mode regardless of FRPWR bit status, however FRPWR bit determines the power status when the device wakes up from a LPM. When the device wakes up from a low-power mode to active mode (AM), FRAM Controller A (FRCTL\_A) immediately wakes up FRAM memory if the FRPWR is set. If the FRPWR bit is cleared, FRAM memory remains in INACTIVE mode until an access to FRAM occurs (read or write). The latter case can be used to reduce the device power consumption if the device wakes up only for a short amount of time, and the task during device active mode can be executed from RAM with no need to access FRAM memory. See [Table 8-2](#) and [Figure 8-2](#) for details.

**Table 8-2. FRAM Power Mode Transition**

Power Control Source			FRAM Power State (Start)	FRAM Power State (End)
Device Power Mode	FRPWR Bit	FRAM Access		
AM	1 (after PUC)	Don't care	ACTIVE	ACTIVE
AM	1 → 0	No	ACTIVE	INACTIVE
AM	0	No → Yes	INACTIVE	ACTIVE (FRPWR bit is set automatically)
AM	0 → 1	No	INACTIVE	ACTIVE
AM → LPM0, LPM1, LPM2, LPM3, or LPM4	Don't care	No	Don't care	INACTIVE
LPM0	Don't care	No → Yes	Don't care	ACTIVE (FRPWR bit is set automatically)
LPM0, LPM1, LPM2, LPM3, or LPM4 → AM	1	No	INACTIVE	ACTIVE
LPM0, LPM1, LPM2, LPM3, or LPM4 → AM	0	No	INACTIVE	INACTIVE

Figure 8-2 shows the flow of the FRAM power transitions.

**Figure 8-2. FRAM Power Control Diagram**

## 8.5 FRAM Cache

The FRAM controller A (FRCTL\_A) has a cache that contains four 64-bit lines. One of the 64-bit lines is preloaded during one access cycle and the cache can keep up to 32 bytes ( $4 \times 64$  bit) from the latest accesses to FRAM memory. When an FRAM read is requested, the FRAM controller A (FRCTL\_A) first checks cache. If the requested data is found in cache (a cache hit), then the data is read from the cache and no physical FRAM access occurs. In this case, no wait state is required and the data is accessed at the full system bus speed.

## 8.6 FRCTL\_A Registers

[Table 8-3](#) lists the memory-mapped registers for the FRCTL\_A. All register offset addresses not listed in [Table 8-3](#) should be considered as reserved locations and the register contents should not be modified.

The password defined in the FRCTL0 register controls access to all FRAM Controller A registers. When the correct password is written, write access to the registers is enabled. The write access is disabled by writing a wrong password in byte mode to FRCTL0 upper byte. Word accesses to FRCTL0 with a wrong password triggers a PUC. A write access to a register other than FRCTL0 while write access is not enabled causes a PUC.

**Note 1:** The correct password (A5h) is written to the FRCTLPW bits by the bootcode during the device boot-up process; therefore, the FRCTL0 (low byte), GCCTL0, and GCCTL1 registers are unlocked after the device is powered up or reset (BOR) or after LPMx.5 wakeup.

**Note 2:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

**Table 8-3. FRCTL\_A Registers**

Offset	Acronym	Register Name	Type	Reset	Section
0h	FRCTL0	FRAM Controller A Control Register 0	Read-Write	9600h	<a href="#">Section 8.6.1</a>
4h	GCCTL0	General Control Register 0	Read-Write	4h	<a href="#">Section 8.6.2</a>
6h	GCCTL1	General Control Register 1	Read-Write	0h	<a href="#">Section 8.6.3</a>

### 8.6.1 FRCTL0 Register (Offset = 0h) [reset = 9600h]

FRCTL0 is shown in [Figure 8-3](#) and described in [Table 8-4](#).

[Return to Summary Table.](#)

FRAM Controller A Control Register 0

**Figure 8-3. FRCTL0 Register**

15	14	13	12	11	10	9	8
FRCTLPW							
R/W-96h							
7	6	5	4	3	2	1	0
NWAITS				AUTO	Reserved	WPROT	
R/W-0h				R/W-0h	R-0h	R/W-0h	

**Table 8-4. FRCTL0 Register Field Descriptions**

Bit	Field	Type	Reset	Description
15-8	FRCTLPW	R/W	96h	<p>FRCTLPW password. Always read as 96h.</p> <p><b>Note:</b> The correct password (A5h) is written to the FRCTLPW bits by the bootcode during the device boot-up process; therefore, the FRCTL0 (low byte), GCCTL0, and GCCTL1 registers are unlocked after the device is powered up or reset (BOR) or after LPMx.5 wakeup.</p> <p>96h (R) = FRPW : Read value while locked</p> <p>A5h (W) = FWPW : Must be written as A5h or a PUC is generated on word write. After a correct password is written and register access is enabled, a wrong password write in byte mode disables the access and no PUC is generated.</p>
7-4	NWAITS	R/W	0h	<p>Wait state generator access time control when AUTO =0.</p> <p>Each wait state adds a N integer multiple increase of the IFCLK period where N = 0 through 15. N = 0 implies no wait states. When a timing violation is detected, the Access Time Error Flag (ACCTEIFG) is set and the maximum wait state, 15, is automatically applied to the NWAITS[3:0] to avoid further timing violation. While the ACCTEIFG bit is set, the NWAIS[3:0] cannot be overwritten and writing to the FRAM memory is prohibited regardless of the WPROT bit. Only reading is allowed. The ACCTEIFG bit must be cleared prior to applying a new value to NWAITS[3:0] or writing access to the FRAM memory. The timing violation (ACCTEIFG) can generate a system NMI (SYSNMI) if the Access Time Error Interrupt Enable (ACCTIE) bit is set. When a timing violation occurs for reading, the data from FRAM memory could be incorrect, thus proper error handling is recommended before proceeding.</p> <p>Reset type: BOR</p> <p>0h (R/W) = FRAM wait states: 0</p> <p>1h (R/W) = FRAM wait states: 1</p> <p>2h (R/W) = FRAM wait states: 2</p> <p>3h (R/W) = FRAM wait states: 3</p> <p>4h (R/W) = FRAM wait states: 4</p> <p>5h (R/W) = FRAM wait states: 5</p> <p>6h (R/W) = FRAM wait states: 6</p> <p>7h (R/W) = FRAM wait states: 7</p> <p>8h (R/W) = FRAM wait states: 8</p> <p>9h (R/W) = FRAM wait states: 9</p> <p>Ah (R/W) = FRAM wait states: 10</p> <p>Bh (R/W) = FRAM wait states: 11</p> <p>Ch (R/W) = FRAM wait states: 12</p> <p>Dh (R/W) = FRAM wait states: 13</p> <p>Eh (R/W) = FRAM wait states: 14</p> <p>Fh (R/W) = FRAM wait states: 15</p>

**Table 8-4. FRCTL0 Register Field Descriptions (continued)**

Bit	Field	Type	Reset	Description
3	AUTO	R/W	0h	<p>Enable automatic Wait State Mode.</p> <p>Reset type: BOR</p> <p>0h (R/W) = AUTO_0 : User Wait State Mode. The NWAITS[3:0] is used for the FRAM wait state.</p> <p>1h (R/W) = AUTO_1 : Auto mode. The NWAITS[3:0] is ignored. Wait states are generated automatically by the internal FRAM controller state machine.</p>
2-1	Reserved	R	0h	<p>Reserved. Always read 0.</p> <p>Reset type: PUC</p>
0	WPROT	R/W	0h	<p>Write Protection Enable.</p> <p>This bit is set after BOR. This bit must be cleared before accessing FRAM for write. This bit does not block read operation. Note that the WPROT bit protects the entire FRAM memory from unintended write, so it should be used as temporary protection. If it is desired to protect a portion of the FRAM memory permanently, it should be done via MPU segments. See the MPU module for details.</p> <p>Reset type: BOR</p> <p>0h (R/W) = WPROT_0 : Disable Write Protection. Write to FRAM memory is allowed.</p> <p>1h (R/W) = WPROT_1 : Enable Write Protection. Write to FRAM memory is not allowed. If a write access is attempted, the WPIFG (Write Protection Flag) bit will be set.</p>

### **8.6.2 GCCTL0 Register (Offset = 4h) [reset = 4h]**

GCCTL0 is shown in [Figure 8-4](#) and described in [Table 8-5](#).

[Return to Summary Table.](#)

General Control Register 0

**Figure 8-4. GCCTL0 Register**

15	14	13	12	11	10	9	8
Reserved							
R-0h							
7	6	5	4	3	2	1	0
UBDRSTEN	UBDIE	CBDIE	WPIE	ACCTEIE	FRPWR	Reserved	
R/W-0h	R/W-0h	R/W-0h	R/W-0h	R/W-0h	R/W-1h	R-0h	

**Table 8-5. GCCTL0 Register Field Descriptions**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always read 0. Reset type: PUC
7	UBDRSTEN	R/W	0h	Enable Power Up Clear (PUC) reset for the uncorrectable bit error detection flag (UBDIFG).  The UBDRSTEN and UBDIE must be mutual exclusive. The FRAM controller does not allow the status of both bits are being set. Writing 1 to one of the bits will automatically clear the other bit. Reset type: BOR 0h (R/W) = UBDRSTEN_0 : PUC not initiated on uncorrectable bit error detection flag. 1h (R/W) = UBDRSTEN_1 : PUC initiated on uncorrectable bit error detection flag. Generates vector in SYSRSTIV. Clear the UBDIE bit.
6	UBDIE	R/W	0h	Enable NMI event for the uncorrectable bit error detection flag (UBDIFG).  The UBDRSTEN and UBDIE must be mutual exclusive. The FRAM controller does not allow the status of both bits are being set. Writing 1 to one of the bits will automatically clear the other bit. Reset type: BOR 0h (R/W) = UBDIE_0 : Disable NMI for the uncorrectable bit error detection flag (UBDIFG). 1h (R/W) = UBDIE_1 : Enable NMI for the uncorrectable bit error detection flag (UBDIFG). Generates vector in SYSSNIV. Clear the UBDRSTEN bit.
5	CBDIE	R/W	0h	Enable NMI event for the correctable bit error detection flag (CBDIFG). Reset type: BOR 0h (R/W) = CBDIE_0 : Disable NMI for the correctable bit error detection flag (CBDIFG). 1h (R/W) = CBDIE_1 : Disable NMI for the correctable bit error detection flag (CBDIFG). Generates vector in SYSSNIV.
4	WPIE	R/W	0h	Enable NMI event for the Write Protection Detection flag (WPIFG). Reset type: BOR 0h (R/W) = WPIE_0 : Disable NMI for the Write Protection Detection flag (WPIFG). 1h (R/W) = WPIE_1 : Enable NMI for the Write Protection Detection flag (WPIFG). Generates vector in SYSSNIV.

**Table 8-5. GCCTL0 Register Field Descriptions (continued)**

Bit	Field	Type	Reset	Description
3	ACCTEIE	R/W	0h	<p>Enable NMI event for the Access time error flag (ACCTEIFG).          Reset type: BOR</p> <p>0h (R/W) = ACCTEIE_0 : Disable NMI for the Access time error flag (ACCTEIFG).</p> <p>1h (R/W) = ACCTEIE_1 : Enable NMI for the Access time error flag (ACCTEIFG). Generates vector in SYSSNIV.</p>
2	FRPWR	R/W	1h	<p>FRAM Memory Power Control Request</p> <p>While the device is in AM (Active mode), the FRAM memory power is controlled by the FRPWR bit and FRAM access. When the FRPWR is set, the FRAM memory is in ACTIVE mode. When the FRPWR is cleared by CPU, the FRAM memory goes into INACTIVE mode so that the FRAM memory does not consume power. The INACTIVE mode can be used if no FRAM access is required for a significant amount of time. Once the FRAM memory is in the INACTIVE mode, wake-up is automatic. An access to FRAM (read or write) will wake up the FRAM memory before performing the access. In this case, the FRPWR bit is set automatically by the FRAM controller. When the device enters LPM0/1/2/3/4 modes, the FRAM memory also enters INACTIVE mode regardless of the FRPWR bit status. When the device wakes up from LPM0/1/2/3/4, the FRAM memory will be immediately powered up (ACTIVE mode) if the FRPWR is set, but if the FRPWR bit is cleared, the FRAM memory will remain in INACTIVE mode until the FRAM memory is actually accessed (read or write). The latter case can be used to save the device power consumption in case the device wakes up only for a short amount of time, and the task during the wake-up can be executed from RAM, so no need of FRAM access.</p> <p>Reset type: PUC</p> <p>0h (R/W) = FRPWR_0 : Enable INACTIVE mode.</p> <p>1h (R/W) = FRPWR_1 : Enable ACTIVE mode.</p>
1-0	Reserved	R	0h	<p>Reserved. Always read 0.</p> <p>Reset type: PUC</p>

### **8.6.3 GCCTL1 Register (Offset = 6h) [reset = 0h]**

GCCTL1 is shown in [Figure 8-5](#) and described in [Table 8-6](#).

[Return to Summary Table.](#)

General Control Register 1

**Figure 8-5. GCCTL1 Register**

15	14	13	12	11	10	9	8
Reserved							
R-0h							
7	6	5	4	3	2	1	0
Reserved			WPIFG	ACCTEIFG	UBDIFG	CBDIFG	Reserved
R-0h			R/W-0h	R/W-0h	R/W-0h	R/W-0h	R-0h

**Table 8-6. GCCTL1 Register Field Descriptions**

Bit	Field	Type	Reset	Description
15-5	Reserved	R	0h	Reserved. Always read 0. Reset type: PUC
4	WPIFG	R/W	0h	Write Protection Detection flag. This flag is set when a write access is attempted while the WPROT bit is set. This bit can generate a system NMI if the WPIE bit is set (see the GCCTL0 register). This bit can be cleared by writing 0 directly or by reading the system reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only, write 1 has no effect. Reset type: BOR 0h (R/W) = WPIFG_0 : No interrupt pending. 1h (R/W) = Interrupt pending. Can be cleared by writing 0 or by reading SYSSNIV when it is the highest pending interrupt.
3	ACCTEIFG	R/W	0h	Access time error flag. This flag is set when a timing violation is detected, which indicates that NWAITS[3:0] is improperly configured. When a timing violation is detected, the maximum wait state will be automatically applied to the NWAITS[3:0] to avoid further timing violation. While the ACCTEIFG bit is set, the NWAIS[3:0] cannot be overwritten and the FRAM memory write access is prohibited regardless of the WPROT bit. The ACCTEIFG bit must be cleared prior to applying a new value to NWAITS[3:0] or writing access to the FRAM memory. The timing violation (ACCTEIFG) can generate a system NMI (SYSNMI) if the Access Time Error Interrupt Enable (ACCTIE) bit is set. This bit can be cleared by writing 0 directly or by reading the system reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only, write 1 has no effect. Reset type: BOR 0h (R/W) = ACCTEIFG_0 : No interrupt pending. 1h (R/W) = ACCTEIFG_1 : Interrupt pending. Can be cleared by writing 0 or by reading SYSSNIV when it is the highest pending interrupt.
2	UBDIFG	R/W	0h	FRAM uncorrectable bit error detection flag. This flag is set when an uncorrectable bit error is detected in the FRAM memory error detection logic. This bit can generate either a system NMI or a system reset (PUC). If the UBDIE bit is set, then this bit generates a system NMI, if the UBDRSTEN bit is set, then this bit generates a system reset (PUC) - see the GCCTL0 register. This bit can be cleared by writing 0 directly or by reading the system NMI vector word SYSSNIV when it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect. Reset type: BOR 0h (R/W) = UBDIFG_0 : No interrupt pending. 1h (R/W) = UBDIFG_1 : Interrupt pending. Can be cleared by writing 0 or by reading SYSSNIV when it is the highest pending interrupt.

**Table 8-6. GCCTL1 Register Field Descriptions (continued)**

Bit	Field	Type	Reset	Description
1	CBDIFG	R/W	0h	<p>FRAM correctable bit error detection flag. This flag is set when a correctable bit error is detected and corrected in the FRAM memory error detection logic. This bit can generate a system NMI if the CBDIE bit is set (see the GCCTL0 register). This bit can be cleared by software or by reading the system NMI vector word SYSSNIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect.</p> <p>Reset type: BOR</p> <p>0h (R/W) = CBDIFG_0 : No interrupt is pending</p> <p>1h (R/W) = CBDIFG_1 : Interrupt pending. Can be cleared by writing 0 or by reading SYSSNIV if it is the highest pending interrupt.</p>
0	Reserved	R	0h	<p>Reserved. Always read 0.</p> <p>Reset type: PUC</p>

## **Memory Protection Unit (MPU)**

This chapter describes the operation of the Memory Protection Unit (MPU). The MPU is family specific.

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## 9.1 Memory Protection Unit (MPU) Introduction

The MPU protects against accidental writes to designated read-only memory segments or execution of code from a constant memory segment. Clearing the MPUENA bit disables the MPU, and the complete memory is accessible for read, write, and execute operations. After a BOR, the complete memory is accessible without restrictions to read, write, and execute operations.

The Memory Protection Unit features include:

- Configuration of main memory into three variable-sized segments
- Access rights for each segment can be set independently
- Fixed-size constant user information memory segment with selectable access rights
- Protection of MPU registers by password

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**NOTE:** After BOR, no segmentation is initiated, and the main memory and information memory are accessible by read, write, and execute operations.

---

For important software design information regarding FRAM, including but not limited to partitioning the memory layout according to application-specific code, constant, and data space requirements, the use of FRAM to optimize application energy consumption, and the use of the memory protection unit (MPU) to maximize application robustness by protecting the program code against unintended write accesses, see [MSP430™ FRAM Technology – How To and Best Practices](#).

Figure 9-1 shows an overview of the Memory Protection Unit.

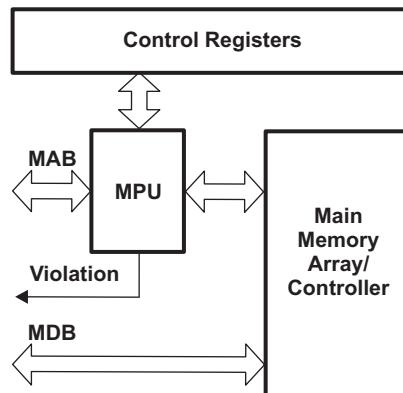


Figure 9-1. Memory Protection Unit Overview

## 9.2 MPU Segments

### 9.2.1 Main Memory Segments

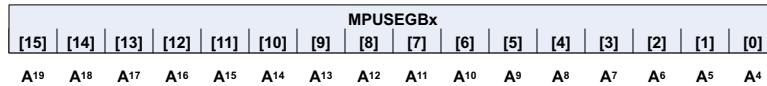
The MPU can logically divide the main memory into three segments. The size of each segment is defined by setting the borders between adjacent segments. To configure three segments, a lower border (B1) and a higher border (B2) are positioned by control register bits MPUSEGB1[15:0] and MPUSEGB2[15:0], respectively, in the MPUSEGBx registers. The position of both borders is limited to the 16 most significant bits of the memory address space (20-bit). Therefore, the segment borders registers are equivalent to the memory address bus, shifted right by 4 bits (see [Figure 9-2](#)).

[Table 9-1](#) shows the minimum segment size. Depending on the total memory size, some of the border register bits must be written as zero. [Table 9-1](#) summarizes the user-selectable bits and fixed bits for different memory sizes (see the device-specific data sheet for total memory size). [Figure 9-3](#) and [Figure 9-4](#) show fixed bits of the segment register when memory size is 128KB and 256KB respectively.

The beginning of segment 1 is the lowest available address for the main memory as defined in the device-specific data sheet. The lower border (B1) defines the end of segment 1 and the beginning of segment 2. The higher border (B2) defines the end of segment 2 and beginning of segment 3. The end of segment 3 is the highest main memory address as defined in the device-specific data sheet. For example, devices with up to 64KB of FRAM, the highest memory address is 013FFFh. Segment 2 includes the address defined by the lower border (B1) but excludes the higher border (B2).

The address bus (MAB) is analyzed by the MPU using the 16 most significant bits along with the current border settings.

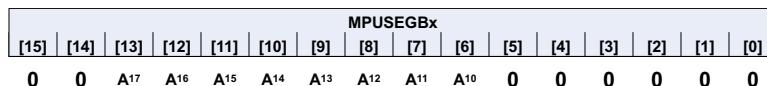
- If the significant address bits are lower than MPUSEGB1[15:0], segment 1 is selected.
- If the significant address bits are equal to or greater than MPUSEGB1[15:0] and less than MPUSEGB2[15:0], segment 2 is selected.
- If the significant address bits are equal to or greater than MPUSEGB2[15:0], segment 3 is selected.



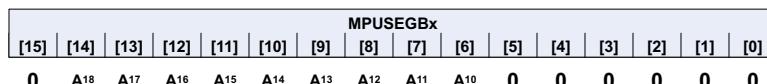
**Figure 9-2. Segment Border Register**

**Table 9-1. Address Comparator Bit Selection**

FRAM Size	Index of Used MSB Address Bus (n)	User-Selectable Border Register Bits	Fixed Border Register Bits (zero)	Segment Size (bytes)
32KB < size ≤ 128KB	17-bit	[13:6]	[15:14] and [5:0]	1k
128KB < size ≤ 256KB	18-bit	[14:6]	[15] and [5:0]	1k



**Figure 9-3. Example of Segment Border Register Fixed Bits When FRAM Size = 128KB**



**Figure 9-4. Example of Segment Border Register Fixed Bits When FRAM Size = 256KB**

**NOTE:** The same result is calculated during MAB analysis of segment membership independent of whether the higher value is in MPUSEGB1[15:0] or MPUSEGB2[15:0]. If MPUSEGB1[15:0] = MPUSEGB2[15:0], Segment 2 is not available and the main memory only contains 2 segments.

Figure 9-5 shows an example segmentation of the main memory.

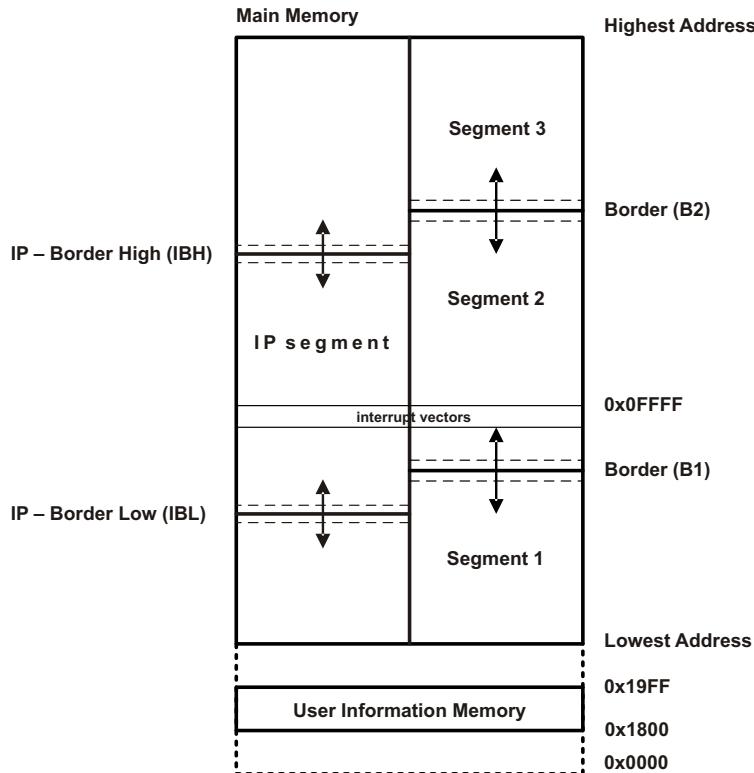


Figure 9-5. Segmentation of Main Memory

### 9.2.2 IP Encapsulation Segment

The MPU can protect an address range in the main memory from unconditional external access. The size of this segment is defined by setting the upper and lower borders of this segment. To configure the segments, a lower (IBL) border and a higher (IBH) border are positioned by control register bits MPUIPSEG1[15:0] and MPUIPSEG2[15:0], respectively, in the MPUIPSEG $B$  register. The position of both borders follows the same mechanism as described in for the main segments.

The beginning of the IP encapsulation segment (IPE-segment) (IBL) is defined by the lower value of either the MPUIPSEG1[15:0] or MPUIPSEG2[15:0] register. The end of the IPE-segment (IBH) is defined by the higher value of either the MPUIPSEG1[15:0] or MPUIPSEG2[15:0] register. All memory locations addressed by the 16 most significant bits of the address bus (MAB) equal to or greater than the lower border (IBL) and less than IBH are protected.

Only program code executed from the IPE-segment can access data stored in this segment. The access rights are evaluated with each code access. Each code access outside of the IP-protected area deactivates the data access into the IPE-segment. JTAG or DMA cannot access the IPE-segment. The interrupt vector table is always open for read and write accesses (for details see [Section 9.4.1](#)).

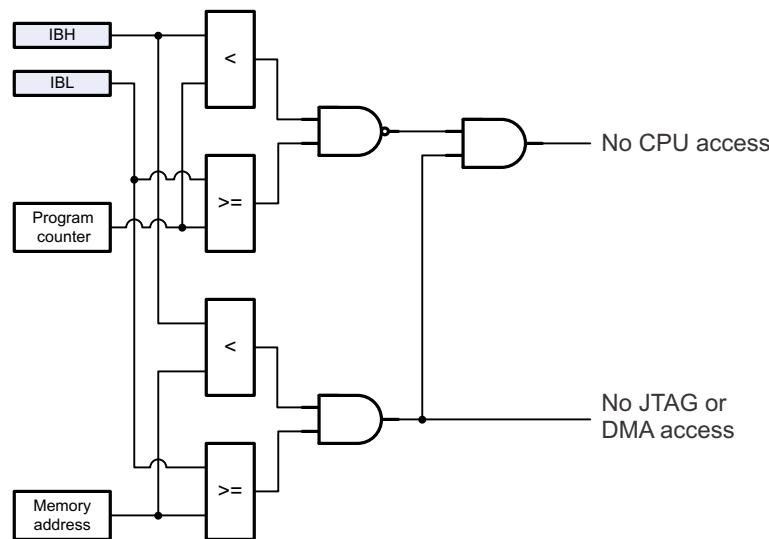
To execute code from the IPE-segment, branch into that segment or call functions stored in that segment. Interrupt service routines can be executed from the IPE-segment, too.

[Table 9-2](#) summarizes the possible combinations of code execution and memory access types and the resulting access rights.

An unauthorized access to the IPE-segment returns a value equivalent to the instruction "JMP \$" and triggers an interrupt. In addition, the generation of a PUC can be configured.

**Table 9-2. IP Encapsulation Access Rights**

IBL ≤ Memory Address < IBH	IBL ≤ Program Counter < IBH	JTAG or DMA Access	CPU Access
0FF80h ≤ Memory Address < 0FFFFh	-	Read/Write	Read/Write
false	false	yes	yes
false	true	yes	yes
true	false	no	no
true	true	no	yes



**Figure 9-6. IP Encapsulation Access Rights Equivalent Schematic**

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**NOTE:** IP Encapsulation area access rights do not override MPU segment rights. The IP Encapsulation rights are evaluated and if the access is granted, access rights as described in [Section 9.3](#) are applied.

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**NOTE:** **Code fetch from the first 8 bytes in IPE-segment does not enable data access.**

The first 8 bytes within the IPE-segment do not enable data access within the IPE-segment if code is executed from that area. The start of an IPE-segment is reserved for a data structure describing the IPE-segment boundaries.

---

shows the segmentation of the main memory.

### 9.2.3 Segment Border Setting

[Section 9.2.1](#) describes the procedure of setting borders for segmentation of the main memory. This section describes how the values in MPUSEGBx[15:0] and MPUIPSEGBx[15:0] bits need to be set to achieve the desired borders for different memory sizes. The bits of the MUSBx[15:0] bits represent the 16 most significant bits of the border address that can be selected.

The setting of the MPUSEGBx[15:0] bits forms a border between two segments of main memory space. For the following examples, the segment with the higher address range formed by this border is called the higher segment. The segment with the lower address range is called the lower segment.

The lowest address in the higher segment can be calculated with the following formula:

Given:

Segment Border Address (BA) or register value MPUSEGBx

Hence follows:

$$\text{MPUSEGBx} = (\text{BA}) \gg 4$$

$$\text{BA} = (\text{MPUSEGBx} \ll 4)$$

Examples:

$$\text{Segment border address} = 0x0F000 \rightarrow \text{MPUSEGBx} = (0x0F000 \gg 4) = 0x0F00$$

$$\text{Segment border address} = 0x13000 \rightarrow \text{MPUSEGBx} = (0x13000 \gg 4) = 0x1300$$

$$\text{MPUSEGBx} = 0x1100 \rightarrow \text{segment border address} = (0x1100 \ll 4) = 0x1100$$

**Table 9-3. MPU Border Selection Example 64k (004000h to 013FFFh)**

Border Address	MPUSEGBx[15:0]
(outside)	0000h
:	:
(outside)	03C0h
04000h	0400h
04400h	0440h
04800h	0480h
04C00h	04C0h
05000h	0500h
:	:
0F000h	0F00h
0F400h	0F40h
0F800h	0F80h
0FC00h	0FC0h
10000h	1000h
10400h	1040h
:	:
13000h	1300h
13400h	1340h
13800h	1380h
13C00h	13C0h
14000h (top of memory )	1400h
(outside)	1440h
:	:
(outside)	3F80h
(outside)	3FC0h

---

**NOTE:** Depending on the memory size settings for MPUSEGBx[4:0], the calculation may result in a lower address space than is available. For those settings, a lower segment does not exist, and the higher segment starts with the first available memory address (see memory organization from device-specific data sheet).

---

#### 9.2.4 IP Encapsulation Border Settings

The setting of the boundaries for the IP Encapsulation segment follows the same principle as the Main Segment settings.

## 9.2.5 Information Memory

The information memory is a partition of memory that is 512 bytes in size. The information memory can be used to store application-specific information (such as IDs or version numbers), or it can be used for executable code. It is located at address 01800h to 019FFh.

## 9.3 MPU Access Management Settings

Each segment described in and [Section 9.2.5](#) can have read, write, and execute access rights set independently.

The MPUSAM register allows setting the access rights for the four segments (information memory segment, three main memory segments). MPUSEGxRE enables read access for segment x, MPUSEGxWE enables write access for segment x, and MPUSEGxE enables code execution from segment x. JTAG and DMA accesses are treated as read or write data accesses and are evaluated according to the corresponding access bits.

[Table 9-4](#) shows the different settings of MPUSEGxE, MPUSEGxWE, and MPUSEGxRE. Not all settings lead to a different memory protection. For example, as shown, if the execution bit MPUSEGxE is set to 1, read access is automatically allowed independent of the setting of MPUSEGxRE. Also, setting the MPUSEGxWE bit to 1 enables the read option.

---

**NOTE:** Combinations that are not shown in [Table 9-4](#) should be avoided because they may be used in future versions of the MPU.

---

**Table 9-4. Segment Access Rights**

MPUSEGxE	MPUSEGxWE	MPUSEGxRE	Execute Rights	Write Rights	Read Rights
0	0	0	no	no	no
0	0	1	no	no	yes
0	1	1	no	yes	yes
1	0	1	yes	no	yes
1	1	1	yes	yes	yes

---

**NOTE: Discontinuity instructions at segment boundaries**

Do not fill code segments to the last word with program code, because program discontinuity instructions like jump or branch instructions, RET, CALL, ... at a segment boundary can trigger an access right violation.

The CPU prefetches instructions beyond the one currently being executed. The MPU interprets the prefetch as read and instruction fetch accesses. For example if there is a JMP instruction (or any another discontinuity instruction) at the segment boundary, the CPU prefetches from the neighboring segment. This causes an access right violation if instruction fetches are not allowed within the neighboring segment.

---

## 9.4 MPU Violations

### 9.4.1 Interrupt Vector Table and Reset Vector

The interrupt vector table and the reset vector are located at addresses 0FF80h to 0FFFFh. It is possible to define a segment that includes this address space with restricted access rights. If an interrupt or a reset occurs, and this segment is read protected, the MPU automatically allows access to the Interrupt Vector memory space 0FF80h to 0FFFFh. Write rights are granted depending on MPU segment access management register MPUSAM. Only the interrupt vector table is read accessible. Access to the interrupt routine itself is not automatically enabled.

If the interrupt vector table is inside of the IP Encapsulation, the execute right is always prohibited. Code fetches at the addresses 0FF80h to 0FFFFh are always denied if IPE-segments include that memory range.

Table 9-5 shows the access right to the interrupt vector table for all possible cases.

**Table 9-5. Access Rights to IVT<sup>(1)</sup>**

Condition	Read			Execute	Write		
	CPU	DMA	JTAG		CPU	DMA	JTAG
IVT belongs to ...							
an MPU segment (main memory segment)	O	O	O	O	C	C	C
the IPE-segment	O	O	O	X	O	O	O
an MPU segment and the IPE-segment	O	O	O	X	C	C	C

<sup>(1)</sup> O = Allowed, X = Not allowed, C = Depends on MPU segment access management register MPUSAM

---

**NOTE:** Only the interrupt table and the reset vector are opened on an interrupt or reset occurrence. If the application protects the segment that contains the interrupt routine itself from execution rights, a violation occurs.

---

### 9.4.2 Violation Handling

The handling of access rights violations can be selected for each segment with the MPUSEGxVS bit in the MPUSAM register. By default (MPUSEGxVS = 0), any access right violation causes a nonmaskable interrupt (NMI). Setting MPUSEGxVS = 1, causes a PUC to occur. In either case, the illegal instruction on a protected memory segment is not executed. Upon an access rights violation, the data bus content (MDB) is driven with 03FFFh until next valid data is available.

## 9.5 MPU Lock

The MPU registers can be protected from write access by setting the MPULOCK bit. Write access is not possible on all MPU registers except MPUCTL1, MPUIPC0, and MPUIPSEGbx until a BOR occurs. MPULOCK cannot be cleared manually.

MPUIPLOCK allows to separately lock the MPUIPC0 and MPUIPSEGbx registers. Write access is not possible on these registers until a BOR occurs. MPUIPLOCK cannot be cleared manually.

## 9.6 How to Enable MPU and IPE Segments

Both MPU and IPE-segments can be enabled at any time through the control registers. However, in typical applications, it may be required to initiate MPU segments or the IPE-segment before beginning the application program, thus the following features are offered as more secure and convenient methods.

1. Code Composer Studio for MSP430 offers an easy-to-use graphical interface to configure MPU segments and the IPE-segment. See the [Code Composer Studio for MSP430 User's Guide](#). When using the methods outlined in the document, no further user setup is required.
2. For the IPE-segment, when using the method described in the [Code Composer Studio for MSP430 User's Guide](#), the compiler and linker handle the structure generation and initialization automatically - [Section 9.6.1](#) describes what happens behind the scenes in this case, and further user setup is not required.

## 9.6.1 IP Encapsulation (IPE) Instantiation Using IPE Signatures

The boot code can preload user-defined setting before the start of application code. This ensures that the encapsulation is active before any user-controlled accesses to the memory can be performed.

### 9.6.1.1 IP Encapsulation Signatures

Two IPE signatures, IPE Signature 1 (memory location 0FF88h) and IPE Signature 2 (memory location 0FF8Ah), reside in FRAM and can be used to control the initialization of the IP Encapsulation. Write 0xAAAA to IPE Signature 1 to trigger the evaluation of the IPE Signature 2 as the IPE structure pointer. The following code for CCS is an example:

```
#define IPE_SIG_VALID 0xFF88
// IPE signature valid flag
#define IPE_STR_PTR_SRC 0xFF8A
// Source for pointer (nibble address) to MPU IPE structure

#pragma RETAIN(ipe_signalValid)
#pragma location=IPE_SIG_VALID
const unsigned int ipe_signalValid = 0xAAAA;

// Locate your IPE structure and it should be placed
// on the top of the IPE memory. In this example, IPE structure
// is at 0xD000
#pragma RETAIN(IPE_stringPointerSourceSource)
#pragma location=IPE_STR_PTR_SRC
const unsigned int IPE_stringPointerSourceSource = (__INSERT_IPE_STRUCT_ADDRESS_(0xD000) >> 4;
```

**Table 9-6. IPE Signatures**

Signature	Address	Symbolic Name	Description
IPE Signature 1	0FF88h	IPE_SIG_VALID	IPE signature valid flag
IPE Signature 2	0FF8Ah	IPE_STR_PTR_SRC	Source for pointer (nibble address) to MPU IPE structure

### 9.6.1.1.1 Trapdoor Mechanism for IP Structure Pointer Transfer

The bootcode performs a sequence to ensure the integrity of the IPE structure pointer. On bootcode execution, a valid IPE Signature 1 triggers the transfer of the IPE Signature 2 (IPE structure pointer source) to a secured nonvolatile system data area (saved IPE structure pointer). This transfer only happens once if no previous secured IPE structure pointer exist. Subsequent of a successful transfer of the IPE structure pointer, the IPE Signatures can be overwritten by any value without compromising the existing IP Encapsulation.

**NOTE:** Memory locations for IPE Signatures are shared with the JTAG password. This gives the limitation that the first word of the JTAG password cannot be set to 0AAAAh for a nonprotected device, because this would unintentionally trigger the trapdoor mechanism.

### 9.6.1.2 IP Encapsulation Init Structure

By evaluating the saved IPE structure pointer, the bootcode can program the IP Encapsulation related register by transferring the values defined in the IP Encapsulation init structure to the corresponding fields in the MPU control registers. The definition of the structure can be seen in [Table 9-7](#). The check code is calculated as an odd bit interleaved parity of the previous three words. As an example, see the following code for CCS:

```
// IPE data structures definition, reusable for ALL projects
#define IPE_MPUIPLOCK 0x0080
#define IPE_MPUIPENA 0x0040
#define IPE_MPUIPPUC 0x0020
#define IPE_SEGREG(a) (a >> 4)
#define IPE_BIP(a,b,c) (a ^ b ^ c ^ 0xFFFF)
#define IPE_FILLSTRUCT(a,b,c)
```

```

{a,IPE SEGREG(b),IPE SEGREG(c),IPE_BIP(a,IPE SEGREG(b),IPE SEGREG(c))}

typedef struct IPE_Init_Structure {
    unsigned int MPUIPC0 ;
    unsigned int MPUIPB2 ;
    unsigned int MPUIPB1 ;
    unsigned int MPUCHECK ;
} IPE_Init_Structure;           // this struct should be placed inside IPB1/IPB2 boundaries

// This is the project dependant part

#define IPE_START 0x0D000      // This defines the Start of the IP protected area
#define IPE_END    0x0F000      // This defines the End of the IP protected area

// define borders of protected code
// ipestruct is defined in a adopted linker control file
// ipestruct is the section for protected data;
#pragma RETAIN(ipe_configStructure)
#pragma DATA_SECTION(ipe_configStructure,".ipestruct");

const IPE_Init_Structure ipe_configStructure = IPE_FILLSTRUCT(IPE_MPUIPLOCK + IPE_MPUIPENA,
                                                               IPE_END, IPE_START);

```

**Table 9-7. IPE\_Init\_Structure**

Field Name	Address Offset	Length	Description
MPUIPC0	0h	word	Control setting for IP Encapsulation. Value is written to MPUIPC0
MPUIPB2	2h	word	Upper border of IP Encapsulation segment. Value is written to MPUIPSEG2.
MPUIPB1	4h	word	Lower border of IP Encapsulation segment. Value is written to MPUIPSEG1.
MPUCHECK	6h	word	Odd bit interleaved parity

**NOTE:** Although the user is free to select the location for the IPE Init Structure, protection against unwanted modification is given only if the structure is placed inside of the protected area checked by the structure itself. This allows a reconfiguration from within the protected area but prevents malicious modification from outside.

### 9.6.2 IP Encapsulation Removal

After successful instantiation of an IP protected memory area, a mass erase erases only the memory area outside of the IP Encapsulation. To perform an erase of all memory locations in main memory and to remove the IPE structure pointer, a special erase sequence must be performed. For more details, see the [MSP430 Programming With the JTAG Interface](#). For details on how to initiate this erasure from the IDE, see the [Code Composer Studio for MSP430 User's Guide](#).

**NOTE:** An invalid IP Encapsulation init structure or a saved IPE structure pointer with an invalid target (not pointing to a valid IP Encapsulation init structure) causes an erase of all nonvolatile memory segments including the IP Encapsulation segments and the init structure during bootcode execution. This setup error leads to a completely unprogrammed device after the next bootcode execution. This mechanism ensures that no exposure of IP code can happen by a misconfiguration or a memory corruption.

## 9.7 MPU Registers

The MPU registers are listed in [Table 9-8](#). The base address of the MPU module can be found in the device-specific data sheet. The address offset of each MPU register is given in [Table 9-8](#). The password defined in the MPUCCTL0 register controls access to all MPU registers. Once the correct password is written, the write access is enabled. The write access is disabled by writing a wrong password in byte mode to the MPUCCTL0 upper byte. Word accesses to MPUCCTL0 with a wrong password triggers a PUC. A write access to a register other than MPUCCTL0 while write access is not enabled causes a PUC. This behavior is independent from MPULOCK bit settings. Password write is always enabled to allow consecutive access to MPUCCTL1 and independent configuration of MPU and IP-Encapsulation registers.

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 9-8. MPU Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	MPUCCTL0	Memory Protection Unit Control 0	Read/write	Word	9600h	<a href="#">Section 9.7.1</a>
00h	MPUCCTL0_L		Read/Write	Byte	00h	
01h	MPUCCTL0_H		Read/Write	Byte	96h	
02h	MPUCCTL1	Memory Protection Unit Control 1	Read/write	Word	0000h	<a href="#">Section 9.7.2</a>
02h	MPUCCTL1_L		Read/Write	Byte	00h	
03h	MPUCCTL1_H		Read/Write	Byte	00h	
04h	MPUSEGB2	Memory Protection Unit Segmentation Border 2 Register	Read/write	Word	0000h	
04h	MPUSEGB2_L		Read/Write	Byte	00h	
05h	MPUSEGB2_H		Read/Write	Byte	00h	
06h	MPUSEGB1	Memory Protection Unit Segmentation Border 1 Register	Read/Write	Word	0000h	
06h	MPUSEGB1_L		Read/Write	Byte	00h	
07h	MPUSEGB1_H		Read/Write	Byte	00h	
08h	MPUSAM	Memory Protection Unit Segmentation Access Management Register	Read/write	Word	7777h	<a href="#">Section 9.7.5</a>
08h	MPUSAM_L		Read/Write	Byte	77h	
09h	MPUSAM_H		Read/Write	Byte	77h	
0Ah	MPUIPC0	Memory Protection Unit IP Control 0 Register	Read/Write	Word	0000h	<a href="#">Section 9.7.6</a>
0Ah	MPUIPC0_L		Read/Write	Byte	00h	
0Bh	MPUIPC0_H		Read/Write	Byte	00h	
0Ch	MPUIPSEG2	Memory Protection Unit IP Encapsulation Segment Border 2 Register	Read/Write	Word	0000h	
0Ch	MPUIPSEG2_L		Read/Write	Byte	00h	
0Dh	MPUIPSEG2_H		Read/Write	Byte	00h	
0Eh	MPUIPSEG1	Memory Protection Unit IP Encapsulation Segment Border 1 Register	Read/Write	Word	0000h	
0Eh	MPUIPSEG1_L		Read/Write	Byte	00h	
0Fh	MPUIPSEG1_H		Read/Write	Byte	00h	

### 9.7.1 MPUCTL0 Register

Memory Protection Unit Control 0 Register

**Figure 9-7. MPUCTL0 Register**

15	14	13	12	11	10	9	8
MPUPW							
rw-1	rw-0	rw-0	rw-1	rw-0	rw-1	rw-1	rw-0
7 6 5 4 3 2 1 0							
Reserved	MPUSEGIE		Reserved		MPULOCK		MPUENA
r-0	r-0	r-0	rw-[0]	r-0	r-0	rw-[0]	rw-[0]

**Table 9-9. MPUCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-8	MPUPW	RW	96h	MPU Password. Always reads as 096h. Must be written as 0A5h; writing any other value with a word write generates a PUC. After a correct password is written and MPU register access is enabled, a wrong password write in byte mode disables the access and no PUC is generated. This behavior is independent from MPULOCK bit settings.
7-5	Reserved	R	0h	Reserved. Always read 0.
4	MPUSEGIE	RW	0h	Enable NMI Event if a Segment violation is detected in any Segment. 0b = Segment violation interrupt disabled 1b = Segment violation interrupt enabled
3-2	Reserved	R	0h	Reserved. Always read 0.
1	MPULOCK	RW	0h	MPU Lock. If this bit is set, access to all MPU Registers except MPUCTL1, MPUIPC0, and MPUIPSEGx are locked and they are read only until a BOR occurs. BOR sets MPULOCK to 0. 0b = Open 1b = Locked
0	MPUENA	RW	0h	MPU Enable. This bit enables the MPU operation. The enable bit can be set any time with word write and a correct password, if MPULOCK is not set 0b = Disabled 1b = Enabled

### 9.7.2 MPUCTL1 Register

Memory Protection Unit Control 1 Register

**Figure 9-8. MPUCTL1 Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
Reserved			MPUSEG1PIFG	MPUSEGIIFG	MPUSEG3IFG	MPUSEG2IFG	MPUSEG1IFG
r-0	r-0	r-0	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]

**Table 9-10. MPUCTL1 Register Description**

Bit	Field	Type	Reset	Description
15-5	Reserved	R	0h	Reserved. Always read 0.
4	MPUSEG1PIFG	RW	0h	IP Encapsulation Access Violation Interrupt Flag. This bit is set if an access violation in the IP Encapsulation memory segment is detected. This bit is cleared by software or by reading the reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect. 0b = No interrupt pending 1b = Interrupt pending
3	MPUSEGIIFG	RW	0h	User Information Memory Violation Interrupt Flag. This bit is set if an access violation in User Information Memory is detected. This bit is cleared by software or by reading the reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect. 0b = No interrupt pending 1b = Interrupt pending
2	MPUSEG3IFG	RW	0h	Main Memory Segment 3 Violation Interrupt Flag. This bit is set if an access violation in Main Memory Segment 3 is detected. This bit is cleared by software or by reading the reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect. 0b = No interrupt pending 1b = Interrupt pending
1	MPUSEG2IFG	RW	0h	Main Memory Segment 2 Violation Interrupt Flag. This bit is set if an access violation in Main Memory Segment 2 is detected. This bit is cleared by software or by reading the reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect. 0b = No interrupt pending 1b = Interrupt pending
0	MPUSEG1IFG	RW	0h	Main Memory Segment 1 Violation Interrupt Flag. This bit is set if an access violation in Main Memory Segment 1 is detected. This bit is cleared by software or by reading the reset vector word SYSRSTIV if it is the highest pending interrupt flag. This bit is write 0 only and write 1 has no effect. 0b = No interrupt pending 1b = Interrupt pending

### 9.7.3 MPUSEGB2 Register

Memory Protection Unit Segmentation Border 2 Register

**Figure 9-9. MPUSEGB2 Register**

15	14	13	12	11	10	9	8
MPUSEGB2							
r-0	rw-[0] or r-0	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]
MPUSEGB2							
7	6	5	4	3	2	1	0
rw-[0]	rw-[0]	r-0	r-0	r-0	r-0	r-0	r-0

**Table 9-11. MPUSEGB2 Register Description**

Bit	Field	Type	Reset	Description
15-0	MPUSEGB2	RW	0h	<p>MPU Segment Border 2 address line equivalents.</p> <p><b>FRAM size ≤ 128KB:</b></p> <p>MPUSEGB2[15:14] = MPU Segment Border 2 address line 19-18 equivalents. Must be written as zero.</p> <p>MPUSEGB2[13:6] = MPU Segment Border 2 address lines 17-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB1 is also 0, only Segment 3 is active).</p> <p>MPUSEGB2[5:0] = MPU Segment Border 2 address line 9-4 equivalents. Must be written as zero.</p> <p><b>128KB &lt; FRAM size ≤ 256KB:</b></p> <p>MPUSEGB2[15] = MPU Segment Border 2 address line 19 equivalents. Must be written as zero.</p> <p>MPUSEGB2[14:6] = MPU Segment Border 2 address lines 18-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB1 is also 0, only Segment 3 is active).</p> <p>MPUSEGB2[5:0] = MPU Segment Border 2 address line 9-4 equivalents. Must be written as zero.</p>

### 9.7.4 MPUSEGB1 Register

Memory Protection Unit Segmentation Border 1 Register

**Figure 9-10. MPUSEGB1 Register**

15	14	13	12	11	10	9	8
MPUSEGB1							
r-0	rw-[0] or r-0	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]
MPUSEGB1							
7	6	5	4	3	2	1	0
rw-[0]	rw-[0]	r-0	r-0	r-0	r-0	r-0	r-0

**Table 9-12. MPUSEGB1 Register Description**

Bit	Field	Type	Reset	Description
15-0	MPUSEGB1	RW	0h	<p>MPU Segment Border 1 address line equivalents.</p> <p><b>FRAM size ≤ 128KB:</b></p> <p>MPUSEGB1[15:14] = MPU Segment Border 1 address line 19-18 equivalents. Must be written as zero.</p> <p>MPUSEGB1[13:6] = MPU Segment Border 1 address lines 17-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB2 is also 0, only Segment 3 is active).</p> <p>MPUSEGB1[5:0] = MPU Segment Border 1 address line 9-4 equivalents. Must be written as zero.</p> <p><b>128KB &lt; FRAM size ≤ 256KB:</b></p> <p>MPUSEGB1[15] = MPU Segment Border 1 address line 19 equivalents. Must be written as zero.</p> <p>MPUSEGB1[14:6] = MPU Segment Border 1 address lines 18-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB2 is also 0, only Segment 3 is active).</p> <p>MPUSEGB1[5:0] = MPU Segment Border 1 address line 9-4 equivalents. Must be written as zero.</p>

### 9.7.5 MPUSAM Register

Memory Protection Unit Segmentation Access Management Register

**Figure 9-11. MPUSAM Register**

15	14	13	12	11	10	9	8
MPUSEGIVS	MPUSEGIXE	MPUSEGIWE	MPUSEGIRE	MPUSEG3VS	MPUSEG3XE	MPUSEG3WE	MPUSEG3RE
rw-[0]	rw-[1]	rw-[1]	rw-[1]	rw-[0]	rw-[1]	rw-[1]	rw-[1]
7	6	5	4	3	2	1	0
MPUSEG2VS	MPUSEG2XE	MPUSEG2WE	MPUSEG2RE	MPUSEG1VS	MPUSEG1XE	MPUSEG1WE	MPUSEG1RE
rw-[0]	rw-[1]	rw-[1]	rw-[1]	rw-[0]	rw-[1]	rw-[1]	rw-[1]

**Table 9-13. MPUSAM Register Description**

Bit	Field	Type	Reset	Description
15	MPUSEGIVS	RW	0h	<p>MPU User Information Memory Segment Violation Select. This bit selects if additional to the interrupt flag a PUC must be executed on illegal access to User Information Memory</p> <p>0b = Violation in User Information Memory asserts the MPUSEGIIFG bit and executes a SNMI if enabled by MPUSEGIE =1</p> <p>1b = Violation in User Information Memory asserts the MPUSEGIIFG bit and executes a PUC</p>
14	MPUSEGIXE	RW	1h	<p>MPU User Information Memory Segment Execute Enable. If set, this bit enables execution on User Information Memory</p> <p>0b = Execute code on User Information Memory causes a violation</p> <p>1b = Execute code on User Information Memory is allowed</p>
13	MPUSEGIWE	RW	1h	<p>MPU User Information Memory Segment Write Enable. If set, this bit enables write access on User Information Memory</p> <p>0b = Write on User Information Memory causes a violation</p> <p>1b = Write on User Information Memory is allowed</p>
12	MPUSEGIRE	RW	1h	<p>MPU User Information Memory Segment Read Enable. If set, this bit enables read access on User Information Memory</p> <p>0b = Read on User Information Memory causes a violation if MPUSEGIWE=MPUSEGIXE=0</p> <p>1b = Read on User Information Memory is allowed</p>
11	MPUSEG3VS	RW	0h	<p>MPU Main Memory Segment 3 Violation Select. This bit selects if additional to the interrupt flag a PUC must be executed on illegal access to Main Memory segment 3</p> <p>0b = Violation in Main Memory Segment 3 asserts the MPUSEG3IFG bit and executes a SNMI if enabled by MPUSEGIE =1</p> <p>1b = Violation in Main Memory Segment 3 asserts the MPUSEG3IFG bit and executes a PUC</p>
10	MPUSEG3XE	RW	1h	<p>MPU Main Memory Segment 3 Execute Enable. If set this bit enables execution on Main Memory segment 3</p> <p>0b = Execute code on Main Memory Segment 3 causes a violation</p> <p>1b = Execute code on Main Memory Segment 3 is allowed</p>
9	MPUSEG3WE	RW	1h	<p>MPU Main Memory Segment 3 Write Enable. If set this bit enables write access on Main Memory segment 3</p> <p>0b = Write on Main Memory Segment 3 causes a violation</p> <p>1b = Write on Main Memory Segment 3 is allowed</p>
8	MPUSEG3RE	RW	1h	<p>MPU Main Memory Segment 3 Read Enable. If set this bit enables read access on Main Memory segment 3</p> <p>0b = Read on Main Memory Segment 3 causes a violation if MPUSEG3WE = MPUSEG3XE = 0</p> <p>1b = Read on Main Memory Segment 3 is allowed</p>

**Table 9-13. MPUSAM Register Description (continued)**

Bit	Field	Type	Reset	Description
7	MPUSEG2VS	RW	0h	MPU Main Memory Segment 2 Violation Select. This bit selects if additional to the interrupt flag a PUC must be executed on illegal access to Main Memory segment 2 0b = Violation in Main Memory Segment 2 asserts the MPUSEG2IFG bit and executes a SNMI if enabled by MPUSEGIE =1 1b = Violation in Main Memory Segment 2 asserts the MPUSEG2IFG bit and executes a PUC
6	MPUSEG2XE	RW	1h	MPU Main Memory Segment 2 Execute Enable. If set this bit enables execution on Main Memory segment 2 0b = Execute code on Main Memory Segment 2 causes a violation 1b = Execute code on Main Memory Segment 2 is allowed
5	MPUSEG2WE	RW	1h	MPU Main Memory Segment 2 Write Enable. If set this bit enables write access on Main Memory segment 2 0b = Write on Main Memory Segment 2 causes a violation 1b = Write on Main Memory Segment 2 is allowed
4	MPUSEG2RE	RW	1h	MPU Main Memory Segment 2 Read Enable. If set this bit enables read access on Main Memory segment 2 0b = Read on Main Memory Segment 2 causes a violation if MPUSEG2WE = MPUSEG2XE = 0 1b = Read on Main Memory Segment 2 is allowed
3	MPUSEG1VS	RW	0h	MPU Main Memory Segment 1 Violation Select. This bit selects if additional to the interrupt flag a PUC must be executed illegal access to Main Memory segment 1 0b = Violation in Main Memory Segment 1 asserts the MPUSEG1IFG bit and executes a SNMI if enabled by MPUSEGIE = 1 1b = Violation in Main Memory Segment 1 asserts the MPUSEG1IFG bit and executes a PUC
2	MPUSEG1XE	RW	1h	MPU Main Memory Segment 1 Execute Enable. If set this bit enables execution on Main Memory segment 1 0b = Execute code on Main Memory Segment 1 causes a violation 1b = Execute code on Main Memory Segment 1 is allowed
1	MPUSEG1WE	RW	1h	MPU Main Memory Segment 1 Write Enable. If set this bit enables write access on Main Memory segment 1 0b = Write on Main Memory Segment 1 causes a violation 1b = Write on Main Memory Segment 1 is allowed
0	MPUSEG1RE	RW	1h	MPU Main Memory Segment 1 Read Enable. If set this bit enables read access on Main Memory segment 1 0b = Read on Main Memory Segment 1 causes a violation if MPUSEG1WE = MPUSEG1XE = 0 1b = Read on Main Memory Segment 1 is allowed

### 9.7.6 MPUIPC0 Register

Memory Protection Unit IP Control 0 Register

**Figure 9-12. MPUIPC0 Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
MPUIPLOCK	MPUIPENA	MPUIPVS		Reserved			
rw[0]	rw-[0]	rw-[0]	r-0	r-0	r-0	r-0	r-0

**Table 9-14. MPUIPC0 Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always read 0.
7	MPUIPLOCK	RW	0h	MPU IP Encapsulation Lock. If this bit is set, access to MPUIPC0 and MPUIPSEGbx registers is locked, and they are read-only until a BOR occurs. BOR sets the bit to 0. 0b = Open 1b = Locked
6	MPUIPENA	RW	0h	MPU IP Encapsulation Enable. This bit enables the MPU IP Encapsulation operation. The enable bit can be set any time with word write and a correct password, if MPUIPLOCK is not set 0b = Disabled 1b = Enabled
5	MPUIPVS	RW	0h	MPU IP Encapsulation segment Violation Select. This bit selects whether or not a PUC occurs on illegal access to the IPE-segment. 0b = Violation in Main Memory Segment 1 asserts the MPUSEGIPIFG bit and executes a SNMI if enabled by MPUSEGIE = 1 1b = Violation in Main Memory Segment 1 asserts the MPUSEGIPIFG bit and executes a PUC
4-0	Reserved	R	0h	Reserved. Always read 0.

### 9.7.7 MPUIPSEGB2 Register

Memory Protection Unit IP Encapsulation Segmentation Border 2 Register

**Figure 9-13. MPUIPSEGB2 Register**

15	14	13	12	11	10	9	8
MPUIPSEGB2							
r-0	rw-[0] or r-0	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]
MPUIPSEGB2							
7	6	5	4	3	2	1	0
rw-[0]	rw-[0]	r-0	r-0	r-0	r-0	r-0	r-0

**Table 9-15. MPUIPSEGB2 Register Description**

Bit	Field	Type	Reset	Description
15-0	MPUIPSEGB2	RW	0h	<p>MPU IP Segment Border 2 address line equivalents.</p> <p><b>FRAM size ≤ 128KB:</b></p> <p>MPUIPSEGB2[15:14] = MPU IP Segment Border 2 address line 19-18 equivalents. Must be written as zero.</p> <p>MPUIPSEGB2[13:6] = MPU IP Segment Border 2 address lines 17-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB1 is also 0, only Segment 3 is active).</p> <p>MPUIPSEGB2[5:0] = MPU IP Segment Border 2 address line 9-4 equivalents. Must be written as zero.</p> <p><b>128KB &lt; FRAM size ≤ 256KB:</b></p> <p>MPUIPSEGB2[15] = MPU IP Segment Border 2 address line 19 equivalents. Must be written as zero.</p> <p>MPUIPSEGB2[14:6] = MPU IP Segment Border 2 address lines 18-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB1 is also 0, only Segment 3 is active).</p> <p>MPUIPSEGB2[5:0] = MPU IP Segment Border 2 address line 9-4 equivalents. Must be written as zero.</p>

### 9.7.8 MPUIPSEGB1 Register

Memory Protection Unit IP Encapsulation Segmentation Border 1 Register

**Figure 9-14. MPUIPSEGB1 Register**

15	14	13	12	11	10	9	8
MPUIPSEGB1							
r-0	rw-[0] or r-0	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]	rw-[0]
MPUIPSEGB1							
7	6	5	4	3	2	1	0
rw-[0]	rw-[0]	r-0	r-0	r-0	r-0	r-0	r-0

**Table 9-16. MPUIPSEGB1 Register Description**

Bit	Field	Type	Reset	Description
15-0	MPUIPSEGB1	RW	0h	<p>MPU Segment Border 1 address line equivalents.</p> <p><b>FRAM size ≤ 128KB:</b></p> <p>MPUIPSEGB1[15:14] = MPU Segment Border 1 address line 19-18 equivalents. Must be written as zero.</p> <p>MPUIPSEGB1[13:6] = MPU Segment Border 1 address lines 17-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB2 is also 0, only Segment 3 is active).</p> <p>MPUIPSEGB1[5:0] = MPU Segment Border 1 address line 9-4 equivalents. Must be written as zero.</p> <p><b>128KB &lt; FRAM size ≤ 256KB:</b></p> <p>MPUIPSEGB1[15] = MPU Segment Border 1 address line 19 equivalents. Must be written as zero.</p> <p>MPUIPSEGB1[14:6] = MPU Segment Border 1 address lines 18-10. After BOR, the bits are set to 0 (if MPU is enabled and MPUSEGB2 is also 0, only Segment 3 is active).</p> <p>MPUIPSEGB1[5:0] = MPU Segment Border 1 address line 9-4 equivalents. Must be written as zero.</p>

## **RAM Controller (RAMCTL)**

The RAM controller (RAMCTL) allows control of the power-down behavior of the RAM.

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## 10.1 RAM Controller (RAMCTL) Introduction

The RAM Controller allows reduction of the leakage current during LPM3 and LPM4. The RAM is partitioned in one to four sectors, depending on the device. See the device-specific data sheet for sector allocation and size.

## 10.2 RAMCTL Operation

Each sector  $y$  is controlled by a sector off control bit (RCRSyOFF0) in the RAM Controller Control Register 0 (RCCTL0). By default, the RAM content is retained in LPM3 and LPM4 (RCRSyOFF0 = 0).

By setting the RAM sector's control bit RCRSyOFF0 to 1, the respective RAM sector is powered down completely during LPM3 and LPM4 and all RAM content within the sector  $y$  is lost after a wake-up from LPM3 or LPM4. After wake-up the RAM can be accessed normally.

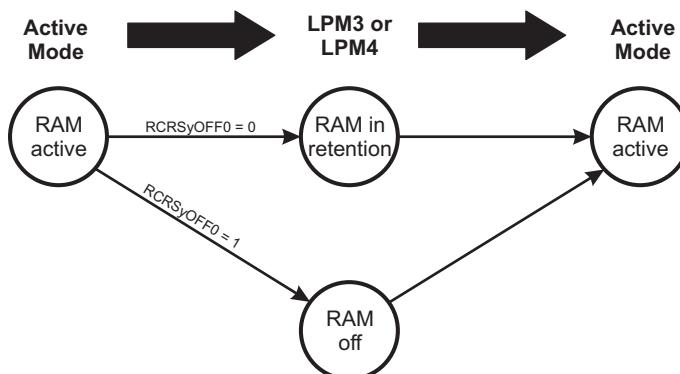
[Figure 10-1](#) shows the possible transitions when entering LPM3 or LPM4 and when waking up from LPM3 or LPM4.

---

**NOTE:** After a wake-up from LPM3 and LPM4 with RCRSyOFF0 = 1, the content of powered down sectors is lost and completely undefined. Any potentially required re-initialization must be implemented in software.

---

The RCCTL0 register is protected with a key. The RCCTL0 register content can be modified only if the correct key is written during a word write. Byte write accesses or write accesses with a wrong key are ignored.



**Figure 10-1. RAM Power Mode Transitions Into and Out of LPM3 or LPM4**

### 10.2.1 Considerations for Complete Power Down

Using the power-down feature requires special care in devices with only one RAM sector or if all sectors are powered down. Usually the program stack is located in RAM; therefore, using the power-down (with RCRSyOFF0 = 1) destroys the stack content when entering LPM3 or LPM4. This is acceptable if the stack is empty when entering LPM3 or LPM4; otherwise, the stack must be located in a different memory (for example, FRAM).

### 10.2.2 DACCESSIE and DACCESSIFG Bits in RCCTL1 Register

This section applies only to the devices that include both the USS and the LEA modules. The LEA RAM can be accessed by CPU, DMA, or DTC. Among the three bus master sources, the DTC has the highest priority. The DTC is the data transfer controller in the SDHS, which is a submodule of the USS module. The DTC transfers data from the SDHS directly to the LEA RAM. It is highly recommended not to access LEA RAM while the DTC is active. If CPU or DMA accesses the LEA RAM while the DTC is accessing the same memory:

- A write access from CPU or DMA is ignored

- A read access from CPU or DMA returns with 0x3FFF
- A instruction fetch access from CPU results in executing a jump \$ instruction (0x3FFF)
- A read or write access from CPU or DMA causes the DACCESSIFG bit to be set

This conflict does not affect the access by the DTC. The DACCESS interrupt can be enabled or disabled by the DACCESSIE bit. If DACCESSIE = 1 and DACCESSIFG = 1, then a user NMI is generated (DACCESSIFG). See the device-specific data sheet for the user NMI information.

## 10.3 RAMCTL Registers

Table 10-1 lists the memory-mapped registers for the RAMCTL. All register offset addresses not listed in Table 10-1 should be considered as reserved locations and the register contents should not be modified.

**Table 10-1. RAMCTL Registers**

Offset	Acronym	Register Name	Type	Reset	Section
0h	CTL0	RAM Controller Control 0	read-write	6900h	<a href="#">Section 10.3.1</a>
2h	CTL1	RAM Controller Control 1	read-write	0h	<a href="#">Section 10.3.2</a>

### 10.3.1 CTL0 Register (Offset = 0h) [reset = 6900h]

CTL0 is shown in [Figure 10-2](#) and described in [Table 10-2](#).

[Return to Summary Table.](#)

RAM Controller Control 0

**Figure 10-2. CTL0 Register**

15	14	13	12	11	10	9	8
KEY							
R/W-69h							
7	6	5	4	3	2	1	0
RS3OFF		RS2OFF		RS1OFFx		RS0OFF	
R/W-0h		R/W-0h		R/W-0h		R/W-0h	

**Table 10-2. CTL0 Register Field Descriptions**

Bit	Field	Type	Reset	Description
15-8	KEY	R/W	69h	RAM controller key. Always reads as 69h. Must be written as 5Ah; any other write is ignored. 5Ah (W) = 0x5A
7-6	RS3OFF	R/W	0h	RAM controller RAM sector 3 off. 0h (R/W) = Contents of this RAM sector are retained in LPM3 and LPM4. 1h (R/W) = Turns off this RAM sector in LPM3 and LPM4, re-activates it on wake-up. All data of this RAM sector is lost after wakeup from LPM3 and LPM4. See the device-specific data sheet to find the number of available sectors, the address range, and the size of each RAM sector. 2h (R/W) = Turns off this RAM sector entering LPM3 and LPM4, the RAM sector remains off after wake-up. All data of this RAM sector is lost. See the devicespecific data sheet to find the number of available sectors, the address range, and the size of each RAM sector.
5-4	RS2OFF	R/W	0h	RAM controller RAM sector 2 off. 0h (R/W) = Contents of this RAM sector are retained in LPM3 and LPM4. 1h (R/W) = Turns off this RAM sector in LPM3 and LPM4, re-activates it on wake-up. All data of this RAM sector is lost after wakeup from LPM3 and LPM4. See the device-specific data sheet to find the number of available sectors, the address range, and the size of each RAM sector. 2h (R/W) = Turns off this RAM sector entering LPM3 and LPM4, the RAM sector remains off after wake-up. All data of this RAM sector is lost. See the devicespecific data sheet to find the number of available sectors, the address range, and the size of each RAM sector.

**Table 10-2. CTL0 Register Field Descriptions (continued)**

Bit	Field	Type	Reset	Description
3-2	RS1OFFx	R/W	0h	<p>RAM controller RAM sector 1 off.</p> <p>0h (R/W) = Contents of this RAM sector are retained in LPM3 and LPM4.</p> <p>1h (R/W) = Turns off this RAM sector in LPM3 and LPM4, re-activates it on wake-up.</p> <p>All data of this RAM sector is lost after wakeup from LPM3 and LPM4. See the device-specific data sheet to find the number of available sectors, the address range, and the size of each RAM sector.</p> <p>2h (R/W) = Turns off this RAM sector entering LPM3 and LPM4, the RAM sector remains off after wake-up. All data of this RAM sector is lost. See the devicespecific data sheet to find the number of available sectors, the address range, and the size of each RAM sector.</p>
1-0	RS0OFF	R/W	0h	<p>RAM controller RAM sector 0 off</p> <p>0h (R/W) = Contents of this RAM sector are retained in LPM3 and LPM4.</p> <p>1h (R/W) = Turns off this RAM sector in LPM3 and LPM4, re-activates it on wake-up.</p> <p>All data of this RAM sector is lost after wakeup from LPM3 and LPM4. See the device-specific data sheet to find the number of available sectors, the address range, and the size of each RAM sector.</p> <p>2h (R/W) = Turns off this RAM sector entering LPM3 and LPM4, the RAM sector remains off after wake-up. All data of this RAM sector is lost. See the devicespecific data sheet to find the number of available sectors, the address range, and the size of each RAM sector.</p>

### **10.3.2 CTL1 Register (Offset = 2h) [reset = 0h]**

CTL1 is shown in [Figure 10-3](#) and described in [Table 10-3](#).

[Return to Summary Table.](#)

RAM Controller Control 1

**Figure 10-3. CTL1 Register**

15	14	13	12	11	10	9	8
Reserved							DACCESSIE
R-0h							R/W-0h
7	6	5	4	3	2	1	0
Reserved							DACCESSIFG
R-0h							R/W-0h

**Table 10-3. CTL1 Register Field Descriptions**

Bit	Field	Type	Reset	Description
15-9	Reserved	R	0h	Reserved
8	DACCESSIE	R/W	0h	<p>DACCESS Interrupt enable bit.            DACCESS Interrupt can be enabled or disabled by DACCESSIE bit.            If DACCESSIE =1 and DACCESSIFG =1, then an User NMI is generated. See the device specific datasheet for details.            0h (R/W) = Disable NMI for DACCESS Interrupt            1h (R/W) = Enable NMI for DACCESS Interrupt</p>
7-1	Reserved	R	0h	Reserved
0	DACCESSIFG	R/W	0h	<p>DACCESS Interrupt Flag. LEA RAM can be accessed by CPU, DMA, or DTC. DTC has the highest priority. If CPU or DMA accesses LEA RAM while DTC is accessing the LEA RAM, the access by CPU or DMA is ignored and DACCESSIFG bit is set. It does not affect the access by DTC. DACCESS Interrupt can be enabled or disabled by DACCESSIE bit. If DACCESSIE =1 and DACCESSIFG =1, then an User NMI is generated (DACCESSIFG). See the device specific datasheet for details.            0h (R/W) = DACCESS Interrupt is not pending            1h (R/W) = DACCESS Interrupt is pending.</p>

## DMA Controller

The direct memory access (DMA) controller module transfers data from one address to another, without CPU intervention. This chapter describes the operation of the DMA controller.

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## 11.1 Direct Memory Access (DMA) Introduction

The DMA controller transfers data from one address to another, without CPU intervention, across the entire address range. For example, the DMA controller can move data from the ADC conversion memory to RAM.

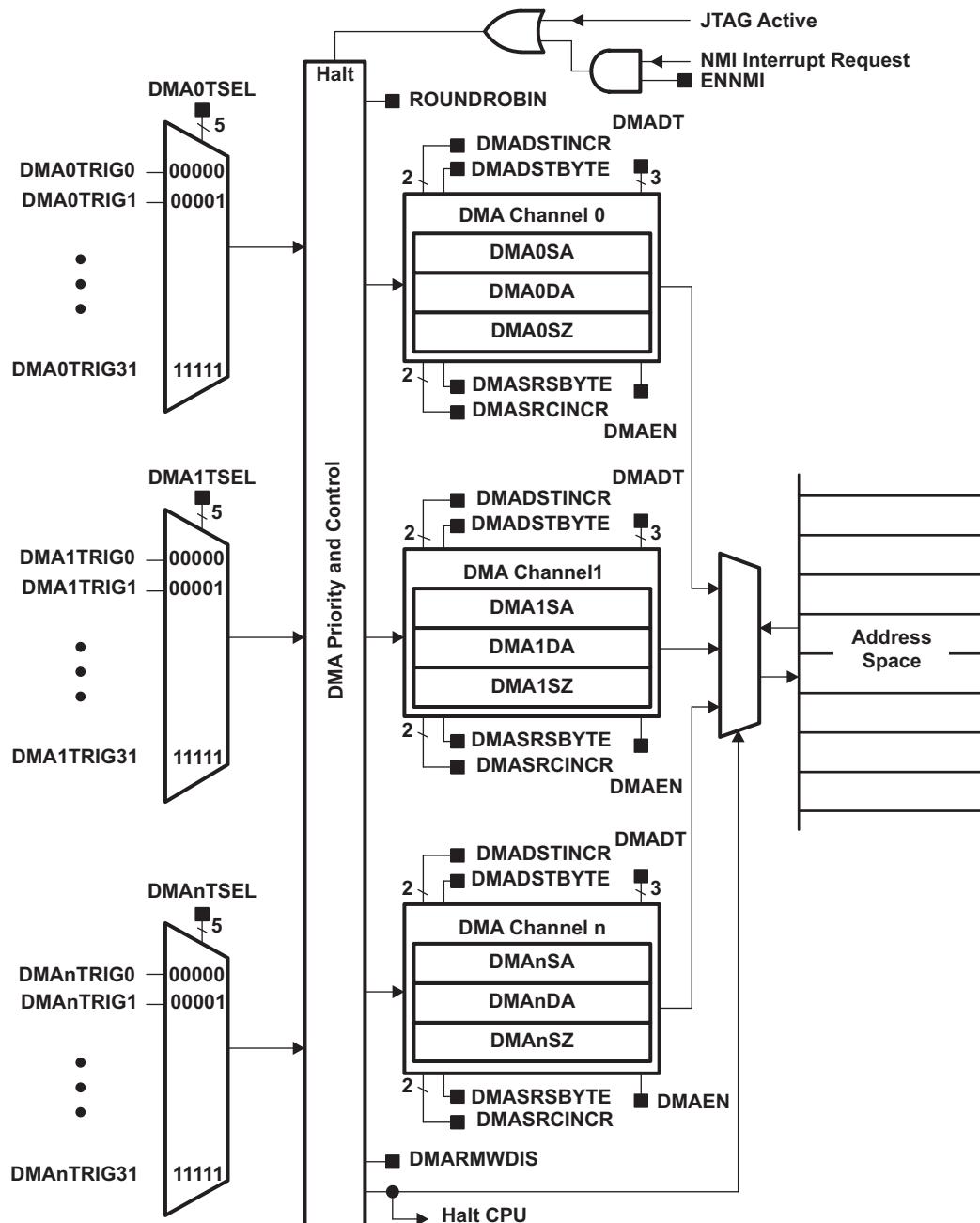
Devices that contain a DMA controller can have up to eight DMA channels available. Therefore, depending on the number of DMA channels available, some features described in this chapter are not applicable to all devices. See the device-specific data sheet for the number of channels that are supported.

Using the DMA controller can increase the throughput of peripheral modules. It can also reduce system power consumption by allowing the CPU to remain in a low-power mode, without having to awaken to move data to or from a peripheral.

DMA controller features include:

- Up to eight independent transfer channels
- Configurable DMA channel priorities
- Requires only two MCLK clock cycles per transfer
- Byte, word, or mixed byte and word transfer capability
- Block sizes up to 65535 bytes or words
- Configurable transfer trigger selections
- Selectable-edge or level-triggered transfer
- Four addressing modes
- Single, block, or burst-block transfer modes

The DMA controller block diagram is shown in [Figure 11-1](#).



**Figure 11-1. DMA Controller Block Diagram**

## 11.2 DMA Operation

The DMA controller is configured with user software. The setup and operation of the DMA is discussed in the following sections.

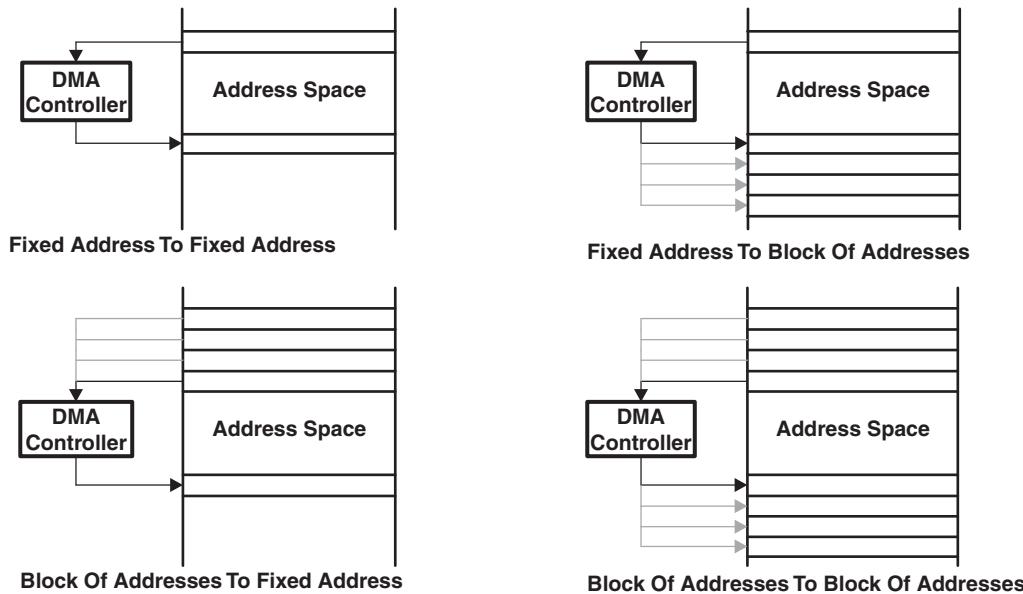
### 11.2.1 DMA Addressing Modes

The DMA controller has four addressing modes. The addressing mode for each DMA channel is independently configurable. For example, channel 0 may transfer between two fixed addresses, while channel 1 transfers between two blocks of addresses. The addressing modes are shown in [Figure 11-2](#). The addressing modes are:

- Fixed address to fixed address
- Fixed address to block of addresses
- Block of addresses to fixed address
- Block of addresses to block of addresses

The addressing modes are configured with the DMASRCINCR and DMADSTINCR control bits. The DMASRCINCR bits select if the source address is incremented, decremented, or unchanged after each transfer. The DMADSTINCR bits select if the destination address is incremented, decremented, or unchanged after each transfer.

Transfers may be byte to byte, word to word, byte to word, or word to byte. When transferring word to byte, only the lower byte of the source word transfers. When transferring byte to word, the upper byte of the destination word is cleared when the transfer occurs.



**Figure 11-2. DMA Addressing Modes**

### 11.2.2 DMA Transfer Modes

The DMA controller has six transfer modes selected by the DMADT bits as listed in [Table 11-1](#). Each channel is individually configurable for its transfer mode. For example, channel 0 may be configured in single transfer mode, while channel 1 is configured for burst-block transfer mode, and channel 2 operates in repeated block mode. The transfer mode is configured independently from the addressing mode. Any addressing mode can be used with any transfer mode.

Two types of data can be transferred selectable by the DMAxCTL DSTBYTE and SRCBYTE fields. The source and destination locations can be either byte or word data. It is also possible to transfer byte to byte, word to word, or any combination.

**Table 11-1. DMA Transfer Modes**

DMADT	Transfer Mode	Description
000	Single transfer	Each transfer requires a trigger. DMAEN is automatically cleared when DMAxSZ transfers have been made.
001	Block transfer	A complete block is transferred with one trigger. DMAEN is automatically cleared at the end of the block transfer.
010, 011	Burst-block transfer	CPU activity is interleaved with a block transfer. DMAEN is automatically cleared at the end of the burst-block transfer.
100	Repeated single transfer	Each transfer requires a trigger. DMAEN remains enabled.
101	Repeated block transfer	A complete block is transferred with one trigger. DMAEN remains enabled.
110, 111	Repeated burst-block transfer	CPU activity is interleaved with a block transfer. DMAEN remains enabled.

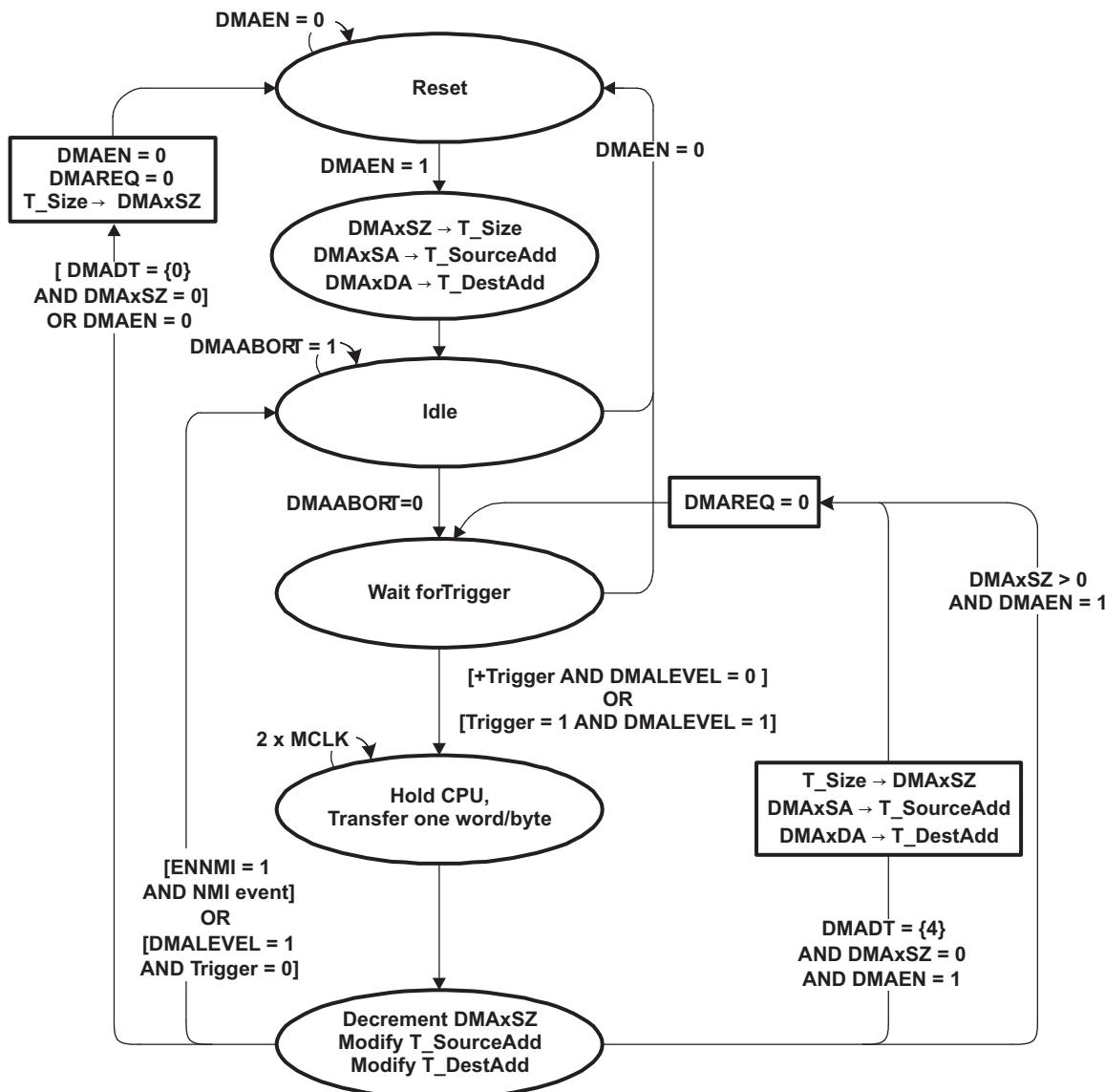
### 11.2.2.1 Single Transfer

In single transfer mode, each byte or word transfer requires a separate trigger. The single transfer state diagram is shown in [Figure 11-3](#).

The DMAxSZ register defines the number of transfers to be made. The DMADSTINCR and DMASRCINCR bits select if the destination address and the source address are incremented or decremented after each transfer. If DMAxSZ = 0, no transfers occur.

The DMAxSA, DMAxDA, and DMAxSZ registers are copied into temporary registers. The temporary values of DMAxSA and DMAxDA are incremented or decremented after each transfer. The DMAxSZ register is decremented after each transfer. When the DMAxSZ register decrements to zero, it is reloaded from its temporary register and the corresponding DMAIFG flag is set. When DMADT = 0, the DMAEN bit is cleared automatically when DMAxSZ decrements to zero and must be set again for another transfer to occur.

In repeated single transfer mode, the DMA controller remains enabled with DMAEN = 1, and a transfer occurs every time a trigger occurs.



**Figure 11-3. DMA Single Transfer State Diagram**

### 11.2.2.2 Block Transfer

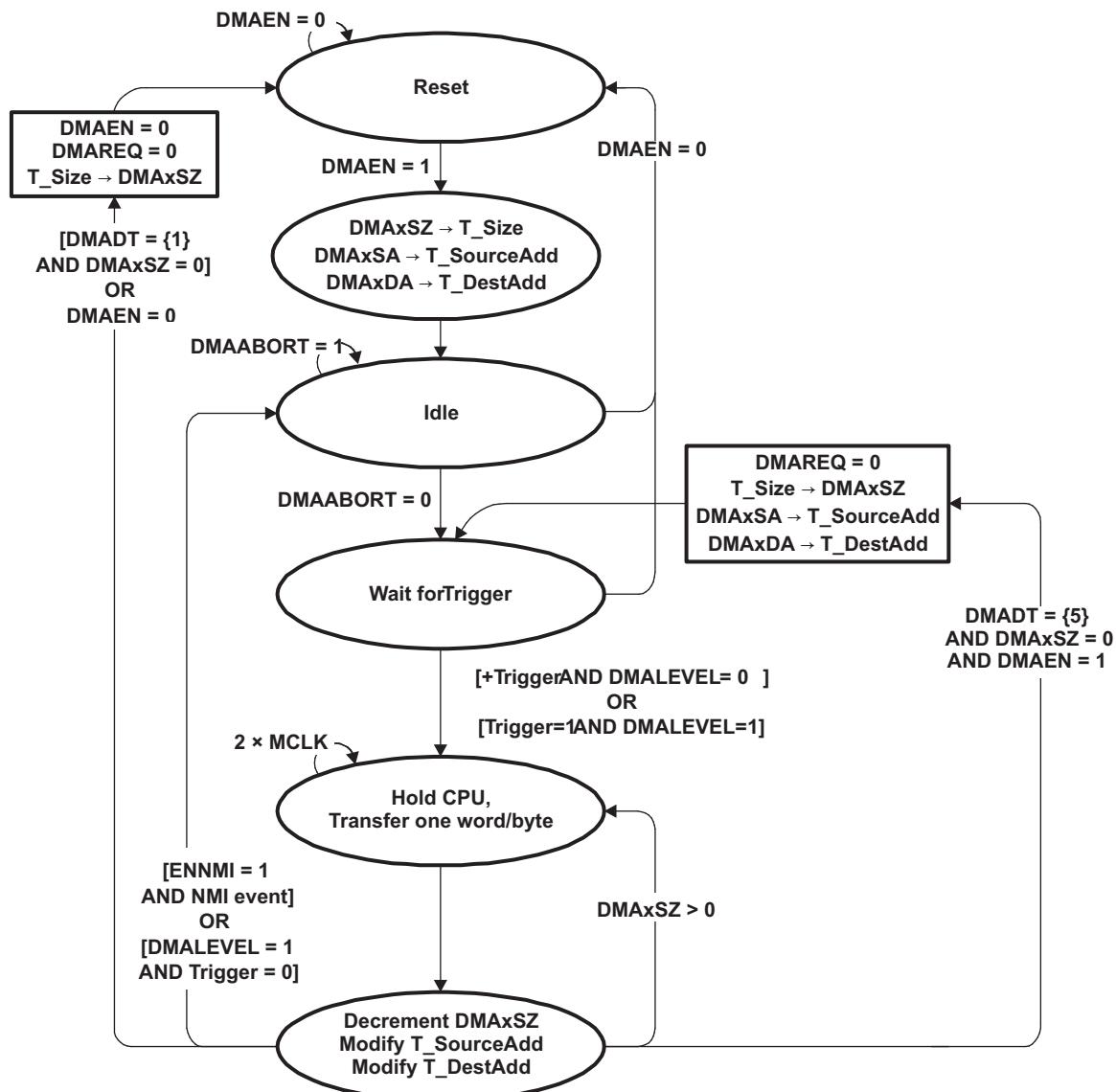
In block transfer mode, a transfer of a complete block of data occurs after one trigger. When DMADT = 1, the DMAEN bit is cleared after the completion of the block transfer and must be set again before another block transfer can be triggered. After a block transfer has started, another trigger signal that occurs during the block transfer is ignored. The block transfer state diagram is shown in [Figure 11-4](#).

The DMAxSZ register defines the size of the block, and the DMADSTINCR and DMASRCINCR bits select if the destination address and the source address are incremented or decremented after each transfer of the block. If DMAxSZ = 0, no transfers occur.

The DMAxSA, DMAxDA, and DMAxSZ registers are copied into temporary registers. The temporary values of DMAxSA and DMAxDA are incremented or decremented after each transfer in the block. The DMAxSZ register is decremented after each transfer of the block and shows the number of transfers remaining in the block. When the DMAxSZ register decrements to zero, it is reloaded from its temporary register and the corresponding DMAIFG flag is set.

During a block transfer, the CPU is halted until the complete block has been transferred. The block transfer takes  $(2 \times \text{MCLK} \times \text{DMAxSZ})$  clock cycles to complete. CPU execution resumes with its previous state after the block transfer is complete.

In repeated block transfer mode, the DMAEN bit remains set after completion of the block transfer. The next trigger after the completion of a repeated block transfer starts another block transfer.



**Figure 11-4. DMA Block Transfer State Diagram**

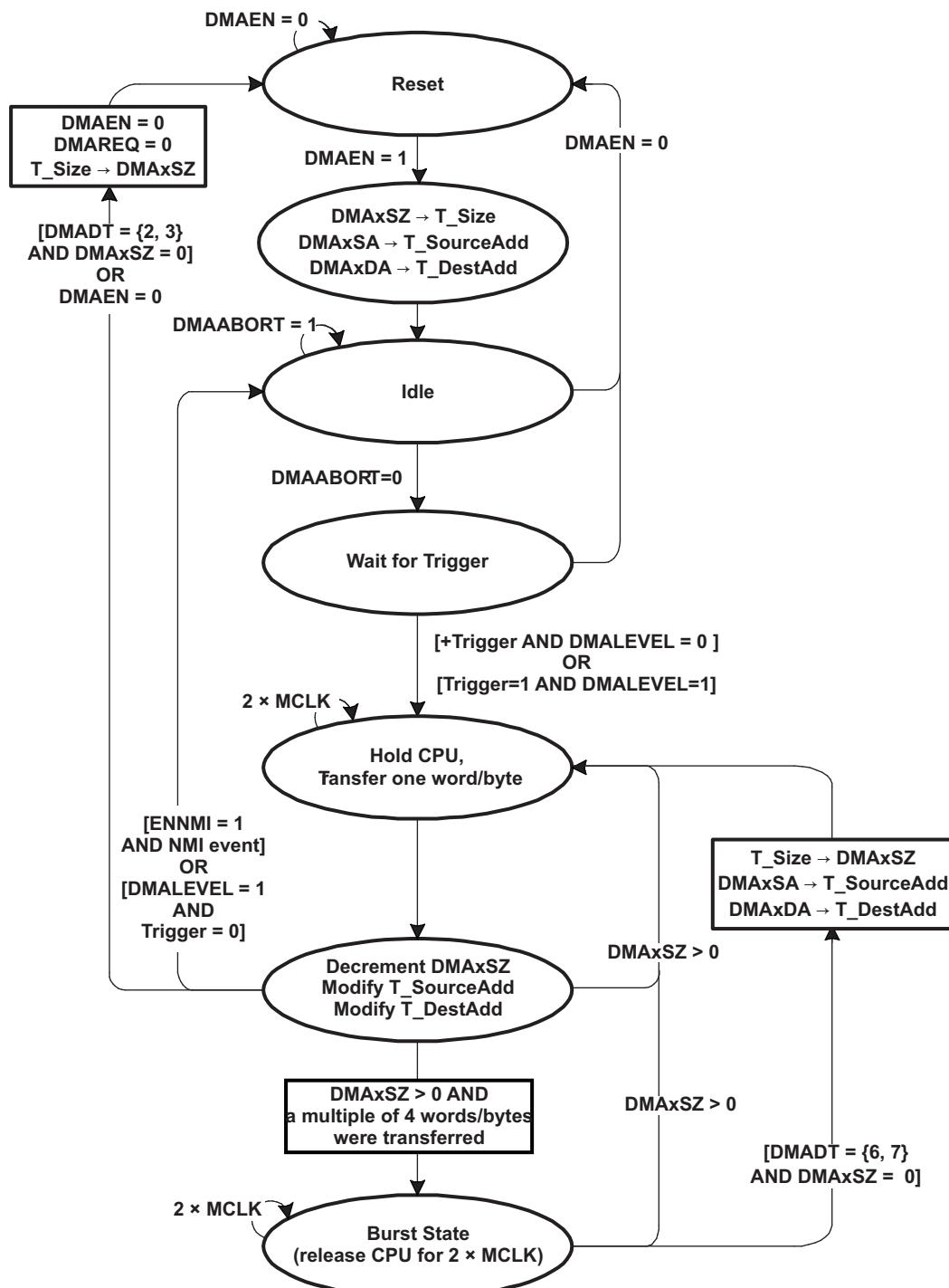
### 11.2.2.3 Burst-Block Transfer

In burst-block mode, transfers are block transfers with CPU activity interleaved. The CPU executes two MCLK cycles after every four byte or word transfers of the block, resulting in 20% CPU execution capacity. After the burst-block, CPU execution resumes at 100% capacity and the DMAEN bit is cleared. DMAEN must be set again before another burst-block transfer can be triggered. After a burst-block transfer has been triggered, further trigger signals occurring during the burst-block transfer are ignored. The burst-block transfer state diagram is shown in [Figure 11-5](#).

The DMAxSZ register defines the size of the block, and the DMADSTINCR and DMASRCINCR bits select if the destination address and the source address are incremented or decremented after each transfer of the block. If DMAxSZ = 0, no transfers occur.

The DMAxSA, DMAxDA, and DMAxSZ registers are copied into temporary registers. The temporary values of DMAxSA and DMAxDA are incremented or decremented after each transfer in the block. The DMAxSZ register is decremented after each transfer of the block and shows the number of transfers remaining in the block. When the DMAxSZ register decrements to zero, it is reloaded from its temporary register and the corresponding DMAIFG flag is set.

In repeated burst-block mode, the DMAEN bit remains set after completion of the burst-block transfer and no further trigger signals are required to initiate another burst-block transfer. Another burst-block transfer begins immediately after completion of a burst-block transfer. In this case, the transfers must be stopped by clearing the DMAEN bit, or by an (non)maskable interrupt (NMI) when ENNMI is set. In repeated burst-block mode the CPU executes at 20% capacity continuously until the repeated burst-block transfer is stopped.



**Figure 11-5. DMA Burst-Block Transfer State Diagram**

### 11.2.3 Initiating DMA Transfers

Each DMA channel is independently configured for its trigger source with the DMAxTSEL. The DMAxTSEL bits should be modified only when the DMACTLx DMAEN bit is 0. Otherwise, unpredictable DMA triggers may occur. [Table 11-2](#) describes the trigger operation for each type of module. See the device-specific data sheet for the list of triggers available, along with their respective DMAxTSEL values.

When selecting the trigger, the trigger must not have already occurred, or the transfer does not take place.

#### 11.2.3.1 Edge-Sensitive Triggers

When DMALEVEL = 0, edge-sensitive triggers are used, and the rising edge of the trigger signal initiates the transfer. In single-transfer mode, each transfer requires its own trigger. When using block or burst-block modes, only one trigger is required to initiate the block or burst-block transfer.

#### 11.2.3.2 Level-Sensitive Triggers

When DMALEVEL = 1, level-sensitive triggers are used. For proper operation, level-sensitive triggers can only be used when external trigger DMAE0 is selected as the trigger. DMA transfers are triggered as long as the trigger signal is high and the DMAEN bit remains set.

The trigger signal must remain high for a block or burst-block transfer to complete. If the trigger signal goes low during a block or burst-block transfer, the DMA controller is held in its current state until the trigger goes back high or until the DMA registers are modified by software. If the DMA registers are not modified by software, when the trigger signal goes high again, the transfer resumes from where it was when the trigger signal went low.

When DMALEVEL = 1, transfer modes selected when DMADT = {0, 1, 2, 3} are recommended, because the DMAEN bit is automatically reset after the configured transfer.

### 11.2.4 Halting Executing Instructions for DMA Transfers

The DMARMWDIS bit controls when the CPU is halted for DMA transfers. When DMARMWDIS = 0, the CPU is halted immediately and the transfer begins when a trigger is received. In this case, it is possible that CPU read-modify-write operations can be interrupted by a DMA transfer. When DMARMWDIS = 1, the CPU finishes the currently executing read-modify-write operation before the DMA controller halts the CPU and the transfer begins (see [Table 11-2](#)).

**Table 11-2. DMA Trigger Operation**

Module	Operation
DMA	A transfer is triggered when the DMAREQ bit is set. The DMAREQ bit is automatically reset when the transfer starts. A transfer is triggered when the DMAxIFG flag is set. DMA0IFG triggers channel 1, DMA1IFG triggers channel 2, and DMA2IFG triggers channel 0. None of the DMAxIFG flags are automatically reset when the transfer starts. A transfer is triggered by the external trigger DMAEO.
Timer_A	A transfer is triggered when the TAxCRC0 CCIFG flag is set. The TAxCRC0 CCIFG flag is automatically reset when the transfer starts. If the TAxCRC0 CCIE bit is set, the TAxCRC0 CCIFG flag does not trigger a transfer. A transfer is triggered when the TAxCRC2 CCIFG flag is set. The TAxCRC2 CCIFG flag is automatically reset when the transfer starts. If the TAxCRC2 CCIE bit is set, the TAxCRC2 CCIFG flag does not trigger a transfer.
Timer_B	A transfer is triggered when the TBxCRC0 CCIFG flag is set. The TBxCRC0 CCIFG flag is automatically reset when the transfer starts. If the TBxCRC0 CCIE bit is set, the TBxCRC0 CCIFG flag does not trigger a transfer. A transfer is triggered when the TBxCRC2 CCIFG flag is set. The TBxCRC2 CCIFG flag is automatically reset when the transfer starts. If the TBxCRC2 CCIE bit is set, the TBxCRC2 CCIFG flag does not trigger a transfer.
eUSCI_Ax	A transfer is triggered when eUSCI_Ax receives new data. UCAXRXIFG is automatically reset when the transfer starts. If UCAXRXIE is set, the UCAXRXIFG does not trigger a transfer. A transfer is triggered when eUSCI_Ax is ready to transmit new data. UCAXTXIFG is automatically reset when the transfer starts. If UCAXTXIE is set, the UCAXTXIFG does not trigger a transfer.
eUSCI_Bx	A transfer is triggered when eUSCI_Bx receives new data. UCBxRXIFG is automatically reset when the transfer starts. If UCBxRXIE is set, the UCBxRXIFG does not trigger a transfer. A transfer is triggered when eUSCI_Bx is ready to transmit new data. UCBxTXIFG is automatically reset when the transfer starts. If UCBxTXIE is set, the UCBxTXIFG does not trigger a transfer.
ADC12_B	A transfer is triggered by an ADC12IFG flag. When single-channel conversions are performed, the corresponding ADC12IFG is the trigger. When sequences are used, the ADC12IFG for the last conversion in the sequence is the trigger. A transfer is triggered when the conversion is completed and the ADC12IFG is set. Setting the ADC12IFG with software does not trigger a transfer. All ADC12IFG flags are automatically reset when the associated ADC12MEMx register is accessed by the DMA controller.
MPY	A transfer is triggered when the hardware multiplier is ready for a new operand.
Reserved	No transfer is triggered.

### 11.2.5 Stopping DMA Transfers

There are two ways to stop DMA transfers in progress:

- A single, block, or burst-block transfer may be stopped with an NMI, if the ENNMI bit is set in register DMACTL1.
- A burst-block transfer may be stopped by clearing the DMAEN bit.

### 11.2.6 DMA Channel Priorities

The default DMA channel priorities are DMA0 through DMA7. If two or three triggers happen simultaneously or are pending, the channel with the highest priority completes its transfer (single, block, or burst-block transfer) first, then the second priority channel, then the third priority channel. Transfers in progress are not halted if a higher-priority channel is triggered. The higher-priority channel waits until the transfer in progress completes before starting.

The DMA channel priorities are configurable with the ROUNDROBIN bit. When the ROUNDROBIN bit is set, the channel that completes a transfer becomes the lowest priority. The order of the priority of the channels always stays the same, DMA0-DMA1-DMA2, for example, for three channels. When the ROUNDROBIN bit is cleared, the channel priority returns to the default priority.

DMA Priority	Transfer Occurs	New DMA Priority
DMA0-DMA1-DMA2	DMA1	DMA2-DMA0-DMA1
DMA2-DMA0-DMA1	DMA2	DMA0-DMA1-DMA2
DMA0-DMA1-DMA2	DMA0	DMA1-DMA2-DMA0

### 11.2.7 DMA Transfer Cycle Time

The DMA controller requires one or two MCLK clock cycles to synchronize before each single transfer or complete block or burst-block transfer. Each byte or word transfer requires two MCLK cycles after synchronization, and one cycle of wait time after the transfer. Because the DMA controller uses MCLK, the DMA cycle time is dependent on the MSP430 operating mode and clock system setup.

If the MCLK source is active but the CPU is off, the DMA controller uses the MCLK source for each transfer, without reenabling the CPU. If the MCLK source is off, the DMA controller temporarily restarts MCLK, sourced with DCOCLK, for the single transfer or complete block or burst-block transfer. The CPU remains off and, after the transfer completes, MCLK is turned off. The maximum DMA cycle time for all operating modes is shown in [Table 11-3](#).

**Table 11-3. Maximum Single-Transfer DMA Cycle Time**

CPU Operating Mode Clock Source	Maximum DMA Cycle Time
Active mode MCLK = DCOCLK	4 MCLK cycles
Active mode MCLK = LFXT1CLK	4 MCLK cycles
Low-power mode LPM0 or LPM1 MCLK = DCOCLK	5 MCLK cycles
Low-power mode LPM3 or LPM4 MCLK = DCOCLK	5 MCLK cycles + 5 $\mu$ s <sup>(1)</sup>
Low-power mode LPM0 or LPM1 MCLK = LFXT1CLK	5 MCLK cycles
Low-power mode LPM3 MCLK = LFXT1CLK	5 MCLK cycles
Low-power mode LPM4 MCLK = LFXT1CLK	5 MCLK cycles + 5 $\mu$ s <sup>(1)</sup>

<sup>(1)</sup> The additional 5  $\mu$ s are needed to start the DCOCLK. It is the  $t_{(LPMx)}$  parameter in the data sheet.

### 11.2.8 Using DMA With System Interrupts

DMA transfers are not interruptible by system interrupts. System interrupts remain pending until the completion of the transfer. NMIs can interrupt the DMA controller if the ENNMI bit is set.

System interrupt service routines are interrupted by DMA transfers. If an interrupt service routine or other routine must execute with no interruptions, the DMA controller should be disabled before executing the routine.

### 11.2.9 DMA Controller Interrupts

Each DMA channel has its own DMAIFG flag. Each DMAIFG flag is set in any mode when the corresponding DMAxSZ register counts to zero. If the corresponding DMAIE and GIE bits are set, an interrupt request is generated.

All DMAIFG flags are prioritized, with DMA0IFG being the highest, and combined to source a single interrupt vector. The highest-priority enabled interrupt generates a number in the DMAIV register. This number can be evaluated or added to the program counter (PC) to automatically enter the appropriate software routine. Disabled DMA interrupts do not affect the DMAIV value.

Any access, read or write, of the DMAIV register automatically resets the highest pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, assume that DMA0 has the highest priority. If the DMA0IFG and DMA2IFG flags are set when the interrupt service routine accesses the DMAIV register, DMA0IFG is reset automatically. After the RETI instruction of the interrupt service routine is executed, the DMA2IFG generates another interrupt.

### **11.2.9.1 DMAIV Software Example**

The following software example shows the recommended use of DMAIV and the handling overhead for an eight channel DMA controller. The DMAIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself.

		Cycles
DMA_HND	...	
ADD	&DMAIV, PC	; Interrupt latency 6
RETI		; Add offset to Jump table 3
JMP	DMA0_HND	; Vector 0: No interrupt 5
JMP	DMA1_HND	; Vector 2: DMA channel 0 2
JMP	DMA2_HND	; Vector 4: DMA channel 1 2
JMP	DMA3_HND	; Vector 6: DMA channel 2 2
JMP	DMA4_HND	; Vector 8: DMA channel 3 2
JMP	DMA5_HND	; Vector 10: DMA channel 4 2
JMP	DMA6_HND	; Vector 12: DMA channel 5 2
JMP	DMA7_HND	; Vector 14: DMA channel 6 2
JMP		; Vector 16: DMA channel 7 2
DMA7_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA6_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA5_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA4_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA3_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA2_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA1_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program
DMA0_HND	...	
RETI		; Task starts here 5
RETI		; Back to main program

### **11.2.10 Using the eUSCI\_B I<sup>2</sup>C Module With the DMA Controller**

The eUSCI\_B I<sup>2</sup>C module provides two trigger sources for the DMA controller. The eUSCI\_B I<sup>2</sup>C module can trigger a transfer when new I<sup>2</sup>C data is received and the when the transmit data is needed.

### 11.2.11 Using ADC12 With the DMA Controller

MSP430 devices with an integrated DMA controller can automatically move data from any ADC12MEMx register to another location. DMA transfers are done without CPU intervention and independently of any low-power modes. The DMA controller increases throughput of the ADC12 module, and enhances low-power applications allowing the CPU to remain off while data transfers occur.

DMA transfers can be triggered from any ADC12IFG flag. When CONSEQx = {0,2}, the ADC12IFG flag for the ADC12MEMx used for the conversion can trigger a DMA transfer. When CONSEQx = {1,3}, the ADC12IFG flag for the last ADC12MEMx in the sequence can trigger a DMA transfer. Any ADC12IFG flag is automatically cleared when the DMA controller accesses the corresponding ADC12MEMx.

## 11.3 DMA Registers

The DMA module registers are listed in [Table 11-4](#). The base addresses can be found in the device-specific data sheet. Each channel starts at its respective base address. The address offsets are listed in [Table 11-4](#).

**Table 11-4. DMA Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	DMACTL0	DMA Control 0	Read/write	Word	0000h	<a href="#">Section 11.3.1</a>
02h	DMACTL1	DMA Control 1	Read/write	Word	0000h	<a href="#">Section 11.3.2</a>
04h	DMACTL2	DMA Control 2	Read/write	Word	0000h	<a href="#">Section 11.3.3</a>
06h	DMACTL3	DMA Control 3	Read/write	Word	0000h	<a href="#">Section 11.3.4</a>
08h	DMACTL4	DMA Control 4	Read/write	Word	0000h	<a href="#">Section 11.3.5</a>
0Eh	DMAIV	DMA Interrupt Vector	Read only	Word	0000h	<a href="#">Section 11.3.10</a>
00h	DMA0CTL	DMA Channel 0 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA0SA	DMA Channel 0 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA0DA	DMA Channel 0 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA0SZ	DMA Channel 0 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA1CTL	DMA Channel 1 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA1SA	DMA Channel 1 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA1DA	DMA Channel 1 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA1SZ	DMA Channel 1 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA2CTL	DMA Channel 2 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA2SA	DMA Channel 2 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA2DA	DMA Channel 2 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA2SZ	DMA Channel 2 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA3CTL	DMA Channel 3 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA3SA	DMA Channel 3 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA3DA	DMA Channel 3 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA3SZ	DMA Channel 3 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA4CTL	DMA Channel 4 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA4SA	DMA Channel 4 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA4DA	DMA Channel 4 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA4SZ	DMA Channel 4 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA5CTL	DMA Channel 5 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA5SA	DMA Channel 5 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA5DA	DMA Channel 5 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA5SZ	DMA Channel 5 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA6CTL	DMA Channel 6 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA6SA	DMA Channel 6 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA6DA	DMA Channel 6 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>

**Table 11-4. DMA Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
0Ah	DMA6SZ	DMA Channel 6 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>
00h	DMA7CTL	DMA Channel 7 Control	Read/write	Word	0000h	<a href="#">Section 11.3.6</a>
02h	DMA7SA	DMA Channel 7 Source Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.7</a>
06h	DMA7DA	DMA Channel 7 Destination Address	Read/write	Word, double word	undefined	<a href="#">Section 11.3.8</a>
0Ah	DMA7SZ	DMA Channel 7 Transfer Size	Read/write	Word	undefined	<a href="#">Section 11.3.9</a>

### **11.3.1 DMACTL0 Register**

DMA Control 0 Register

**Figure 11-6. DMACTL0 Register**

15	14	13	12	11	10	9	8
Reserved		DMA1TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
Reserved		DMA0TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 11-5. DMACTL0 Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved. Always reads as 0.
12-8	DMA1TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA1TRIG0 00001b = DMA1TRIG1 00010b = DMA1TRIG2 ⋮ 11110b = DMA1TRIG30 11111b = DMA1TRIG31
7-5	Reserved	R	0h	Reserved. Always reads as 0.
4-0	DMA0TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA0TRIG0 00001b = DMA0TRIG1 00010b = DMA0TRIG2 ⋮ 11110b = DMA0TRIG30 11111b = DMA0TRIG31

### 11.3.2 DMACTL1 Register

DMA Control 1 Register

**Figure 11-7. DMACTL1 Register**

15	14	13	12	11	10	9	8
Reserved		DMA3TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
Reserved		DMA2TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 11-6. DMACTL1 Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved. Always reads as 0.
12-8	DMA3TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA3TRIG0 00001b = DMA3TRIG1 00010b = DMA3TRIG2 ⋮ 11110b = DMA3TRIG30 11111b = DMA3TRIG31
7-5	Reserved	R	0h	Reserved. Always reads as 0.
4-0	DMA2TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA2TRIG0 00001b = DMA2TRIG1 00010b = DMA2TRIG2 ⋮ 11110b = DMA2TRIG30 11111b = DMA2TRIG31

### **11.3.3 DMACTL2 Register**

DMA Control 2 Register

**Figure 11-8. DMACTL2 Register**

15	14	13	12	11	10	9	8
Reserved		DMA5TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
Reserved		DMA4TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 11-7. DMACTL2 Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved. Always reads as 0.
12-8	DMA5TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA5TRIG0 00001b = DMA5TRIG1 00010b = DMA5TRIG2 ⋮ 11110b = DMA5TRIG30 11111b = DMA5TRIG31
7-5	Reserved	R	0h	Reserved. Always reads as 0.
4-0	DMA4TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA4TRIG0 00001b = DMA4TRIG1 00010b = DMA4TRIG2 ⋮ 11110b = DMA4TRIG30 11111b = DMA4TRIG31

### 11.3.4 DMACTL3 Register

DMA Control 3 Register

**Figure 11-9. DMACTL3 Register**

15	14	13	12	11	10	9	8
Reserved		DMA7TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
Reserved		DMA6TSEL					
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 11-8. DMACTL3 Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved. Always reads as 0.
12-8	DMA7TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA7TRIG0 00001b = DMA7TRIG1 00010b = DMA7TRIG2 ⋮ 11110b = DMA7TRIG30 11111b = DMA7TRIG31
7-5	Reserved	R	0h	Reserved. Always reads as 0.
4-0	DMA6TSEL	RW	0h	DMA trigger select. These bits select the DMA transfer trigger. See the device-specific data sheet for number of channels and trigger assignment. 00000b = DMA6TRIG0 00001b = DMA6TRIG1 00010b = DMA6TRIG2 ⋮ 11110b = DMA6TRIG30 11111b = DMA6TRIG31

### **11.3.5 DMACTL4 Register**

DMA Control 4 Register

**Figure 11-10. DMACTL4 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved					DMARMWDIS	ROUNDRBIN	ENNMI
r0	r0	r0	r0	r0	rw-(0)	rw-(0)	rw-(0)

**Table 11-9. DMACTL4 Register Description**

Bit	Field	Type	Reset	Description
15-3	Reserved	R	0h	Reserved. Always reads as 0.
2	DMARMWDIS	RW	0h	Read-modify-write disable. When set, this bit inhibits any DMA transfers from occurring during CPU read-modify-write operations. 0b = DMA transfers can occur during read-modify-write CPU operations. 1b = DMA transfers inhibited during read-modify-write CPU operations
1	ROUNDRBIN	RW	0h	Round robin. This bit enables the round-robin DMA channel priorities. 0b = DMA channel priority is DMA0-DMA1-DMA2 - ..... -DMA7. 1b = DMA channel priority changes with each transfer.
0	ENNMI	RW	0h	Enable NMI. This bit enables the interruption of a DMA transfer by an NMI. When an NMI interrupts a DMA transfer, the current transfer is completed normally, further transfers are stopped and DMAABORT is set. 0b = NMI does not interrupt DMA transfer 1b = NMI interrupts a DMA transfer

### 11.3.6 DMAxCTL Register

DMA Channel x Control Register

**Figure 11-11. DMAxCTL Register**

15	14	13	12	11	10	9	8
Reserved	DMADT			DMADSTINCR		DMASRCINCR	
r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
DMADSTBYTE	DMASRCBYTE	DMALEVEL	DMAEN	DMAIFG	DMAIE	DMAABORT	DMAREQ
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 11-10. DMAxCTL Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved. Always reads as 0.
14-12	DMADT	RW	0h	DMA transfer mode 000b = Single transfer 001b = Block transfer 010b = Burst-block transfer 011b = Burst-block transfer 100b = Repeated single transfer 101b = Repeated block transfer 110b = Repeated burst-block transfer 111b = Repeated burst-block transfer
11-10	DMADSTINCR	RW	0h	DMA destination increment. This bit selects automatic incrementing or decrementing of the destination address after each byte or word transfer. When DMADSTBYTE = 1, the destination address increments or decrements by one. When DMADSTBYTE = 0, the destination address increments or decrements by two. The DMAxDA is copied into a temporary register and the temporary register is incremented or decremented. DMAxDA is not incremented or decremented. 00b = Destination address is unchanged 01b = Destination address is unchanged 10b = Destination address is decremented 11b = Destination address is incremented
9-8	DMASRCINCR	RW	0h	DMA source increment. This bit selects automatic incrementing or decrementing of the source address for each byte or word transfer. When DMASRCBYTE = 1, the source address increments or decrements by one. When DMASRCBYTE = 0, the source address increments/decrements by two. The DMAxSA is copied into a temporary register and the temporary register is incremented or decremented. DMAxSA is not incremented or decremented. 00b = Source address is unchanged 01b = Source address is unchanged 10b = Source address is decremented 11b = Source address is incremented
7	DMADSTBYTE	RW	0h	DMA destination byte. This bit selects the destination as a byte or word. 0b = Word 1b = Byte
6	DMASRCBYTE	RW	0h	DMA source byte. This bit selects the source as a byte or word. 0b = Word 1b = Byte
5	DMALEVEL	RW	0h	DMA level. This bit selects between edge-sensitive and level-sensitive triggers. 0b = Edge sensitive (rising edge) 1b = Level sensitive (high level)
4	DMAEN	RW	0h	DMA enable 0b = Disabled 1b = Enabled

**Table 11-10. DMAxCTL Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
3	DMAIFG	RW	0h	DMA interrupt flag 0b = No interrupt pending 1b = Interrupt pending
2	DMAIE	RW	0h	DMA interrupt enable 0b = Disabled 1b = Enabled
1	DMAABORT	RW	0h	DMA abort. This bit indicates if a DMA transfer was interrupted by an NMI. 0b = DMA transfer not interrupted 1b = DMA transfer interrupted by NMI
0	DMAREQ	RW	0h	DMA request. Software-controlled DMA start. DMAREQ is reset automatically. 0b = No DMA start 1b = Start DMA

### 11.3.7 DMAxSA Register

DMA Source Address Register

**Figure 11-12. DMAxSA Register**

31	30	29	28	27	26	25	24
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
23	22	21	20	19	18	17	16
Reserved				DMAxSA			
r0	r0	r0	r0	rw	rw	rw	rw
15	14	13	12	11	10	9	8
DMAxSA							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
DMAxSA							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 11-11. DMAxSA Register Description**

Bit	Field	Type	Reset	Description
31-20	Reserved	R	0h	Reserved. Always reads as 0.
19-0	DMAxSA	RW	undefined	DMA source address. The source address register points to the DMA source address for single transfers or the first source address for block transfers. The source address register remains unchanged during block and burst-block transfers. There are two words for the DMAxSA register. Bits 31-20 are reserved and always read as zero. Reading or writing bits 19-16 requires the use of extended instructions. When writing to DMAxSA with word instructions, bits 19-16 are cleared.

### **11.3.8 DMAxDA Register**

DMA Destination Address Register

**Figure 11-13. DMAxDA Register**

31	30	29	28	27	26	25	24
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
23	22	21	20	19	18	17	16
Reserved				DMAxDA			
r0	r0	r0	r0	rw	rw	rw	rw
15	14	13	12	11	10	9	8
DMAxDA							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
DMAxDA							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 11-12. DMAxDA Register Description**

Bit	Field	Type	Reset	Description
31-20	Reserved	R	0h	Reserved. Always reads as 0.
19-0	DMAxDA	RW	undefined	DMA destination address. The destination address register points to the DMA destination address for single transfers or the first destination address for block transfers. The destination address register remains unchanged during block and burst-block transfers. There are two words for the DMAxDA register. Bits 31–20 are reserved and always read as zero. Reading or writing bits 19–16 requires the use of extended instructions. When writing to DMAxDA with word instructions, bits 19–16 are cleared.

### 11.3.9 DMAxSZ Register

DMA Size Address Register

**Figure 11-14. DMAxSZ Register**

15	14	13	12	11	10	9	8
DMAxSZ							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
DMAxSZ							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 11-13. DMAxSZ Register Description**

Bit	Field	Type	Reset	Description
15-0	DMAxSZ	RW	undefined	<p>DMA size. The DMA size register defines the number of byte or word data per block transfer. DMAxSZ register decrements with each word or byte transfer. When DMAxSZ decrements to 0, it is immediately and automatically reloaded with its previously initialized value.</p> <p>0000h = Transfer is disabled.      0001h = One byte or word is transferred.      0002h = Two bytes or words are transferred.      ...      FFFFh = 65535 bytes or words are transferred.</p>

### **11.3.10 DMAIV Register**

DMA Interrupt Vector Register

**Figure 11-15. DMAIV Register**

15	14	13	12	11	10	9	8
DMAIV							
r0	r0	r0	r0	r0	r0	r0	r0
DMAIV							
r0	r0	r-(0)	r-(0)	r-(0)	r-(0)	r-(0)	r0

**Table 11-14. DMAIV Register Description**

Bit	Field	Type	Reset	Description
15-0	DMAIV	R	0h	DMA interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: DMA channel 0; Interrupt Flag: DMA0IFG; Interrupt Priority: Highest 04h = Interrupt Source: DMA channel 1; Interrupt Flag: DMA1IFG 06h = Interrupt Source: DMA channel 2; Interrupt Flag: DMA2IFG 08h = Interrupt Source: DMA channel 3; Interrupt Flag: DMA3IFG 0Ah = Interrupt Source: DMA channel 4; Interrupt Flag: DMA4IFG 0Ch = Interrupt Source: DMA channel 5; Interrupt Flag: DMA5IFG 0Eh = Interrupt Source: DMA channel 6; Interrupt Flag: DMA6IFG 10h = Interrupt Source: DMA channel 7; Interrupt Flag: DMA7IFG; Interrupt Priority: Lowest

**Digital I/O**

This chapter describes the operation of the digital I/O ports in all devices.

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## 12.1 Digital I/O Introduction

The digital I/O features include:

- Independently programmable individual I/Os
- Any combination of input or output
- Individually configurable P1 and P2 interrupts. Some devices may include additional port interrupts.
- Independent input and output data registers
- Individually configurable pullup or pulldown resistors

Devices within the family may have up to twelve digital I/O ports implemented (P1 to P11 and PJ). Most ports contain eight I/O lines; however, some ports may contain less (see the device-specific data sheet for ports available). Each I/O line is individually configurable for input or output direction, and each can be individually read or written. Each I/O line is individually configurable for pullup or pulldown resistors.

Ports P1 and P2 always have interrupt capability. Each interrupt for the P1 and P2 I/O lines can be individually enabled and configured to provide an interrupt on a rising or falling edge of an input signal. All P1 I/O lines source a single interrupt vector ([P1IV](#)), and all P2 I/O lines source a different single interrupt vector ([P2IV](#)). Additional ports with interrupt capability may be available (see the device-specific data sheet for details) and contain their own respective interrupt vectors.

Individual ports can be accessed as byte-wide ports or can be combined into word-wide ports and accessed by word formats. Port pairs P1 and P2, P3 and P4, P5 and P6, P7 and P8, and so on, are associated with the names PA, PB, PC, PD, and so on, respectively. All port registers are handled in this manner with this naming convention except for the interrupt vector registers, [P1IV](#) and [P2IV](#); that is, PAIV does not exist.

When writing to port PA with word operations, all 16 bits are written to the port. When writing to the lower byte of port PA using byte operations, the upper byte remains unchanged. Similarly, writing to the upper byte of port PA using byte instructions leaves the lower byte unchanged. When writing to a port that contains less than the maximum number of bits possible, the unused bits are don't care. Ports PB, PC, PD, PE, and PF behave similarly.

Reading port PA using word operations causes all 16 bits to be transferred to the destination. Reading the lower or upper byte of port PA (P1 or P2) and storing to memory using byte operations causes only the lower or upper byte to be transferred to the destination, respectively. Reading of port PA and storing to a general-purpose register using byte operations writes the byte that is transferred to the least significant byte of the register. The upper significant byte of the destination register is cleared automatically. Ports PB, PC, PD, PE, and PF behave similarly. When reading from ports that contain fewer than the maximum bits possible, unused bits are read as zeros (similarly for port PJ).

## 12.2 Digital I/O Operation

The digital I/O are configured with user software. The setup and operation of the digital I/O are discussed in the following sections.

### 12.2.1 Input Registers (PxIN)

Each bit in each PxIN register reflects the value of the input signal at the corresponding I/O pin when the pin is configured as I/O function. These registers are read only.

- Bit = 0: Input is low
- Bit = 1: Input is high

---

**NOTE: Writing to read-only registers PxIN**

Writing to these read-only registers results in increased current consumption while the write attempt is active.

---

### 12.2.2 Output Registers (PxOUT)

Each bit in each PxOUT register is the value to be output on the corresponding I/O pin when the pin is configured as I/O function, output direction.

- Bit = 0: Output is low
- Bit = 1: Output is high

If the pin is configured as I/O function, input direction and the pullup or pulldown resistor are enabled; the corresponding bit in the PxOUT register selects pullup or pulldown.

- Bit = 0: Pin is pulled down
- Bit = 1: Pin is pulled up

### 12.2.3 Direction Registers (PxDIR)

Each bit in each PxDIR register selects the direction of the corresponding I/O pin, regardless of the selected function for the pin. PxDIR bits for I/O pins that are selected for other functions must be set as required by the other function.

- Bit = 0: Port pin is switched to input direction
- Bit = 1: Port pin is switched to output direction

### 12.2.4 Pullup or Pulldown Resistor Enable Registers (PxREN)

Each bit in each PxREN register enables or disables the pullup or pulldown resistor of the corresponding I/O pin. The corresponding bit in the PxOUT register selects if the pin contains a pullup or pulldown.

- Bit = 0: Pullup or pulldown resistor disabled
- Bit = 1: Pullup or pulldown resistor enabled

Table 12-1 summarizes the use of PxDIR, PxREN, and PxOUT for proper I/O configuration.

**Table 12-1. I/O Configuration**

PxDIR	PxREN	PxOUT	I/O Configuration
0	0	x	Input
0	1	0	Input with pulldown resistor
0	1	1	Input with pullup resistor
1	x	x	Output

### 12.2.5 Function Select Registers ( $PxSEL0$ , $PxSEL1$ )

Port pins are often multiplexed with other peripheral module functions. See the device-specific data sheet to determine pin functions. Each port pin uses two bits to select the pin function – I/O port or one of the three possible peripheral module function. [Table 12-2](#) shows how to select the various module functions. See the device-specific data sheet to determine pin functions. Each  $PxSEL$  bit is used to select the pin function – I/O port or peripheral module function.

**Table 12-2. I/O Function Selection**

<b><math>PxSEL1</math></b>	<b><math>PxSEL0</math></b>	<b>I/O Function</b>
0	0	General purpose I/O is selected
0	1	Primary module function is selected
1	0	Secondary module function is selected
1	1	Tertiary module function is selected

Setting the  $PxSEL1$  or  $PxSEL0$  bits to a module function does not automatically set the pin direction. Other peripheral module functions may require the  $PxDIR$  bits to be configured according to the direction needed for the module function. See the pin schematics in the device-specific data sheet.

When a port pin is selected as an input to peripheral modules, the input signal to those peripheral modules is a latched representation of the signal at the device pin. While  $PxSEL1$  and  $PxSEL0$  is other than 00, the internal input signal follows the signal at the pin for all connected modules. However, if  $PxSEL1$  and  $PxSEL0 = 00$ , the input to the peripherals maintain the value of the input signal at the device pin before the  $PxSEL1$  and  $PxSEL0$  bits were reset.

Because the  $PxSEL1$  and  $PxSEL0$  bits do not reside in contiguous addresses, changing both bits at the same time is not possible. For example, an application might need to change P1.0 from general purpose I/O to the tertiary module function residing on P1.0. Initially,  $P1SEL1 = 00h$  and  $P1SEL0 = 00h$ . To change the function, it would be necessary to write both  $P1SEL1 = 01h$  and  $P1SEL0 = 01h$ . This is not possible without first passing through an intermediate configuration, and this configuration may not be desirable from an application standpoint. The  $PxSELC$  complement register can be used to handle such situations. The  $PxSELC$  register always reads 0. Each set bit of the  $PxSELC$  register complements the corresponding respective bit of the  $PxSEL1$  and  $PxSEL0$  registers. In the example, with  $P1SEL1 = 00h$  and  $P1SEL0 = 00h$  initially, writing  $P1SELC = 01h$  causes  $P1SEL1 = 01h$  and  $P1SEL0 = 01h$  to be written simultaneously.

---

**NOTE: Interrupts are disabled when  $PxSEL1 = 1$  or  $PxSEL0 = 1$**

When any  $PxSEL$  bit is set, the corresponding pin interrupt function is disabled. Therefore, signals on these pins do not generate interrupts, regardless of the state of the corresponding  $PxIE$  bit.

---

### 12.2.6 Port Interrupts

At least each pin in ports P1 and P2 have interrupt capability, configured with the  $PxIFG$ ,  $PxIE$ , and  $PxIES$  registers. Some devices may contain additional port interrupts besides P1 and P2. See the device-specific data sheet to determine which port interrupts are available.

All  $Px$  interrupt flags are prioritized, with  $PxIFG.0$  being the highest, and combined to source a single interrupt vector. The highest priority enabled interrupt generates a number in the  $PxIV$  register. This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled  $Px$  interrupts do not affect the  $PxIV$  value. The  $PxIV$  registers are word or byte access.

Each  $PxIFG$  bit is the interrupt flag for its corresponding I/O pin, and the flag is set when the selected input signal edge occurs at the pin. All  $PxIFG$  interrupt flags request an interrupt when their corresponding  $PxIE$  bit and the GIE bit are set. Software can also set each  $PxIFG$  flag, providing a way to generate a software-initiated interrupt.

- Bit = 0: No interrupt is pending
- Bit = 1: An interrupt is pending

Only transitions, not static levels, cause interrupts. If any PxIFG flag becomes set during a Px interrupt service routine or is set after the RETI instruction of a Px interrupt service routine is executed, the set PxIFG flag generates another interrupt. This ensures that each transition is acknowledged.

---

**NOTE: PxIFG flags when changing PxOUT, PxDIR, or PxREN**

Writing to PxOUT, PxDIR, or PxREN can result in setting the corresponding PxIFG flags.

---

Any access (read or write) of the lower byte of the PxIV register, either word or byte access, automatically resets the highest pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt.

For example, assume that P1IFG.0 has the highest priority. If the P1IFG.0 and P1IFG.2 flags are set when the interrupt service routine accesses the P1IV register, P1IFG.0 is reset automatically. After the RETI instruction of the interrupt service routine is executed, the P1IFG.2 generates another interrupt.

#### 12.2.6.1 P1IV Software Example

The following software example shows the recommended use of P1IV and the handling overhead. The P1IV value is added to the PC to automatically jump to the appropriate routine. The code to handle any other PxIV register is similar.

The numbers at the right margin show the number of CPU cycles that are required for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles but not the task handling itself.

			Cycles
P1_HND	...	; Interrupt latency	6
ADD	&P1IV, PC	; Add offset to Jump table	3
RETI		; Vector 0: No interrupt	5
JMP	P1_0_HND	; Vector 2: Port 1 bit 0	2
JMP	P1_1_HND	; Vector 4: Port 1 bit 1	2
JMP	P1_2_HND	; Vector 6: Port 1 bit 2	2
JMP	P1_3_HND	; Vector 8: Port 1 bit 3	2
JMP	P1_4_HND	; Vector 10: Port 1 bit 4	2
JMP	P1_5_HND	; Vector 12: Port 1 bit 5	2
JMP	P1_6_HND	; Vector 14: Port 1 bit 6	2
JMP	P1_7_HND	; Vector 16: Port 1 bit 7	2
P1_7_HND		; Vector 16: Port 1 bit 7	
...		; Task starts here	
RETI		; Back to main program	5
P1_6_HND		; Vector 14: Port 1 bit 6	
...		; Task starts here	
RETI		; Back to main program	5
P1_5_HND		; Vector 12: Port 1 bit 5	
...		; Task starts here	
RETI		; Back to main program	5
P1_4_HND		; Vector 10: Port 1 bit 4	
...		; Task starts here	
RETI		; Back to main program	5
P1_3_HND		; Vector 8: Port 1 bit 3	
...		; Task starts here	
RETI		; Back to main program	5
P1_2_HND		; Vector 6: Port 1 bit 2	
...		; Task starts here	
RETI		; Back to main program	5
P1_1_HND		; Vector 4: Port 1 bit 1	
...		; Task starts here	

---

```

RETI          ; Back to main program      5
P1_0_HND    ; Vector 2: Port 1 bit 0
...
RETI          ; Task starts here
              ; Back to main program      5

```

---

### 12.2.6.2 Interrupt Edge Select Registers (PxIES)

Each PxIES bit selects the interrupt edge for the corresponding I/O pin.

- Bit = 0: Respective PxIFG flag is set on a low-to-high transition
- Bit = 1: Respective PxIFG flag is set on a high-to-low transition

---

**NOTE: Writing to PxIES**

Writing to [P1IES](#) or [P2IES](#) for each corresponding I/O can result in setting the corresponding interrupt flags.

PxIES	PxIN	PxIFG
0 → 1	0	Will be set
0 → 1	1	Unchanged
1 → 0	0	Unchanged
1 → 0	1	Will be set

---

### 12.2.6.3 Interrupt Enable Registers (PxIE)

Each PxIE bit enables the associated PxIFG interrupt flag.

- Bit = 0: The interrupt is disabled
- Bit = 1: The interrupt is enabled

## 12.3 I/O Configuration

### 12.3.1 Configuration After Reset

After a BOR reset, all port pins are high-impedance with Schmitt triggers and their module functions disabled to prevent any cross currents. The application must initialize all port pins including unused ones ([Section 12.3.2](#)) as input high impedance, input with pulldown, input with pullup, output high, or output low according to the application needs by configuring PxDIR, PxREN, PxOUT, and PxIES accordingly. This initialization takes effect as soon as the LOCKLPM5 bit in the PM5CTL register (described in the PMM chapter) is cleared; until then, the I/Os remain in their high-impedance state with Schmitt trigger inputs disabled. Note that this is usually the same I/O initialization that is required after a wake-up from LPMx.5. After clearing LOCKLPM5 all interrupt flags should be cleared (note, this is different to the wake-up from LPMx.5 flow). Then port interrupts can be enabled by setting the corresponding PxIE bits.

After a POR or PUC reset all port pins are configured as inputs with their module function being disabled. Also here to prevent floating inputs all port pins including unused ones ([Section 12.3.2](#)) should be configured according to the application needs as early as possible during the initialization procedure.

Note, the same I/O initialization procedure can be used for all reset cases and wake-up from LPMx.5 - except for PxIFG:

1. Initialize Ports: PxDIR, PxREN, PxOUT, and PxIES
2. Clear LOCKLPM5
3. If not wake-up from LPMx.5: clear all PxIFGs to avoid erroneous port interrupts
4. Enable port interrupts in PxIE

### 12.3.2 Configuration of Unused Port Pins

To prevent a floating input and to reduce power consumption, unused I/O pins should be configured as I/O function, output direction, and left unconnected on the PC board. The value of the PxOUT bit is don't care, because the pin is unconnected. Alternatively, the integrated pullup or pulldown resistor can be enabled by setting the PxREN bit of the unused pin to prevent a floating input. See the *System Resets, Interrupts, and Operating Modes, System Control Module (SYS)* chapter for termination of unused pins.

---

**NOTE:** **Configuring port PJ and shared JTAG pins:**

The application should make sure that port PJ is configured properly to prevent a floating input. Because port PJ is shared with the JTAG function, floating inputs may not be noticed when in an emulation environment. Port J is initialized to high-impedance inputs by default.

---

### 12.3.3 Configuration for LPMx.5 Low-Power Modes

---

**NOTE:** See *, Entering and Exiting Low-Power Modes LPMx.5*, in the *System Resets, Interrupts, and Operating Modes, System Control Module (SYS)* chapter for details about LPMx.5 low-power modes.

See the device-specific data sheet to determine which LPMx.5 low-power modes are available and which modules can operate in LPM3.5, if any.

With regard to the digital I/O, the following description is applicable to both LPM3.5 and LPM4.5.

---

Upon entering LPMx.5 (LPM3.5 or LPM4.5) the LDO of the PMM module is disabled, which removes the supply voltage from the core of the device. This causes all I/O register configurations to be lost, thus the configuration of I/O pins must be handled differently to ensure that all pins in the application behave in a controlled manner upon entering and exiting LPMx.5. Properly setting the I/O pins is critical to achieve the lowest possible power consumption in LPMx.5, and to prevent an uncontrolled input or output I/O state in the application. The application has complete control of the I/O pin conditions that are necessary to prevent unwanted spurious activity upon entry and exit from LPMx.5.

Before entering LPMx.5 the following operations are required for the I/Os:

- (a) Set all I/Os to general-purpose I/Os (PxSEL0 = 000h and PxSEL1 = 000h) and configure as needed. Each I/O can be set to input high impedance, input with pulldown, input with pullup, output high, or output low. It is critical that no inputs are left floating in the application; otherwise, excess current may be drawn in LPMx.5.  
Configuring the I/O in this manner ensures that each pin is in a safe condition before entering LPMx.5.
- (b) Optionally, configure input interrupt pins for wake-up from LPMx.5. To wake the device from LPMx.5, a general-purpose I/O port must contain an input port with interrupt and wakeup capability. Not all inputs with interrupt capability offer wakeup from LPMx.5. See the device-specific data sheet for availability. To wake up the device, a port pin must be configured properly before entering LPMx.5. Each port should be configured as general-purpose input. Pulldowns or pullups can be applied if required. Setting the PxIES bit of the corresponding register determines the edge transition that wakes the device. Last, the PxIE for the port must be enabled, as well as the general interrupt enable.

---

**NOTE:** It is not possible to wake up from a port interrupt if its respective port interrupt flag is already asserted. It is recommended that the flag be cleared before entering LPMx.5. It is also recommended that GIE = 1 be set before entry into LPMx.5. Any pending flags in this case could then be serviced before LPMx.5 entry.

---

This completes the operations required for the I/Os before entering LPMx.5.

During LPMx.5 the I/O pin states are held and locked based on the settings before LPMx.5 entry. Note that only the pin conditions are retained. All other port configuration register settings such as PxDIR, PxREN, PxOUT, PxIES, and PxIE contents are lost.

Upon exit from LPMx.5, all peripheral registers are set to their default conditions but the I/O pins remain locked while LOCKLPM5 remains set. Keeping the I/O pins locked ensures that all pin conditions remain stable when entering the active mode, regardless of the default I/O register settings.

When back in active mode, the I/O configuration and I/O interrupt configuration such as PxDIR, PxREN, PxOUT, and PxIES should be restored to the values before entering LPMx.5. The LOCKLPM5 bit can then be cleared, which releases the I/O pin conditions and I/O interrupt configuration. Any changes to the port configuration registers while LOCKLPM5 is set have no effect on the I/O pins.

After enabling the I/O interrupts by configuring PxIE, the I/O interrupt that caused the wakeup can be serviced as indicated by the PxIFG flags. These flags can be used directly, or the corresponding PxIV register may be used. Note that the PxIFG flag cannot be cleared until the LOCKLPM5 bit has been cleared.

---

**NOTE:** It is possible that multiple events occurred on various ports. In these cases, multiple PxIFG flags are set, and it cannot be determined which port caused the I/O wakeup.

---

## 12.4 Digital I/O Registers

The digital I/O registers are listed in [Table 12-3](#). The base addresses can be found in the device-specific data sheet. Each port grouping begins at its base address. The address offsets are given in [Table 12-3](#).

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 12-3. Digital I/O Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
0Eh	P1IV	Port 1 Interrupt Vector	Read only	Word	0000h	<a href="#">Section 12.4.1</a>
0Eh	P1IV_L		Read only	Byte	00h	
0Fh	P1IV_H		Read only	Byte	00h	
1Eh	P2IV	Port 2 Interrupt Vector	Read only	Word	0000h	<a href="#">Section 12.4.2</a>
1Eh	P2IV_L		Read only	Byte	00h	
1Fh	P2IV_H		Read only	Byte	00h	
2Eh	P3IV	Port 3 Interrupt Vector	Read only	Word	0000h	<a href="#">Section 12.4.3</a>
2Eh	P3IV_L		Read only	Byte	00h	
2Fh	P3IV_H		Read only	Byte	00h	
3Eh	P4IV	Port 4 Interrupt Vector	Read only	Word	0000h	<a href="#">Section 12.4.4</a>
3Eh	P4IV_L		Read only	Byte	00h	
3Fh	P4IV_H		Read only	Byte	00h	
00h	P1IN or PAIN_L	Port 1 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
02h	P1OUT or PAOUT_L	Port 1 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
04h	P1DIR or PADIR_L	Port 1 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
06h	P1REN or PAREN_L	Port 1 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Ah	P1SEL0 or PASEL0_L	Port 1 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Ch	P1SEL1 or PASEL1_L	Port 1 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
16h	P1SELC or PASELC_L	Port 1 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
18h	P1IES or PAIES_L	Port 1 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Ah	P1IE or PAIE_L	Port 1 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Ch	P1IFG or PAIFG_L	Port 1 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
01h	P2IN or PAINT_H	Port 2 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
03h	P2OUT or PAOUT_H	Port 2 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
05h	P2DIR or PADIR_H	Port 2 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
07h	P2REN or PAREN_H	Port 2 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Bh	P2SEL0 or PASEL0_H	Port 2 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Dh	P2SEL1 or PASEL1_H	Port 2 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
17h	P2SELC or PBSELC_L	Port 2 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
19h	P2IES or PAIES_H	Port 2 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Bh	P2IE or PAIE_H	Port 2 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Dh	P2IFG or PAIFG_H	Port 2 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>
00h	P3IN or PBIN_L	Port 3 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
02h	P3OUT or PBOUT_L	Port 3 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
04h	P3DIR or PBDIR_L	Port 3 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
06h	P3REN or PBREN_L	Port 3 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Ah	P3SEL0 or PBSEL0_L	Port 3 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Ch	P3SEL1 or PBSEL1_L	Port 3 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
16h	P3SELC or PBSELC_L	Port 3 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
18h	P3IES or PBIES_L	Port 3 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Ah	P3IE or PBIE_L	Port 3 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Ch	P3IFG or PBIFG_L	Port 3 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
01h	P4IN or PBIN_H	Port 4 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
03h	P4OUT or PBOUT_H	Port 4 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
05h	P4DIR or PBDIR_H	Port 4 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
07h	P4REN or PBREN_H	Port 4 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Bh	P4SEL0 or PBSEL0_H	Port 4 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Dh	P4SEL1 or PBSEL1_H	Port 4 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
17h	P4SELC or PBSELC_L	Port 4 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
19h	P4IES or PBIES_H	Port 4 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Bh	P4IE or PBIE_H	Port 4 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Dh	P4IFG or PBIFG_H	Port 4 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>
00h	P5IN or PCIN_L	Port 5 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
02h	P5OUT or PCOUT_L	Port 5 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
04h	P5DIR or PCDIR_L	Port 5 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
06h	P5REN or PCREN_L	Port 5 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Ah	P5SEL0 or PCSEL0_L	Port 5 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Ch	P5SEL1 or PCSEL1_L	Port 5 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
16h	P5SELC or PCSELC_L	Port 5 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
18h	P5IES or PCIES_L	Port 5 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Ah	P5IE or PCIE_L	Port 5 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Ch	P5IFG or PCIFG_L	Port 5 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
01h	P6IN or PCIN_H	Port 6 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
03h	P6OUT or PCOUT_H	Port 6 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
05h	P6DIR or PCDIR_H	Port 6 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
07h	P6REN or PCREN_H	Port 6 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Bh	P6SEL0 or PCSEL0_H	Port 6 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Dh	P6SEL1 or PCSEL1_H	Port 6 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
17h	P6SELC or PCSELC_L	Port 6 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
19h	P6IES or PCIES_H	Port 6 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Bh	P6IE or PCIE_H	Port 6 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Dh	P6IFG or PCIFG_H	Port 6 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>
00h	P7IN or PDIN_L	Port 7 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
02h	P7OUT or PDOUT_L	Port 7 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
04h	P7DIR or PDDIR_L	Port 7 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
06h	P7REN or PDREN_L	Port 7 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Ah	P7SEL0 or PDSEL0_L	Port 7 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Ch	P7SEL1 or PDSEL1_L	Port 7 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
16h	P7SELC or PDSELC_L	Port 7 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
18h	P7IES or PDIES_L	Port 7 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Ah	P7IE or PDIE_L	Port 7 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Ch	P7IFG or PDIFG_L	Port 7 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
01h	P8IN or PDIN_H	Port 8 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
03h	P8OUT or PDOUT_H	Port 8 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
05h	P8DIR or PDDIR_H	Port 8 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
07h	P8REN or PDREN_H	Port 8 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Bh	P8SEL0 or PDSEL0_H	Port 8 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Dh	P8SEL1 or PDSEL1_H	Port 8 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
17h	P8SELC or PDSELC_L	Port 8 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
19h	P8IES or PDIES_H	Port 8 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Bh	P8IE or PDIE_H	Port 8 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Dh	P8IFG or PDIFG_H	Port 8 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>
00h	P9IN or PEIN_L	Port 9 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
02h	P9OUT or PEOUT_L	Port 9 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
04h	P9DIR or PEDIR_L	Port 9 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
06h	P9REN or PEREN_L	Port 9 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Ah	P9SEL0 or PESEL0_L	Port 9 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Ch	P9SEL1 or PESEL1_L	Port 9 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
16h	P9SELC or PESELC_L	Port 9 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
18h	P9IES or PEIES_L	Port 9 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Ah	P9IE or PEIE_L	Port 9 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Ch	P9IFG or PEIFG_L	Port 9 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
01h	P10IN or PEIN_H	Port 10 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
03h	P10OUT or PEOUT_H	Port 10 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
05h	P10DIR or PEDIR_H	Port 10 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
07h	P10REN or PEREN_H	Port 10 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Bh	P10SEL0 or PESEL0_H	Port 10 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Dh	P10SEL1 or PESEL1_H	Port 10 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
17h	P10SELC or PESELC_L	Port 10 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
19h	P10IES or PEIES_H	Port 10 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Bh	P10IE or PEIE_H	Port 10 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Dh	P10IFG or PEIFG_H	Port 10 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>
00h	P11IN or PFIN_L	Port 11 Input	Read only	Byte	undefined	<a href="#">Section 12.4.5</a>
02h	P11OUT or PFOUT_L	Port 11 Output	Read/write	Byte	undefined	<a href="#">Section 12.4.6</a>
04h	P11DIR or PFDIR_L	Port 11 Direction	Read/write	Byte	00h	<a href="#">Section 12.4.7</a>
06h	P11REN or PFREN_L	Port 11 Resistor Enable	Read/write	Byte	00h	<a href="#">Section 12.4.8</a>
0Ah	P11SEL0 or PFSEL0_L	Port 11 Select 0	Read/write	Byte	00h	<a href="#">Section 12.4.9</a>
0Ch	P11SEL1 or PFSEL1_L	Port 11 Select 1	Read/write	Byte	00h	<a href="#">Section 12.4.10</a>
16h	P11SELC or PFSELC_L	Port 11 Complement Selection	Read/write	Byte	00h	<a href="#">Section 12.4.11</a>
18h	P11IES or PFIES_L	Port 11 Interrupt Edge Select	Read/write	Byte	undefined	<a href="#">Section 12.4.12</a>
1Ah	P11IE or PFIE_L	Port 11 Interrupt Enable	Read/write	Byte	00h	<a href="#">Section 12.4.13</a>
1Ch	P11IFG or PFIFG_L	Port 11 Interrupt Flag	Read/write	Byte	00h	<a href="#">Section 12.4.14</a>

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PAIN	Port A Input	Read only	Word	undefined	
00h	PAIN_L		Read only	Byte	undefined	
01h	PAIN_H		Read only	Byte	undefined	
02h	PAOUT	Port A Output	Read/write	Word	undefined	
02h	PAOUT_L		Read/write	Byte	undefined	
03h	PAOUT_H		Read/write	Byte	undefined	
04h	PADIR	Port A Direction	Read/write	Word	0000h	
04h	PADIR_L		Read/write	Byte	00h	
05h	PADIR_H		Read/write	Byte	00h	
06h	PAREN	Port A Resistor Enable	Read/write	Word	0000h	
06h	PAREN_L		Read/write	Byte	00h	
07h	PAREN_H		Read/write	Byte	00h	
0Ah	PASEL0	Port A Select 0	Read/write	Word	0000h	
0Ah	PASEL0_L		Read/write	Byte	00h	
0Bh	PASEL0_H		Read/write	Byte	00h	
0Ch	PASEL1	Port A Select 1	Read/write	Word	0000h	
0Ch	PASEL1_L		Read/write	Byte	00h	
0Dh	PASEL1_H		Read/write	Byte	00h	
16h	PASELC	Port A Complement Select	Read/write	Word	0000h	
16h	PASELC_L		Read/write	Byte	00h	
17h	PASELC_H		Read/write	Byte	00h	
18h	PAIES	Port A Interrupt Edge Select	Read/write	Word	undefined	
18h	PAIES_L		Read/write	Byte	undefined	
19h	PAIES_H		Read/write	Byte	undefined	
1Ah	PAIE	Port A Interrupt Enable	Read/write	Word	0000h	
1Ah	PAIE_L		Read/write	Byte	00h	
1Bh	PAIE_H		Read/write	Byte	00h	
1Ch	PAIFG	Port A Interrupt Flag	Read/write	Word	0000h	
1Ch	PAIFG_L		Read/write	Byte	00h	
1Dh	PAIFG_H		Read/write	Byte	00h	

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PBIN	Port B Input	Read only	Word	undefined	
00h	PBIN_L		Read only	Byte	undefined	
01h	PBIN_H		Read only	Byte	undefined	
02h	PBOUT	Port B Output	Read/write	Word	undefined	
02h	PBOUT_L		Read/write	Byte	undefined	
03h	PBOUT_H		Read/write	Byte	undefined	
04h	PBDIR	Port B Direction	Read/write	Word	0000h	
04h	PBDIR_L		Read/write	Byte	00h	
05h	PBDIR_H		Read/write	Byte	00h	
06h	PBREN	Port B Resistor Enable	Read/write	Word	0000h	
06h	PBREN_L		Read/write	Byte	00h	
07h	PBREN_H		Read/write	Byte	00h	
0Ah	PBSEL0	Port B Select 0	Read/write	Word	0000h	
0Ah	PBSEL0_L		Read/write	Byte	00h	
0Bh	PBSEL0_H		Read/write	Byte	00h	
0Ch	PBSEL1	Port B Select 1	Read/write	Word	0000h	
0Ch	PBSEL1_L		Read/write	Byte	00h	
0Dh	PBSEL1_H		Read/write	Byte	00h	
16h	PBSELC	Port B Complement Select	Read/write	Word	0000h	
16h	PBSELC_L		Read/write	Byte	00h	
17h	PBSELC_H		Read/write	Byte	00h	
18h	PBIOS	Port B Interrupt Edge Select	Read/write	Word	undefined	
18h	PBIOS_L		Read/write	Byte	undefined	
19h	PBIOS_H		Read/write	Byte	undefined	
1Ah	PBIE	Port B Interrupt Enable	Read/write	Word	0000h	
1Ah	PBIE_L		Read/write	Byte	00h	
1Bh	PBIE_H		Read/write	Byte	00h	
1Ch	PBIFG	Port B Interrupt Flag	Read/write	Word	0000h	
1Ch	PBIFG_L		Read/write	Byte	00h	
1Dh	PBIFG_H		Read/write	Byte	00h	

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PCIN	Port C Input	Read only	Word	undefined	
00h	PCIN_L		Read only	Byte	undefined	
01h	PCIN_H		Read only	Byte	undefined	
02h	PCOUT	Port C Output	Read/write	Word	undefined	
02h	PCOUT_L		Read/write	Byte	undefined	
03h	PCOUT_H		Read/write	Byte	undefined	
04h	PCDIR	Port C Direction	Read/write	Word	0000h	
04h	PCDIR_L		Read/write	Byte	00h	
05h	PCDIR_H		Read/write	Byte	00h	
06h	PCREN	Port C Resistor Enable	Read/write	Word	0000h	
06h	PCREN_L		Read/write	Byte	00h	
07h	PCREN_H		Read/write	Byte	00h	
0Ah	PCSEL0	Port C Select 0	Read/write	Word	0000h	
0Ah	PCSEL0_L		Read/write	Byte	00h	
0Bh	PCSEL0_H		Read/write	Byte	00h	
0Ch	PCSEL1	Port C Select 1	Read/write	Word	0000h	
0Ch	PCSEL1_L		Read/write	Byte	00h	
0Dh	PCSEL1_H		Read/write	Byte	00h	
16h	PCSELC	Port C Complement Select	Read/write	Word	0000h	
16h	PCSELC_L		Read/write	Byte	00h	
17h	PCSELC_H		Read/write	Byte	00h	
18h	PCIES	Port C Interrupt Edge Select	Read/write	Word	undefined	
18h	PCIES_L		Read/write	Byte	undefined	
19h	PCIES_H		Read/write	Byte	undefined	
1Ah	PCIE	Port C Interrupt Enable	Read/write	Word	0000h	
1Ah	PCIE_L		Read/write	Byte	00h	
1Bh	PCIE_H		Read/write	Byte	00h	
1Ch	PCIFG	Port C Interrupt Flag	Read/write	Word	0000h	
1Ch	PCIFG_L		Read/write	Byte	00h	
1Dh	PCIFG_H		Read/write	Byte	00h	

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PDIN	Port D Input	Read only	Word	undefined	
00h	PDIN_L		Read only	Byte	undefined	
01h	PDIN_H		Read only	Byte	undefined	
02h	PDOUT	Port D Output	Read/write	Word	undefined	
02h	PDOUT_L		Read/write	Byte	undefined	
03h	PDOUT_H		Read/write	Byte	undefined	
04h	PDDR	Port D Direction	Read/write	Word	0000h	
04h	PDDR_L		Read/write	Byte	00h	
05h	PDDR_H		Read/write	Byte	00h	
06h	PDREN	Port D Resistor Enable	Read/write	Word	0000h	
06h	PDREN_L		Read/write	Byte	00h	
07h	PDREN_H		Read/write	Byte	00h	
0Ah	PDSEL0	Port D Select 0	Read/write	Word	0000h	
0Ah	PDSEL0_L		Read/write	Byte	00h	
0Bh	PDSEL0_H		Read/write	Byte	00h	
0Ch	PDSEL1	Port D Select 1	Read/write	Word	0000h	
0Ch	PDSEL1_L		Read/write	Byte	00h	
0Dh	PDSEL1_H		Read/write	Byte	00h	
16h	PDSELC	Port D Complement Select	Read/write	Word	0000h	
16h	PDSELC_L		Read/write	Byte	00h	
17h	PDSELC_H		Read/write	Byte	00h	
18h	PDIES	Port D Interrupt Edge Select	Read/write	Word	undefined	
18h	PDIES_L		Read/write	Byte	undefined	
19h	PDIES_H		Read/write	Byte	undefined	
1Ah	PDIE	Port D Interrupt Enable	Read/write	Word	0000h	
1Ah	PDIE_L		Read/write	Byte	00h	
1Bh	PDIE_H		Read/write	Byte	00h	
1Ch	PDIFG	Port D Interrupt Flag	Read/write	Word	0000h	
1Ch	PDIFG_L		Read/write	Byte	00h	
1Dh	PDIFG_H		Read/write	Byte	00h	

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PEIN	Port E Input	Read only	Word	undefined	
00h	PEIN_L		Read only	Byte	undefined	
01h	PEIN_H		Read only	Byte	undefined	
02h	PEOUT	Port E Output	Read/write	Word	undefined	
02h	PEOUT_L		Read/write	Byte	undefined	
03h	PEOUT_H		Read/write	Byte	undefined	
04h	PEDIR	Port E Direction	Read/write	Word	0000h	
04h	PEDIR_L		Read/write	Byte	00h	
05h	PEDIR_H		Read/write	Byte	00h	
06h	PEREN	Port E Resistor Enable	Read/write	Word	0000h	
06h	PEREN_L		Read/write	Byte	00h	
07h	PEREN_H		Read/write	Byte	00h	
0Ah	PESEL0	Port E Select 0	Read/write	Word	0000h	
0Ah	PESEL0_L		Read/write	Byte	00h	
0Bh	PESEL0_H		Read/write	Byte	00h	
0Ch	PESEL1	Port E Select 1	Read/write	Word	0000h	
0Ch	PESEL1_L		Read/write	Byte	00h	
0Dh	PESEL1_H		Read/write	Byte	00h	
16h	PESELC	Port E Complement Select	Read/write	Word	0000h	
16h	PESELC_L		Read/write	Byte	00h	
17h	PESELC_H		Read/write	Byte	00h	
18h	PEIES	Port E Interrupt Edge Select	Read/write	Word	undefined	
18h	PEIES_L		Read/write	Byte	undefined	
19h	PEIES_H		Read/write	Byte	undefined	
1Ah	PEIE	Port E Interrupt Enable	Read/write	Word	0000h	
1Ah	PEIE_L		Read/write	Byte	00h	
1Bh	PEIE_H		Read/write	Byte	00h	
1Ch	PEIFG	Port E Interrupt Flag	Read/write	Word	0000h	
1Ch	PEIFG_L		Read/write	Byte	00h	
1Dh	PEIFG_H		Read/write	Byte	00h	

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PFIN	Port F Input	Read only	Word	undefined	
00h	PFIN_L		Read only	Byte	undefined	
01h	PFIN_H		Read only	Byte	undefined	
02h	PFOUT	Port F Output	Read/write	Word	undefined	
02h	PFOUT_L		Read/write	Byte	undefined	
03h	PFOUT_H		Read/write	Byte	undefined	
04h	PFDIR	Port F Direction	Read/write	Word	0000h	
04h	PFDIR_L		Read/write	Byte	00h	
05h	PFDIR_H		Read/write	Byte	00h	
06h	PFREN	Port F Resistor Enable	Read/write	Word	0000h	
06h	PFREN_L		Read/write	Byte	00h	
07h	PFREN_H		Read/write	Byte	00h	
0Ah	PFSEL0	Port F Select 0	Read/write	Word	0000h	
0Ah	PFSEL0_L		Read/write	Byte	00h	
0Bh	PFSEL0_H		Read/write	Byte	00h	
0Ch	PFSEL1	Port F Select 1	Read/write	Word	0000h	
0Ch	PFSEL1_L		Read/write	Byte	00h	
0Dh	PFSEL1_H		Read/write	Byte	00h	
16h	PFSEL_C	Port F Complement Select	Read/write	Word	0000h	
16h	PFSEL_C_L		Read/write	Byte	00h	
17h	PFSEL_C_H		Read/write	Byte	00h	
18h	PFIES	Port F Interrupt Edge Select	Read/write	Word	undefined	
18h	PFIES_L		Read/write	Byte	undefined	
19h	PFIES_H		Read/write	Byte	undefined	
1Ah	PFIE	Port F Interrupt Enable	Read/write	Word	0000h	
1Ah	PFIE_L		Read/write	Byte	00h	
1Bh	PFIE_H		Read/write	Byte	00h	
1Ch	PFIFG	Port F Interrupt Flag	Read/write	Word	0000h	
1Ch	PFIFG_L		Read/write	Byte	00h	
1Dh	PFIFG_H		Read/write	Byte	00h	

**Table 12-3. Digital I/O Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	PJIN	Port J Input	Read only	Word	undefined	
00h	PJIN_L		Read only	Byte	undefined	
01h	PJIN_H		Read only	Byte	undefined	
02h	PJOUT	Port J Output	Read/write	Word	undefined	
02h	PJOUT_L		Read/write	Byte	undefined	
03h	PJOUT_H		Read/write	Byte	undefined	
04h	PJDIR	Port J Direction	Read/write	Word	0000h	
04h	PJDIR_L		Read/write	Byte	00h	
05h	PJDIR_H		Read/write	Byte	00h	
06h	PJREN	Port J Resistor Enable	Read/write	Word	0000h	
06h	PJREN_L		Read/write	Byte	00h	
07h	PJREN_H		Read/write	Byte	00h	
0Ah	PJSEL0	Port J Select 0	Read/write	Word	0000h	
0Ah	PJSEL0_L		Read/write	Byte	00h	
0Bh	PJSEL0_H		Read/write	Byte	00h	
0Ch	PJSEL1	Port J Select 1	Read/write	Word	0000h	
0Ch	PJSEL1_L		Read/write	Byte	00h	
0Dh	PJSEL1_H		Read/write	Byte	00h	
16h	PJSELC	Port J Complement Select	Read/write	Word	0000h	
16h	PJSELC_L		Read/write	Byte	00h	
17h	PJSELC_H		Read/write	Byte	00h	

### 12.4.1 P1IV Register

Port 1 Interrupt Vector Register

**Figure 12-1. P1IV Register**

15	14	13	12	11	10	9	8
P1IV							
r0	r0	r0	r0	r0	r0	r0	r0
P1IV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 12-4. P1IV Register Description**

Bit	Field	Type	Reset	Description
15-0	P1IV	R	0h	Port 1 interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Port 1.0 interrupt; Interrupt Flag: P1IFG.0; Interrupt Priority: Highest 04h = Interrupt Source: Port 1.1 interrupt; Interrupt Flag: P1IFG.1 06h = Interrupt Source: Port 1.2 interrupt; Interrupt Flag: P1IFG.2 08h = Interrupt Source: Port 1.3 interrupt; Interrupt Flag: P1IFG.3 0Ah = Interrupt Source: Port 1.4 interrupt; Interrupt Flag: P1IFG.4 0Ch = Interrupt Source: Port 1.5 interrupt; Interrupt Flag: P1IFG.5 0Eh = Interrupt Source: Port 1.6 interrupt; Interrupt Flag: P1IFG.6 10h = Interrupt Source: Port 1.7 interrupt; Interrupt Flag: P1IFG.7; Interrupt Priority: Lowest

### 12.4.2 P2IV Register

Port 2 Interrupt Vector Register

**Figure 12-2. P2IV Register**

15	14	13	12	11	10	9	8
P2IV							
r0	r0	r0	r0	r0	r0	r0	r0
P2IV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 12-5. P2IV Register Description**

Bit	Field	Type	Reset	Description
15-0	P2IV	R	0h	Port 2 interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Port 2.0 interrupt; Interrupt Flag: P2IFG.0; Interrupt Priority: Highest 04h = Interrupt Source: Port 2.1 interrupt; Interrupt Flag: P2IFG.1 06h = Interrupt Source: Port 2.2 interrupt; Interrupt Flag: P2IFG.2 08h = Interrupt Source: Port 2.3 interrupt; Interrupt Flag: P2IFG.3 0Ah = Interrupt Source: Port 2.4 interrupt; Interrupt Flag: P2IFG.4 0Ch = Interrupt Source: Port 2.5 interrupt; Interrupt Flag: P2IFG.5 0Eh = Interrupt Source: Port 2.6 interrupt; Interrupt Flag: P2IFG.6 10h = Interrupt Source: Port 2.7 interrupt; Interrupt Flag: P2IFG.7; Interrupt Priority: Lowest

### 12.4.3 P3IV Register

Port 3 Interrupt Vector Register

**Figure 12-3. P3IV Register**

15	14	13	12	11	10	9	8
P3IV							
r0	r0	r0	r0	r0	r0	r0	r0
P3IV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 12-6. P3IV Register Description**

Bit	Field	Type	Reset	Description
15-0	P3IV	R	0h	Port 3 interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Port 3.0 interrupt; Interrupt Flag: P3IFG.0; Interrupt Priority: Highest 04h = Interrupt Source: Port 3.1 interrupt; Interrupt Flag: P3IFG.1 06h = Interrupt Source: Port 3.2 interrupt; Interrupt Flag: P3IFG.2 08h = Interrupt Source: Port 3.3 interrupt; Interrupt Flag: P3IFG.3 0Ah = Interrupt Source: Port 3.4 interrupt; Interrupt Flag: P3IFG.4 0Ch = Interrupt Source: Port 3.5 interrupt; Interrupt Flag: P3IFG.5 0Eh = Interrupt Source: Port 3.6 interrupt; Interrupt Flag: P3IFG.6 10h = Interrupt Source: Port 3.7 interrupt; Interrupt Flag: P3IFG.7; Interrupt Priority: Lowest

### 12.4.4 P4IV Register

Port 4 Interrupt Vector Register

**Figure 12-4. P4IV Register**

15	14	13	12	11	10	9	8
P4IV							
r0	r0	r0	r0	r0	r0	r0	r0
P4IV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 12-7. P4IV Register Description**

Bit	Field	Type	Reset	Description
15-0	P4IV	R	0h	Port 4 interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Port 4.0 interrupt; Interrupt Flag: P4IFG.0; Interrupt Priority: Highest 04h = Interrupt Source: Port 4.1 interrupt; Interrupt Flag: P4IFG.1 06h = Interrupt Source: Port 4.2 interrupt; Interrupt Flag: P4IFG.2 08h = Interrupt Source: Port 4.3 interrupt; Interrupt Flag: P4IFG.3 0Ah = Interrupt Source: Port 4.4 interrupt; Interrupt Flag: P4IFG.4 0Ch = Interrupt Source: Port 4.5 interrupt; Interrupt Flag: P4IFG.5 0Eh = Interrupt Source: Port 4.6 interrupt; Interrupt Flag: P4IFG.6 10h = Interrupt Source: Port 4.7 interrupt; Interrupt Flag: P4IFG.7; Interrupt Priority: Lowest

### 12.4.5 PxIN Register

Port x Input Register

**Figure 12-5. PxIN Register**

7	6	5	4	3	2	1	0
PxIN							
r	r	r	r	r	r	r	r

**Table 12-8. PxIN Register Description**

Bit	Field	Type	Reset	Description
7-0	PxIN	R	Undefined	Port x input 0b = Input is low 1b = Input is high

### 12.4.6 PxOUT Register

Port x Output Register

**Figure 12-6. PxOUT Register**

7	6	5	4	3	2	1	0
PxOUT							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 12-9. PxOUT Register Description**

Bit	Field	Type	Reset	Description
7-0	PxOUT	RW	Undefined	Port x output When I/O configured to output mode: 0b = Output is low. 1b = Output is high. When I/O configured to input mode and pullups/pulldowns enabled: 0b = Pulldown selected 1b = Pullup selected

### 12.4.7 PxDIR Register

Port x Direction Register

**Figure 12-7. PxDIR Register**

7	6	5	4	3	2	1	0
PxDIR							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 12-10. P1DIR Register Description**

Bit	Field	Type	Reset	Description
7-0	PxDIR	RW	0h	Port x direction 0b = Port configured as input 1b = Port configured as output

### 12.4.8 PxREN Register

Port x Pullup or Pulldown Resistor Enable Register

**Figure 12-8. PxREN Register**

7	6	5	4	3	2	1	0
PxREN							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 12-11. PxREN Register Description**

Bit	Field	Type	Reset	Description
7-0	PxREN	RW	0h	Port x pullup or pulldown resistor enable. When the port is configured as an input, setting this bit enables or disables the pullup or pulldown. 0b = Pullup or pulldown disabled 1b = Pullup or pulldown enabled

### 12.4.9 PxSEL0 Register

Port x Function Selection Register 0

**Figure 12-9. PxSEL0 Register**

7	6	5	4	3	2	1	0
PxSEL0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 12-12. PxSEL0 Register Description**

Bit	Field	Type	Reset	Description
7-0	PxSEL0	RW	0h	Port function selection. Each bit corresponds to one channel on Port x. The values of each bit position in PxSEL1 and PxSEL0 are combined to specify the function. For example, if P1SEL1.5 = 1 and P1SEL0.5 = 0, then the secondary module function is selected for P1.5. See PxSEL1 for the definition of each value.

### 12.4.10 PxSEL1 Register

Port x Function Selection Register 1

**Figure 12-10. PxSEL1 Register**

7	6	5	4	3	2	1	0
PxSEL1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 12-13. PxSEL1 Register Description**

Bit	Field	Type	Reset	Description
7-0	PxSEL1	RW	0h	Port function selection. Each bit corresponds to one channel on Port x. The values of each bit position in PxSEL1 and PxSEL0 are combined to specify the function. For example, if P1SEL1.5 = 1 and P1SEL0.5 = 0, then the secondary module function is selected for P1.5. 00b = General-purpose I/O is selected 01b = Primary module function is selected 10b = Secondary module function is selected 11b = Tertiary module function is selected

### 12.4.11 PxSELC Register

Port x Complement Selection

**Figure 12-11. PxSELC Register**

7	6	5	4	3	2	1	0
PxSELC							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 12-14. PxSELC Register Description**

Bit	Field	Type	Reset	Description
7-0	PxSELC	RW	0h	Port selection complement. Each bit that is set in PxSELC complements the corresponding respective bit of both the PxSEL1 and PxSEL0 registers; that is, for each bit set in PxSELC, the corresponding bits in both PxSEL1 and PxSEL0 are both changed at the same time. Always reads as 0.

### 12.4.12 PxIES Register

Port x Interrupt Edge Select Register

**Figure 12-12. PxIES Register**

7	6	5	4	3	2	1	0
PxIES							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 12-15. PxIES Register Description**

Bit	Field	Type	Reset	Description
7-0	PxIES	RW	Undefined	Port x interrupt edge select 0b = PxIFG flag is set with a low-to-high transition 1b = PxIFG flag is set with a high-to-low transition

### 12.4.13 PxIE Register

Port x Interrupt Enable Register

**Figure 12-13. PxIE Register**

7	6	5	4	3	2	1	0
PxIE							
rw-0							

**Table 12-16. PxIE Register Description**

Bit	Field	Type	Reset	Description
7-0	PxIE	RW	0h	Port x interrupt enable 0b = Corresponding port interrupt disabled 1b = Corresponding port interrupt enabled

### 12.4.14 PxIFG Register

Port x Interrupt Flag Register

**Figure 12-14. PxIFG Register**

7	6	5	4	3	2	1	0
PxIFG							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 12-17. PxIFG Register Description**

Bit	Field	Type	Reset	Description
7-0	PxIFG	RW	Undefined	Port x interrupt flag 0b = No interrupt is pending. 1b = Interrupt is pending.

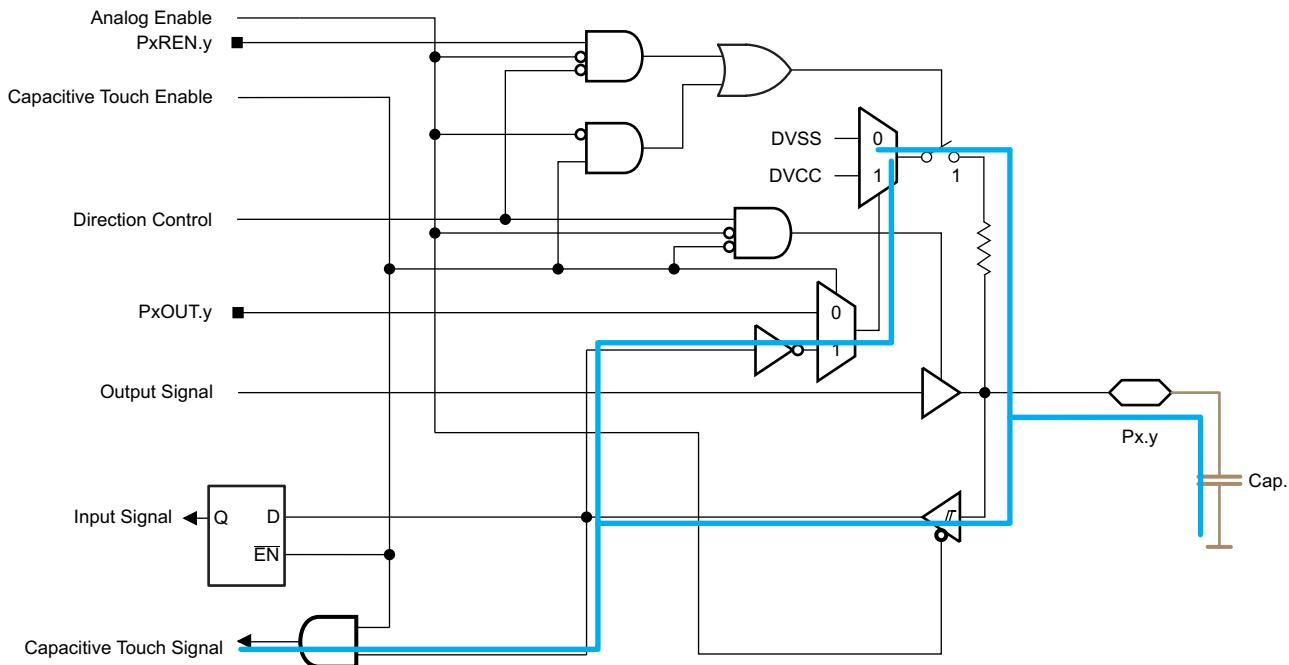
## **Capacitive Touch I/O**

This chapter describes the functionality of the Capacitive Touch I/Os and related control.

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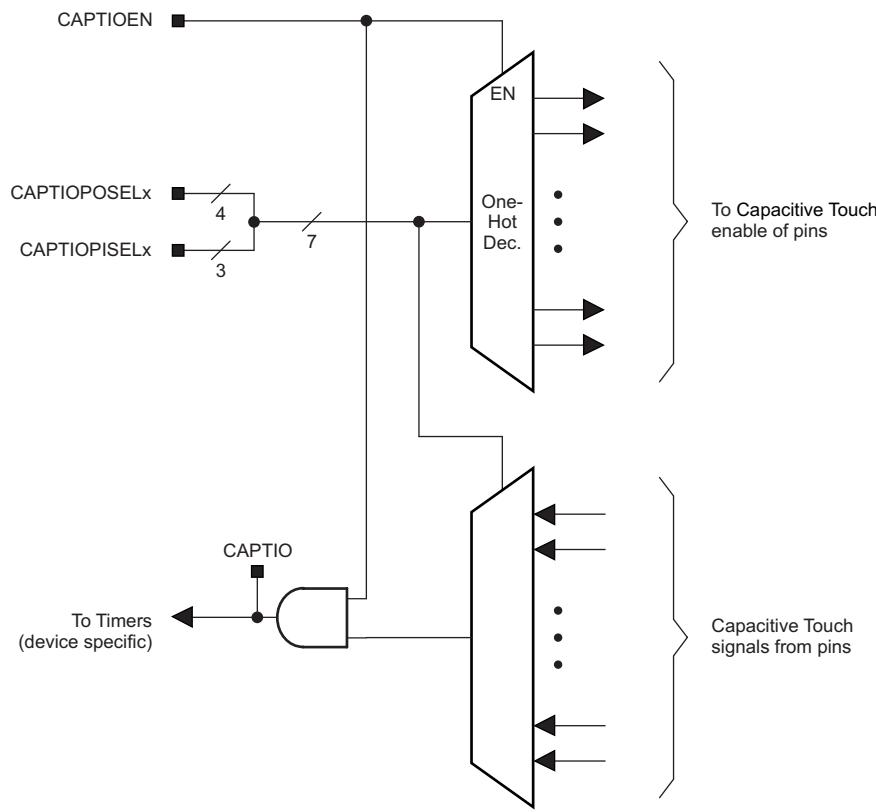
### 13.1 Capacitive Touch I/O Introduction

The Capacitive Touch I/O module allows implementation of a simple capacitive touch sense application. The module uses the integrated pullup and pulldown resistors and an external capacitor to form an oscillator by feeding back the inverted input voltage sensed by the input Schmitt triggers to the pullup and pulldown control. Figure 13-1 shows the capacitive touch I/O principle



**Figure 13-1. Capacitive Touch I/O Principle**

Figure 13-2 shows the block diagram of the Capacitive Touch I/O module.



**Figure 13-2. Capacitive Touch I/O Block Diagram**

### 13.2 Capacitive Touch I/O Operation

Enable the Capacitive Touch I/O functionality with CAPTIOEN = 1 and select a port pin using CAPTIPOSEL<sub>x</sub> and CAPTIPISEL<sub>x</sub>. The selected port pin is switched into the Capacitive Touch state, and the resulting oscillating signal is provided to be measured by a timer. The connected timers are device-specific (see the device-specific data sheet).

It is possible to scan to successive port pins by incrementing the low byte of the Capacitive Touch I/O control register CAPTIOCTL\_L by 2.

### 13.3 CapTouch Registers

The Capacitive Touch I/O registers and their address offsets are listed in [Table 13-1](#). In a given device, multiple Capacitive Touch I/O registers might be available. The base address of each Capacitive Touch I/O module can be found in the device-specific data sheet.

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 13-1. CapTouch Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
0Eh	CAPTIOxCTL	Capacitive Touch I/O x control register	Read/write	Word	0000h	<a href="#">Section 13.3.1</a>
0Eh	CAPTIOxCTL_L		Read/write	Byte	00h	
0Fh	CAPTIOxCTL_H		Read/write	Byte	00h	

### 13.3.1 CAPTIOxCTL Register (offset = 0Eh) [reset = 0000h]

Capacitive Touch I/O x Control Register

**Figure 13-3. CAPTIOxCTL Register**

15	14	13	12	11	10	9	8
			Reserved				
r0	r0	r0	r0	r0	r0	r-0	rw-0
7	6	5	4	3	2	1	0
CAPTIOPOSELx				CAPTIOPISELx			
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	r0

**Table 13-2. CAPTIOxCTL Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	R	0h	Reserved. Always reads 0.
9	CAPTIO	R	0h	Capacitive Touch I/O state. Reports the current state of the selected Capacitive Touch I/O. Reads 0, if Capacitive Touch I/O disabled. 0b = Current state 0 or Capacitive Touch I/O is disabled 1b = Current state 1
8	CAPTIONEN	RW	0h	Capacitive Touch I/O enable 0b = All Capacitive Touch I/Os are disabled. Signal toward timers is 0. 1b = Selected Capacitive Touch I/O is enabled
7-4	CAPTIOPOSELx	RW	0h	Capacitive Touch I/O port select. Selects port Px. Selecting a port pin that is not available on the device in use gives unpredictable results. 0000b = Px = PJ 0001b = Px = P1 0010b = Px = P2 0011b = Px = P3 0100b = Px = P4 0101b = Px = P5 0110b = Px = P6 0111b = Px = P7 1000b = Px = P8 1001b = Px = P9 1010b = Px = P10 1011b = Px = P11 1100b = Px = P12 1101b = Px = P13 1110b = Px = P14 1111b = Px = P15
3-1	CAPTIOPISELx	RW	0h	Capacitive Touch I/O pin select. Selects the pin within selected port Px (see CAPTIOPOSELx). Selecting a port pin that is not available on the device in use gives unpredictable results. 000b = Px.0 001b = Px.1 010b = Px.2 011b = Px.3 100b = Px.4 101b = Px.5 110b = Px.6 111b = Px.7
0	Reserved	R	0h	Reserved. Always reads 0.

## AES256 Accelerator

The AES256 accelerator module performs Advanced Encryption Standard (AES) encryption or decryption in hardware. It supports key lengths of 128 bits, 192 bits, and 256 bits. This chapter describes the AES256 accelerator.

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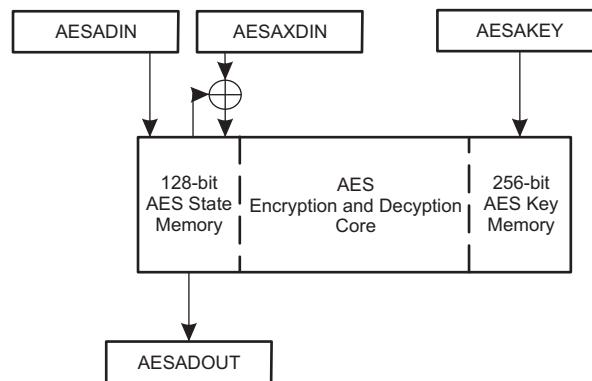
## 14.1 AES Accelerator Introduction

The AES accelerator module performs encryption and decryption of 128-bit data with 128-, 192-, or 256-bit keys according to the advanced encryption standard (AES) (FIPS PUB 197) in hardware.

The AES accelerator features are:

- AES encryption
  - 128 bit in 168 cycles
  - 192 bit in 204 cycles
  - 256 bit in 234 cycles
- AES decryption
  - 128 bit in 168 cycles
  - 192 bit in 206 cycles
  - 256 bit in 234 cycles
- On-the-fly key expansion for encryption and decryption
- Offline key generation for decryption
- Shadow register storing the initial key for all key lengths
- DMA support for ECB, CBC, OFB, and CFB cipher modes
- Byte and word access to key, input data, and output data
- AES ready interrupt flag

The AES accelerator block diagram is shown in [Figure 14-1](#).



**Figure 14-1. AES Accelerator Block Diagram**

## 14.2 AES Accelerator Operation

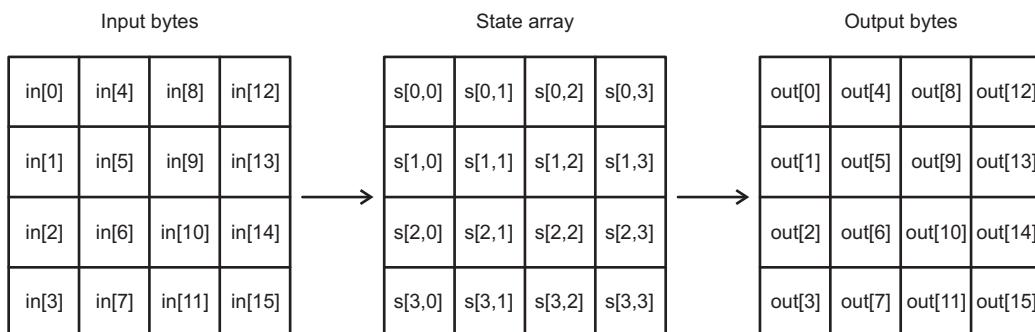
The AES accelerator is configured with user software. The bit AESKLx determines if AES128, AES192, or AES256 is going to be performed. There are four different operation modes available, selectable by the AESOPx bits (see [Table 14-1](#)).

**Table 14-1. AES Operation Modes Overview**

AESOPx	AESKLx	Operation	Clock Cycles
00	00	AES128 encryption	168
	01	AES192 encryption	204
	10	AES256 encryption	234
01	00	AES128 decryption (with initial roundkey) is performed	215
	01	AES192 decryption (with initial roundkey) is performed	255
	10	AES256 decryption (with initial roundkey) is performed	292
10	00	AES128 encryption key schedule is performed	53
	01	AES192 encryption key schedule is performed	57
	10	AES256 encryption key schedule is performed	68
11	00	AES128 (with last roundkey) decryption is performed	168
	01	AES192 (with last roundkey) decryption is performed	206
	10	AES256 (with last roundkey) decryption is performed	234

The execution time of the different modes of operation is shown in [Table 14-1](#). While the AES module is operating, the AESBUSY bit is 1. As soon as the operation has finished, the AESRDYIFG bit is set.

Internally, the AES algorithm's operations are performed on a two-dimensional array of bytes called the State. The State consists of four rows of bytes, each containing four bytes, independently if AES128, AES192, or AES256 is performed. The input is assigned to the State array as shown in [Figure 14-2](#), with in[0] being the first data byte written into one of the AES accelerators input registers (AESADIN, AESAXDIN, and AESXIN). The encrypt or decrypt operations are then conducted on the State array, after which its final values can be read from the output with out[0] being the first data byte read from the AES accelerator data output register (AESADOUT).



**Figure 14-2. AES State Array Input and Output**

If an encryption is to be performed, the initial state is called plaintext. If a decryption is to be performed, the initial state is called ciphertext.

The module allows word and byte access to all data registers—AESAKEY, AESADIN, AESAXDIN, AESXIN, and AESADOUT. Word and byte access cannot be mixed while reading from or writing into one of the registers. However, it is possible to write one of the registers using byte access and another using word access.

**NOTE: General Access Restrictions**

While the AES accelerator is busy (AESBUSY = 1):

- AESADOUT always reads as zero.
- The AESDOUTCNTx counter, the AESDOUTRD flag, and the AESDINWR flag are reset.
- Any attempt to change AESOPx, AESKLx, AESDINWR, or AESKEYWR is ignored.
- Writing to AESAKEY, AESADIN, AESAXDIN, or AESAXIN aborts the current operation, the complete module is reset (except for the AESRDYIE, AESOPx, and AESKLx), and the AES error flag AESERRFG is set.

AESADIN, AESAXDIN, AESAXIN, and AESAKEY are write-only registers and always read as zero.

Writing data into AESADIN, AESAXDIN, or AESAXIN influences the content of the corresponding output data; for example, writing in[0] alters out[0], writing in[1] alters out[1], and so on. However, interleaved operation is possible; for example, first reading out[0] and then writing in[0], and continuing with reading out[1] and then writing in[1], and so on. This interleaved operation must be either byte or word access on in[x] and out[x].

**Access Restriction With Cipher Modes Enabled (AEPCMEN = 1)**

When cipher modes are enabled (AEPCMEN = 1) and a cipher block operation is being processed (AESBLKCNTx > 0), writes to the following bits are ignored, independent of AESBUSY: AEPCMEN, AEPCMx, AESKLx, AESOPx, and AESBLKCNTx. Writing to AESAKEY aborts the cipher block mode operation if AESBUSY = 1, and the complete module is reset (except for AESRDYIE, AESOPx, and AESKLx).

#### 14.2.1 Load the Key (128-Bit, 192-Bit, or 256-Bit Key Length)

The key can be loaded by writing to the AESAKEY register or by setting AESKEYWR. Depending on the selected key length (AESKLx), a different number of bits must be loaded:

- If AESKLx = 00, the 128-bit key must be loaded using either 16 byte-writes or 8 word-writes to AESAKEY.
- If AESKLx = 01, the 192-bit key must be loaded using either 24 byte-writes or 12 word-writes to AESAKEY.
- If AESKLx = 10, the 256-bit key must be loaded using either 32 byte-writes or 16 word-writes to AESAKEY.

The key memory is reset after changing the AESKLx.

If a key was loaded previously without changing AESOPx, the AESKEYWR flag is cleared with the first write access to AESAKEY.

If the conversion is triggered without writing a new key, the last key is used. The key must always be written before writing the data.

#### 14.2.2 Load the Data (128-Bit State)

The state can be loaded by writing to AESADIN, AESAXDIN, or AESAXIN with 16 byte writes or 8 word writes. Do not mix byte and word mode when writing the state. Writing to a mixture of AESADIN, AESAXDIN, and AESAXIN using the same byte or word data format is allowed. When the 16th byte or 8th word of the state is written, AESDINWR is set.

When writing to AESADIN, the corresponding byte or word of the state is overwritten. If AESADIN is used to write the last byte or word of the state, encryption or decryption starts automatically.

When writing to AESAXDIN, the corresponding byte or word is XORed with the current byte or word of the state. If AESAXDIN is used to write the last byte or word of the state, encryption or decryption starts automatically.

Writing to AESAXIN has the same behavior as writing to AESAXDIN: the corresponding byte or word is XORed with the current byte or word of the state; however, writing the last byte or word of the state using AESAXIN does not start encryption or decryption.

#### 14.2.3 *Read the Data (128-Bit State)*

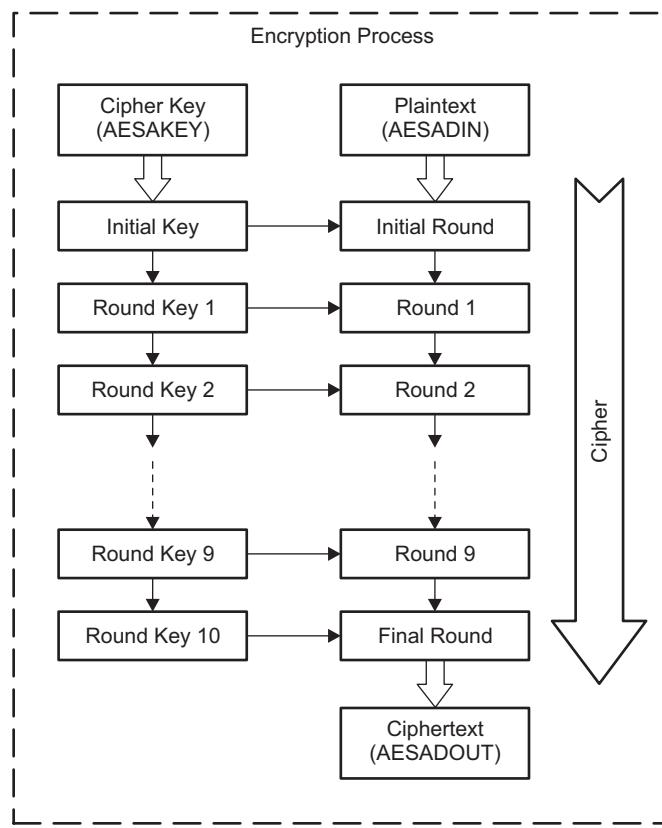
The state can be read if AESBUSY = 0 using 16 byte reads or 8 word reads from AESADOUT. When all 16 bytes are read, the AESDOUTRD flag indicates completion.

#### 14.2.4 *Trigger an Encryption or Decryption*

The AES module's encrypt or decrypt operations are triggered if the state was completely written in the AESADIN or AESAXDIN registers. Alternatively, the bit AESDINWR can be set to trigger an operation if AESCMEN = 0.

### **14.2.5 Encryption**

Figure 14-3 shows the encryption process with the cipher being a series of transformations that convert the plaintext written into the AESADIN register to a ciphertext that can be read from the AESADOUT register using the cipher key provided in the AESAKEY register.



**Figure 14-3. AES Encryption Process for 128-Bit Key**

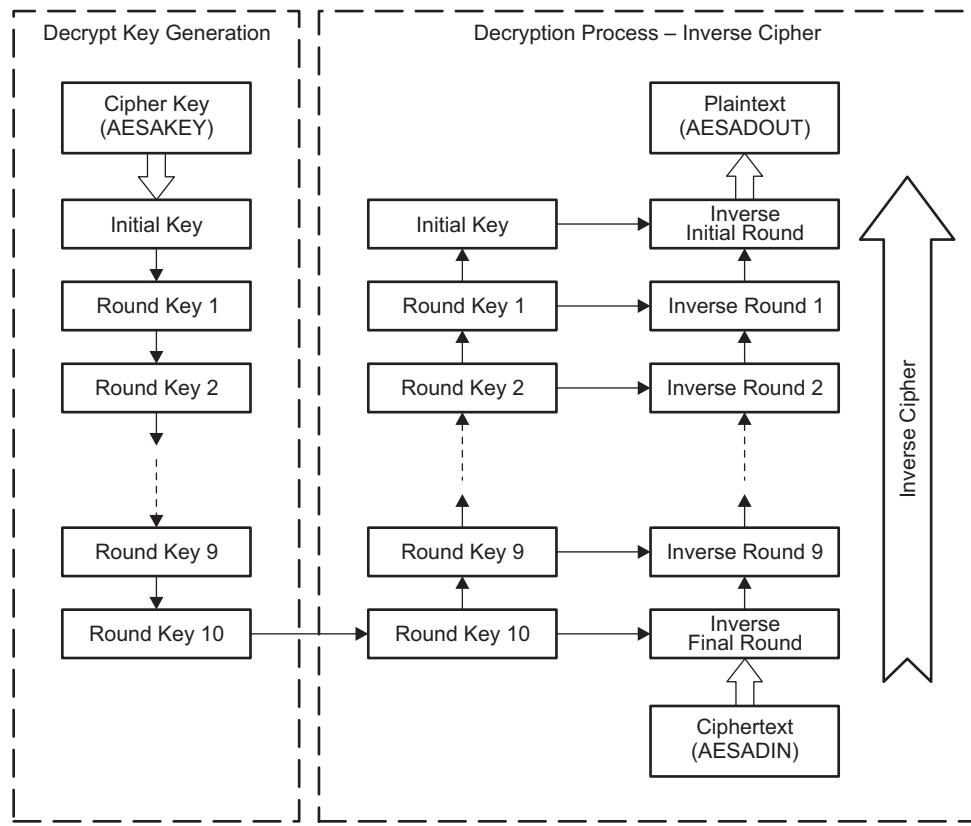
To perform encryption:

1. Set AESOPx = 00 to select encryption. Changing the AESOPx bits clears the AESKEYWR flag, and a new key must be loaded in the next step.
  2. Load the key as described in [Section 14.2.1](#).
  3. Load the state (data) as described in [Section 14.2.2](#). After the data is loaded, the AES module starts the encryption.
  4. After the encryption is ready, the result can be read from AESADOUT as described in [Section 14.2.3](#).
  5. To encrypt additional data with the same key loaded in step 2, write the new data into AESADIN after the results of the operation on the previous data were read from AESADOUT. When an additional 16 data bytes are written, the module automatically starts the encryption using the key loaded in step 2.

When implementing, for example, the output feedback (OFB) cipher block chaining mode, setting the AESDINWR flag triggers the next encryption, and the module starts the encryption using the output data from the previous encryption as the input data.

### 14.2.6 Decryption

Figure 14-4 shows the decryption process with the inverse cipher being a series of transformations that convert the ciphertext written into the AESADIN register to a plaintext that can be read from the AESADOUT register using the cipher key provided in the AESKEY register.



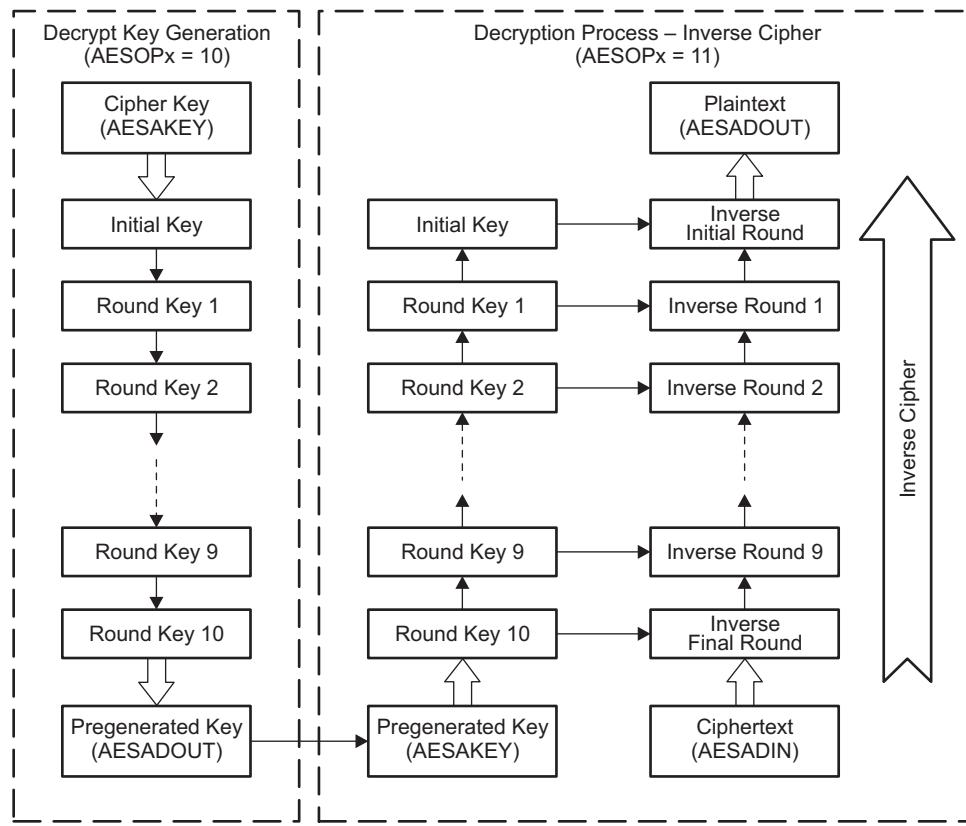
**Figure 14-4. AES Decryption Process Using AESOPx = 01 for 128-Bit Key**

The steps to perform decryption are:

1. Set AESOPx = 01 to select decryption using the same key used for encryption. Set AESOPx = 11 if the first-round key required for decryption (the last roundkey) is already generated and will be loaded in step 2. Changing the AESOPx bits clears the AESKEYWR flag, and a new key must be loaded in step 2.
2. Load the key according to [Section 14.2.1](#).
3. Load the state (data) according to [Section 14.2.2](#). After the data is loaded, the AES module starts the decryption.
4. After the decryption is ready, the result can be read from AESADOUT according to [Section 14.2.3](#).
5. If additional data should be decrypted with the same key loaded in step 2, new data can be written into AESADIN after the results of the operation on the previous data were read from AESADOUT. When additional 16 data bytes are written, the module automatically starts the decryption using the key loaded in step 2.

#### 14.2.7 Decryption Key Generation

Figure 14-5 shows the decryption process with a pregenerated decryption key. In this case, the decryption key is calculated first with AESOPx = 10, then the precalculated key can be used together with the decryption operation AESOPx = 11.



**Figure 14-5. AES Decryption Process Using AESOPx = 10 and 11 for 128-bit Key**

To generate the decryption key independent from the actual decryption:

1. Set AESOPx = 10 to select decryption key generation. Changing the AESOPx bits clears the AESKEYWR flag, and a new key must be loaded in step 2.
2. Load the key as described in [Section 14.2.1](#). The generation of the first round key required for decryption is started immediately.
3. While the AES module is performing the key generation, the AESBUSY bit is 1. 53 CPU clock cycles are required to complete the key generation for a 128-bit key (for other key lengths, see [Table 14-1](#)). After its completion, the AESRDYIFG is set, and the result can be read from AESADOUT. When all 16 bytes are read, the AESDOUTRD flag indicates completion.

The AESRDYIFG flag is cleared when reading AESADOUT or writing to AESAKEY or AESADIN.

4. If data should be decrypted with the generated key, AESOPx must be set to 11. Then the generated key must be loaded or, if it was just generated with AESOPx = 10, set the AESKEYWR flag by software to indicate that the key is already valid.
5. See [Section 14.2.6](#) for instructions on the decryption steps, starting from step 3 (load data).

#### 14.2.8 AES Key Buffer

The AES128, AES192, or AES256 algorithm operates not only on the state but also on the key. To avoid the need of reloading the key for each encryption or decryption, a key buffer is included in the AES accelerator.

#### 14.2.9 Using the AES Accelerator With Low-Power Modes

The AES accelerator module provides automatic clock activation for MCLK for use with low-power modes. When the AES accelerator is busy, it automatically activates MCLK, regardless of the control-bit settings for the clock source. The clock remains active until the AES accelerator completes its operation.

The interrupt flag AESRDYIFG is reset after a PUC or with AECCRST = 1. AESRDYIE is reset after a PUC but is not reset by AECCRST = 1.

#### 14.2.10 AES Accelerator Interrupts

The AESRDYIFG interrupt flag is set when the AES module completes the selected operation on the provided data. An interrupt request is generated if AESRDYIE and GIE are also set. AESRDYIFG is automatically reset if the AES interrupt is serviced, if AESADOUT is read, or if AESADIN or AESAKEY are written. AESRDYIFG is reset after a PUC or with AECCRST = 1. AESRDYIE is reset after a PUC but is not reset by AECCRST = 1.

#### 14.2.11 DMA Operation and Implementing Block Cipher Modes

DMA operation, meaning the implementation of the cipher modes Electronic code book (ECB), Cipher block chaining (CBC), Output feedback (OFB), and Cipher feedback (CFB) using the DMA, supports easy and fast encryption and decryption of more than 128 bits.

When DMA cipher mode support is enabled by setting the AESCMEN bit, the AES256 module triggers 'AES trigger 0', 'AES trigger 1', and 'AES trigger 2' (also called 'AES trigger 0-2') in a certain order to execute different block cipher modes together with the DMA module.

For example, when using ECB encryption with AESCMEN = 1, 'AES trigger 0' is triggered eight times for DMA word access to read out AESADOUT, and then 'AES trigger 1' is triggered eight times to fill the next data into AESADIN. Because the AES modules generates a trigger for each word or byte the single transfer mode of the DMA must be used.

**Table 14-2** shows the behavior of the 'AES trigger 0-2' for the different cipher modes selected by AESCMx.

**Table 14-2. 'AES trigger 0-2' Operation When AESCMEN = 1**

AESCMx	AESOPx	'AES trigger 0'	'AES trigger 1'	'AES trigger 2'
00 ECB	00 encryption	Set after encryption ready, set again until 128 bit are read from AESADOUT	Set to load the first block and set after 'AES trigger 0' was served the last time, set again until 128 bit are written to AESADIN	not set
	01 or 11 decryption	Set after decryption ready, set again until 128 bit are read from AESADOUT	Set to load the first block and set after 'AES trigger 0' was served the last time, set again until 128 bit are written to AESADIN	not set
01 CBC	00 encryption	Set after encryption ready, set again until 128 bit are read from AESADOUT	Set after 'AES trigger 0' was served the last time, set again until 128 bit are written to AESAXDIN	not set
	01 or 11 decryption	Set after decryption ready, set again until 128 bit are written to from AESAXIN	Set after 'AES trigger 0' was served the last time, set again until 128 bit are read from AESADOUT	Set after 'AES trigger 1' was served the last time, set again until 128 bit are written to AESADIN
10 OFB	00 encryption	Set after encryption ready, set again until 128 bit are written to AESAXIN	Set after 'AES trigger 0' was served the last time, set again until 128 bit are read from AESADOUT	Set after 'AES trigger 1' was served the last time, set again until 128 bit are written to AESAXDIN
	01 or 11 decryption	Set after decryption ready, set again until 128 bit are written to AESAXIN	Set after 'AES trigger 0' was served the last time, set again until 128 bit are read from AESADOUT	Set after 'AES trigger 1' was served the last time, set again until 128 bit are written to AESAXDIN
11 CFB	00 encryption	Set after encryption ready, set again until 128 bit are written to AESAXIN	Set after 'AES trigger 0' was served the last time, set again until 128 bit are read from AESADOUT	not set
	01 or 11 decryption	Set after decryption ready, set again until 128 bit are written to AESAXIN	Set after 'AES trigger 0' was served the last time, set again until 128 bit are read from AESADOUT	Set after 'AES trigger 1' was served the last time, set again until 128 bit are written to AESADIN

The retrigerring of the 'AES trigger 0-2' until 128-bit of data are written or read from the corresponding register supports both byte and word access for writing and reading the state through the DMA.

For AESCMEN = 0, no DMA triggers are generated.

The following sections explain the configuration of the AES module for automatic cipher mode execution using DMA.

It is assumed that the key is written by software (or by a separate DMA transfer) before writing the first block to the AES state. The key shadow register always restores the original key, so that there is no need to reload it. The AESAKEY register should not be written after AESBLKCNTx is written to a non-zero value.

The number of blocks to be encrypted or decrypted must be programmed into the AESBLKCNTx bits before writing the first data. Writing a non-zero value into AESBLKCNTx starts the cipher mode sequence and, thus, AESBLKCNTx must be written after the DMA channels are configured.

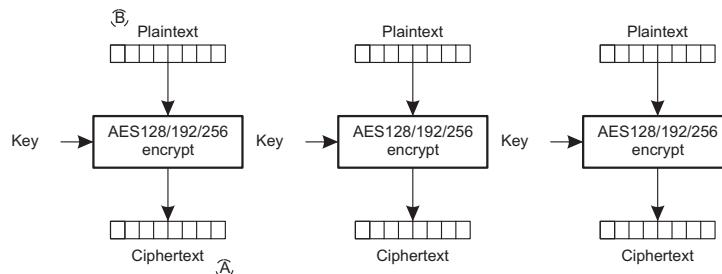
Throughout these sections, the different DMA channels are called DMA\_A, DMA\_B, and so on. In the figures, these letters appear in dotted circles showing which operation is going to be executed by which DMA channel. The DMA counter must be loaded with a multiple of 8 for word mode or a multiple of 16 for byte mode and the single transfer mode of the DMA must be selected. The DMA priorities of DMA\_A, DMA\_B, and DMA\_C do not play any role but static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

### 14.2.11.1 Electronic Codebook (ECB) Mode

The electronic codebook block cipher mode is the most simple cipher mode. The data is divided into 128-bit blocks and encrypted and decrypted separately.

The disadvantage of the ECB is that the same 128-bit plaintext is always encrypted to the same ciphertext, whereas the other modes encrypt each block differently, partly dependent on the already executed encryptions.

#### 14.2.11.1.1 ECB Encryption



**Figure 14-6. ECB Encryption**

To implement the ECB encryption without CPU interaction, two DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-3. AES and DMA Configuration for ECB Encryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'
1	00	00	Read ciphertext from AESADOUT	Write plaintext to AESADIN, which also triggers the next encryption

The following pseudo code snippet shows the implementation of the ECB encryption in software:

```

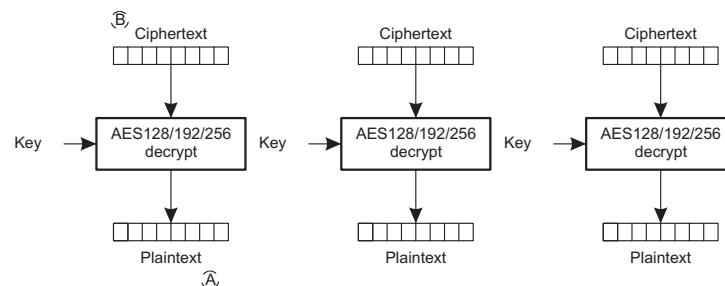
ECB Encryption(key, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Configure AES for block cipher:
    AESCMEN= 1; AESCMx= ECB; AESOPx= 00;

    Write key into AESAKEY;
    Setup DMA:
        DMA0: Triggered by AES trigger 0,
               Source: AESADOUT, Destination: ciphertext,
               Size: num_blocks*8 words, Single Transfer mode
        DMA1: Triggered by AES trigger 1,
               Source: plaintext, Destination: AESADIN,
               Size: num_blocks*8 words, Single Transfer mode

    Start encryption:
    AESBLKCNT= num_blocks;

    End of encryption: DMA0IFG=1
}
  
```

#### 14.2.11.1.2 ECB Decryption



**Figure 14-7. ECB Decryption**

To implement the ECB decryption without CPU interaction, two DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-4. AES DMA Configuration for ECB Decryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'
1	00	01 or 11	Read plaintext from AESADOUT	Write ciphertext to AESADIN, which also triggers the next decryption

The following pseudo code snippet shows the implementation of the ECB decryption in software:

```

ECB_Decryption(key, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Generate Decrypt Key
    Configure AES:
        AESCMEN= 0; AESOPx= 10;
        Write key into AESKEY;
        Wait until key generation completed.

    Configure AES for block cipher:
        AESCMEN= 1; AESCMx= ECB; AESOPx= 11;
        AESKEYWR= 1; // Use previously generated key

    Setup DMA:
        DMA0: Triggered by AES trigger 0,
            Source: AESADOUT, Destination: plaintext,
            Size: num_blocks*8 words, Single Transfer mode
        DMA1: Triggered by AES trigger 1,
            Source: ciphertext, Destination: AESADIN,
            Size: num_blocks*8 words, Single Transfer mode

    Start decryption:
        AESBLKCNT= num_blocks;

    End of decryption: DMA0IFG=1
}

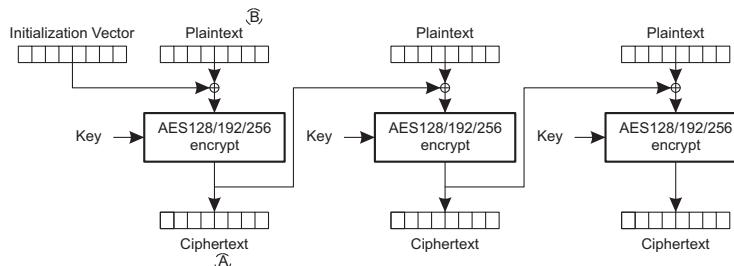
```

### 14.2.11.2 Cipher Block Chaining (CBC) Mode

The cipher block chaining cipher mode always performs an XOR on the ciphertext of the previous block with the current block. Therefore, the encryption of each block depends not only on the key but also on the previous encryption.

#### 14.2.11.2.1 CBC Encryption

For encryption, the initialization vector must be loaded by software (or by a separate DMA transfer) into AESXIN before the DMA can be enabled to write the first 16 bytes of the plaintext into AESAXDIN



**Figure 14-8. CBC Encryption**

To implement the CBC encryption without CPU interaction, two DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-5. AES and DMA Configuration for CBC Encryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'
1	01	00	Read ciphertext from AESADOUT	Write plaintext to AESAXDIN, which also triggers the next encryption

The following pseudo code snippet shows the implementation of the CBC encryption in software:

```
CBC_Encryption(key, IV, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Reset AES Module (clears internal state memory):
    AECSRST= 1;
    Configure AES for block cipher:
    AESCMEN= 1; AESCMx= CBC; AESOPx= 00;

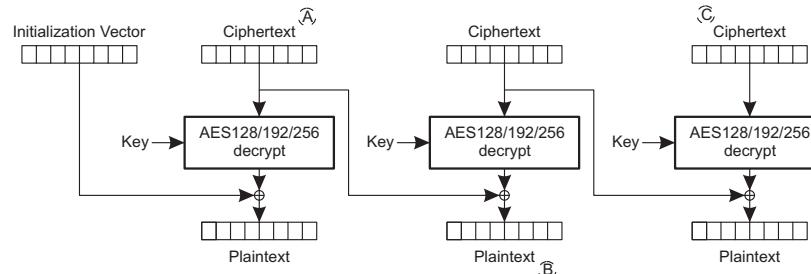
    Write key into AESAKEY;
    Write IV into AESAXIN; // Does not trigger encryption.
                           // Assumes that state is reset (=> XORing with Zeros).
    Setup DMA:
        DMA0: Triggered by AES trigger 0,
               Source: AESADOUT, Destination: ciphertext,
               Size: num_blocks*8 words, Single Transfer mode
        DMA1: Triggered by AES trigger 1,
               Source: plaintext, Destination: AESAXDIN,
               Size: num_blocks*8 words, Single Transfer mode

    Start encryption:
    AESBLKCNT= num_blocks;

    End of encryption: DMA0IFG=1
}
```

#### 14.2.11.2.2 CBC Decryption

For CBC decryption, the first block of data needs some special handling because the output must be XORed with the Initialization Vector. For that purpose, the DMA triggered by 'AES trigger 0' must be configured to read the data from the Initialization Vector first and then must be reconfigured to read from the ciphertext.



**Figure 14-9. CBC Decryption**

To implement the CBC decryption without CPU interaction, three DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-6. AES and DMA Configuration for CBC Decryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'	DMA_C Triggered by 'AES trigger 2'
1	01	01 or 11	Write the previous ciphertext block to AESAXIN	Read plaintext from AESADOUT	Write next plaintext to AESADIN, which also triggers the next decryption

The following pseudo code snippet shows the implementation of the CBC decryption in software:

```

CBC_Decryption(key, IV, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Generate Decrypt Key:
    Configure AES:
        AESCMEN= 0; AESOPx= 10;
        Write key into AESKEY;
        Wait until key generation completed;

    Configure AES for block cipher:
        AESCMEN= 1; AESCMx= CBC; AESOPx= 11;
        AESKEYWR= 1; // Use previously generated key

    Setup DMA:
        DMA0: Triggered by AES trigger 0,
              Source: IV, Destination: AESAXIN,
              Size: 8 words, Single Transfer mode
        DMA1: Triggered by AES trigger 1,
              Source: AESADOUT, Destination: plaintext,
              Size: num_blocks*8 words, Single Transfer mode
        DMA2: Triggered by AES trigger 2,
              Source: ciphertext, Destination: AESADIN,
              Size: num_blocks*8 words, Single Transfer mode

    Start decryption:
        AESBLKCNT= num_blocks;

    Wait until first block is decrypted: DMA0IFG=1;

    Setup DMA0 for further blocks:
        DMA0: // Write previous cipher text into AES module
              Triggered by AES trigger 0,

```

```
Source: ciphertext, Destination: AESAXIN,  
Size: (num_blocks-1)*8 words, Single Transfer mode
```

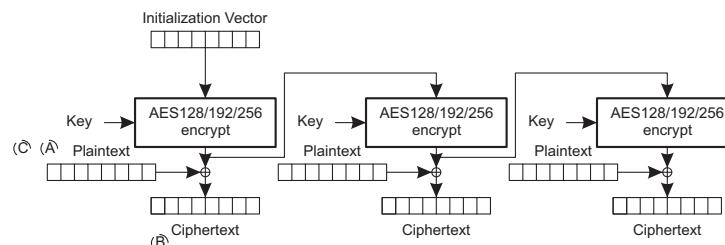
```
End of decryption: DMA1IFG=1  
}
```

### 14.2.11.3 Output Feedback (OFB) Mode

The output feedback cipher mode continuously encrypts the initialization vector. The ciphertext is generated by XORing the corresponding plaintext with the encrypted initialization vector.

The initialization vector must be loaded by software (or by a separate DMA transfer).

#### 14.2.11.3.1 OFB Encryption



**Figure 14-10. OFB Encryption**

To implement the OFB encryption without CPU interaction, three DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-7. AES and DMA Configuration for OFB Encryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'	DMA_C Triggered by 'AES trigger 2'
1	10	00	Write the plaintext of the current block to AESAXIN	Read ciphertext from AESADOUT	Write the plaintext of the current block to AESAXDIN, which also triggers the next encryption

The following pseudo code snippet shows the implementation of the OFB encryption in software:

```

OFB_Encryption(Key, IV, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Reset AES Module (clears internal state memory):
    AESWRST= 1;
    Configure AES:
    AESCMEN= 1; AESCMx= OFB; AESOPx= 00;

    Write Key into AESAKEY;
    Write IV into AESAXIN; // Does not trigger encryption.
                           // Assumes that state is reset (=> XORing with Zeros).

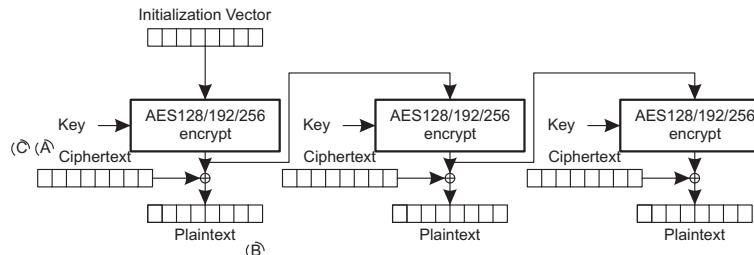
    Setup DMA:
    DMA0: Triggered by AES trigger 0,
           Source: plaintext, Destination: AESAXIN,
           Size: num_blocks*8 words, Single Transfer mode
    DMA1: Triggered by AES trigger 1,
           Source: AESADOUT, Destination: ciphertext,
           Size: num_blocks*8 words, Single Transfer mode
    DMA2: Triggered by AES trigger 2,
           Source: plaintext, Destination: AESAXDIN,
           Size: num_blocks*8 words, Single Transfer mode

    Start encryption:
    AESBLKCNT= num_blocks;
    Trigger encryption by setting AESDINWR= 1;

    End of encryption: DMA1IFG=1
}

```

#### 14.2.11.3.2 OFB Decryption



**Figure 14-11. OFB Decryption**

To implement the OFB decryption without CPU interaction, three DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-8. AES and DMA Configuration for OFB Decryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'	DMA_C Triggered by 'AES trigger 2'
1	10	01 or 11 <sup>(1)</sup>	Write the ciphertext of the current block to AESAXIN	Read plaintext from AESADOUT	Write the ciphertext of the current block to AESAXDIN, which also triggers the next encryption

<sup>(1)</sup> Note, in this cipher mode, the decryption also uses AES encryption on block level, thus the key used for decryption is identical with the key used for encryption; therefore, no decryption key generation is required.

The following pseudo code snippet shows the implementation of the OFB decryption in software:

```

OFB_Decryption(Key, IV, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Reset AES Module (clears internal state memory):
    AECSRST= 1;
    Configure AES:
    AESCMEN= 1; AESCMx= OFB; AESOPx= 01;

    Write Key into AESAKEY;
    Write IV into AESAXIN; // Does not trigger encryption.
                           // Assumes that state is reset (=> XORing with Zeros).
    Setup DMA:
    DMA0: Triggered by AES trigger 0,
           Source: ciphertext, Destination: AESAXIN,
           Size: num_blocks*8 words, Single Transfer mode
    DMA1: Triggered by AES trigger 1,
           Source: AESADOUT, Destination: plaintext,
           Size: num_blocks*8 words, Single Transfer mode
    DMA2: Triggered by AES trigger 2,
           Source: ciphertext, Destination: AESAXDIN,
           Size: num_blocks*8 words, Single Transfer mode

    Start decryption:
    AESBLKCNT= num_blocks;
    Trigger decryption by setting AESDINWR= 1;

    End of decryption: DMA1IFG=1
}

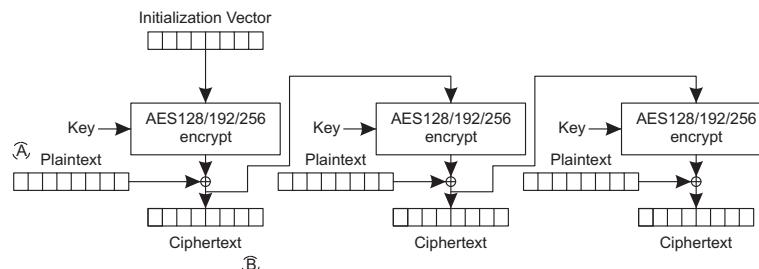
```

#### 14.2.11.4 Cipher Feedback (CFB) Mode

In the cipher feedback cipher mode, the plaintext of the new block is XORed to the last encryption result. The result of the encryption is the input for the new encryption.

The initialization vector must be loaded by software (or by a separate DMA transfer).

##### 14.2.11.4.1 CFB Encryption



**Figure 14-12. CFB Encryption**

To implement the CFB encryption without CPU interaction, two DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-9. AES and DMA Configuration for CFB Encryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'
1	11	00	Write the plaintext of the current block to AESAXIN	Read the ciphertext from AESADOUT, which also triggers the next encryption

The following pseudo code snippet shows the implementation of the CFB encryption in software:

```

CFB_Encryption(Key, IV, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Reset AES Module (clears internal state memory):
    AECSRST= 1;
    Configure AES:
    AESCMEN= 1; AESCMx= CFB; AESOPx= 00;

    Write Key into AESAKEY;
    Write IV into AESAXIN; // Does not trigger encryption.
                           // Assumes that state is reset (=> XORing with Zeros).

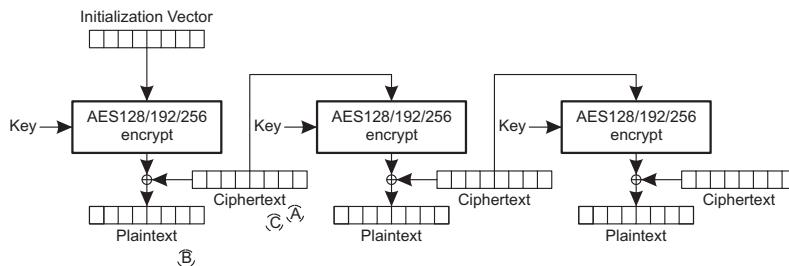
    Setup DMA:
    DMA0: Triggered by AES trigger 0,
          Source: plaintext, Destination: AESAXIN,
          Size: num_blocks*8 words, Single Transfer mode
    DMA1: Triggered by AES trigger 1,
          Source: AESADOUT, Destination: ciphertext,
          Size: num_blocks*8 words, Single Transfer mode

    Start encryption:
    AESBLKCN= num_blocks;
    Trigger encryption by setting AESDINWR= 1;

    End of encryption: DMA1IFG=1
}

```

#### 14.2.11.4.2 CFB Decryption



**Figure 14-13. CFB Decryption**

To implement the CFB decryption without CPU interaction, three DMA channels are needed. Static DMA priorities must be enabled. The DMA triggers must be configured as level-sensitive triggers.

**Table 14-10. AES and DMA Configuration for CFB Decryption**

AES CMEN	AES CMx	AES OPx	DMA_A Triggered by 'AES trigger 0'	DMA_B Triggered by 'AES trigger 1'	DMA_C Triggered by 'AES trigger 2'
1	11	01 or 11 <sup>(1)</sup>	Write the ciphertext of the current block to AESAXIN	Read the plaintext from AESADOUT	Write the ciphertext of the current block to AESADIN, which also triggers the next encryption

<sup>(1)</sup> Note, in this cipher mode, the decryption also uses AES encryption on block level thus the key used for decryption is identical with the key used for encryption; therefore, no decryption key generation is required.

The following pseudo code snippets shows the implementation of the CFB encryption and decryption in software:

```

CFB_Decryption(Key, IV, plaintext, ciphertext, num_blocks)
// Pseudo Code
{
    Reset AES Module (clears internal state memory):
    AECSRST= 1;
    Configure AES:
    AESCMEN= 1; AESCMx= CFB; AESOPx= 01;

    Write Key into AESAKEY;
    Write IV into AESAXIN; // Does not trigger encryption.
                           // Assumes that state is reset (=> XORing with Zeros).
    Setup DMA:
    DMA0: Triggered by AES trigger 0,
           Source: ciphertext, Destination: AESAXIN,
           Size: num_blocks*8 words, Single Transfer mode
    DMA1: Triggered by AES trigger 1,
           Source: AESADOUT, Destination: plaintext,
           Size: num_blocks*8 words, Single Transfer mode
    DMA2: Triggered by AES trigger 2,
           Source: ciphertext, Destination: AESADIN,
           Size: num_blocks*8 words, Single Transfer mode

    Start decryption:
    AESBLKCNT= num_blocks;
    Trigger decryption by setting AESDINWR= 1;

    End of decryption: DMA1IFG=1
}
  
```

## 14.3 AES Accelerator Registers

**Table 14-11** shows the memory-mapped registers for the AES256 module with their address offsets. See the device-specific data sheet for the base memory address of these registers. All other register offset addresses not listed in **Table 14-11** should be considered as reserved locations, and the register contents should not be modified.

**Table 14-11. AES256 Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	AESACTL0	AES accelerator control register 0	Read/write	Word	00h	<a href="#">Section 14.3.1</a>
02h	AESACTL1	AES accelerator control register 1	Read/write	Word	00h	<a href="#">Section 14.3.2</a>
04h	AESASTAT	AES accelerator status register	Read only	Word	00h	<a href="#">Section 14.3.3</a>
06h	AESAKEY	AES accelerator key register	Read/write	Word	00h	<a href="#">Section 14.3.4</a>
08h	AESADIN	AES accelerator data in register	Write only	Word	00h	<a href="#">Section 14.3.5</a>
0Ah	AESADOUT	AES accelerator data out register	Read/write	Word	00h	<a href="#">Section 14.3.6</a>
0Ch	AESAXDIN	AES accelerator XORed data in register	Write only	Word	00h	<a href="#">Section 14.3.7</a>
0Eh	AESAXIN	AES accelerator XORed data in register (no trigger)	Write only	Word	00h	<a href="#">Section 14.3.8</a>

### 14.3.1 AESACTL0 Register

AES Accelerator Control Register 0

**Figure 14-14. AESACTL0 Register**

15	14	13	12	11	10	9	8
AESCMEN	Reserved		AESRDYIE	AESERRFG	Reserved		AESRDYIFG
rw-0	r0	r0	rw-0	rw-0	r0	r0	rw-0
7	6	5	4	3	2	1	0
AESSWRST	AESCMx		Reserved	AESKLx		AESOPx	
rw-0	r0	r0	r0	rw-0	rw-0	rw-0	rw-0

Writes are ignored when AESCMEN = 1 and AESBLKCNTx > 0.

**Table 14-12. AESACTL0 Register Description**

Bit	Field	Type	Reset	Description
15	AESCMEN	RW	0h	AESCMEN enables the support of the cipher modes ECB, CBC, OFB and CFB together with the DMA. Writes are ignored when AESCMEN = 1 and AESBLKCNTx > 0. 0 = No DMA triggers are generated 1 = DMA cipher mode support operation is enabled and the corresponding DMA triggers are generated.
14-13	Reserved	R	0h	Reserved
12	AESRDYIE	RW	0h	AES ready interrupt enable. AESRDYIE is not reset by AESSWRST = 1. 0b = Interrupt disabled 1b = Interrupt enabled
11	AESERRFG	RW	0h	AES error flag. AESAKEY or AESADIN were written while an AES operation was in progress. The bit must be cleared by software. 0b = No error 1b = Error occurred
10-9	Reserved	R	0h	Reserved
8	AESRDYIFG	RW	0h	AES ready interrupt flag. Set when the selected AES operation was completed and the result can be read from AESADOUT. Automatically cleared when AESADOUT is read or AESAKEY or AESADIN is written. 0b = No interrupt pending 1b = Interrupt pending
7	AESSWRST	RW	0h	AES software reset. Immediately resets the complete AES accelerator module even when busy except for the AESRDYIE, the AESKLx and the AESOPx bits. It also clears the (internal) state memory. The AESSWRST bit is automatically reset and is always read as zero. 0b = No reset 1b = Reset AES accelerator module
6-5	AESCMx	RW	0h	AES cipher mode select. These bits are ignored for AESCMEN = 0. Writes are ignored when AESCMEN = 1 and AESBLKCNTx > 0. 00b = ECB 01b = CBC 10b = OFB 11b = CFB
4	Reserved	R	0h	Reserved
3-2	AESKLx	RW	0h	AES key length. These bits define which of the 3 AES standards is performed. The AESKLx bits are not reset by AESSWRST = 1. Writes are ignored when AESCMEN = 1 and AESBLKCNTx > 0. 00b = AES128. The key size is 128 bit. 01b = AES192. The key size is 192 bit. 10b = AES256. The key size is 256 bit. 11b = Reserved

**Table 14-12. AESACTL0 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
1-0	AESOPx	RW	0h	<p>AES operation. The AESOPx bits are not reset by AECSRST = 1. Writes are ignored when AESCMEN = 1 and AESBLKCNTx &gt; 0.</p> <p>00b = Encryption</p> <p>01b = Decryption. The provided key is the same key used for encryption.</p> <p>10b = Generate first round key required for decryption.</p> <p>11b = Decryption. The provided key is the first round key required for decryption.</p>

### 14.3.2 AESACTL1 Register

AES Accelerator Control Register 1

**Figure 14-15. AESACTL1 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
AESBLKCNTx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Writes are ignored when AESCMEN = 1 and AESBLKCNTx > 0.

**Table 14-13. AESACTL1 Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved. Always reads 0.
7-0	AESBLKCNTx	RW	0h	Cipher Block Counter. Number of blocks to be encrypted or decrypted with block cipher modes enabled (AESCMEN = 1). Ignored if AESCMEN = 0. The block counter decrements with each performed encryption or decryption. Writes are ignored when AESCMEN = 1 and AESBLKCNTx > 0.

### 14.3.3 AESASTAT Register

AES Accelerator Status Register

**Figure 14-16. AESASTAT Register**

15	14	13	12	11	10	9	8
AESDOUTCNTx				AESDINCNTx			
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
AESKEYCNTx				AESDOUTRD	AESDINWR	AEKEYWR	AESBUSY
r-0	r-0	r-0	r-0	r-0	rw-0	rw-0	r-0

**Table 14-14. AESASTAT Register Description**

Bit	Field	Type	Reset	Description
15-12	AESDOUTCNTx	R	0h	Bytes read from AESADOUT. Reset when AESDOUTRD is reset. If AESDOUTCNTx = 0 and AESDOUTRD = 0, no bytes were read. If AESDOUTCNTx = 0 and AESDOUTRD = 1, all bytes were read.
11-8	AESDINCNTx	R	0h	Bytes written to AESADIN, AESAXDIN or AESAXIN. Reset when AESDINWR is reset. If AESDINCNTx = 0 and AESDINWR = 0, no bytes were written. If AESDINCNTx = 0 and AESDINWR = 1, all bytes were written.
7-4	AESKEYCNTx	R	0h	Bytes written to AESAKEY for AESKLx = 00, words written to AESAKEY if AESKLx = 01, 10, 11. Reset when AEKEYWR is reset. If AESKEYCNTx = 0 and AEKEYWR = 0, no bytes were written. If AESKEYCNTx = 0 and AEKEYWR = 1, all bytes were written.
3	AESDOUTRD	R	0h	All 16 bytes read from AESADOUT. AESDOUTRD is reset by PUC, AECSRST, an error condition, changing AESOPx, changing AESKLx, when the AES accelerator is busy, and when the output data is read again. 0 = Not all bytes read 1 = All bytes read
2	AESDINWR	RW	0h	All 16 bytes written to AESADIN, AESAXDIN or AESAXIN. Changing its state by software also resets the AESDINCNTx bits. AESDINWR is reset by PUC, AECSRST, an error condition, changing AESOPx, changing AESKLx, the start to (over)write the data, and when the AES accelerator is busy. Because it is reset when AESOPx or AESKLx is changed it can be set by software again to indicate that the current data is still valid. 0 = Not all bytes written 1 = All bytes written
1	AEKEYWR	RW	0h	All 16 bytes written to AESAKEY. This bit can be modified by software but it must not be reset by software (1→0) if AESCMEN=1. Changing its state by software also resets the AESKEYCNTx bits. AEKEYWR is reset by PUC, AECSRST, an error condition, changing AESOPx, changing AESKLx, and the start to (over)write a new key. Because it is reset when AESOPx is changed it can be set by software again to indicate that the loaded key is still valid 0 = Not all bytes written 1 = All bytes written
0	AESBUSY	R	0h	AES accelerator module busy; encryption, decryption, or key generation in progress. 0 = Not busy 1 = Busy

#### 14.3.4 AESAKEY Register

AES Accelerator Key Register

**Figure 14-17. AESAKEY Register**

15	14	13	12	11	10	9	8
AESKEY1x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0
7	6	5	4	3	2	1	0
AESKEY0x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0

**Table 14-15. AESAKEY Register Description**

Bit	Field	Type	Reset	Description
15-8	AESKEY1x	W	0h	AES key byte n+1 when AESAKEY is written as word. Do not use these bits for byte access. Do not mix word and byte access. Always reads as zero. The key is reset by PUC or by AESSWRST = 1.
7-0	AESKEY0x	W	0h	AES key byte n when AESAKEY is written as word. AES next key byte when AESAKEY_L is written as byte. Do not mix word and byte access. Always reads as zero. The key is reset by PUC or by AESSWRST = 1.

#### **14.3.5 AESADIN Register**

AES Accelerator Data In Register

**Figure 14-18. AESADIN Register**

15	14	13	12	11	10	9	8
AESDIN1x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0
7	6	5	4	3	2	1	0
AESDIN0x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0

**Table 14-16. AESADIN Register Description**

Bit	Field	Type	Reset	Description
15-8	AESDIN1x	W	0h	AES data in byte n+1 when AESADIN is written as word. Do not use these bits for byte access. Do not mix word and byte access. Always reads as zero.
7-0	AESDIN0x	W	0h	AES data in byte n when AESADIN is written as word. AES next data in byte when AESADIN_L is written as byte. Do not mix word and byte access. Always reads as zero.

#### 14.3.6 AESADOUT Register

AES Accelerator Data Out Register

**Figure 14-19. AESADOUT Register**

15	14	13	12	11	10	9	8
AESDOUT1x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
AESDOUT0x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0

**Table 14-17. AESADOUT Register Description**

Bit	Field	Type	Reset	Description
15-8	AESDOUT1x	R	0h	AES data out byte n+1 when AESADOUT is read as word. Do not use these bits for byte access. Do not mix word and byte access.
7-0	AESDOUT0x	R	0h	AES data out byte n when AESADOUT is read as word. AES next data out byte when AESADOUT_L is read as byte. Do not mix word and byte access.

#### **14.3.7 AESAXDIN Register**

AES Accelerator XORed Data In Register

**Figure 14-20. AESAXDIN Register**

15	14	13	12	11	10	9	8
AESXDIN1x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0
7	6	5	4	3	2	1	0
AESXDIN0x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0

**Table 14-18. AESAXDIN Register Description**

Bit	Field	Type	Reset	Description
15-8	AESXDIN1x	W	0h	AES data in byte n+1 when AESAXDIN is written as word. Do not use these bits for byte access. Do not mix word and byte access. Always reads as zero.
7-0	AESXDIN0x	W	0h	AES data in byte n when AESAXDIN is written as word. AES next data in byte when AESAXDIN_L is written as byte. Do not mix word and byte access. Always reads as zero.

#### 14.3.8 AESAXIN Register

AES Accelerator XORed Data In Register (No Trigger)

**Figure 14-21. AESAXIN Register**

15	14	13	12	11	10	9	8
AESXIN1x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0
7	6	5	4	3	2	1	0
AESXIN0x							
w-0	w-0	w-0	w-0	w-0	w-0	w-0	w-0

**Table 14-19. AESAXIN Register Description**

Bit	Field	Type	Reset	Description
15-8	AESXIN1x	W	0h	AES data in byte n+1 when AESAXIN is written as word. Do not use these bits for byte access. Do not mix word and byte access. Always reads as zero.
7-0	AESXIN0x	W	0h	AES data in byte n when AESAXIN is written as word. AES next data in byte when AESAXIN_L is written as byte. Do not mix word and byte access. Always reads as zero.

**CRC Module**

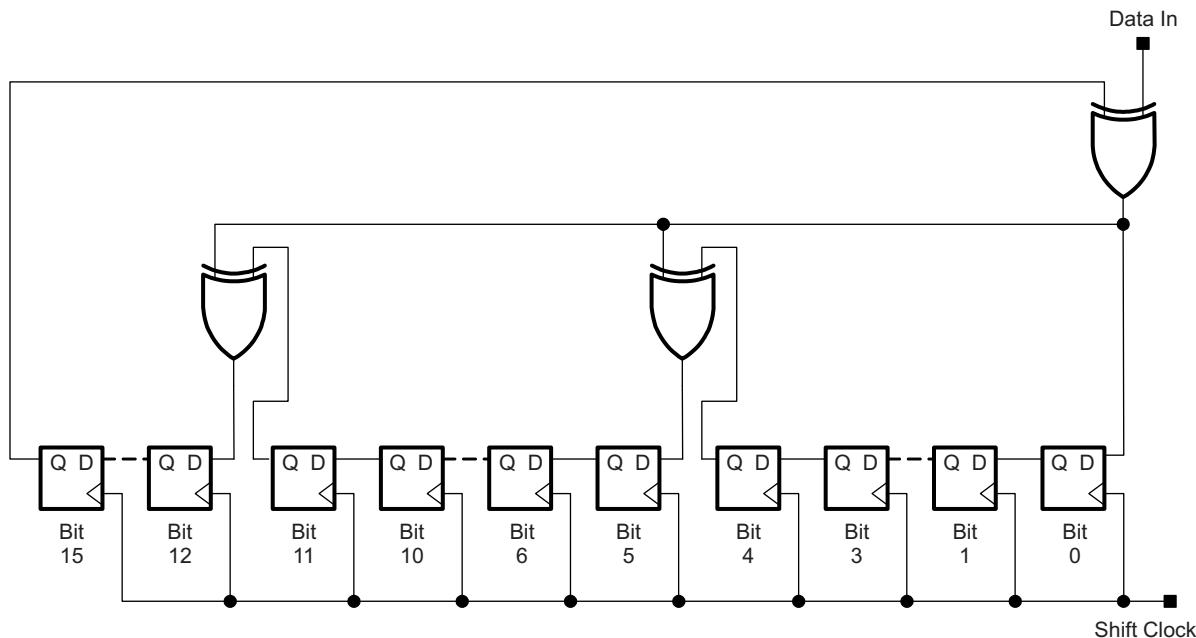
The cyclic redundancy check (CRC) module provides a signature for a given data sequence. This chapter describes the operation and use of the CRC module.

Topic	Page
<b>15.1 Cyclic Redundancy Check (CRC) Module Introduction .....</b>	<b>416</b>
<b>15.2 CRC Standard and Bit Order .....</b>	<b>416</b>
<b>15.3 CRC Checksum Generation .....</b>	<b>417</b>
<b>15.4 CRC Registers.....</b>	<b>420</b>

## 15.1 Cyclic Redundancy Check (CRC) Module Introduction

The CRC module produces a signature for a given sequence of data values. The signature is generated through a feedback path from data bits 0, 4, 11, and 15 (see Figure 15-1). The CRC signature is based on the polynomial given in the CRC-CCITT-BR polynomial (see Equation 10).

$$f(x) = x^{16} + x^{12} + x^5 + 1 \quad (10)$$



**Figure 15-1. LFSR Implementation of CRC-CCITT Standard, Bit 0 is the MSB of the Result**

Identical input data sequences result in identical signatures when the CRC is initialized with a fixed seed value, whereas different sequences of input data, in general, result in different signatures.

## 15.2 CRC Standard and Bit Order

The definitions of the various CRC standards were done in the era of main frame computers, and by convention bit 0 was treated as the MSB. Today, as in most microcontrollers such as the MSP430, bit 0 normally denotes the LSB. In Figure 15-1, the bit convention shown is as given in the original standards (bit 0 is the MSB). The fact that bit 0 is treated for some as LSB, and for others as MSB, continues to cause confusion. The CRC16 module therefore provides a bit reversed register pair for CRC16 operations to support both conventions.

## 15.3 CRC Checksum Generation

The CRC generator is first initialized by writing a 16-bit word (seed) to the CRC Initialization and Result (CRCINIRES) register. Any data that should be included into the CRC calculation must be written to the CRC Data Input (CRCDI or CRCDIRB) register in the same order that the original CRC signature was calculated. The actual signature can be read from the CRCINIRES register to compare the computed checksum with the expected checksum.

Signature generation describes a method of how the result of a signature operation can be calculated. The calculated signature, which is computed by an external tool, is called checksum in the following text. The checksum is stored in the product's memory and is used to check the correctness of the CRC operation result.

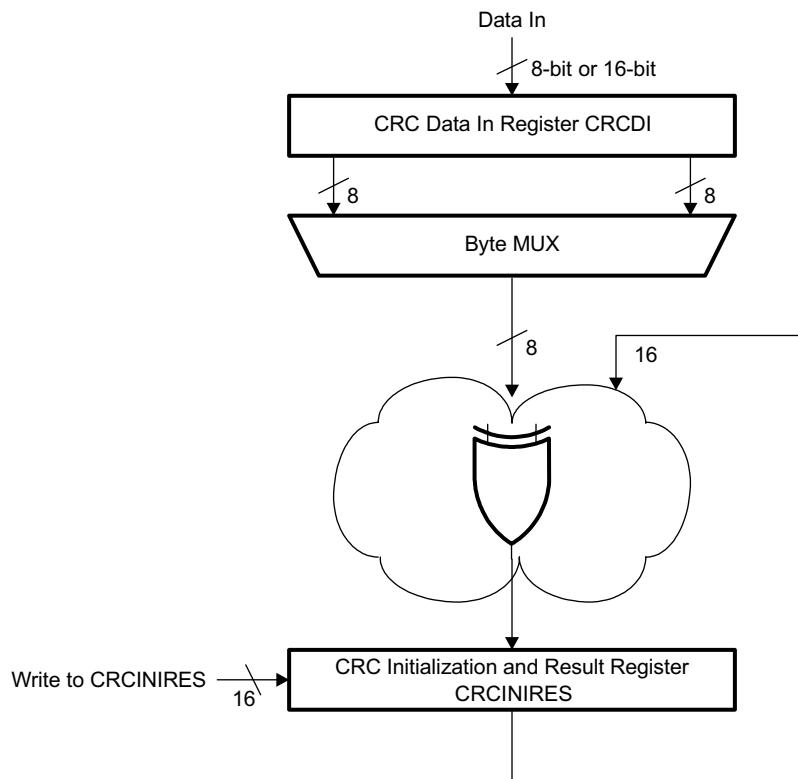
### 15.3.1 CRC Implementation

To allow parallel processing of the CRC, the linear feedback shift register (LFSR) functionality is implemented with an XOR tree. This implementation shows the identical behavior as the LFSR approach after 8 bits of data are shifted in when the LSB is 'shifted' in first. The generation of a signature calculation has to be started by writing a seed to the CRCINIRES register to initialize the register. Software or hardware (for example, the DMA) can transfer data to the CRCDI or CRCDIRB register (for example, from memory). The value in CRCDI or CRCDIRB is then included into the signature, and the result is available in the signature result registers at the next read access (CRCINIRES and CRCRESR). The signature can be generated using word or byte data.

If a word data is processed, the lower byte at the even address is used at the first clock (MCLK) cycle. During the second clock cycle, the higher byte is processed. Thus, it takes two clock cycles to process word data, while it takes only one clock (MCLK) cycle to process byte data.

Data bytes written to CRCDIRB in word mode or the data byte in byte mode are bit-wise reversed before the CRC engine adds them to the signature. The bits among each byte are reversed. Data bytes written to CRCDI in word mode or the data byte in byte mode are not bit reversed before use by the CRC engine.

If the checksum itself (with reversed bit order) is included into the CRC operation (as data written to CRCDI or CRCDIRB), the result in the CRCINIRES and CRCRESR registers must be zero.



**Figure 15-2. Implementation of CRC-CCITT Using the CRCDI and CRCINIRES Registers**

### 15.3.2 Assembler Examples

[Example 15-1](#) demonstrates the operation of the on-chip CRC.

#### Example 15-1. General Assembler Example

```

...
PUSH  R4          ; Save registers
PUSH  R5
MOV   #StartAddress,R4    ; StartAddress < EndAddress
MOV   #EndAddress,R5
MOV   &INIT, &CRCINIRES ; INIT to CRCINIRES
L1   MOV   @R4+,&CRCDI    ; Item to Data In register
      CMP   R5,R4        ; End address reached?
      JLO   L1           ; No
      MOV   &Check_Sum,&CRCDI ; Yes, Include checksum
      TST   &CRCINIRES   ; Result = 0?
      JNZ   CRC_ERROR    ; No, CRCRES <> 0: error
      ...                ; Yes, CRCRES=0:
                          ; information ok.
      POP   R5          ; Restore registers
      POP   R4

```

The details of the implemented CRC algorithm are shown by the data sequences in [Example 15-2](#) using word or byte accesses and the CRC data-in as well as the CRC data-in reverse byte registers.

**Example 15-2. Reference Data Sequence**

```

...
mov      #0FFFFh,&CRCINIRES ; initialize CRC
mov.b   #00031h,&CRCDI_L    ; "1"
mov.b   #00032h,&CRCDI_L    ; "2"
mov.b   #00033h,&CRCDI_L    ; "3"
mov.b   #00034h,&CRCDI_L    ; "4"
mov.b   #00035h,&CRCDI_L    ; "5"
mov.b   #00036h,&CRCDI_L    ; "6"
mov.b   #00037h,&CRCDI_L    ; "7"
mov.b   #00038h,&CRCDI_L    ; "8"
mov.b   #00039h,&CRCDI_L    ; "9"

cmp      #089F6h,&CRCINIRES ; compare result
                ; CRCRESR contains 06F91h
jeq      &Success           ; no error
br      &Error              ; to error handler
mov      #0FFFFh,&CRCINIRES ; initialize CRC
mov.w   #03231h,&CRCDI      ; "1" & "2"
mov.w   #03433h,&CRCDI      ; "3" & "4"
mov.w   #03635h,&CRCDI      ; "5" & "6"
mov.w   #03837h,&CRCDI      ; "7" & "8"
mov.b   #039h,&CRCDI_L     ; "9"

cmp      #089F6h,&CRCINIRES ; compare result
                ; CRCRESR contains 06F91h
jeq      &Success           ; no error
br      &Error              ; to error handler
...

mov      #0FFFFh,&CRCINIRES ; initialize CRC
mov.b   #00031h,&CRCDIRB_L  ; "1"
mov.b   #00032h,&CRCDIRB_L  ; "2"
mov.b   #00033h,&CRCDIRB_L  ; "3"
mov.b   #00034h,&CRCDIRB_L  ; "4"
mov.b   #00035h,&CRCDIRB_L  ; "5"
mov.b   #00036h,&CRCDIRB_L  ; "6"
mov.b   #00037h,&CRCDIRB_L  ; "7"
mov.b   #00038h,&CRCDIRB_L  ; "8"
mov.b   #00039h,&CRCDIRB_L  ; "9"

cmp      #029B1h,&CRCINIRES ; compare result
                ; CRCRESR contains 08D94h
jeq      &Success           ; no error
br      &Error              ; to error handler
...

mov      #0FFFFh,&CRCINIRES ; initialize CRC
mov.w   #03231h,&CRCDIRB    ; "1" & "2"
mov.w   #03433h,&CRCDIRB    ; "3" & "4"
mov.w   #03635h,&CRCDIRB    ; "5" & "6"
mov.w   #03837h,&CRCDIRB    ; "7" & "8"
mov.b   #039h,&CRCDIRB_L    ; "9"

cmp      #029B1h,&CRCINIRES ; compare result
                ; CRCRESR contains 08D94h
jeq      &Success           ; no error
br      &Error              ; to error handler

```

## 15.4 CRC Registers

The CRC module registers are listed in [Table 15-1](#). The base address can be found in the device-specific data sheet. The address offset is given in [Table 15-1](#).

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 15-1. CRC Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	CRCIDI	CRC Data In	Read/write	Word	0000h	<a href="#">Section 15.4.1</a>
00h	CRCIDI_L		Read/write	Byte	00h	
01h	CRCIDI_H		Read/write	Byte	00h	
02h	CRCDIRB	CRC Data In Reverse Byte	Read/write	Word	0000h	<a href="#">Section 15.4.2</a>
02h	CRCDIRB_L		Read/write	Byte	00h	
03h	CRCDIRB_H		Read/write	Byte	00h	
04h	CRCINIRES	CRC Initialization and Result	Read/write	Word	FFFFh	<a href="#">Section 15.4.3</a>
04h	CRCINIRES_L		Read/write	Byte	FFh	
05h	CRCINIRES_H		Read/write	Byte	FFh	
06h	CRCRESR	CRC Result Reverse	Read only	Word	FFFFh	<a href="#">Section 15.4.4</a>
06h	CRCRESR_L		Read/write	Byte	FFh	
07h	CRCRESR_H		Read/write	Byte	FFh	

### 15.4.1 CRCDI Register

CRC Data In Register

**Figure 15-3. CRCDI Register**

15	14	13	12	11	10	9	8
CRCDI							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRCDI							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 15-2. CRCDI Register Description**

Bit	Field	Type	Reset	Description
15-0	CRCDI	RW	0h	CRC data in. Data written to the CRCDI register is included to the present signature in the CRCINIRES register according to the CRC-CCITT standard.

### 15.4.2 CRCDIRB Register

CRC Data In Reverse Register

**Figure 15-4. CRCDIRB Register**

15	14	13	12	11	10	9	8
CRCDIRB							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRCDIRB							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 15-3. CRCDIRB Register Description**

Bit	Field	Type	Reset	Description
15-0	CRCDIRB	RW	0h	CRC data in reverse byte. Data written to the CRCDIRB register is included to the present signature in the CRCINIRES and CRCRESR registers according to the CRC-CCITT standard. Reading the register returns the register CRCDI content.

### 15.4.3 CRCINIRES Register

CRC Initialization and Result Register

**Figure 15-5. CRCINIRES Register**

15	14	13	12	11	10	9	8
CRCINIRES							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1
CRCINIRES							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1

**Table 15-4. CRCINIRES Register Description**

Bit	Field	Type	Reset	Description
15-0	CRCINIRES	RW	FFFFh	CRC initialization and result. This register holds the current CRC result (according to the CRC-CCITT standard). Writing to this register initializes the CRC calculation with the value written to it. The value just written can be read from CRCINIRES register.

### 15.4.4 CRCRESR Register

CRC Reverse Result Register

**Figure 15-6. CRCRESR Register**

15	14	13	12	11	10	9	8
CRCRESR							
r-1	r-1	r-1	r-1	r-1	r-1	r-1	r-1
CRCRESR							
r-1	r-1	r-1	r-1	r-1	r-1	r-1	r-1

**Table 15-5. CRCRESR Register Description**

Bit	Field	Type	Reset	Description
15-0	CRCRESR	R	FFFFh	CRC reverse result. This register holds the current CRC result (according to the CRC-CCITT standard). The order of bits is reverse (for example, CRCINIRES[15] = CRCRESR[0]) to the order of bits in the CRCINIRES register (see example code).

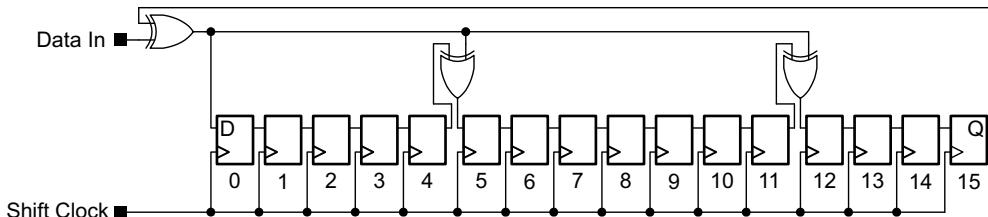
## **CRC32 Module**

The 16-bit or 32-bit cyclic redundancy check (CRC32) module provides a signature for a given data sequence. This chapter describes the operation and use of the CRC32 module.

Topic	Page
<b>16.1 Cyclic Redundancy Check (CRC32) Module Introduction .....</b>	<b>424</b>
<b>16.2 CRC Checksum Generation .....</b>	<b>424</b>
<b>16.3 CRC32 Register Descriptions .....</b>	<b>427</b>

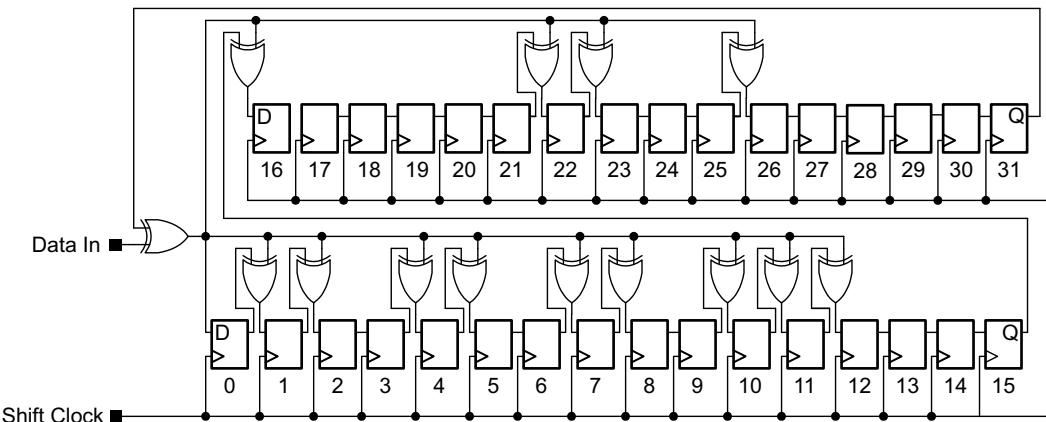
## 16.1 Cyclic Redundancy Check (CRC32) Module Introduction

The CRC module produces signatures for given sequences of data values. These signatures are defined bit serial in various standard specifications. For CRC16-CCITT, a feedback path from data bits 4, 11, and 15 is generated (see [Figure 16-1](#)). This CRC signature is based on the polynomial given in the CRC-CCITT with  $f(x)=x^{16}+x^{12}+x^5+1$ .



**Figure 16-1. LFSR Implementation of CRC-CCITT as Defined in Standard (Bit 0 is MSB)**

For CRC32-IS3309 a feedback path from data bits 0, 1, 3, 4, 6, 7, 9, 10, 11, 15, 21, 22, 26 and 31 is generated (see [Figure 16-2](#)). This CRC signature is based on the polynomial given in the CRC32-ISO3309 with  $f(x)=x^{32}+x^{26}+x^{23}+x^{22}+x^{16}+x^{12}+x^{11}+x^{10}+x^8+x^7+x^5+x^4+x^2+x+1$ .



**Figure 16-2. LFSR Implementation of CRC32-ISO3309 as Defined in Standard (Bit 0 is MSB)**

Identical input data sequences result in identical signatures when the CRC is initialized with a fixed seed value. Different sequences of input data, in general, result in different signatures for a given CRC function.

The CRC32 module supports 16-bit and 32-bit CRC generation. They are independent from each other and supported by two dedicated register sets.

## 16.2 CRC Checksum Generation

The CRC generators are initialized by writing the "seed" to the CRC Initialization and Result (CRC16INIRES or CRC32INIRES) registers. Any data that should be included in the CRC calculation must be written to the CRC Data Input (CRC16DI or CRC32DI) registers in the same order that the original CRC signatures were calculated. The actual signature can be read from the CRC16INIRES or CRC32INIRES registers to compare the computed checksum with the expected checksum. Signature generation describes a method of how the result of a signature operation can be calculated. The calculated signature, which is computed by an external tool, is called checksum in the following text. The checksum is stored in the product's memory and is used to check the correctness of the CRC operation result.

### 16.2.1 CRC Standard and Bit Order

The various CRC standards were defined in the era of main frame computers. At that time, Bit 0 was treated as the MSB. Now, Bit 0 is typically the LSB (as the value of Bit N = 2N). In [Figure 16-1](#) and [Figure 16-2](#), the bit references are used as given in the original standards. The MSP430 microcontrollers treat Bit 0 as the LSB, as is typical in modern CPUs and MCUs.

This sometimes causes confusion, because Bit 0 has been treated as the LSB in some cases and as the MSB in other cases. Therefore, the CRC32 module provides a bit-reversed register pair for CRC16 and CRC32 operations to support both conventions.

### 16.2.2 CRC Implementation

To allow faster processing of the CRC, the linear feedback shift register (LFSR) functionality is implemented with a set of XOR trees. This implementation shows the identical behavior as the LFSR approach. After a set of 8, 16, or 32 bits is provided to the CRC32 module by writing to the CRC16DI or CRC32DI registers, a calculation for the whole set of input bits is performed. For this calculation, the CPU or the DMA can write to the memory-mapped data input registers. After the last value is written to CRC16DI or CRC32DIRB, the signature can be read from the CRC16INIRES or CRC32INIRES registers. The CRC16 and CRC32 generators accept byte- and word-wide access to the input registers CRC16DI and CRC32DI.

For bit-reversed conventions, write the data bytes to the CRC16DIRB or CRC32DIRB register.

Initialization is done by writing to the CRC, and CRC engine adds them to the signature. The bits among each byte are reversed. Data bytes written to CRCDI in word mode or the data byte in byte mode are not bit reversed before use by the CRC engine. If the checksum itself (with reversed bit order) is included in the CRC operation (as data written to CRCDI or CRCDIRB), the result in the CRCINIRES and CRCRESR register must be zero.

### 16.2.3 Assembler Examples

#### 16.2.3.1 General Assembler Example

This example demonstrates the operation of the on-chip CRC.

```

PUSH  R4          ; Save registers
PUSH  R5
MOV   #StartAddress,R4  ; StartAddress < EndAddress
MOV   #EndAddress,R5
MOV   &INIT,&CRCINIRES ; INIT to CRCINIRES
L1   MOV   @R4+,&CRCDI  ; Item to Data In register
      CMP   R5,R4        ; End address reached?
      JLO   L1           ; No
      MOV   &Check_Sum,&CRCDI ; Yes, Include checksum
      TST   &CRCINIRES    ; Result = 0?
      JNZ   CRC_ERROR     ; No, CRCRES <> 0: error
      ...                ; Yes, CRCRES=0:
                        ; information ok.
      POP   R5          ; Restore registers
      POP   R4

```

### 16.2.3.2 Reference Data Sequence

The details of the implemented CRC algorithm is shown by the following data sequences using word or byte accesses and the CRC data-in as well as the CRC data-in reverse byte registers:

```

mov #0FFFFh,&CRCINIRES ; initialize CRC
mov.b #00031h,&CRCDI_L ; "1"
mov.b #00032h,&CRCDI_L ; "2"
mov.b #00033h,&CRCDI_L ; "3"
mov.b #00034h,&CRCDI_L ; "4"
mov.b #00035h,&CRCDI_L ; "5"
mov.b #00036h,&CRCDI_L ; "6"
mov.b #00037h,&CRCDI_L ; "7"
mov.b #00038h,&CRCDI_L ; "8"
mov.b #00039h,&CRCDI_L ; "9"
cmp #089F6h,&CRCINIRES ; compare result
; CRCRESR contains 06F91h
jeq Success ; no error
br &Error ; to error handler
...
mov #0FFFFh,&CRCINIRES ; initialize CRC
mov.w #03231h,&CRCDI ; "1" & "2"
mov.w #03433h,&CRCDI ; "3" & "4"
mov.w #03635h,&CRCDI ; "5" & "6"
mov.w #03837h,&CRCDI ; "7" & "8"
mov.b #039h, &CRCDI_L ; "9"
cmp #089F6h,&CRCINIRES ; compare result
; CRCRESR contains 06F91h
jeq Success ; no error
br &Error ; to error handler
...
mov #0FFFFh,&CRCINIRES ; initialize CRC
mov.b #00031h,&CRCDIRB_L ; "1"
mov.b #00032h,&CRCDIRB_L ; "2"
mov.b #00033h,&CRCDIRB_L ; "3"
mov.b #00034h,&CRCDIRB_L ; "4"
mov.b #00035h,&CRCDIRB_L ; "5"
mov.b #00036h,&CRCDIRB_L ; "6"
mov.b #00037h,&CRCDIRB_L ; "7"
mov.b #00038h,&CRCDIRB_L ; "8"
mov.b #00039h,&CRCDIRB_L ; "9"
cmp #029B1h,&CRCINIRES ; compare result
; CRCRESR contains 08D94h
jeq Success ; no error
br &Error ; to error handler
...
mov #0FFFFh,&CRCINIRES ; initialize CRC
mov.w #03231h,&CRCDIRB ; "1" & "2"
mov.w #03433h,&CRCDIRB ; "3" & "4"
mov.w #03635h,&CRCDIRB ; "5" & "6"
mov.w #03837h,&CRCDIRB ; "7" & "8"
mov.b #039h, &CRCDIRB_L ; "9"
cmp #029B1h,&CRCINIRES ; compare result
; CRCRESR contains 08D94h
jeq Success ; no error
br &Error ; to error handler
...

```

## 16.3 CRC32 Register Descriptions

### 16.3.1 CRC32 Registers

The CRC32 module registers with their address offsets are shown in [Table 16-1](#). The base address for the CRC32 module registers can be found in the device-specific data sheet.

**Table 16-1. CRC32 Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
0002h	CRC32DIW1	CRC32 Data Input	read/write	word	0000h	<a href="#">Section 16.3.1.2</a>
0000h	CRC32DIW0			word	0000h	<a href="#">Section 16.3.1.1</a>
0000h	CRC32DIB0			byte	00h	
0004h	CRC32DIRBW1	CRC32 Data In Reverse	read/write	word	0000h	<a href="#">Section 16.3.1.4</a>
0006h	CRC32DIRBW0			word	0000h	<a href="#">Section 16.3.1.3</a>
0007h	CRC32DIRBB0			byte	00h	
000Ah	CRC32INIRESW1	CRC32 Initialization and Result	read/write	word	FFFFh	<a href="#">Section 16.3.1.6</a>
0008h	CRC32INIRESW0			word	FFFFh	<a href="#">Section 16.3.1.5</a>
000Bh	CRC32RESB3			byte	FFh	
000Ah	CRC32RESB2			byte	FFh	
0009h	CRC32RESB1			byte	FFh	
0008h	CRC32RESB0			byte	FFh	
000Ch	CRC32RESRW1	CRC32 Result Reverse	read/write	word	FFFFh	<a href="#">Section 16.3.1.8</a>
000Eh	CRC32RESRW0			word	FFFFh	<a href="#">Section 16.3.1.7</a>
000Ch	CRC32RESRB3			byte	FFh	
000Dh	CRC32RESRB2			byte	FFh	
000Eh	CRC32RESRB1			byte	FFh	
000Fh	CRC32RESRB0			byte	FFh	
0010h	CRC16DIW0	CRC16 Data Input	read/write	word	0000h	<a href="#">Section 16.3.1.9</a>
0010h	CRC16DIB0			byte	00h	
0016h	CRC16DIRBW0	CRC16 Data In Reverse	read/write	word	0000h	<a href="#">Section 16.3.1.10</a>
0017h	CRC16DIRBB0			byte	00h	
0018h	CRC16INIRESW0	CRC16 Init and Result	read/write	word	FFFFh	<a href="#">Section 16.3.1.11</a>
0019h	CRC16INIRESB1			byte	FFh	
0018h	CRC16INIRESB0			byte	FFh	
001Eh	CRC16RESRW0	CRC16 Result Reverse	read/write	word	FFFFh	<a href="#">Section 16.3.1.12</a>
001Fh	CRC16RESRB0			byte	FFh	
001Eh	CRC16RESRB1			byte	FFh	

### 16.3.1.1 CRC32DIW0 Register

Data Input Register Word\_0 for 32-Bit CRCs

Data written to this register is taken into CRC32 signature calculations. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-3. CRC32DIW0 Register**

15	14	13	12	11	10	9	8
CRC32DIW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC32DIW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-2. CRC32DIW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32DIW0	RW	0h	CRC32 data in word 0. Data written to the CRC32DILW0 register is included to the present signature in the CRC32INIRES register according to the CRC32-ISO3309 standard.

### 16.3.1.2 CRC32DIW1 Register

Data Input Register Word\_1 for 32-Bit CRCs

Data written to this register is taken into CRC32 signature calculations. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-4. CRC32DIW1 Register**

15	14	13	12	11	10	9	8
CRC32DIW1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC32DIW1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-3. CRC32DIW1 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32DIW1	RW	0h	CRC32 data in word 1. Data written to the CRC32DILW1 register is included to the present signature in the CRC32INIRES register according to the CRC32-ISO3309 standard.

### 16.3.1.3 CRC32DIRBW0 Register

Data In Register Word\_0 with Reversed Bit Order for 32-Bit CRCs

Data written to this register is taken into CRC32 signature calculations. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-5. CRC32DIRBW0 Register**

15	14	13	12	11	10	9	8
CRC32DIRBW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC32DIRBW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-4. CRC32DIRBW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32DIRBW0	RW	0h	CRC32 data in word 0 as bit reversed pattern. Data written to the CRC32DIRBW0 register is included to the present signature in the CRC32INIRES register according to the CRC32-ISO3309 standard.

### 16.3.1.4 CRC32DIRBW1 Register

Data In Register Word\_1 with Reversed Bit Order for 32-Bit CRCs

Data written to this register is taken into CRC32 signature calculations. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-6. CRC32DIRBW1 Register**

15	14	13	12	11	10	9	8
CRC32DIRBW1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC32DIRBW1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-5. CRC32DIRBW1 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32DIRBW1	RW	0h	CRC32 data in word1 as bit reversed pattern. Data written to the CRC32DIRBW1 register is included to the present signature in the CRC32INIRES register according to the CRC32-ISO3309 standard.

### 16.3.1.5 CRC32INIRESW0 Register

Data Initialization and Result Register Word\_0 for 32-Bit CRCs

Data written to this register represents the seed for the CRC calculation. This register always reflects the latest signature of the values collected so far. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-7. CRC32INIRESW0 Register**

15	14	13	12	11	10	9	8
CRC32INIRESW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC32INIRESW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-6. CRC32INIRESW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32INIRESW0	RW	0h	CRC32 data initialization and result word0. Data written to the CRC32INIRESW0 register is used as the seed for the CRC calculation according to the CRC32-ISO3309 standard. Reading this register returns the current result of the CRC calculation.

### 16.3.1.6 CRC32INIRESW1 Register

Data Initialization and Result Register Word\_1 for 32-Bit CRCs

Data written to this register represents the seed for the CRC calculation. This register always reflects the latest signature of the values collected so far. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-8. CRC32INIRESW1 Register**

15	14	13	12	11	10	9	8
CRC32INIRESW1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC32INIRESW1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-7. CRC32INIRESW1 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32INIRESW1	RW	0h	CRC32 data initialization and result word1. Data written to the CRC32INIRESW1 register is used as the seed for the CRC calculation according to the CRC32-ISO3309 standard. Reading this register returns the current result of the CRC calculation.

### 16.3.1.7 CRC32RESRW0 Register

Data Result Register Word\_0 as Bit Reversed for 32-Bit CRCs

Data written to this register represents the seed for the CRC calculation. This register always reflects the latest signature of the values collected so far. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-9. CRC32RESRW0 Register**

15	14	13	12	11	10	9	8
CRC32RESRW0							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1
CRC32RESRW0							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1

**Table 16-8. CRC32RESRW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32RESRW0	RW	FFh	CRC32 bit reverse initialization and result word0. This register holds the current CRC32 result (according to the CRC32-ISO3309 standard). The order of bits is reverse to the order of bits in the CRC32INIRESW1 register.

### 16.3.1.8 CRC32RESRW1 Register

Data Result Register Word1 as Bit Reversed for 32-Bit CRCs

Data written to this register represents the seed for the CRC calculation. This register always reflects the latest signature of the values collected so far. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-10. CRC32RESRW1 Register**

15	14	13	12	11	10	9	8
CRC32RESRW1							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1
CRC32RESRW1							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1

**Table 16-9. CRC32RESRW1 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC32RESRW1	RW	FFh	CRC32 bit reverse initialization and result word1. This register holds the current CRC32 result (according to the CRC32-ISO3309 standard). The order of bits is reverse to the order of bits in the CRC32INIRESW0 register.

### 16.3.1.9 CRC16DIW0 Register

Data In Register for 16-Bit CRCs

Data written to this register is taken into CRC16 signature calculations. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-11. CRC16DIW0 Register**

15	14	13	12	11	10	9	8
CRC16DIW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC16DIW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-10. CRC16DIL0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC16DIW0	RW	0h	CRC16 data in. Data written to the CRC16DIW0 register is included to the present signature in the CRC16NIRES register according to the CRC16-CCITT standard.

### 16.3.1.10 CRC16DIRBW0 Register

Data In Register with Reversed Bit Order for 16-Bit CRCs

Data written to this register is taken into CRC16 signature calculations. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-12. CRC16DIRBW0 Register**

15	14	13	12	11	10	9	8
CRC16DIRBW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
CRC16DIRBW0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 16-11. CRC16DIRBW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC16DIRBW0	RW	0h	CRC16 data in reverse byte. Data written to the CRC16DIRBW0 register is included to the present signature in the CRC16NIRES and CRC16RESR registers according to the CRC-CCITT standard. Reading the register returns the register CRC16DI content.

### 16.3.1.11 CRC16INIRESW0 Register

Data Initialization and Result Register for 16-Bit CRCs

Data written to this register represents the seed for the CRC calculation. This register always reflects the latest signature of the values collected so far. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-13. CRC16INIRESW0 Register**

15	14	13	12	11	10	9	8
CRC16INIRESW0							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1
CRC16INIRESW0							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1

**Table 16-12. CRC16INIRESW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC16INIRESW0	RW	FFh	CRC16 initialization and result. This register holds the current CRC16 result (according to the CRC16-CCITT standard). Writing to this register initializes the CRC16 calculation with the value written to it.

### 16.3.1.12 CRC16RESRW0 Register

Data Result Register with Reversed Bits for 16-Bit CRCs

Data written to this register represents the seed for the CRC calculation. This register always reflects the latest signature of the values collected so far. This register can be accessed 8-bit wide and 16-bit wide.

**Figure 16-14. CRC16RESRW0 Register**

15	14	13	12	11	10	9	8
CRC16RESRW0							
r0	r0	r0	r0	r0	r0	r0	r0
CRC16RESRW0							
r0	r0	r0	r0	r0	r0	r0	r0

**Table 16-13. CRC16RESRW0 Register Description**

Bit	Field	Type	Reset	Description
15-0	CRC16RESRW0	RW	FFh	CRC16 reverse result. This register holds the current CRC16 result (according to the CRC16-CCITT standard). The order of bits is reverse to the order of bits in the CRC16INIRESW0 register.

## **Low-Energy Accelerator (LEA) for Signal Processing**

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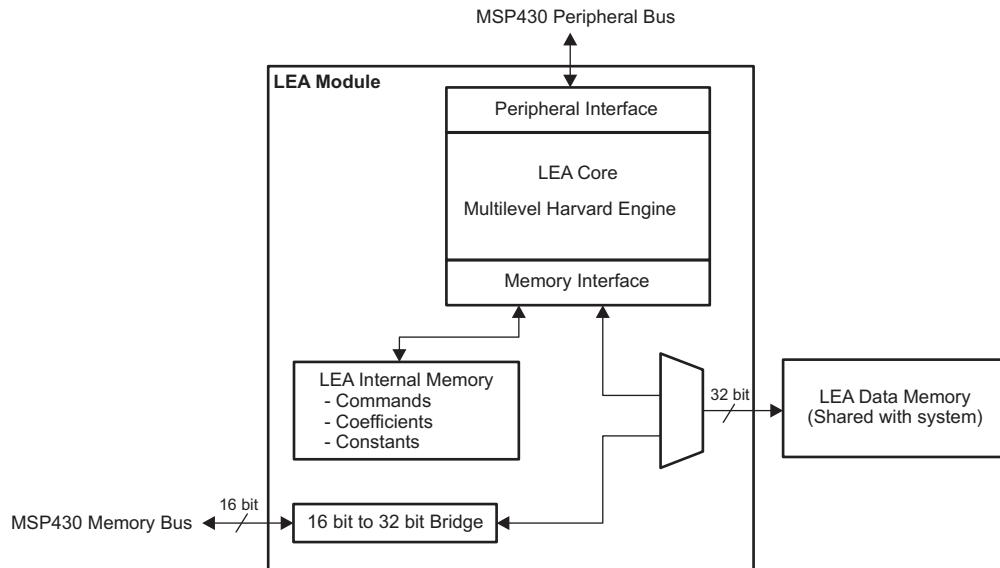
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The LEA (low-energy accelerator) module is an execution unit for vector-based signal processing operations. This chapter introduces the LEA.

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## 17.1 LEA Introduction

The LEA is a 32-bit hardware engine designed for operations that involve vector-based signal processing, such as FIR, IIR, and FFT without CPU intervention. The LEA supports multiple commands, which are issued by CPU. The LEA offers incomparable performance and energy consumption when performing vector-based digital signal processing computations; for performance benchmarks comparing LEA to using the CPU or other processors, see [Benchmarking the Signal Processing Capabilities of the Low-Energy Accelerator on MSP430™ MCUs](#).



**Figure 17-1. LEA System Block Diagram**

## 17.2 LEA Operation

The LEA begins executing the selected operation when the CPU writes a LEA command to the LEA command register when the LEA is in idle mode. Before writing the command, the CPU must configure the LEA argument registers with the pointers to the parameter blocks for the designated operation. The LEA performs the operation without CPU intervention and triggers an interrupt when the operation is complete.

The LEA accesses the LEA data memory, which is used for input data, output data, and the parameter blocks. The LEA data memory is also accessible by the CPU and the DMA, so that the output data of the LEA operation can be moved to other memory location by the CPU or the DMA (see [Figure 17-1](#)). The CPU and the LEA can run simultaneously and independently unless they access the same system memory (RAM). See the device-specific data sheet for details about LEA availability and LEA data memory size.

The LEA supports a variety of commands that are used to perform vector-based mathematical operations. [Table 17-1](#) lists the command groups that are available.

**Table 17-1. LEA Command Groups**

Group	Purpose or Use
Group 1	Basic pointwise vector and matrix operations
Group 2	Basic vector MAC operations (windowing, scaling, general)
Group 3	MAC, pointwise FIR, correlation, convolution
Group 4	Basic minimum/maximum vector search operations on 16-bit data
Group 5	Generic minimum/maximum search operations on 32-bit data
Group 6	Generic minimum/maximum search operations on dual 16-bit data and complex
Group 7	Block based FIR, correlation, convolution
Group 8	Taylor functions and operations on pointwise vectors and matrices
Group 9	FFT and iFFT bank filtering (DIT type)
Group 10	Bit-reversed carry propagated presort for DIT-FFTs
Group 11	FFT post operation for real points
Group 12	Vector and matrix deinterleave and sort functions
Group A	Programming structure and rearrange functions
Group B	Special functions for math, matrix, and DSP

### 17.2.1 Use the LEA in Programs

How the LEA operates is briefly described in [Section 17.2](#). It is not necessary to understand how the LEA works or the details of the LEA registers. The [Digital Signal Processing \(DSP\) Library for MSP Microcontrollers](#) offers easy-to-use APIs that use the functions of the LEA and provide a high-level environment to use the LEA in various applications. The DSP Library is a set of highly optimized API functions to perform many common signal processing operations on fixed-point numbers for MSP430 microcontrollers. The APIs automatically enable and use the LEA module if the LEA is available in the target device, and apply the optimal configurations to the LEA registers with the correct sequence. If the LEA is not available, the CPU is selected to perform the operations.

The full LEA commands are supported by the DSP Library APIs, which are listed in the [DSP Library API Guide](#), [Low-Energy Accelerator \(LEA\) Frequently Asked Questions \(FAQ\)](#), and [Benchmarking the Signal Processing Capabilities of the Low-Energy Accelerator on MSP430™ MCUs](#).

The following sequence of operations is an example of performing a vector-based algorithm using the LEA, DMA, ADC, and SPI.

1. The CPU sets up the DMA controller, ADC, and SPI.
2. A DMA channel collects samples from the ADC converter at a defined sampling rate and transfers data to the LEA memory.
3. After a block of data has been collected, the CPU enables one or a series of operations of the LEA using the APIs in the [Digital Signal Processing \(DSP\) Library for MSP Microcontrollers](#) to perform the required algorithm (for example, FIR, IIR, correlation, or FFT).
4. When the algorithm is complete, another DMA channel transfers the result of that algorithm to the SPI.
5. The SPI transfers the data to an external device.

### 17.2.2 Where to Get the DSP Library

The [Digital Signal Processing \(DSP\) Library for MSP Microcontrollers](#) can be downloaded separately, but TI recommends installing [MSPWare](#), which includes the DSP Library with user's guides, code examples, training, and other design resources for all MSP devices. [Table 17-2](#) lists the versions of the DSP Library and MSPWare that support the LEA.

**Table 17-2. DSP Library and MSPWare Versions for the LEA**

Link	Version
<a href="#">Digital Signal Processing (DSP) Library for MSP Microcontrollers</a>	1.20.00.xx or later
<a href="#">MSP430Ware</a>	3.60 or later

### 17.2.3 Where to Start

1. Visit the [LEA landing page](#) where all of the technical documents, training videos, software examples, hardware designs, and tools for the LEA are listed.
2. See [Low-Energy Accelerator \(LEA\) Frequently Asked Questions \(FAQ\)](#) for the questions about the LEA.
3. See the [DSP Library API Guide](#) and [DSP Library Example Projects](#) for detailed information about the DSP Library APIs and examples.

## 17.3 LEA Registers

As mentioned in [Section 17.2.1](#), the DSP Library APIs are designed to apply the optimal configurations to the LEA registers for the selected operations. Direct access to LEA registers is not supported, and TI recommends using the [Digital Signal Processing \(DSP\) Library for MSP Microcontrollers](#) for the operations that the LEA module supports.

## **Watchdog Timer (WDT\_A)**

The watchdog timer is a 32-bit timer that can be used as a watchdog or as an interval timer. This chapter describes the watchdog timer. The enhanced watchdog timer, WDT\_A, is implemented in all devices.

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## 18.1 WDT\_A Introduction

The primary function of the watchdog timer (WDT\_A) module is to perform a controlled system restart after a software problem occurs. If the selected time interval expires, a system reset is generated. If the watchdog function is not needed in an application, the module can be configured as an interval timer and can generate interrupts at selected time intervals.

Features of the watchdog timer module include:

- Eight software-selectable time intervals
- Watchdog mode
- Interval mode
- Password-protected access to Watchdog Timer Control (WDTCTL) register
- Selectable clock source
- Can be stopped to conserve power
- Clock fail-safe feature

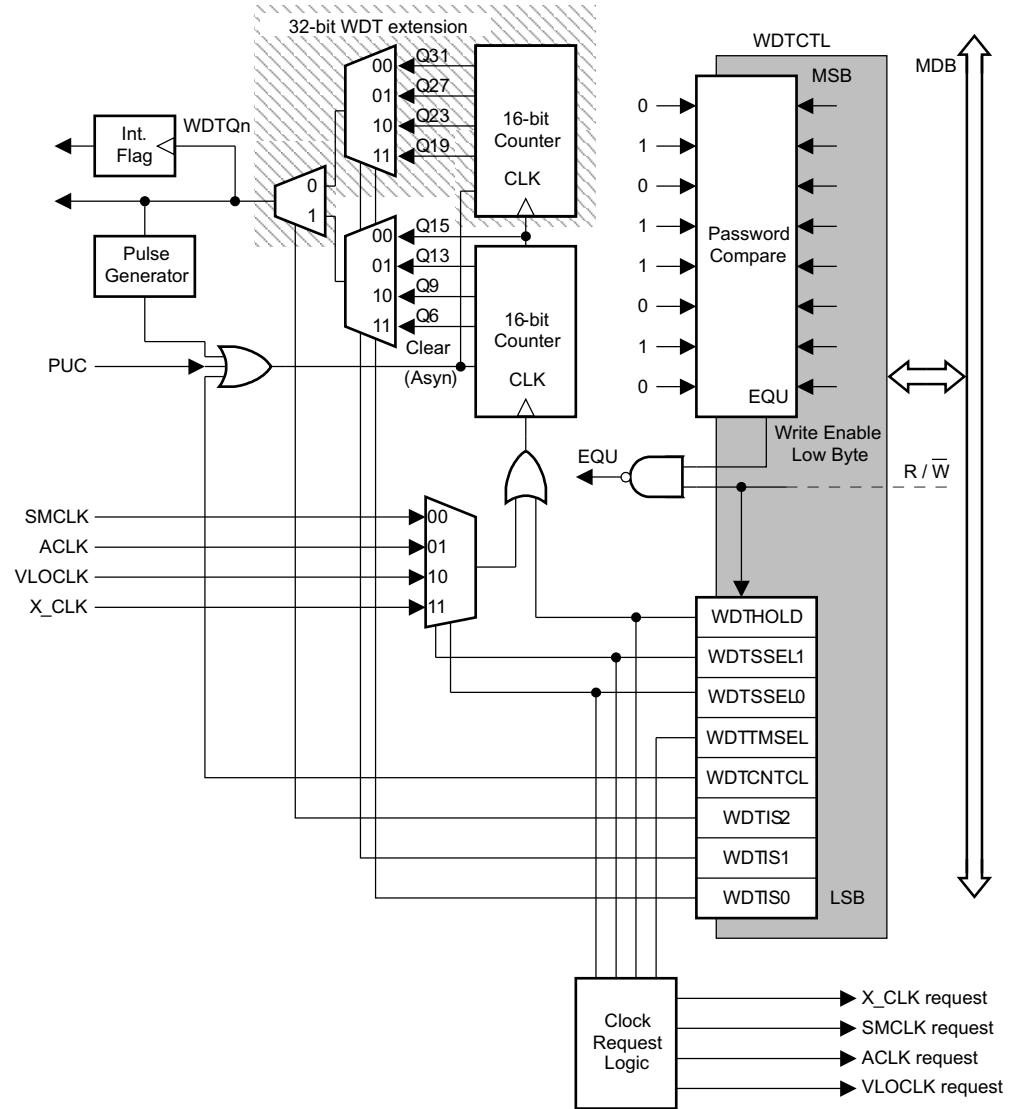
The watchdog timer block diagram is shown in [Figure 18-1](#).

---

**NOTE: Watchdog timer powers up active.**

After a PUC, the WDT\_A module is automatically configured in the watchdog mode with an initial approximately 32-ms reset interval using the SMCLK. The user must set up or halt the WDT\_A before the initial reset interval expires.

---



**Figure 18-1. Watchdog Timer Block Diagram**

## 18.2 WDT\_A Operation

The watchdog timer module can be configured as either a watchdog or interval timer with the WDTCTL register. WDTCTL is a 16-bit password-protected read/write register. Any read or write access must use word instructions, and write accesses must include the write password 05Ah in the upper byte. A write to WDTCTL with any value other than 05Ah in the upper byte is a password violation and causes a PUC system reset, regardless of timer mode. Any read of WDTCTL reads 069h in the upper byte. Byte reads on WDTCTL high or low part result in the value of the low byte. Writing byte wide to upper or lower parts of WDTCTL results in a PUC.

### 18.2.1 Watchdog Timer Counter (WDTCNT)

The WDTCNT is a 32-bit up counter that is not directly accessible by software. The WDTCNT is controlled and its time intervals are selected through the Watchdog Timer Control (WDTCTL) register. The WDTCNT can be sourced from SMCLK, ACLK, VLOCLK, and X\_CLK on some devices. The clock source is selected with the WDTSEL bits. The timer interval is selected with the WDTIS bits.

### 18.2.2 Watchdog Mode

After a PUC condition, the WDT module is configured in the watchdog mode with an initial 32-ms (approximate) reset interval using the SMCLK. The user must set up, halt, or clear the watchdog timer before this initial reset interval expires, or another PUC is generated. When the watchdog timer is configured to operate in watchdog mode, either writing to WDTCTL with an incorrect password or expiration of the selected time interval triggers a PUC. A PUC resets the watchdog timer to its default condition.

### 18.2.3 Interval Timer Mode

Setting the WDTMSEL bit to 1 selects the interval timer mode. This mode can be used to provide periodic interrupts. In interval timer mode, the WDTIFG flag is set at the expiration of the selected time interval. A PUC is not generated in interval timer mode at expiration of the selected timer interval, and the WDTIFG enable bit WDTIE remains unchanged.

When the WDTIE bit and the GIE bit are set, the WDTIFG flag requests an interrupt. The WDTIFG interrupt flag is automatically reset when its interrupt request is serviced, or may be reset by software. The interrupt vector address in interval timer mode is different from that in watchdog mode.

---

**NOTE: Modifying the watchdog timer**

The watchdog timer interval should be changed together with WDTCNTCL = 1 in a single instruction to avoid an unexpected immediate PUC or interrupt. The watchdog timer should be halted before changing the clock source to avoid a possible incorrect interval.

---

### 18.2.4 Watchdog Timer Interrupts

The watchdog timer uses two bits in the SFRs for interrupt control:

- WDT interrupt flag, WDTIFG, located in SFRIFG1.0
- WDT interrupt enable, WDTIE, located in SFRIE1.0

When using the watchdog timer in the watchdog mode, the WDTIFG flag sources a reset vector interrupt. The WDTIFG can be used by the reset interrupt service routine to determine if the watchdog caused the device to reset. If the flag is set, the watchdog timer initiated the reset condition, either by timing out or by a password violation. If WDTIFG is cleared, the reset was caused by a different source.

When using the watchdog timer in interval timer mode, the WDTIFG flag is set after the selected time interval and requests a watchdog timer interval timer interrupt if the WDTIE and the GIE bits are set. The interval timer interrupt vector is different from the reset vector used in watchdog mode. In interval timer mode, the WDTIFG flag is reset automatically when the interrupt is serviced, or can be reset with software.

### 18.2.5 Fail-Safe Features

The WDT\_A provides a fail-safe clocking feature, ensuring the clock to the WDT\_A cannot be disabled while in watchdog mode. This means the low-power modes may be affected by the choice for the WDT\_A clock.

In watchdog mode the WDT\_A prevents LPMx.5 because in LPMx.5 the WDT\_A cannot operate.

If SMCLK or ACLK fails as the WDT\_A clock source, LFMODCLK clock is automatically selected as the WDT\_A clock source.

When the WDT\_A module is used in interval timer mode, there are no fail-safe features.

### 18.2.6 Operation in Low-Power Modes

The devices have several low-power modes. Different clock signals are available in different low-power modes. The requirements of the application and the type of clocking that is used determine how the WDT\_A should be configured. For example, the WDT\_A should not be configured in watchdog mode with a clock source that is originally sourced from DCO, XT1 in high-frequency mode, or XT2 sourcing SMCLK or ACLK if the user wants to use low-power mode 3. In this case, SMCLK or ACLK would remain enabled, increasing the current consumption of LPM3. When the watchdog timer is not required, the WDTHOLD bit can be used to hold the WDTCNT, reducing power consumption.

Any write operation to WDTCTL must be a word operation with 05Ah (WDTPW) in the upper byte (see [Example 18-1](#)).

#### **Example 18-1. Writes to WDTCTL**

```
; Periodically clear an active watchdog
MOV #WDTPW+WDTIS2+WDTIS1+WDTCNTCL,&WDTCTL
;
; Change watchdog timer interval
MOV #WDTPW+WDTCNTCL+SSEL,&WDTCTL
;
; Stop the watchdog
MOV #WDTPW+WDTHOLD,&WDTCTL
;
; Change WDT to interval timer mode, clock/8192 interval
MOV #WDTPW+WDTCNTCL+WDTTMSEL+WDTIS2+WDTIS0,&WDTCTL
```

## 18.3 WDT\_A Registers

The watchdog timer module registers are listed in [Table 18-1](#). The base address for the watchdog timer module registers and special function registers (SFRs) can be found in the device-specific data sheets. The address offset is given in [Table 18-1](#).

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 18-1. WDT\_A Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
0Ch	WDTCTL	Watchdog Timer Control	Read/write	Word	6904h	<a href="#">Section 18.3.1</a>
0Ch	WDTCTL_L		Read/write	Byte	04h	
0Dh	WDTCTL_H		Read/write	Byte	69h	

### 18.3.1 WDTCTL Register

Watchdog Timer Control Register

**Figure 18-2. WDTCTL Register**

15	14	13	12	11	10	9	8
WDTPW							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
WDTHOLD	WDTSEL		WDTTMSEL	WDTCNTCL	WDTIS		
rw-0	rw-0	rw-0	rw-0	r0(w)	rw-1	rw-0	rw-0

**Table 18-2. WDTCTL Register Description**

Bit	Field	Type	Reset	Description
15-8	WDTPW	RW	69h	Watchdog timer password. Always read as 069h. Must be written as 05Ah, or a PUC is generated.
7	WDTHOLD	RW	0h	Watchdog timer hold. This bit stops the watchdog timer. Setting WDTHOLD = 1 when the WDT is not in use conserves power. 0b = Watchdog timer is not stopped 1b = Watchdog timer is stopped
6-5	WDTSEL	RW	0h	Watchdog timer clock source select 00b = SMCLK 01b = ACLK 10b = VLOCLK 11b = X_CLK, same as VLOCLK if not defined differently in data sheet
4	WDTTMSEL	RW	0h	Watchdog timer mode select 0b = Watchdog mode 1b = Interval timer mode
3	WDTCNTCL	RW	0h	Watchdog timer counter clear. Setting WDTCNTCL = 1 clears the count value to 0000h. WDTCNTCL is automatically reset. 0b = No action 1b = WDTCNT = 0000h
2-0	WDTIS	RW	4h	Watchdog timer interval select. These bits select the watchdog timer interval to set the WDTIFG flag or generate a PUC. 000b = Watchdog clock source / $2^{31}$ (18:12:16 at 32.768 kHz) 001b = Watchdog clock source / $2^{27}$ (01:08:16 at 32.768 kHz) 010b = Watchdog clock source / $2^{23}$ (00:04:16 at 32.768 kHz) 011b = Watchdog clock source / $2^{19}$ (00:00:16 at 32.768 kHz) 100b = Watchdog clock source / $2^{15}$ (1 s at 32.768 kHz) 101b = Watchdog clock source / $2^{13}$ (250 ms at 32.768 kHz) 110b = Watchdog clock source / $2^9$ (15.625 ms at 32.768 kHz) 111b = Watchdog clock source / $2^6$ (1.95 ms at 32.768 kHz)

***Timer\_A***

Timer\_A is a 16-bit timer and counter with multiple capture/compare registers. There can be multiple Timer\_A modules on a given device (see the device-specific data sheet). This chapter describes the operation and use of the Timer\_A module.

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<b>19.2 Timer_A Operation.....</b>	<b>448</b>
<b>19.3 Timer_A Registers .....</b>	<b>460</b>

## 19.1 Timer\_A Introduction

Timer\_A is a 16-bit timer/counter with up to seven capture/compare registers. Timer\_A can support multiple capture/comparisons, PWM outputs, and interval timing. Timer\_A also has extensive interrupt capabilities. Interrupts may be generated from the counter on overflow conditions and from each of the capture/compare registers.

Timer\_A features include:

- Asynchronous 16-bit timer/counter with four operating modes
- Selectable and configurable clock source
- Up to seven configurable capture/compare registers
- Configurable outputs with pulse width modulation (PWM) capability
- Asynchronous input and output latching
- Interrupt vector register for fast decoding of all Timer\_A interrupts

The block diagram of Timer\_A is shown in [Figure 19-1](#).

---

**NOTE: Use of the word count**

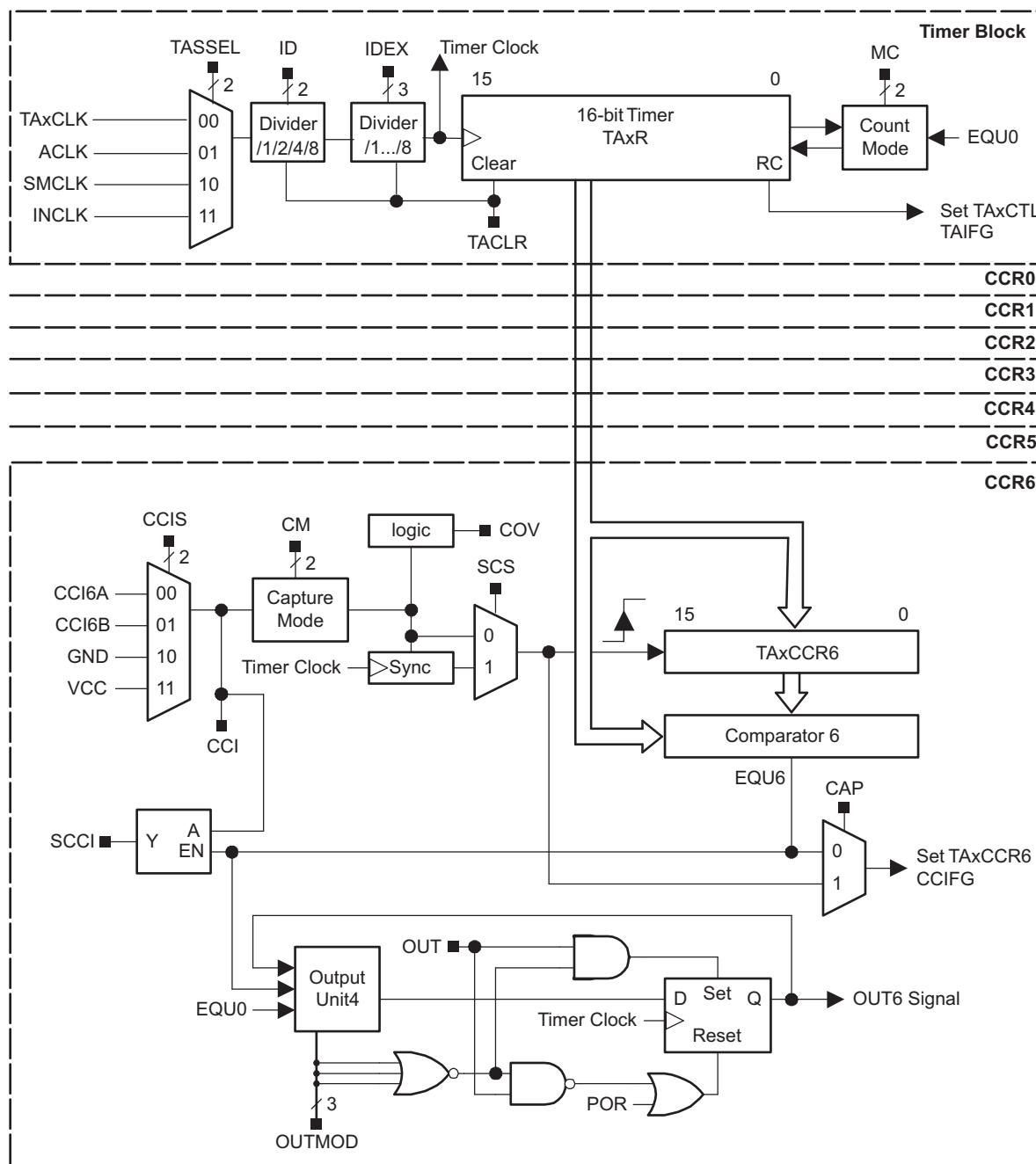
*Count* is used throughout this chapter. It means the counter must be in the process of counting for the action to take place. If a particular value is directly written to the counter, an associated action does not take place.

---

**NOTE: Nomenclature**

There may be multiple instantiations of Timer\_A on a given device. The prefix TAx is used, where x is greater than or equal to zero indicating the Timer\_A instantiation. For devices with one instantiation, x = 0. The suffix n, where n = 0 to 6, represents the specific capture/compare registers associated with the Timer\_A instantiation.

---



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**Figure 19-1. Timer\_A Block Diagram**

## 19.2 Timer\_A Operation

The Timer\_A module is configured with user software. The setup and operation of Timer\_A are discussed in the following sections.

### 19.2.1 16-Bit Timer Counter

The 16-bit timer/counter register, **TAXR**, increments or decrements (depending on mode of operation) with each rising edge of the clock signal. TAXR can be read or written with software. Additionally, the timer can generate an interrupt when it overflows.

TAR may be cleared by setting the TACLR bit. Setting TACLR also clears the clock divider counter logic (the divider setting remains unchanged) and count direction for up/down mode.

---

**NOTE: Modifying Timer\_A registers**

TI recommends stopping the timer before modifying its operation (with exception of the interrupt enable, interrupt flag, and TACLR) to avoid errant operating conditions.

When the timer clock is asynchronous to the CPU clock, any read from **TAXR** should occur while the timer is not operating or the results may be unpredictable. Alternatively, the timer may be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Any write to **TAXR** takes effect immediately.

---

#### 19.2.1.1 Clock Source Select and Divider

The timer clock can be sourced from ACLK, SMCLK, or externally from TACLK or INCLK. The clock source is selected with the TASSEL bits. The selected clock source may be passed directly to the timer or divided by 2, 4, or 8, using the ID bits. The selected clock source can be further divided by 2, 3, 4, 5, 6, 7, or 8 using the TAIDEX bits. The timer clock divider logic is reset when TACLR is set.

---

**NOTE: Timer\_A dividers**

After programming ID or TAIDEX bits, set the TACLR bit. This clears the contents of **TAXR** and resets the clock divider logic to a defined state. The clock dividers are implemented as down counters. Therefore, when the TACLR bit is cleared, the timer clock immediately begins clocking at the first rising edge of the Timer\_A clock source selected with the TASSEL bits and continues clocking at the divider settings set by the ID and TAIDEX bits.

---

### 19.2.2 Starting the Timer

The timer may be started or restarted in the following ways:

- The timer counts when MC > { 0 } and the clock source is active.
- When the timer mode is either up or up/down, the timer may be stopped by writing 0 to **TAXCCR0**. The timer may then be restarted by writing a nonzero value to **TAXCCR0**. In this scenario, the timer starts incrementing in the up direction from zero.

### 19.2.3 Timer Mode Control

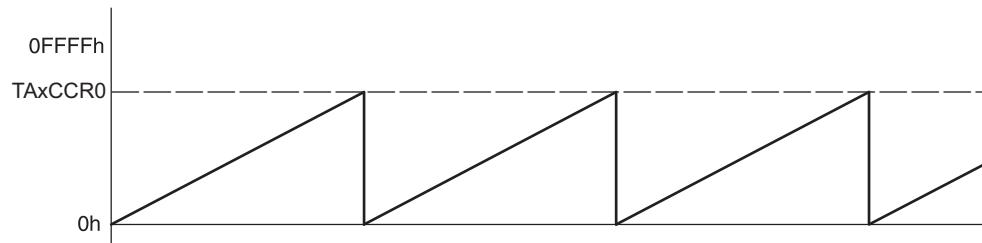
The timer has four modes of operation: stop, up, continuous, and up/down (see [Table 19-1](#)). The operating mode is selected with the MC bits.

**Table 19-1. Timer Modes**

MC	Mode	Description
00	Stop	The timer is halted.
01	Up	The timer repeatedly counts from zero to the value of TAxCCR0
10	Continuous	The timer repeatedly counts from zero to 0FFFFh.
11	Up/down	The timer repeatedly counts from zero up to the value of TAxCCR0 and back down to zero.

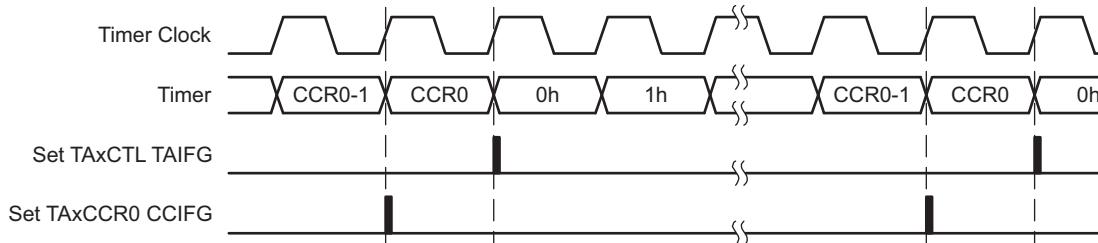
#### 19.2.3.1 Up Mode

The up mode is used if the timer period must be different from 0FFFFh counts. The timer repeatedly counts up to the value of compare register [TAxCCR0](#), which defines the period (see [Figure 19-2](#)). The number of timer counts in the period is TAxCCR0 + 1. When the timer value equals TAxCCR0, the timer restarts counting from zero. If up mode is selected when the timer value is greater than TAxCCR0, the timer immediately restarts counting from zero.



**Figure 19-2. Up Mode**

The [TAxCCR0](#) CCIFG interrupt flag is set when the timer *counts* to the TAxCCR0 value. The TAIFG interrupt flag is set when the timer *counts* from TAxCCR0 to zero. [Figure 19-3](#) shows the flag set cycle.



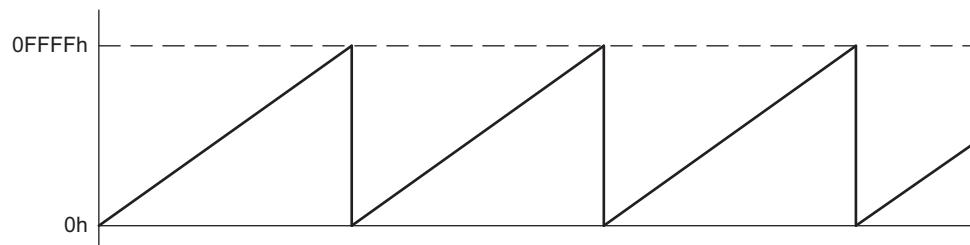
**Figure 19-3. Up Mode Flag Setting**

##### 19.2.3.1.1 Changing Period Register TAxCCR0

When changing [TAxCCR0](#) while the timer is running, if the new period is greater than or equal to the old period or greater than the current count value, the timer counts up to the new period. If the new period is less than the current count value, the timer rolls to zero. However, one additional count may occur before the counter rolls to zero.

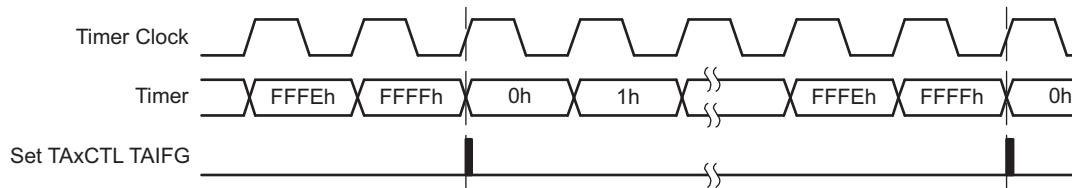
### 19.2.3.2 Continuous Mode

In the continuous mode, the timer repeatedly counts up to 0FFFFh and restarts from zero as shown in Figure 19-4. The capture/compare register **TAxCCR0** works the same way as the other capture/compare registers.



**Figure 19-4. Continuous Mode**

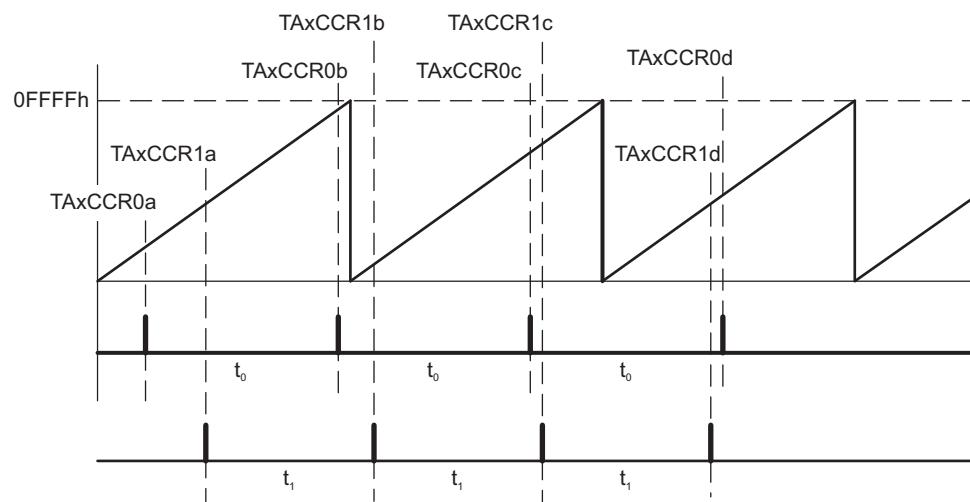
The TAIFG interrupt flag is set when the timer *counts* from 0FFFFh to zero. Figure 19-5 shows the flag set cycle.



**Figure 19-5. Continuous Mode Flag Setting**

### 19.2.3.3 Use of Continuous Mode

The continuous mode can be used to generate independent time intervals and output frequencies. Each time an interval is completed, an interrupt is generated. The next time interval is added to the TAxCCRn register in the interrupt service routine. Figure 19-6 shows two separate time intervals,  $t_0$  and  $t_1$ , being added to the capture/compare registers. In this usage, the time interval is controlled by hardware, not software, without impact from interrupt latency. Up to n (where n = 0 to 6), independent time intervals or output frequencies can be generated using capture/compare registers.

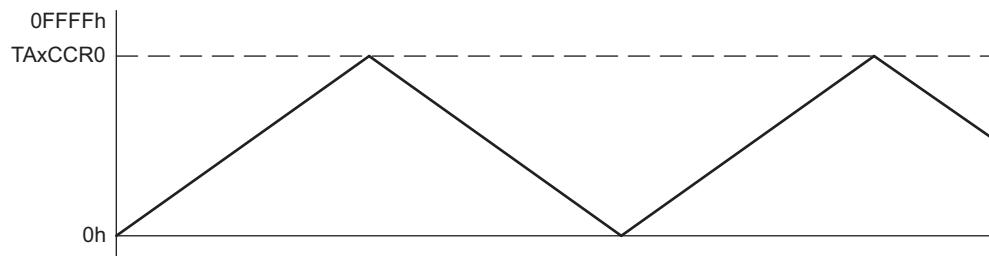


**Figure 19-6. Continuous Mode Time Intervals**

Time intervals can be produced with other modes as well, where **TAxCCR0** is used as the period register. Their handling is more complex since the sum of the old **TAxCCRn** data and the new period can be higher than the **TAxCCR0** value. When the previous **TAxCCRn** value plus  $t_x$  is greater than the **TAxCCR0** data, the **TAxCCR0** value must be subtracted to obtain the correct time interval.

#### 19.2.3.4 Up/Down Mode

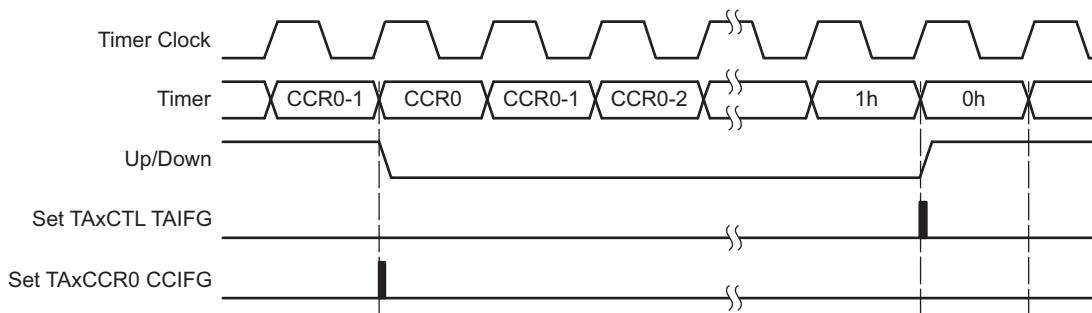
The up/down mode is used if the timer period must be different from 0FFFFh counts, and if symmetrical pulse generation is needed. The timer repeatedly counts up to the value of compare register **TAxCCR0** and back down to zero (see Figure 19-7). The period is twice the value in **TAxCCR0**.



**Figure 19-7. Up/Down Mode**

The count direction is latched. This allows the timer to be stopped and then restarted in the same direction it was counting before it was stopped. If this is not desired, the TACLR bit must be set to clear the direction. Setting TACLR also clears the TAR value and the clock divider counter logic (the divider setting remains unchanged).

In up/down mode, the **TAxCCR0** CCIFG interrupt flag and the TAIFG interrupt flag are set only once during a period, separated by one-half the timer period. The **TAxCCR0** CCIFG interrupt flag is set when the timer *counts* from **TAxCCR0-1** to **TAxCCR0**, and TAIFG is set when the timer completes *counting* down from 0001h to 0000h. Figure 19-8 shows the flag set cycle.



**Figure 19-8. Up/Down Mode Flag Setting**

##### 19.2.3.4.1 Changing Period Register **TAxCCR0**

When changing **TAxCCR0** while the timer is running and counting in the down direction, the timer continues its descent until it reaches zero. The new period takes effect after the counter counts down to zero.

When the timer is counting in the up direction, and the new period is greater than or equal to the old period or greater than the current count value, the timer counts up to the new period before counting down.

When the timer is counting in the up direction and the new period is less than the current count value, the timer begins counting down. However, one additional count may occur before the counter begins counting down.

### 19.2.3.5 Use of Up/Down Mode

The up/down mode supports applications that require dead times between output signals (see section *Timer\_A Output Unit*). For example, to avoid overload conditions, two outputs driving an H-bridge must never be in a high state simultaneously. In the example shown in Figure 19-9, the  $t_{\text{dead}}$  is:

$$t_{\text{dead}} = t_{\text{timer}} \times (\text{TAxCCR1} - \text{TAxCCR2})$$

Where:

$t_{\text{dead}}$  = Time during which both outputs need to be inactive

$t_{\text{timer}}$  = Cycle time of the timer clock

TAxCCRn = Content of capture/compare register n

The TAxCCRn registers are not buffered. They update immediately when written to. Therefore, any required dead time is not maintained automatically.

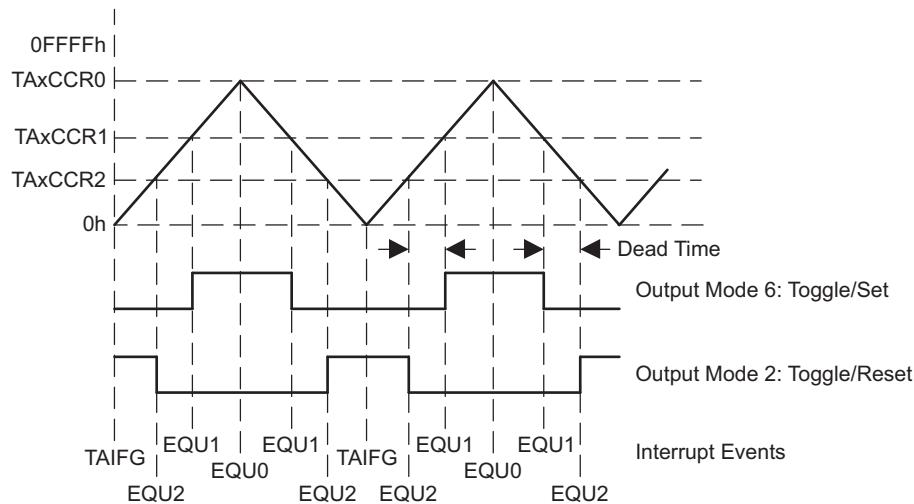


Figure 19-9. Output Unit in Up/Down Mode

### 19.2.4 Capture/Compare Blocks

Up to seven identical capture/compare blocks, TAxCCRn (where n = 0 to 7), are present in Timer\_A. Any of the blocks may be used to capture the timer data or to generate time intervals.

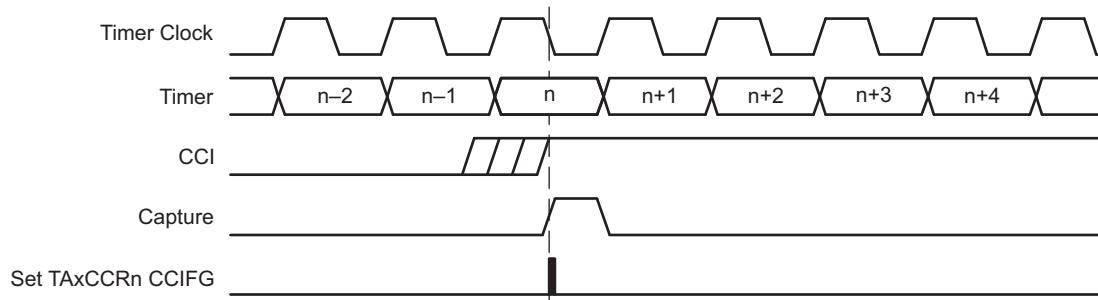
#### 19.2.4.1 Capture Mode

The capture mode is selected when CAP = 1. Capture mode is used to record time events. It can be used for speed computations or time measurements. The capture inputs CCIA and CCIB are connected to external pins or internal signals and are selected with the CCIS bits. The CM bits select the capture edge of the input signal as rising, falling, or both. A capture occurs on the selected edge of the input signal. If a capture occurs:

- The timer value is copied into the TAxCCRn register.
- The interrupt flag CCIFG is set.

The input signal level can be read at any time from the CCI bit. Devices may have different signals connected to CCIA and CCIB. See the device-specific data sheet for the connections of these signals.

The capture signal can be asynchronous to the timer clock and cause a race condition. Setting the SCS bit synchronizes the capture with the next timer clock. Setting the SCS bit to synchronize the capture signal with the timer clock is recommended (see Figure 19-10).

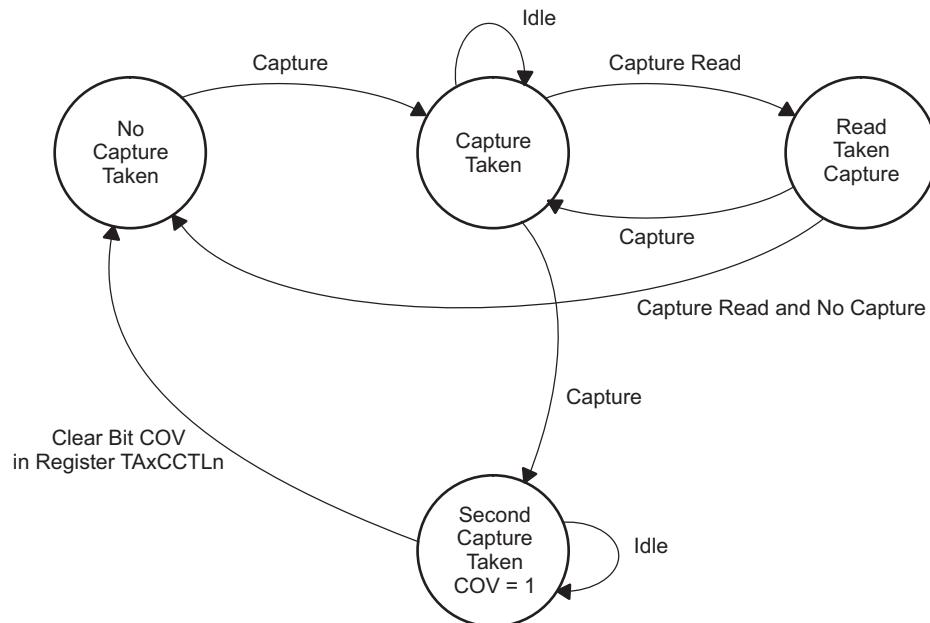


**Figure 19-10. Capture Signal (SCS = 1)**

**NOTE: Changing Capture Inputs**

Changing capture inputs while in capture mode may cause unintended capture events. To avoid this scenario, capture inputs should only be changed when capture mode is disabled (CM = {0} or CAP = 0).

Overflow logic is provided in each capture/compare register to indicate if a second capture was performed before the value from the first capture was read. Bit COV is set when this occurs as shown in [Figure 19-11](#). COV must be reset with software.



**Figure 19-11. Capture Cycle**

#### 19.2.4.1.1 Capture Initiated by Software

Captures can be initiated by software. The CMx bits can be set for capture on both edges. Software then sets CCIS1 = 1 and toggles bit CCIS0 to switch the capture signal between V<sub>CC</sub> and GND, initiating a capture each time CCIS0 changes state:

```
MOV #CAP+SCS+CCIS1+CM_3, &TA0CCTL1 ; Setup TA0CCTL1, synch. capture mode
; Event trigger on both edges of capture input.
XOR #CCIS0, &TA0CCTL1 ; TA0CCR1 = TA0R
```

**NOTE: Capture Initiated by Software**

In general, changing capture inputs while in capture mode may cause unintended capture events. For this scenario, switching the capture input between VCC and GND, disabling the capture mode is not required.

#### 19.2.4.2 Compare Mode

The compare mode is selected when CAP = 0. The compare mode is used to generate PWM output signals or interrupts at specific time intervals. When TA<sub>x</sub>R *counts* to the value in a TA<sub>x</sub>CCR<sub>n</sub>, where n represents the specific capture/compare register.

- Interrupt flag CCI<sub>FG</sub> is set.
- Internal signal EQU<sub>n</sub> = 1.
- EQU<sub>n</sub> affects the output according to the output mode.
- The input signal CCI is latched into SCCI.

#### 19.2.5 Output Unit

Each capture/compare block contains an output unit. The output unit is used to generate output signals, such as PWM signals. Each output unit has eight operating modes that generate signals based on the EQU0 and EQU<sub>n</sub> signals.

##### 19.2.5.1 Output Modes

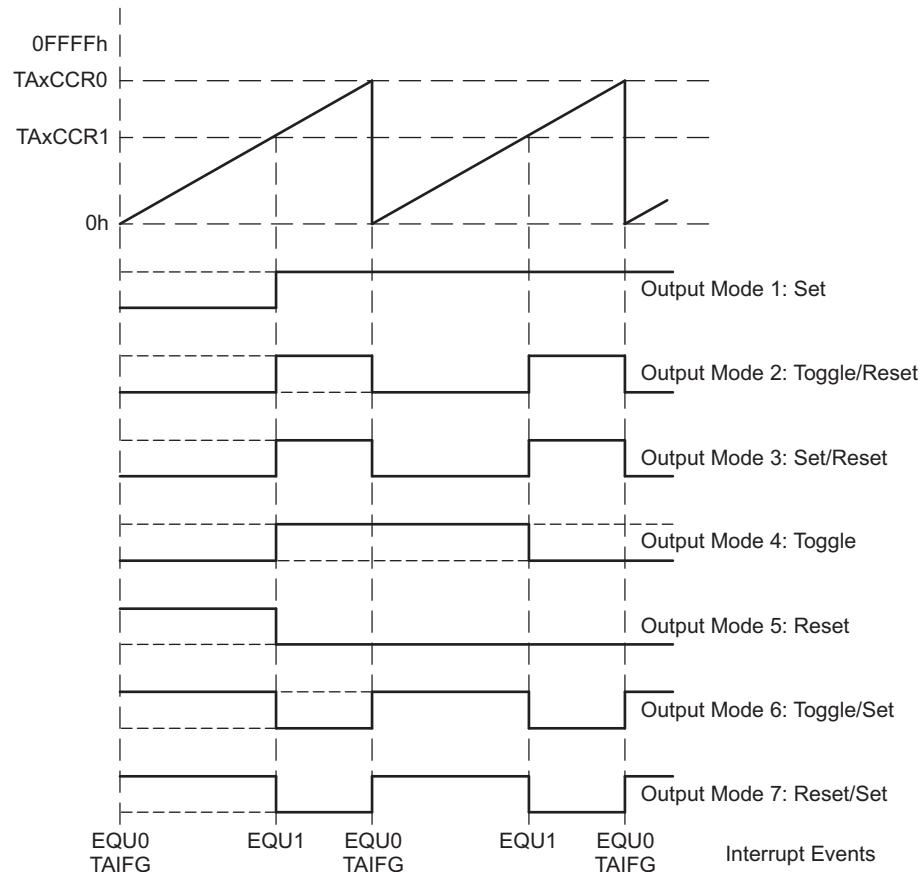
The output modes are defined by the OUTMOD bits and are described in [Table 19-2](#). The OUT<sub>n</sub> signal is changed with the rising edge of the timer clock for all modes except mode 0. Output modes 2, 3, 6, and 7 are not useful for output unit 0 because EQU<sub>n</sub> = EQU0.

**Table 19-2. Output Modes**

OUTMOD <sub>x</sub>	Mode	Description
000	Output	The output signal OUT <sub>n</sub> is defined by the OUT bit. The OUT <sub>n</sub> signal updates immediately when OUT is updated.
001	Set	The output is set when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. It remains set until a reset of the timer, or until another output mode is selected and affects the output.
010	Toggle/Reset	The output is toggled when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. It is reset when the timer <i>counts</i> to the TA <sub>x</sub> CCR0 value.
011	Set/Reset	The output is set when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. It is reset when the timer <i>counts</i> to the TA <sub>x</sub> CCR0 value.
100	Toggle	The output is toggled when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. The output period is double the timer period.
101	Reset	The output is reset when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. It remains reset until another output mode is selected and affects the output.
110	Toggle/Set	The output is toggled when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. It is set when the timer <i>counts</i> to the TA <sub>x</sub> CCR0 value.
111	Reset/Set	The output is reset when the timer <i>counts</i> to the TA <sub>x</sub> CCR <sub>n</sub> value. It is set when the timer <i>counts</i> to the TA <sub>x</sub> CCR0 value.

### 19.2.5.1.1 Output Example—Timer in Up Mode

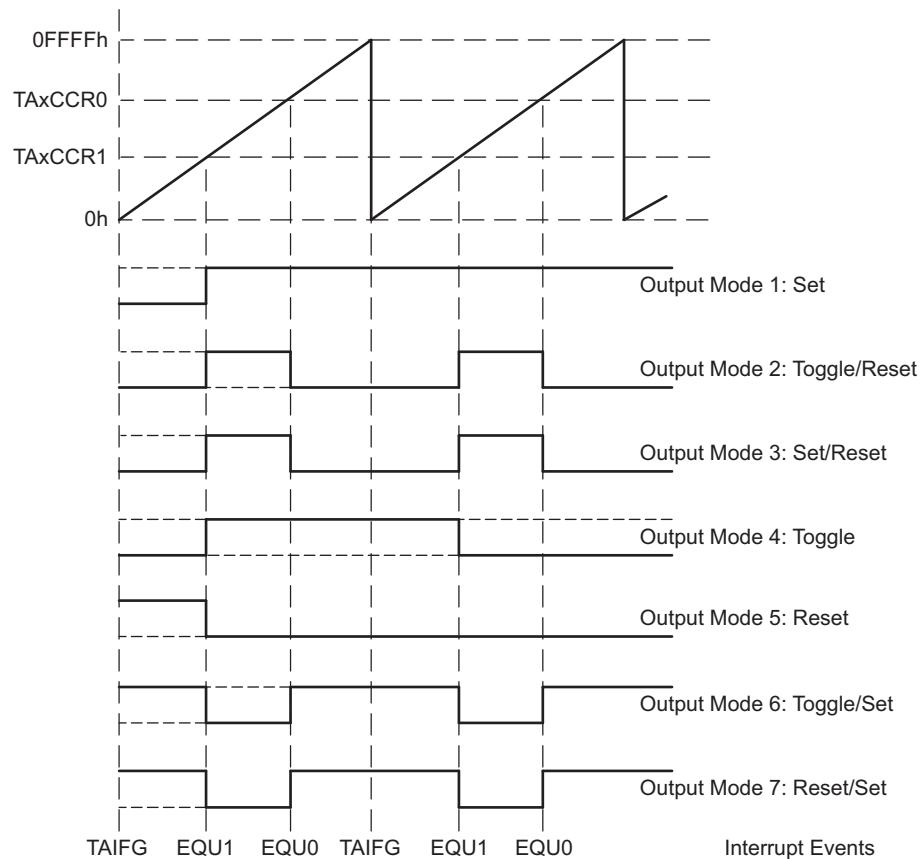
The OUTn signal is changed when the timer *counts* up to the TAxCCRn value and rolls from TAxCCR0 to zero, depending on the output mode. An example is shown in Figure 19-12 using TAxCCR0 and TAxCCR1.



**Figure 19-12. Output Example – Timer in Up Mode**

### 19.2.5.1.2 Output Example – Timer in Continuous Mode

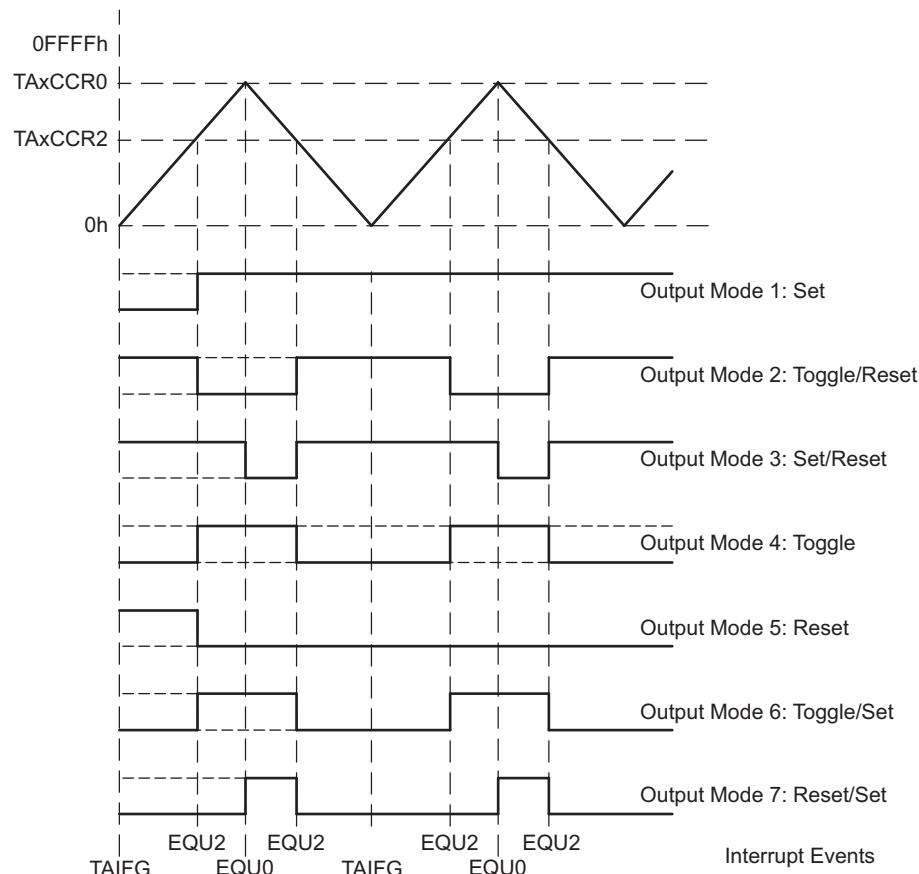
The OUTn signal is changed when the timer reaches the TAxCCRn and **TAxCCR0** values, depending on the output mode. An example is shown in [Figure 19-13](#) using TAxCCR0 and **TAxCCR1**.



**Figure 19-13. Output Example – Timer in Continuous Mode**

### 19.2.5.1.3 Output Example – Timer in Up/Down Mode

The OUTn signal changes when the timer equals TAxCRRn in either count direction and when the timer equals **TAxCCR0**, depending on the output mode. An example is shown in Figure 19-14 using TAxCRR0 and **TAxCCR2**.



**Figure 19-14. Output Example – Timer in Up/Down Mode**

**NOTE: Switching between output modes**

When switching between output modes, one of the OUTMOD bits should remain set during the transition, unless switching to mode 0. Otherwise, output glitching can occur, because a NOR gate decodes output mode 0. A safe method for switching between output modes is to use output mode 7 as a transition state:

```
BIS    #OUTMOD_7,&TA0CCTL1      ; Set output mode=7
BIC    #OUTMOD,&TA0CCTL1      ; Clear unwanted bits
```

### 19.2.6 Timer\_A Interrupts

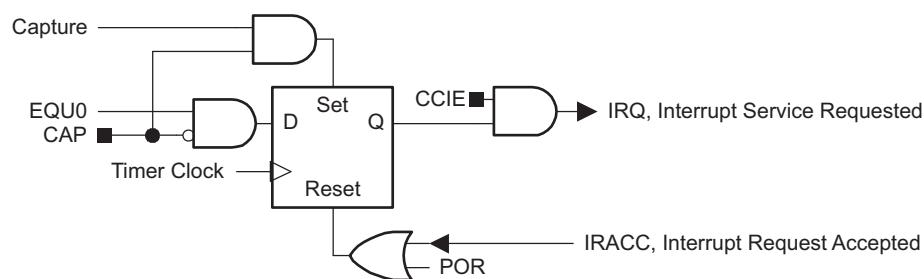
Two interrupt vectors are associated with the 16-bit Timer\_A module:

- **TAxCCR0** interrupt vector for TAxCCR0 CCIFG
- **TAxIV** interrupt vector for all other CCIFG flags and TAIFG

In capture mode, any CCIFG flag is set when a timer value is captured in the associated TAxCCRn register. In compare mode, any CCIFG flag is set if TAxR counts to the associated TAxCCRn value. Software may also set or clear any CCIFG flag. All CCIFG flags request an interrupt when their corresponding CCIE bit and the GIE bit are set.

#### 19.2.6.1 TAxCCR0 Interrupt

The **TAxCCR0** CCIFG flag has the highest Timer\_A interrupt priority and has a dedicated interrupt vector as shown in [Figure 19-15](#). The TAxCCR0 CCIFG flag is automatically reset when the TAxCCR0 interrupt request is serviced.



**Figure 19-15. Capture/Compare TAxCCR0 Interrupt Flag**

#### 19.2.6.2 TAxIV, Interrupt Vector Generator

The TAxCCRy CCIFG flags and TAIFG flags are prioritized and combined to source a single interrupt vector. The interrupt vector register **TAxIV** is used to determine which flag requested an interrupt.

The highest-priority enabled interrupt generates a number in the **TAxIV** register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled Timer\_A interrupts do not affect the TAxIV value.

Any access, read or write, of the **TAxIV** register automatically resets the highest-pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, if the **TAxCCR1** and **TAxCCR2** CCIFG flags are set when the interrupt service routine accesses the TAxIV register, TAxCCR1 CCIFG is reset automatically. After the RETI instruction of the interrupt service routine is executed, the TAxCCR2 CCIFG flag generates another interrupt.

### 19.2.6.2.1 *TAxIV Software Example*

The following software example shows the recommended use of **TAxIV** and the handling overhead. The **TAxIV** value is added to the PC to automatically jump to the appropriate routine. The example assumes a single instantiation of the largest timer configuration available.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself. The latencies are:

- Capture/compare block TA0CCR0: 11 cycles
- Capture/compare blocks TA0CCR1, TA0CCR2, TA0CCR3, TA0CCR4, TA0CCR5, TA0CCR6: 16 cycles
- Timer overflow TA0IFG: 14 cycles

```
; Interrupt handler for TA0CCR0 CCIFG.                                Cycles
CCIFG_0_HND
;           ...          ; Start of handler Interrupt latency      6
    RETI                                         5

; Interrupt handler for TA0IFG, TA0CCR1 through TA0CCR6 CCIFG.

TA0_HND     ...          ; Interrupt latency      6
    ADD      &TA0IV, PC   ; Add offset to Jump table      3
    RETI                                         5
    JMP      CCIFG_1_HND ; Vector  0: No interrupt      5
    JMP      CCIFG_2_HND ; Vector  2: TA0CCR1          2
    JMP      CCIFG_3_HND ; Vector  4: TA0CCR2          2
    JMP      CCIFG_4_HND ; Vector  6: TA0CCR3          2
    JMP      CCIFG_5_HND ; Vector  8: TA0CCR4          2
    JMP      CCIFG_6_HND ; Vector 10: TA0CCR5          2
    JMP      CCIFG_7_HND ; Vector 12: TA0CCR6          2

TA0IFG_HND
;           ...          ; Vector 14: TA0IFG Flag
;           ...          ; Task starts here
    RETI                                         5

CCIFG_6_HND
;           ...          ; Vector 12: TA0CCR6
;           ...          ; Task starts here
;           ...          ; Back to main program      5
    RETI                                         5

CCIFG_5_HND
;           ...          ; Vector 10: TA0CCR5
;           ...          ; Task starts here
;           ...          ; Back to main program      5
    RETI                                         5

CCIFG_4_HND
;           ...          ; Vector  8: TA0CCR4
;           ...          ; Task starts here
;           ...          ; Back to main program      5
    RETI                                         5

CCIFG_3_HND
;           ...          ; Vector  6: TA0CCR3
;           ...          ; Task starts here
;           ...          ; Back to main program      5
    RETI                                         5

CCIFG_2_HND
;           ...          ; Vector  4: TA0CCR2
;           ...          ; Task starts here
;           ...          ; Back to main program      5
    RETI                                         5

CCIFG_1_HND
;           ...          ; Vector  2: TA0CCR1
;           ...          ; Task starts here
;           ...          ; Back to main program      5
    RETI                                         5
```

## 19.3 Timer\_A Registers

Timer\_A registers are listed in [Table 19-3](#) for the largest configuration available. The base address can be found in the device-specific data sheet.

**Table 19-3. Timer\_A Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	TAxCTL	Timer_Ax Control	Read/write	Word	0000h	<a href="#">Section 19.3.1</a>
02h	TAxCCTL0	Timer_Ax Capture/Compare Control 0	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
04h	TAxCCTL1	Timer_Ax Capture/Compare Control 1	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
06h	TAxCCTL2	Timer_Ax Capture/Compare Control 2	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
08h	TAxCCTL3	Timer_Ax Capture/Compare Control 3	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
0Ah	TAxCCTL4	Timer_Ax Capture/Compare Control 4	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
0Ch	TAxCCTL5	Timer_Ax Capture/Compare Control 5	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
0Eh	TAxCCTL6	Timer_Ax Capture/Compare Control 6	Read/write	Word	0000h	<a href="#">Section 19.3.3</a>
10h	TAxR	Timer_Ax Counter	Read/write	Word	0000h	<a href="#">Section 19.3.2</a>
12h	TAxCCR0	Timer_Ax Capture/Compare 0	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
14h	TAxCCR1	Timer_Ax Capture/Compare 1	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
16h	TAxCCR2	Timer_Ax Capture/Compare 2	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
18h	TAxCCR3	Timer_Ax Capture/Compare 3	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
1Ah	TAxCCR4	Timer_Ax Capture/Compare 4	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
1Ch	TAxCCR5	Timer_Ax Capture/Compare 5	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
1Eh	TAxCCR6	Timer_Ax Capture/Compare 6	Read/write	Word	0000h	<a href="#">Section 19.3.4</a>
2Eh	TAxIV	Timer_Ax Interrupt Vector	Read only	Word	0000h	<a href="#">Section 19.3.5</a>
20h	TAxEX0	Timer_Ax Expansion 0	Read/write	Word	0000h	<a href="#">Section 19.3.6</a>

### 19.3.1 TAxCTL Register

Timer\_A Control Register

**Figure 19-16. TAxCTL Register**

15	14	13	12	11	10	9	8
Reserved						TASSEL	
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ID		MC		Reserved	TACLR	TAIE	TAIFG
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	w-(0)	rw-(0)	rw-(0)

**Table 19-4. TAxCTL Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	RW	0h	Reserved
9-8	TASSEL	RW	0h	Timer_A clock source select 00b = TAxCLK 01b = ACLK 10b = SMCLK 11b = INCLK
7-6	ID	RW	0h	Input divider. These bits along with the TAIDEX bits select the divider for the input clock. 00b = /1 01b = /2 10b = /4 11b = /8
5-4	MC	RW	0h	Mode control. Setting MC = 00h when Timer_A is not in use conserves power. 00b = Stop mode: Timer is halted 01b = Up mode: Timer counts up to <a href="#">TAXCCR0</a> 10b = Continuous mode: Timer counts up to 0FFFFh 11b = Up/down mode: Timer counts up to <a href="#">TAXCCR0</a> then down to 0000h
3	Reserved	RW	0h	Reserved
2	TACLR	RW	0h	Timer_A clear. Setting this bit clears TAR, the clock divider logic (the divider setting remains unchanged), and the count direction. The TACLR bit is automatically reset and is always read as zero.
1	TAIE	RW	0h	Timer_A interrupt enable. This bit enables the TAIFG interrupt request. 0b = Interrupt disabled 1b = Interrupt enabled
0	TAIFG	RW	0h	Timer_A interrupt flag 0b = No interrupt pending 1b = Interrupt pending

### 19.3.2 TAxR Register

Timer\_Ax Counter Register

**Figure 19-17. TAxR Register**

15	14	13	12	11	10	9	8
TAXR							
rw-(0)							
TAXR							
rw-(0)							

**Table 19-5. TAxR Register Description**

Bit	Field	Type	Reset	Description
15-0	TAXR	RW	0h	Timer_A register. The TAXR register is the count of Timer_A.

### 19.3.3 **TAxCCTLn Register**

Timer\_Ax Capture/Compare Control n Register

**Figure 19-18. TAxCCTLn Register**

15	14	13	12	11	10	9	8
CM		CCIS		SCS	SCCI	Reserved	CAP
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	r-(0)	r-(0)	rw-(0)
7	6	5	4	3	2	1	0
	OUTMOD		CCIE	CCI	OUT	COV	CCIFG
rw-(0)	rw-(0)	rw-(0)	rw-(0)	r	rw-(0)	rw-(0)	rw-(0)

**Table 19-6. TAxCCTLn Register Description**

Bit	Field	Type	Reset	Description
15-14	CM	RW	0h	Capture mode 00b = No capture 01b = Capture on rising edge 10b = Capture on falling edge 11b = Capture on both rising and falling edges
13-12	CCIS	RW	0h	Capture/compare input select. These bits select the <a href="#">TAxCCR0</a> input signal. See the device-specific data sheet for specific signal connections. 00b = CC <sub>lx</sub> A 01b = CC <sub>lx</sub> B 10b = GND 11b = VCC
11	SCS	RW	0h	Synchronize capture source. This bit is used to synchronize the capture input signal with the timer clock. 0b = Asynchronous capture 1b = Synchronous capture
10	SCCI	RW	0h	Synchronized capture/compare input. The selected CCI input signal is latched with the EQUx signal and can be read from this bit.
9	Reserved	R	0h	Reserved. Reads as 0.
8	CAP	RW	0h	Capture mode 0b = Compare mode 1b = Capture mode
7-5	OUTMOD	RW	0h	Output mode. Modes 2, 3, 6, and 7 are not useful for <a href="#">TAxCCR0</a> because EQUx = EQU0. 000b = OUT bit value 001b = Set 010b = Toggle/reset 011b = Set/reset 100b = Toggle 101b = Reset 110b = Toggle/set 111b = Reset/set
4	CCIE	RW	0h	Capture/compare interrupt enable. This bit enables the interrupt request of the corresponding CCIFG flag. 0b = Interrupt disabled 1b = Interrupt enabled
3	CCI	R	0h	Capture/compare input. The selected input signal can be read by this bit.
2	OUT	RW	0h	Output. For output mode 0, this bit directly controls the state of the output. 0b = Output low 1b = Output high

**Table 19-6. TAxCCTLn Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
1	COV	RW	0h	Capture overflow. This bit indicates a capture overflow occurred. COV must be reset with software. 0b = No capture overflow occurred 1b = Capture overflow occurred
0	CCIFG	RW	0h	Capture/compare interrupt flag 0b = No interrupt pending 1b = Interrupt pending

### 19.3.4 TAxCRRn Register

Timer\_A Capture/Compare n Register

**Figure 19-19. TAxCRRn Register**

15	14	13	12	11	10	9	8
TAxCRRn							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
TAxCRRn							
7	6	5	4	3	2	1	0
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 19-7. TAxCRRn Register Description**

Bit	Field	Type	Reset	Description
15-0	TAxCCR0	RW	0h	Compare mode: TAxCRRn holds the data for the comparison to the timer value in the Timer_A Register, TAR. Capture mode: The Timer_A Register, TAR, is copied into the TAxCRRn register when a capture is performed.

### 19.3.5 TAxIV Register

Timer\_Ax Interrupt Vector Register

**Figure 19-20. TAxIV Register**

15	14	13	12	11	10	9	8
TAIV							
r0	r0	r0	r0	r0	r0	r0	r0
TAIV							
r0	r0	r0	r0	r-(0)	r-(0)	r-(0)	r0

**Table 19-8. TAxIV Register Description**

Bit	Field	Type	Reset	Description
15-0	TAIV	R	0h	Timer_A interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Capture/compare 1; Interrupt Flag: <a href="#">TAxCCR1 CCIFG</a> ; Interrupt Priority: Highest 04h = Interrupt Source: Capture/compare 2; Interrupt Flag: <a href="#">TAxCCR2 CCIFG</a> 06h = Interrupt Source: Capture/compare 3; Interrupt Flag: <a href="#">TAxCCR3 CCIFG</a> 08h = Interrupt Source: Capture/compare 4; Interrupt Flag: <a href="#">TAxCCR4 CCIFG</a> 0Ah = Interrupt Source: Capture/compare 5; Interrupt Flag: <a href="#">TAxCCR5 CCIFG</a> 0Ch = Interrupt Source: Capture/compare 6; Interrupt Flag: <a href="#">TAxCCR6 CCIFG</a> 0Eh = Interrupt Source: Timer overflow; Interrupt Flag: <a href="#">TAxCTL TAIFG</a> ; Interrupt Priority: Lowest

### 19.3.6 TAxE0 Register

Timer\_Ax Expansion 0 Register

**Figure 19-21. TAxE0 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved						TAIDEX <sup>(1)</sup>	
r0	r0	r0	r0	r0	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> After programming TAIDEX bits and configuration of the timer, set TACLR bit to ensure proper reset of the timer divider logic.

**Table 19-9. TAxE0 Register Description**

Bit	Field	Type	Reset	Description
15-3	Reserved	R	0h	Reserved. Reads as 0.
2-0	TAIDEX	RW	0h	Input divider expansion. These bits along with the ID bits select the divider for the input clock. 000b = Divide by 1 001b = Divide by 2 010b = Divide by 3 011b = Divide by 4 100b = Divide by 5 101b = Divide by 6 110b = Divide by 7 111b = Divide by 8

***Timer\_B***

Timer\_B is a 16-bit timer/counter with multiple capture/compare registers. There can be multiple Timer\_B modules on a given device (see the device-specific data sheet). This chapter describes the operation and use of the Timer\_B module.

Topic	Page
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<b>20.2 Timer_B Operation.....</b>	<b>470</b>
<b>20.3 Timer_B Registers .....</b>	<b>483</b>

## 20.1 Timer\_B Introduction

Timer\_B is a 16-bit timer/counter with up to seven capture/compare registers. Timer\_B can support multiple capture/comparisons, PWM outputs, and interval timing. Timer\_B also has extensive interrupt capabilities. Interrupts may be generated from the counter on overflow conditions and from each of the capture/compare registers.

Timer\_B features include:

- Asynchronous 16-bit timer/counter with four operating modes and four selectable lengths
- Selectable and configurable clock source
- Up to seven configurable capture/compare registers
- Configurable outputs with PWM capability
- Double-buffered compare latches with synchronized loading
- Interrupt vector register for fast decoding of all Timer\_B interrupts

The block diagram of Timer\_B is shown in [Figure 20-1](#).

---

**NOTE: Use of the word count**

*Count* is used throughout this chapter. It means the counter must be in the process of counting for the action to take place. If a particular value is directly written to the counter, an associated action does not take place.

---

**NOTE: Nomenclature**

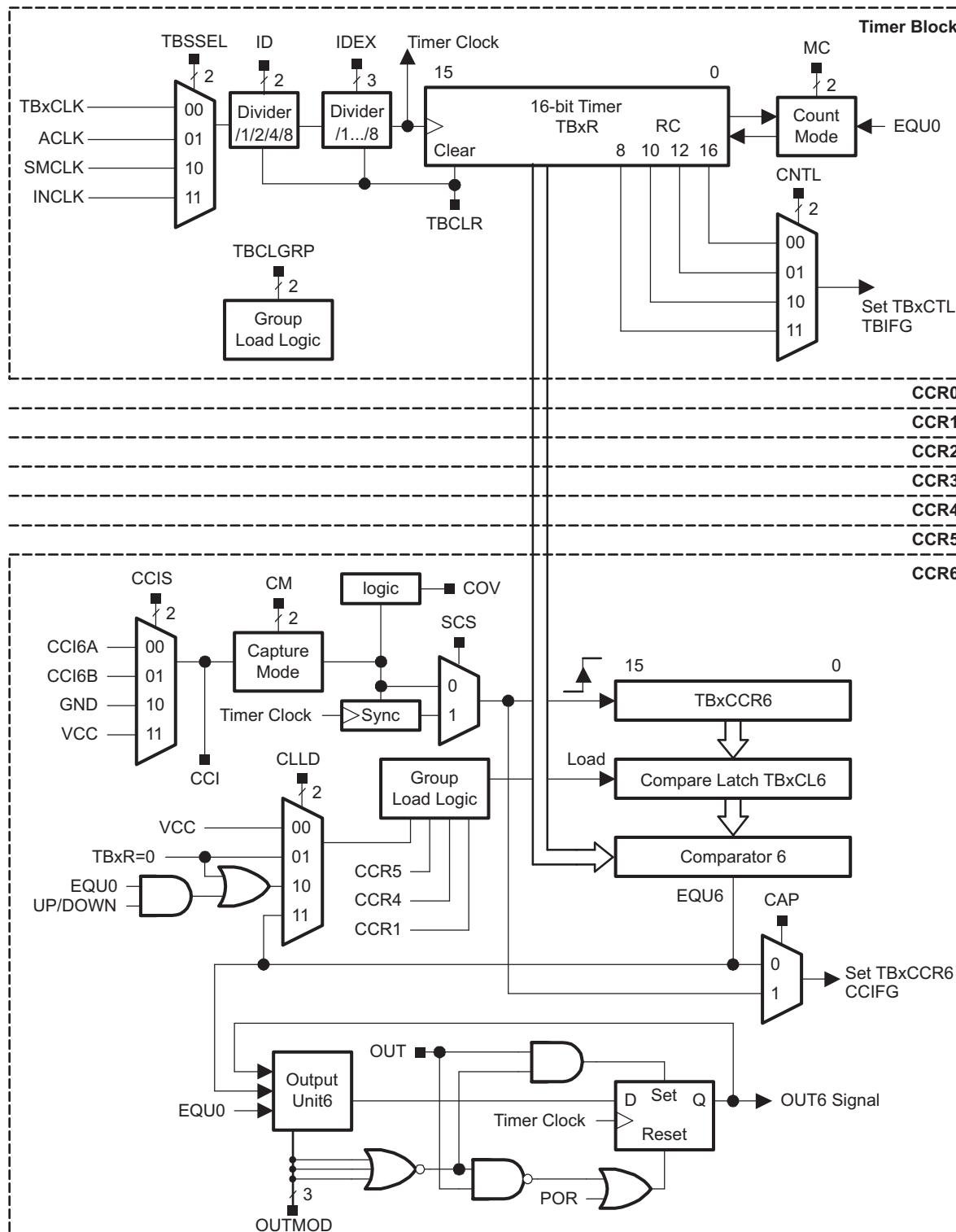
There may be multiple instantiations of Timer\_B on a given device. The prefix TB $x$  is used, where  $x$  is greater than or equal to zero indicating the Timer\_B instantiation. For devices with one instantiation,  $x = 0$ . The suffix  $n$ , where  $n = 0$  to 6, represents the specific capture/compare registers associated with the Timer\_B instantiation.

---

### 20.1.1 Similarities and Differences From Timer\_A

Timer\_B is identical to Timer\_A with the following exceptions:

- The length of Timer\_B is programmable to be 8, 10, 12, or 16 bits.
- Timer\_B TB $x$ CCR $n$  registers are double-buffered and can be grouped.
- All Timer\_B outputs can be put into a high-impedance state.
- The SCCI bit function is not implemented in Timer\_B.



**Figure 20-1. Timer\_B Block Diagram**

## 20.2 Timer\_B Operation

The Timer\_B module is configured with user software. The setup and operation of Timer\_B is discussed in the following sections.

### 20.2.1 16-Bit Timer Counter

The 16-bit timer/counter register, TBxR, increments or decrements (depending on mode of operation) with each rising edge of the clock signal. TBxR can be read or written with software. Additionally, the timer can generate an interrupt when it overflows.

TBxR may be cleared by setting the TBCLR bit. Setting TBCLR also clears the clock divider counter logic (the divider setting remains unchanged) and count direction for up/down mode.

---

**NOTE: Modifying Timer\_B registers**

TI recommends stopping the timer before modifying its operation (with exception of the interrupt enable, interrupt flag, and TBCLR) to avoid errant operating conditions.

When the timer clock is asynchronous to the CPU clock, any read from TBxR should occur while the timer is not operating or the results may be unpredictable. Alternatively, the timer may be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Any write to TBxR takes effect immediately.

---

#### 20.2.1.1 TBxR Length

Timer\_B is configurable to operate as an 8-, 10-, 12-, or 16-bit timer with the CNTL bits. The maximum count value, TBxR<sub>(max)</sub>, for the selectable lengths is 0FFh, 03FFh, OFFFh, and 0FFFFh, respectively. Data written to the TBxR register in 8-, 10-, and 12-bit mode is right justified with leading zeros.

#### 20.2.1.2 Clock Source Select and Divider

The timer clock can be sourced from ACLK, SMCLK, or externally from TBxCLK or INCLK. The clock source is selected with the TBSSEL bits. The selected clock source may be passed directly to the timer or divided by 2, 4, or 8, using the ID bits. The selected clock source can be further divided by 2, 3, 4, 5, 6, 7, or 8 using the TBIDEX bits. The timer clock divider logic is reset when TBCLR is set.

---

**NOTE: Timer\_B dividers**

After programming ID or TBIDEX bits, set the TBCLR bit. This clears the contents of TBxR and resets the clock divider logic to a defined state. The clock dividers are implemented as down counters. Therefore, when the TBCLR bit is cleared, the timer clock immediately begins clocking at the first rising edge of the Timer\_B clock source selected with the TBSSEL bits and continues clocking at the divider settings set by the ID and TBIDEX bits.

---

#### 20.2.2 Starting the Timer

The timer may be started or restarted in the following ways:

- The timer counts when MC > { 0 } and the clock source is active.
- When the timer mode is either up or up/down, the timer may be stopped by loading 0 to TBxCL0. The timer may then be restarted by loading a nonzero value to TBxCL0. In this scenario, the timer starts incrementing in the up direction from zero.

### 20.2.3 Timer Mode Control

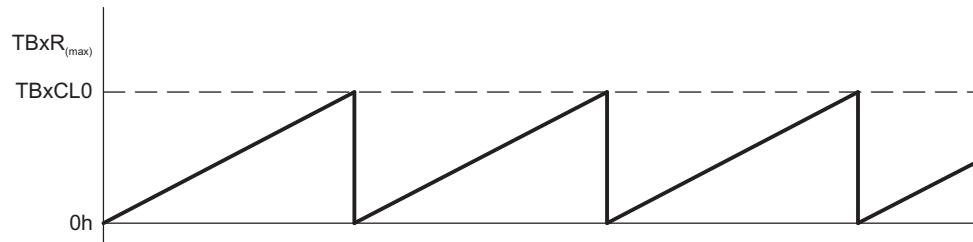
The timer has four modes of operation: stop, up, continuous, and up/down (see [Table 20-1](#)). The operating mode is selected with the MC bits.

**Table 20-1. Timer Modes**

MC	Mode	Description
00	Stop	The timer is halted.
01	Up	The timer repeatedly counts from zero to the value of compare register TBxCL0.
10	Continuous	The timer repeatedly counts from zero to the value selected by the CNTL bits.
11	Up/down	The timer repeatedly counts from zero up to the value of TBxCL0 and then back down to zero.

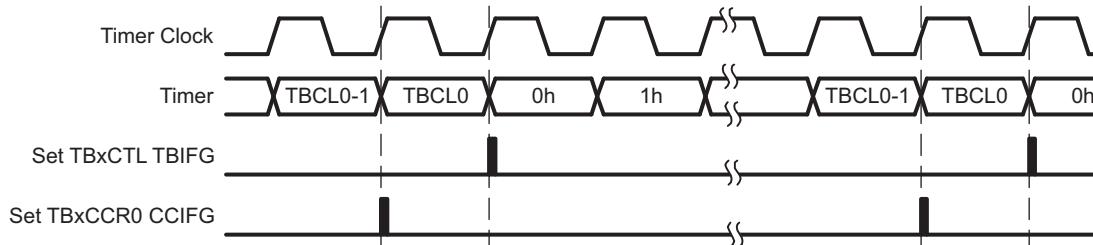
#### 20.2.3.1 Up Mode

The up mode is used if the timer period must be different from  $TBxR_{(max)}$  counts. The timer repeatedly counts up to the value of compare latch TBxCL0, which defines the period (see [Figure 20-2](#)). The number of timer counts in the period is  $TBxCL0 + 1$ . When the timer value equals TBxCL0, the timer restarts counting from zero. If up mode is selected when the timer value is greater than TBxCL0, the timer immediately restarts counting from zero.



**Figure 20-2. Up Mode**

The TBxCCR0 CCIFG interrupt flag is set when the timer *counts* to the TBxCL0 value. The TBIFG interrupt flag is set when the timer *counts* from TBxCL0 to zero. [Figure 20-3](#) shows the flag set cycle.



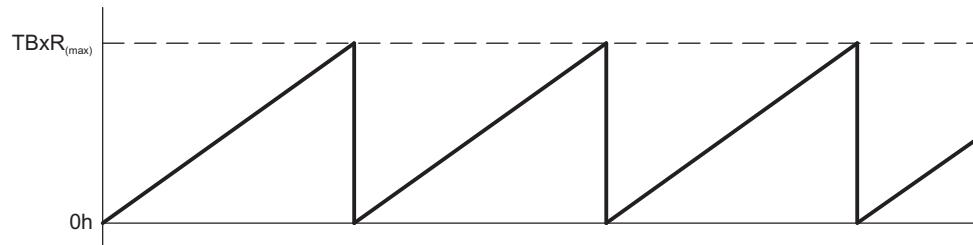
**Figure 20-3. Up Mode Flag Setting**

##### 20.2.3.1.1 Changing Period Register TBxCL0

When changing TBxCL0 while the timer is running and when the TBxCL0 load mode is *immediate*, if the new period is greater than or equal to the old period or greater than the current count value, the timer counts up to the new period. If the new period is less than the current count value, the timer rolls to zero. However, one additional count may occur before the counter rolls to zero.

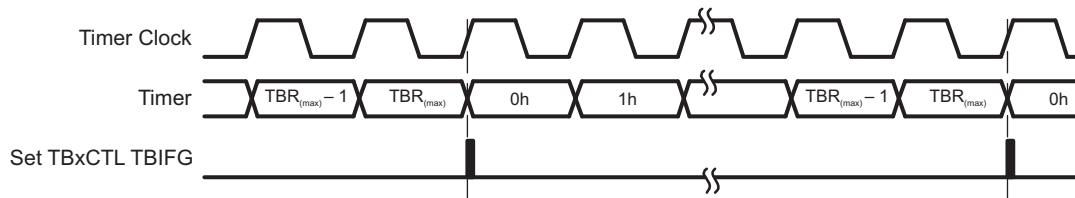
### 20.2.3.2 Continuous Mode

In continuous mode, the timer repeatedly counts up to  $TBxR_{(max)}$  and restarts from zero (see Figure 20-4). The compare latch  $TBxCL0$  works the same way as the other capture/compare registers.



**Figure 20-4. Continuous Mode**

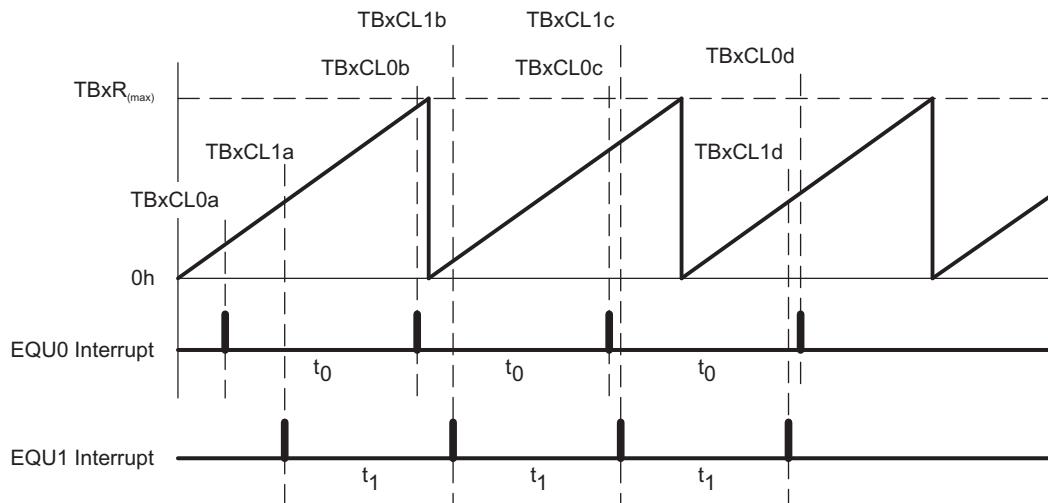
The  $TBIFG$  interrupt flag is set when the timer *counts* from  $TBxR_{(max)}$  to zero. Figure 20-5 shows the flag set cycle.



**Figure 20-5. Continuous Mode Flag Setting**

### 20.2.3.3 Use of Continuous Mode

The continuous mode can be used to generate independent time intervals and output frequencies. Each time an interval is completed, an interrupt is generated. The next time interval is added to the  $TBxCLn$  latch in the interrupt service routine. Figure 20-6 shows two separate time intervals,  $t_0$  and  $t_1$ , being added to the capture/compare registers. The time interval is controlled by hardware, not software, without impact from interrupt latency. Up to n (where n = 0 to 7), independent time intervals or output frequencies can be generated using capture/compare registers.



**Figure 20-6. Continuous Mode Time Intervals**

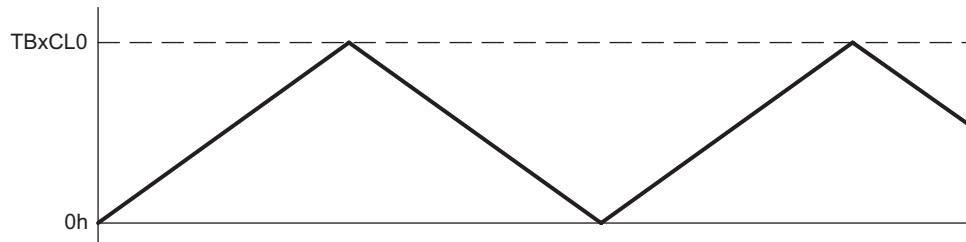
Time intervals can be produced with other modes as well, where TBxCL0 is used as the period register. Their handling is more complex, because the sum of the old TBxCLn data and the new period can be higher than the TBxCL0 value. When the sum of the previous TBxCLn value plus  $t_x$  is greater than the TBxCL0 data, the old TBxCL0 value must be subtracted to obtain the correct time interval.

#### 20.2.3.4 Up/Down Mode

The up/down mode is used if the timer period must be different from  $TBxR_{(max)}$  counts and if symmetrical pulse generation is needed. The timer repeatedly counts up to the value of compare latch TBxCL0, and back down to zero (see [Figure 20-7](#)). The period is twice the value in TBxCL0.

**NOTE:**  $TBxCL0 > TBxR_{(max)}$

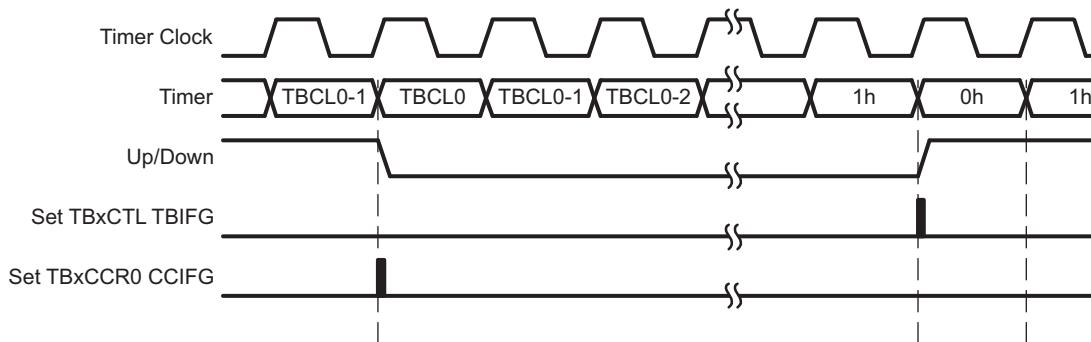
If  $TBxCL0 > TBxR_{(max)}$ , the counter operates as if it were configured for continuous mode. It does not count down from  $TBxR_{(max)}$  to zero.



**Figure 20-7. Up/Down Mode**

The count direction is latched. This allows the timer to be stopped and then restarted in the same direction it was counting before it was stopped. If this is not desired, the TBCLR bit must be used to clear the direction. Setting TBCLR also clears the TBxR value and the clock divider counter logic (the divider setting remains unchanged).

In up/down mode, the TBxCCR0 CCIFG interrupt flag and the TBIFG interrupt flag are set only once during the period, separated by one-half the timer period. The TBxCCR0 CCIFG interrupt flag is set when the timer *counts* from TBxCL0-1 to TBxCL0, and TBIFG is set when the timer completes *counting* down from 0001h to 0000h. [Figure 20-8](#) shows the flag set cycle.



**Figure 20-8. Up/Down Mode Flag Setting**

##### 20.2.3.4.1 Changing the Value of Period Register TBxCL0

When changing TBxCL0 while the timer is running and counting in the down direction, and when the TBxCL0 load mode is *immediate*, the timer continues its descent until it reaches zero. The new period takes effect after the counter counts down to zero.

If the timer is counting in the up direction when the new period is latched into TBxCL0, and the new period is greater than or equal to the old period or greater than the current count value, the timer counts up to the new period before counting down. When the timer is counting in the up direction, and the new period is less than the current count value when TBxCL0 is loaded, the timer begins counting down. However, one additional count may occur before the counter begins counting down.

### 20.2.3.5 Use of Up/Down Mode

The up/down mode supports applications that require dead times between output signals (see [Section 20.2.5](#)). For example, to avoid overload conditions, two outputs driving an H-bridge must never be in a high state simultaneously. In the example shown in [Figure 20-9](#), the  $t_{\text{dead}}$  is:

$$t_{\text{dead}} = t_{\text{timer}} \times (TBxCL1 - TBxCL3)$$

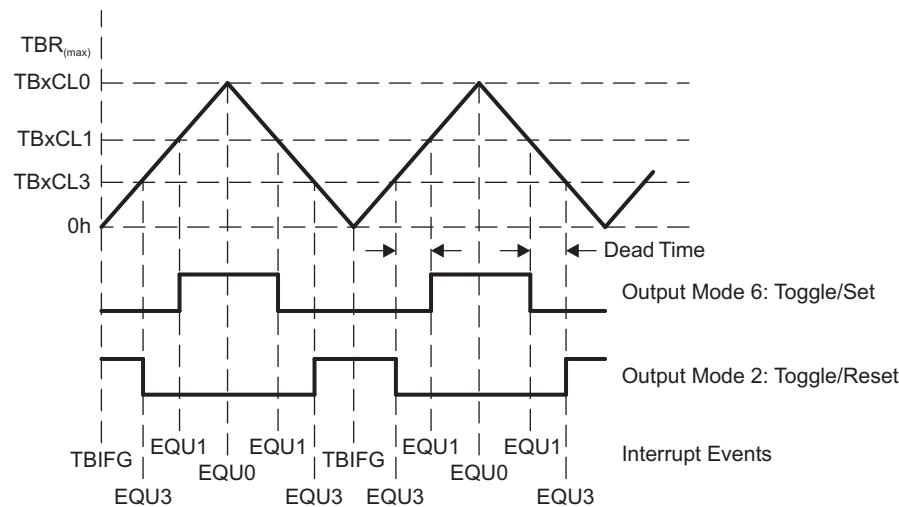
Where:

$t_{\text{dead}}$  = Time during which both outputs need to be inactive

$t_{\text{timer}}$  = Cycle time of the timer clock

TBxCLn = Content of compare latch n

The ability to simultaneously load grouped compare latches ensures the dead times.



**Figure 20-9. Output Unit in Up/Down Mode**

### 20.2.4 Capture/Compare Blocks

Up to seven identical capture/compare blocks, TBxCCRn (where n = 0 to 6), are present in Timer\_B. Any of the blocks may be used to capture the timer data or to generate time intervals.

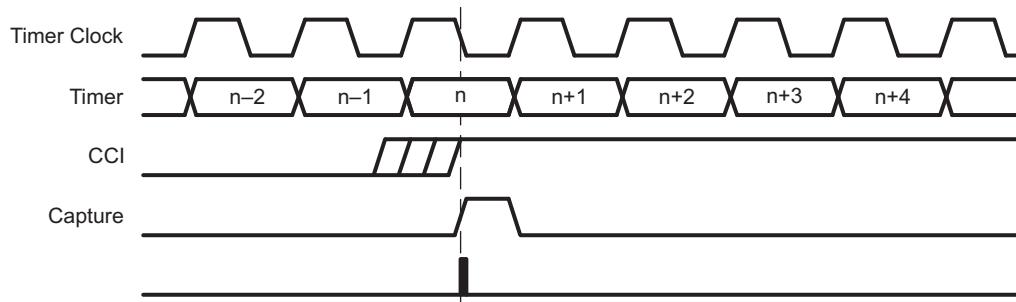
#### 20.2.4.1 Capture Mode

The capture mode is selected when CAP = 1. Capture mode is used to record time events. It can be used for speed computations or time measurements. The capture inputs CCIA and CCIB are connected to external pins or internal signals and are selected with the CCIS bits. The CM bits select the capture edge of the input signal as rising, falling, or both. A capture occurs on the selected edge of the input signal. If a capture is performed:

- The timer value is copied into the TBxCCRn register.
- The interrupt flag CCIFG is set.

The input signal level can be read at any time from the CCI bit. Devices may have different signals connected to CCIA and CCIB. See the device-specific data sheet for the connections of these signals.

The capture signal can be asynchronous to the timer clock and cause a race condition. Setting the SCS bit synchronizes the capture with the next timer clock. TI recommends setting the SCS bit to synchronize the capture signal with the timer clock (see [Figure 20-10](#)).



**Figure 20-10. Capture Signal (SCS = 1)**

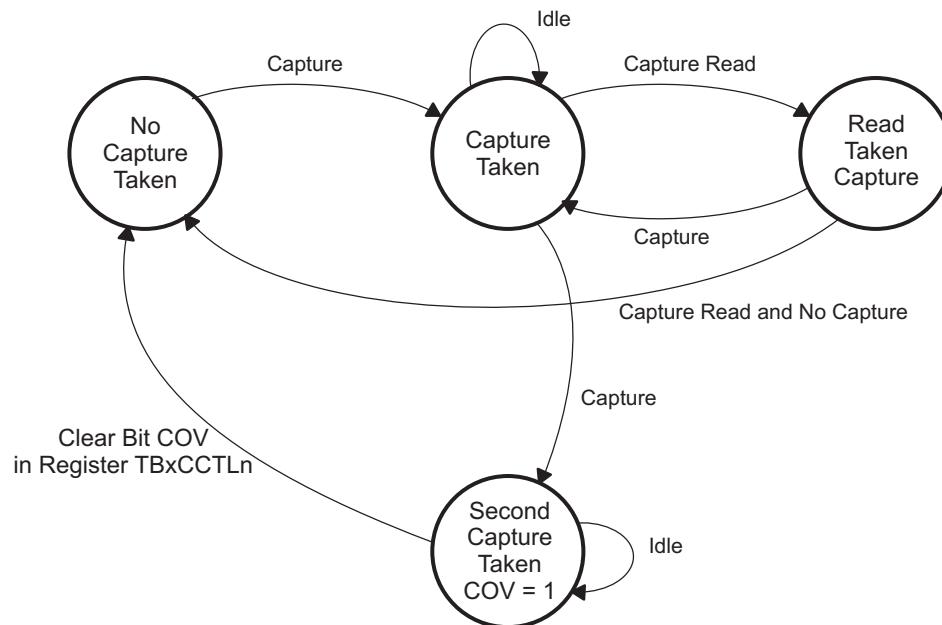
---

**NOTE: Changing Capture Inputs**

Changing capture inputs while in capture mode may cause unintended capture events. To avoid this scenario, capture inputs should only be changed when capture mode is disabled ( $CM = \{0\}$  or  $CAP = 0$ ).

---

Overflow logic is provided in each capture/compare register to indicate if a second capture was performed before the value from the first capture was read. Bit COV is set when this occurs (see [Figure 20-11](#)). COV must be reset with software.



**Figure 20-11. Capture Cycle**

#### 20.2.4.1.1 Capture Initiated by Software

Captures can be initiated by software. The CM bits can be set for capture on both edges. Software then sets bit CCIS1 = 1 and toggles bit CCIS0 to switch the capture signal between V<sub>CC</sub> and GND, initiating a capture each time CCIS0 changes state:

```
MOV      #CAP+SCS+CCIS1+CM_3,&TB0CCTL1    ; Setup TB0CCTL1
XOR      #CCIS0,&TB0CCTL1           ; TB0CCR1 = TB0R
```

**NOTE: Capture Initiated by Software**

In general, changing capture inputs while in capture mode may cause unintended capture events. For this scenario, switching the capture input between VCC and GND, disabling the capture mode is not required.

#### 20.2.4.2 Compare Mode

The compare mode is selected when CAP = 0. Compare mode is used to generate PWM output signals or interrupts at specific time intervals. When TBxR *counts* to the value in a TBxCn, where n represents the specific capture/compare latch:

- Interrupt flag CCIFG is set.
- Internal signal EQUn = 1.
- EQUn affects the output according to the output mode.

##### 20.2.4.2.1 Compare Latch TBxCn

The TBxCCRn compare latch, TBxCn, holds the data for the comparison to the timer value in compare mode. TBxCn is buffered by TBxCCRn. The buffered compare latch gives the user control over when a compare period updates. The user cannot directly access TBxCn. Compare data is written to each TBxCCRn and automatically transferred to TBxCn. The timing of the transfer from TBxCCRn to TBxCn is user selectable, with the CLLD bits as described in [Table 20-2](#).

**Table 20-2. TBxCn Load Events**

CLLD	Description
00	New data is transferred from TBxCCRn to TBxCn immediately when TBxCCRn is written to.
01	New data is transferred from TBxCCRn to TBxCn when TBxR <i>counts</i> to 0.
10	New data is transferred from TBxCCRn to TBxCn when TBxR <i>counts</i> to 0 for up and continuous modes. New data is transferred from TBxCCRn to TBxCn when TBxR <i>counts</i> to the old TBxCLO value or to 0 for up/down mode.
11	New data is transferred from TBxCCRn to TBxCn when TBxR <i>counts</i> to the old TBxCn value.

#### 20.2.4.2.2 Grouping Compare Latches

Multiple compare latches may be grouped together for simultaneous updates with the TBCLGRPx bits. When using groups, the CLLD bits of the lowest numbered TBxCCRn in the group determine the load event for each compare latch of the group, except when TBCLGRP = 3 (see [Table 20-3](#)). The CLLD bits of the controlling TBxCCRn must not be set to zero. When the CLLD bits of the controlling TBxCCRn are set to zero, all compare latches update immediately when their corresponding TBxCCRn is written; no compare latches are grouped.

Two conditions must exist for the compare latches to be loaded when grouped. First, all TBxCCRn registers of the group must be updated, even when new TBxCCRn data = old TBxCCRn data. Second, the load event must occur.

**Table 20-3. Compare Latch Operating Modes**

TBCLGRPx	Grouping	Update Control
00	None	Individual
01	TBxCL1+TBxCL2 TBxCL3+TBxCL4 TBxCL5+TBxCL6	TBxCCR1 TBxCCR3 TBxCCR5
10	TBxCL1+TBxCL2+TBxCL3 TBxCL4+TBxCL5+TBxCL6	TBxCCR1 TBxCCR4
11	TBxCL0+TBxCL1+TBxCL2+TBxCL3+TBxCL4+TBxCL5+TBxCL6	TBxCCR1

#### 20.2.5 Output Unit

Each capture/compare block contains an output unit. The output unit is used to generate output signals, such as PWM signals. Each output unit has eight operating modes that generate signals based on the EQU0 and EQUn signals. The TBOUTH pin function can be used to put all Timer\_B outputs into a high-impedance state. When the TBOUTH pin function is selected for the pin (corresponding PSEL bit is set, and port configured as input) and when the pin is pulled high, all Timer\_B outputs are in a high-impedance state.

##### 20.2.5.1 Output Modes

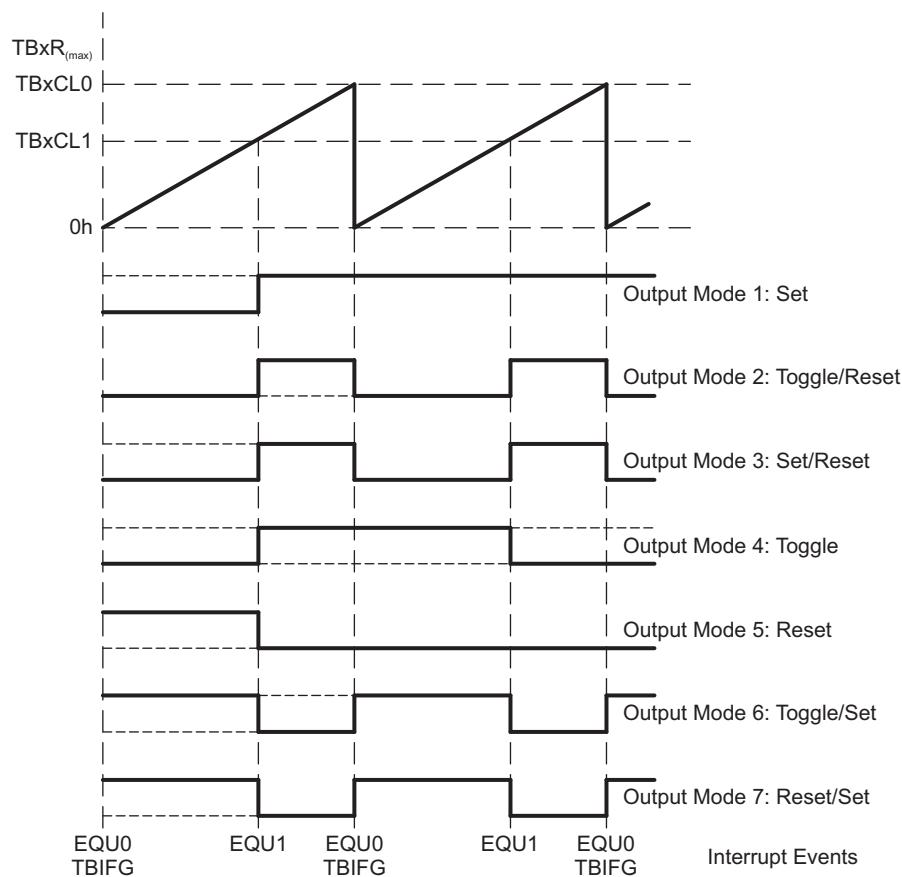
The output modes are defined by the OUTMOD bits and are described in [Table 20-4](#). The OUTn signal is changed with the rising edge of the timer clock for all modes except mode 0. Output modes 2, 3, 6, and 7 are not useful for output unit 0 because EQUn = EQU0.

**Table 20-4. Output Modes**

OUTMOD	Mode	Description
000	Output	The output signal OUTn is defined by the OUT bit. The OUTn signal updates immediately when OUT is updated.
001	Set	The output is set when the timer <i>counts</i> to the TBxCLn value. It remains set until a reset of the timer, or until another output mode is selected and affects the output.
010	Toggle/Reset	The output is toggled when the timer <i>counts</i> to the TBxCLn value. It is reset when the timer <i>counts</i> to the TBxCL0 value.
011	Set/Reset	The output is set when the timer <i>counts</i> to the TBxCLn value. It is reset when the timer <i>counts</i> to the TBxCL0 value.
100	Toggle	The output is toggled when the timer <i>counts</i> to the TBxCLn value. The output period is double the timer period.
101	Reset	The output is reset when the timer <i>counts</i> to the TBxCLn value. It remains reset until another output mode is selected and affects the output.
110	Toggle/Set	The output is toggled when the timer <i>counts</i> to the TBxCLn value. It is set when the timer <i>counts</i> to the TBxCL0 value.
111	Reset/Set	The output is reset when the timer <i>counts</i> to the TBxCLn value. It is set when the timer <i>counts</i> to the TBxCL0 value.

### 20.2.5.1.1 Output Example – Timer in Up Mode

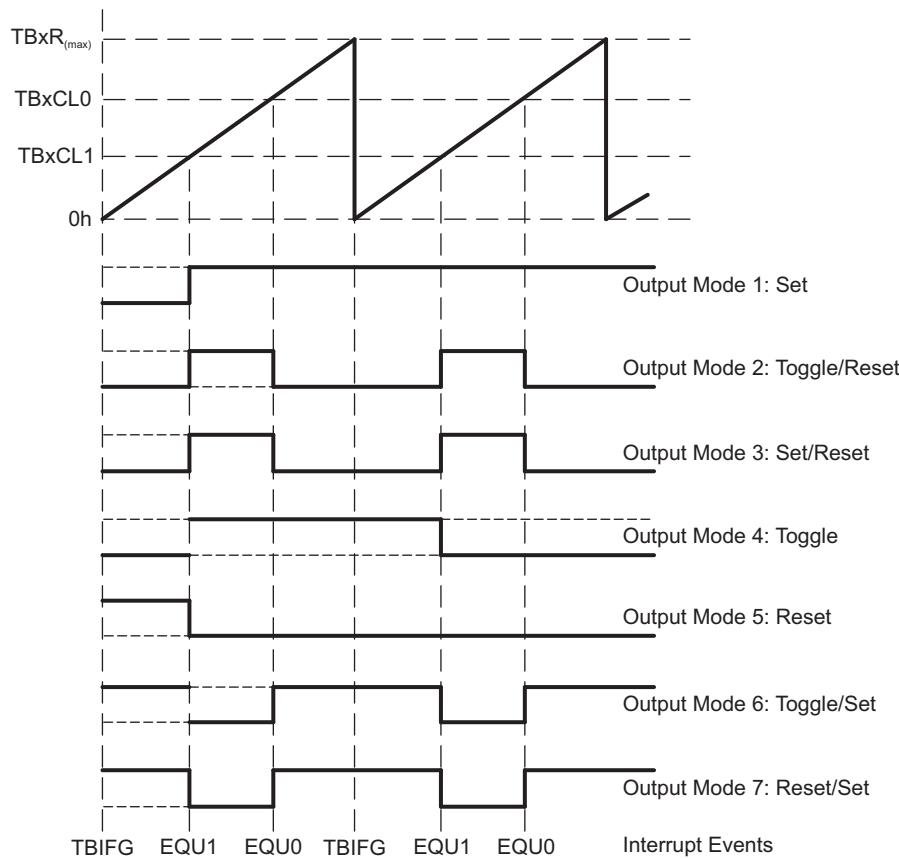
The OUTn signal is changed when the timer *counts* up to the TBxCLn value, and rolls from TBxCL0 to zero, depending on the output mode. An example is shown in Figure 20-12 using TBxCL0 and TBxCL1.



**Figure 20-12. Output Example – Timer in Up Mode**

### 20.2.5.1.2 Output Example – Timer in Continuous Mode

The OUTn signal is changed when the timer reaches the TBxCLn and TBxCL0 values, depending on the output mode. An example is shown in Figure 20-13 using TBxCL0 and TBxCL1.



**Figure 20-13. Output Example – Timer in Continuous Mode**

### 20.2.5.1.3 Output Example – Timer in Up/Down Mode

The OUTn signal changes when the timer equals TBxCLn in either count direction and when the timer equals TBxCL0, depending on the output mode. An example is shown in Figure 20-14 using TBxCL0 and TBxCL3.

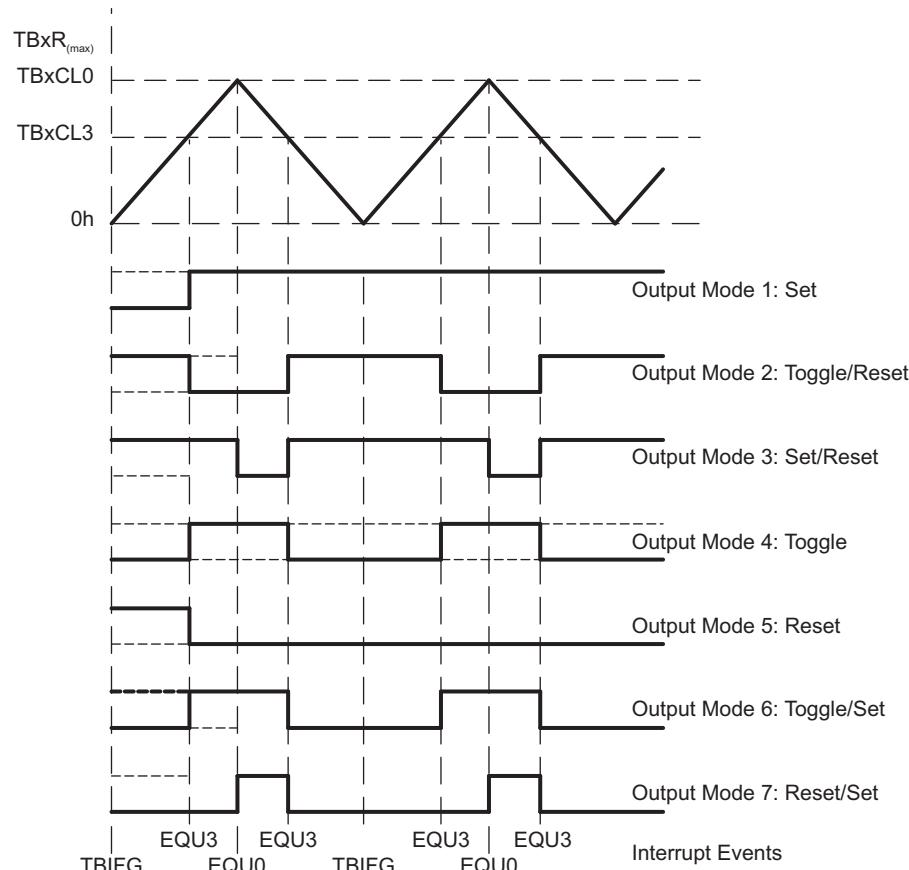


Figure 20-14. Output Example – Timer in Up/Down Mode

---

**NOTE: Switching between output modes**

When switching between output modes, one of the OUTMOD bits should remain set during the transition, unless switching to mode 0. Otherwise, output glitching can occur because a NOR gate decodes output mode 0. A safe method for switching between output modes is to use output mode 7 as a transition state:

```
BIS #OUTMOD_7,&TBCCTLx ; Set output mode=7
BIC #OUTMOD,&TBCCTLx ; Clear unwanted bits
```

---

## 20.2.6 Timer\_B Interrupts

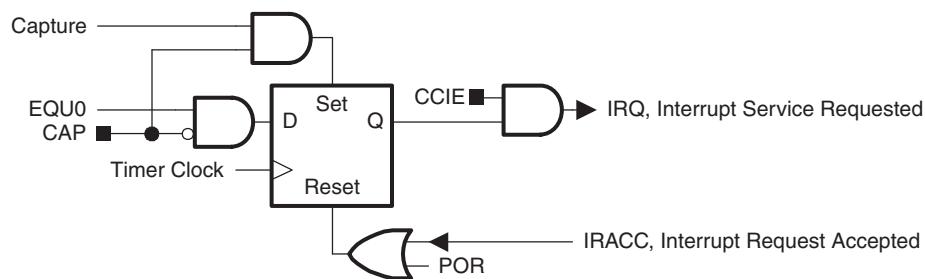
Two interrupt vectors are associated with the 16-bit Timer\_B module:

- TBxCCR0 interrupt vector for TBxCCR0 CCIFG
- TBIV interrupt vector for all other CCIFG flags and TBIFG

In capture mode, any CCIFG flag is set when a timer value is captured in the associated TBxCCRn register. In compare mode, any CCIFG flag is set when TBxR *counts* to the associated TBxCLn value. Software may also set or clear any CCIFG flag. All CCIFG flags request an interrupt when their corresponding CCIE bit and the GIE bit are set.

### 20.2.6.1 TBxCCR0 Interrupt Vector

The TBxCCR0 CCIFG flag has the highest Timer\_B interrupt priority and has a dedicated interrupt vector (see [Figure 20-15](#)). The TBxCCR0 CCIFG flag is automatically reset when the TBxCCR0 interrupt request is serviced.



**Figure 20-15. Capture/Compare TBxCCR0 Interrupt Flag**

### 20.2.6.2 TBxIV, Interrupt Vector Generator

The TBIFG flag and TBxCCRn CCIFG flags (excluding TBxCCR0 CCIFG) are prioritized and combined to source a single interrupt vector. The interrupt vector register TBxIV is used to determine which flag requested an interrupt.

The highest-priority enabled interrupt (excluding TBxCCR0 CCIFG) generates a number in the TBxIV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled Timer\_B interrupts do not affect the TBxIV value.

Any access, read or write, of the TBxIV register automatically resets the highest-pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, if the TBxCCR1 and TBxCCR2 CCIFG flags are set when the interrupt service routine accesses the TBxIV register, TBxCCR1 CCIFG is reset automatically. After the RETI instruction of the interrupt service routine is executed, the TBxCCR2 CCIFG flag generates another interrupt.

### 20.2.6.3 TBxIV, Interrupt Handler Examples

The following software example shows the recommended use of TBxIV and the handling overhead. The TBxIV value is added to the PC to automatically jump to the appropriate routine. The example assumes a single instantiation of the largest timer configuration available.

The numbers at the right margin show the necessary CPU clock cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself. The latencies are:

- Capture/compare block CCR0: 11 cycles
- Capture/compare blocks CCR1 to CCR6: 16 cycles
- Timer overflow TBIFG: 14 cycles

The following software example shows the recommended use of TBxIV for Timer\_B3.

```

; Interrupt handler for TB0CCR0 CCIFG.                                Cycles
CCIFG_0_HND
;           ...          ; Start of handler Interrupt latency    6
    RETI                           5

; Interrupt handler for TB0IFG, TB0CCR1 through TB0CCR6 CCIFG.

TB0_HND   ...
    ADD      &TB0IV, PC   ; Interrupt latency                  6
    RETI                           3
    JMP      CCIFG_1_HND ; Vector 0: No interrupt        5
    JMP      CCIFG_2_HND ; Vector 2: TB0CCR1            2
    JMP      CCIFG_3_HND ; Vector 4: TB0CCR2            2
    JMP      CCIFG_4_HND ; Vector 6: TB0CCR3            2
    JMP      CCIFG_5_HND ; Vector 8: TB0CCR4            2
    JMP      CCIFG_6_HND ; Vector 10: TB0CCR5           2
    JMP     CCIFG_6_HND ; Vector 12: TB0CCR6           2

TB0IFG_HND
...
    RETI                           5

CCIFG_6_HND
...
    RETI                           5

CCIFG_5_HND
...
    RETI                           5

CCIFG_4_HND
...
    RETI                           5

CCIFG_3_HND
...
    RETI                           5

CCIFG_2_HND
...
    RETI                           5

CCIFG_1_HND
...
    RETI                           5

```

## 20.3 Timer\_B Registers

The Timer\_B registers are listed in [Table 20-5](#). The base address can be found in the device-specific data sheet. The address offset is listed in [Table 20-5](#).

**Table 20-5. Timer\_B Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	TBxCTL	Timer_B Control	Read/write	Word	0000h	<a href="#">Section 20.3.1</a>
02h	TBxCCTL0	Timer_B Capture/Compare Control 0	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
04h	TBxCCTL1	Timer_B Capture/Compare Control 1	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
06h	TBxCCTL2	Timer_B Capture/Compare Control 2	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
08h	TBxCCTL3	Timer_B Capture/Compare Control 3	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
0Ah	TBxCCTL4	Timer_B Capture/Compare Control 4	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
0Ch	TBxCCTL5	Timer_B Capture/Compare Control 5	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
0Eh	TBxCCTL6	Timer_B Capture/Compare Control 6	Read/write	Word	0000h	<a href="#">Section 20.3.3</a>
10h	TBxR	Timer_B Counter	Read/write	Word	0000h	<a href="#">Section 20.3.2</a>
12h	TBxCCR0	Timer_B Capture/Compare 0	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
14h	TBxCCR1	Timer_B Capture/Compare 1	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
16h	TBxCCR2	Timer_B Capture/Compare 2	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
18h	TBxCCR3	Timer_B Capture/Compare 3	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
1Ah	TBxCCR4	Timer_B Capture/Compare 4	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
1Ch	TBxCCR5	Timer_B Capture/Compare 5	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
1Eh	TBxCCR6	Timer_B Capture/Compare 6	Read/write	Word	0000h	<a href="#">Section 20.3.4</a>
2Eh	TBxIV	Timer_B Interrupt Vector	Read only	Word	0000h	<a href="#">Section 20.3.5</a>
20h	TBxEX0	Timer_B Expansion 0	Read/write	Word	0000h	<a href="#">Section 20.3.6</a>

### 20.3.1 TBxCTL Register

Timer\_B x Control Register

**Figure 20-16. TBxCTL Register**

15	14	13	12	11	10	9	8
Reserved	TBCLGRPx			CNTL	Reserved	TBSSEL	
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ID	MC			Reserved	TBCLR	TBIE	TBIFG
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	w-(0)	rw-(0)	rw-(0)

**Table 20-6. TBxCTL Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved. Always reads as 0.
14-13	TBCLGRP	RW	0h	TBxCLn group 00b = Each TBxCLn latch loads independently. 01b = TBxCL1+TBxCL2 (TBxCCR1 CLLD bits control the update); TBxCL3+TBxCL4 (TBxCCR3 CLLD bits control the update); TBxCL5+TBxCL6 (TBxCCR5 CLLD bits control the update); TBxCL0 independent 10b = TBxCL1+TBxCL2+TBxCL3 (TBxCCR1 CLLD bits control the update); TBxCL4+TBxCL5+TBxCL6 (TBxCCR4 CLLD bits control the update); TBxCL0 independent 11b = TBxCL0+TBxCL1+TBxCL2+TBxCL3+TBxCL4+TBxCL5+TBxCL6 (TBxCCR1 CLLD bits control the update)
12-11	CNTL	RW	0h	Counter length 00b = 16-bit, TBxR(max) = 0FFFFh 01b = 12-bit, TBxR(max) = 0FFFh 10b = 10-bit, TBxR(max) = 03FFh 11b = 8-bit, TBxR(max) = 0FFh
10	Reserved	R	0h	Reserved. Always reads as 0.
9-8	TBSSEL	RW	0h	Timer_B clock source select 00b = TBxCLK 01b = ACLK 10b = SMCLK 11b = INCLK
7-6	ID	RW	0h	Input divider. These bits, along with the TBIDEX bits, select the divider for the input clock. 00b = /1 01b = /2 10b = /4 11b = /8
5-4	MC	RW	0h	Mode control. Setting MC = 00h when Timer_B is not in use conserves power. 00b = Stop mode: Timer is halted 01b = Up mode: Timer counts up to TBxCL0 10b = Continuous mode: Timer counts up to the value set by CNTL 11b = Up/down mode: Timer counts up to TBxCL0 and down to 0000h
3	Reserved	R	0h	Reserved. Always reads as 0.
2	TBCLR	RW	0h	Timer_B clear. Setting this bit clears TBR, the clock divider logic (the divider setting remains unchanged), and the count direction. The TBCLR bit is automatically reset and is always read as zero.
1	TBIE	RW	0h	Timer_B interrupt enable. This bit enables the TBIFG interrupt request. 0b = Interrupt disabled 1b = Interrupt enabled

**Table 20-6. TBxCTL Register Description (continued)**

Bit	Field	Type	Reset	Description
0	TBIFG	RW	0h	Timer_B interrupt flag 0b = No interrupt pending 1b = Interrupt pending

### 20.3.2 TBxR Register

Timer\_B x Counter Register

**Figure 20-17. TBxR Register**

15	14	13	12	11	10	9	8
TBxR							
rw-(0)							
TBxR							
7	6	5	4	3	2	1	0
rw-(0)							

**Table 20-7. TBxR Register Description**

Bit	Field	Type	Reset	Description
15-0	TBxR	RW	0h	Timer_B register. The TBxR register is the count of Timer_B.

### 20.3.3 TBxCCTLn Register

Timer\_B x Capture/Compare Control Register n

**Figure 20-18. TBxCCTLn Register**

15	14	13	12	11	10	9	8
CM		CCIS		SCS		CLLD	CAP
rw-(0)							
7	6	5	4	3	2	1	0
	OUTMOD		CCIE	CCI	OUT	COV	CCIFG
rw-(0)	rw-(0)	rw-(0)	rw-(0)	r	rw-(0)	rw-(0)	rw-(0)

**Table 20-8. TBxCCTLn Register Description**

Bit	Field	Type	Reset	Description
15-14	CM	RW	0h	Capture mode 00b = No capture 01b = Capture on rising edge 10b = Capture on falling edge 11b = Capture on both rising and falling edges
13-12	CCIS	RW	0h	Capture/compare input select. These bits select the TBxCCRn input signal. See the device-specific data sheet for specific signal connections. 00b = CCIA 01b = CCIB 10b = GND 11b = VCC
11	SCS	RW	0h	Synchronize capture source. This bit is used to synchronize the capture input signal with the timer clock. 0b = Asynchronous capture 1b = Synchronous capture
10-9	CLLD	RW	0h	Compare latch load. These bits select the compare latch load event. 00b = TBxCLn loads on write to TBxCCRn 01b = TBxCLn loads when TBxR counts to 0 10b = TBxCLn loads when TBxR counts to 0 (up or continuous mode). TBxCLn loads when TBxR counts to TBxCL0 or to 0 (up/down mode). 11b = TBxCLn loads when TBxR counts to TBxCLn
8	CAP	RW	0h	Capture mode 0b = Compare mode 1b = Capture mode
7-5	OUTMOD	RW	0h	Output mode. Modes 2, 3, 6, and 7 are not useful for TBxCL0 because EQUn = EQU0. 000b = OUT bit value 001b = Set 010b = Toggle/reset 011b = Set/reset 100b = Toggle 101b = Reset 110b = Toggle/set 111b = Reset/set
4	CCIE	RW	0h	Capture/compare interrupt enable. This bit enables the interrupt request of the corresponding CCIFG flag. 0b = Interrupt disabled 1b = Interrupt enabled
3	CCI	R	Undef	Capture/compare input. The selected input signal can be read by this bit.

**Table 20-8. TBxCCTLn Register Description (continued)**

Bit	Field	Type	Reset	Description
2	OUT	RW	0h	Output. For output mode 0, this bit directly controls the state of the output. 0b = Output low 1b = Output high
1	COV	RW	0h	Capture overflow. This bit indicates a capture overflow occurred. COV must be reset with software. 0b = No capture overflow occurred 1b = Capture overflow occurred
0	CCIFG	RW	0h	Capture/compare interrupt flag 0b = No interrupt pending 1b = Interrupt pending

### **20.3.4 TBxCCRn Register**

Timer\_B x Capture/Compare Register n

**Figure 20-19. TBxCCRn Register**

15	14	13	12	11	10	9	8
TBxCCRn							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
TBxCCRn							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 20-9. TBxCCRn Register Description**

Bit	Field	Type	Reset	Description
15-0	TBxCCRn	RW	0h	<p>Timer_B capture/compare register.</p> <p>Compare mode: TBxCCRn holds the data for the comparison to the timer value in the Timer_B Register, TBR.</p> <p>Capture mode: The Timer_B Register, TBR, is copied into the TBxCCRn register when a capture is performed.</p>

### 20.3.5 TBxIV Register

Timer\_B x Interrupt Vector Register

**Figure 20-20. TBxIV Register**

15	14	13	12	11	10	9	8
TBIV							
r-(0)							
TBIV							
r-(0)							

**Table 20-10. TBxIV Register Description**

Bit	Field	Type	Reset	Description
15-0	TBIV	R	0h	Timer_B interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Capture/compare 1; Interrupt Flag: TBxCCR1 CCIFG; Interrupt Priority: Highest 04h = Interrupt Source: Capture/compare 2; Interrupt Flag: TBxCCR2 CCIFG 06h = Interrupt Source: Capture/compare 3; Interrupt Flag: TBxCCR3 CCIFG 08h = Interrupt Source: Capture/compare 4; Interrupt Flag: TBxCCR4 CCIFG 0Ah = Interrupt Source: Capture/compare 5; Interrupt Flag: TBxCCR5 CCIFG 0Ch = Interrupt Source: Capture/compare 6; Interrupt Flag: TBxCCR6 CCIFG 0Eh = Interrupt Source: Timer overflow; Interrupt Flag: TBxCTL TBIFG; Interrupt Priority: Lowest

### 20.3.6 TBxEX0 Register

Timer\_B x Expansion Register 0

**Figure 20-21. TBxEX0 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved						TBIDEX <sup>(1)</sup>	
r0	r0	r0	r0	r0	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> After programming TBIDEX bits and configuration of the timer, set TBCLR bit to ensure proper reset of the timer divider logic.

**Table 20-11. TBxEX0 Register Description**

Bit	Field	Type	Reset	Description
15-3	Reserved	R	0h	Reserved. Always reads as 0.
2-0	TBIDEX	RW	0h	Input divider expansion. These bits along with the ID bits select the divider for the input clock. 000b = Divide by 1 001b = Divide by 2 010b = Divide by 3 011b = Divide by 4 100b = Divide by 5 101b = Divide by 6 110b = Divide by 7 111b = Divide by 8

## Real-Time Clock (RTC) Overview

### 21.1 RTC Overview

**Table 21-1. RTC Overview**

Feature	RTC_B LPM3.5, Calendar Mode Only	RTC_C Protection + Improved Calibration and Compensation
Calendar Mode	Yes	Yes
Counter Mode	No	Optional (device-dependent) <sup>(1)</sup>
Programmable Alarms	Yes	Yes
Password Protected Calendar Registers	No	Yes
Input Clocks	32-kHz crystal oscillator	32-kHz crystal oscillator
LPM3.5 Support	Yes	Yes
Offset Calibration Register	Yes	Yes
Temperature Compensation Register	No	Yes
Frequency Adjustment Range	-2.17 ppm × 59 ≈ -128 ppm +4.34 ppm × 59 ≈ +256 ppm	-240 ppm, +240 ppm <sup>(2)</sup>
Frequency Adjustment Steps	-2.17 ppm, +4.34 ppm	-1 ppm, +1 ppm
Temperature Compensation	With software, manipulating offset calibration value	With software using separate temperature compensation register
Calibration and Compensation Period	60 min	1 min
BCD to Binary Conversion	Integrated for Calendar Mode plus separate conversion registers	Integrated for Calendar Mode plus separate conversion registers
Event/Tamper Detect with Time Stamp	No	Optional (device-dependent) <sup>(1)</sup>

<sup>(1)</sup> See the device-specific data sheet.

<sup>(2)</sup> Total adjustment range of offset calibration plus temperature compensation. See the RTC\_C chapter for details.

## **Real-Time Clock B (RTC\_B)**

The real-time clock RTC\_B module provides clock counters with calendar mode, a flexible programmable alarm, and calibration. Note that the RTC\_B supports only calendar mode and not counter mode. The RTC\_B also support operation in LPM3.5. See the device-specific data sheet for the supported features. This chapter describes the RTC\_B module.

Topic	Page
<b>22.1 Real-Time Clock RTC_B Introduction .....</b>	<b>494</b>
<b>22.2 RTC_B Operation.....</b>	<b>496</b>
<b>22.3 RTC_B Registers .....</b>	<b>501</b>

## 22.1 Real-Time Clock RTC\_B Introduction

The RTC\_B module provides configurable clock counters.

RTC\_B features include:

- Real-time clock and calendar mode providing seconds, minutes, hours, day of week, day of month, month, and year (including leap year correction)

Note that only the calendar mode is supported by RTC\_B; the counter mode that is available in some other RTC modules is not supported.

- Interrupt capability
- Selectable BCD or binary format
- Programmable alarms
- Calibration logic for time offset correction
- Operation in LPM3.5

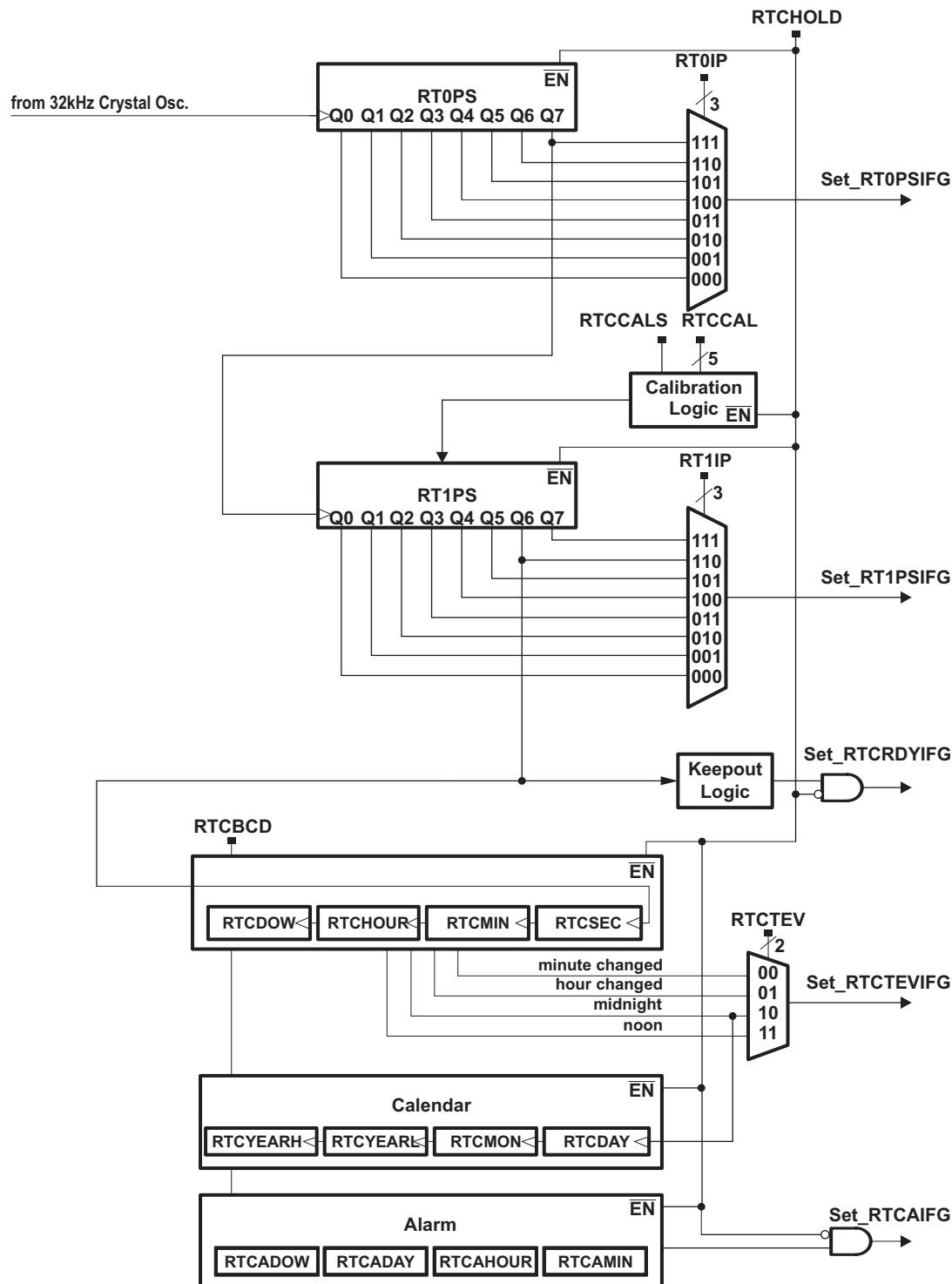
The RTC\_B block diagram for devices supporting LPM3.5 is shown in [Figure 22-1](#).

---

**NOTE: Real-time clock initialization**

Most RTC\_B module registers have no initial condition. These registers must be configured by user software before use.

---


**Figure 22-1. RTC\_B Block Diagram**

## 22.2 RTC\_B Operation

The RTC\_B module provides seconds, minutes, hours, day of week, day of month, month, and year in selectable BCD or hexadecimal format. The calendar includes a leap-year algorithm that considers all years evenly divisible by four as leap years. This algorithm is accurate from the year 1901 through 2099.

### 22.2.1 Real-Time Clock and Prescale Dividers

The prescale dividers, RT0PS and RT1PS, are automatically configured to provide a 1-s clock interval for the RTC\_B. The low-frequency oscillator must be operated at 32768 Hz (nominal) for proper RTC\_B operation. RT0PS is sourced from the low-frequency oscillator XT1. The output of RT0PS / 256 (Q7) is used to source RT1PS. RT1PS is further divider and the /128 output sources the real-time clock counter registers providing the required 1-second time interval.

When RTCBCD = 1, BCD format is selected for the calendar registers. It is possible to switch between BCD and hexadecimal format while the RTC is counting.

Setting RTCHOLD halts the real-time counters and prescale counters, RT0PS, and RT1PS.

### 22.2.2 Real-Time Clock Alarm Function

The RTC\_B module provides for a flexible alarm system. There is a single user-programmable alarm that can be programmed based on the settings contained in the alarm registers for minutes, hours, day of week, and day of month.

Each alarm register contains an alarm enable (AE) bit that can be used to enable the respective alarm register. By setting AE bits of the various alarm registers, a variety of alarm events can be generated.

- Example 1: A user wishes to set an alarm every hour at 15 minutes past the hour (that is, at 00:15:00, 01:15:00, 02:15:00, etc). This is possible by setting RTCAMIN to 15. By setting the AE bit of the RTCAMIN and clearing all other AE bits of the alarm registers, the alarm is enabled. When enabled, the RTCAIFG is set when the count transitions from 00:14:59 to 00:15:00, 01:14:59 to 01:15:00, 02:14:59 to 02:15:00, and so on.
- Example 2: A user wishes to set an alarm every day at 04:00:00. This is possible by setting RTCAHOUR to 4. By setting the AE bit of the RTCHOUR and clearing all other AE bits of the alarm registers, the alarm is enabled. When enabled, the RTCAIFG is set when the count transitions from 03:59:59 to 04:00:00.
- Example 3: A user wishes to set an alarm for 06:30:00. RTCAHOUR would be set to 6 and RTCAMIN would be set to 30. By setting the AE bits of RTCAHOUR and RTCAMIN, the alarm is enabled. Once enabled, the RTCAIFG is set when the time count transitions from 06:29:59 to 06:30:00. In this case, the alarm event occurs every day at 06:30:00.
- Example 4: A user wishes to set an alarm every Tuesday at 06:30:00. RTCADOW would be set to 2, RTCAHOUR would be set to 6, and RTCAMIN would be set to 30. By setting the AE bits of RTCADOW, RTCAHOUR, and RTCAMIN, the alarm is enabled. Once enabled, the RTCAIFG is set when the time count transitions from 06:29:59 to 06:30:00 and the RTCDOW transitions from 1 to 2.
- Example 5: A user wishes to set an alarm the fifth day of each month at 06:30:00. RTCADAY would be set to 5, RTCAHOUR would be set to 6, and RTCAMIN would be set to 30. By setting the AE bits of RTCADAY, RTCAHOUR, and RTCAMIN, the alarm is enabled. Once enabled, the RTCAIFG is set when the time count transitions from 06:29:59 to 06:30:00 and the RTCDAY equals 5.

---

**NOTE: Setting the alarm**

Before setting an initial alarm, all alarm registers including the AE bits should be cleared.

To prevent potential erroneous alarm conditions from occurring, the alarms should be disabled by clearing the RTCAIE, RTCAIFG, and AE bits before writing initial or new time values to the RTC time registers.

---

**NOTE: Invalid alarm settings**

Invalid alarm settings are not checked by hardware. It is the user's responsibility that valid alarm settings are entered.

**NOTE: Invalid time and date values**

Writing of invalid date or time information or data values outside the legal ranges specified in the RTCSEC, RTCMIN, RTCHOUR, RTCDAY, RTCDOW, RTCYEAR, RTCAMIN, RTCAHOUR, RTCADAY, and RTCADOW registers can result in unpredictable behavior.

### 22.2.3 Reading or Writing Real-Time Clock Registers

Because the system clock may in fact be asynchronous to the RTC\_B clock source, special care must be used when accessing the real-time clock registers.

The real-time clock registers are updated once per second. To prevent reading any real-time clock register at the time of an update, which could result in an invalid time being read, a keep-out window is provided. The keep-out window is centered approximately 128/32768 seconds around the update transition. The read-only RTCRDY bit is reset during the keep-out window period and set outside the keep-out the window period. Any read of the clock registers while RTCRDY is reset is considered to be potentially invalid, and the time read should be ignored.

An easy way to safely read the real-time clock registers is to utilize the RTCRDYIFG interrupt flag. Setting RTCRDYIE enables the RTCRDYIFG interrupt. Once enabled, an interrupt is generated based on the rising edge of the RTCRDY bit, causing the RTCRDYIFG to be set. At this point, the application has nearly a complete second to safely read any or all of the real-time clock registers. This synchronization process prevents reading the time value during transition. The RTCRDYIFG flag is reset automatically when the interrupt is serviced, or it can be reset with software.

**NOTE: Reading or writing real-time clock registers**

When the counter clock is asynchronous to the CPU clock, any read from any RTCSEC, RTCMIN, RTCHOUR, RTCDOW, RTCDAY, RTCMON, or RTCYEAR register while the RTCRDY is reset may result in invalid data being read. To safely read the counting registers, either polling of the RTCRDY bit or the synchronization procedure previously described can be used. Alternatively, the counter register can be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Reading the RT0PS and RT1PS can only be handled by reading the registers multiple times and a majority vote taken in software to determine the correct reading.

Any write to any counting register takes effect immediately. However, the clock is stopped during the write. In addition, RT0PS and RT1PS registers are reset. This could result in losing up to 1 second during a write. Writing of data outside the legal ranges or invalid time stamp combinations results in unpredictable behavior.

### 22.2.4 Real-Time Clock Interrupts

Six sources for interrupts are available, namely RT0PSIFG, RT1PSIFG, RTCRDYIFG, RTCTEVIFG, RTCAIFG, and RTCOFIFG. These flags are prioritized and combined to source a single interrupt vector. The interrupt vector register (RTCIV) is used to determine which flag requested an interrupt.

The highest-priority enabled interrupt generates a number in the RTCIV register (see register description). This number can be evaluated or added to the program counter (PC) to automatically enter the appropriate software routine. Disabled RTC interrupts do not affect the RTCIV value.

Any access, read or write, of the RTCIV register automatically resets the highest-pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. In addition, all flags can be cleared by software.

The user-programmable alarm event sources the real-time clock interrupt, RTCAIFG. Setting RTCAIE enables the interrupt. In addition to the user-programmable alarm, the RTC\_B module provides for an interval alarm that sources real-time clock interrupt, RTCTEVIFG. The interval alarm can be selected to cause an alarm event when RTCMIN changed or RTCHOUR changed, every day at midnight (00:00:00) or every day at noon (12:00:00). The event is selectable with the RTCTEV bits. Setting the RTCTEVIE bit enables the interrupt.

The RTCRDY bit sources the real-time clock interrupt, RTCRDYIFG, and is useful in synchronizing the read of time registers with the system clock. Setting the RTCRDYIE bit enables the interrupt.

RT0PSIFG can be used to generate interrupt intervals selectable by the RT0IP bits. RT0PS is sourced with low-frequency oscillator clock at 32768 Hz, so intervals of 16384 Hz, 8192 Hz, 4096 Hz, 2048 Hz, 1024 Hz, 512 Hz, 256 Hz, or 128 Hz are possible. Setting the RT0PSIE bit enables the interrupt.

RT1PSIFG can be used to generate interrupt intervals selectable by the RT1IP bits. RT1PS is sourced with the output of RT0PS, which is 128 Hz (32768/256 Hz). Therefore, intervals of 64 Hz, 32 Hz, 16 Hz, 8 Hz, 4 Hz, 2 Hz, 1 Hz, or 0.5 Hz are possible. Setting the RT1PSIE bit enables the interrupt.

---

**NOTE: Changing RT0IP or RT1IP**

Changing the settings of the interrupt interval bits RT0IP or RT1IP while the corresponding prescaler is running or is stopped in a non-zero state can result in setting the corresponding interrupt flags.

---

The RTCOFIGF bit flags a failure of the 32-kHz crystal oscillator. Its main purpose is to wake up the CPU from LPM3.5 if an oscillator failure occurs.

#### 22.2.4.1 RTCIV Software Example

The following software example shows the recommended use of RTCIV and the handling overhead. The RTCIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself.

; Interrupt handler for RTC interrupt flags.

```

RTC_HND          ; Interrupt latency      6
    ADD &RTCIV,PC   ; Add offset to Jump table 3
    RETI           ; Vector 0: No interrupt  5
    JMP RTCRDYIFG_HND ; Vector 2: RTCRDYIFG  2
    JMP RTCTEVIFG_HND ; Vector 4: RTCTEVIFG  2
    JMP RTCAIFG_HND   ; Vector 6: RTCAIFG   5
    JMP RT0PSIFG_HND   ; Vector 8: RT0PSIFG  5
    JMP RT1PSIFG_HND   ; Vector A: RT1PSIFG  5
    JMP RTCOFIGF_HND   ; Vector C: RTCOFIGF  5
    RETI           ; Vector E: Reserved  5

    RTCRDYIFG_HND   ; Vector 2: RTCRDYIFG Flag
    ...
    RETI           ; Task starts here
    ; Back to main program      5

    RTCTEVIFG_HND   ; Vector 4: RTCTEVIFG Flag
    ...
    RETI           ; Task starts here
    ; Back to main program      5

    RTCAIFG_HND     ; Vector 6: RTCAIFG Flag
    ...
    RETI           ; Task starts here
    ; Back to main program      5

    RT0PSIFG_HND     ; Vector 8: RT0PSIFG Flag

```

```

... ; Task starts here
RETI ; Back to main program      5

RT1PSIFG_HND ; Vector A: RT1PSIFG Flag
... ; Task starts here
RETI ; Back to main program      5

RTCOFIFG_HND ; Vector C: RTCOFIFG Flag
... ; Task starts here
RETI ; Back to main program      5

```

### **22.2.5 Real-Time Clock Calibration**

The RTC\_B module has calibration logic that allows for adjusting the crystal frequency in approximately +4-ppm or -2-ppm steps, allowing for higher time keeping accuracy from standard crystals. The RTCCALx bits are used to adjust the frequency. When RTCCALS is set, each RTCCALx LSB causes a  $\approx$  +4-ppm adjustment. When RTCCALS is cleared, each RTCCALx LSB causes a  $\approx$  -2-ppm adjustment.

Calibration is accomplished by periodically adjusting the RT1PS counter based on the RTCCALS and RTCCALx settings. The RT0PS divides the nominal 37268-Hz low-frequency (LF) crystal clock input by 256. A 60-minute period has  $32768 \text{ cycles/sec} \times 60 \text{ sec/min} \times 60 \text{ min} = 117964800$  cycles. Therefore, a -2-ppm reduction in frequency (down calibration) approximately equates to adding an additional 256 cycles every 117964800 cycles ( $256/117964800 = 2.17$  ppm). This is accomplished by holding the RT1PS counter for one additional clock of the RT0PS output within a 60-minute period. Similarly, a +4-ppm increase in frequency (up calibration) approximately equates to removing 512 cycles every 117964800 cycle ( $512/117964800 = 4.34$  ppm). This is accomplished by incrementing the RT1PS counter for two additional clocks of the RT0PS output within a 60-minute period. Each RTCCALx calibration bit causes either 256 LF crystal clock cycles to be added every 60 minutes or 512 LF crystal clock cycles to be subtracted every 60 minutes, giving a frequency adjustment of approximately -2 ppm or +4 ppm, respectively.

To calibrate the frequency, the RTCCLK output signal is available at a pin. RTCCALF bits can be used to select the frequency rate of the output signal, either no signal, 512 Hz, 256 Hz, or 1 Hz.

The basic flow to calibrate the frequency is as follows:

1. Configure the RTCCLK pin.
2. Measure the RTCCLK output signal with an appropriate resolution frequency counter ; that is, within the resolution required.
3. Compute the absolute error in ppm: Absolute error (ppm) =  $|10^6 (f_{\text{MEASURED}} - f_{\text{RTCCLK}})/f_{\text{RTCCLK}}|$ , where  $f_{\text{RTCCLK}}$  is the expected frequency of 512 Hz, 256 Hz, or 1 Hz.
4. Adjust the frequency by performing the following:
  - (a) If the frequency is too low, set RTCCALS = 1 and apply the appropriate RTCCALx bits, where  $\text{RTCCALx} = (\text{Absolute Error}) / 4.34$  rounded to the nearest integer
  - (b) If the frequency is too high, clear RTCCALS = 0 and apply the appropriate RTCCALx bits, where  $\text{RTCCALx} = (\text{Absolute Error}) / 2.17$  rounded to the nearest integer

For example, assume that RTCCLK is configured to output at a frequency of 512 Hz. The measured RTCCLK is 511.9658 Hz. This frequency error is approximately 66.8 ppm too low. To increase the frequency by 66.8 ppm, RTCCALS would be set, and RTCCALx would be set to 15 ( $66.8 / 4.34$ ). Similarly, assume that the measured RTCCLK is 512.0125 Hz. The frequency error is approximately 24.4 ppm too high. To decrease the frequency by 24.4 ppm, RTCCALS would be cleared, and RTCCAL would be set to 11 ( $24.4 / 2.17$ ).

The calibration corrects only initial offsets and does not adjust for temperature and aging effects. These effects can be handled by periodically measuring temperature and using the crystal's characteristic curve to adjust the ppm based on temperature, as required.

**NOTE: Minimum Possible Calibration**

The minimal calibration possible is -4 ppm or +8 ppm. For example, setting RTCCALS = 0 and RTCCAL = 0h would result in a -4 ppm decrease in frequency. Similarly, setting RTCCALS = 1 and RTCCAL = 0h would result in a +8 ppm increase in frequency.

**NOTE: Calibration output frequency**

The 512-Hz and 256-Hz output frequencies observed at the RTCCLK pin are not affected by changes in the calibration settings, because these output frequencies are generated before the calibration logic. The 1-Hz output frequency is affected by changes in the calibration settings. Because the frequency change is small and infrequent over a very long time interval, it can be difficult to observe.

### **22.2.6 Real-Time Clock Operation in LPM3.5 Low-Power Mode**

The regulator of the Power Management Module (PMM) is disabled upon entering LPM3.5, which causes most of the RTC\_B configuration registers to be lost; only the counters are retained. Table 22-1 lists the retained registers in LPM3.5. Also the configuration of the interrupts is stored so that the configured interrupts can cause a wakeup upon exit from LPM3.5. Interrupt flags that are set before entering LPM3.5 are cleared upon entering LPM3.5 (Note: this can only happen if the corresponding interrupt is not enabled). The interrupt flags RTCTEVIFG, RTCAIFG, RT1PSIFG, and RTCOFIFG can be used as RTC\_B wake-up interrupt sources. After restoring the configuration registers (and clearing LOCKLPM5) the interrupts can be serviced as usual. The detailed flow is as follows:

1. Set all I/Os to general purpose I/Os and configure as needed. Optionally configure input interrupt pins for wake-up. Configure RTC\_B interrupts for wake-up (set RTCTEVIE, RTCAIE, RT1PSIE, or RTCOFIE. If the alarm interrupt is also used as wake-up event, the alarm registers must be configured as needed).
2. Enter LPMx.5 with LPMx.5 entry sequence.

```
MOV #PMMKEY + PMMREGOFF, &PMMCTL0 ; Open PMM registers for write and set PMMREGOFF
;
BIS #LPM4,SR ; Enter LPMx.5 when PMMREGOFF is set
```

3. LOCKLPM5 is automatically set by hardware upon entering LPMx.5, the core voltage regulator is disabled, and all clocks are disabled except for the 32-kHz crystal oscillator clock if the RTC is enabled with RTCHOLD = 0.
4. An LPMx.5 wake-up event, such as an edge on a wake-up input pin, or an RTC\_B interrupt event will start the BOR entry sequence together with the core voltage regulator. All peripheral registers are set to their default conditions. The I/O pin state remains locked as well as the interrupt configuration for the RTC\_B.
5. The device can be configured. The I/O configuration and the RTC\_B interrupt configuration that was not retained during LPM3.5 should be restored to the values before entering LPM3.5. Then the LOCKLPM5 bit can be cleared, this releases the I/O pin conditions as well as the RTC\_B interrupt configuration.
6. After enabling I/O and RTC\_B interrupts, the interrupt that caused the wake-up can be serviced.
7. To re-enter LPMx.5, the LOCKLPM5 bit must be cleared before re-entry, otherwise LPMx.5 is not entered.

If the RTC is enabled (RTCHOLD = 0), the 32-kHz oscillator remains active during LPM3.5. The fault detection also remains functional. If a fault occurs during LPM3.5 and the RTCOFIE was set before entering LPM3.5, a wake-up event is issued.

## 22.3 RTC\_B Registers

The RTC\_B module registers are listed in [Table 22-1](#). This table also lists the retention during LPMx.5. Registers that are not retained during LPMx.5 must be restored after exit from LPMx.5. The base address for the RTC\_B module registers can be found in the device-specific data sheet. The address offsets are given in [Table 22-1](#).

---

**NOTE:** Most registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 22-1. RTC\_B Registers**

Offset	Acronym	Register Name	Type	Access	Reset	LPMx.5 and Backup Operation
00h	RTCCTL01	Real-Time Clock Control 0, 1	Read/write	Word	7000h	not retained
00h	RTCCTL0 or RTCCTL01_L	Real-Time Clock Control 0	Read/write	Byte	00h	not retained
01h	RTCCTL1 or RTCCTL01_H	Real-Time Clock Control 1	Read/write	Byte	70h	not retained
02h	RTCCTL23	Real-Time Clock Control 2, 3	Read/write	Word	0000h	retained
02h	RTCCTL2 or RTCCTL23_L	Real-Time Clock Control 2	Read/write	Byte	00h	retained
03h	RTCCTL3 or RTCCTL23_H	Real-Time Clock Control 3	Read/write	Byte	00h	retained
08h	RTCP0SCTL	Real-Time Prescale Timer 0 Control	Read/write	Word	0000h	not retained
08h	RTCP0SCTL or RTCP0SCTL_L		Read/write	Byte	00h	not retained
09h	RTCP0SCTLH or RTCP0SCTL_H		Read/write	Byte	00h	not retained
0Ah	RTCP1SCTL	Real-Time Prescale Timer 1 Control	Read/write	Word	0000h	not retained
0Ah	RTCP1SCTL or RTCP1SCTL_L		Read/write	Byte	00h	not retained
0Bh	RTCP0SCTLH or RTCP0SCTL_H		Read/write	Byte	00h	not retained
0Ch	RTCP0S	Real-Time Prescale Timer 0, 1 Counter	Read/write	Word	none	retained
0Ch	RT0PS or RTCP0S_L	Real-Time Prescale Timer 0 Counter	Read/write	Byte	none	retained
0Dh	RT1PS or RTCP0S_H	Real-Time Prescale Timer 1 Counter	Read/write	Byte	none	retained
0Eh	RTCIV	Real Time Clock Interrupt Vector	Read	Word	0000h	not retained
10h	RTCTIM0	Real-Time Clock Seconds, Minutes	Read/write	Word	undefined	retained
10h	RTCSEC or RTCTIM0_L	Real-Time Clock Seconds	Read/write	Byte	undefined	retained
11h	RTCMIN or RTCTIM0_H	Real-Time Clock Minutes	Read/write	Byte	undefined	retained
12h	RTCTIM1	Real-Time Clock Hour, Day of Week	Read/write	Word	undefined	retained
12h	RTCHOUR or RTCTIM1_L	Real-Time Clock Hour	Read/write	Byte	undefined	retained
13h	RTCDOW or RTCTIM1_H	Real-Time Clock Day of Week	Read/write	Byte	undefined	retained

Table 22-1. RTC\_B Registers (continued)

Offset	Acronym	Register Name	Type	Access	Reset	LPMx.5 and Backup Operation
14h	RTCDATE	Real-Time Clock Date	Read/write	Word	undefined	retained
14h	RTCDAY or RTCDATE_L	Real-Time Clock Day of Month	Read/write	Byte	undefined	retained
15h	RTCMON or RTCDATE_H	Real-Time Clock Month	Read/write	Byte	undefined	retained
16h	RTCYEAR	Real-Time Clock Year <sup>(1)</sup>	Read/write	Word	undefined	retained
18h	RTCAMINHR	Real-Time Clock Minutes, Hour Alarm	Read/write	Word	undefined	retained
18h	RTCAMIN or RTCAMINHR_L	Real-Time Clock Minutes Alarm	Read/write	Byte	undefined	retained
19h	RTCAHOUR or RTCAMINHR_H	Real-Time Clock Hours Alarm	Read/write	Byte	undefined	retained
1Ah	RTCADOWDAY	Real-Time Clock Day of Week, Day of Month Alarm	Read/write	Word	undefined	retained
1Ah	RTCADOW or RTCADOWDAY_L	Real-Time Clock Day of Week Alarm	Read/write	Byte	undefined	retained
1Bh	RTCADAY or RTCADOWDAY_H	Real-Time Clock Day of Month Alarm	Read/write	Byte	undefined	retained
1Ch	BIN2BCD	Binary-to-BCD Conversion Register	Read/write	Word	00h	not retained
1Eh	BCD2BIN	BCD-to-Binary Conversion Register	Read/write	Word	00h	not retained

<sup>(1)</sup> Do not access the RTCYEAR register in byte mode.

### 22.3.1 RTCCTL0 Register

Real-Time Clock Control 0 Register

**Figure 22-2. RTCCTL0 Register**

7	6	5	4	3	2	1	0
RTCOFIE <sup>(1)</sup>	RTCTEVIE <sup>(1)</sup>	RTCAIE <sup>(1)</sup>	RTCRDYIE	RTCOFIG	RTCTEVIFG	RTCAIFG	RTCRDYIFG
rw-0	rw-0	rw-0	rw-0	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits itself; therefore, reconfiguration after wake-up from LPMx.5 before clearing LOCKLPM5 is required.

**Table 22-2. RTCCTL0 Register Description**

Bit	Field	Type	Reset	Description
7	RTCOFIE	RW	0h	32-kHz crystal oscillator fault interrupt enable. This interrupt can be used as LPMx.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPMx.5 wake-up enabled)
6	RTCTEVIE	RW	0h	Real-time clock time event interrupt enable. In modules supporting LPMx.5 this interrupt can be used as LPMx.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPMx.5 wake-up enabled)
5	RTCAIE	RW	0h	Real-time clock alarm interrupt enable. In modules supporting LPMx.5 this interrupt can be used as LPMx.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPMx.5 wake-up enabled)
4	RTCRDYIE	RW	0h	Real-time clock ready interrupt enable. 0b = Interrupt not enabled 1b = Interrupt enabled
3	RTCOFIG	RW	0h	32-kHz crystal oscillator fault interrupt flag. This interrupt can be used as LPMx.5 wake-up event. It also indicates a clock failure during backup operation. 0b = No interrupt pending 1b = Interrupt pending. A 32-kHz crystal oscillator fault occurred after last reset.
2	RTCTEVIFG	RW	0h	Real-time clock time event interrupt flag. In modules supporting LPMx.5 this interrupt can be used as LPMx.5 wake-up event. 0b = No time event occurred 1b = Time event occurred
1	RTCAIFG	RW	0h	Real-time clock alarm interrupt flag. In modules supporting LPMx.5 this interrupt can be used as LPMx.5 wake-up event. 0b = No time event occurred 1b = Time event occurred
0	RTCRDYIFG	RW	0h	Real-time clock ready interrupt flag 0b = RTC cannot be read safely 1b = RTC can be read safely

### 22.3.2 RTCCTL1 Register

Real-Time Clock Control Register 1

**Figure 22-3. RTCCTL1 Register**

7	6	5	4	3	2	1	0
RTCBBCD	RTCHOLD <sup>(1)</sup>	Reserved	RTCRDY	Reserved	Reserved	RTCTEVx <sup>(1)</sup>	
rw-(0)	rw-(1)	r1	r-(1)	r0	r0	rw-(0)	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits itself; therefore, reconfiguration after wake-up from LPMx.5 before clearing LOCKLPM5 is required.

**Table 22-3. RTCCTL1 Register Description**

Bit	Field	Type	Reset	Description
7	RTCBBCD	RW	0h	Real-time clock BCD select. Selects BCD counting for real-time clock. 0b = Binary-hexadecimal code selected 1b = BCD Binary coded decimal (BCD) code selected
6	RTCHOLD	RW	1h	Real-time clock hold 0b = Real-time clock is operational. 1b = The calendar is stopped as well as the prescale counters, RT0PS, and RT1PS.
5	Reserved	R	1h	Reserved. Always read as 1.
4	RTCRDY	RW	1h	Real-time clock ready 0b = RTC time values in transition 1b = RTC time values safe for reading. This bit indicates when the real-time clock time values are safe for reading.
3-2	Reserved	R	0h	Reserved. Always read as 0.
1-0	RTCTEVx	RW	0h	Real-time clock time interrupt event 00b = Minute changed 01b = Hour changed 10b = Every day at midnight (00:00) 11b = Every day at noon (12:00)

### 22.3.3 RTCCTL2 Register

Real-Time Clock Control 2 Register

**Figure 22-4. RTCCTL2 Register**

7	6	5	4	3	2	1	0
RTCCALS	Reserved	RTCCALX					
rw-(0)	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 22-4. RTCCTL2 Register Description**

Bit	Field	Type	Reset	Description
7	RTCCALS	RW	0h	Real-time clock calibration sign 0b = Frequency adjusted down 1b = Frequency adjusted up
6	Reserved	R	0h	Reserved. Always read as 0.
5-0	RTCCALX	RW	0h	Real-time clock calibration. Each LSB represents approximately +4-ppm (RTCCALS = 1) or a -2-ppm (RTCCALS = 0) adjustment in frequency.

### 22.3.4 RTCCTL3 Register

Real-Time Clock Control 3 Register

**Figure 22-5. RTCCTL3 Register**

7	6	5	4	3	2	1	0
Reserved							RTCCALFx
r0	r0	r0	r0	r0	r0	rw-(0)	rw-(0)

**Table 22-5. RTCCTL3 Register Description**

Bit	Field	Type	Reset	Description
7-2	Reserved	R	0h	Reserved. Always read as 0.
1-0	RTCCALFx	RW	0h	Real-time clock calibration frequency. Selects frequency output to RTCCLK pin for calibration measurement. The corresponding port must be configured for the peripheral module function. 00b = No frequency output to RTCCLK pin 01b = 512 Hz 10b = 256 Hz 11b = 1 Hz

### 22.3.5 RTCSEC Register – Hexadecimal Format

Real-Time Clock Seconds Register – Hexadecimal Format

**Figure 22-6. RTCSEC Register**

7	6	5	4	3	2	1	0
0	0				Seconds		
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 22-6. RTCSEC Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always reads as 0.
5-0	Seconds	RW	undefined	Seconds. Valid values are 0 to 59.

### 22.3.6 RTCSEC Register – BCD Format

Real-Time Clock Seconds Register – BCD Format

**Figure 22-7. RTCSEC Register**

7	6	5	4	3	2	1	0
0		Seconds – high digit			Seconds – low digit		
r-0	rw	rw	rw	rw	rw	rw	rw

**Table 22-7. RTCSEC Register Description**

Bit	Field	Type	Reset	Description
7	0	R	0h	Always reads as 0.
6-4	Seconds – high digit	RW	undefined	Seconds – high digit. Valid values are 0 to 5.
3-0	Seconds – low digit	RW	undefined	Seconds – low digit. Valid values are 0 to 9.

### **22.3.7 RTCMIN Register – Hexadecimal Format**

Real-Time Clock Minutes Register – Hexadecimal Format

**Figure 22-8. RTCMIN Register**

7	6	5	4	3	2	1	0
0	0						Minutes
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 22-8. RTCMIN Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always reads as 0.
5-0	Minutes	RW	undefined	Minutes. Valid values are 0 to 59.

### **22.3.8 RTCMIN Register – BCD Format**

Real-Time Clock Minutes Register – BCD Format

**Figure 22-9. RTCMIN Register**

7	6	5	4	3	2	1	0
0		Minutes – high digit			Minutes – low digit		
r-0	rw	rw	rw	rw	rw	rw	rw

**Table 22-9. RTCMIN Register Description**

Bit	Field	Type	Reset	Description
7	0	R	0h	Always reads as 0.
6-4	Minutes – high digit	RW	undefined	Minutes – high digit. Valid values are 0 to 5.
3-0	Minutes – low digit	RW	undefined	Minutes – low digit. Valid values are 0 to 9.

### 22.3.9 RTCHOUR Register – Hexadecimal Format

Real-Time Clock Hours Register – Hexadecimal Format

**Figure 22-10. RTCHOUR Register**

7	6	5	4	3	2	1	0
0	0	0				Hours	
r-0	r-0	r-0	rw	rw	rw	rw	rw

**Table 22-10. RTCHOUR Register Description**

Bit	Field	Type	Reset	Description
7-5	0	R	0h	Always reads as 0.
4-0	Hours	RW	undefined	Hours. Valid values are 0 to 23.

### 22.3.10 RTCHOUR Register – BCD Format

Real-Time Clock Hours Register – BCD Format

**Figure 22-11. RTCHOUR Register**

7	6	5	4	3	2	1	0
0	0		Hours – high digit			Hours – low digit	
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 22-11. RTCHOUR Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always reads as 0.
5-4	Hours – high digit	RW	undefined	Hours – high digit. Valid values are 0 to 2.
3-0	Hours – low digit	RW	undefined	Hours – low digit. Valid values are 0 to 9.

### **22.3.11 RTCDOW Register**

Real-Time Clock Day of Week Register

**Figure 22-12. RTCDOW Register**

7	6	5	4	3	2	1	0
0	0	0	0	0			Day of week
r-0	r-0	r-0	r-0	r-0	rw	rw	rw

**Table 22-12. RTCDOW Register Description**

Bit	Field	Type	Reset	Description
7-3	0	R	0h	Always reads as 0.
2-0	Day of week	RW	undefined	Day of week. Valid values are 0 to 6.

### **22.3.12 RTCDAY Register – Hexadecimal Format**

Real-Time Clock Day of Month Register – Hexadecimal Format

**Figure 22-13. RTCDAY Register**

7	6	5	4	3	2	1	0
0	0	0					Day of month
r-0	r-0	r-0	rw	rw	rw	rw	rw

**Table 22-13. RTCDAY Register Description**

Bit	Field	Type	Reset	Description
7-5	0	R	0h	Always reads as 0.
4-0	Day of month	RW	undefined	Day of month. Valid values are 1 to 31.

### **22.3.13 RTCDAY Register – BCD Format**

Real-Time Clock Day of Month Register – BCD Format

**Figure 22-14. RTCDAY Register**

7	6	5	4	3	2	1	0
0	0	Day of month – high digit			Day of month – low digit		
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 22-14. RTCDAY Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always reads as 0.
5-4	Day of month – high digit	RW	undefined	Day of month – high digit. Valid values are 0 to 3.
3-0	Day of month – low digit	RW	undefined	Day of month – low digit. Valid values are 0 to 9.

### 22.3.14 RTCMON Register – Hexadecimal Format

Real-Time Clock Month Register – Hexadecimal Format

**Figure 22-15. RTCMON Register**

7	6	5	4	3	2	1	0
0	0	0	0			Month	
r-0	r-0	r-0	r-0	rw	rw	rw	rw

**Table 22-15. RTCMON Register Description**

Bit	Field	Type	Reset	Description
7-4	0	R	0h	Always reads as 0.
3-0	Month	RW	undefined	Month. Valid values are 1 to 12.

### 22.3.15 RTCMON Register – BCD Format

Real-Time Clock Month Register

**Figure 22-16. RTCMON Register**

7	6	5	4	3	2	1	0
0	0	0	Month – high digit			Month – low digit	
r-0	r-0	r-0	rw	rw	rw	rw	rw

**Table 22-16. RTCMON Register Description**

Bit	Field	Type	Reset	Description
7-5	0	R	0h	Always reads as 0.
4	Month – high digit	RW	undefined	Month – high digit. Valid values are 0 or 1.
3-0	Month – low digit	RW	undefined	Month – low digit. Valid values are 0 to 9.

### **22.3.16 RTCYEAR Register – Hexadecimal Format**

Real-Time Clock Year Register – Hexadecimal Format

**Figure 22-17. RTCYEAR Register**

15	14	13	12	11	10	9	8
0	0	0	0		Year – high byte		
r-0	r-0	r-0	r-0	rw	rw	rw	rw
7	6	5	4	3	2	1	0
rw	rw	rw	rw	rw	rw	rw	rw

**Table 22-17. RTCYEAR Register Description**

Bit	Field	Type	Reset	Description
15-12	0	R	0h	Always reads as 0.
11-8	Year – high byte	RW	undefined	Year – high byte. Valid values of Year are 0 to 4095.
7-0	Year – low byte	RW	undefined	Year – low byte. Valid values of Year are 0 to 4095.

### **22.3.17 RTCYEAR Register – BCD Format**

Real-Time Clock Year Register – BCD Format

**Figure 22-18. RTCYEAR Register**

15	14	13	12	11	10	9	8
0		Century – high digit			Century – low digit		
r-0	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
		Decade			Year – lowest digit		
rw	rw	rw	rw	rw	rw	rw	rw

**Table 22-18. RTCYEAR Register Description**

Bit	Field	Type	Reset	Description
15	0	R	0h	Always reads as 0.
14-12	Century – high digit	RW	undefined	Century – high digit . Valid values are 0 to 4.
11-8	Century – low digit	RW	undefined	Century – low digit. Valid values are 0 to 9.
7-4	Decade	RW	undefined	Decade. Valid values are 0 to 9.
3-0	Year – lowest digit	RW	undefined	Year – lowest digit. Valid values are 0 to 9.

### 22.3.18 RTCAMIN Register – Hexadecimal Format

Real-Time Clock Minutes Alarm Register – Hexadecimal Format

**Figure 22-19. RTCAMIN Register**

7	6	5	4	3	2	1	0
AE	0						Minutes
rw	r-0	rw	rw	rw	rw	rw	rw

**Table 22-19. RTCAMIN Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6	0	R	0h	Always reads as 0.
5-0	Minutes	RW	undefined	Minutes. Valid values are 0 to 59.

### 22.3.19 RTCAMIN Register – BCD Format

Real-Time Clock Minutes Alarm Register – BCD Format

**Figure 22-20. RTCAMIN Register**

7	6	5	4	3	2	1	0
AE		Minutes – high digit				Minutes – low digit	
rw	rw	rw	rw	rw	rw	rw	rw

**Table 22-20. RTCAMIN Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-4	Minutes – high digit	RW	undefined	Minutes – high digit. Valid values are 0 to 5.
3-0	Minutes – low digit	RW	undefined	Minutes – low digit. Valid values are 0 to 9.

### **22.3.20 RTCAHOUR Register – Hexadecimal Format**

Real-Time Clock Hours Alarm Register – Hexadecimal Format

**Figure 22-21. RTCAHOUR Register**

7	6	5	4	3	2	1	0
AE	0	0			Hours		
rw	r-0	r-0	rw	rw	rw	rw	rw

**Table 22-21. RTCAHOUR Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-5	0	R	0h	Always reads as 0.
4-0	Hours	RW	undefined	Hours. Valid values are 0 to 23.

### **22.3.21 RTCAHOUR Register – BCD Format**

Real-Time Clock Hours Alarm Register – BCD Format

**Figure 22-22. RTCAHOUR Register**

7	6	5	4	3	2	1	0
AE	0		Hours – high digit		Hours – low digit		
rw	r-0	rw	rw	rw	rw	rw	rw

**Table 22-22. RTCAHOUR Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6	0	R	0h	Always reads as 0.
5-4	Hours – high digit	RW	undefined	Hours – high digit. Valid values are 0 to 2.
3-0	Hours – low digit	RW	undefined	Hours – low digit. Valid values are 0 to 9.

### 22.3.22 RTCADOW Register

Real-Time Clock Day of Week Alarm Register

**Figure 22-23. RTCADOW Register**

7	6	5	4	3	2	1	0
AE	0	0	0	0		Day of week	
rw	r-0	r-0	r-0	r-0	rw	rw	rw

**Table 22-23. RTCADOW Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-3	0	R	0h	Always reads as 0.
2-0	Day of week	RW	undefined	Day of week. Valid values are 0 to 6.

### **22.3.23 RTCADAY Register – Hexadecimal Format**

Real-Time Clock Day of Month Alarm Register – Hexadecimal Format

**Figure 22-24. RTCADAY Register**

7	6	5	4	3	2	1	0
AE	0	0		Day of month			
rw	r-0	r-0	rw	rw	rw	rw	rw

**Table 22-24. RTCADAY Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-5	0	R	0h	Always reads as 0.
4-0	Day of month	RW	undefined	Day of month. Valid values are 1 to 31.

### **22.3.24 RTCADAY Register – BCD Format**

Real-Time Clock Day of Month Alarm Register – BCD Format

**Figure 22-25. RTCADAY Register**

7	6	5	4	3	2	1	0
AE	0	Day of month – high digit			Day of month – low digit		
rw	r-0	rw	rw	rw	rw	rw	rw

**Table 22-25. RTCADAY Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6	0	R	0h	Always reads as 0.
5-4	Day of month – high digit	RW	undefined	Day of month – high digit. Valid values are 0 to 3.
3-0	Day of month – low digit	RW	undefined	Day of month – low digit. Valid values are 0 to 9.

### 22.3.25 RTCPS0CTL Register

Real-Time Clock Prescale Timer 0 Control Register

**Figure 22-26. RTCPS0CTL Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved							
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-0	rw-(0)
RT0IPx <sup>(1)</sup>				RT0PSIE		RT0PSIFG	

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits itself; therefore, reconfiguration after wake-up from LPMx.5 before clearing LOCKLPM5 is required.

**Table 22-26. RTCPS0CTL Register Description**

Bit	Field	Type	Reset	Description
15-5	Reserved	R	0h	Reserved. Always reads as 0.
4-2	RT0IPx	RW	0h	Prescale timer 0 interrupt interval 000b = Divide by 2 001b = Divide by 4 010b = Divide by 8 011b = Divide by 16 100b = Divide by 32 101b = Divide by 64 110b = Divide by 128 111b = Divide by 256
1	RT0PSIE	RW	0h	Prescale timer 0 interrupt enable 0b = Interrupt not enabled 1b = Interrupt enabled
0	RT0PSIFG	RW	0h	Prescale timer 0 interrupt flag 0b = No time event occurred 1b = Time event occurred

### **22.3.26 RTCPS1CTL Register**

Real-Time Clock Prescale Timer 1 Control Register

**Figure 22-27. RTCPS1CTL Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved				RT1IPx <sup>(1)</sup>		RT1PSIE <sup>(1)</sup>	RT1PSIFG
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-0	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits themselves; therefore, reconfiguration after wake-up from LPMx.5 before clearing LOCKLPM5 is required.

**Table 22-27. RTCPS1CTL Register Description**

Bit	Field	Type	Reset	Description
15-5	Reserved	R	0h	Reserved. Always reads as 0.
4-2	RT1IPx	RW	0h	Prescale timer 1 interrupt interval 000b = Divide by 2 001b = Divide by 4 010b = Divide by 8 011b = Divide by 16 100b = Divide by 32 101b = Divide by 64 110b = Divide by 128 111b = Divide by 256
1	RT1PSIE	RW	0h	Prescale timer 1 interrupt enable 0b = Interrupt not enabled 1b = Interrupt enabled (LPMx.5 wake-up enabled)
0	RT1PSIFG	RW	0h	Prescale timer 1 interrupt flag. In modules supporting LPMx.5 this interrupt can be used as LPMx.5 wake-up event. 0b = No time event occurred 1b = Time event occurred

### 22.3.27 RTCPS0 Register

Real-Time Clock Prescale Timer 0 Counter Register

**Figure 22-28. RTCPS0 Register**

7	6	5	4	3	2	1	0
RT0PS							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 22-28. RTCPS0 Register Description**

Bit	Field	Type	Reset	Description
7-0	RT0PS	RW	undefined	Prescale timer 0 counter value

### 22.3.28 RTCPS1 Register

Real-Time Clock Prescale Timer 1 Counter Register

**Figure 22-29. RTCPS1 Register**

7	6	5	4	3	2	1	0
RT1PS							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 22-29. RTCPS1 Register Description**

Bit	Field	Type	Reset	Description
7-0	RT1PS	RW	undefined	Prescale timer 1 counter value

### **22.3.29 RTCIV Register**

Real-Time Clock Interrupt Vector Register

**Figure 22-30. RTCIV Register**

15	14	13	12	11	10	9	8
RTCIVx							
r0	r0	r0	r0	r0	r0	r0	r0
RTCIVx							
r0	r0	r0	r0	r-(0)	r-(0)	r-(0)	r0

**Table 22-30. RTCIV Register Description**

Bit	Field	Type	Reset	Description
15-0	RTCIVx	R	0h	Real-time clock interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: RTC ready; Interrupt Flag: RTCRDYIFG; Interrupt Priority: Highest 04h = Interrupt Source: RTC interval timer; Interrupt Flag: RTCTEVIFG 06h = Interrupt Source: RTC user alarm; Interrupt Flag: RTCAIFG 08h = Interrupt Source: RTC prescaler 0; Interrupt Flag: RT0PSIFG 0Ah = Interrupt Source: RTC prescaler 1; Interrupt Flag: RT1PSIFG 0Ch = Interrupt Source: RTC oscillator failure; Interrupt Flag: RTCOFIFG 0Eh = Reserved; Interrupt Priority: Lowest

### 22.3.30 BIN2BCD Register

Binary-to-BCD Conversion Register

**Figure 22-31. BIN2BCD Register**

15	14	13	12	11	10	9	8
BIN2BCDx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
BIN2BCDx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 22-31. BIN2BCD Register Description**

Bit	Field	Type	Reset	Description
15-0	BIN2BCDx	RW	0h	Read: 16-bit BCD conversion of previously written 12-bit binary number Write: 12-bit binary number to be converted

### 22.3.31 BCD2BIN Register

BCD-to-Binary Conversion Register

**Figure 22-32. BCD2BIN Register**

15	14	13	12	11	10	9	8
BCD2BINx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
BCD2BINx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 22-32. BCD2BIN Register Description**

Bit	Field	Type	Reset	Description
15-0	BCD2BINx	RW	0h	Read: 12-bit binary conversion of previously written 16-bit BCD number Write: 16-bit BCD number to be converted

## Real-Time Clock C (RTC\_C)

The Real-Time Clock C (RTC\_C) module provides clock counters with calendar mode, a flexible programmable alarm, offset calibration, and a provision for temperature compensation. The RTC\_C also supports operation in LPM3.5. This chapter describes the RTC\_C module.

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## 23.1 Real-Time Clock (RTC\_C) Introduction

The RTC\_C module provides configurable clock counters.

RTC\_C features include:

- Real-time clock and calendar mode that provides seconds, minutes, hours, day of week, day of month, month, and year (including leap year correction)
- Protection for real-time clock registers
- Interrupt capability
- Selectable BCD or binary format
- Programmable alarms
- Real-time clock calibration for crystal offset error
- Real-time clock compensation for crystal temperature drift
- Operation in LPM3.5

The RTC\_C module can provide the following device-dependent features. Refer to the device-specific data sheet to determine if these features are available in a particular device.

- General-purpose counter mode (see [Section 23.3.1](#))
- Event and tamper detection with time stamp (see [Section 23.3.2](#))
- Operation from a separate voltage supply

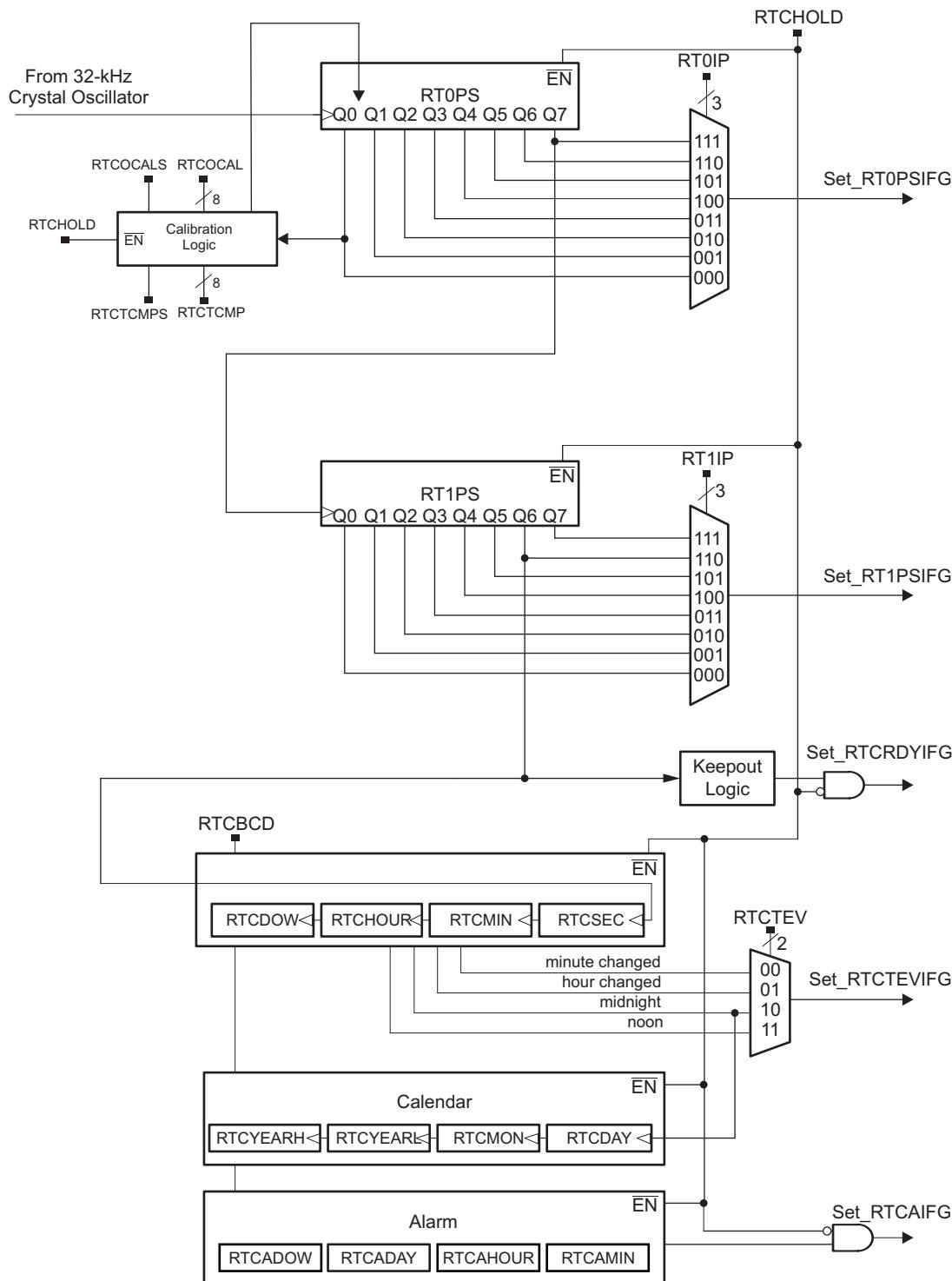
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**NOTE: Real-time clock initialization**

Most RTC\_C module registers have no initial condition. These registers must be configured by user software before use.

---

[Figure 23-1](#) shows the RTC\_C block diagram.



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**Figure 23-1. RTC\_C Block Diagram (RTCMODE = 1)**

## 23.2 RTC\_C Operation

### 23.2.1 Calendar Mode

Calendar mode is selected when RTCMODE is set. In calendar mode, the RTC\_C module provides seconds, minutes, hours, day of week, day of month, month, and year in selectable BCD or hexadecimal format. The calendar includes a leap-year algorithm that considers all years evenly divisible by four as leap years. This algorithm is accurate from the year 1901 through 2099. Switching from counter mode (if available) to calendar mode **does not** reset the calendar registers (RTCSEC, RTCMIN, RTCHOUR, RTCDAY, RTCDOW, and RTCYEAR) and the prescale counters (RT0PS, RT1PS). These registers must be configured by user software before use.

### 23.2.2 Real-Time Clock and Prescale Dividers

The prescale dividers, RT0PS and RT1PS, are automatically configured to provide a 1-second clock interval for the RTC\_C. The low-frequency oscillator must be operated at 32768 Hz (nominal) for proper RTC\_C operation. RT0PS is sourced from the low-frequency oscillator XT1. The output of RT0PS divided by 256 (Q7) sources RT1PS. RT1PS is further divided by 128 to source the real-time clock counter registers that provide the required 1-second time interval.

When RTCBCD = 1, BCD format is selected for the calendar registers. It is possible to switch between BCD and hexadecimal format while the RTC is counting.

Setting RTCHOLD halts the real-time counters and prescale counters, RT0PS and RT1PS.

---

**NOTE: For reliable update to all Calendar Mode registers**

Set RTCHOLD = 1 before writing into any of the calendar or prescalar registers (RTCPS0, RTCPS1, RTCSEC, RTCMIN, RTCHOUR, RTCDAY, RTCMON, and RTCYEAR).

---

### 23.2.3 Real-Time Clock Alarm Function

The RTC\_C module provides for a flexible alarm system. There is a single user-programmable alarm that can be programmed based on the settings contained in the alarm registers for minutes, hours, day of week, and day of month.

Each alarm register contains an alarm enable (AE) bit that can be used to enable the respective alarm register. By setting AE bits of the various alarm registers, a variety of alarm events can be generated.

- Example 1: A user wishes to set an alarm every hour at 15 minutes past the hour (that is, 00:15:00, 01:15:00, 02:15:00, and so on). This is possible by setting RTCAMIN to 15. By setting the AE bit of the RTCAMIN and clearing all other AE bits of the alarm registers, the alarm is enabled. When enabled, the RTCAIFG is set when the count transitions from 00:14:59 to 00:15:00, 01:14:59 to 01:15:00, 02:14:59 to 02:15:00, and so on.
- Example 2: A user wishes to set an alarm every day at 04:00:00. This is possible by setting RTCAHOUR to 4. By setting the AE bit of the RTCHOUR and clearing all other AE bits of the alarm registers, the alarm is enabled. When enabled, the RTCAIFG is set when the count transitions from 03:59:59 to 04:00:00.
- Example 3: A user wishes to set an alarm for 06:30:00. RTCAHOUR would be set to 6, and RTCAMIN would be set to 30. By setting the AE bits of RTCAHOUR and RTCAMIN, the alarm is enabled. When enabled, the RTCAIFG is set when the time count transitions from 06:29:59 to 06:30:00. In this case, the alarm event occurs every day at 06:30:00.
- Example 4: A user wishes to set an alarm every Tuesday at 06:30:00. RTCADOW would be set to 2, RTCAHOUR would be set to 6, and RTCAMIN would be set to 30. By setting the AE bits of RTCADOW, RTCAHOUR, and RTCAMIN, the alarm is enabled. When enabled, the RTCAIFG is set when the time count transitions from 06:29:59 to 06:30:00 and the RTCDOW transitions from 1 to 2.
- Example 5: A user wishes to set an alarm the fifth day of each month at 06:30:00. RTCADAY would be set to 5, RTCAHOUR would be set to 6, and RTCAMIN would be set to 30. By setting the AE bits of RTCADAY, RTCAHOUR, and RTCAMIN, the alarm is enabled. When enabled, the RTCAIFG is set when the time count transitions from 06:29:59 to 06:30:00 and the RTCDAY equals 5.

**NOTE: Invalid alarm settings**

Invalid alarm settings are not checked by hardware. It is the user's responsibility that valid alarm settings are entered.

**NOTE: Invalid time and date values**

Writing of invalid date or time information or data values outside the legal ranges specified in the RTCSEC, RTCTIM1, RTCHOUR, RTCDAY, RTCDOW, RTCYEARH, RTCYEARL, RTCAMIN, RTCAHOUR, RTCADAY, and RTCAHOUR registers can result in unpredictable behavior.

**NOTE: Setting the alarm**

Before setting an initial alarm, all alarm registers including the AE bits should be cleared.

To prevent potential erroneous alarm conditions from occurring, the alarms should be disabled by clearing the RTCAIE, RTCAIFG, and AE bits before writing initial or new time values to the RTC time registers.

### **23.2.4 Real-Time Clock Protection**

RTC\_C registers are key protected to ensure clock integrity and module configuration against software crash or from runaway code. Key protection does not apply for reads from the RTC\_C registers. That is, any RTC\_C register can be read at any time without having to unlock the module. Some predefined registers of RTC\_C are key protected for write access. The control registers, clock registers, calendar register, prescale timer registers, and offset error calibration registers are protected. RTC\_C alarm function registers, prescale timer control registers, interrupt vector register, and temperature compensation registers are not protected. RTC\_C registers that are not protected can be written at any time without unlocking the module. [Table 23-2](#) shows which registers are affected by the protection scheme.

The RTCCTL0\_H register implements key protection and controls the lock or unlock state of the module. When this register is written with correct key, 0A5h, the module is unlocked and unlimited write access possible to RTC\_C registers. After the module is unlocked, it remains unlocked until the user writes any incorrect key or until the module is reset. A read from RTCCTL0\_H register returns value 96h. Write access to any protected registers of RTC\_C is ignored when the module is locked.

```
RTC_C Key Protection Software Example
; Unlock/lock sequence for RTC_C
MOV.B  #RTCKEY, &RTCCTL0_H          ; Write correct key to unlock RTC_C
MOV.B  #8bit_value, &RTCSEC           ; Write 8 bit value into RTCSEC
MOV.B  #8bit_value, &RTCMIN           ; Write 8 bit value into RTCMIN
MOV.W  #16bit_value, &RTCTIM1          ; Write 16bit value into RTCTIM1
MOV.W  #RTCKEY+8bit_value, &RTCCTL0    ; Write into RTCCTL0 with correct key in word mode
...
MOV.B  #00h, &RTCCTL0_H              ; Write incorrect key to lock RTC_C
```

### 23.2.5 Reading or Writing Real-Time Clock Registers

Because the system clock may be asynchronous to the RTC\_C clock source, special care must be used when accessing the real-time clock registers.

The real-time clock registers are updated once per second. To prevent reading any real-time clock register at the time of an update that could result in an invalid time being read, a keep-out window is provided. The keep-out window is centered approximately 128/32768 seconds around the update transition. The read-only RTCRDY bit is reset during the keep-out window period and set outside the keep-out the window period. Any read of the clock registers while RTCRDY is reset is considered to be potentially invalid, and the time read should be ignored.

An easy way to safely read the real-time clock registers is to use the RTCRDYIFG interrupt flag. Setting RTCRDYIE enables the RTCRDYIFG interrupt. When enabled, an interrupt is generated based on the rising edge of the RTCRDY bit, causing the RTCRDYIFG to be set. At this point, the application has nearly a complete second to safely read any or all of the real-time clock registers. This synchronization process prevents reading the time value during transition. The RTCRDYIFG flag is reset automatically when the interrupt is serviced or can be reset with software.

---

**NOTE: Reading or writing real-time clock registers**

When the counter clock is asynchronous to the CPU clock, any read from any RTCSEC, RTCMIN, RTCHOUR, RTCDOW, RTCDAY, RTCMON, RTCYEARL, or RTCYEARH register while the RTCRDY is reset may result in invalid data being read. To safely read the counting registers, either polling of the RTCRDY bit or the synchronization procedure previously described can be used. Alternatively, the counter register can be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Reading the RT0PS and RT1PS can only be handled by reading the registers multiple times and a majority vote taken in software to determine the correct reading.

Any write to any counting register takes effect immediately. However, the clock is stopped during the write. In addition, RT0PS and RT1PS registers are reset. This could result in losing up to 1 second during a write. Writing of data outside the legal ranges or invalid time stamp combinations results in unpredictable behavior.

---

### 23.2.6 Real-Time Clock Interrupts

At least six sources for interrupts are available, namely RT0PSIFG, RT1PSIFG, RTCRDYIFG, RTCTEVIFG, RTCAIFG, and RTCOFIFG. These flags are prioritized and combined to source a single interrupt vector. The interrupt vector register (RTCIV) is used to determine which flag requested an interrupt.

The highest-priority enabled interrupt generates a number in the RTCIV register (see register description). This number can be evaluated or added to the program counter (PC) to automatically enter the appropriate software routine. Disabled RTC interrupts do not affect the RTCIV value.

Writes into RTCIV register clear all pending interrupt conditions. Reads from RTCIV register clear the highest priority pending interrupt condition. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. In addition, all flags can be cleared by software.

The user-programmable alarm event sources the real-time clock interrupt, RTCAIFG. Setting RTCAIE enables the interrupt. In addition to the user-programmable alarm, the RTC\_C module provides for an interval alarm that sources real-time clock interrupt, RTCTEVIFG. The interval alarm can be selected to cause an alarm event when RTCMIN changed or RTCHOUR changed, every day at midnight (00:00:00) or every day at noon (12:00:00). The event is selectable with the RTCTEV bits. Setting the RTCTEVIE bit enables the interrupt.

The RTCRDY bit sources the real-time clock interrupt, RTCRDYIFG, and is useful in synchronizing the read of time registers with the system clock. Setting the RTCRDYIE bit enables the interrupt.

RT0PSIFG can be used to generate interrupt intervals selectable by the RT0IP bits. RT0PS is sourced with low-frequency oscillator clock at 32768 Hz, so intervals of 16384 Hz, 8192 Hz, 4096 Hz, 2048 Hz, 1024 Hz, 512 Hz, 256 Hz, or 128 Hz are possible. Setting the RT0PSIE bit enables the interrupt.

RT1PSIFG can be used to generate interrupt intervals selectable by the RT1IP bits. RT1PS is sourced with the output of RT0PS, which is 128 Hz (32768/256 Hz). Therefore, intervals of 64 Hz, 32 Hz, 16 Hz, 8 Hz, 4 Hz, 2 Hz, 1 Hz, or 0.5 Hz are possible. Setting the RT1PSIE bit enables the interrupt.

---

**NOTE: Changing RT0IP or RT1IP**

Changing the settings of the interrupt interval bits RT0IP or RT1IP while the corresponding prescaler is running or is stopped in a non-zero state can result in setting the corresponding interrupt flags.

---

The RTCOFIG bit flags the failure of the 32-kHz crystal oscillator. Its main purpose is to wake up the CPU from LPM3.5 if an oscillator failure occurs. On devices with separate supply for RTC, this flag also stores a failure event that occurs when the core supply is not available.

### 23.2.6.1 RTCIV Software Example

The following software example shows the recommended use of RTCIV and the handling overhead. The RTCIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself.

; Interrupt handler for RTC interrupt flags.

```

RTC_HND          ; Interrupt latency      6
    ADD  &RTCIV,PC   ; Add offset to Jump table 3
    RETI           ; Vector 0: No interrupt 5
    JMP  RTCOFIFG_HND ; Vector 2: RTCOFIFG 2
    JMP  RTCRDYIFG_HND ; Vector 4: RTCRDYIFG 2
    JMP  RTCTEVIFG_HND ; Vector 6: RTCTEVIFG 2
    JMP  RTCAIFG     ; Vector 8: RTCAIFG 5
    JMP  RT0PSIFG    ; Vector A: RT0PSIFG 5
    JMP  RT1PSIFG    ; Vector C: RT1PSIFG 5
    RETI           ; Vector E: Reserved 5

    RTCOFIFG_HND   ; Vector 2: RTCOFIFG Flag
    ...
    RETI           ; Task starts here
                  ; Back to main program 5

    RTCRDYIFG_HND  ; Vector 4: RTCRDYIFG Flag
    ...
    RETI           ; Task starts here
                  ; Back to main program 5

    RTCTEVIFG_HND  ; Vector 6: RTCTEVIFG
    ...
    RETI           ; Task starts here
                  ; Back to main program 5

    RTCAIFG_HND    ; Vector 8: RTCAIFG
    ...
    RETI           ; Task starts here
                  ; Back to main program 5

    RT0PSIFG_HND   ; Vector A: RT0PSIFG
    ...
    RETI           ; Task starts here
                  ; Back to main program 5

    RT1PSIFG_HND   ; Vector C: RT1PSIFG
    ...
    RETI           ; Task starts here
                  ; Back to main program 5

```

### 23.2.7 Real-Time Clock Calibration for Crystal Offset Error

The RTC\_C module can be calibrated for crystal manufacturing tolerance or offset error to enable better accuracy of time keeping accuracy. The crystal frequency error of up to  $\pm 240$  ppm can be calibrated smoothly over a period of 60 seconds. RTCOCAL\_L register is used to adjust the frequency. The calibration value is written into RTCOCAL\_L register, and each LSB in this register represent approximately  $\pm 1$ -ppm correction based on RTCOCALS bit in RTCOCAL\_H register. When RTCOCALS bit is set (up calibration), each LSB in RTCOCAL\_L represent +1-ppm adjustment. When RTCOCALS is cleared (down calibration), each LSB in RTCOCAL\_L represent -1-ppm adjustment to frequency. Both RTCOCAL\_L and RTCOCAL\_H registers are protected and require RTC\_C to be unlocked before writing into these registers.

#### 23.2.7.1 Calibration Frequency

To calibrate the frequency, the RTCCLK output signal is available at a pin. RTCCALFx bits in RTCCTL3 register can be used to select the frequency rate of the output signal. When RTCCALFx = 00, no signal is output on RTCCLK pin. The other settings of RTCCALFx select one of the three frequencies: 512 Hz, 256 Hz, or 1 Hz. RTCCLK can be measured, and the result of this measurement can be applied to the RTCOCALS and RTCOCALx bits to effectively reduce the initial offset of the clock.

##### 23.2.7.1.1 Calibration Mechanism

RTCOCAL\_L is an 8-bit register. Software can write a value of up to 256 ppm into this register, but the maximum frequency error that can be corrected is only 240 ppm. Software must make sure to write legal values into this register. A read from RTCOCAL always returns the value that was written by software. Real-time clock offset error calibration is inactive when RTC\_C is not enabled (RTCHOLD = 0) or when RTCOCALx bits are zero. RTCOCAL should only be written when RTCHOLD = 1. Writing RTCOCAL resets temperature compensation to zero.

In RTC\_C, the offset error calibration takes place over a period of 60 seconds. To achieve approximately  $\pm 1$ -ppm correction, the 16-kHz clock (Q0 output of RT0PS) is adjusted to add or subtract one clock pulse. For +1-ppm correction, one clock pulse is added to the 16-kHz clock, and for -1-ppm correction, one clock pulse is subtracted from the 16-kHz clock. This correction happens once every quarter second until the programmed ppm error is compensated.

$$f_{\text{ACLK,meas}} < 32768 \text{ Hz} \rightarrow \text{RTCOCALS} = 1, \text{RTCOCALx} = \text{Round}(60 \times 16384 \times (1 - f_{\text{ACLK,meas}}/32768))$$

$$f_{\text{ACLK,meas}} \geq 32768 \text{ Hz} \rightarrow \text{RTCOCALS} = 0, \text{RTCOCALx} = \text{Round}(60 \times 16384 \times (1 - f_{\text{ACLK,meas}}/32768))$$

As an example for up calibration, when the measured frequency is 511.9658 Hz against the reference frequency of 512 Hz, the frequency error is approximately 67 ppm low. To increase the frequency by 67 ppm, RTCOCALS should be set, and RTCOCALx should be set to Round( $(60 \times 16384 \times (1 - 511.9658 \times 64 / 32768)) = 66$ ).

As an example for down calibration, when the measured frequency is 512.0241 Hz against the reference frequency of 512 Hz, the frequency error is approximately 47 ppm high. To decrease the frequency by 47 ppm, RTCOCALS should be cleared, and RTCOCALx should be set to Round( $(60 \times 16384 \times (1 - 512.0241 \times 64 / 32768)) = 46$ ).

All three possible output frequencies (512 Hz, 256 Hz, and 1 Hz) at RTCCLK pin are affected by calibration settings. RT0PS interrupt triggered by RT0PS – Q0 (RT0IPx = 000) is based on the uncalibrated clock, while RT0PS interrupt triggered by RT0PS – Q1 to Q7 (RT0IPx ≠ 000) is based on the calibrated clock. RT1PS interrupt (RT1PSIFG) and RTC counter interrupt (RTCTEVIFG) are also based on the calibrated clock.

### 23.2.8 Real-Time Clock Compensation for Crystal Temperature Drift

The frequency output of the crystal varies considerably due to drift in temperature. It would be necessary to compensate the real-time clock for this temperature drift for higher time keeping accuracy from standard crystals. A hybrid software and hardware approach can be followed to achieve temperature compensation for RTC\_C.

The software can make use of an (on-chip) temperature sensor to measure the temperature at desired intervals (for example, once every few seconds or minutes). The temperature sensor parameters are calibrated at production and stored in the nonvolatile memory. Using the temperature sensor parameters and the measured temperature, software can do parabolic calculations to find out the corresponding frequency error in ppm.

This frequency error can be written into RTCTCMP\_L register for temperature compensation. RTCTCMP\_L is an 8-bit register that allows correction for a frequency error up to  $\pm 240$  ppm. Each LSB in this register represent  $\pm 1$  ppm based on the RTCTCMPS bit in the RTCTCMP\_H register. When RTCTCMPS bit is set, each LSB in RTCTCMP represents +1-ppm adjustment (up calibration). When RTCTCMPS is cleared, each LSB in RTCTCMP represents -1-ppm adjustment (down calibration). RTCTCMP register is not protected and can be written any time without unlocking RTC\_C.

#### 23.2.8.1 Temperature Compensation Scheme

RTCTCMP\_L is an 8-bit register. Software can write up to value of 256 ppm into this register, but the maximum frequency error that can be corrected including the crystal offset error is 240 ppm. Real-time clock temperature compensation is inactive when RTC\_C is not enabled (RTCHOLD = 0) or when RTCTCMPx bits are zero.

When the temperature compensation value is written into RTCTCMP\_L, it is added to the offset error calibration value, and the resulting value is taken into account from next calibration cycle onwards. The ongoing calibration cycle is not affected by writes into the RTCTCMP register. The maximum frequency error that can be corrected to account for both offset error and temperature variation is  $\pm 240$  ppm. This means the sign addition of offset error value and temperature compensation value should not exceed maximum of  $\pm 240$  ppm; otherwise, the excess value above  $\pm 240$  ppm is ignored by hardware. Reading from the RTCTCMP register at any time returns the cumulative value which is the signed addition of RTCOCALx and RTCTCMPx values. (Note that writing RTCOCAL resets the temperature compensation value to zero.)

For example, when RTCOCAL value is +150 ppm, and the value written into RTCTCMP is +200 ppm, the effective value taken in for next calibration cycle is +240 ppm. Software is expected to do temperature measurement at certain regularity, calculate the frequency error, and write into RTCTCMP register to not exceed the maximum limit of  $\pm 240$  ppm.

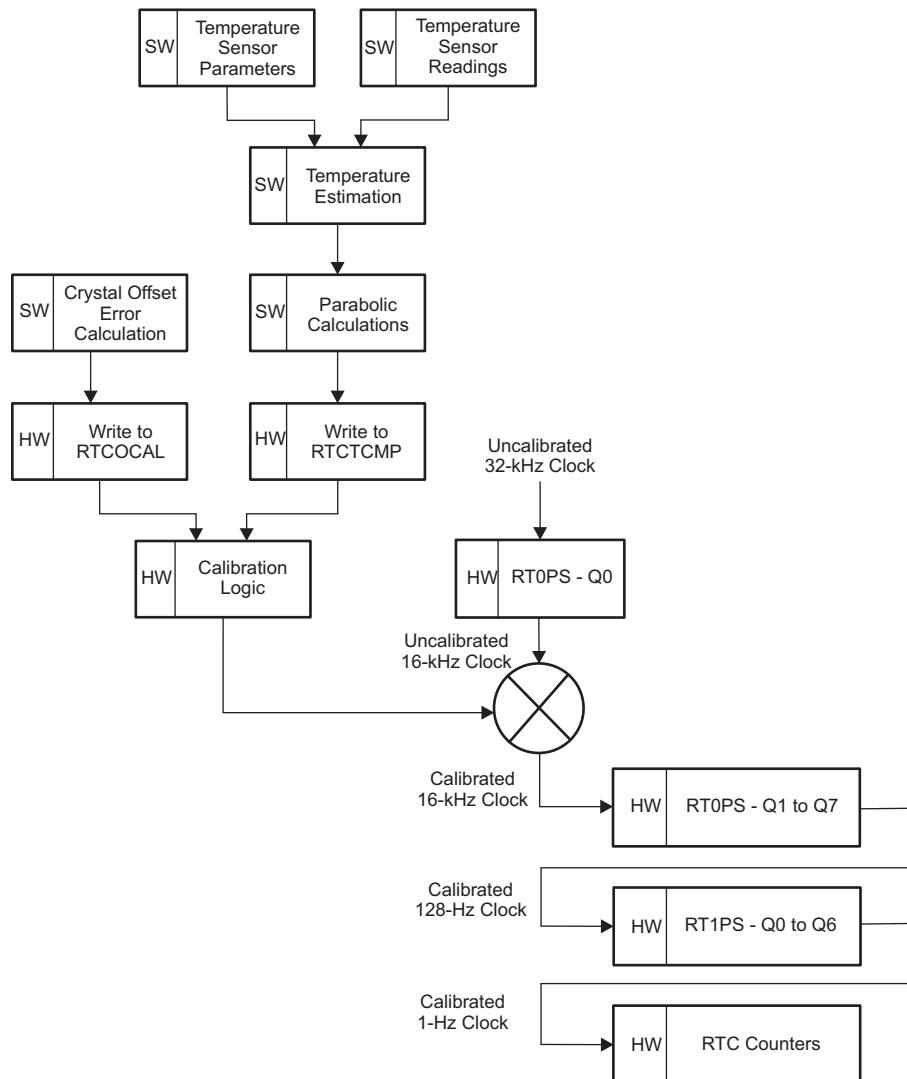
Changing the sign bit by writing to RTCTCMP\_H becomes effective only after also writing RTCTCMP\_L. Thus TI recommends writing the sign bit together with compensation value as a 16-bit value into RTCTCMP.

#### 23.2.8.2 Writing to RTCTCMP Register

Because the system clock can be asynchronous to the RTC\_C clock source, the RTCTCRDY bit in the RTCTCMP\_H register should be considered for reliable writing into RTCTCMP register. RTCTCRDY is a read-only bit that is set when the hardware is ready to take in the new temperature compensation value. A write to RTCTCMP should be avoided when RTCTCRDY bit is reset. Writes into RTCTCMP register when RTCTCRDY is reset are ignored.

RTCTCOK is a status bit that indicates if the write to RTCTCMP register is successful or not. RTCTCOK is set if the write to RTCTCMP is successful and reset if the write is unsuccessful. The status remains the same until the next write to the RTCTCMP register. If the write to RTCTCMP is unsuccessful, then the user needs to attempt writing into RTCTCMP again when RTCTCRDY is set.

Figure 23-2 shows the scheme for real-time clock offset error calibration and temperature compensation.



**Figure 23-2. RTC\_C Offset Error Calibration and Temperature Compensation Scheme**

### 23.2.8.3 Temperature Measurement and Updates to RTC\_C

The user may wish to perform temperature measurement once every few seconds or once every minute or once in several minutes. Writing to RTCTCMP register for temperature compensation is effective always once in one minute. This means that if the user performs temperature measurement every minute and updates RTCTCMP register with the frequency error, compensation would immediately work fine. But if software performs temperature measurement more frequently than once per minute (for example once every 5 seconds) then it needs to average the error over one minute and update RTCTCMP register once per minute. If the software performs temperature measurement less frequently than once per minute (for example, once every 5 minutes) then it needs to calculate the frequency error for the measured temperature and write into RTCTCMP register. The value written into RTCTCMP in this case would be effective until it is updated again by software.

### **23.2.9 Real-Time Clock Operation in LPM3.5 Low-Power Mode**

The regulator of the Power Management Module (PMM) is disabled when the device enters LPM3.5, which causes most of the RTC\_C configuration registers to be lost; only the counters and calibration registers are retained. [Table 23-2](#) shows which registers are retained in LPM3.5. Also the configuration of the interrupt enables is stored so that the configured interrupts can cause a wakeup upon exit from LPM3.5. Interrupt flags that are set before entering LPM3.5 are cleared upon entering LPM3.5 (Note: this can only happen if the corresponding interrupt is not enabled). The interrupt flags RTCTEVIFG, RTCAIFG, RT1PSIFG, and RTCOFIFG can be used as RTC\_C wakeup interrupt sources. Any interrupt event that occurs during LPM3.5 is stored in the corresponding flags, but only enabled interrupts can wake up the device. After restoring the configuration registers (and clearing LOCKLPM5), the interrupts can be serviced as usual.

The detailed flow is as follows:

1. Set all I/Os to general-purpose I/Os and configure as needed. Optionally, configure input interrupt pins for wakeup. Configure RTC\_C interrupts for wake-up (set RTCTEVIE, RTCAIE, RT1PSIE, or RTCOFIE. If the alarm interrupt is also used as wake-up event, the alarm registers must be configured as needed).
2. Enter LPM3.5 with LPM3.5 entry sequence:

```
bic #RTCHOLD, &RTCCTL13
bis #PMMKEY + REGOFF, &PMMCTL0
bis #LPM4, SR
```

3. LOCKLPM5 is automatically set by hardware upon entering LPM3.5, the core voltage regulator is disabled, and all clocks are disabled except for the 32-kHz crystal oscillator clock as the RTC\_C is enabled with RTCHOLD = 0.
4. An LPM3.5 wake-up event like an edge on a wake-up input pin or an RTC\_C interrupt event starts the BOR entry sequence and the core voltage regulator. All peripheral registers are set to their default conditions. The I/O pin state and the interrupt configuration for the RTC\_C remain locked.
5. The device can be configured. The I/O configuration and the RTC\_C interrupt configuration that was not retained during LPM3.5 should be restored to the values that they had before entering LPM3.5. Then the LOCKLPM5 bit can be cleared, which releases the I/O pin conditions and the RTC\_C interrupt configuration. Registers that are retained during LPM3.5 should not be altered before LOCKLPM5 is cleared.
6. After enabling I/O and RTC\_C interrupts, the interrupt that caused the wake-up can be serviced.

If the RTC\_C is enabled (RTCHOLD = 0), the 32-kHz oscillator remains active during LPM3.5. The fault detection also remains functional. If a fault occurs during LPM3.5 and the RTCOFIE was set before entering LPM3.5, a wake-up event is issued.

## 23.3 RTC\_C Operation - Device-Dependent Features

### 23.3.1 Counter Mode

**NOTE:** This feature is available only on selected devices. See the device-specific data sheet to determine if this feature is available.

The RTC\_C module can be configured as a real-time clock with calendar function (calendar mode) or as a 32-bit general-purpose counter (counter mode) with the RTCMODE bit.

Counter mode is selected when RTCMODE is reset. In this mode, a 32-bit counter is provided that is directly accessible by software. Figure 23-3 shows the functional block diagram of a RTC\_C module in counter mode (RTCMODE = 0).

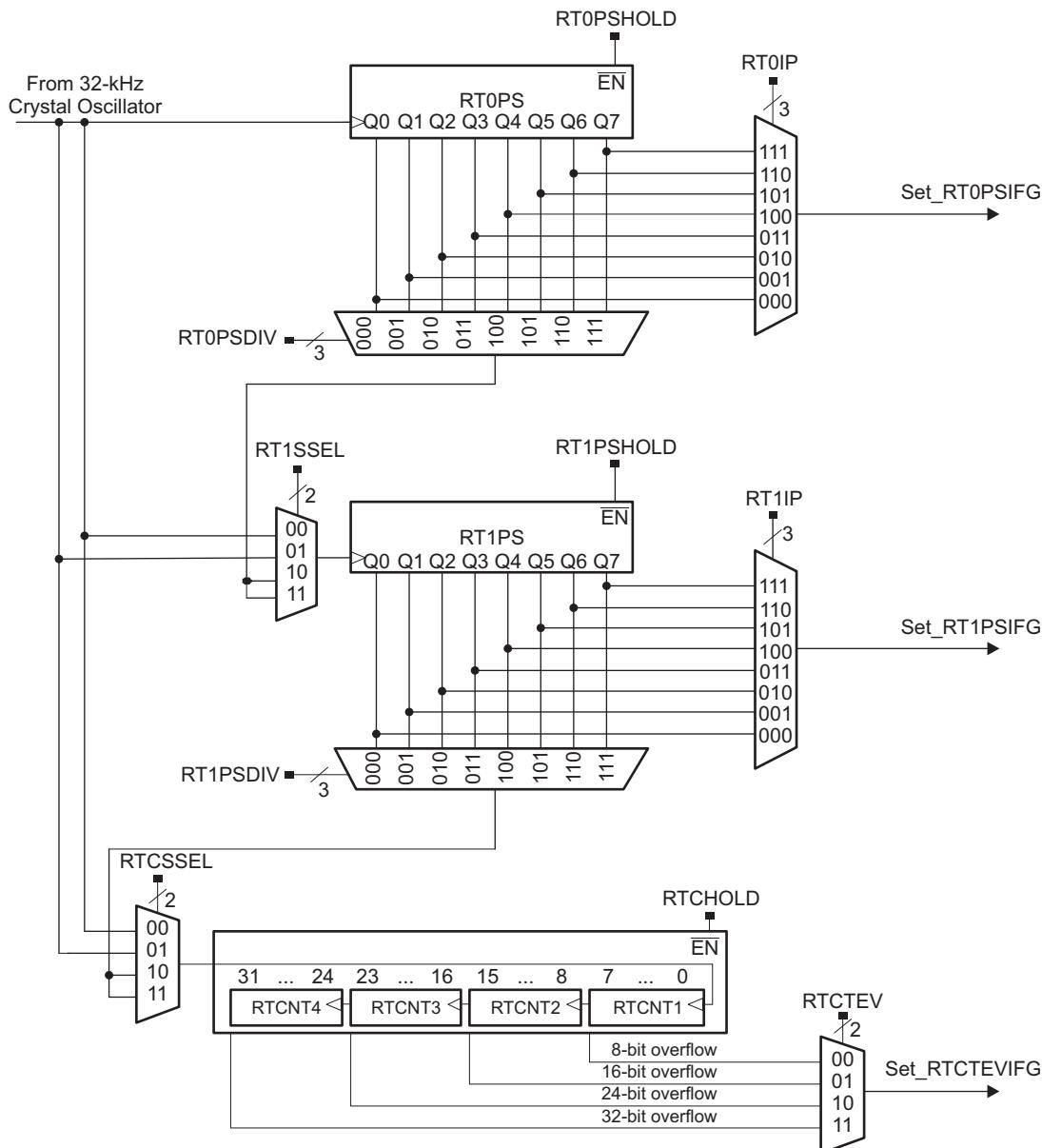


Figure 23-3. RTC\_C Functional Block Diagram in Counter Mode (RTCMODE = 0)

### 23.3.1.1 Switching between Calendar and Counter Mode

To switch from calendar mode to counter mode do the following steps:

1. Stop the RTC with RTCHOLD=1.
2. Clear the RTCMODE bit to enable the counter mode.
3. Initialize the count registers (RTCNT1, RTCNT2, RTCNT3, RTCNT4) and the prescale counters (RT0PS, RT1PS) as needed. (The switch from calendar mode to counter mode **does not** reset the count value (RTCNT1, RTCNT2, RTCNT3, RTCNT4) or the prescale counters (RT0PS, RT1PS). These registers must be configured by user software before use.)
4. Clear the RTCHOLD bit to start the counters.

To switch back from counter mode to calendar mode do the following steps:

1. Stop the counters with RTCHOLD=1.
2. Set RTCMODE=1 to enable the calendar mode.
3. Initialize the clock and calendar registers and the prescale counters (RT0PS, RT1PS) as needed. (The switch from counter mode to calendar mode **does not** reset the clock and calendar registers nor the prescale counters (RT0PS, RT1PS). These registers must be configured by user software before use.)
4. Clear the RTCHOLD bit to start the RTC.

### 23.3.1.2 Counter Mode Operation

The clock that increments the counter can be sourced from the 32-kHz crystal oscillator or from prescaled versions of the 32-kHz crystal oscillator clock. Prescaled versions are sourced from the prescale dividers (RT0PS and RT1PS). RT0PS and RT1PS can output /2, /4, /8, 16, /32, /64, /128, and /256 versions of the 32-kHz clock. The output of RT0PS can be cascaded with RT1PS. The cascaded output can also be used as a clock source input to the 32-bit counter.

Four individual 8-bit counters are cascaded to provide the 32-bit counter. This provides 8-bit, 16-bit, 24-bit, or 32-bit overflow intervals of the counter clock. The RTCTEV bits select the respective trigger event. An RTCTEV event can trigger an interrupt by setting the RTCTEVIE bit. Each counter, RTCNT1 through RTCNT4, is individually accessible and may be written.

RT0PS and RT1PS can be configured as two 8-bit counters or cascaded into a single 16-bit counter. RT0PS and RT1PS can be halted on an individual basis by setting their respective RT0PSHOLD and RT1PSHOLD bits. When RT0PS is cascaded with RT1PS, setting RT0PSHOLD causes both RT0PS and RT1PS to be halted. The 32-bit counter can be halted several ways, depending on the configuration. If the 32-bit counter is sourced directly by the 32-kHz crystal clock, it can be halted by setting RTCHOLD. If it is sourced from the output of RT1PS, it can be halted by setting RT1PSHOLD or RTCHOLD. Finally, if it is sourced from the cascaded outputs of RT0PS and RT1PS, it can be halted by setting RT0PSHOLD, RT1PSHOLD, or RTCHOLD.

---

**NOTE: Accessing the RTCNT1, RTCNT2, RTCNT3, RTCNT4, RT0PS, RT1PS registers**

When the counter clock is asynchronous to the CPU clock, any read from any RTCNT1, RTCNT2, RTCNT3, RTCNT4, RT0PS, or RT1PS register should occur while the counter is not operating. Otherwise, the results may be unpredictable. Alternatively, the counter may be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Any write to these registers takes effect immediately.

---

**NOTE: For reliable update to all Counter Mode registers**

Depending on the cascading of counters, when a write occurs, hold all subsequent counters. For example, if RTPS0 is being updated, set RTCPS1HOLD = 1, and if RTPS1 is being updated, set RTCHOLD = 1.

---

### 23.3.1.3 Real-Time Clock Interrupts in Counter Mode

In counter mode, four interrupt sources are available: RT0PSIFG, RT1PSIFG, RTCTEVIFG, and RTCOFIFG. RTCAIFG and RTCRDYIFG are cleared. RTCRDYIE and RTCAIE are don't care.

RT0PSIFG can be used to generate interrupt intervals selectable by the RT0IP bits. In counter mode, divide ratios of /2, /4, /8, /16, /32, /64, /128, and /256 of the clock source are possible. Setting the RT0PSIE bit enables the interrupt.

RT1PSIFG can be used to generate interrupt intervals selectable by the RT1IP bits. In counter mode, RT1PS is sourced with low-frequency oscillator clock, or the output of RT0PS, so divide ratios of /2, /4, /8, /16, /32, /64, /128, and /256 of the respective clock source are possible. Setting the RT1PSIE bit enables the interrupt.

In Counter Mode, the RTC\_C module provides for an interval timer that sources real-time clock interrupt, RTCTEVIFG. The interval timer can be selected to cause an interrupt event when an 8-bit, 16-bit, 24-bit, or 32-bit overflow occurs within the 32-bit counter. The event is selectable with the RTCTEV bits. Setting the RTCTEVIE bit enables the interrupt.

The RTCOFIFG bit flags a failure of the 32-kHz crystal oscillator. Its main purpose is to wake-up the CPU from LPM3.5 in case an oscillator failure occurred.

### 23.3.2 Real-Time Clock Event/Tamper Detection With Time Stamp

---

**NOTE:** This feature is available only on selected devices. See the device-specific data sheet to determine if this feature is available.

---

The RTC\_C module provides an external event or tamper detection and time stamp for up to two external events. The pins RTCCAP0 and RTCCAP1<sup>(1)</sup> can be used as an event or tamper detection input of an external switch (mechanical or electronic). After device power-up, this feature can be enabled by setting the TCEN bit in the RTCTCCTL0 register. Event and tamper detection with time stamp is supported in all MSP430 operating modes, as long as there is a valid RTC power supply.

- When there is an event on RTCCAPx pin and the time capture feature is enabled (TCEN = 1), the corresponding CAPEV bit in RTCCAPxCTL register is set and the corresponding time stamp information (seconds, minutes, hours, day of month, month and year) is stored in the respective backup registers (RTCSECBAKx, RTCMINBAKx, RTCHOURBAKx, RTCDAYBAKx, RTCMONBAKx and RTCYEARBAKx).
- In case of multiple events, **ONLY** the time stamp of the event that occurred first is stored in the respective backup registers. After CAPEV is set by the first event on RTCCAPx, all subsequent events on RTCCAPx are ignored until the CAPEV bit is cleared by the user.
- The CAPES bit in the RTCCAPxCTL register sets the event edge for the corresponding RTCCAPx pin.
  - Bit = 0: CAPEV flag is set with a low-to-high transition.
  - Bit = 1: CAPEV flag is set with a high-to-low transition.

---

**NOTE: Writing to CAPESx**

Writing to CAPES can result in setting the corresponding interrupt flags.

CAPESx	RTCCAPx	RTCCAPIFG
0 → 1	0	May be set
0 → 1	1	Unchanged
1 → 0	0	Unchanged
1 → 0	1	May be set

<sup>(1)</sup> These pins are present only on devices that support this feature of RTC\_C. Refer to the device-specific data sheet to determine the availability of this feature.

---

- The interrupt flag RTCCAPIFG is set when any of the individual CAPEV bits are set. If the RTCIV is read, RTCCAPIFG is cleared but not the status flags (CAPEV bits). They are then read by the CPU and must be cleared by software only.
- By setting the RTCCAPIE bit, an event on RTCCAPx generates an interrupt. This interrupt can be used as LPM3.5 or LPM4.5 wake-up event in modules that support LPM3.5 or LPM4.5.
- When the time capture feature is enabled (TCEN = 1), all of the backup registers (RTCSECBAKx, RTCMINBAKx, RTCHOURBAKx, RTCDAYBAKx, RTCMONBAKx, and RTCYEARBAKx) are read-only to user and can be written only by the RTC hardware. When RTBCD = 1 and TCEN = 1, BCD format is selected for the backup registers. If the backup registers were written to by the hardware before TCEN was set, then the previous values are retained until there is a time capture event that overrides the values with the time stamp.
- When the time capture feature is disabled (TCEN = 0), all of the backup registers (RTCSECBAKx, RTCMINBAKx, RTCHOURBAKx, RTCDAYBAKx, RTCMONBAKx, and RTCYEARBAKx) can be written only by the CPU. When TCEN = 0, the RTBCD bit setting is ignored for the backup registers. The data in the backup registers when TCEN = 1 is retained until the user writes new values after TCEN is cleared.
- When TCEN is cleared, all CAPEV bits and RTCCAPIFG are cleared.
- **Table 23-1** shows how to use the DIR, REN, and OUT bits in RTCCAPxCTL for proper configuration of RTCCAPx pins.

**Table 23-1. RTCCAPx Pin Configuration**

<b>DIR</b>	<b>REN</b>	<b>OUT</b>	<b>RTCCAPx Configuration</b>
0	0	x	Input
0	1	0	Input with pulldown resistor
0	1	1	Input with pullup resistor
1	x	x	Output

### 23.3.2.1 Real-Time Clock Event/Tamper Detection Interrupts

With the event or tamper detection feature, one additional interrupt sources is available, RTCCAPIFG. This flag is prioritized and combined with the other interrupt flags to source a single interrupt vector. The interrupt vector register (RTCIV) is used to determine which flag requested an interrupt.

The RTCCAPIFG bit flags the occurrence of a tamper event. The exact source of the interrupt among multiple tamper events can be found out by reading the CAPEV bit in the respective RTCCAPxCTL registers (one per tamper source). When RTCIV is read, the RTCCAPIFG is cleared but not the status flags (CAPEV bits).

## 23.4 RTC\_C Registers

The RTC\_C module registers are shown in [Table 23-2](#). This table also shows which registers are key protected and which are retained during LPM3.5. The registers that are retained during LPM3.5 and given with a reset value are not reset on POR. Registers that are not retained during LPM3.5 must be restored after exit from LPM3.5.

The high-side SVS must not be disabled by software if the real-time clock feature is needed. When the high-side SVS is disabled, the RTC\_C registers with LPM3.5 retention are not accessible by the CPU.

The base address for the RTC\_C module registers can be found in the device-specific data sheet. The address offsets are shown in [Table 23-2](#).

The additional registers that are available if Event/Tamper Detection is implemented are shown in [Table 23-3](#) together with the corresponding address offsets.

If the counter mode is supported, the register aliases shown in [Table 23-4](#) can be used to access the counter registers.

---

**NOTE:** Most registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 23-2. RTC\_C Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Key Protected	LPM3.5 Retention
00h	RTCCTL0	Real-Time Clock Control 0	Read/write	Word	9600h	yes	not retained
00h	RTCCTL0_L	Real-Time Clock Control 0 Low	Read/write	Byte	00h	yes	not retained
01h	RTCCTL0_H	Real-Time Clock Control 0 High	Read/write	Byte	96h	n/a	not retained
02h	RTCCTL13	Real-Time Clock Control 1, 3	Read/write	Word	0070h	yes	high byte retained
02h	RTCCTL1 or RTCCTL13_L	Real-Time Clock Control 1	Read/write	Byte	70h	yes	not retained
03h	RTCCTL3 or RTCCTL13_H	Real-Time Clock Control 3	Read/write	Byte	00h	yes	retained
04h	RTCOCAL	Real-Time Clock Offset Calibration	Read/write	Word	0000h	yes	retained
04h	RTCOCAL_L		Read/write	Byte	00h	yes	retained
05h	RTCOCAL_H		Read/write	Byte	00h	yes	retained
06h	RTCTCMP	Real-Time Clock Temperature Compensation	Read/write	Word	4000h	no	partially retained
06h	RTCTCMP_L		Read/write	Byte	00h	no	partially retained
07h	RTCTCMP_H		Read/write	Byte	40h	no	partially retained
08h	RTCP0CTL	Real-Time Prescale Timer 0 Control	Read/write	Word	0100h	no	not retained
08h	RTCP0CTL_L		Read/write	Byte	00h	no	not retained
09h	RTCP0CTL_H		Read/write	Byte	01h	no	not retained
0Ah	RTCP1CTL	Real-Time Prescale Timer 1 Control	Read/write	Word	0100h	no	not retained
0Ah	RTCP1CTL_L		Read/write	Byte	00h	no	not retained
0Bh	RTCP1CTL_H		Read/write	Byte	01h	no	not retained
0Ch	RTCP	Real-Time Prescale Timer 0, 1 Counter	Read/write	Word	none	yes	retained
0Ch	RT0PS	Real-Time Prescale Timer 0 Counter	Read/write	Byte	none	yes	retained

Table 23-2. RTC\_C Registers (continued)

Offset	Acronym	Register Name	Type	Access	Reset	Key Protected	LPM3.5 Retention
0Dh	RT1PS or RTCPS_L or RTCPS_H	Real-Time Prescale Timer 1 Counter	Read/write	Byte	none	yes	retained
0Eh	RTCIV	Real Time Clock Interrupt Vector	Read	Word	0000h	no	not retained
10h	RTCTIM0	Real-Time Clock Seconds, Minutes	Read/write	Word	undefined	yes	retained
10h	RTCSEC or RTCTIM0_L or RTCTIM0_H	Real-Time Clock Seconds	Read/write	Byte	undefined	yes	retained
11h	RTCMIN or RTCTIM0_H	Real-Time Clock Minutes	Read/write	Byte	undefined	yes	retained
12h	RTCTIM1	Real-Time Clock Hour, Day of Week	Read/write	Word	undefined	yes	retained
12h	RTCHOUR or RTCTIM1_L	Real-Time Clock Hour	Read/write	Byte	undefined	yes	retained
13h	RTCDOW or RTCTIM1_H	Real-Time Clock Day of Week	Read/write	Byte	undefined	yes	retained
14h	RTCDATE	Real-Time Clock Date	Read/write	Word	undefined	yes	retained
14h	RTCDAY or RTCDATE_L	Real-Time Clock Day of Month	Read/write	Byte	undefined	yes	retained
15h	RTCMON or RTCDATE_H	Real-Time Clock Month	Read/write	Byte	undefined	yes	retained
16h	RTCYEAR	Real-Time Clock Year <sup>(1)</sup>	Read/write	Word	undefined	yes	retained
18h	RTCAMINHR	Real-Time Clock Minutes, Hour Alarm	Read/write	Word	undefined	no	retained
18h	RTCAMIN or RTCAMINHR_L	Real-Time Clock Minutes Alarm	Read/write	Byte	undefined	no	retained
19h	RTCAHOUR or RTCAMINHR_H	Real-Time Clock Hours Alarm	Read/write	Byte	undefined	no	retained
1Ah	RTCADOWDAY	Real-Time Clock Day of Week, Day of Month Alarm	Read/write	Word	undefined	no	retained
1Ah	RTCADOW	Real-Time Clock Day of Week Alarm	Read/write	Byte	undefined	no	retained
1Bh	RTCADAY or RTCADOWDAY_L	Real-Time Clock Day of Month Alarm	Read/write	Byte	undefined	no	retained
1Ch	BIN2BCD	Binary-to-BCD conversion register	Read/write	Word	0000h	no	not retained
1Eh	BCD2BIN	BCD-to-binary conversion register	Read/write	Word	0000h	no	not retained

<sup>(1)</sup> Do not access the year register RTCYEAR in byte mode.

**Table 23-3. RTC\_C Event and Tamper Detection Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Key Protected	LPM3.5 Retention
20h	RTCTCCTL0	Real-Time Clock Time Capture Control Register 0	Read/write	Byte	02h	yes	retained
21h	RTCTCCTL1	Real-Time Clock Time Capture Control Register 1	Read/write	Byte	00h	yes	not retained
22h	RTCCAP0CTL	Tamper Detect Pin 0 Control Register	Read/write	Byte	00h	yes	not retained
23h	RTCCAP1CTL	Tamper Detect Pin 1 Control Register	Read/write	Byte	00h	yes	not retained
30h	RTCSECBK0	Real-Time Clock Seconds Backup Register 0	Read/write	Byte	00h	yes	retained
31h	RTCMINBAK0	Real-Time Clock Minutes Backup Register 0	Read/write	Byte	00h	yes	retained
32h	RTCHOURBAK0	Real-Time Clock Hours Backup Register 0	Read/write	Byte	00h	yes	retained
33h	RTCDAYBAK0	Real-Time Clock Days Backup Register 0	Read/write	Byte	00h	yes	retained
34h	RTCMONBAK0	Real-Time Clock Months Backup Register 0	Read/write	Byte	00h	yes	retained
36h	RTCYEARBAK0	Real-Time Clock year Backup Register 0	Read/write	Word	00h	yes	retained
38h	RTCSECBK1	Real-Time Clock Seconds Backup Register 1	Read/write	Byte	00h	yes	retained
39h	RTCMINBAK1	Real-Time Clock Minutes Backup Register 1	Read/write	Byte	00h	yes	retained
3Ah	RTCHOURBAK1	Real-Time Clock Hours Backup Register 1	Read/write	Byte	00h	yes	retained
3Bh	RTCDAYBAK1	Real-Time Clock Days Backup Register 1	Read/write	Byte	00h	yes	retained
3Ch	RTCMONBAK1	Real-Time Clock Months Backup Register 1	Read/write	Byte	00h	yes	retained
3Eh	RTCYEARBAK1	Real-Time Clock Year Backup Register 1	Read/write	Word	00h	yes	retained

**Table 23-4. RTC\_C Real-Time Clock Counter Mode Aliases**

Offset	Acronym	Register Name	Type	Access	Reset	Key Protected	LPM3.5 Retention
10h	RTCCNT12	Real-Time Counter 1, 2	Read/write	Word	undefined	yes	retained
10h	RTCCNT1	Real-Time Counter 1	Read/write	Byte	undefined	yes	retained
11h	RTCCNT2	Real-Time Counter 2	Read/write	Byte	undefined	yes	retained
12h	RTCCNT34	Real-Time Counter 3, 4	Read/write	Word	undefined	yes	retained
12h	RTCCNT3	Real-Time Counter 3	Read/write	Byte	undefined	yes	retained
13h	RTCCNT4	Real-Time Counter 4	Read/write	Byte	undefined	yes	retained

### 23.4.1 RTCCTL0\_L Register

Real-Time Clock Control 0 Low Register

**Figure 23-4. RTCCTL0\_L Register**

7	6	5	4	3	2	1	0
RTCOFIE <sup>(1)</sup>	RTCTEVIE <sup>(1)</sup>	RTCAIE <sup>(1)</sup>	RTCRDYIE	RTCOFIG	RTCTEVIFG	RTCAIFG	RTCRDYIFG
rw-0	rw-0	rw-0	rw-0	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits themselves; therefore, reconfiguration is required after wakeup from LPMx.5 before clearing LOCKLPM5.

**Table 23-5. RTCCTL0\_L Register Description**

Bit	Field	Type	Reset	Description
7	RTCOFIE	RW	0h	32-kHz crystal oscillator fault interrupt enable. This interrupt can be used as LPM3.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPM3.5 wake-up enabled)
6	RTCTEVIE	RW	0h	Real-time clock time event interrupt enable. In modules supporting LPM3.5 this interrupt can be used as LPM3.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPM3.5 wake-up enabled)
5	RTCAIE	RW	0h	Real-time clock alarm interrupt enable. In modules supporting LPM3.5 this interrupt can be used as LPM3.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPM3.5 wake-up enabled)
4	RTCRDYIE	RW	0h	Real-time clock ready interrupt enable 0b = Interrupt not enabled 1b = Interrupt enabled
3	RTCOFIG	RW	0h	32-kHz crystal oscillator fault interrupt flag. This interrupt can be used as LPM3.5 wake-up event. It also indicates a clock failure during backup operation. 0b = No interrupt pending 1b = Interrupt pending. A 32-kHz crystal oscillator fault occurred after last reset.
2	RTCTEVIFG	RW	0h	Real-time clock time event interrupt flag. In modules supporting LPM3.5 this interrupt can be used as LPM3.5 wake-up event. 0b = No time event occurred 1b = Time event occurred
1	RTCAIFG	RW	0h	Real-time clock alarm interrupt flag. In modules supporting LPM3.5 this interrupt can be used as LPM3.5 wake-up event. 0b = No time event occurred 1b = Time event occurred
0	RTCRDYIFG	RW	0h	Real-time clock ready interrupt flag 0b = RTC cannot be read safely 1b = RTC can be read safely

### **23.4.2 RTCCTL0\_H Register**

Real-Time Clock Control 0 High Register

**Figure 23-5. RTCCTL0\_H Register**

7	6	5	4	3	2	1	0
RTCKEY							
rw-1	rw-0	rw-0	rw-1	rw-0	rw-1	rw-1	rw-0

**Table 23-6. RTCCTL0\_H Register Description**

Bit	Field	Type	Reset	Description
7-0	RTCKEY	RW	96h	Real-time clock key. This register should be written with A5h to unlock RTC_C. A write with a value other than A5h locks the module. A read from this register always returns 96h.

### 23.4.3 RTCCTL1 Register

Real-Time Clock Control Register 1

**Figure 23-6. RTCCTL1 Register**

7	6	5	4	3	2	1	0
RTCBCD	RTCHOLD <sup>(1)</sup>	RTCMODE <sup>(1)</sup>	RTCRDY	RTCSSELx <sup>(1)</sup>		RTCTEVx <sup>(1)</sup>	
rw-(0)	rw-(1)	rw-(1)	r-(1)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits themselves; therefore, reconfiguration is required after wakeup from LPMx.5 before clearing LOCKLPM5.

**Table 23-7. RTCCTL1 Register Description**

Bit	Field	Type	Reset	Description
7	RTCBCD	RW	0h	Real-time clock BCD select. Selects BCD counting for real-time clock. Applies to calendar mode (RTCMODE = 1) only; setting is ignored in counter mode. 0b = Binary (hexadecimal) code selected 1b = Binary coded decimal (BCD) code selected
6	RTCHOLD	RW	1h	Real-time clock hold 0b = Real-time clock (32-bit counter or calendar mode) is operational. 1b = In counter mode (RTCMODE = 0), only the 32-bit counter is stopped. In calendar mode (RTCMODE = 1), the calendar is stopped as well as the prescale counters, RT0PS and RT1PS. RT0PSHOLD and RT1PSHOLD are don't care.
5	RTCMODE	RW	1h	Real-time clock mode. In RTC_C modules without counter mode support this bit is read-only and always reads 1. 0b = 32-bit counter mode 1b = Calendar mode. Switching between counter and calendar mode does not reset the real-time clock counter registers. These registers must be configured by user software before use.
4	RTCRDY	R	1h	Real-time clock ready 0b = RTC time values in transition (calendar mode only) 1b = RTC time values safe for reading (calendar mode only). This bit indicates when the real-time clock time values are safe for reading (calendar mode only). In counter mode, RTCRDY remains cleared.
3-2	RTCSSELx	RW	0h	Real-time clock source select. In counter mode, selects clock input source to the 32-bit counter. In calendar mode, these bits are don't care. The clock input is automatically set to the output of RT1PS. 00b = 32-kHz crystal oscillator clock 01b = 32-kHz crystal oscillator clock 10b = Output from RT1PS 11b = Output from RT1PS
1-0	RTCTEVx	RW	0h	Real-time clock time event Calendar Mode (RTCMODE = 1) 00b = Minute changed 01b = Hour changed 10b = Every day at midnight (00:00) 11b = Every day at noon (12:00) Counter Mode (RTCMODE = 0) 00b = 8-bit overflow 01b = 16-bit overflow 10b = 24-bit overflow 11b = 32-bit overflow

### 23.4.4 RTCCTL3 Register

Real-Time Clock Control 3 Register

**Figure 23-7. RTCCTL3 Register**

7	6	5	4	3	2	1	0
Reserved						RTCCALFx <sup>(1)</sup>	
r0	r0	r0	r0	r0	r0	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-8. RTCCTL3 Register Description**

Bit	Field	Type	Reset	Description
7-2	Reserved	R	0h	Reserved. Always reads as 0.
1-0	RTCCALFx	RW	0h	Real-time clock calibration frequency. Selects frequency output to RTCCLK pin for calibration measurement. The corresponding port must be configured for the peripheral module function. The RTCCLK is not available in counter mode and remains low, and the RTCCALF bits are don't care. 00b = No frequency output to RTCCLK pin 01b = 512 Hz 10b = 256 Hz 11b = 1 Hz

### 23.4.5 RTCOCAL Register

Real-Time Clock Offset Calibration Register

**Figure 23-8. RTCOCAL Register**

15	14	13	12	11	10	9	8
RTCOALS <sup>(1)</sup>		Reserved					
rw-(0)	r0	r0	r0	r0	r0	r0	r0
RTCOCALx <sup>(1)</sup>						0	
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-9. RTCOCAL Register Description**

Bit	Field	Type	Reset	Description
15	RTCOALS	RW	0h	Real-time clock offset error calibration sign. This bit decides the sign of offset error calibration. 0b = Down calibration. Frequency adjusted down. 1b = Up calibration. Frequency adjusted up.
14-8	Reserved	R	0h	Reserved. Always reads as 0.
7-0	RTCOCALx	RW	0h	Real-time clock offset error calibration. Each LSB represents approximately +1 ppm (RTCOALS = 1) or -1 ppm (RTCOALS = 0) adjustment in frequency. Maximum effective calibration value is ±240 ppm. Excess values written above ±240 ppm are ignored by hardware.

### 23.4.6 RTCTCMP Register

Real-Time Clock Temperature Compensation Register

**Figure 23-9. RTCTCMP Register**

15	14	13	12	11	10	9	8
RTCTCMPS <sup>(1)</sup>	RTCTCRDY <sup>(1)</sup>	RTCTCOK			Reserved		
rw-(0)	r-(1)	r-(0)	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
RTCTCMPx <sup>(1)</sup>							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-10. RTCTCMP Register Description**

Bit	Field	Type	Reset	Description
15	RTCTCMPS	RW	0h	Real-time clock temperature compensation sign. This bit decides the sign of temperature compensation. <sup>(1)</sup> 0b = Down calibration. Frequency adjusted down. 1b = Up calibration. Frequency adjusted up.
14	RTCTCRDY	R	1h	Real-time clock temperature compensation ready. This is a read only bit that indicates when the RTCTCMPx can be written. Write to RTCTCMPx should be avoided when RTCTCRDY is reset.
13	RTCTCOK	R	0h	Real-time clock temperature compensation write OK. This is a read-only bit that indicates if the write to RTCTCMP is successful or not. 0b = Write to RTCTCMPx is unsuccessful 1b = Write to RTCTCMPx is successful
12-8	Reserved	R	0h	Reserved. Always reads as 0.
7-0	RTCTCMPx	RW	0h	Real-time clock temperature compensation. Value written into this register is used for temperature compensation of RTC_C. Each LSB represents approximately +1 ppm (RTCTCMPS = 1) or -1 ppm (RTCTCMPS = 0) adjustment in frequency. Maximum effective calibration value is ±240 ppm. Excess values written above ±240 ppm are ignored by hardware.

<sup>(1)</sup> Changing the sign-bit by writing to RTCTCMP\_H becomes effective only after also writing RTCTCMP\_L.

### **23.4.7 RTCNT1 Register**

Real-Time Clock Counter 1 Register – Counter Mode

**Figure 23-10. RTCNT1 Register**

7	6	5	4	3	2	1	0
RTCNT1							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-11. RTCNT1 Register Description**

Bit	Field	Type	Reset	Description
7-0	RTCNT1	RW	undefined	The RTCNT1 register is the count of RTCNT1

### **23.4.8 RTCNT2 Register**

Real-Time Clock Counter 2 Register – Counter Mode

**Figure 23-11. RTCNT2 Register**

7	6	5	4	3	2	1	0
RTCNT2							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-12. RTCNT2 Register Description**

Bit	Field	Type	Reset	Description
7-0	RTCNT2	RW	undefined	The RTCNT2 register is the count of RTCNT2

### **23.4.9 RTCNT3 Register**

Real-Time Clock Counter 3 Register – Counter Mode

**Figure 23-12. RTCNT3 Register**

7	6	5	4	3	2	1	0
RTCNT3							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-13. RTCNT3 Register Description**

Bit	Field	Type	Reset	Description
7-0	RTCNT3	RW	undefined	The RTCNT3 register is the count of RTCNT3

### **23.4.10 RTCNT4 Register**

Real-Time Clock Counter 4 Register – Counter Mode

**Figure 23-13. RTCNT4 Register**

7	6	5	4	3	2	1	0
RTCNT4							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-14. RTCNT4 Register Description**

Bit	Field	Type	Reset	Description
7-0	RTCNT4	RW	undefined	The RTCNT4 register is the count of RTCNT4.

### 23.4.11 RTCSEC Register – Calendar Mode With Hexadecimal Format

Real-Time Clock Seconds Register – Calendar Mode With Hexadecimal Format

**Figure 23-14. RTCSEC Register**

7	6	5	4	3	2	1	0
0	Seconds						
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 23-15. RTCSEC Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always 0
5-0	Seconds	RW	undefined	Seconds (0 to 59)

### 23.4.12 RTCSEC Register – Calendar Mode With BCD Format

Real-Time Clock Seconds Register – Calendar Mode With BCD Format

**Figure 23-15. RTCSEC Register**

7	6	5	4	3	2	1	0
0	Seconds – high digit				Seconds – low digit		
r-0	rw	rw	rw	rw	rw	rw	rw

**Table 23-16. RTCSEC Register Description**

Bit	Field	Type	Reset	Description
7	0	R	0h	Always 0
6-4	Seconds – high digit	RW	undefined	Seconds – high digit (0 to 5)
3-0	Seconds – low digit	RW	undefined	Seconds – low digit (0 to 9)

### **23.4.13 RTCMIN Register – Calendar Mode With Hexadecimal Format**

Real-Time Clock Minutes Register – Calendar Mode With Hexadecimal Format

**Figure 23-16. RTCMIN Register**

7	6	5	4	3	2	1	0
0	Minutes						
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 23-17. RTCMIN Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always 0
5-0	Minutes	RW	undefined	Minutes (0 to 59)

### **23.4.14 RTCMIN Register – Calendar Mode With BCD Format**

Real-Time Clock Minutes Register – Calendar Mode With BCD Format

**Figure 23-17. RTCMIN Register**

7	6	5	4	3	2	1	0
0	Minutes – high digit				Minutes – low digit		
r-0	rw	rw	rw	rw	rw	rw	rw

**Table 23-18. RTCMIN Register Description**

Bit	Field	Type	Reset	Description
7	0	R	0h	Always 0
6-4	Minutes – high digit	RW	undefined	Minutes – high digit (0 to 5)
3-0	Minutes – low digit	RW	undefined	Minutes – low digit (0 to 9)

### 23.4.15 RTCHOUR Register – Calendar Mode With Hexadecimal Format

Real-Time Clock Hours Register – Calendar Mode With Hexadecimal Format

**Figure 23-18. RTCHOUR Register**

7	6	5	4	3	2	1	0
					Hours		
r-0	r-0	r-0	rw	rw	rw	rw	rw

**Table 23-19. RTCHOUR Register Description**

Bit	Field	Type	Reset	Description
7-5	0	R	0h	Always 0
4-0	Hours	RW	undefined	Hours (0 to 23)

### 23.4.16 RTCHOUR Register – Calendar Mode With BCD Format

Real-Time Clock Hours Register – Calendar Mode With BCD Format

**Figure 23-19. RTCHOUR Register**

7	6	5	4	3	2	1	0
				Hours – high digit		Hours – low digit	
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 23-20. RTCHOUR Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	Always 0
5-4	Hours – high digit	RW	undefined	Hours – high digit (0 to 2)
3-0	Hours – low digit	RW	undefined	Hours – low digit (0 to 9)

### **23.4.17 RTCDOW Register – Calendar Mode**

Real-Time Clock Day of Week Register – Calendar Mode

**Figure 23-20. RTCDOW Register**

7	6	5	4	3	2	1	0		
			0	Day of week					
r-0	r-0	r-0	r-0	r-0	rw	rw	rw		

**Table 23-21. RTCDOW Register Description**

Bit	Field	Type	Reset	Description
7-3	0	R	0h	Always 0
2-0	Day of week	RW	undefined	Day of week (0 to 6)

### **23.4.18 RTCDAY Register – Calendar Mode With Hexadecimal Format**

Real-Time Clock Day of Month Register – Calendar Mode With Hexadecimal Format

**Figure 23-21. RTCDAY Register**

7	6	5	4	3	2	1	0		
		0		Day of month					
r-0	r-0	r-0	rw	rw	rw	rw	rw		

**Table 23-22. RTCDAY Register Description**

Bit	Field	Type	Reset	Description
7-5	0	R	0h	Always 0
4-0	Day of month	RW	undefined	Day of month (1 to 28, 29, 30, 31)

### **23.4.19 RTCDAY Register – Calendar Mode With BCD Format**

Real-Time Clock Day of Month Register – Calendar Mode With BCD Format

**Figure 23-22. RTCDAY Register**

7	6	5	4	3	2	1	0
	0	Day of month – high digit				Day of month – low digit	
r-0	r-0	rw	rw	rw	rw	rw	rw

**Table 23-23. RTCDAY Register Description**

Bit	Field	Type	Reset	Description
7-6	0	R	0h	
5-4	Day of month – high digit	RW	undefined	Day of month – high digit (0 to 3)
3-0	Day of month – low digit	RW	undefined	Day of month – low digit (0 to 9)

### 23.4.20 RTCMON Register – Calendar Mode With Hexadecimal Format

Real-Time Clock Month Register – Calendar Mode With Hexadecimal Format

**Figure 23-23. RTCMON Register**

7	6	5	4	3	2	1	0		
			0	Month					
r-0	r-0	r-0	r-0	rw	rw	rw	rw		

**Table 23-24. RTCMON Register Description**

Bit	Field	Type	Reset	Description
7-4	0	R	0h	Always 0
3-0	Month	RW	undefined	Month (1 to 12)

### 23.4.21 RTCMON Register – Calendar Mode With BCD Format

Real-Time Clock Month Register – Calendar Mode With BCD Format

**Figure 23-24. RTCMON Register**

7	6	5	4	3	2	1	0
			0	Month – high digit		Month – low digit	
r-0	r-0	r-0	rw	rw	rw	rw	rw

**Table 23-25. RTCMON Register Description**

Bit	Field	Type	Reset	Description
7-5	0	R	0h	Always 0
4	Month – high digit	RW	undefined	Month – high digit (0 or 1)
3-0	Month – low digit	RW	undefined	Month – low digit (0 to 9)

### **23.4.22 RTCYEAR Register – Calendar Mode With Hexadecimal Format**

Real-Time Clock Year Low-Byte Register – Calendar Mode With Hexadecimal Format

**Figure 23-25. RTCYEAR Register**

15	14	13	12	11	10	9	8		
		0		Year – high byte					
r-0	r-0	r-0	r-0	rw	rw	rw	rw		
7	6	5	4	3	2	1	0		
rw	rw	rw	rw	rw	rw	rw	rw		

**Table 23-26. RTCYEAR Register Description**

Bit	Field	Type	Reset	Description
15-12	0	R	0h	Always 0
11-8	Year – high byte	RW	undefined	Year – high byte. Valid values for Year are 0 to 4095.
7-0	Year – low byte	RW	undefined	Year – low byte. Valid values for Year are 0 to 4095.

### **23.4.23 RTCYEAR Register – Calendar Mode With BCD Format**

Real-Time Clock Year Low-Byte Register – Calendar Mode With BCD Format

**Figure 23-26. RTCYEAR Register**

15	14	13	12	11	10	9	8
0		Century – high digit			Century – low digit		
r-0	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
Decade				Year – lowest digit			
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-27. RTCYEAR Register Description**

Bit	Field	Type	Reset	Description
15	0	R	0h	Always 0
14-10	Century – high digit	RW	undefined	Century – high digit (0 to 4)
11-8	Century – low digit	RW	undefined	Century – low digit (0 to 9)
7-4	Decade	RW	undefined	Decade (0 to 9)
3-0	Year – lowest digit	RW	undefined	Year – lowest digit (0 to 9)

### 23.4.24 RTCAMIN Register – Calendar Mode With Hexadecimal Format

Real-Time Clock Minutes Alarm Register – Calendar Mode With Hexadecimal Format

**Figure 23-27. RTCAMIN Register**

7	6	5	4	3	2	1	0
AE	0						Minutes
rw	r-0	rw	rw	rw	rw	rw	rw

**Table 23-28. RTCAMIN Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6	0	R	0h	Always 0.
5-0	Minutes	RW	undefined	Minutes (0 to 59)

### 23.4.25 RTCAMIN Register – Calendar Mode With BCD Format

Real-Time Clock Minutes Alarm Register – Calendar Mode With BCD Format

**Figure 23-28. RTCAMIN Register**

7	6	5	4	3	2	1	0
AE		Minutes – high digit			Minutes – low digit		
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-29. RTCAMIN Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	0h	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-4	Minutes – high digit	RW	undefined	Minutes – high digit (0 to 5)
3-0	Minutes – low digit	RW	undefined	Minutes – low digit (0 to 9)

### **23.4.26 RTCAHOUR Register**

Real-Time Clock Hours Alarm Register – Calendar Mode With Hexadecimal Format

**Figure 23-29. RTCAHOUR Register**

7	6	5	4	3	2	1	0
AE	0				Hours		
rw	r-0	r-0	rw	rw	rw	rw	rw

**Table 23-30. RTCAHOUR Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-5	0	R	0h	Always 0
4-0	Hours	RW	undefined	Hours (0 to 23)

### **23.4.27 RTCAHOUR Register – Calendar Mode With BCD Format**

Real-Time Clock Hours Alarm Register – Calendar Mode With BCD Format

**Figure 23-30. RTCAHOUR Register**

7	6	5	4	3	2	1	0
AE	0		Hours – high digit		Hours – low digit		
rw	r-0	rw	rw	rw	rw	rw	rw

**Table 23-31. RTCAHOUR Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6	0	R	0h	Always 0
5-4	Hours – high digit	RW	undefined	Hours – high digit (0 to 2)
3-0	Hours – low digit	RW	undefined	Hours – low digit (0 to 9)

### 23.4.28 RTCADOW Register – Calendar Mode

Real-Time Clock Day of Week Alarm Register – Calendar Mode

**Figure 23-31. RTCADOW Register**

7	6	5	4	3	2	1	0
AE		0				Day of week	
rw	r-0	r-0	r-0	r-0	rw	rw	rw

**Table 23-32. RTCADOW Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-3	0	R	0h	Always 0
2-0	Day of week	RW	undefined	Day of week (0 to 6)

### **23.4.29 RTCADAY Register – Calendar Mode With Hexadecimal Format**

Real-Time Clock Day of Month Alarm Register – Calendar Mode With Hexadecimal Format

**Figure 23-32. RTCADAY Register**

7	6	5	4	3	2	1	0
AE	0	Day of month					
rw	r-0	r-0	rw	rw	rw	rw	rw

**Table 23-33. RTCADAY Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6-5	0	R	0h	Always 0
4-0	Day of month	RW	undefined	Day of month (1 to 28, 29, 30, 31)

### **23.4.30 RTCADAY Register – Calendar Mode With BCD Format**

Real-Time Clock Day of Month Alarm Register – Calendar Mode With BCD Format

**Figure 23-33. RTCADAY Register**

7	6	5	4	3	2	1	0
AE	0	Day of month – high digit				Day of month – low digit	
rw	r-0	rw	rw	rw	rw	rw	rw

**Table 23-34. RTCADAY Register Description**

Bit	Field	Type	Reset	Description
7	AE	RW	undefined	Alarm enable 0b = This alarm register is disabled 1b = This alarm register is enabled
6	0	R	0h	Always 0
5-4	Day of month – high digit	RW	undefined	Day of month – high digit (0 to 3)
3-0	Day of month – low digit	RW	undefined	Day of month – low digit (0 to 9)

### 23.4.31 RTCPS0CTL Register

Real-Time Clock Prescale Timer 0 Control Register

**Figure 23-34. RTCPS0CTL Register**

15	14	13	12	11	10	9	8
Reserved		RT0PSDIV <sup>(1)</sup>				Reserved	RT0PSHOLD <sup>(1)</sup>
r0	r0	rw-(0)	rw-(0)	rw-(0)	r0	r0	rw-(1)
7	6	5	4	3	2	1	0
Reserved		RT0IP <sup>(1)</sup>				RT0PSIE	RT0PSIFG
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-0	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits themselves; therefore, reconfiguration is required after wake-up from LPMx.5 before clearing LOCKLPM5.

**Table 23-35. RTCPS0CTL Register Description**

Bit	Field	Type	Reset	Description
15-14	Reserved	R	0h	Reserved. Always reads as 0.
13-11	RT0PSDIV	RW	0h	Prescale timer 0 clock divide. These bits control the divide ratio of the RT0PS counter. In real-time clock calendar mode, these bits are don't care for RT0PS and RT1PS. RT0PS clock output is automatically set to /256. RT1PS clock output is automatically set to /128. 000b = Divide by 2 001b = Divide by 4 010b = Divide by 8 011b = Divide by 16 100b = Divide by 32 101b = Divide by 64 110b = Divide by 128 111b = Divide by 256
10-9	Reserved	R	0h	Reserved. Always reads as 0.
8	RT0PSHOLD	RW	1h	Prescale timer 0 hold. In real-time clock calendar mode, this bit is don't care. RT0PS is stopped by the RTCHOLD bit. 0b = RT0PS is operational 1b = RT0PS is held
7-5	Reserved	R	0h	Reserved. Always reads as 0.
4-2	RT0IP	RW	0h	Prescale timer 0 interrupt interval 000b = Divide by 2 001b = Divide by 4 010b = Divide by 8 011b = Divide by 16 100b = Divide by 32 101b = Divide by 64 110b = Divide by 128 111b = Divide by 256
1	RT0PSIE	RW	0h	Prescale timer 0 interrupt enable 0b = Interrupt not enabled 1b = Interrupt enabled
0	RT0PSIFG	RW	0h	Prescale timer 0 interrupt flag 0b = No time event occurred 1b = Time event occurred

### 23.4.32 RTCPS1CTL Register

Real-Time Clock Prescale Timer 1 Control Register

**Figure 23-35. RTCPS1CTL Register**

15	14	13	12	11	10	9	8
RT1SSELx <sup>(1)</sup>		RT1PSDIVx <sup>(1)</sup>				Reserved	RT1PSHOLD <sup>(1)</sup>
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	r0	r0	rw-(1)
7	6	5	4	3	2	1	0
Reserved		RT1IPx <sup>(1)</sup>				RT1PSIE	RT1PSIFG
r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-0	rw-(0)

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the register bits themselves; therefore, reconfiguration is required after wake-up from LPMx.5 before clearing LOCKLPM5.

**Table 23-36. RTCPS1CTL Register Description**

Bit	Field	Type	Reset	Description
15-14	RT1SSELx	RW	0h	Prescale timer 1 clock source select. Selects clock input source to the RT1PS counter. In real-time clock calendar mode, these bits are do not care. RT1PS clock input is automatically set to the output of RT0PS. 00b = 32-kHz crystal oscillator clock 01b = 32-kHz crystal oscillator clock 10b = Output from RT0PS 11b = Output from RT0PS
13-11	RT1PSDIVx	RW	0h	Prescale timer 1 clock divide. These bits control the divide ratio of the RT0PS counter. In real-time clock calendar mode, these bits are don't care for RT0PS and RT1PS. RT0PS clock output is automatically set to /256. RT1PS clock output is automatically set to /128. 000b = Divide by 2 001b = Divide by 4 010b = Divide by 8 011b = Divide by 16 100b = Divide by 32 101b = Divide by 64 110b = Divide by 128 111b = Divide by 256
10-9	Reserved	R	0h	Reserved. Always reads as 0.
8	RT1PSHOLD	RW	1h	Prescale timer 1 hold. In real-time clock calendar mode, this bit is don't care. RT1PS is stopped by the RTCHOLD bit. 0b = RT1PS is operational 1b = RT1PS is held
7-5	Reserved	R	0h	Reserved. Always reads as 0.
4-2	RT1IPx	RW	0h	Prescale timer 1 interrupt interval 000b = Divide by 2 001b = Divide by 4 010b = Divide by 8 011b = Divide by 16 100b = Divide by 32 101b = Divide by 64 110b = Divide by 128 111b = Divide by 256
1	RT1PSIE	RW	0h	Prescale timer 1 interrupt enable 0b = Interrupt not enabled 1b = Interrupt enabled (LPMx.5 wake-up enabled)

**Table 23-36. RTCPS1CTL Register Description (continued)**

Bit	Field	Type	Reset	Description
0	RT1PSIFG	RW	0h	Prescale timer 1 interrupt flag. This interrupt can be used as LPMx.5 wake-up event. 0b = No time event occurred 1b = Time event occurred

### **23.4.33 RTCPS0 Register**

Real-Time Clock Prescale Timer 0 Counter Register

**Figure 23-36. RTCPS0 Register**

7	6	5	4	3	2	1	0
RT0PS							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-37. RTCPS0 Register Description**

Bit	Field	Type	Reset	Description
7-0	RT0PS	RW	undefined	Prescale timer 0 counter value

### **23.4.34 RTCPS1 Register**

Real-Time Clock Prescale Timer 1 Counter Register

**Figure 23-37. RTCPS1 Register**

7	6	5	4	3	2	1	0
RT1PS							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 23-38. RTCPS1 Register Description**

Bit	Field	Type	Reset	Description
7-0	RT1PS	RW	undefined	Prescale timer 1 counter value

### 23.4.35 RTCIV Register

Real-Time Clock Interrupt Vector Register

**Figure 23-38. RTCIV Register**

15	14	13	12	11	10	9	8
RTClVx							
r0	r0	r0	r0	r0	r0	r0	r0
RTClVx							
r0	r0	r0	r-(0)	r-(0)	r-(0)	r-(0)	r0

**Table 23-39. RTCIV Register Description**

Bit	Field	Type	Reset	Description
15-0	RTClVx	R	0h	<p>Real-time clock interrupt vector value</p> <p>Without Event/Tamper Detection implemented:</p> <ul style="list-style-type: none"> <li>00h = No interrupt pending</li> <li>02h = Interrupt Source: RTC oscillator failure; Interrupt Flag: RTCOIFG; Interrupt Priority: Highest</li> <li>04h = Interrupt Source: RTC ready; Interrupt Flag: RTCRDYIFG</li> <li>06h = Interrupt Source: RTC interval timer; Interrupt Flag: RTCTEVIFG</li> <li>08h = Interrupt Source: RTC user alarm; Interrupt Flag: RTCAIFG</li> <li>0Ah = Interrupt Source: RTC prescaler 0; Interrupt Flag: RT0PSIFG</li> <li>0Ch = Interrupt Source: RTC prescaler 1; Interrupt Flag: RT1PSIFG</li> <li>0Eh = Reserved</li> <li>10h = Reserved ; Interrupt Priority: Lowest</li> </ul> <p>With Event/Tamper Detection implemented:</p> <ul style="list-style-type: none"> <li>00h = No interrupt pending</li> <li>02h = Interrupt Source: RTC oscillator failure; Interrupt Flag: RTCOIFG; Interrupt Priority: Highest</li> <li>04h = Interrupt Source: RTC Tamper Event; Interrupt Flag: RTCCAPIFG</li> <li>06h = Interrupt Source: RTC ready; Interrupt Flag: RTCRDYIFG</li> <li>08h = Interrupt Source: RTC interval timer; Interrupt Flag: RTCTEVIFG</li> <li>0Ah = Interrupt Source: RTC user alarm; Interrupt Flag: RTCAIFG</li> <li>0Ch = Interrupt Source: RTC prescaler 0; Interrupt Flag: RT0PSIFG</li> <li>0Eh = Interrupt Source: RTC prescaler 1; Interrupt Flag: RT1PSIFG</li> <li>10h = Reserved ; Interrupt Priority: Lowest</li> </ul>

### **23.4.36 BIN2BCD Register**

Binary-to-BCD Conversion Register

**Figure 23-39. BIN2BCD Register**

15	14	13	12	11	10	9	8
BIN2BCDx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
BIN2BCDx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 23-40. BIN2BCD Register Description**

Bit	Field	Type	Reset	Description
15-0	BIN2BCDx	RW	0h	Read: 16-bit BCD conversion of previously written 12-bit binary number. Write: 12-bit binary number to be converted.

### **23.4.37 BCD2BIN Register**

BCD-to-Binary Conversion Register

**Figure 23-40. BCD2BIN Register**

15	14	13	12	11	10	9	8
BCD2BINx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
BCD2BINx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 23-41. BCD2BIN Register Description**

Bit	Field	Type	Reset	Description
15-0	BCD2BINx	RW	0h	Read: 12-bit binary conversion of previously written 16-bit BCD number. Write: 16-bit BCD number to be converted.

### 23.4.38 RTCSECBAKx Register – Hexadecimal Format

Real-Time Clock Seconds Backup Register – Hexadecimal Format

**Figure 23-41. RTCSECBAKx Register**

7	6	5	4	3	2	1	0
0	0						Seconds <sup>(1)</sup>
rw-(0)							

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-42. RTCSECBAKx Register Description**

Bit	Field	Type	Reset	Description
7-6	0	RW	0h	Always 0.
5-0	Seconds	RW	0h	Seconds. Valid values are 0 to 59.

### 23.4.39 RTCSECBAKx Register – BCD Format

Real-Time Clock Seconds Backup Register – BCD Format

**Figure 23-42. RTCSECBAKx Register**

7	6	5	4	3	2	1	0
0		Seconds – high digit <sup>(1)</sup>			Seconds – low digit <sup>(1)</sup>		
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-43. RTCSECBAKx Register Description**

Bit	Field	Type	Reset	Description
7	0	RW	0h	Always 0.
6-4	Seconds – high digit	RW	0h	Seconds – high digit. Valid values are 0 to 5.
3-0	Seconds – low digit	RW	0h	Seconds – low digit. Valid values are 0 to 9.

### **23.4.40 RTCMINBAKx Register – Hexadecimal Format**

Real-Time Clock Minutes Backup Register – Hexadecimal Format

**Figure 23-43. RTCMINBAKx Register**

7	6	5	4	3	2	1	0
0	0						Minutes <sup>(1)</sup>
rw-(0)							

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-44. RTCMINBAKx Register Description**

Bit	Field	Type	Reset	Description
7-6	0	RW	0h	Always 0.
5-0	Minutes	RW	0h	Minutes. Valid values are 0 to 59.

### **23.4.41 RTCMINBAKx Register – BCD Format**

Real-Time Clock Minutes Backup Register – BCD Format

**Figure 23-44. RTCMINBAKx Register**

7	6	5	4	3	2	1	0
0		Minutes – high digit <sup>(1)</sup>			Minutes – low digit <sup>(1)</sup>		
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-45. RTCMINBAKx Register Description**

Bit	Field	Type	Reset	Description
7	0	RW	0h	Always 0.
6-4	Minutes – high digit	RW	0h	Minutes – high digit. Valid values are 0 to 5.
3-0	Minutes – low digit	RW	0h	Minutes – low digit. Valid values are 0 to 9.

### 23.4.42 RTCHOURBAKx Register – Hexadecimal Format

Real-Time Clock Hours Backup Register – Hexadecimal Format

**Figure 23-45. RTCHOURBAKx Register**

7	6	5	4	3	2	1	0
0	0	0				Hours <sup>(1)</sup>	
rw-(0)	rw-(0)						

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-46. RTCHOURBAKx Register Description**

Bit	Field	Type	Reset	Description
7-5	0	RW	0h	Always 0.
4-0	Hours	RW	0h	Hours. Valid values are 0 to 23.

### 23.4.43 RTCHOURBAKx Register – BCD Format

Real-Time Clock Hours Backup Register – BCD Format

**Figure 23-46. RTCHOURBAKx Register**

7	6	5	4	3	2	1	0
0	0	Hours – high digit <sup>(1)</sup>			Hours – low digit <sup>(1)</sup>		
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-47. RTCHOURBAKx Register Description**

Bit	Field	Type	Reset	Description
7-6	0	RW	0h	Always 0.
5-4	Hours – high digit	RW	0h	Hours – high digit. Valid values are 0 to 2.
3-0	Hours – low digit	RW	0h	Hours – low digit. Valid values are 0 to 9.

### **23.4.44 RTCDAYBAKx Register – Hexadecimal Format**

Real-Time Clock Day of Month Backup Register – Hexadecimal Format

**Figure 23-47. RTCDAYBAKx Register**

7	6	5	4	3	2	1	0			
0	0	0		Day of month <sup>(1)</sup>						
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)			

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-48. RTCDAYBAKx Register Description**

Bit	Field	Type	Reset	Description
7-5	0	RW	0h	Always 0.
4-0	Day of month	RW	0h	Day of month. Valid values are 1 to 31.

### **23.4.45 RTCDAYBAKx Register – BCD Format**

Real-Time Clock Day of Month Backup Register – BCD Format

**Figure 23-48. RTCDAYBAKx Register**

7	6	5	4	3	2	1	0
0	0	Day of month – high digit <sup>(1)</sup>			Day of month – low digit <sup>(1)</sup>		
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-49. RTCDAYBAKx Register Description**

Bit	Field	Type	Reset	Description
7-6	0	RW	0h	Always 0.
5-4	Day of month – high digit	RW	0h	Day of month – high digit. Valid values are 0 to 3.
3-0	Day of month – low digit	RW	0h	Day of month – low digit. Valid values are 0 to 9.

### 23.4.46 RTCMONBAKx Register – Hexadecimal Format

Real-Time Clock Month Backup Register – Hexadecimal Format

**Figure 23-49. RTCMONBAKx Register**

7	6	5	4	3	2	1	0
0	0	0	0			Month <sup>(1)</sup>	
rw-(0)	rw-(0)						

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-50. RTCMONBAKx Register Description**

Bit	Field	Type	Reset	Description
7-4	0	RW	0h	Always 0.
3-0	Month	RW	0h	Month. Valid values are 1 to 12.

### 23.4.47 RTCMONBAKx Register – BCD Format

Real-Time Clock Month Backup Register – BCD Format

**Figure 23-50. RTCMONBAKx Register**

7	6	5	4	3	2	1	0
0	0	Month – high digit <sup>(1)</sup>		Month – low digit <sup>(1)</sup>			
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-51. RTCMONBAKx Register Description**

Bit	Field	Type	Reset	Description
7-6	0	RW	0h	Always 0.
5-4	Month – high digit	RW	0h	Month – high digit. Valid values are 0 to 3.
3-0	Month – low digit	RW	0h	Month – low digit. Valid values are 0 to 9.

### 23.4.48 RTCYEARBAKx Register – Hexadecimal Format

Real-Time Clock Year Low-Byte Backup Register – Hexadecimal Format

**Figure 23-51. RTCYEARBAKx Register**

15	14	13	12	11	10	9	8
0	0	0	0			Year – high byte <sup>(1)</sup>	
rw-(0)	rw-(0)						
7	6	5	4	3	2	1	0
rw-(0)	rw-(0)						

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-52. RTCYEARBAKx Register Description**

Bit	Field	Type	Reset	Description
15-12	0	RW	0h	Always 0.
11-8	Year – high byte	RW	0h	Year – high byte. Valid values of Year are 0 to 4095.
7-0	Year – low byte	RW	0h	Year – low byte. Valid values of Year are 0 to 4095.

### 23.4.49 RTCYEARBAKx Register – BCD Format

Real-Time Clock Year Low-Byte Backup Register – BCD Format

**Figure 23-52. RTCYEARBAKx Register**

15	14	13	12	11	10	9	8
0		Century – high digit <sup>(1)</sup>			Century – low digit <sup>(1)</sup>		
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
		Decade <sup>(1)</sup>			Year – lowest digit <sup>(1)</sup>		
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-53. RTCYEARBAKx Register Description**

Bit	Field	Type	Reset	Description
15	0	RW	0h	Always 0.
14-12	Century – high digit	RW	0h	Century – high digit. Valid values are 0 to 4.
11-8	Century – low digit	RW	0h	Century – low digit. Valid values are 0 to 9.
7-4	Decade	RW	0h	Decade. Valid values are 0 to 9.
3-0	Year – lowest digit	RW	0h	Year – lowest digit. Valid values are 0 to 9.

### 23.4.50 RTCTCCTL0 Register

Real-Time Clock Time Capture Control Register 0

**Figure 23-53. RTCTCCTL0 Register**

7	6	5	4	3	2	1	0
Reserved						AUX3RST <sup>(1)</sup>	TCEN <sup>(1)</sup>
r-0	r-0	r-0	r-0	r-0	r-0	rw-(1)	rw-(0)

<sup>(1)</sup> These bits are not reset on POR.

**Table 23-54. RTCTCCTL0 Register Description**

Bit	Field	Type	Reset	Description
7-2	Reserved	R	0h	Reserved. Always reads as 0.
1	AUX3RST	RW	1h	Indication of power cycle on AUXVCC3 0b = No power cycle on AUXVCC3 since the last clear by the User 1b = Indication of AUXVCC3 power cycle. Needs to be cleared by User to observe the next power cycle on AUXVCC3
0	TCEN	RW	0h	Enable for RTC tamper detection with time stamp 0b = Tamper detection with time stamp disabled 1b = Tamper detection with time stamp enabled

### 23.4.51 RTCTCCTL1 Register

Real-Time Clock Time Capture Control Register 1

**Figure 23-54. RTCTCCTL1 Register**

7	6	5	4	3	2	1	0
Reserved						RTCCAPIE	RTCCAPIFG
r-0	r-0	r-0	r-0	r-0	r-0	rw-(0)	rw-(0)

**Table 23-55. RTCTCCTL1 Register Description**

Bit	Field	Type	Reset	Description
7-2	Reserved	R	0h	Reserved. Always reads as 0.
1	RTCCAPIE	RW	0h	Tamper event interrupt enable. In modules that support LPM3.5 or LPM4.5, this interrupt can be used as LPM3.5 or LPM4.5 wake-up event. 0b = Interrupt not enabled 1b = Interrupt enabled (LPM3.5 and LPM4.5 wake-up enabled)
0	RTCCAPIFG	RW	0h	Common interrupt flag for all tamper events. In modules that support LPM3.5 or LPM4.5, this interrupt can be used as LPM3.5 or LPM4.5 wake-up event. 0b = Tamper event did not occur 1b = At least one tamper event occurred. Status of individual tamper events can be found from the CAPEV bit in RTCCAPxCTL.

### 23.4.52 RTCCAPxCTL Register

Tamper Detect Pin Control Register

**Figure 23-55. RTCCAPxCTL Register**

7	6	5	4	3	2	1	0
Reserved	OUT <sup>(1)</sup>	DIR <sup>(1)</sup>	IN <sup>(1)</sup>	REN <sup>(1)</sup>	CAPES <sup>(1)</sup>	Reserved	CAPEV <sup>(1)</sup>
r-0	rw-(0)	rw-(0)	r	rw-(0)	rw-(0)	r-0	r/w0

<sup>(1)</sup> The configuration of these bits is retained during LPMx.5 until LOCKLPM5 is cleared, but not the bits themselves; therefore, reconfiguration is required after wakeup from LPMx.5 before clearing LOCKLPM5.

**Table 23-56. RTCCAPxCTL Register Description**

Bit	Field	Type	Reset	Description
7	Reserved	R	0h	Reserved. Always reads as 0.
6	OUT	RW	0h	RTCCAPx output 0b = Output low 1b = Output high
5	DIR	RW	0h	RTCCAPx pin direction 0b = RTCCAPx pin configured as input 1b = RTCCAPx pin configured as output
4	IN	R	0h	RTCCAPx input. The external input on RTCCAPx pin can be read by this bit. 0b = Input is low 1b = Input is high
3	REN	RW	0h	RTCCAPx pin pullup or pulldown resistor enable. When respective pin is configured as input, setting this bit enables the pullup or pulldown (see <a href="#">Table 23-1</a> ). 0b = Pullup or pulldown disabled 1b = Pullup or pulldown enabled
2	CAPES	RW	0h	Event edge selection 0b = Event on a low-to-high transition 1b = Event on a high-to-low transition
1	Reserved	R	0h	Reserved. Always reads as 0.
0	CAPEV	RW	0h	Tamper event status flag. All subsequent events on RTCCAPx after CAPEV is set are ignored until CAPEV is cleared by the user. Can only be written as 0. 0b = Tamper event did not occur 1b = Tamper event occurred

## ***Enhanced Universal Serial Communication Interface (eUSCI) – UART Mode***

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The enhanced universal serial communication interface A (eUSCI\_A) supports multiple serial communication modes with one hardware module. This chapter discusses the operation of the asynchronous UART mode.

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## 24.1 Enhanced Universal Serial Communication Interface A (eUSCI\_A) Overview

The eUSCI\_A module supports two serial communication modes:

- UART mode
- SPI mode

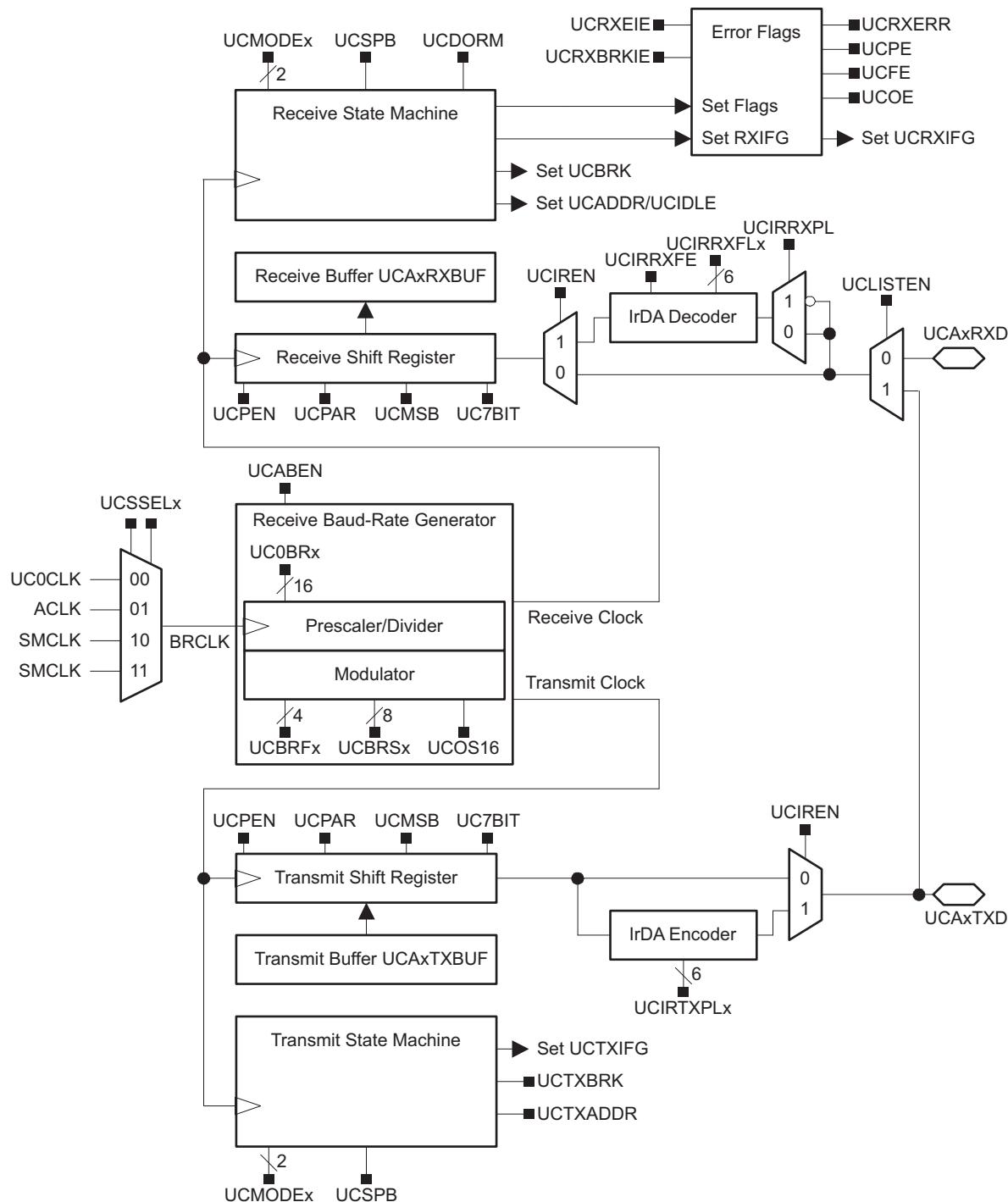
## 24.2 eUSCI\_A Introduction – UART Mode

In asynchronous mode, the eUSCI\_Ax modules connect the device to an external system through two external pins, UCAXRXD and UCAXTXD. UART mode is selected when the UCSYNC bit is cleared.

UART mode features include:

- 7-bit or 8-bit data with odd, even, or no parity
- Independent transmit and receive shift registers
- Separate transmit and receive buffer registers
- LSB-first or MSB-first data transmit and receive
- Built-in idle-line and address-bit communication protocols for multiprocessor systems
- Receiver start-edge detection for auto wake up from LPMx modes (wake up from LPMx.5 is not supported)
- Programmable baud rate with modulation for fractional baud-rate support
- Status flags for error detection and suppression
- Status flags for address detection
- Independent interrupt capability for receive, transmit, start bit received, and transmit complete

Figure 24-1 shows the eUSCI\_Ax when configured for UART mode.



**Figure 24-1. eUSCI\_Ax Block Diagram – UART Mode (UCSYNC = 0)**

## 24.3 eUSCI\_A Operation – UART Mode

In UART mode, the eUSCI\_A transmits and receives characters at a bit rate asynchronous to another device. Timing for each character is based on the selected baud rate of the eUSCI\_A. The transmit and receive functions use the same baud-rate frequency.

### 24.3.1 eUSCI\_A Initialization and Reset

The eUSCI\_A is reset by a PUC or by setting the UCSWRST bit. After a PUC, the UCSWRST bit is automatically set, keeping the eUSCI\_A in a reset condition. When set, the UCSWRST bit sets the UCTXIFG bit and resets the UCRXIE, UCTXIE, UCRXIFG, UCRXERR, UCBRK, UCPE, UCOE, UCFE, UCSTOE, and UCBTOE bits. Clearing UCSWRST releases the eUSCI\_A for operation.

Configuring and reconfiguring the eUSCI\_A module should be done when UCSWRST is set to avoid unpredictable behavior.

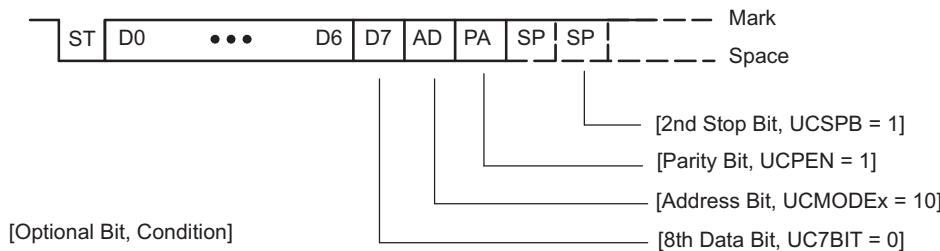
**NOTE: Initializing or reconfiguring the eUSCI\_A module**

The recommended eUSCI\_A initialization/reconfiguration process is:

1. Set UCSWRST (**BIS.B**  
#UCSWRST, &UCAxCTL1).
2. Initialize all eUSCI\_A registers with UCSWRST = 1 (including UCAxCTL1).
3. Configure ports.
4. Clear UCSWRST through software (**BIC.B**  
#UCSWRST, &UCAxCTL1).
5. Enable interrupts (optional) through UCRXIE or UCTXIE.

### 24.3.2 Character Format

The UART character format (see [Figure 24-2](#)) consists of a start bit, seven or eight data bits, an even/odd/no parity bit, an address bit (address-bit mode), and one or two stop bits. The UCMSB bit controls the direction of the transfer and selects LSB or MSB first. LSB first is typically required for UART communication.



**Figure 24-2. Character Format**

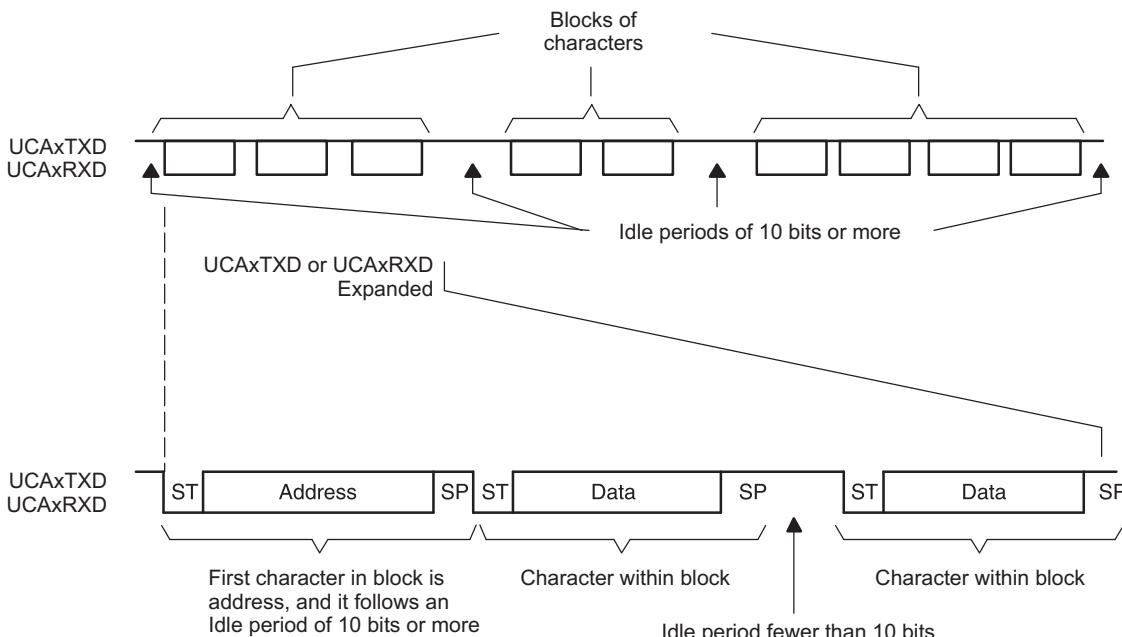
### 24.3.3 Asynchronous Communication Format

When two devices communicate asynchronously, no multiprocessor format is required for the protocol. When three or more devices communicate, the eUSCI\_A supports the idle-line and address-bit multiprocessor communication formats.

#### 24.3.3.1 Idle-Line Multiprocessor Format

When UCMODEx = 01, the idle-line multiprocessor format is selected. Blocks of data are separated by an idle time on the transmit or receive lines (see [Figure 24-3](#)). An idle receive line is detected when ten or more continuous ones (marks) are received after the one or two stop bits of a character. The baud-rate generator is switched off after reception of an idle line until the next start edge is detected. When an idle line is detected, the UCIDLE bit is set.

The first character received after an idle period is an address character. The UCIDLE bit is used as an address tag for each block of characters. In idle-line multiprocessor format, this bit is set when a received character is an address.



**Figure 24-3. Idle-Line Format**

The UCDORM bit is used to control data reception in the idle-line multiprocessor format. When UCDORM = 1, all non-address characters are assembled but not transferred into the UCAxRXBUF, and interrupts are not generated. When an address character is received, the character is transferred into UCAxRXBUF, UCRXIFG is set, and any applicable error flag is set when UCRXEIE = 1. When UCRXEIE = 0 and an address character is received but has a framing error or parity error, the character is not transferred into UCAxRXBUF and UCRXIFG is not set.

If an address is received, user software can validate the address and must reset UCDORM to continue receiving data. If UCDORM remains set, only address characters are received. When UCDORM is cleared during the reception of a character, the receive interrupt flag is set after the reception completed. The UCDORM bit is not modified automatically by the eUSCI\_A hardware.

For address transmission in idle-line multiprocessor format, a precise idle period can be generated by the eUSCI\_A to generate address character identifiers on UCAxTXD. The double-buffered UCTXADDR flag indicates if the next character loaded into UCAxTXBUF is preceded by an idle line of 11 bits. UCTXADDR is automatically cleared when the start bit is generated.

#### 24.3.3.1.1 Transmitting an Idle Frame

The following procedure sends out an idle frame to indicate an address character followed by associated data:

1. Set UCTXADDR, then write the address character to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCTXIFG = 1).

This generates an idle period of exactly 11 bits followed by the address character. UCTXADDR is reset automatically when the address character is transferred from UCAxTXBUF into the shift register.

2. Write desired data characters to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCTXIFG = 1).

The data written to UCAxTXBUF is transferred to the shift register and transmitted as soon as the shift register is ready for new data.

The idle-line time must not be exceeded between address and data transmission or between data transmissions. Otherwise, the transmitted data is misinterpreted as an address.

### 24.3.3.2 Address-Bit Multiprocessor Format

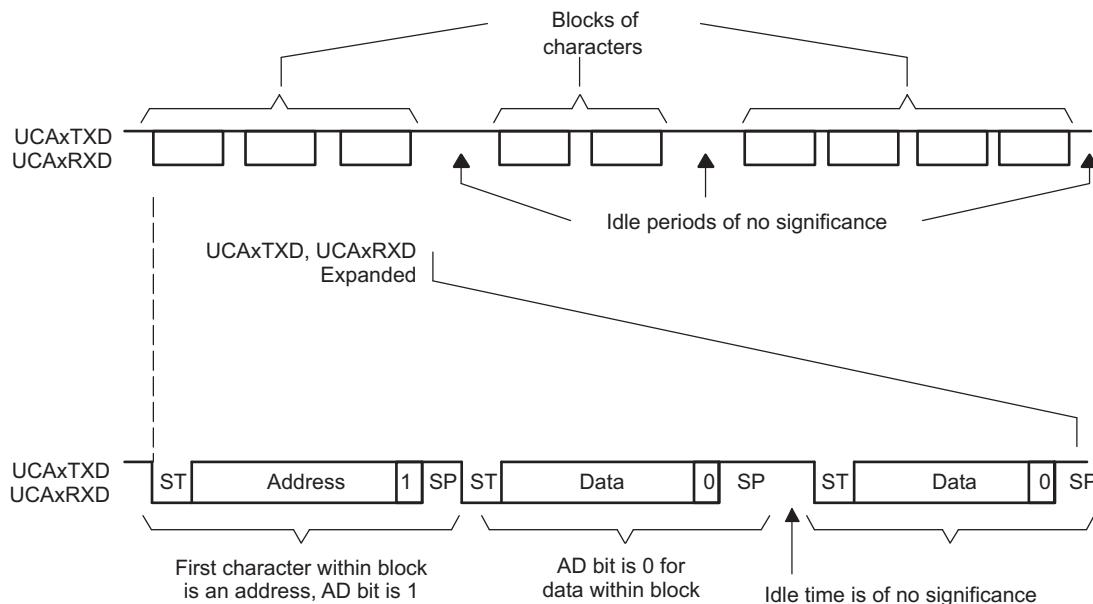
When UCMODEx = 10, the address-bit multiprocessor format is selected. Each processed character contains an extra bit used as an address indicator (see Figure 24-4). The first character in a block of characters carries a set address bit that indicates that the character is an address. The eUSCI\_A UCADDR bit is set when a received character has its address bit set and is transferred to UCAXRXBUF.

The UCDORM bit is used to control data reception in the address-bit multiprocessor format. When UCDORM is set, data characters with address bit = 0 are assembled by the receiver but are not transferred to UCAXRXBUF and no interrupts are generated. When a character containing a set address bit is received, the character is transferred into UCAXRXBUF, UCRXIFG is set, and any applicable error flag is set when UCRXEIE = 1. When UCRXEIE = 0 and a character containing a set address bit is received but has a framing error or parity error, the character is not transferred into UCAXRXBUF and UCRXIFG is not set.

If an address is received, user software can validate the address and must reset UCDORM to continue receiving data. If UCDORM remains set, only address characters with address bit = 1 are received. The UCDORM bit is not modified by the eUSCI\_A hardware automatically.

When UCDORM = 0, all received characters set the receive interrupt flag UCRXIFG. If UCDORM is cleared during the reception of a character, the receive interrupt flag is set after the reception is completed.

For address transmission in address-bit multiprocessor mode, the address bit of a character is controlled by the UCTXADDR bit. The value of the UCTXADDR bit is loaded into the address bit of the character transferred from UCAXTXBUF to the transmit shift register. UCTXADDR is automatically cleared when the start bit is generated.



**Figure 24-4. Address-Bit Multiprocessor Format**

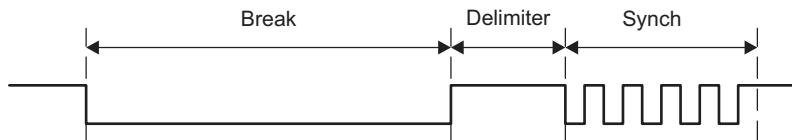
#### 24.3.3.2.1 Break Reception and Generation

When UCMODEx = 00, 01, or 10, the receiver detects a break when all data, parity, and stop bits are low, regardless of the parity, address mode, or other character settings. When a break is detected, the UCBRK bit is set. If the break interrupt enable bit (UCBRKIE) is set, the receive interrupt flag UCRXIFG is also set. In this case, the value in UCAXRXBUF is 0h, because all data bits were zero.

To transmit a break, set the UCTXBRK bit, then write 0h to UCAXTXBUF. UCAXTXBUF must be ready for new data (UCTXIFG = 1). This generates a break with all bits low. UCTXBRK is automatically cleared when the start bit is generated.

#### 24.3.4 Automatic Baud-Rate Detection

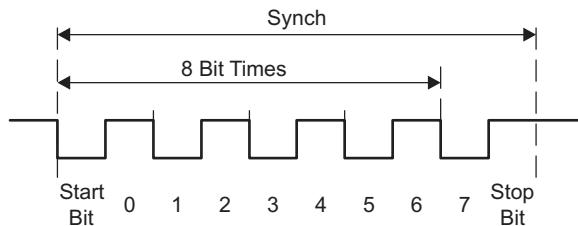
When UCMODEx = 11, UART mode with automatic baud-rate detection is selected. For automatic baud-rate detection, a data frame is preceded by a synchronization sequence that consists of a break and a synch field. A break is detected when 11 or more continuous zeros (spaces) are received. If the length of the break exceeds 21 bit times, the break timeout error flag UCBTOE is set. The eUSCI\_A cannot transmit data while receiving the break/sync field. The synch field follows the break as shown in [Figure 24-5](#).



**Figure 24-5. Auto Baud-Rate Detection – Break/Synch Sequence**

For LIN conformance, the character format should be set to eight data bits, LSB first, no parity, and one stop bit. No address bit is available.

The synch field consists of the data 055h inside a byte field (see [Figure 24-6](#)). The synchronization is based on the time measurement between the first falling edge and the last falling edge of the pattern. The transmit baud-rate generator is used for the measurement if automatic baud-rate detection is enabled by setting UCABDEN. Otherwise, the pattern is received but not measured. The result of the measurement is transferred into the baud-rate control registers (UCAxBRW and UCAxMCTLW). If the length of the synch field exceeds the measurable time, the synch timeout error flag UCSTOE is set. The result can be read after the receive interrupt flag UCRXIFG is set.



**Figure 24-6. Auto Baud-Rate Detection – Synch Field**

The UCDORM bit is used to control data reception in this mode. When UCDORM is set, all characters are received but not transferred into the UCAxRXBUF, and interrupts are not generated. When a break/synch field is detected, the UCBRK flag is set. The character following the break/synch field is transferred into UCAxRXBUF and the UCRXIFG interrupt flag is set. Any applicable error flag is also set. If the UCBRKIE bit is set, reception of the break/synch sets the UCRXIFG. The UCBRK bit is reset by user software or by reading the receive buffer UCAxRXBUF.

When a break/synch field is received, user software must reset UCDORM to continue receiving data. If UCDORM remains set, only the character after the next reception of a break/synch field is received. The UCDORM bit is not modified by the eUSCI\_A hardware automatically.

When UCDORM = 0, all received characters set the receive interrupt flag UCRXIFG. If UCDORM is cleared during the reception of a character, the receive interrupt flag is set after the reception is complete.

The counter used to detect the baud rate is limited to 0FFFFh ( $2^{16}$ ) counts. This means the minimum baud rate detectable is 244 baud in oversampling mode and 15 baud in low-frequency mode. The highest detectable baud rate is 1 Mbaud.

The automatic baud-rate detection mode can be used in a full-duplex communication system with some restrictions. The eUSCI\_A cannot transmit data while receiving the break/sync field and, if a 0h byte with framing error is received, any data transmitted during this time is corrupted. The latter case can be discovered by checking the received data and the UCFE bit.

#### 24.3.4.1 Transmitting a Break/Synch Field

The following procedure transmits a break/synch field:

1. Set UCTXBRK with UMODEx = 11.
2. Write 055h to UCAXTXBUF. UCAXTXBUF must be ready for new data (UCTXIFG = 1).

This generates a break field of 13 bits followed by a break delimiter and the synch character. The length of the break delimiter is controlled with the UCDELIMx bits. UCTXBRK is reset automatically when the synch character is transferred from UCAXTXBUF into the shift register.

3. Write desired data characters to UCAXTXBUF. UCAXTXBUF must be ready for new data (UCTXIFG = 1).

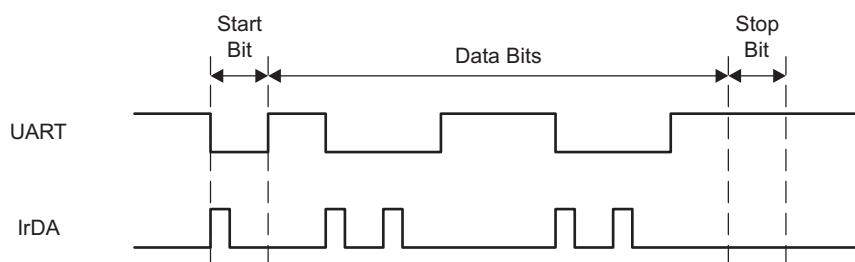
The data written to UCAXTXBUF is transferred to the shift register and transmitted as soon as the shift register is ready for new data.

#### 24.3.5 IrDA Encoding and Decoding

When UCIREN is set, the IrDA encoder and decoder are enabled and provide hardware bit shaping for IrDA communication.

##### 24.3.5.1 IrDA Encoding

The encoder sends a pulse for every zero bit in the transmit bitstream coming from the UART (see [Figure 24-7](#)). The pulse duration is defined by UCIRTXPLx bits specifying the number of one-half clock periods of the clock selected by UCIRTXCLK.



**Figure 24-7. UART vs IrDA Data Format**

To set the pulse time of 3/16 bit period required by the IrDA standard, the BITCLK16 clock is selected with UCIRTXCLK = 1, and the pulse length is set to six one-half clock cycles with UCIRTXPLx = 6 – 1 = 5.

When UCIRTXCLK = 0, the pulse length  $t_{PULSE}$  is based on BRCLK and is calculated as:

$$\text{UCIRTXPLx} = t_{PULSE} \times 2 \times f_{BRCLK} - 1$$

When UCIRTXCLK = 0, the prescaler UCBRx must be set to a value greater or equal to 5.

##### 24.3.5.2 IrDA Decoding

The decoder detects high pulses when UCIRRXPL = 0. Otherwise, it detects low pulses. In addition to the analog deglitch filter, an additional programmable digital filter stage can be enabled by setting UCIRRXFE. When UCIRRXFE is set, only pulses longer than the programmed filter length are passed. Shorter pulses are discarded. The equation to program the filter length UCIRRXFLx is:

$$\text{UCIRRXFLx} = (t_{PULSE} - t_{WAKE}) \times 2 \times f_{BRCLK} - 4$$

Where:

$t_{PULSE}$  = Minimum receive pulse width

$t_{WAKE}$  = Wake time from any low-power mode. Zero when the device is in active mode.

#### 24.3.6 Automatic Error Detection

Glitch suppression prevents the eUSCI\_A from being accidentally started. Any pulse on UC $A_x$ RXD shorter than the deglitch time  $t_t$  (selected by UCGLITx) is ignored (see the device-specific data sheet for parameters).

When a low period on UC $A_x$ RXD exceeds  $t_t$ , a majority vote is taken for the start bit. If the majority vote fails to detect a valid start bit, the eUSCI\_A halts character reception and waits for the next low period on UC $A_x$ RXD. The majority vote is also used for each bit in a character to prevent bit errors.

The eUSCI\_A module automatically detects framing errors, parity errors, overrun errors, and break conditions when receiving characters. The bits UCFE, UCPE, UCOE, and UCBRK are set when their respective condition is detected. When the error flags UCFE, UCPE, or UCOE are set, UCRXERR is also set. The error conditions are described in [Table 24-1](#).

**Table 24-1. Receive Error Conditions**

Error Condition	Error Flag	Description
Framing error	UCFE	A framing error occurs when a low stop bit is detected. When two stop bits are used, both stop bits are checked for framing error. When a framing error is detected, the UCFE bit is set.
Parity error	UCPE	A parity error is a mismatch between the number of 1s in a character and the value of the parity bit. When an address bit is included in the character, it is included in the parity calculation. When a parity error is detected, the UCPE bit is set.
Receive overrun	UCOE	An overrun error occurs when a character is loaded into UC $A_x$ RXB $U$ before the prior character has been read. When an overrun occurs, the UCOE bit is set.
Break condition	UCBRK	When not using automatic baud-rate detection, a break is detected when all data, parity, and stop bits are low. When a break condition is detected, the UCBRK bit is set. A break condition can also set the interrupt flag UCRXIFG if the break interrupt enable UCBRKIE bit is set.

When UCRXEIE = 0 and a framing error or parity error is detected, no character is received into UC $A_x$ RXB $U$ . When UCRXEIE = 1, characters are received into UC $A_x$ RXB $U$  and any applicable error bit is set.

When any of the UCFE, UCPE, UCOE, UCBRK, or UCRXERR bit is set, the bit remains set until user software resets it or UC $A_x$ RXB $U$  is read. UCOE must be reset by reading UC $A_x$ RXB $U$ . Otherwise, it does not function properly. To detect overflows reliably, TI recommends the following flow. After a character is received and UC $A_x$ RXIFG is set, first read UC $A_x$ STATW to check the error flags including the overflow flag UCOE. Read UC $A_x$ RXB $U$  next. This clears all error flags except UCOE, if UC $A_x$ RXB $U$  was overwritten between the read access to UC $A_x$ STATW and to UC $A_x$ RXB $U$ . Therefore, the UCOE flag should be checked after reading UC $A_x$ RXB $U$  to detect this condition. Note that, in this case, the UCRXERR flag is not set.

### 24.3.7 eUSCI\_A Receive Enable

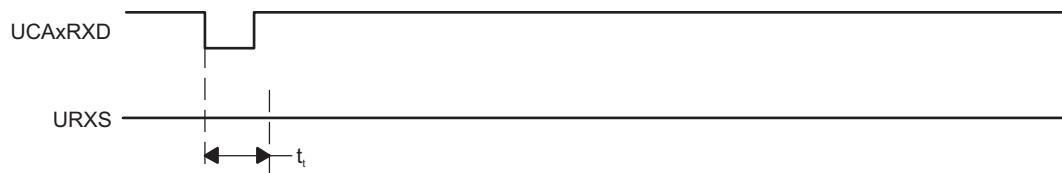
The eUSCI\_A module is enabled by clearing the UCSWRST bit and the receiver is ready and in an idle state. The receive baud rate generator is in a ready state but is not clocked nor producing any clocks.

The falling edge of the start bit enables the baud rate generator and the UART state machine checks for a valid start bit. If no valid start bit is detected the UART state machine returns to its idle state and the baud rate generator is turned off again. If a valid start bit is detected, a character is received.

When the idle-line multiprocessor mode is selected with UCMODEx = 01, the UART state machine checks for an idle line after receiving a character. If a start bit is detected, another character is received. Otherwise, the UCIDLE flag is set after 10 ones are received, the UART state machine returns to its idle state, and the baud rate generator is turned off.

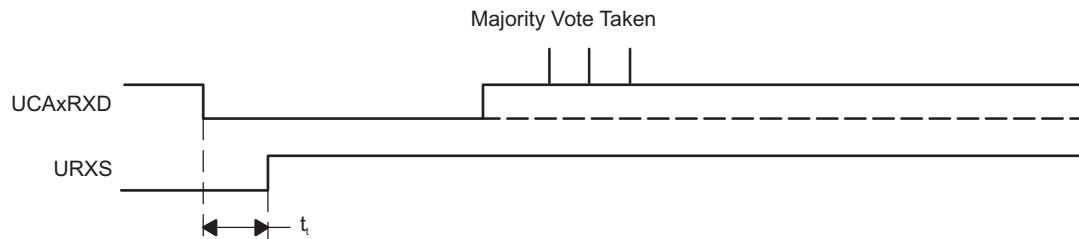
#### 24.3.7.1 Receive Data Glitch Suppression

Glitch suppression prevents the eUSCI\_A from being accidentally started. Any glitch on UCAXRXD shorter than the deglitch time  $t_g$  is ignored by the eUSCI\_A, and further action is initiated as shown in [Figure 24-8](#) (see the device-specific data sheet for parameters). The deglitch time  $t_g$  can be set to four different values using the UCGLITx bits.



**Figure 24-8. Glitch Suppression, eUSCI\_A Receive Not Started**

When a glitch is longer than  $t_g$ , or a valid start bit occurs on UCAXRXD, the eUSCI\_A receive operation is started and a majority vote is taken (see [Figure 24-9](#)). If the majority vote fails to detect a start bit, the eUSCI\_A halts character reception.



**Figure 24-9. Glitch Suppression, eUSCI\_A Activated**

### 24.3.8 eUSCI\_A Transmit Enable

The eUSCI\_A module is enabled by clearing the UCSWRST bit and the transmitter is ready and in an idle state. The transmit baud-rate generator is ready but is not clocked nor producing any clocks.

A transmission is initiated by writing data to UCAXTXBUF. When this occurs, the baud-rate generator is enabled, and the data in UCAXTXBUF is moved to the transmit shift register on the next BITCLK after the transmit shift register is empty. UCTXIFG is set when new data can be written into UCAXTXBUF.

Transmission continues as long as new data is available in UCAXTXBUF at the end of the previous byte transmission. If new data is not in UCAXTXBUF when the previous byte has transmitted, the transmitter returns to its idle state and the baud-rate generator is turned off.

### 24.3.9 UART Baud-Rate Generation

The eUSCI\_A baud-rate generator is capable of producing standard baud rates from nonstandard source frequencies. It provides two modes of operation selected by the UCOS16 bit.

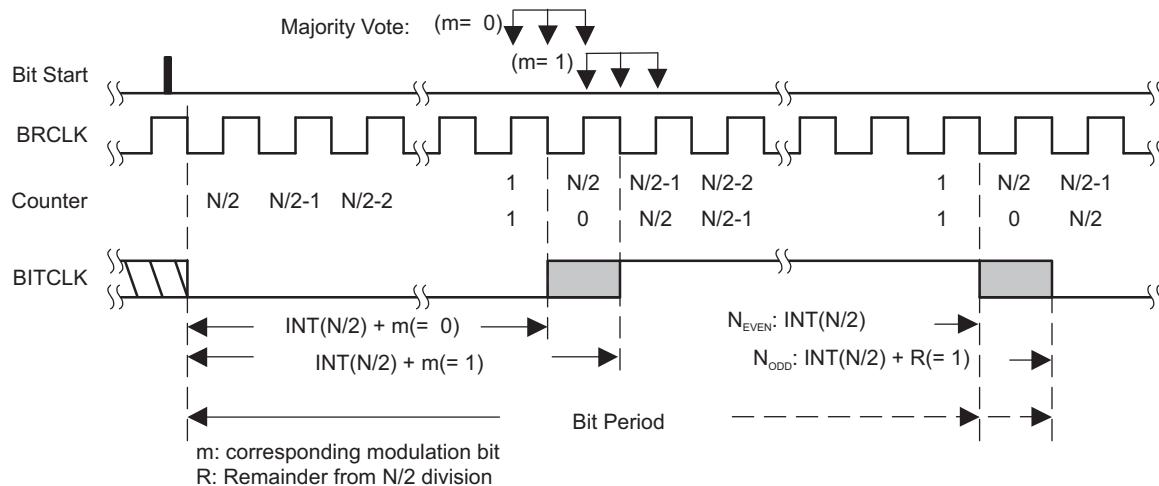
A quick setup for finding the correct baud rate settings for the eUSCI\_A can be found in [Section 24.3.10](#).

#### 24.3.9.1 Low-Frequency Baud-Rate Generation

The low-frequency mode is selected when UCOS16 = 0. This mode allows generation of baud rates from low-frequency clock sources (for example, 9600 baud from a 32768-Hz crystal). By using a lower input frequency, the power consumption of the module is reduced. Using this mode with higher frequencies and higher prescaler settings causes the majority votes to be taken in an increasingly smaller window and, thus, decrease the benefit of the majority vote.

In low-frequency mode, the baud-rate generator uses one prescaler and one modulator to generate bit clock timing. This combination supports fractional divisors for baud-rate generation. In this mode, the maximum eUSCI\_A baud rate is one-third the UART source clock frequency BRCLK.

Timing for each bit is shown in [Figure 24-10](#). For each bit received, a majority vote is taken to determine the bit value. These samples occur at the  $N/2 - 1/2$ ,  $N/2$ , and  $N/2 + 1/2$  BRCLK periods, where N is the number of BRCLKs per BITCLK.



**Figure 24-10. BITCLK Baud-Rate Timing With UCOS16 = 0**

Modulation is based on the UCBRSx setting as shown in [Table 24-2](#). A 1 in the table indicates that  $m = 1$  and the corresponding BITCLK period is one BRCLK period longer than a BITCLK period with  $m = 0$ . The modulation wraps around after 8 bits but restarts with each new start bit.

**Table 24-2. Modulation Pattern Examples**

UCBRSx	Bit 0 (Start Bit)	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
0x00	0	0	0	0	0	0	0	0
0x01	0	0	0	0	0	0	0	1
	⋮							
0x35	0	0	1	1	0	1	0	1
0x36	0	0	1	1	0	1	1	0
0x37	0	0	1	1	0	1	1	1
	⋮							
0xff	1	1	1	1	1	1	1	1

The correct setting of UCBRSx can be found as described in [Section 24.3.10](#).

### 24.3.9.2 Oversampling Baud-Rate Generation

The oversampling mode is selected when UCOS16 = 1. This mode supports sampling a UART bitstream with higher input clock frequencies. This results in majority votes that are always 1/16 of a bit clock period apart. This mode also easily supports IrDA pulses with a 3/16 bit time when the IrDA encoder and decoder are enabled.

This mode uses one prescaler and one modulator to generate the BITCLK16 clock that is 16 times faster than the BITCLK. An additional divider by 16 and modulator stage generates BITCLK from BITCLK16.

This combination supports fractional divisions of both BITCLK16 and BITCLK for baud-rate generation. In this mode, the maximum eUSCI\_A baud rate is 1/16 the UART source clock frequency BRCLK.

Modulation for BITCLK16 is based on the UCBRFx setting (see [Table 24-3](#)). A 1 in the table indicates that the corresponding BITCLK16 period is one BRCLK period longer than the periods  $m = 0$ . The modulation restarts with each new bit timing.

Modulation for BITCLK is based on the UCBRSp setting as previously described.

**Table 24-3. BITCLK16 Modulation Pattern**

UCBRFx	Number of BITCLK16 Clocks After Last Falling BITCLK Edge															
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
00h	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
01h	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
02h	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
03h	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1
04h	0	1	1	0	0	0	0	0	0	0	0	0	0	0	1	1
05h	0	1	1	1	0	0	0	0	0	0	0	0	0	0	1	1
06h	0	1	1	1	0	0	0	0	0	0	0	0	0	0	1	1
07h	0	1	1	1	1	0	0	0	0	0	0	0	0	0	1	1
08h	0	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1
09h	0	1	1	1	1	1	0	0	0	0	0	0	0	1	1	1
0Ah	0	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1
0Bh	0	1	1	1	1	1	1	0	0	0	0	1	1	1	1	1
0Ch	0	1	1	1	1	1	1	1	0	0	0	1	1	1	1	1
0Dh	0	1	1	1	1	1	1	1	1	0	0	1	1	1	1	1
0Eh	0	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1
0Fh	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

### 24.3.10 Setting a Baud Rate

For a given BRCLK clock source, the baud rate used determines the required division factor N:

$$N = f_{\text{BRCLK}} / \text{baud rate}$$

The division factor N is often a noninteger value, thus, at least one divider and one modulator stage is used to meet the factor as closely as possible.

If N is equal or greater than 16, TI recommends using the oversampling baud-rate generation mode by setting UCOS16.

**NOTE: Baud-rate settings quick set up**

To calculate the correct settings for the baud-rate generation, perform these steps:

1. Calculate  $N = f_{\text{BRCLK}} / \text{baud rate}$  [if  $N > 16$  continue with step 3, otherwise with step 2]
2.  $\text{OS16} = 0$ ,  $\text{UCBRx} = \text{INT}(N)$  [continue with step 4]
3.  $\text{OS16} = 1$ ,  $\text{UCBRx} = \text{INT}(N/16)$ ,  $\text{UCBRFx} = \text{INT}([(N/16) - \text{INT}(N/16)] \times 16)$
4. UCBRSx can be found by looking up the fractional part of N ( $= N - \text{INT}(N)$ ) in table [Table 24-4](#)
5. If  $\text{OS16} = 0$  was chosen, TI recommends performing a detailed error calculation.

[Table 24-4](#) can be used as a lookup table for finding the correct UCBRSx modulation pattern for the corresponding fractional part of N. The values there are optimized for transmitting.

**Table 24-4. UCBRSx Settings for Fractional Portion of  $N = f_{\text{BRCLK}} / \text{Baud Rate}$**

Fractional Portion of N	UCBRSx <sup>(1)</sup>	Fractional Portion of N	UCBRSx <sup>(1)</sup>
0.0000	0x00	0.5002	0xAA
0.0529	0x01	0.5715	0x6B
0.0715	0x02	0.6003	0xAD
0.0835	0x04	0.6254	0xB5
0.1001	0x08	0.6432	0xB6
0.1252	0x10	0.6667	0xD6
0.1430	0x20	0.7001	0xB7
0.1670	0x11	0.7147	0xBB
0.2147	0x21	0.7503	0xDD
0.2224	0x22	0.7861	0xED
0.2503	0x44	0.8004	0xEE
0.3000	0x25	0.8333	0xBF
0.3335	0x49	0.8464	0xDF
0.3575	0x4A	0.8572	0xEF
0.3753	0x52	0.8751	0xF7
0.4003	0x92	0.9004	0xFB
0.4286	0x53	0.9170	0xFD
0.4378	0x55	0.9288	0xFE

<sup>(1)</sup> The UCBRSx setting in one row is valid from the fractional portion given in that row until the one in the next row

#### 24.3.10.1 Low-Frequency Baud-Rate Mode Setting

In low-frequency mode, the integer portion of the divisor is realized by the prescaler:

$$\text{UCBRx} = \text{INT}(N)$$

The fractional portion is realized by the modulator with its UCBRSx setting. The recommended way of determining the correct UCBRSx is performing a detailed error calculation as explained in the following sections. However it is also possible to look up the correct settings in table with typical crystals (see [Table 24-5](#)).

### 24.3.10.2 Oversampling Baud-Rate Mode Setting

In the oversampling mode, the prescaler is set to:

$$\text{UCBRx} = \text{INT}(N/16)$$

and the first stage modulator is set to:

$$\text{UCBRFx} = \text{INT}([(N/16) - \text{INT}(N/16)] \times 16)$$

The second modulation stage setting (UCBRSx) can be found by performing a detailed error calculation or by using [Table 24-4](#) and the fractional part of  $N = f_{\text{BRCLK}}/\text{baud rate}$ .

### 24.3.11 Transmit Bit Timing - Error calculation

The timing for each character is the sum of the individual bit timings. Using the modulation features of the baud-rate generator reduces the cumulative bit error. The individual bit error can be calculated using the following steps.

#### 24.3.11.1 Low-Frequency Baud-Rate Mode Bit Timing

In low-frequency mode, calculation of the length of bit  $i T_{\text{bit,TX}[i]}$  is based on the UCBRx and UCBRSx settings:

$$T_{\text{bit,TX}[i]} = (1/f_{\text{BRCLK}})(\text{UCBRx} + m_{\text{UCBRSx}[i]})$$

Where:

$m_{\text{UCBRSx}[i]}$  = Modulation of bit  $i$  of UCBRSx

#### 24.3.11.2 Oversampling Baud-Rate Mode Bit Timing

In oversampling baud-rate mode, calculation of the length of bit  $i T_{\text{bit,TX}[i]}$  is based on the baud-rate generator UCBRx, UCBRFx and UCBRSx settings:

$$t_{\text{bit,TX}[i]} = \frac{1}{f_{\text{BRCLK}}} \left( (16 \times \text{UCBRx}) + \sum_{j=0}^{15} m_{\text{UCBRFx}[j]} + m_{\text{UCBRSx}[i]} \right)$$

Where:

$\sum_{j=0}^{15} m_{\text{UCBRFx}[j]}$  = Sum of ones from the corresponding row in [Table 24-3](#)

$m_{\text{UCBRSx}[i]}$  = Modulation of bit  $i$  of UCBRSx

This results in an end-of-bit time  $t_{\text{bit,TX}[i]}$  equal to the sum of all previous and the current bit times:

$$t_{\text{bit,TX}[i]} = \sum_{j=0}^i t_{\text{bit,TX}[j]}$$

To calculate bit error, this time is compared to the ideal bit time  $t_{\text{bit,ideal,TX}[i]}$ :

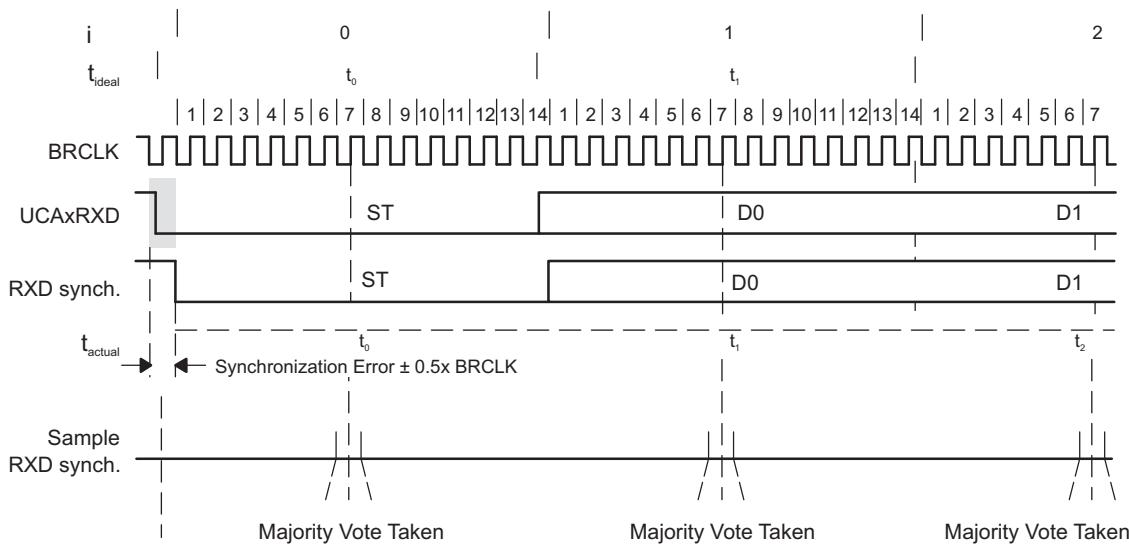
$$t_{\text{bit,ideal,TX}[i]} = (1/\text{baud rate})(i + 1)$$

This results in an error normalized to one ideal bit time (1/baud rate):

$$\text{Error}_{\text{TX}}[i] = (t_{\text{bit,TX}[i]} - t_{\text{bit,ideal,TX}[i]}) \times \text{baud rate} \times 100\%$$

### 24.3.12 Receive Bit Timing – Error Calculation

Receive timing error consists of two error sources. The first is the bit-to-bit timing error similar to the transmit bit timing error. The second is the error between a start edge occurring and the start edge being accepted by the eUSCI\_A module. [Figure 24-11](#) shows the asynchronous timing errors between data on the UCAXRXD pin and the internal baud-rate clock. This results in an additional synchronization error. The synchronization error  $t_{\text{SYNC}}$  is between  $-0.5$  BRCLKs and  $+0.5$  RCLKs, independent of the selected baud-rate generation mode.



**Figure 24-11. Receive Error**

The ideal sampling time  $t_{bit,ideal,RX}[i]$  is in the middle of a bit period:

$$t_{bit,ideal,RX}[i] = (1/\text{baud rate})(i + 0.5)$$

The real sampling time,  $t_{bit,RX}[i]$ , is equal to the sum of all previous bits according to the formulas shown in the transmit timing section, plus one-half BITCLK for the current bit  $i$ , plus the synchronization error  $t_{SYNC}$ .

This results in the following  $t_{bit,RX}[i]$  for the low-frequency baud-rate mode:

$$t_{bit,RX}[i] = t_{SYNC} + \sum_{j=0}^{i-1} T_{bit,RX}[j] + \frac{1}{f_{BRCLK}} \left( \text{INT}(1/2\text{UCBRx}) + m_{UCBRSx}[i] \right)$$

Where:

$$T_{bit,RX}[i] = (1/f_{BRCLK})(UCBRx + m_{UCBRSx}[i])$$

$m_{UCBRSx}[i]$  = Modulation of bit  $i$  of UCBRSx

For the oversampling baud-rate mode, the sampling time  $t_{bit,RX}[i]$  of bit  $i$  is calculated by:

$$t_{bit,RX}[i] = t_{SYNC} + \sum_{j=0}^{i-1} T_{bit,RX}[j] + \frac{1}{f_{BRCLK}} \left( (8 * \text{UCBRx}) + \sum_{j=0}^7 m_{UCBFRx}[j] + m_{UCBRSx}[i] \right)$$

Where:

$$t_{bit,RX}[i] = \frac{1}{f_{BRCLK}} \left( (16 * \text{UCBRx}) + \sum_{j=0}^{15} m_{UCBFRx}[j] + m_{UCBRSx}[i] \right)$$

$$\sum_{j=0}^{7+m_{UCBRSx}[i]} m_{UCBFRx}[j]$$

= Sum of ones from columns 0 to  $(7 + m_{UCBRSx}[i])$  from the corresponding row in

**Table 24-3.**

$m_{UCBRSx}[i]$  = Modulation of bit  $i$  of UCBRSx

This results in an error normalized to one ideal bit time ( $1/\text{baud rate}$ ) according to the following formula:

$$\text{Error}_{RX}[i] = (t_{bit,RX}[i] - t_{bit,ideal,RX}[i]) \times \text{baud rate} \times 100\%$$

#### 24.3.13 Typical Baud Rates and Errors

Standard baud-rate data for UCBRx, UCBRSx, and UCBRFx are listed in **Table 24-5** for a 32768-Hz crystal sourcing ACLK and typical SMCLK frequencies. Make sure that the selected BRCLK frequency does not exceed the device specific maximum eUSCI\_A input frequency (see the device-specific data sheet).

The receive error is the accumulated time versus the ideal scanning time in the middle of each bit. The worst-case error is given for the reception of an 8-bit character with parity and one stop bit including synchronization error.

The transmit error is the accumulated timing error versus the ideal time of the bit period. The worst-case error is given for the transmission of an 8-bit character with parity and stop bit.

**Table 24-5. Recommended Settings for Typical Crystals and Baud Rates<sup>(1)</sup>**

BRCLK	Baud Rate	UCOS16	UCBRx	UCBRFx	UCBR斯 <sup>(2)</sup>	TX Error <sup>(2)</sup> (%)		RX Error <sup>(2)</sup> (%)	
						neg	pos	neg	pos
32768	1200	1	1	11	0x25	-2.29	2.25	-2.56	5.35
32768	2400	0	13	-	0xB6	-3.12	3.91	-5.52	8.84
32768	4800	0	6	-	0xEE	-7.62	8.98	-21	10.25
32768	9600	0	3	-	0x92	-17.19	16.02	-23.24	37.3
1000000	9600	1	6	8	0x20	-0.48	0.64	-1.04	1.04
1000000	19200	1	3	4	0x2	-0.8	0.96	-1.84	1.84
1000000	38400	1	1	10	0x0	0	1.76	0	3.44
1000000	57600	0	17	-	0x4A	-2.72	2.56	-3.76	7.28
1000000	115200	0	8	-	0xD6	-7.36	5.6	-17.04	6.96
1048576	9600	1	6	13	0x22	-0.46	0.42	-0.48	1.23
1048576	19200	1	3	6	0xAD	-0.88	0.83	-2.36	1.18
1048576	38400	1	1	11	0x25	-2.29	2.25	-2.56	5.35
1048576	57600	0	18	-	0x11	-2	3.37	-5.31	5.55
1048576	115200	0	9	-	0x08	-5.37	4.49	-5.93	14.92
4000000	9600	1	26	0	0xB6	-0.08	0.16	-0.28	0.2
4000000	19200	1	13	0	0x84	-0.32	0.32	-0.64	0.48
4000000	38400	1	6	8	0x20	-0.48	0.64	-1.04	1.04
4000000	57600	1	4	5	0x55	-0.8	0.64	-1.12	1.76
4000000	115200	1	2	2	0xBB	-1.44	1.28	-3.92	1.68
4000000	230400	0	17	-	0x4A	-2.72	2.56	-3.76	7.28
4194304	9600	1	27	4	0xFB	-0.11	0.1	-0.33	0
4194304	19200	1	13	10	0x55	-0.21	0.21	-0.55	0.33
4194304	38400	1	6	13	0x22	-0.46	0.42	-0.48	1.23
4194304	57600	1	4	8	0xEE	-0.75	0.74	-2	0.87
4194304	115200	1	2	4	0x92	-1.62	1.37	-3.56	2.06
4194304	230400	0	18	-	0x11	-2	3.37	-5.31	5.55
8000000	9600	1	52	1	0x49	-0.08	0.04	-0.1	0.14
8000000	19200	1	26	0	0xB6	-0.08	0.16	-0.28	0.2
8000000	38400	1	13	0	0x84	-0.32	0.32	-0.64	0.48
8000000	57600	1	8	10	0xF7	-0.32	0.32	-1	0.36
8000000	115200	1	4	5	0x55	-0.8	0.64	-1.12	1.76
8000000	230400	1	2	2	0xBB	-1.44	1.28	-3.92	1.68
8000000	460800	0	17	-	0x4A	-2.72	2.56	-3.76	7.28
8388608	9600	1	54	9	0xEE	-0.06	0.06	-0.11	0.13
8388608	19200	1	27	4	0xFB	-0.11	0.1	-0.33	0
8388608	38400	1	13	10	0x55	-0.21	0.21	-0.55	0.33
8388608	57600	1	9	1	0xB5	-0.31	0.31	-0.53	0.78
8388608	115200	1	4	8	0xEE	-0.75	0.74	-2	0.87

<sup>(1)</sup> The listed UCBRSx settings are determined by a search algorithm for the lowest error. Other settings for UCBRSx might result in similar or same errors.

<sup>(2)</sup> Assumes a stable clock source for BRCLK with negligible jitter (for example, from a crystal oscillator). Any frequency variation or jitter of the clock source will make the errors worse.

**Table 24-5. Recommended Settings for Typical Crystals and Baud Rates<sup>(1)</sup> (continued)**

BRCLK	Baud Rate	UCOS16	UCBRx	UCBRFx	UCBRSx <sup>(2)</sup>	TX Error <sup>(2)</sup> (%)		RX Error <sup>(2)</sup> (%)	
						neg	pos	neg	pos
8388608	230400	1	2	4	0x92	-1.62	1.37	-3.56	2.06
8388608	460800	0	18	-	0x11	-2	3.37	-5.31	5.55
12000000	9600	1	78	2	0x0	0	0	0	0.04
12000000	19200	1	39	1	0x0	0	0	0	0.16
12000000	38400	1	19	8	0x65	-0.16	0.16	-0.4	0.24
12000000	57600	1	13	0	0x25	-0.16	0.32	-0.48	0.48
12000000	115200	1	6	8	0x20	-0.48	0.64	-1.04	1.04
12000000	230400	1	3	4	0x2	-0.8	0.96	-1.84	1.84
12000000	460800	1	1	10	0x0	0	1.76	0	3.44
16000000	9600	1	104	2	0xD6	-0.04	0.02	-0.09	0.03
16000000	19200	1	52	1	0x49	-0.08	0.04	-0.1	0.14
16000000	38400	1	26	0	0xB6	-0.08	0.16	-0.28	0.2
16000000	57600	1	17	5	0xDD	-0.16	0.2	-0.3	0.38
16000000	115200	1	8	10	0xF7	-0.32	0.32	-1	0.36
16000000	230400	1	4	5	0x55	-0.8	0.64	-1.12	1.76
16000000	460800	1	2	2	0xBB	-1.44	1.28	-3.92	1.68
16777216	9600	1	109	3	0xB5	-0.03	0.02	-0.05	0.06
16777216	19200	1	54	9	0xEE	-0.06	0.06	-0.11	0.13
16777216	38400	1	27	4	0xFB	-0.11	0.1	-0.33	0
16777216	57600	1	18	3	0x44	-0.16	0.15	-0.2	0.45
16777216	115200	1	9	1	0xB5	-0.31	0.31	-0.53	0.78
16777216	230400	1	4	8	0xEE	-0.75	0.74	-2	0.87
16777216	460800	1	2	4	0x92	-1.62	1.37	-3.56	2.06
20000000	9600	1	130	3	0x25	-0.02	0.03	0	0.07
20000000	19200	1	65	1	0xD6	-0.06	0.03	-0.1	0.1
20000000	38400	1	32	8	0xEE	-0.1	0.13	-0.27	0.14
20000000	57600	1	21	11	0x22	-0.16	0.13	-0.16	0.38
20000000	115200	1	10	13	0xAD	-0.29	0.26	-0.46	0.66
20000000	230400	1	5	6	0xEE	-0.67	0.51	-1.71	0.62
20000000	460800	1	2	11	0x92	-1.38	0.99	-1.84	2.8

#### 24.3.14 Using the eUSCI\_A Module in UART Mode With Low-Power Modes

The eUSCI\_A module provides automatic clock activation for use with low-power modes. When the eUSCI\_A clock source is inactive because the device is in a low-power mode, the eUSCI\_A module automatically activates it when needed, regardless of the control-bit settings for the clock source. The clock remains active until the eUSCI\_A module returns to its idle condition. After the eUSCI\_A module returns to the idle condition, control of the clock source reverts to the settings of its control bits.

##### NOTE: Clock Activation Time

If the clock source is not already active when the eUSCI\_A module requests it then the clock must be activated. This takes time. This clock activation time depending on the selected clock source and the selected low power mode. If the DCO is used as clock source the activation time is approximately the wake-up time as specified in the device-specific data sheet.

### 24.3.15 eUSCI\_A Interrupts in UART Mode

The eUSCI\_A has only one interrupt vector that is shared for transmission and for reception.

#### 24.3.15.1 UART Transmit Interrupt Operation

The UCTXIFG interrupt flag is set by the transmitter to indicate that UCAXTXBUF is ready to accept another character. An interrupt request is generated if UCTXIE and GIE are also set. UCTXIFG is automatically reset if a character is written to UCAXTXBUF.

UCTXIFG is set after a PUC or when UCSWRST = 1. UCTXIE is reset after a PUC or when UCSWRST = 1.

#### 24.3.15.2 UART Receive Interrupt Operation

The UCRXIFG interrupt flag is set each time a character is received and loaded into UCAXRXBUF. An interrupt request is generated if UCRXIE and GIE are also set. UCRXIFG and UCRXIE are reset by a system reset PUC signal or when UCSWRST = 1. UCRXIFG is automatically reset when UCAXRXBUF is read.

Additional interrupt control features include:

- When UCAXRXEIE = 0, erroneous characters do not set UCRXIFG.
- When UCDORM = 1, nonaddress characters do not set UCRXIFG in multiprocessor modes. In plain UART mode, no characters are set UCRXIFG.
- When UCBRKIE = 1, a break condition sets the UCBRK bit and the UCRXIFG flag.

#### 24.3.15.3 UART State Change Interrupt Operation

[Table 24-6](#) describes the UART state change interrupt flags.

**Table 24-6. UART State Change Interrupt Flags**

Interrupt Flag	Interrupt Condition
UCSTTIFG	START byte received interrupt. This flag is set when the UART module receives a START byte.
UCTXCPTIFG	Transmit complete interrupt. This flag is set, after the complete UART byte in the internal shift register including STOP bit got shifted out and UCAXTXBUF is empty.

#### 24.3.15.4 UCAXIV, Interrupt Vector Generator

The eUSCI\_A interrupt flags are prioritized and combined to source a single interrupt vector. The interrupt vector register UCAXIV is used to determine which flag requested an interrupt. The highest-priority enabled interrupt generates a number in the UCAXIV register that can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled interrupts do not affect the UCAXIV value.

Read access of the UCAXIV register automatically resets the highest-pending Interrupt condition and flag. Write access of the UCAXIV register clears all pending Interrupt conditions and flags. If another interrupt flag is set, another interrupt is generated immediately after servicing the initial interrupt.

[Example 24-1](#) shows the recommended use of UCAXIV. The UCAXIV value is added to the PC to automatically jump to the appropriate routine. The following example is given for eUSCI\_A0.

**Example 24-1. UCAxIV Software Example**

```
#pragma vector = USCI_A0_VECTOR __interrupt void USCI_A0_ISR(void) {
    switch(__even_in_range(UCA0IV,18)) {
        case 0x00:          // Vector 0: No interrupts
            break;
        case 0x02: ...      // Vector 2: UCRXIFG
            break;
        case 0x04: ...      // Vector 4: UCTXIFG
            break;
        case 0x06: ...      // Vector 6: UCSTTIFG
            break;
        case 0x08: ...      // Vector 8: UCTXCPTIFG
            break;
        default: break;
    }
}
```

#### 24.3.16 DMA Operation

In devices with a DMA controller, the eUSCI module can trigger DMA transfers when the transmit buffer UCAxTXBUF is empty or when data was received in the UCAxRXBUF buffer. The DMA trigger signals correspond to the UCTXIFG transmit interrupt flag and the UCRXIFG receive interrupt flag, respectively. The interrupt functionality must be disabled for the selected DMA triggers with UCTXIE = 0 and UCRXIE = 0.

A DMA read access to UCAxRXBUF has the same effects as a CPU (software) read: all error flags (UCRXERR, UCFE, UCPE, UCOE, and UCBRK) are cleared after the read. Thus these errors might go unnoticed.

## 24.4 eUSCI\_A UART Registers

The eUSCI\_A registers applicable in UART mode and their address offsets are listed in [Table 24-7](#). The base address can be found in the device-specific data sheet.

**Table 24-7. eUSCI\_A UART Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	UCAxCTLW0	eUSCI_Ax Control Word 0	Read/write	Word	0001h	<a href="#">Section 24.4.1</a>
01h	UCAxCTL0 <sup>(1)</sup>	eUSCI_Ax Control 0	Read/write	Byte	00h	
00h	UCAxCTL1	eUSCI_Ax Control 1	Read/write	Byte	01h	
02h	UCAxCTLW1	eUSCI_Ax Control Word 1	Read/write	Word	0003h	<a href="#">Section 24.4.2</a>
06h	UCAxBRW	eUSCI_Ax Baud Rate Control Word	Read/write	Word	0000h	<a href="#">Section 24.4.3</a>
06h	UCAxBR0 <sup>(1)</sup>	eUSCI_Ax Baud Rate Control 0	Read/write	Byte	00h	
07h	UCAxBR1	eUSCI_Ax Baud Rate Control 1	Read/write	Byte	00h	
08h	UCAxMCTLW	eUSCI_Ax Modulation Control Word	Read/write	Word	00h	<a href="#">Section 24.4.4</a>
0Ah	UCAxSTATW	eUSCI_Ax Status	Read/write	Word	00h	<a href="#">Section 24.4.5</a>
0Ch	UCAxRXBUF	eUSCI_Ax Receive Buffer	Read/write	Word	00h	<a href="#">Section 24.4.6</a>
0Eh	UCAxTXBUF	eUSCI_Ax Transmit Buffer	Read/write	Word	00h	<a href="#">Section 24.4.7</a>
10h	UCAxABCTL	eUSCI_Ax Auto Baud Rate Control	Read/write	Word	00h	<a href="#">Section 24.4.8</a>
12h	UCAxIRCTL	eUSCI_Ax IrDA Control	Read/write	Word	0000h	<a href="#">Section 24.4.9</a>
12h	UCAxIRTCTL	eUSCI_Ax IrDA Transmit Control	Read/write	Byte	00h	
13h	UCAxIRRCTL	eUSCI_Ax IrDA Receive Control	Read/write	Byte	00h	
1Ah	UCAxIE	eUSCI_Ax Interrupt Enable	Read/write	Word	00h	<a href="#">Section 24.4.10</a>
1Ch	UCAxIFG	eUSCI_Ax Interrupt Flag	Read/write	Word	02h	<a href="#">Section 24.4.11</a>
1Eh	UCAxIV	eUSCI_Ax Interrupt Vector	Read	Word	0000h	<a href="#">Section 24.4.12</a>

<sup>(1)</sup> It is recommended to access these registers using 16-bit access. If 8-bit access is used, the corresponding bit names must be followed by "\_H".

#### 24.4.1 UCAXCTLW0 Register

eUSCI\_Ax Control Word Register 0

**Figure 24-12. UCAXCTLW0 Register**

15	14	13	12	11	10	9	8
UCPEN	UCPAR	UCMSB	UC7BIT	UCSPB	UCMODEx	UCSYNC	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
UCSELx	UCRXIE	UCBRKIE	UCDORM	UCTXADDR	UCTXBRK	UCSWRST	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-1

Can be modified only when UCSWRST = 1.

**Table 24-8. UCAXCTLW0 Register Description**

Bit	Field	Type	Reset	Description
15	UCPEN	RW	0h	Parity enable 0b = Parity disabled 1b = Parity enabled. Parity bit is generated (UCAxTXD) and expected (UCAxRXD). In address-bit multiprocessor mode, the address bit is included in the parity calculation.
14	UCPAR	RW	0h	Parity select. UCPAR is not used when parity is disabled. 0b = Odd parity 1b = Even parity
13	UCMSB	RW	0h	MSB first select. Controls the direction of the receive and transmit shift register. 0b = LSB first 1b = MSB first
12	UC7BIT	RW	0h	Character length. Selects 7-bit or 8-bit character length. 0b = 8-bit data 1b = 7-bit data
11	UCSPB	RW	0h	Stop bit select. Number of stop bits. 0b = One stop bit 1b = Two stop bits
10-9	UCMODEx	RW	0h	eUSCI_A mode. The UCMODEx bits select the asynchronous mode when UCSYNC = 0. 00b = UART mode 01b = Idle-line multiprocessor mode 10b = Address-bit multiprocessor mode 11b = UART mode with automatic baud-rate detection
8	UCSYNC	RW	0h	Synchronous mode enable 0b = Asynchronous mode 1b = Synchronous mode
7-6	UCSELx	RW	0h	eUSCI_A clock source select. These bits select the BRCLK source clock. 00b = UCLK 01b = ACLK 10b = SMCLK 11b = SMCLK
5	UCRXIE	RW	0h	Receive erroneous-character interrupt enable 0b = Erroneous characters rejected and UCRXIFG is not set. 1b = Erroneous characters received set UCRXIFG.
4	UCBRKIE	RW	0h	Receive break character interrupt enable 0b = Received break characters do not set UCRXIFG. 1b = Received break characters set UCRXIFG.

**Table 24-8. UCAXCTLW0 Register Description (continued)**

Bit	Field	Type	Reset	Description
3	UCDORM	RW	0h	Dormant. Puts eUSCI_A into sleep mode. 0b = Not dormant. All received characters set UCRXIFG. 1b = Dormant. Only characters that are preceded by an idle-line or with address bit set UCRXIFG. In UART mode with automatic baud-rate detection, only the combination of a break and synch field sets UCRXIFG.
2	UCTXADDR	RW	0h	Transmit address. Next frame to be transmitted is marked as address, depending on the selected multiprocessor mode. 0b = Next frame transmitted is data. 1b = Next frame transmitted is an address.
1	UCTXBRK	RW	0h	Transmit break. Transmits a break with the next write to the transmit buffer. In UART mode with automatic baud-rate detection, 055h must be written into UCAXTXBUF to generate the required break/synch fields. Otherwise, 0h must be written into the transmit buffer. 0b = Next frame transmitted is not a break. 1b = Next frame transmitted is a break or a break/synch.
0	UCSWRST	RW	1h	Software reset enable 0b = Disabled. eUSCI_A reset released for operation. 1b = Enabled. eUSCI_A logic held in reset state.

#### 24.4.2 UCAXCTLW1 Register

eUSCI\_Ax Control Word Register 1

**Figure 24-13. UCAXCTLW1 Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	rw-1	rw-1

**Table 24-9. UCAXCTLW1 Register Description**

Bit	Field	Type	Reset	Description
15-2	Reserved	R	0h	Reserved
1-0	UCGLITx	RW	3h	Deglitch time 00b = Approximately 2 ns 01b = Approximately 50 ns 10b = Approximately 100 ns 11b = Approximately 200 ns

#### 24.4.3 UCAXBRW Register

eUSCI\_Ax Baud Rate Control Word Register

**Figure 24-14. UCAXBRW Register**

15	14	13	12	11	10	9	8
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw

Can be modified only when UCSWRST = 1.

**Table 24-10. UCAXBRW Register Description**

Bit	Field	Type	Reset	Description
15-0	UCBRx	RW	0h	Clock prescaler setting of the Baud rate generator

#### 24.4.4 UCAXMCTLW Register

eUSCI\_Ax Modulation Control Word Register

**Figure 24-15. UCAXMCTLW Register**

15	14	13	12	11	10	9	8
UCBRSx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
UCBRFx				Reserved		UCOS16	
rw-0	rw-0	rw-0	rw-0	r0	r0	r0	rw-0

Can be modified only when UCSWRST = 1.

**Table 24-11. UCAXMCTLW Register Description**

Bit	Field	Type	Reset	Description
15-8	UCBRSx	RW	0h	Second modulation stage select. These bits hold a free modulation pattern for BITCLK.
7-4	UCBRFx	RW	0h	First modulation stage select. These bits determine the modulation pattern for BITCLK16 when UCOS16 = 1. Ignored with UCOS16 = 0. The "Oversampling Baud-Rate Generation" section shows the modulation pattern.
3-1	Reserved	R	0h	Reserved
0	UCOS16	RW	0h	Oversampling mode enabled 0b = Disabled 1b = Enabled

#### 24.4.5 UCAXSTATW Register

eUSCI\_Ax Status Register

**Figure 24-16. UCAXSTATW Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCLISTEN	UCFE	UCOE	UCPE	UCBRK	UCRXERR	UCADDR UCIDLE	UCBUSY
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	r-0

Can be modified only when UCSWRST = 1.

**Table 24-12. UCAXSTATW Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7	UCLISTEN	RW	0h	Listen enable. The UCLISTEN bit selects loopback mode. 0b = Disabled 1b = Enabled. UCAXTXD is internally fed back to the receiver.
6	UCFE	RW	0h	Framing error flag. UCFE is cleared when UCAXRXBUF is read. 0b = No error 1b = Character received with low stop bit
5	UCOE	RW	0h	Overrun error flag. This bit is set when a character is transferred into UCAXRXBUF before the previous character was read. UCOE is cleared automatically when UCxRXBUF is read, and must not be cleared by software. Otherwise, it does not function correctly. 0b = No error 1b = Overrun error occurred.
4	UCPE	RW	0h	Parity error flag. When UCPE = 0, UCPE is read as 0. UCPE is cleared when UCAXRXBUF is read. 0b = No error 1b = Character received with parity error
3	UCBRK	RW	0h	Break detect flag. UCBRK is cleared when UCAXRXBUF is read. 0b = No break condition 1b = Break condition occurred.
2	UCRXERR	RW	0h	Receive error flag. This bit indicates a character was received with one or more errors. When UCRXERR = 1, one or more error flags, UCFE, UCPE, or UCOE is also set. UCRXERR is cleared when UCAXRXBUF is read. 0b = No receive errors detected 1b = Receive error detected
1	UCADDR UCIDLE	RW	0h	UCADDR: Address received in address-bit multiprocessor mode. UCADDR is cleared when UCAXRXBUF is read. UCIDLE: Idle line detected in idle-line multiprocessor mode. UCIDLE is cleared when UCAXRXBUF is read. 0b = UCADDR: Received character is data. UCIDLE: No idle line detected 1b = UCADDR: Received character is an address. UCIDLE: Idle line detected
0	UCBUSY	R	0h	eUSCI_A busy. This bit indicates if a transmit or receive operation is in progress. 0b = eUSCI_A inactive 1b = eUSCI_A transmitting or receiving

#### 24.4.6 UCAXRXBUF Register

eUSCI\_Ax Receive Buffer Register

**Figure 24-17. UCAXRXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
UCRXBUFx							
r	r	r	r	r	r	r	r

**Table 24-13. UCAXRXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCRXBUFx	R	0h	The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCAXRXBUF resets the receive-error bits, the UCADDR or UCIDLE bit, and UCRXIFG. In 7-bit data mode, UCAXRXBUF is LSB justified and the MSB is always reset.

#### 24.4.7 UCAXTXBUF Register

eUSCI\_Ax Transmit Buffer Register

**Figure 24-18. UCAXTXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
UCTXBUFx							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 24-14. UCAXTXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCTXBUFx	RW	0h	The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted on UCAXTXD. Writing to the transmit data buffer clears UCTXIFG. The MSB of UCAXTXBUF is not used for 7-bit data and is reset.

#### **24.4.8 UCAXABCTL Register**

eUSCI\_Ax Auto Baud Rate Control Register

**Figure 24-19. UCAXABCTL Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
Reserved							
r-0	r-0	rw-0	rw-0	rw-0	rw-0	r-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 24-15. UCAXABCTL Register Description**

Bit	Field	Type	Reset	Description
15-6	Reserved	R	0h	Reserved
5-4	UCDELIMx	RW	0h	Break/synch delimiter length 00b = 1 bit time 01b = 2 bit times 10b = 3 bit times 11b = 4 bit times
3	UCSTOE	RW	0h	Synch field time out error 0b = No error 1b = Length of synch field exceeded measurable time.
2	UCBTOE	RW	0h	Break time out error 0b = No error 1b = Length of break field exceeded 22 bit times.
1	Reserved	R	0h	Reserved
0	UCABDEN	RW	0h	Automatic baud-rate detect enable 0b = Baud-rate detection disabled. Length of break and synch field is not measured. 1b = Baud-rate detection enabled. Length of break and synch field is measured and baud-rate settings are changed accordingly.

#### 24.4.9 UCAXIRCTL Register

eUSCI\_Ax IrDA Control Word Register

**Figure 24-20. UCAXIRCTL Register**

15	14	13	12	11	10	9	8
UCIRRXFLx				UCIRRXPL		UCIRRXFE	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
UCIRTXPLx				UCIRTXCLK		UCIREN	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 24-16. UCAXIRCTL Register Description**

Bit	Field	Type	Reset	Description
15-10	UCIRRXFLx	RW	0h	Receive filter length. The minimum pulse length for receive is given by: $t_{MIN} = (UCIRRXFLx + 4) / [2 \times f_{IRTXCLK}]$
9	UCIRRXPL	RW	0h	IrDA receive input UCAXRXD polarity 0b = IrDA transceiver delivers a high pulse when a light pulse is seen. 1b = IrDA transceiver delivers a low pulse when a light pulse is seen.
8	UCIRRXFE	RW	0h	IrDA receive filter enabled 0b = Receive filter disabled 1b = Receive filter enabled
7-2	UCIRTXPLx	RW	0h	Transmit pulse length. Pulse length $t_{PULSE} = (UCIRTXPLx + 1) / [2 \times f_{IRTXCLK}]$
1	UCIRTXCLK	RW	0h	IrDA transmit pulse clock select 0b = BRCLK 1b = BITCLK16 when UCOS16 = 1. Otherwise, BRCLK.
0	UCIREN	RW	0h	IrDA encoder/decoder enable 0b = IrDA encoder/decoder disabled 1b = IrDA encoder/decoder enabled

#### **24.4.10 UCAXIE Register**

eUSCI\_Ax Interrupt Enable Register

**Figure 24-21. UCAXIE Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
Reserved				UCTXCPTIE	UCSTTIE	UCTXIE	UCRXIE
r-0	r-0	r-0	r-0	rw-0	rw-0	rw-0	rw-0

**Table 24-17. UCAXIE Register Description**

Bit	Field	Type	Reset	Description
15-4	Reserved	R	0h	Reserved
3	UCTXCPTIE	RW	0h	Transmit complete interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
2	UCSTTIE	RW	0h	Start bit interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
1	UCTXIE	RW	0h	Transmit interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
0	UCRXIE	RW	0h	Receive interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled

#### 24.4.11 UCAXIFG Register

eUSCI\_Ax Interrupt Flag Register

**Figure 24-22. UCAXIFG Register**

15	14	13	12	11	10	9	8
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
Reserved				UCTXCPTIFG	UCSTTIFG	UCTXIFG	UCRXIFG
r-0	r-0	r-0	r-0	rw-0	rw-0	rw-1	rw-0

**Table 24-18. UCAXIFG Register Description**

Bit	Field	Type	Reset	Description
15-4	Reserved	R	0h	Reserved
3	UCTXCPTIFG	RW	0h	Transmit complete interrupt flag. UCTXCPTIFG is set when the entire byte in the internal shift register got shifted out and UCAXTXBUF is empty. 0b = No interrupt pending 1b = Interrupt pending
2	UCSTTIFG	RW	0h	Start bit interrupt flag. UCSTTIFG is set after a Start bit was received 0b = No interrupt pending 1b = Interrupt pending
1	UCTXIFG	RW	1h	Transmit interrupt flag. UCTXIFG is set when UCAXTXBUF empty. 0b = No interrupt pending 1b = Interrupt pending
0	UCRXIFG	RW	0h	Receive interrupt flag. UCRXIFG is set when UCAXRXBUF has received a complete character. 0b = No interrupt pending 1b = Interrupt pending

#### **24.4.12 UCAXIV Register**

eUSCI\_Ax Interrupt Vector Register

**Figure 24-23. UCAXIV Register**

15	14	13	12	11	10	9	8
UCIVx							
r0	r0	r0	r0	r0	r0	r0	r0
UCIVx							
r0	r0	r0	r0	r-(0)	r-(0)	r-(0)	r0

**Table 24-19. UCAXIV Register Description**

Bit	Field	Type	Reset	Description
15-0	UCIVx	R	0h	eUSCI_A interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: Receive buffer full; Interrupt Flag: UCRXIFG; Interrupt Priority: Highest 04h = Interrupt Source: Transmit buffer empty; Interrupt Flag: UCTXIFG 06h = Interrupt Source: Start bit received; Interrupt Flag: UCSTTIFG 08h = Interrupt Source: Transmit complete; Interrupt Flag: UCTXCPTIFG; Interrupt Priority: Lowest

## ***Enhanced Universal Serial Communication Interface (eUSCI) – SPI Mode***

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The enhanced universal serial communication interfaces, eUSCI\_A and eUSCI\_B, support multiple serial communication modes with one hardware module. This chapter discusses the operation of the synchronous peripheral interface (SPI) mode.

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## 25.1 Enhanced Universal Serial Communication Interfaces (eUSCI\_A, eUSCI\_B) Overview

Both the eUSCI\_A and the eUSCI\_B support serial communication in SPI mode.

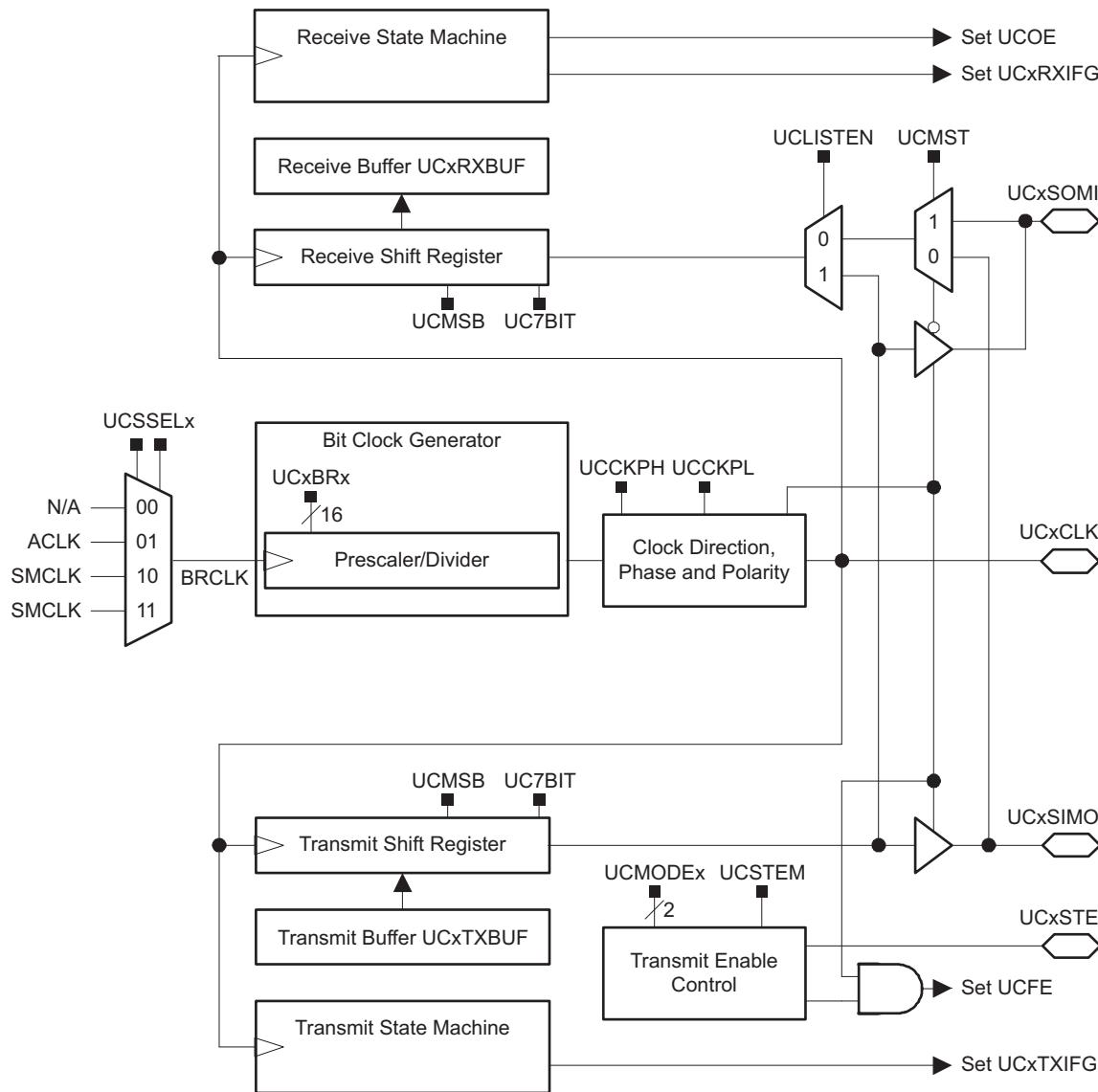
## 25.2 eUSCI Introduction – SPI Mode

In synchronous mode, the eUSCI connects the device to an external system through three or four pins: UCxSIMO, UCxSOMI, UCxCLK, and UCxSTE. SPI mode is selected when the UCSYNC bit is set, and SPI mode (3-pin or 4-pin) is selected with the UCMODEEx bits.

SPI mode features include:

- 7-bit or 8-bit data length
- LSB-first or MSB-first data transmit and receive
- 3-pin and 4-pin SPI operation
- Master or slave modes
- Independent transmit and receive shift registers
- Separate transmit and receive buffer registers
- Continuous transmit and receive operation
- Selectable clock polarity and phase control
- Programmable clock frequency in master mode
- Independent interrupt capability for receive and transmit
- Slave operation in LPM4

[Figure 25-1](#) shows the eUSCI when configured for SPI mode.



**Figure 25-1. eUSCI Block Diagram – SPI Mode**

## 25.3 eUSCI Operation – SPI Mode

In SPI mode, serial data is transmitted and received by multiple devices using a shared clock provided by the master. An additional pin controlled by the master, UCxSTE, is provided to enable a device to receive and transmit data.

Three or four signals are used for SPI data exchange:

- UCxSIMO – slave in, master out  
Master mode: UCxSIMO is the data output line.  
Slave mode: UCxSIMO is the data input line.
- UCxSOMI – slave out, master in  
Master mode: UCxSOMI is the data input line.  
Slave mode: UCxSOMI is the data output line.
- UCxCLK – eUSCI SPI clock  
Master mode: UCxCLK is an output.  
Slave mode: UCxCLK is an input.
- UCxSTE – slave transmit enable.

Used in 4-pin mode to allow multiple masters on a single bus. Not used in 3-pin mode. [Table 25-1](#) describes the UCxSTE operation.

**Table 25-1. UCxSTE Operation**

UCMODEx	UCxSTE Active State	UCxSTE	Slave	Master
01	High	0	Inactive	Active
		1	Active	Inactive
10	Low	0	Active	Inactive
		1	Inactive	Active

### 25.3.1 eUSCI Initialization and Reset

The eUSCI is reset by a PUC or by the UCSWRST bit. After a PUC, the UCSWRST bit is automatically set, keeping the eUSCI in a reset condition. When set, the UCSWRST bit resets the UCRXIE, UCTXIE, UCRXIFG, UCOE, and UCFE bits, and sets the UCTXIFG flag. Clearing UCSWRST releases the eUSCI for operation.

Configuring and reconfiguring the eUSCI module should be done when UCSWRST is set to avoid unpredictable behavior.

---

**NOTE: Initializing or reconfiguring the eUSCI module**

The recommended eUSCI initialization or reconfiguration process is:

1. Set UCSWRST.  
`BIS.B #UCSWRST, &UCxCTL1`
  2. Initialize all eUSCI registers with UCSWRST = 1 (including UCxCTL1).
  3. Configure ports.
  4. Ensure that any input signals into the SPI module such as UCxSOMI (in master mode) or UCxSIMO and UCxCLK (in slave mode) have settled to their final voltage levels before clearing UCSWRST and avoid any unwanted transitions during operation.
  5. Clear UCSWRST.  
`BIC.B #UCSWRST, &UCxCTL1`
  6. Enable interrupts (optional) with UCRXIE or UCTXIE.
-

### 25.3.2 Character Format

The eUSCI module in SPI mode supports 7-bit and 8-bit character lengths selected by the UC7BIT bit. In 7-bit data mode, UCxRXBUF is LSB justified and the MSB is always reset. The UCMSB bit controls the direction of the transfer and selects LSB or MSB first.

**NOTE: Default character format**

The default SPI character transmission is LSB first. For communication with other SPI interfaces, MSB-first mode may be required.

**NOTE: Character format for figures**

Figures throughout this chapter use MSB-first format.

### 25.3.3 Master Mode

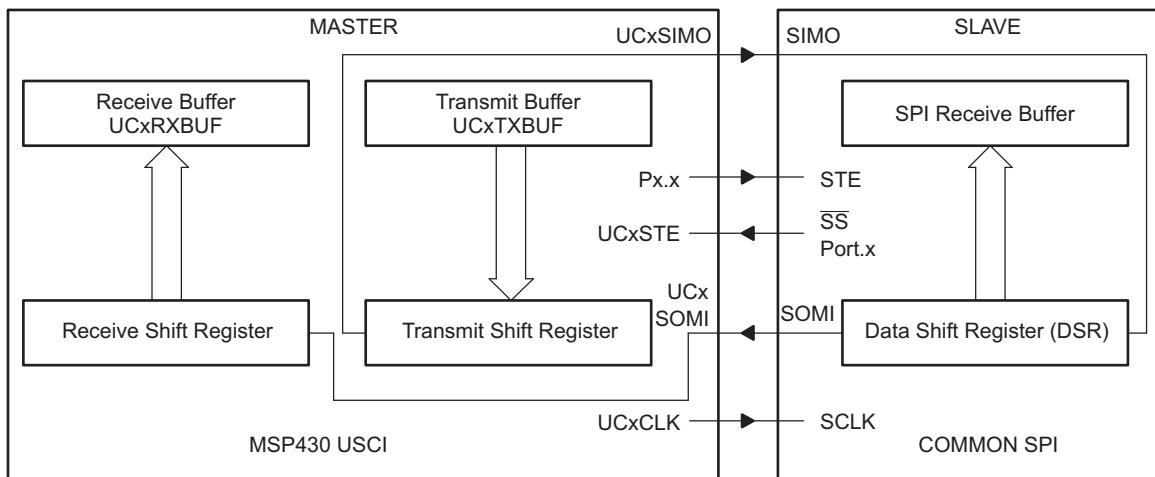


Figure 25-2. eUSCI Master and External Slave (UCSTEM = 0)

Figure 25-2 shows the eUSCI as a master in both 3-pin and 4-pin configurations. The eUSCI initiates data transfer when data is moved to the transmit data buffer UCxTXBUF. The UCxTXBUF data is moved to the transmit (TX) shift register when the TX shift register is empty, initiating data transfer on UCxSIMO starting with either the MSB or LSB, depending on the UCMSB setting. Data on UCxSOMI is shifted into the receive shift register on the opposite clock edge. When the character is received, the receive data is moved from the receive (RX) shift register to the received data buffer UCxRXBUF and the receive interrupt flag UCRXIFG is set, indicating the RX/TX operation is complete.

A set transmit interrupt flag, UCTXIFG, indicates that data has moved from UCxTXBUF to the TX shift register and UCxTXBUF is ready for new data. It does not indicate RX/TX completion.

To receive data into the eUSCI in master mode, data must be written to UCxTXBUF, because receive and transmit operations operate concurrently.

There are two different options for configuring the eUSCI as a 4-pin master, which are described in the next sections:

- The fourth pin is used as input to prevent conflicts with other masters (UCSTEM = 0).
- The fourth pin is used as output to generate a slave enable signal (UCSTEM = 1).

The bit UCSTEM is used to select the corresponding mode.

### 25.3.3.1 4-Pin SPI Master Mode (UCSTEM = 0)

In 4-pin master mode with UCSTEM = 0, UCxSTE is a digital input that can be used to prevent conflicts with another master and controls the master as described in [Table 25-1](#). When UCxSTE is in the master-inactive state and UCSTEM = 0:

- UCxSIMO and UCxCLK are set to inputs and no longer drive the bus.
- The error bit UCFE is set, indicating a communication integrity violation to be handled by the user.
- The internal state machines are reset and the shift operation is aborted.

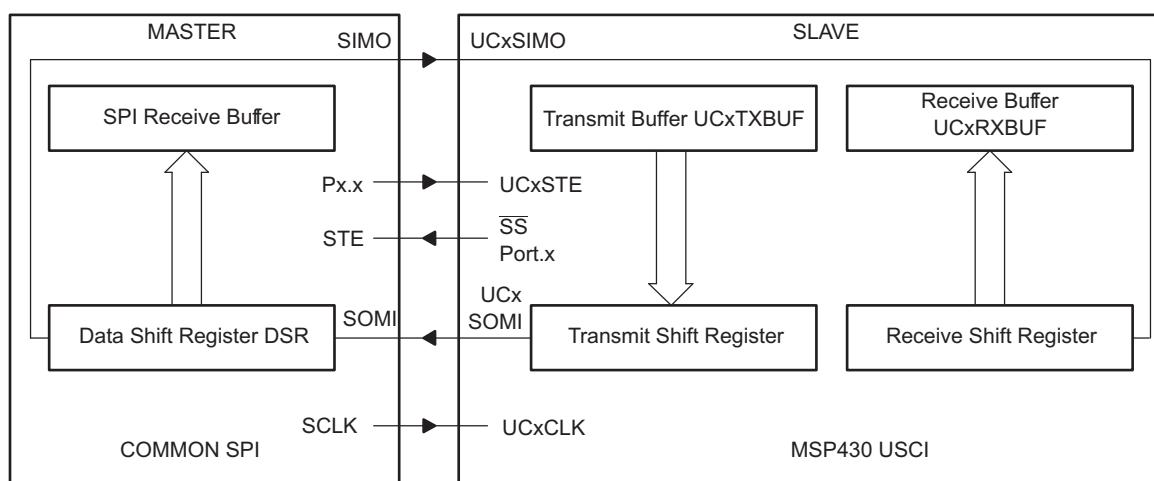
If data is written into UCxTXBUF while the master is held inactive by UCxSTE, it is transmit as soon as UCxSTE transitions to the master-active state. If an active transfer is aborted by UCxSTE transitioning to the master-inactive state, the data must be rewritten into UCxTXBUF to be transferred when UCxSTE transitions back to the master-active state. The UCxSTE input signal is not used in 3-pin master mode.

### 25.3.3.2 4-Pin SPI Master Mode (UCSTEM = 1)

If UCSTEM = 1 in 4-pin master mode, UCxSTE is a digital output. In this mode the slave enable signal for a single slave is automatically generated on UCxSTE. The corresponding behavior can be seen in [Figure 25-4](#).

If multiple slaves are desired, this feature is not applicable and the software needs to use general purpose I/O pins instead to generate STE signals for each slave individually.

### 25.3.4 Slave Mode



**Figure 25-3. eUSCI Slave and External Master**

[Figure 25-3](#) shows the eUSCI as a slave in both 3-pin and 4-pin configurations. UCxCLK is used as the input for the SPI clock and must be supplied by the external master. The data-transfer rate is determined by this clock and not by the internal bit clock generator. Data written to UCxTXBUF and moved to the TX shift register before the start of UCxCLK is transmitted on UCxSOMI. Data on UCxSIMO is shifted into the receive shift register on the opposite edge of UCxCLK and moved to UCxRXBUF when the set number of bits are received. When data is moved from the RX shift register to UCxRXBUF, the UCRXIFG interrupt flag is set, indicating that data has been received. The overrun error bit UCOE is set when the previously received data is not read from UCxRXBUF before new data is moved to UCxRXBUF.

### 25.3.4.1 4-Pin SPI Slave Mode

In 4-pin slave mode, UCxSTE is a digital input used by the slave to enable the transmit and receive operations and is driven by the SPI master. When UCxSTE is in the slave-active state, the slave operates normally. When UCxSTE is in the slave-inactive state:

- Any receive operation in progress on UCxSIMO is halted.
- UCxSOMI is set to the input direction.
- The shift operation is halted until the UCxSTE line transitions into the slave transmit active state.

The UCxSTE input signal is not used in 3-pin slave mode.

### 25.3.5 SPI Enable

When the eUSCI module is enabled by clearing the UCSWRST bit, it is ready to receive and transmit. In master mode, the bit clock generator is ready, but is not clocked nor producing any clocks. In slave mode, the bit clock generator is disabled and the clock is provided by the master.

A transmit or receive operation is indicated by UCBUSY = 1.

A PUC or set UCSWRST bit disables the eUSCI immediately and any active transfer is terminated.

#### 25.3.5.1 Transmit Enable

In master mode, writing to UCxTXBUF activates the bit clock generator, and the data begins to transmit.

In slave mode, transmission begins when a master provides a clock and, in 4-pin mode, when the UCxSTE is in the slave-active state.

#### 25.3.5.2 Receive Enable

The SPI receives data when a transmission is active. Receive and transmit operations operate concurrently.

### 25.3.6 Serial Clock Control

UCxCLK is provided by the master on the SPI bus. When UCMST = 1, the bit clock is provided by the eUSCI bit clock generator on the UCxCLK pin. The clock used to generate the bit clock is selected with the UCSSELx bits. When UCMST = 0, the eUSCI clock is provided on the UCxCLK pin by the master, the bit clock generator is not used, but the UCSSELx bits must be set to 0. The SPI receiver and transmitter operate in parallel and use the same clock source for data transfer.

The 16-bit value of UCBRx in the bit rate control registers UCxxBRW is the division factor of the eUSCI clock source, BRCLK. With UCBRx = 0 the maximum bit clock that can be generated in master mode is BRCLK. Modulation is not used in SPI mode, and UCAxMCTL should be cleared when using SPI mode for eUSCI\_A.

The UCAxCLK or UCBxCLK frequency is given by:

$$f_{\text{BitClock}} = f_{\text{BRCLK}} / \text{UCBRx}$$

If  $\text{UCBRx} = 0$ ,  $f_{\text{BitClock}} = f_{\text{BRCLK}}$

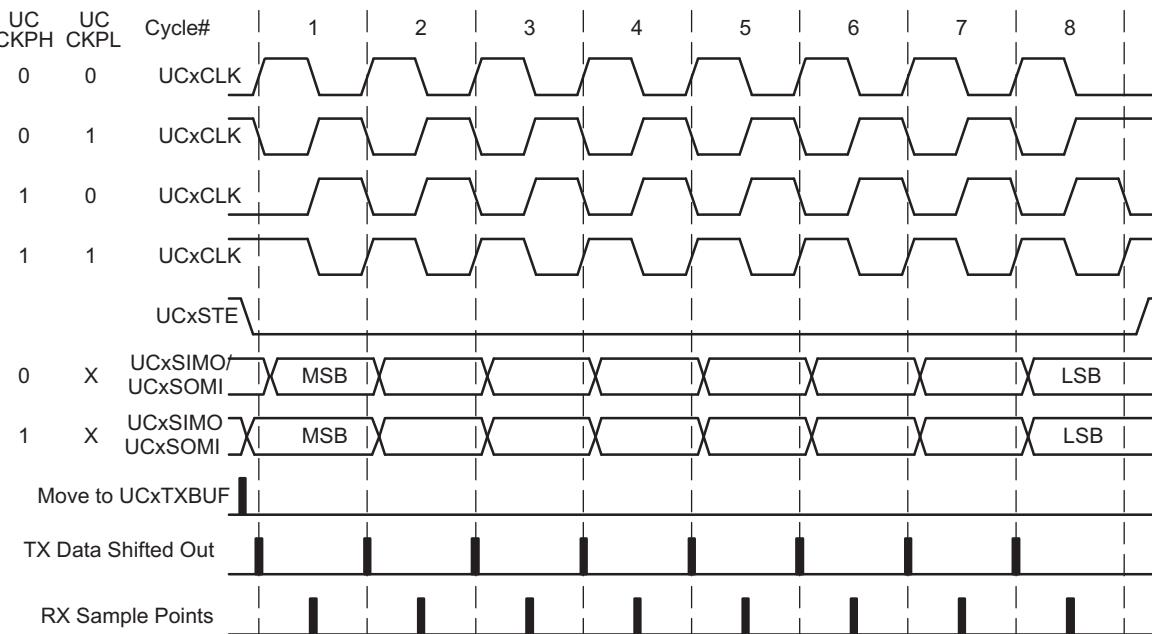
Even UCBRx settings result in even divisions and, thus, generate a bit clock with a 50/50 duty cycle.

Odd UCBRx settings result in odd divisions. In this case, the high phase of the bit clock is one BRCLK cycle longer than the low phase.

When UCBRx = 0, no division is applied to BRCLK, and the bit clock equals BRCLK.

#### 25.3.6.1 Serial Clock Polarity and Phase

The polarity and phase of UCxCLK are independently configured through the UCCKPL and UCCKPH control bits of the eUSCI. Timing for each case is shown in [Figure 25-4](#).



**Figure 25-4. eUSCI SPI Timing With UCMSB = 1**

### 25.3.7 Using the SPI Mode With Low-Power Modes

The eUSCI module provides automatic clock activation for use with low-power modes. When the eUSCI clock source is inactive because the device is in a low-power mode, the eUSCI module automatically activates it when needed, regardless of the control-bit settings for the clock source. The clock remains active until the eUSCI module returns to its idle condition. After the eUSCI module returns to the idle condition, control of the clock source reverts to the settings of its control bits.

In SPI slave mode, no internal clock source is required because the clock is provided by the external master. It is possible to operate the eUSCI in SPI slave mode while the device is in LPM4 and all clock sources are disabled. The receive or transmit interrupt can wake up the CPU from any low-power mode.

### 25.3.8 eUSCI Interrupts in SPI Mode

The eUSCI has only one interrupt vector that is shared for transmission and for reception. eUSCI\_Ax and eUSCI\_Bx do not share the same interrupt vector.

#### 25.3.8.1 SPI Transmit Interrupt Operation

The UCTXIFG interrupt flag is set by the transmitter to indicate that UCxTXBUF is ready to accept another character. An interrupt request is generated if UCTXIE and GIE are also set. UCTXIFG is automatically reset if a character is written to UCxTXBUF. UCTXIFG is set after a PUC or when UCSWRST = 1. UCTXIE is reset after a PUC or when UCSWRST = 1.

**NOTE: Writing to UCxTXBUF in SPI mode**

Data written to UCxTXBUF when UCTXIFG = 0 may result in erroneous data transmission.

#### 25.3.8.2 SPI Receive Interrupt Operation

The UCRXIFG interrupt flag is set each time a character is received and loaded into UCxRXBUF. An interrupt request is generated if UCRXIE and GIE are also set. UCRXIFG and UCRXIE are reset by a system reset PUC signal or when UCSWRST = 1. UCRXIFG is automatically reset when UCxRXBUF is read.

### 25.3.8.3 UCxIV, Interrupt Vector Generator

The eUSCI interrupt flags are prioritized and combined to source a single interrupt vector. The interrupt vector register UCxIV is used to determine which flag requested an interrupt. The highest-priority enabled interrupt generates a number in the UCxIV register that can be evaluated or added to the program counter (PC) to automatically enter the appropriate software routine. Disabled interrupts do not affect the UCxIV value.

Any access, read or write, of the UCxIV register automatically resets the highest-pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt.

### **25.3.8.3.1 UCxIV Software Example**

The following software example shows the recommended use of UCxIV. The UCxIV value is added to the PC to automatically jump to the appropriate routine. The following example is given for eUSCI\_B0.

```
USCI_SPI_ISR
    ADD     &UCB0IV, PC ; Add offset to jump table
    RETI
    JMP     RXIFG_ISR ; Vector 0: No interrupt
    TXIFG_ISR
    ...
    RETI
    RXIFG_ISR
    ...
    RETI
```

## 25.4 eUSCI\_A SPI Registers

The eUSCI\_A registers applicable in SPI mode and their address offsets are listed in [Table 25-2](#). The base addresses can be found in the device-specific data sheet.

**Table 25-2. eUSCI\_A SPI Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	UCAxCTLW0	eUSCI_Ax Control Word 0	Read/write	Word	0001h	<a href="#">Section 25.4.1</a>
00h	UCAxCTL1	eUSCI_Ax Control 1	Read/write	Byte	01h	
01h	UCAxCTL0	eUSCI_Ax Control 0	Read/write	Byte	00h	
06h	UCAxBRW	eUSCI_Ax Bit Rate Control Word	Read/write	Word	0000h	<a href="#">Section 25.4.2</a>
06h	UCAxBR0	eUSCI_Ax Bit Rate Control 0	Read/write	Byte	00h	
07h	UCAxBR1	eUSCI_Ax Bit Rate Control 1	Read/write	Byte	00h	
0Ah	UCAxSTATW	eUSCI_Ax Status	Read/write	Word	00h	<a href="#">Section 25.4.3</a>
0Ch	UCAxRXBUF	eUSCI_Ax Receive Buffer	Read/write	Word	00h	<a href="#">Section 25.4.4</a>
0Eh	UCAxTXBUF	eUSCI_Ax Transmit Buffer	Read/write	Word	00h	<a href="#">Section 25.4.5</a>
1Ah	UCAxIE	eUSCI_Ax Interrupt Enable	Read/write	Word	00h	<a href="#">Section 25.4.6</a>
1Ch	UCAxIFG	eUSCI_Ax Interrupt Flag	Read/write	Word	02h	<a href="#">Section 25.4.7</a>
1Eh	UCAxIV	eUSCI_Ax Interrupt Vector	Read	Word	0000h	<a href="#">Section 25.4.8</a>

### 25.4.1 UCAXCTLW0 Register

eUSCI\_Ax Control Register 0

**Figure 25-5. UCAXCTLW0 Register**

15	14	13	12	11	10	9	8
UCCKPH	UCCKPL	UCMSB	UC7BIT	UCMST	UCMODEx	UCSYNC	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
UCSSELx		Reserved			UCSTEM	UCSWRST	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-1

Can be modified only when UCSWRST = 1.

**Table 25-3. UCAXCTLW0 Register Description**

Bit	Field	Type	Reset	Description
15	UCCKPH	RW	0h	Clock phase select 0b = Data is changed on the first UCLK edge and captured on the following edge. 1b = Data is captured on the first UCLK edge and changed on the following edge.
14	UCCKPL	RW	0h	Clock polarity select 0b = The inactive state is low. 1b = The inactive state is high.
13	UCMSB	RW	0h	MSB first select. Controls the direction of the receive and transmit shift register. 0b = LSB first 1b = MSB first
12	UC7BIT	RW	0h	Character length. Selects 7-bit or 8-bit character length. 0b = 8-bit data 1b = 7-bit data
11	UCMST	RW	0h	Master mode select 0b = Slave mode 1b = Master mode
10-9	UCMODEx	RW	0h	eUSCI mode. The UCMODEx bits select the synchronous mode when UCSYNC = 1. 00b = 3-pin SPI 01b = 4-pin SPI with UCxSTE active high: Slave enabled when UCxSTE = 1 10b = 4-pin SPI with UCxSTE active low: Slave enabled when UCxSTE = 0 11b = Reserved
8	UCSYNC	RW	0h	Synchronous mode enable 0b = Asynchronous mode 1b = Synchronous mode
7-6	UCSSELx	RW	0h	eUSCI clock source select. These bits select the BRCLK source clock. 00b = UCxCLK in slave mode. Do not use in master mode. 01b = ACLK in master mode. Do not use in slave mode. 10b = SMCLK in master mode. Do not use in slave mode. 11b = SMCLK in master mode. Do not use in slave mode.
5-2	Reserved	R	0h	Reserved
1	UCSTEM	RW	0h	STE mode select in master mode. This byte is ignored in slave or 3-wire mode. 0b = STE pin is used to prevent conflicts with other masters 1b = STE pin is used to generate the enable signal for a 4-wire slave
0	UCSWRST	RW	1h	Software reset enable 0b = Disabled. eUSCI reset released for operation. 1b = Enabled. eUSCI logic held in reset state.

### **25.4.2 UCAXBRW Register**

eUSCI\_Ax Bit Rate Control Register 1

**Figure 25-6. UCAXBRW Register**

15	14	13	12	11	10	9	8
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw

Can be modified only when UCSWRST = 1.

**Table 25-4. UCAXBRW Register Description**

Bit	Field	Type	Reset	Description
15-0	UCBRx	RW	0h	Bit clock prescaler setting. $f_{BitClock} = f_{BRCLK} / UCBRx$ If UCBRx = 0, $f_{BitClock} = f_{BRCLK}$

### 25.4.3 UCAXSTATW Register

eUSCI\_Ax Status Register

**Figure 25-7. UCAXSTATW Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCLISTEN	UCFE	UCOE		Reserved			UCBUSY
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	r-0

Can be modified only when UCSWRST = 1.

**Table 25-5. UCAXSTATW Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7	UCLISTEN	RW	0h	Listen enable. The UCLISTEN bit selects loopback mode. 0b = Disabled 1b = Enabled. The transmitter output is internally fed back to the receiver.
6	UCFE	RW	0h	Framing error flag. This bit indicates a bus conflict in 4-wire master mode. UCFE is not used in 3-wire master or any slave mode. 0b = No error 1b = Bus conflict occurred
5	UCOE	RW	0h	Overrun error flag. This bit is set when a character is transferred into UCxRXBUF before the previous character was read. UCOE is cleared automatically when UCxRXBUF is read, and must not be cleared by software. Otherwise, it does not function correctly. 0b = No error 1b = Overrun error occurred
4-1	Reserved	RW	0h	Reserved
0	UCBUSY	R	0h	eUSCI busy. This bit indicates if a transmit or receive operation is in progress. 0b = eUSCI inactive 1b = eUSCI transmitting or receiving

#### **25.4.4 UCAXRXBUF Register**

eUSCI\_Ax Receive Buffer Register

**Figure 25-8. UCAXRXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCRXBUFx							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 25-6. UCAXRXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCRXBUFx	R	0h	The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCxRXBUF resets the receive-error bits and UCRXIFG. In 7-bit data mode, UCxRXBUF is LSB justified and the MSB is always reset.

### 25.4.5 UCAXTXBUF Register

eUSCI\_Ax Transmit Buffer Register

**Figure 25-9. UCAXTXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCTXBUFx							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 25-7. UCAXTXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCTXBUFx	RW	0h	The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted. Writing to the transmit data buffer clears UCTXIFG. The MSB of UCxTXBUF is not used for 7-bit data and is reset.

### **25.4.6 UCAXIE Register**

eUSCI\_Ax Interrupt Enable Register

**Figure 25-10. UCAXIE Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved							
r-0	r-0	r-0	r-0	r-0	r-0	rw-0	rw-0

**Table 25-8. UCAXIE Register Description**

Bit	Field	Type	Reset	Description
15-2	Reserved	R	0h	Reserved
1	UCTXIE	RW	0h	Transmit interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
0	UCRXIE	RW	0h	Receive interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled

### 25.4.7 UCAXIFG Register

eUSCI\_Ax Interrupt Flag Register

**Figure 25-11. UCAXIFG Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved						UCTXIFG	UCRXIFG
r-0	r-0	r-0	r-0	r-0	r-0	rw-1	rw-0

**Table 25-9. UCAXIFG Register Description**

Bit	Field	Type	Reset	Description
15-2	Reserved	R	0h	Reserved
1	UCTXIFG	RW	1h	Transmit interrupt flag. UCTXIFG is set when UCxxTXBUF empty. 0b = No interrupt pending 1b = Interrupt pending
0	UCRXIFG	RW	0h	Receive interrupt flag. UCRXIFG is set when UCxxRXBUF has received a complete character. 0b = No interrupt pending 1b = Interrupt pending

### **25.4.8 UCAXIV Register**

eUSCI\_Ax Interrupt Vector Register

**Figure 25-12. UCAXIV Register**

15	14	13	12	11	10	9	8
UCIVx							
r0	r0	r0	r0	r0	r0	r0	r0
UCIVx							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 25-10. UCAXIV Register Description**

Bit	Field	Type	Reset	Description
15-0	UCIVx	R	0h	eUSCI interrupt vector value 000h = No interrupt pending 002h = Interrupt Source: Data received; Interrupt Flag: UCRXIFG; Interrupt Priority: Highest 004h = Interrupt Source: Transmit buffer empty; Interrupt Flag: UCTXIFG; Interrupt Priority: Lowest

## 25.5 eUSCI\_B SPI Registers

The eUSCI\_B registers applicable in SPI mode and their address offsets are listed in [Table 25-11](#). The base addresses can be found in the device-specific data sheet.

**Table 25-11. eUSCI\_B SPI Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	UCBxCTLW0	eUSCI_Bx Control Word 0	Read/write	Word	01C1h	<a href="#">Section 25.5.1</a>
00h	UCBxCTL1	eUSCI_Bx Control 1	Read/write	Byte	C1h	
01h	UCBxCTL0	eUSCI_Bx Control 0	Read/write	Byte	01h	
06h	UCBxBRW	eUSCI_Bx Bit Rate Control Word	Read/write	Word	0000h	<a href="#">Section 25.5.2</a>
06h	UCBxBR0	eUSCI_Bx Bit Rate Control 0	Read/write	Byte	00h	
07h	UCBxBR1	eUSCI_Bx Bit Rate Control 1	Read/write	Byte	00h	
08h	UCBxSTATW	eUSCI_Bx Status	Read/write	Word	00h	<a href="#">Section 25.5.3</a>
0Ch	UCBxRXBUF	eUSCI_Bx Receive Buffer	Read/write	Word	00h	<a href="#">Section 25.5.4</a>
0Eh	UCBxTXBUF	eUSCI_Bx Transmit Buffer	Read/write	Word	00h	<a href="#">Section 25.5.5</a>
2Ah	UCBxIE	eUSCI_Bx Interrupt Enable	Read/write	Word	00h	<a href="#">Section 25.5.6</a>
2Ch	UCBxIFG	eUSCI_Bx Interrupt Flag	Read/write	Word	02h	<a href="#">Section 25.5.7</a>
2Eh	UCBxIV	eUSCI_Bx Interrupt Vector	Read	Word	0000h	<a href="#">Section 25.5.8</a>

### 25.5.1 UCBxCTLW0 Register

eUSCI\_Bx Control Register 0

**Figure 25-13. UCBxCTLW0 Register**

15	14	13	12	11	10	9	8
UCCKPH	UCCKPL	UCMSB	UC7BIT	UCMST	UCMODEx	UCSYNC	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-1
7	6	5	4	3	2	1	0
UCSSELx		Reserved			UCSTEM	UCSWRST	
rw-1	rw-1	r0	rw-0	rw-0	rw-0	rw-0	rw-1

Can be modified only when UCSWRST = 1.

**Table 25-12. UCBxCTLW0 Register Description**

Bit	Field	Type	Reset	Description
15	UCCKPH	RW	0h	Clock phase select 0b = Data is changed on the first UCLK edge and captured on the following edge. 1b = Data is captured on the first UCLK edge and changed on the following edge.
14	UCCKPL	RW	0h	Clock polarity select 0b = The inactive state is low. 1b = The inactive state is high.
13	UCMSB	RW	0h	MSB first select. Controls the direction of the receive and transmit shift register. 0b = LSB first 1b = MSB first
12	UC7BIT	RW	0h	Character length. Selects 7-bit or 8-bit character length. 0b = 8-bit data 1b = 7-bit data
11	UCMST	RW	0h	Master mode select 0b = Slave mode 1b = Master mode
10-9	UCMODEx	RW	0h	eUSCI mode. The UCMODEx bits select the synchronous mode when UCSYNC = 1. 00b = 3-pin SPI 01b = 4-pin SPI with UCxSTE active high: Slave enabled when UCxSTE = 1 10b = 4-pin SPI with UCxSTE active low: Slave enabled when UCxSTE = 0 11b = I2C mode
8	UCSYNC	RW	1h	Synchronous mode enable 0b = Asynchronous mode 1b = Synchronous mode
7-6	UCSSELx	RW	3h	eUSCI clock source select. These bits select the BRCLK source clock. 00b = UCxCLK in slave mode. Don't use in master mode. 01b = ACLK in master mode. Don't use in slave mode. 10b = SMCLK in master mode. Don't use in slave mode. 11b = SMCLK in master mode. Don't use in slave mode.
5-2	Reserved	R	0h	Reserved
1	UCSTEM	RW	0h	STE mode select in master mode. This byte is ignored in slave or 3-wire mode. 0b = STE pin is used to prevent conflicts with other masters 1b = STE pin is used to generate the enable signal for a 4-wire slave
0	UCSWRST	RW	1h	Software reset enable 0b = Disabled. eUSCI reset released for operation. 1b = Enabled. eUSCI logic held in reset state.

### 25.5.2 UCBxBRW Register

eUSCI\_Bx Bit Rate Control Register 1

**Figure 25-14. UCBxBRW Register**

15	14	13	12	11	10	9	8
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw

Can be modified only when UCSWRST = 1.

**Table 25-13. UCBxBRW Register Description**

Bit	Field	Type	Reset	Description
15-0	UCBRx	RW	0h	Bit clock prescaler setting. $f_{BitClock} = f_{BRCLK} / UCBRx$ If UCBRx = 0, $f_{BitClock} = f_{BRCLK}$

### 25.5.3 UCBxSTATW Register

eUSCI\_Bx Status Register

**Figure 25-15. UCBxSTATW Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCLISTEN	UCFE	UCOE		Reserved			UCBUSY
rw-0	rw-0	rw-0	r0	r0	r0	r0	r-0

Can be modified only when UCSWRST = 1.

**Table 25-14. UCBxSTATW Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7	UCLISTEN	RW	0h	Listen enable. The UCLISTEN bit selects loopback mode. 0b = Disabled 1b = Enabled. The transmitter output is internally fed back to the receiver.
6	UCFE	RW	0h	Framing error flag. This bit indicates a bus conflict in 4-wire master mode. UCFE is not used in 3-wire master or any slave mode. 0b = No error 1b = Bus conflict occurred
5	UCOE	RW	0h	Overrun error flag. This bit is set when a character is transferred into UCxRXBUF before the previous character was read. UCOE is cleared automatically when UCxRXBUF is read, and must not be cleared by software. Otherwise, it does not function correctly. 0b = No error 1b = Overrun error occurred
4-1	Reserved	R	0h	Reserved
0	UCBUSY	R	0h	eUSCI busy. This bit indicates if a transmit or receive operation is in progress. 0b = eUSCI inactive 1b = eUSCI transmitting or receiving

### **25.5.4 UCBxRXBUF Register**

eUSCI\_Bx Receive Buffer Register

**Figure 25-16. UCBxRXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
UCRXBUFx							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 25-15. UCBxRXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCRXBUFx	R	0h	The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCxRXBUF resets the receive-error bits and UCRXIFG. In 7-bit data mode, UCxRXBUF is LSB justified and the MSB is always reset.

### **25.5.5 UCBxTXBUF Register**

eUSCI\_Bx Transmit Buffer Register

**Figure 25-17. UCBxTXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
UCTXBUFx							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 25-16. UCBxTXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCTXBUFx	RW	0h	The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted. Writing to the transmit data buffer clears UCTXIFG. The MSB of UCxTXBUF is not used for 7-bit data and is reset.

### 25.5.6 UCBxIE Register

eUSCI\_Bx Interrupt Enable Register

**Figure 25-18. UCBxIE Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved						UCTXIE	UCRXIE
r-0	r-0	r-0	r-0	r-0	r-0	rw-0	rw-0

**Table 25-17. UCBxIE Register Description**

Bit	Field	Type	Reset	Description
15-2	Reserved	R	0h	Reserved
1	UCTXIE	RW	0h	Transmit interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
0	UCRXIE	RW	0h	Receive interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled

### 25.5.7 UCBxIFG Register

eUSCI\_Bx Interrupt Flag Register

**Figure 25-19. UCBxIFG Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved						UCTXIFG	UCRXIFG
r-0	r-0	r-0	r-0	r-0	r-0	rw-1	rw-0

**Table 25-18. UCBxIFG Register Description**

Bit	Field	Type	Reset	Description
15-2	Reserved	R	0h	Reserved
1	UCTXIFG	RW	1h	Transmit interrupt flag. UCTXIFG is set when UCxxTXBUF empty. 0b = No interrupt pending 1b = Interrupt pending
0	UCRXIFG	RW	0h	Receive interrupt flag. UCRXIFG is set when UCxxRXBUF has received a complete character. 0b = No interrupt pending 1b = Interrupt pending

### **25.5.8 UCBxIV Register**

eUSCI\_Bx Interrupt Vector Register

**Figure 25-20. UCBxIV Register**

15	14	13	12	11	10	9	8
UCIVx							
r0	r0	r0	r0	r0	r0	r0	r0
UCIVx							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 25-19. UCBxIV Register Description**

Bit	Field	Type	Reset	Description
15-0	UCIVx	R	0h	eUSCI interrupt vector value 0000h = No interrupt pending 0002h = Interrupt Source: Data received; Interrupt Flag: UCRXIFG; Interrupt Priority: Highest 0004h = Interrupt Source: Transmit buffer empty; Interrupt Flag: UCTXIFG; Interrupt Priority: Lowest

## ***Enhanced Universal Serial Communication Interface (eUSCI) – I<sup>2</sup>C Mode***

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The enhanced universal serial communication interface B (eUSCI\_B) supports multiple serial communication modes with one hardware module. This chapter discusses the operation of the I<sup>2</sup>C mode.

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## 26.1 Enhanced Universal Serial Communication Interface B (eUSCI\_B) Overview

The eUSCI\_B module supports two serial communication modes:

- I<sup>2</sup>C mode
- SPI mode

If more than one eUSCI\_B module is implemented on one device, those modules are named with incrementing numbers. For example, if one device has two eUSCI\_B modules, they are named eUSCI0\_B and eUSCI1\_B.

## 26.2 eUSCI\_B Introduction – I<sup>2</sup>C Mode

In I<sup>2</sup>C mode, the eUSCI\_B module provides an interface between the device and I<sup>2</sup>C-compatible devices connected by the two-wire I<sup>2</sup>C serial bus. External components attached to the I<sup>2</sup>C bus serially transmit or receive serial data to or from the eUSCI\_B module through the 2-wire I<sup>2</sup>C interface.

The eUSCI\_B I<sup>2</sup>C mode features include:

- 7-bit and 10-bit device addressing modes
- General call
- START, RESTART, STOP
- Multi-master transmitter or receiver mode
- Slave receiver or transmitter mode
- Standard mode up to 100 kbps and fast mode up to 400 kbps support
- Programmable UCxCLK frequency in master mode
- Designed for low power
- 8-bit byte counter with interrupt capability and automatic STOP assertion
- Up to four hardware slave addresses, each having its own interrupt and DMA trigger
- Mask register for slave address and address received interrupt
- Clock low time-out interrupt to avoid bus stalls
- Slave operation in LPM4
- Slave receiver START detection for auto wake-up from LPMx modes (not LPM3.5 and LPM4.5)

Figure 26-1 shows the eUSCI\_B when configured in I<sup>2</sup>C mode.

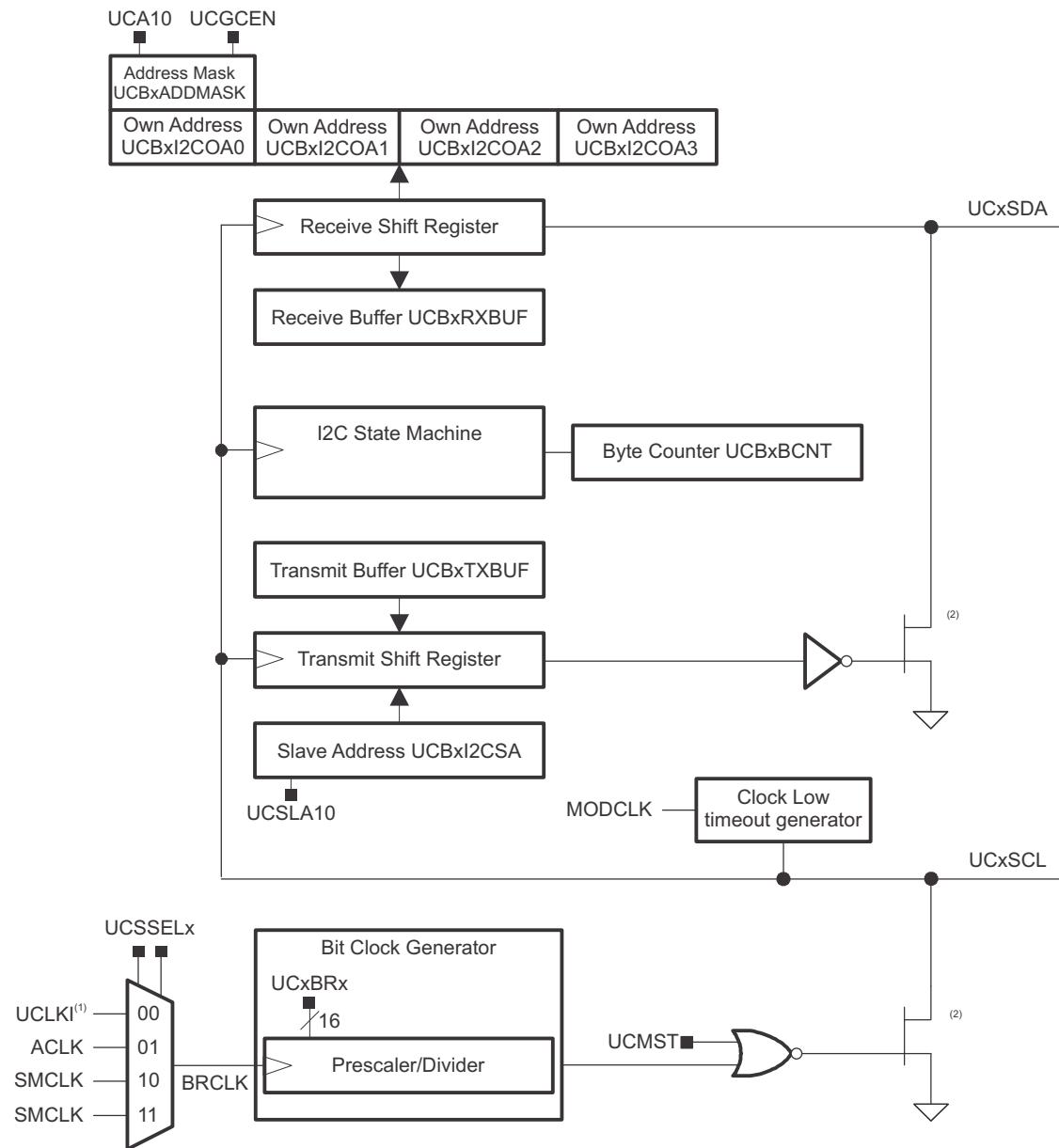
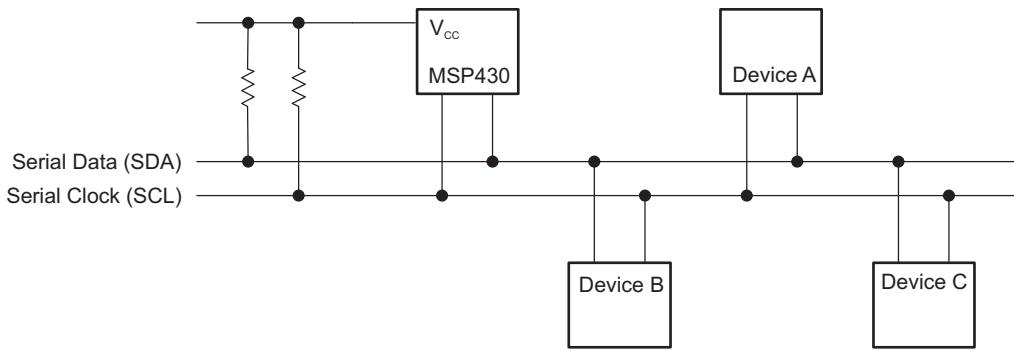


Figure 26-1. eUSCI\_B Block Diagram – I<sup>2</sup>C Mode

### 26.3 eUSCI\_B Operation – I<sup>2</sup>C Mode

The I<sup>2</sup>C mode supports any slave or master I<sup>2</sup>C-compatible device. Figure 26-2 shows an example of an I<sup>2</sup>C bus. Each I<sup>2</sup>C device is recognized by a unique address and can operate as either a transmitter or a receiver. A device connected to the I<sup>2</sup>C bus can be considered as the master or the slave when performing data transfers. A master initiates a data transfer and generates the clock signal SCL. Any device addressed by a master is considered a slave.

I<sup>2</sup>C data is communicated using the serial data (SDA) pin and the serial clock (SCL) pin. Both SDA and SCL are bidirectional and must be connected to a positive supply voltage using a pullup resistor.



**Figure 26-2. I<sup>2</sup>C Bus Connection Diagram**

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**NOTE: SDA and SCL levels**

The SDA and SCL pins must not be pulled up above the device V<sub>cc</sub> level.

---

### 26.3.1 eUSCI\_B Initialization and Reset

The eUSCI\_B is reset by a PUC or by setting the UCSWRST bit. After a PUC, the UCSWRST bit is automatically set, keeping the eUSCI\_B in a reset condition. To select I<sup>2</sup>C operation, the UCMODEEx bits must be set to 11b. After module initialization, it is ready for transmit or receive operation. Clear UCSWRST to release the eUSCI\_B for operation.

To avoid unpredictable behavior, configure or reconfigure the eUSCI\_B module only when UCSWRST is set. Setting UCSWRST in I<sup>2</sup>C mode has the following effects:

- I<sup>2</sup>C communication stops.
- SDA and SCL are high impedance.
- UCBxSTAT, bits 15-8 and 6-4 are cleared.
- Registers UCBxIE and UCBxIFG are cleared.
- All other bits and registers remain unchanged.

---

**NOTE: Initializing or reconfiguring the eUSCI\_B module**

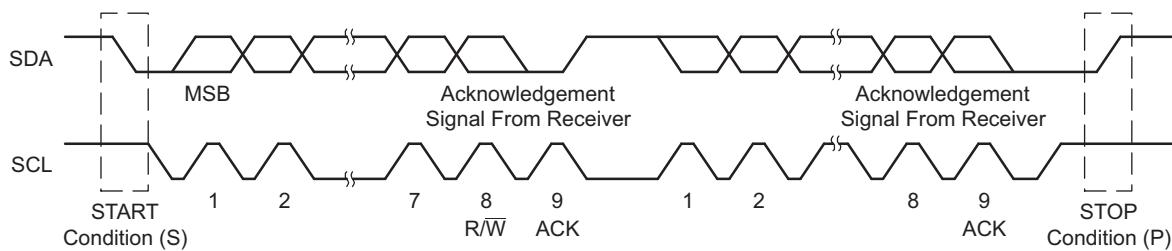
The recommended eUSCI\_B initialization/reconfiguration process is:

1. Set UCSWRST (`BIS.B #UCSWRST, &UCxCTL1`).
  2. Initialize all eUSCI\_B registers with UCSWRST = 1 (including UCxCTL1).
  3. Configure ports.
  4. Clear UCSWRST through software (`BIC.B #UCSWRST, &UCxCTL1`).
  5. Enable interrupts (optional).
- 

### 26.3.2 I<sup>2</sup>C Serial Data

One clock pulse is generated by the master device for each data bit transferred. The I<sup>2</sup>C mode operates with byte data. Data is transferred MSB first as shown in [Figure 26-3](#).

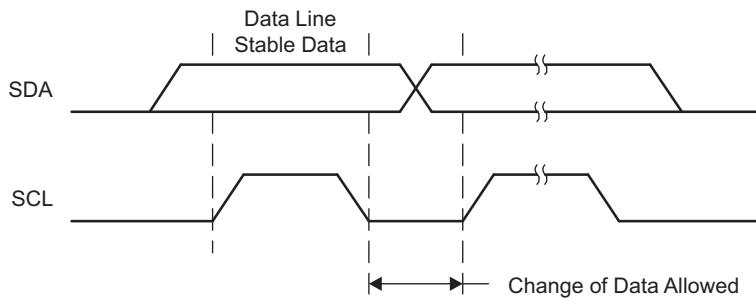
The first byte after a START condition consists of a 7-bit slave address and the R/W bit. When R/W = 0, the master transmits data to a slave. When R/W = 1, the master receives data from a slave. The ACK bit is sent from the receiver after each byte on the ninth SCL clock.



**Figure 26-3. I<sup>2</sup>C Module Data Transfer**

START and STOP conditions are generated by the master and are shown in [Figure 26-3](#). A START condition is a high-to-low transition on the SDA line while SCL is high. A STOP condition is a low-to-high transition on the SDA line while SCL is high. The bus busy bit, UCBBUSY, is set after a START and cleared after a STOP.

Data on SDA must be stable during the high period of SCL (see [Figure 26-4](#)). The high and low state of SDA can change only when SCL is low, otherwise START or STOP conditions are generated.



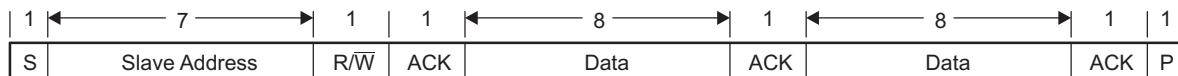
**Figure 26-4. Bit Transfer on I<sup>2</sup>C Bus**

### 26.3.3 I<sup>2</sup>C Addressing Modes

The I<sup>2</sup>C mode supports 7-bit and 10-bit addressing modes.

#### 26.3.3.1 7-Bit Addressing

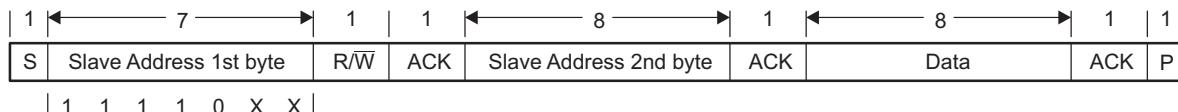
In the 7-bit addressing format (see [Figure 26-5](#)), the first byte is the 7-bit slave address and the R/W bit. The ACK bit is sent from the receiver after each byte.



**Figure 26-5. I<sup>2</sup>C Module 7-Bit Addressing Format**

#### 26.3.3.2 10-Bit Addressing

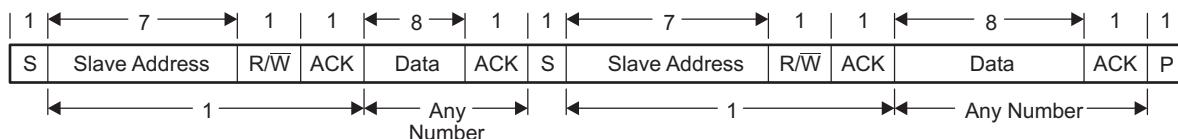
In the 10-bit addressing format (see [Figure 26-6](#)), the first byte is made up of 11110b plus the two MSBs of the 10-bit slave address and the R/W bit. The ACK bit is sent from the receiver after each byte. The next byte is the remaining eight bits of the 10-bit slave address, followed by the ACK bit and the 8-bit data. See [I2C Slave 10-bit Addressing Mode](#) and [I2C Master 10-bit Addressing Mode](#) for details how to use the 10-bit addressing mode with the eUSCI\_B module.



**Figure 26-6. I<sup>2</sup>C Module 10-Bit Addressing Format**

#### 26.3.3.3 Repeated Start Conditions

The direction of data flow on SDA can be changed by the master, without first stopping a transfer, by issuing a repeated START condition. This is called a RESTART. After a RESTART is issued, the slave address is again sent out with the new data direction specified by the R/W bit. The RESTART condition is shown in Figure 26-7.



**Figure 26-7. I<sup>2</sup>C Module Addressing Format With Repeated START Condition**

#### 26.3.4 I<sup>2</sup>C Quick Setup

This section gives a quick introduction into the operation of the eUSCI\_B in I<sup>2</sup>C mode. The basic steps to start communication are described and shown as a software example. More detailed information about the possible configurations and details can be found in [Section 26.3.5](#).

The latest code examples can be found on the MSP430 web under "Code Examples".

To set up the eUSCI\_B as a master transmitter that transmits to a slave with the address 0x12h, only a few steps are needed (see [Example 26-1](#)).

#### Example 26-1. Master TX With 7-Bit Address

```

UCBxCTL1 |= UCSWRST;           // put eUSCI_B in reset state
UCBxCTLW0 |= UCMODE_3 + UCMST; // I2C master mode
UCBxBRW = 0x0008;              // baud rate = SMCLK / 8
UCBxCTLW1 = UCASTP_2;          // automatic STOP assertion
UCBxTBCNT = 0x07;              // TX 7 bytes of data
UCBxI2CSA = 0x0012;             // address slave is 12hex
P2SEL |= 0x03;                 // configure I2C pins (device specific)
UCBxCTL1 &= ^UCSWRST;          // eUSCI_B in operational state
UCBxIE |= UCTXIE;               // enable TX-interrupt
GIE;                           // general interrupt enable
...
// inside the eUSCI_B TX interrupt service routine
UCBxTXBUF = 0x77;              // fill TX buffer

```

As shown in the code example, all configurations must be done while UCSWRST is set. To select the I<sup>2</sup>C operation of the eUSCI\_B, UCMODE must be set accordingly. The baud rate of the transmission is set by writing the correct divider in the UCBxBRW register. The default clock selected is SMCLK. How many bytes are transmitted in one frame is controlled by the byte counter threshold register UCBxTBCNT together with the UCASPx bits.

The slave address to send to is specified in the UCBxI2CSA register. Finally, the ports must be configured. This step is device dependent; see the data sheet for the pins that must be used.

Each byte that is to be transmitted must be written to the UCBxTXBUF inside the interrupt service routine. The recommended structure of the interrupt service routine can be found in [Example 26-3](#).

[Example 26-2](#) shows the steps needed to set up the eUSCI\_B as a slave with the address 0x12h that is able to receive and transmit data to the master.

### Example 26-2. Slave RX With 7-Bit Address

```

UCBxCTL1 |= UCSWRST;           // eUSCI_B in reset state
UCBxCTLW0 |= UCMODE_3;         // I2C slave mode
UCBxI2COA0 = 0x0412;          // own address is 12hex
P2SEL |= 0x03;                // configure I2C pins (device specific)
UCBxCTL1 &= ^UCSWRST;         // eUSCI_B in operational state
UCBxIE |= UCTXIE + UCRXIE;   // enable TX&RX-interrupt
GIE;                          // general interrupt enable
...
// inside the eUSCI_B TX interrupt service routine
UCBxTXBUF = 0x77;             // send 077h
...
// inside the eUSCI_B RX interrupt service routine
data = UCBxRXBUF;             // data is the internal variable

```

As shown in [Example 26-2](#), all configurations must be done while UCSWRST is set. For the slave, I<sup>2</sup>C operation is selected by setting UCMODE. The slave address is specified in the UCBxI2COA0 register. To enable the interrupts for receive and transmit requests, the according bits in UCBxIE and, at the end, GIE need to be set. Finally the ports must be configured. This step is device dependent; see the data sheet for the pins that are used.

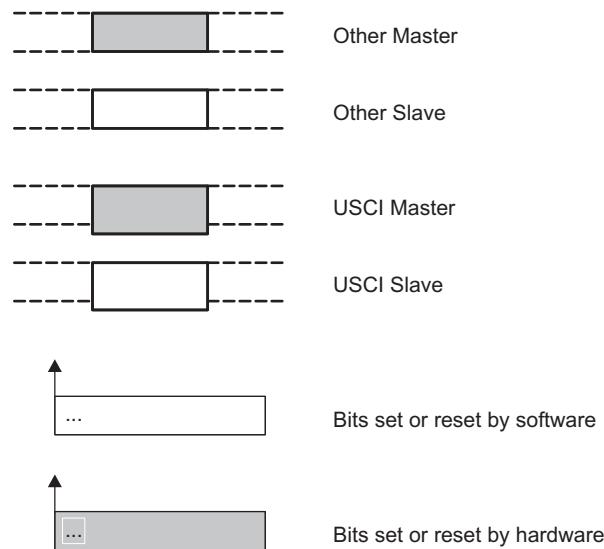
The RX interrupt service routine is called for every byte received by a master device. The TX interrupt service routine is executed each time the master requests a byte. The recommended structure of the interrupt service routine can be found in [Example 26-3](#).

#### 26.3.5 I<sup>2</sup>C Module Operating Modes

In I<sup>2</sup>C mode, the eUSCI\_B module can operate in master transmitter, master receiver, slave transmitter, or slave receiver mode. The modes are discussed in the following sections. Time lines are used to illustrate the modes.

[Figure 26-8](#) shows how to interpret the time-line figures. Data transmitted by the master is represented by grey rectangles; data transmitted by the slave is represented by white rectangles. Data transmitted by the eUSCI\_B module, either as master or slave, is shown by rectangles that are taller than the others.

Actions taken by the eUSCI\_B module are shown in grey rectangles with an arrow indicating where in the data stream the action occurs. Actions that must be handled with software are indicated with white rectangles with an arrow pointing to where in the data stream the action must take place.



**Figure 26-8. I<sup>2</sup>C Time-Line Legend**

#### 26.3.5.1 Slave Mode

The eUSCI\_B module is configured as an I<sup>2</sup>C slave by selecting the I<sup>2</sup>C mode with UCMODEEx = 11 and UCSYNC = 1 and clearing the UCMST bit.

Initially, the eUSCI\_B module must be configured in receiver mode by clearing the UCTR bit to receive the I<sup>2</sup>C address. Afterwards, transmit and receive operations are controlled automatically, depending on the R/W bit received together with the slave address.

The eUSCI\_B slave address is programmed with the UCBxI2COA0 register. Support for multiple slave addresses is explained in [Section 26.3.9](#). When UCA10 = 0, 7-bit addressing is selected. When UCA10 = 1, 10-bit addressing is selected. The UCGCEN bit selects if the slave responds to a general call.

When a START condition is detected on the bus, the eUSCI\_B module receives the transmitted address and compares it against its own address stored in UCBxI2COA0. The UCSTTIFG flag is set when address received matches the eUSCI\_B slave address.

##### 26.3.5.1.1 I<sup>2</sup>C Slave Transmitter Mode

Slave transmitter mode is entered when the slave address transmitted by the master is identical to its own address with a set R/W bit. The slave transmitter shifts the serial data out on SDA with the clock pulses that are generated by the master device. The slave device does not generate the clock, but it does hold SCL low while intervention of the CPU is required after a byte has been transmitted.

If the master requests data from the slave, the eUSCI\_B module is automatically configured as a transmitter and UCTR and UCTXIFG0 become set. The SCL line is held low until the first data to be sent is written into the transmit buffer UCBxTXBUF. Then the address is acknowledged and the data is transmitted. As soon as the data is transferred into the shift register, the UCTXIFG0 is set again. After the data is acknowledged by the master, the next data byte written into UCBxTXBUF is transmitted or, if the buffer is empty, the bus is stalled during the acknowledge cycle by holding SCL low until new data is written into UCBxTXBUF. If the master sends a NACK followed by a STOP condition, the UCSTPIFG flag is set. If the NACK is followed by a repeated START condition, the eUSCI\_B I<sup>2</sup>C state machine returns to its address-reception state.

[Figure 26-9](#) shows the slave transmitter operation.

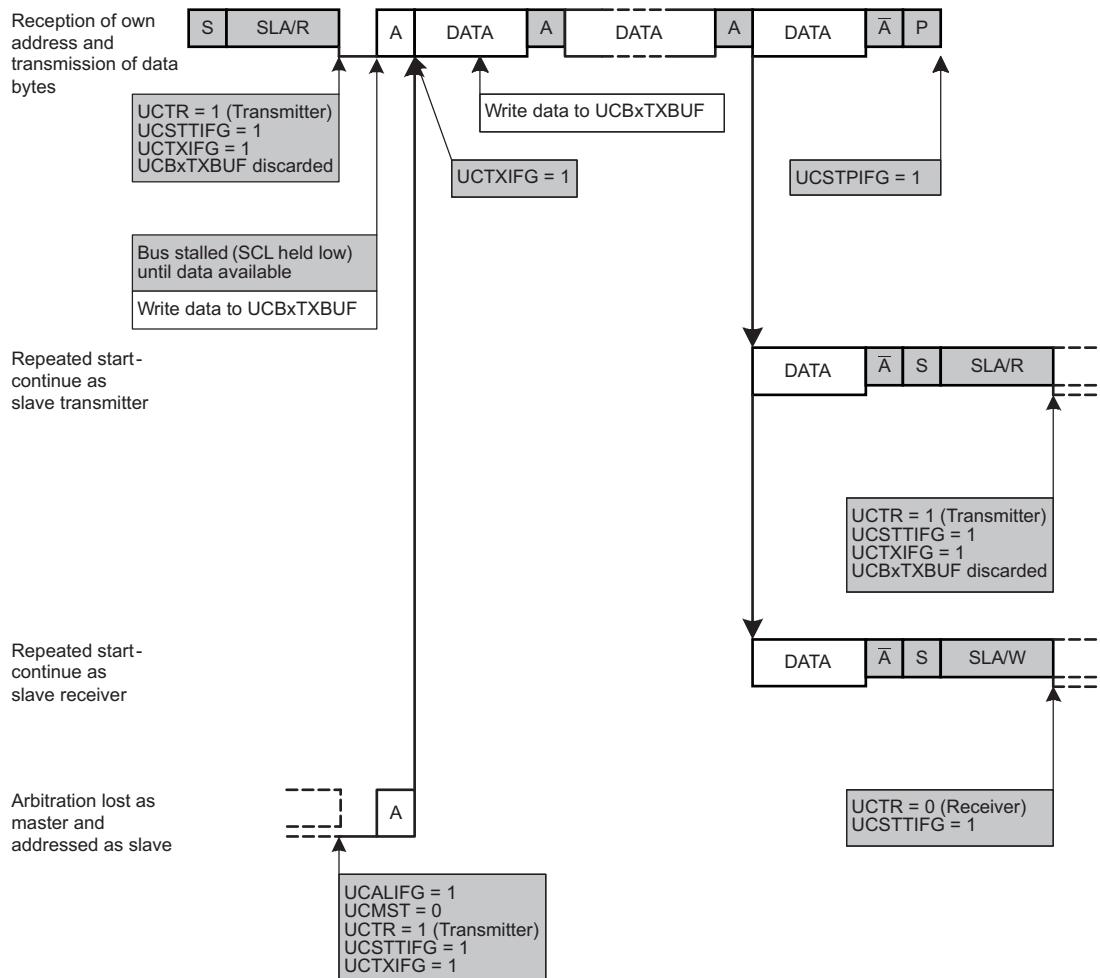


Figure 26-9. I<sup>2</sup>C Slave Transmitter Mode

#### 26.3.5.1.2 I<sup>2</sup>C Slave Receiver Mode

Slave receiver mode is entered when the slave address transmitted by the master is identical to its own address and a cleared R/W bit is received. In slave receiver mode, serial data bits received on SDA are shifted in with the clock pulses that are generated by the master device. The slave device does not generate the clock, but it can hold SCL low if intervention of the CPU is required after a byte has been received.

If the slave receives data from the master, the eUSCI\_B module is automatically configured as a receiver and UCTR is cleared. After the first data byte is received, the receive interrupt flag UCRXIFG0 is set. The eUSCI\_B module automatically acknowledges the received data and can receive the next data byte.

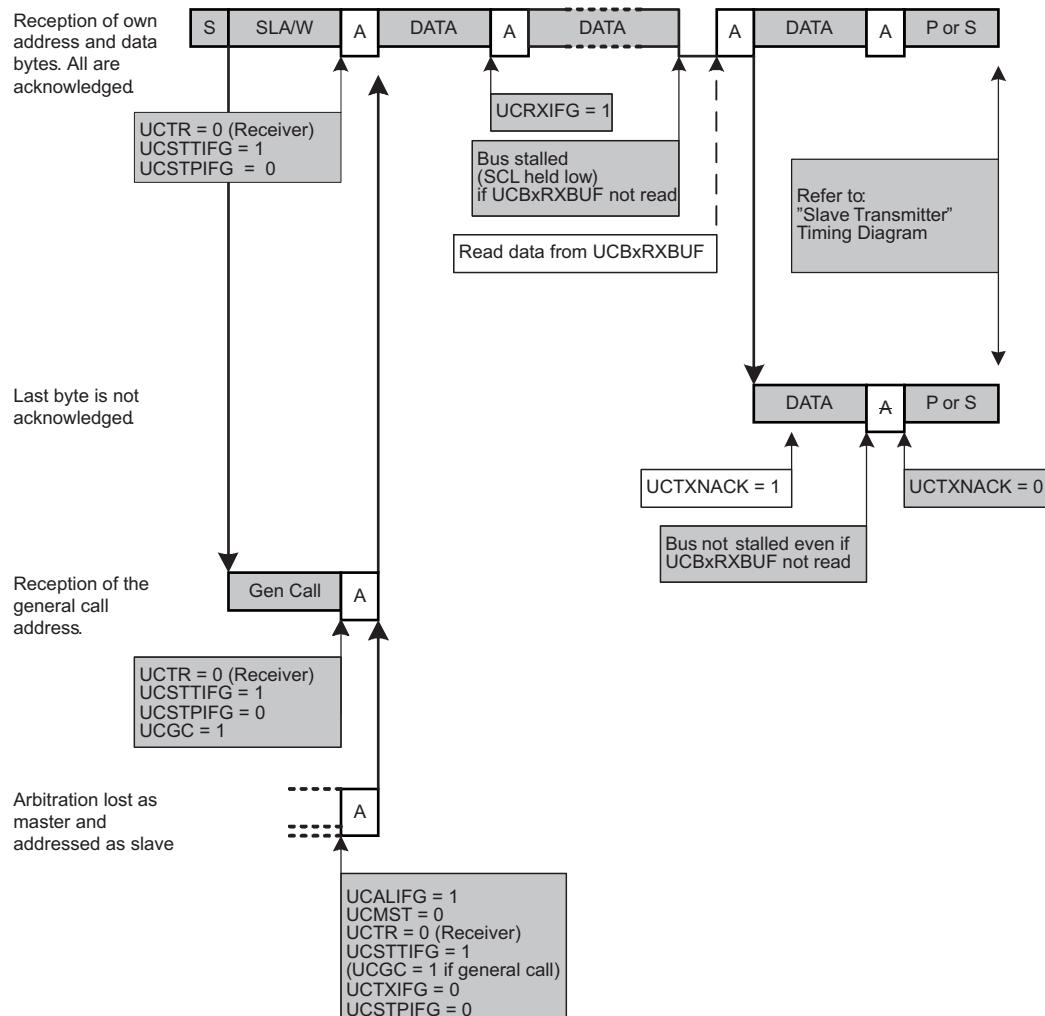
If the previous data was not read from the receive buffer UCBxRXBUF at the end of a reception, the bus is stalled by holding SCL low. As soon as UCBxRXBUF is read, the new data is transferred into UCBxRXBUF, an acknowledge is sent to the master, and the next data can be received.

Setting the UCTXNACK bit causes a NACK to be transmitted to the master during the next acknowledgment cycle. A NACK is sent even if UCBxRXBUF is not ready to receive the latest data. If the UCTXNACK bit is set while SCL is held low, the bus is released, a NACK is transmitted immediately, and UCBxRXBUF is loaded with the last received data. Because the previous data was not read, that data is lost. To avoid loss of data, the UCBxRXBUF must be read before UCTXNACK is set.

When the master generates a STOP condition, the UCSTPIFG flag is set.

If the master generates a repeated START condition, the eUSCI\_B I<sup>2</sup>C state machine returns to its address-reception state.

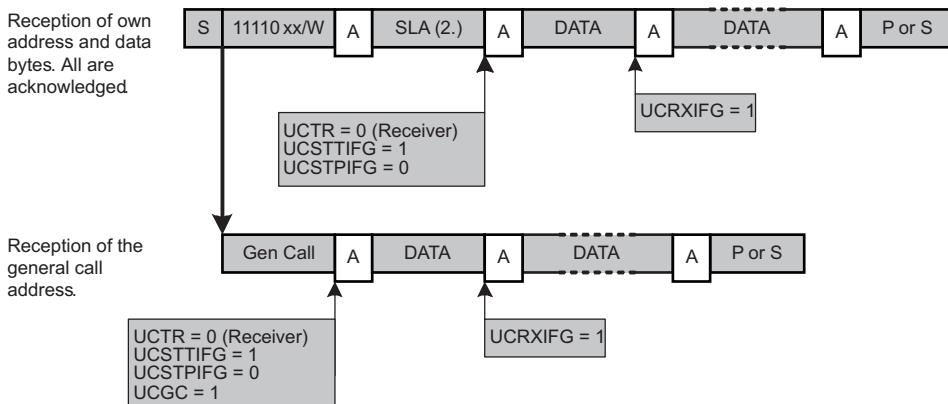
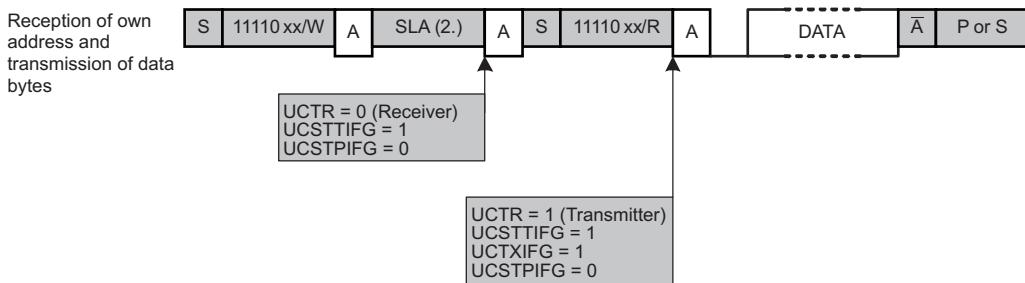
Figure 26-10 shows the I<sup>2</sup>C slave receiver operation.



**Figure 26-10. I<sup>2</sup>C Slave Receiver Mode**

#### 26.3.5.1.3 I<sup>2</sup>C Slave 10-Bit Addressing Mode

The 10-bit addressing mode is selected when UCA10 = 1 and is shown in Figure 26-11. In 10-bit addressing mode, the slave is in receive mode after the full address is received. The eUSCI\_B module indicates this by setting the UCSTTIFG flag while the UCTR bit is cleared. To switch the slave into transmitter mode, the master sends a repeated START condition together with the first byte of the address but with the R/W bit set. This sets the UCSTTIFG flag if it was previously cleared by software, and the eUSCI\_B module switches to transmitter mode with UCTR = 1.

**Slave Receiver****Slave Transmitter****Figure 26-11. I<sup>2</sup>C Slave 10-Bit Addressing Mode****26.3.5.2 Master Mode**

The eUSCI\_B module is configured as an I<sup>2</sup>C master by selecting the I<sup>2</sup>C mode with UCMODEEx = 11 and UCSYNC = 1 and setting the UCMST bit. When the master is part of a multi-master system, UCMM must be set and its own address must be programmed into the UCBxI2COA0 register. Support for multiple slave addresses is explained in [Section 26.3.9](#). When UCA10 = 0, 7-bit addressing is selected. When UCA10 = 1, 10-bit addressing is selected. The UCGCEN bit selects if the eUSCI\_B module responds to a general call.

**NOTE: Addresses and multi-master systems**

In master mode with own-address detection enabled (UCOAE = 1)—especially in multi-master systems—it is not allowed to specify the same address in the own address and slave address register (UCBxI2CSA = UCBxI2COAx). This would mean that the eUSCI\_B addresses itself.

The user software must ensure that this situation does not occur. There is no hardware detection for this case, and the consequence is unpredictable behavior of the eUSCI\_B.

### 26.3.5.2.1 I<sup>2</sup>C Master Transmitter Mode

After initialization, master transmitter mode is initiated by writing the desired slave address to the UCBxI2CSA register, selecting the size of the slave address with the UCSLA10 bit, setting UCTR for transmitter mode, and setting UCTXSTT to generate a START condition.

The eUSCI\_B module waits until the bus is available, then generates the START condition, and transmits the slave address. The UCTXIFG0 bit is set when the START condition is generated and the first data to be transmitted can be written into UCBxTXBUF. **The UCTXSTT flag is cleared as soon as the complete address is sent.**

The data written into UCBxTXBUF is transmitted if arbitration is not lost during transmission of the slave address. UCTXIFG0 is set again as soon as the data is transferred from the buffer into the shift register. If there is no data loaded to UCBxTXBUF before the acknowledge cycle, the bus is held during the acknowledge cycle with SCL low until data is written into UCBxTXBUF. Data is transmitted or the bus is held, as long as:

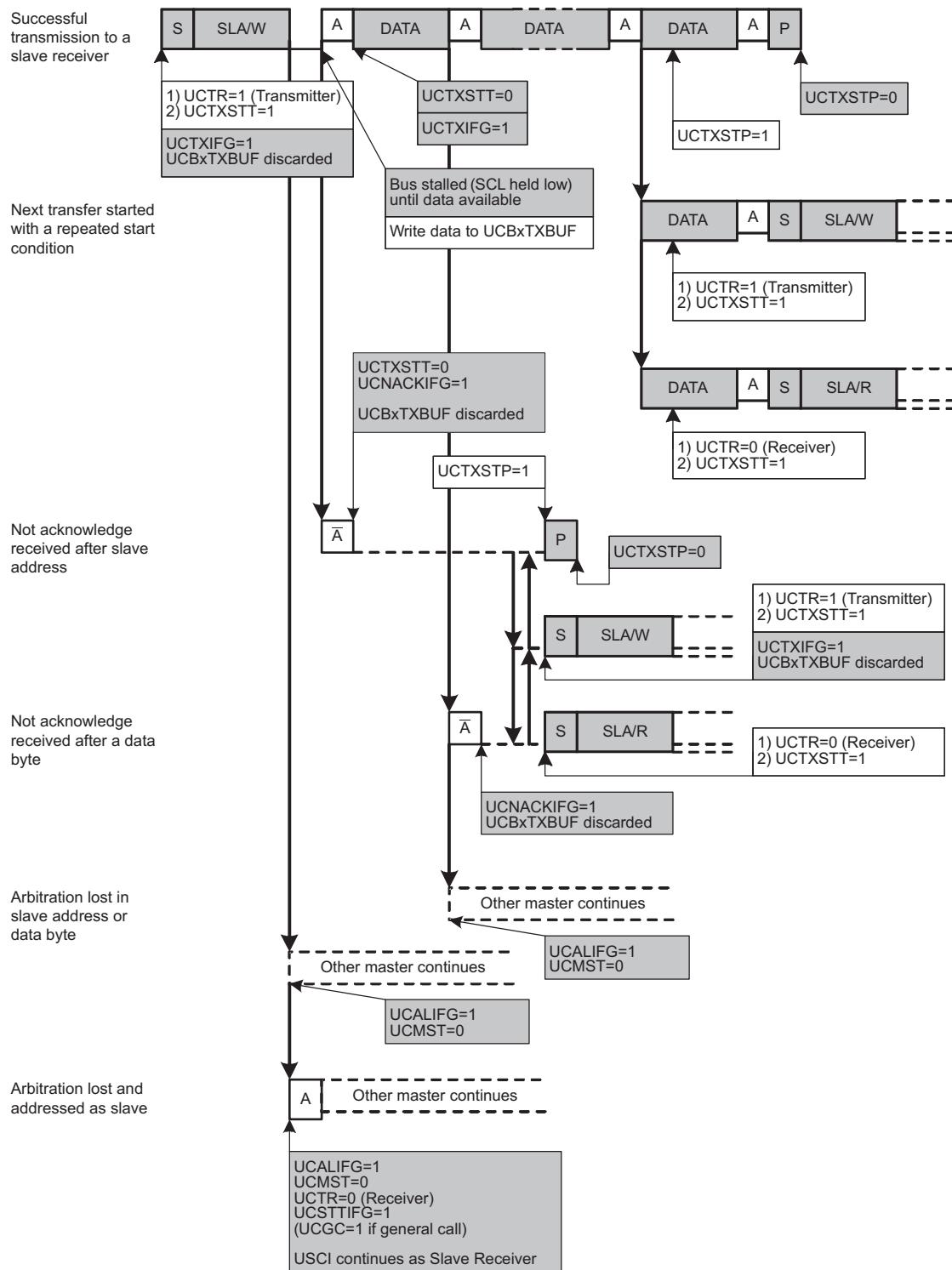
- No automatic STOP is generated
- The UCTXSTP bit is not set
- The UCTXSTT bit is not set

Setting UCTXSTP generates a STOP condition after the next acknowledge from the slave. If UCTXSTP is set during the transmission of the slave address or while the eUSCI\_B module waits for data to be written into UCBxTXBUF, a STOP condition is generated, even if no data was transmitted to the slave. **In this case, the UCSTPIFG is set.** When transmitting a single byte of data, the UCTXSTP bit must be set while the byte is being transmitted or any time after transmission begins, without writing new data into UCBxTXBUF. Otherwise, only the address is transmitted. When the data is transferred from the buffer to the shift register, UCTXIFG0 is set, indicating data transmission has begun, and the UCTXSTP bit may be set. When UCASTPx = 10 is set, the byte counter is used for STOP generation and the user does not need to set the UCTXSTP. **This is recommended when transmitting only one byte.**

Setting UCTXSTT generates a repeated START condition. In this case, UCTR may be set or cleared to configure transmitter or receiver, and a different slave address may be written into UCBxI2CSA, if desired.

If the slave does not acknowledge the transmitted data, the not-acknowledge interrupt flag UCNACKIFG is set. The master must react with either a STOP condition or a repeated START condition. If data was already written into UCBxTXBUF, it is discarded. If this data should be transmitted after a repeated START, it must be written into UCBxTXBUF again. Any set UCTXSTT or UCTXSTP is also discarded.

Figure 26-12 shows the I<sup>2</sup>C master transmitter operation.


**Figure 26-12. I<sup>2</sup>C Master Transmitter Mode**

### 26.3.5.2.2 I<sup>2</sup>C Master Receiver Mode

After initialization, master receiver mode is initiated by writing the desired slave address to the UCBxI2CSA register, selecting the size of the slave address with the UCSLA10 bit, clearing UCTR for receiver mode, and setting UCTXSTT to generate a START condition.

The eUSCI\_B module checks if the bus is available, generates the START condition, and transmits the slave address. The UCTXSTT flag is cleared as soon as the complete address is sent.

After the acknowledge of the address from the slave, the first data byte from the slave is received and acknowledged and the UCRXIFG flag is set. Data is received from the slave, as long as:

- No automatic STOP is generated
- The UCTXSTP bit is not set
- The UCTXSTT bit is not set

If a STOP condition was generated by the eUSCI\_B module, the UCSTPIFG is set. If UCBxRXBUF is not read, the master holds the bus during reception of the last data bit and until the UCBxRXBUF is read.

If the slave does not acknowledge the transmitted address, the not-acknowledge interrupt flag UCNACKIFG is set. The master must react with either a STOP condition or a repeated START condition.

A STOP condition is either generated by the automatic STOP generation or by setting the UCTXSTP bit. The next byte received from the slave is followed by a NACK and a STOP condition. This NACK occurs immediately if the eUSCI\_B module is currently waiting for UCBxRXBUF to be read.

If a RESTART is sent, UCTR may be set or cleared to configure transmitter or receiver, and a different slave address may be written into UCBxI2CSA if desired.

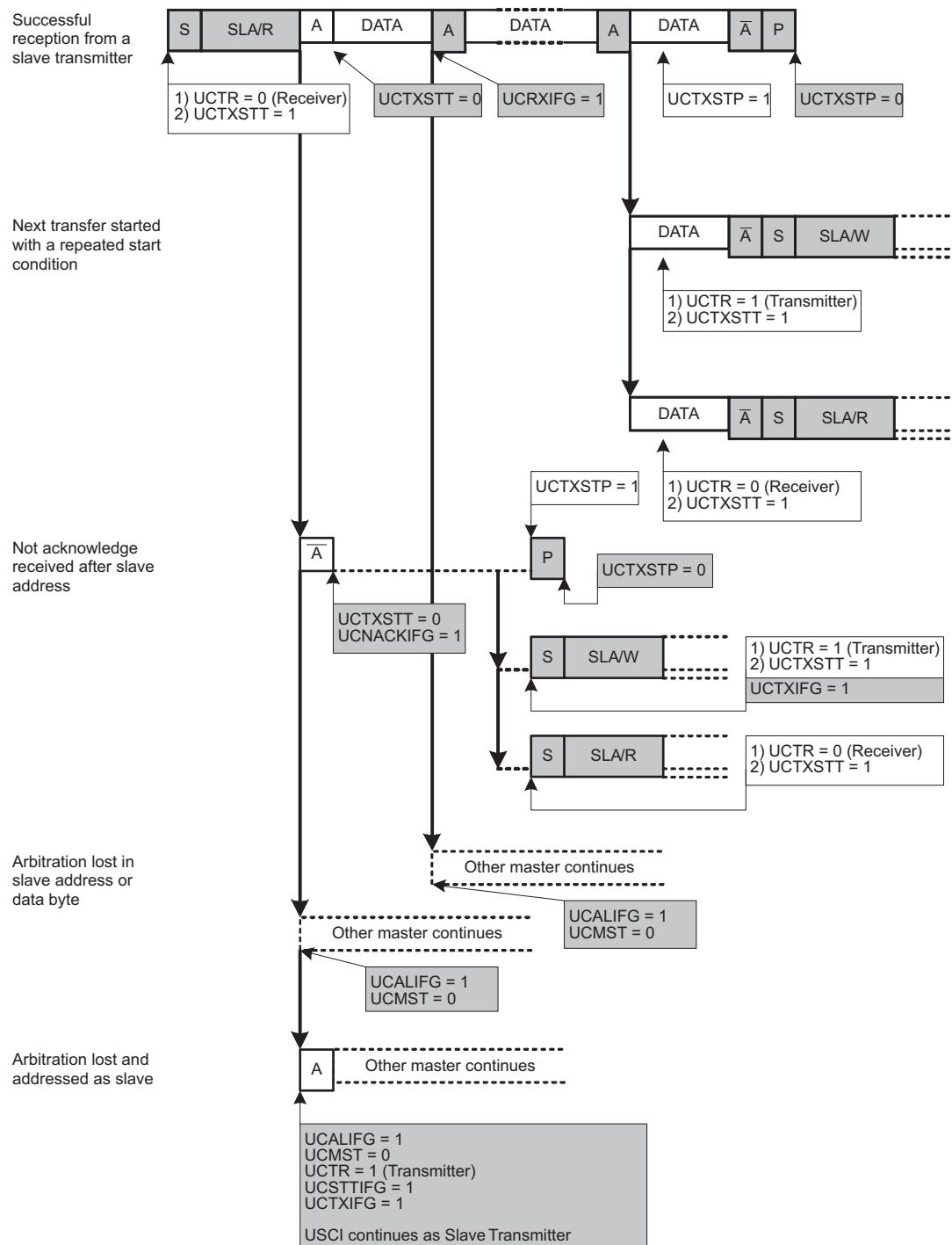
Figure 26-13 shows the I<sup>2</sup>C master receiver operation.

---

**NOTE: Consecutive master transactions without repeated START**

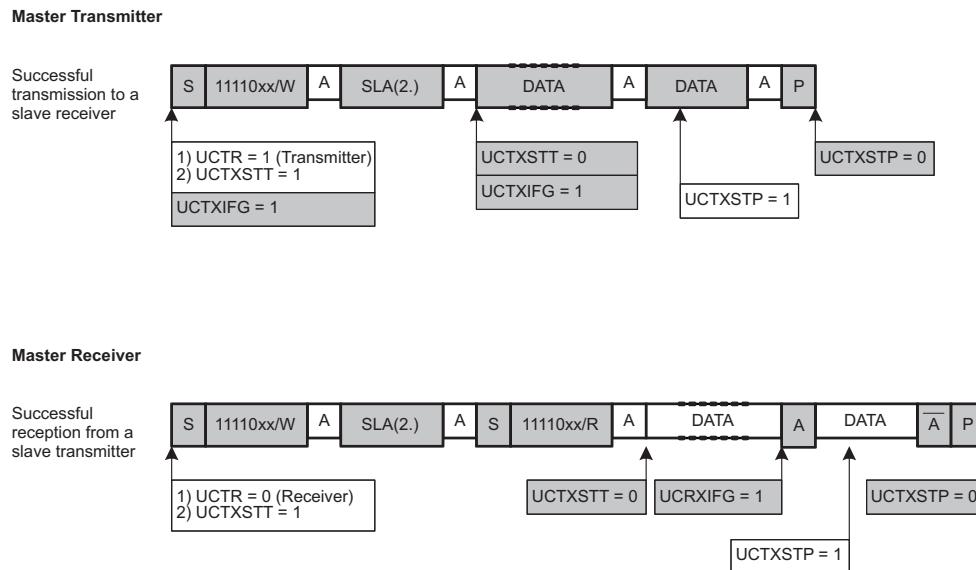
When performing multiple consecutive I<sup>2</sup>C master transactions without the repeated START feature, the current transaction must be completed before the next one is initiated. This can be done by ensuring that the transmit STOP condition flag UCTXSTP is cleared before the next I<sup>2</sup>C transaction is initiated with setting UCTXSTT = 1. Otherwise, the current transaction might be affected.

---


**Figure 26-13. I<sup>2</sup>C Master Receiver Mode**

### 26.3.5.2.3 I<sup>2</sup>C Master 10-Bit Addressing Mode

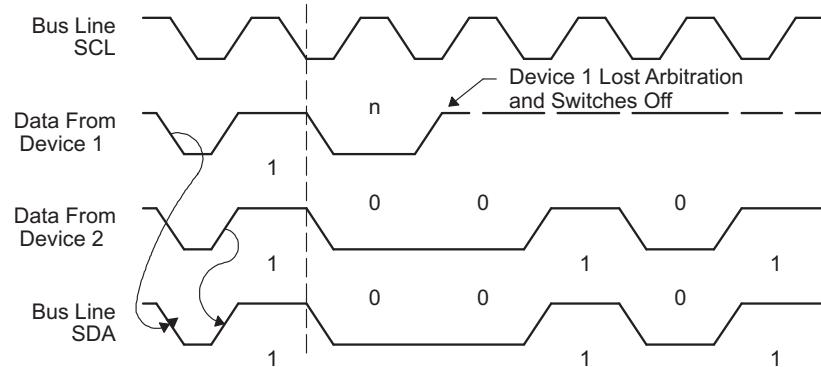
The 10-bit addressing mode is selected when UCSLA10 = 1 and is shown in [Figure 26-14](#).



**Figure 26-14. I<sup>2</sup>C Master 10-Bit Addressing Mode**

### 26.3.5.3 Arbitration

If two or more master transmitters simultaneously start a transmission on the bus, an arbitration procedure is invoked. [Figure 26-15](#) shows the arbitration procedure between two devices. The arbitration procedure uses the data presented on SDA by the competing transmitters. The first master transmitter that generates a logic high is overruled by the opposing master generating a logic low. The arbitration procedure gives priority to the device that transmits the serial data stream with the lowest binary value. The master transmitter that lost arbitration switches to the slave receiver mode and sets the arbitration lost flag UCALIFG. If two or more devices send identical first bytes, arbitration continues on the subsequent bytes.



**Figure 26-15. Arbitration Procedure Between Two Master Transmitters**

There is an undefined condition if the arbitration procedure is still in progress when one master sends a repeated START or a STOP condition while the other master is still sending data. In other words, the following combinations result in an undefined condition:

- Master 1 sends a repeated START condition and master 2 sends a data bit.
- Master 1 sends a STOP condition and master 2 sends a data bit.
- Master 1 sends a repeated START condition and master 2 sends a STOP condition.

### 26.3.6 Glitch Filtering

According to the I<sup>2</sup>C standard, both the SDA and the SCL line need to be glitch filtered. The eUSCI\_B module provides the UCGLITx bits to configure the length of this glitch filter:

**Table 26-1. Glitch Filter Length Selection Bits**

UCGLITx	Corresponding Glitch Filter Length on SDA and SCL	According to I <sup>2</sup> C Standard
00	Pulses of max 50-ns length are filtered	yes
01	Pulses of max 25-ns length are filtered.	no
10	Pulses of max 12.5-ns length are filtered.	no
11	Pulses of max 6.25-ns length are filtered.	no

### 26.3.7 I<sup>2</sup>C Clock Generation and Synchronization

The I<sup>2</sup>C clock SCL is provided by the master on the I<sup>2</sup>C bus. When the eUSCI\_B is in master mode, BITCLK is provided by the eUSCI\_B bit clock generator and the clock source is selected with the UCSSELx bits. In slave mode, the bit clock generator is not used and the UCSSELx bits are don't care.

The 16-bit value of UCBRx in register UCBxBRW is the division factor of the eUSCI\_B clock source, BRCLK. The maximum bit clock that can be used in single master mode is  $f_{BRCLK}/4$ . In multi-master mode, the maximum bit clock is  $f_{BRCLK}/8$ . The BITCLK frequency is given by:

$$f_{BitClock} = f_{BRCLK}/UCBRx$$

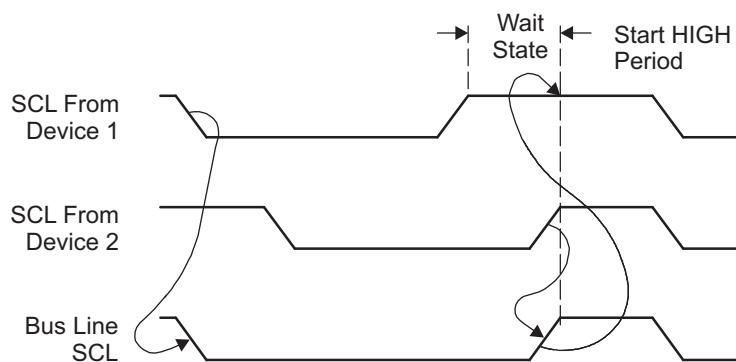
The minimum high and low periods of the generated SCL are:

$$t_{LOW,MIN} = t_{HIGH,MIN} = (UCBRx/2)/f_{BRCLK} \text{ when UCBRx is even}$$

$$t_{LOW,MIN} = t_{HIGH,MIN} = ((UCBRx - 1)/2)/f_{BRCLK} \text{ when UCBRx is odd}$$

The eUSCI\_B clock source frequency and the prescaler setting UCBRx must to be chosen such that the minimum low and high period times of the I<sup>2</sup>C specification are met.

During the arbitration procedure the clocks from the different masters must be synchronized. A device that first generates a low period on SCL overrules the other devices, forcing them to start their own low periods. SCL is then held low by the device with the longest low period. The other devices must wait for SCL to be released before starting their high periods. [Figure 26-16](#) shows the clock synchronization. This allows a slow slave to slow down a fast master.



**Figure 26-16. Synchronization of Two I<sup>2</sup>C Clock Generators During Arbitration**

#### 26.3.7.1 Clock Stretching

The eUSCI\_B module supports clock stretching and also makes use of this feature as described in the Operation Mode sections.

The UCSCLLOW bit can be used to observe if another device pulls SCL low while the eUSCI\_B module already released SCL due to the following conditions:

- eUSCI\_B is acting as master and a connected slave drives SCL low.

- eUSCI\_B is acting as master and another master drives SCL low during arbitration.

The UCSCLLOW bit is also active if the eUSCI\_B holds SCL low because it is waiting as transmitter for data being written into UCBxTXBUF or as receiver for the data being read from UCBxRXBUF. The UCSCLLOW bit might be set for a short time with each rising SCL edge because the logic observes the external SCL and compares it to the internally generated SCL.

#### 26.3.7.2 Avoiding Clock Stretching

Even though clock stretching is part of the I<sup>2</sup>C specification, there are applications in which clock stretching should be avoided.

The clock is stretched by the eUSCI\_B under the following conditions:

- The internal shift register is expecting data, but the TXIFG is still pending
- The internal shift register is full, but the RXIFG is still pending
- The arbitration lost interrupt is pending
- UCSWACK is selected and UCBxI2COA0 did cause a match

To avoid clock stretching, all of these situations for clock stretch either need to be avoided or the corresponding interrupt flags need to be processed before the actual clock stretch can occur.

Using the DMA (on devices that contain a DMA) is the most secure way to avoid clock stretching. If no DMA is available, the software must ensure that the corresponding interrupts are serviced in time before the clock is stretched.

In slave transmitter mode, the TXIFG is set only after the reception of the direction bit; therefore, there is only a short amount of time for the software to write the TXBUF before a clock stretch occurs. This situation can be remedied by using the early Transmit Interrupt (see [Section 26.3.11.2](#)).

#### 26.3.7.3 Clock Low Time-out

The UCCLTOIFG interrupt allows the software to react if the clock is low longer than a defined time. It is possible to detect the situation, when a clock is stretched by a master or slave for a too long time. The user can then, for example, reset the eUSCI\_B module by using the UCSWRST bit.

The clock low time-out feature is enabled using the UCCLTO bits. It is possible to select one of three predefined times for the clock low time-out. If the clock has been low longer than the time defined with the UCCLTO bits and the eUSCI\_B was actively receiving or transmitting, the UCCLTOIFG is set and an interrupt request is generated if UCCLTOIE and GIE are set as well. The UCCLTOIFG is set only once, even if the clock is stretched a multiple of the time defined in UCCLTO.

### 26.3.8 Byte Counter

The eUSCI\_B module supports hardware counting of the bytes received or transmitted. The counter is automatically active and counts up for each byte seen on the bus in both master and slave mode.

The byte counter is incremented at the second bit position of each byte independently of the following ACK or NACK. A START or RESTART condition resets the counter value to zero. Address bytes do not increment the counter. The byte counter is also incremented at the second bit position, if an arbitration lost occurs during the first bit of data.

#### 26.3.8.1 Byte Counter Interrupt

If UCASTPx = 01 or 10 the UCBCNTIFG is set when the byte counter threshold value UCBxTBCNT is reached in both master- and slave-mode. Writing zero to UCBxTBCNT does not generate an interrupt.

Because the UCBCNTIFG has a lower interrupt priority than the UCBTXIFG and UCBRXIFG, TI recommends using it only for protocol control together with the DMA handling the received and transmitted bytes. Otherwise, the application must have enough processor bandwidth to ensure that the UCBCNT interrupt routine is executed in time to generate for example a RESTART.

#### 26.3.8.2 Automatic STOP Generation

When the eUSCI\_B module is configured as a master, the byte counter can be used for automatic STOP generation by setting the UCASTPx = 10. Before starting the transmission using UCTXSTT, the byte counter threshold UCBxTBCNT must be set to the number of bytes that are to be transmitted or received. After the number of bytes that are configured in UCBxTBCNT have been transmitted, the eUSCI\_B automatically generates a STOP condition.

UCBxTBCNT cannot be used if the user wants to transmit the slave address only without any data. In this case, TI recommends setting UCTXSTT and UCTXSTP at the same time.

### 26.3.9 Multiple Slave Addresses

The eUSCI\_B module supports two different ways of implementing multiple slave addresses at the same time:

- Hardware support for up to 4 different slave addresses, each with its own interrupt flag and DMA trigger
- Software support for up to  $2^{10}$  different slave addresses all sharing one interrupt

### 26.3.9.1 Multiple Slave Address Registers

The registers UCBxI2COA0, UCBxI2COA1, UCBxI2COA2, and UCBxI2COA3 contain four slave addresses. Up to four address registers are compared against a received 7- or 10-bit address. Each slave address must be activated by setting the UCAOEN bit in the corresponding UCBxI2COAx register. Register UCBxI2COA3 has the highest priority if the address received on the bus matches more than one of the slave address registers. The priority decreases with the index number of the address register, so that UCBxI2COA0 in combination with the address mask has the lowest priority.

When one of the slave registers matches the 7- or 10-bit address seen on the bus, the address is acknowledged. In the following the corresponding receive- or transmit-interrupt flag (UCTXIFGx or UCRXIFGx) to the received address is updated. The state change interrupt flags are independent of the address comparison result. They are updated according to the bus condition.

### 26.3.9.2 Address Mask Register

The address mask register can be used when the eUSCI\_B is configured in slave or in multiple-master mode. To activate this feature, at least one bit of the address mask in register UCBxADDMASK must be cleared.

If the received address matches the own address in UCBxI2COA0 on all bit positions that are not masked by UCBxADDMASK, the eUSCI\_B module considers the received address as its own address. If UCSWACK = 0, the module sends an acknowledge automatically. If UCSWACK = 1, the user software must evaluate the received address in register UCBxADDRX after the UCSTTIFG is set. To acknowledge the received address, the software must set UCTXACK to 1.

The eUSCI\_B module also automatically acknowledges a slave address that is seen on the bus if the address matches any of the enabled slave addresses defined in UCBxI2COA1 to UCBxI2COA3.

---

**NOTE: UCSWACK and slave-transmitter**

If the user selects manual acknowledge of slave addresses, TXIFG is set if the slave is addressed as a transmitter. If the software decides not to acknowledge the address, TXIFG0 must be reset.

---

### 26.3.10 Using the eUSCI\_B Module in I<sup>2</sup>C Mode With Low-Power Modes

The eUSCI\_B module provides automatic clock activation for use with low-power modes. When the eUSCI\_B clock source is inactive because the device is in a low-power mode, the eUSCI\_B module automatically activates it when needed, regardless of the control-bit settings for the clock source. The clock remains active until the eUSCI\_B module returns to its idle condition. After the eUSCI\_B module returns to the idle condition, control of the clock source reverts to the settings of its control bits.

In I<sup>2</sup>C slave mode, no internal clock source is required because the clock is provided by the external master. It is possible to operate the eUSCI\_B in I<sup>2</sup>C slave mode while the device is in LPM4 and all internal clock sources are disabled. The receive or transmit interrupts can wake up the CPU from any low-power mode.

### 26.3.11 eUSCI\_B Interrupts in I<sup>2</sup>C Mode

The eUSCI\_B has only one interrupt vector that is shared for transmission, reception, and the state change.

Each interrupt flag has its own interrupt enable bit. When an interrupt is enabled and the GIE bit is set, the interrupt flag generates an interrupt request. DMA transfers are controlled by the UCTXIFGx and UCRXIFGx flags on devices with a DMA controller. It is possible to react on each slave address with an individual DMA channel.

All interrupt flags are not cleared automatically, but they need to be cleared together by user interactions (for example, reading the UCRXBUFF clears UCRXIFGx). If the user wants to use an interrupt flag he needs to ensure that the flag has the correct state before the corresponding interrupt is enabled.

#### 26.3.11.1 I<sup>2</sup>C Transmit Interrupt Operation

The UCTXIFG0 interrupt flag is set whenever the transmitter is able to accept a new byte. When operating as a slave with multiple slave addresses, the UCTXIFGx flags are set corresponding to which address was received before. If, for example, the slave address specified in register UCBxI2COA3 did match the address seen on the bus, the UCTXIFG3 indicates that the UCBxTXBUF is ready to accept a new byte.

When operating in master mode with automatic STOP generation (UCASTPx = 10), the UCTXIFG0 is set as many times as defined in UCBxTBCNT.

An interrupt request is generated if UCTXIE and GIE are also set. UCTXIFGx is automatically reset if a write to UCBxTXBUF occurs or if the UCALIFG is cleared. UCTXIFGx is set when:

- Master mode: UCTXSTT was set by the user
- Slave mode: own address was received (UCETXINT = 0) or START was received (UCETXINT = 1)

UCTXIE is reset after a PUC or when UCSWRST = 1.

#### 26.3.11.2 Early I<sup>2</sup>C Transmit Interrupt

Setting the UCETXINT causes UCTXIFG0 to be sent out automatically when a START condition is sent and the eUSCI\_B is configured as slave. In this case, it is not allowed to enable the other slave addresses UCBxI2COA1-UCBxI2COA3. This allows the software more time to handle the UCTXIFG0 compared to the normal situation, when UCTXIFG0 is sent out after the slave address match was detected. Situations where the UCTXIFG0 was set and afterward no slave address match occurred need to be handled in software. TI recommends using the byte counter to handle this.

#### 26.3.11.3 I<sup>2</sup>C Receive Interrupt Operation

The UCRXIFG0 interrupt flag is set when a character is received and loaded into UCBxRXBUF. When operating as a slave with multiple slave addresses, the UCRXIFGx flag is set corresponding to which address was received before.

An interrupt request is generated if UCRXIE and GIE are also set. UCRXIFGx and UCRXIE are reset after a PUC signal or when UCSWRST = 1. UCRXIFGx is automatically reset when UCxRXBUF is read.

#### 26.3.11.4 I<sup>2</sup>C State Change Interrupt Operation

[Table 26-2](#) describes the I<sup>2</sup>C state change interrupt flags.

**Table 26-2. I<sup>2</sup>C State Change Interrupt Flags**

Interrupt Flag	Interrupt Condition
UCALIFG	Arbitration lost interrupt. Arbitration can be lost when two or more transmitters start a transmission simultaneously, or when the eUSCI_B operates as master but is addressed as a slave by another master in the system. The UCALIFG flag is set when arbitration is lost. When UCALIFG is set, the UCMST bit is cleared and the I <sup>2</sup> C controller becomes a slave.
UCNACKIFG	Not acknowledge interrupt. This flag is set when an acknowledge is expected but is not received. UCNACKIFG is used in master mode only.
UCCLTOIFG	Clock low time-out. This interrupt flag is set, if the clock is held low longer than defined by the UCCLTO bits.
UCBIT9IFG	This interrupt flag is generated each time the eUSCI_B is transferring the ninth clock cycle of a byte of data. This gives the user the ability to follow the I <sup>2</sup> C communication in software if wanted. UCBIT9IFG is not set for address information.
UCBCNTIFG	Byte counter interrupt. This flag is set when the byte counter value reaches the value defined in UCBxTBCNT and UCASTPx = 01 or 10. This bit allows to organize following communications, especially if a RESTART will be issued.
UCSTTIIFG	START condition detected interrupt. This flag is set when the I <sup>2</sup> C module detects a START condition together with its own address <sup>(1)</sup> . UCSTTIIFG is used in slave mode only.
UCSTPIFG	STOP condition detected interrupt. This flag is set when the I <sup>2</sup> C module detects a STOP condition on the bus. UCSTPIFG is used in slave and master mode.

<sup>(1)</sup> The address evaluation includes the address mask register if it is used.

#### 26.3.11.5 UCBxIV, Interrupt Vector Generator

The eUSCI\_B interrupt flags are prioritized and combined to source a single interrupt vector. The interrupt vector register UCBxIV is used to determine which flag requested an interrupt. The highest-priority enabled interrupt generates a number in the UCBxIV register that can be evaluated or added to the PC to automatically enter the appropriate software routine. Disabled interrupts do not affect the UCBxIV value.

Read access of the UCBxIV register automatically resets the highest-pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt.

Write access of the UCBxIV register clears all pending Interrupt conditions and flags.

Example 26-3 shows the recommended use of UCBxIV. The UCBxIV value is added to the PC to automatically jump to the appropriate routine. The example is given for eUSCI0\_B.

**Example 26-3. UCBxIV Software Example**

```
#pragma vector = USCI_B0_VECTOR __interrupt void USCI_B0_ISR(void) {
    switch(__even_in_range(UCB0IV,0x1e)) {
        case 0x00: // Vector 0: No interrupts
            break;
        case 0x02: ... // Vector 2: ALIFG
            break;
        case 0x04: ... // Vector 4: NACKIFG
            break;
        case 0x06: ... // Vector 6: STTIFG
            break;
        case 0x08: ... // Vector 8: STPIFG
            break;
        case 0xa: ... // Vector 10: RXIFG3
            break;
        case 0xc: ... // Vector 12: TXIFG3
            break;
        case 0xe: ... // Vector 14: RXIFG2
            break;
        case 0x10: ... // Vector 16: TXIFG2
            break;
        case 0x12: ... // Vector 18: RXIFG1
            break;
        case 0x14: ... // Vector 20: TXIFG1
            break;
        case 0x16: ... // Vector 22: RXIFG0
            break;
        case 0x18: ... // Vector 24: TXIFG0
            break;
        case 0x1a: ... // Vector 26: BCNTIFG
            break;
        case 0x1c: ... // Vector 28: clock low time-out
            break;
        case 0x1e: ... // Vector 30: 9th bit
            break;
        default: break;
    }
}
```

## 26.4 eUSCI\_B I<sup>2</sup>C Registers

The eUSCI\_B registers applicable in I<sup>2</sup>C mode and their address offsets are listed in [Table 26-3](#). The base address can be found in the device-specific data sheet.

**Table 26-3. eUSCI\_B Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	UCBxCTLW0	eUSCI_Bx Control Word 0	Read/write	Word	01C1h	<a href="#">Section 26.4.1</a>
00h	UCBxCTL1	eUSCI_Bx Control 1	Read/write	Byte	C1h	
01h	UCBxCTL0	eUSCI_Bx Control 0	Read/write	Byte	01h	
02h	UCBxCTLW1	eUSCI_Bx Control Word 1	Read/write	Word	0000h	<a href="#">Section 26.4.2</a>
06h	UCBxBRW	eUSCI_Bx Bit Rate Control Word	Read/write	Word	0000h	<a href="#">Section 26.4.3</a>
06h	UCBxBR0	eUSCI_Bx Bit Rate Control 0	Read/write	Byte	00h	
07h	UCBxBR1	eUSCI_Bx Bit Rate Control 1	Read/write	Byte	00h	
08h	UCBxSTATW	eUSCI_Bx Status Word	Read	Word	0000h	<a href="#">Section 26.4.4</a>
08h	UCBxSTAT	eUSCI_Bx Status	Read	Byte	00h	
09h	UCBxBCNT	eUSCI_Bx Byte Counter Register	Read	Byte	00h	
0Ah	UCBxTBCNT	eUSCI_Bx Byte Counter Threshold Register	Read/Write	Word	00h	<a href="#">Section 26.4.5</a>
0Ch	UCBxRXBUF	eUSCI_Bx Receive Buffer	Read/write	Word	00h	<a href="#">Section 26.4.6</a>
0Eh	UCBxTXBUF	eUSCI_Bx Transmit Buffer	Read/write	Word	00h	<a href="#">Section 26.4.7</a>
14h	UCBxI2COA0	eUSCI_Bx I <sup>2</sup> C Own Address 0	Read/write	Word	0000h	<a href="#">Section 26.4.8</a>
16h	UCBxI2COA1	eUSCI_Bx I <sup>2</sup> C Own Address 1	Read/write	Word	0000h	<a href="#">Section 26.4.9</a>
18h	UCBxI2COA2	eUSCI_Bx I <sup>2</sup> C Own Address 2	Read/write	Word	0000h	<a href="#">Section 26.4.10</a>
1Ah	UCBxI2COA3	eUSCI_Bx I <sup>2</sup> C Own Address 3	Read/write	Word	0000h	<a href="#">Section 26.4.11</a>
1Ch	UCBxADDRX	eUSCI_Bx Received Address Register	Read	Word		<a href="#">Section 26.4.12</a>
1Eh	UCBxADDMASK	eUSCI_Bx Address Mask Register	Read/write	Word	03FFh	<a href="#">Section 26.4.13</a>
20h	UCBxI2CSA	eUSCI_Bx I <sup>2</sup> C Slave Address	Read/write	Word	0000h	<a href="#">Section 26.4.14</a>
2Ah	UCBxIE	eUSCI_Bx Interrupt Enable	Read/write	Word	0000h	<a href="#">Section 26.4.15</a>
2Ch	UCBxIFG	eUSCI_Bx Interrupt Flag	Read/write	Word	0002h	<a href="#">Section 26.4.16</a>
2Eh	UCBxIV	eUSCI_Bx Interrupt Vector	Read	Word	0000h	<a href="#">Section 26.4.17</a>

### 26.4.1 UCBxCTLW0 Register

eUSCI\_Bx Control Word Register 0

**Figure 26-17. UCBxCTLW0 Register**

15	14	13	12	11	10	9	8
UCA10	UCSLA10	UCMM	Reserved	UCMST	UCMODEx	UCSYNC	
rw-0	rw-0	rw-0	r0	rw-0	rw-0	rw-0	r1
7	6	5	4	3	2	1	0
UCSELx	UCTXACK	UCTR	UCTXNACK	UCTXSTP	UCTXSTT	UCSWRST	
rw-1	rw-1	rw-0	rw-0	rw-0	rw-0	rw-0	rw-1

Can be modified only when UCSWRST = 1.

**Table 26-4. UCBxCTLW0 Register Description**

Bit	Field	Type	Reset	Description
15	UCA10	RW	0h	Own addressing mode select. Modify only when UCSWRST = 1. 0b = Own address is a 7-bit address. 1b = Own address is a 10-bit address.
14	UCSLA10	RW	0h	Slave addressing mode select 0b = Address slave with 7-bit address 1b = Address slave with 10-bit address
13	UCMM	RW	0h	Multi-master environment select. Modify only when UCSWRST = 1. 0b = Single master environment. There is no other master in the system. The address compare unit is disabled. 1b = Multi-master environment
12	Reserved	R	0h	Reserved
11	UCMST	RW	0h	Master mode select. When a master loses arbitration in a multi-master environment (UCMM = 1), the UCMST bit is automatically cleared and the module acts as slave. 0b = Slave mode 1b = Master mode
10-9	UCMODEx	RW	0h	eUSCI_B mode. The UCMODEx bits select the synchronous mode when UCSYNC = 1. Modify only when UCSWRST = 1. 00b = 3-pin SPI 01b = 4-pin SPI (master or slave enabled if STE = 1) 10b = 4-pin SPI (master or slave enabled if STE = 0) 11b = I <sup>2</sup> C mode
8	UCSYNC	RW	1h	Synchronous mode enable. For eUSCI_B always read and write as 1.
7-6	UCSELx	RW	3h	eUSCI_B clock source select. These bits select the BRCLK source clock. These bits are ignored in slave mode. Modify only when UCSWRST = 1. 00b = UCLKI 01b = ACLK 10b = SMCLK 11b = SMCLK
5	UCTXACK	RW	0h	Transmit ACK condition in slave mode with enabled address mask register. After the UCSTTIFG has been set, the user needs to set or reset the UCTXACK flag to continue with the I <sup>2</sup> C protocol. The clock is stretched until the UCBxCTL1 register has been written. This bit is cleared automatically after the ACK has been send. 0b = Do not acknowledge the slave address 1b = Acknowledge the slave address

**Table 26-4. UCBxCTLW0 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
4	UCTR	RW	0h	Transmitter/receiver 0b = Receiver 1b = Transmitter
3	UCTXNACK	RW	0h	Transmit a NACK. UCTXNACK is automatically cleared after a NACK is transmitted. Only for slave receiver mode. 0b = Acknowledge normally 1b = Generate NACK
2	UCTXSTP	RW	0h	Transmit STOP condition in master mode. Ignored in slave mode. In master receiver mode, the STOP condition is preceded by a NACK. UCTXSTP is automatically cleared after STOP is generated. This bit is a don't care, if automatic UCASTPx is different from 01 or 10. 0b = No STOP generated 1b = Generate STOP
1	UCTXSTT	RW	0h	Transmit START condition in master mode. Ignored in slave mode. In master receiver mode, a repeated START condition is preceded by a NACK. UCTXSTT is automatically cleared after START condition and address information is transmitted. Ignored in slave mode. 0b = Do not generate START condition 1b = Generate START condition
0	UCSWRST	RW	1h	Software reset enable. 0b = Disabled. eUSCI_B released for operation. 1b = Enabled. eUSCI_B logic held in reset state.

## 26.4.2 UCBxCTLW1 Register

eUSCI\_Bx Control Word Register 1

**Figure 26-18. UCBxCTLW1 Register**

15	14	13	12	11	10	9	8
Reserved							UCETXINT
r0	r0	r0	r0	r0	r0	r0	rw-0
7	6	5	4	3	2	1	0
UCCLTO		UCSTPNACK	UCSWACK	UCASTPx			UCGLITx
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 26-5. UCBxCTLW1 Register Description**

Bit	Field	Type	Reset	Description
15-9	Reserved	R	0h	Reserved
8	UCETXINT	RW	0h	Early UCTXIFG0. Only in slave mode. When this bit is set, the slave addresses defined in UCxI2COA1 to UCxI2COA3 must be disabled. Modify only when UCSWRST = 1. 0b = UCTXIFGx is set after an address match with UCxI2COAx and the direction bit indicating slave transmit 1b = UCTXIFG0 is set for each START condition
7-6	UCCLTO	RW	0h	Clock low time-out select. Modify only when UCSWRST = 1. 00b = Disable clock low time-out counter 01b = 135000 MODCLK cycles (approximately 28 ms) 10b = 150000 MODCLK cycles (approximately 31 ms) 11b = 165000 MODCLK cycles (approximately 34 ms)
5	UCSTPNACK	RW	0h	The UCSTPNACK bit allows to make the eUSCI_B master acknowledge the last byte in master receiver mode as well. This does not conform to the I <sup>2</sup> C specification and should only be used for slaves that automatically release the SDA after a fixed packet length. Modify only when UCSWRST = 1. 0b = Send a not acknowledge before the STOP condition as a master receiver (conform to I <sup>2</sup> C standard) 1b = All bytes are acknowledged by the eUSCI_B when configured as master receiver
4	UCSWACK	RW	0h	This bit selects whether sending an ACK of the address is triggered by the eUSCI_B module or is controlled by software. 0b = The address acknowledge of the slave is controlled by the eUSCI_B module 1b = The user needs to trigger the sending of the address ACK by issuing UCTXACK
3-2	UCASTPx	RW	0h	Automatic STOP condition generation. In slave mode, only settings 00b and 01b are available. Modify only when UCSWRST = 1. 00b = No automatic STOP generation. The STOP condition is generated after the user sets the UCTXSTP bit. The value in UCBxTBCNT is a don't care. 01b = UCBCNTIFG is set with the byte counter reaches the threshold defined in UCBxTBCNT 10b = A STOP condition is generated automatically after the byte counter value reached UCBxTBCNT. UCBCNTIFG is set with the byte counter reaching the threshold. 11b = Reserved

**Table 26-5. UCBxCTLW1 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
1-0	UCGLITx	RW	0h	Deglitch time 00b = 50 ns 01b = 25 ns 10b = 12.5 ns 11b = 6.25 ns

### 26.4.3 UCBxBRW Register

eUSCI\_Bx Bit Rate Control Word Register

**Figure 26-19. UCBxBRW Register**

15	14	13	12	11	10	9	8
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
UCBRx							
rw	rw	rw	rw	rw	rw	rw	rw

Can be modified only when UCSWRST = 1.

**Table 26-6. UCBxBRW Register Description**

Bit	Field	Type	Reset	Description
15-0	UCBRx	RW	0h	Bit clock prescaler. Modify only when UCSWRST = 1.

### 26.4.4 UCBxSTATW

eUSCI\_Bx Status Word Register

**Figure 26-20. UCBxSTATW Register**

15	14	13	12	11	10	9	8
UCBCNTx							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
7	6	5	4	3	2	1	0
Reserved	UCSCLLOW	UCGC	UCBBUSY	Reserved			
r0	r-0	r-0	r-0	r-0	r0	r0	r0

**Table 26-7. UCBxSTATW Register Description**

Bit	Field	Type	Reset	Description
15-8	UCBCNTx	R	0h	Hardware byte counter value. Reading this register returns the number of bytes received or transmitted on the I <sup>2</sup> C-Bus since the last START or RESTART. There is no synchronization of this register done. When reading UCBxBCNT during the first bit position, a faulty read back can occur.
7	Reserved	R	0h	Reserved
6	UCSCLLOW	R	0h	SCL low 0b = SCL is not held low 1b = SCL is held low
5	UCGC	R	0h	General call address received. UCGC is automatically cleared when a START condition is received. 0b = No general call address received 1b = General call address received
4	UCBBUSY	R	0h	Bus busy 0b = Bus inactive 1b = Bus busy
3-0	Reserved	R	0h	Reserved

### 26.4.5 UCBxTBCNT Register

eUSCI\_Bx Byte Counter Threshold Register

**Figure 26-21. UCBxTBCNT Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCTBCNTx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 26-8. UCBxTBCNT Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCTBCNTx	RW	0h	The byte counter threshold value is used to set the number of I <sup>2</sup> C data bytes after which the automatic STOP or the UCSTPIFG should occur. This value is evaluated only if UCASTPx is different from 00. Modify only when UCSWRST = 1.

### 26.4.6 UCBxRXBUF Register

eUSCI\_Bx Receive Buffer Register

**Figure 26-22. UCBxRXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCRXBUFx							
r	r	r	r	r	r	r	r

**Table 26-9. UCBxRXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCRXBUFx	R	0h	The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCBxRXBUF resets the UCRXIFGx flags.

### 26.4.7 UCBxTXBUF

eUSCI\_Bx Transmit Buffer Register

**Figure 26-23. UCBxTXBUF Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
UCTXBUFx							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 26-10. UCBxTXBUF Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-0	UCTXBUFx	RW	0h	The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted. Writing to the transmit data buffer clears the UCTXIFGx flags.

### 26.4.8 UCBxI2COA0 Register

eUSCI\_Bx I<sup>2</sup>C Own Address 0 Register

**Figure 26-24. UCBxI2COA0 Register**

15	14	13	12	11	10	9	8
UCGCEN	Reserved				UCOAEN	I2COA0	
rw-0	r0	r0	r0	r0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
I2COA0							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 26-11. UCBxI2COA0 Register Description**

Bit	Field	Type	Reset	Description
15	UCGCEN	RW	0h	General call response enable. This bit is only available in UCBxI2COA0. Modify only when UCSWRST = 1. 0b = Do not respond to a general call 1b = Respond to a general call
14-11	Reserved	R	0h	Reserved
10	UCOAEN	RW	0h	Own Address enable register. With this register it can be selected if the I <sup>2</sup> C slave-address related to this register UCBxI2COA0 is evaluated or not. Modify only when UCSWRST = 1. 0b = The slave address defined in I2COA0 is disabled 1b = The slave address defined in I2COA0 is enabled
9-0	I2COAx	RW	0h	I <sup>2</sup> C own address. The I2COA0 bits contain the local address of the eUSCI <sub>x</sub> _B I <sup>2</sup> C controller. The address is right justified. In 7-bit addressing mode, bit 6 is the MSB and bits 9-7 are ignored. In 10-bit addressing mode, bit 9 is the MSB. Modify only when UCSWRST = 1.

### 26.4.9 UCBxI2COA1 Register

eUSCI\_Bx I2C Own Address 1 Register

**Figure 26-25. UCBxI2COA1 Register**

15	14	13	12	11	10	9	8
Reserved				UCOAEN		I2COA1	
rw-0	r0	r0	r0	r0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
I2COA1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 26-12. UCBxI2COA1 Register Description**

Bit	Field	Type	Reset	Description
15-11	Reserved	R	0h	Reserved
10	UCOAEN	RW	0h	Own Address enable register. With this register it can be selected if the I2C slave-address related to this register UCBxI2COA1 is evaluated or not. Modify only when UCSWRST = 1. 0b = The slave address defined in I2COA1 is disabled 1b = The slave address defined in I2COA1 is enabled
9-0	I2COA1	RW	0h	I2C own address. The I2COAx bits contain the local address of the eUSCIx_B I2C controller. The address is right justified. In 7-bit addressing mode, bit 6 is the MSB and bits 9-7 are ignored. In 10-bit addressing mode, bit 9 is the MSB. Modify only when UCSWRST = 1.

### 26.4.10 UCBxI2COA2 Register

eUSCI\_Bx I2C Own Address 2 Register

**Figure 26-26. UCBxI2COA2 Register**

15	14	13	12	11	10	9	8
Reserved				UCOAEN		I2COA2	
rw-0	r0	r0	r0	r0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
I2COA2							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 26-13. UCBxI2COA2 Register Description**

Bit	Field	Type	Reset	Description
15-11	Reserved	R	0h	Reserved
10	UCOAEN	RW	0h	Own Address enable register. With this register it can be selected if the I2C slave-address related to this register UCBxI2COA2 is evaluated or not. Modify only when UCSWRST = 1. 0b = The slave address defined in I2COA2 is disabled 1b = The slave address defined in I2COA2 is enabled
9-0	I2COA2	RW	0h	I2C own address. The I2COAx bits contain the local address of the eUSCIx_B I2C controller. The address is right justified. In 7-bit addressing mode, bit 6 is the MSB and bits 9-7 are ignored. In 10-bit addressing mode, bit 9 is the MSB. Modify only when UCSWRST = 1.

### **26.4.11 UCBxI2COA3 Register**

eUSCI\_Bx I<sup>2</sup>C Own Address 3 Register

**Figure 26-27. UCBxI2COA3 Register**

15	14	13	12	11	10	9	8
Reserved				UCOEN		I2COA3	
rw-0	r0	r0	r0	r0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
I2COA3							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

Can be modified only when UCSWRST = 1.

**Table 26-14. UCBxI2COA3 Register Description**

Bit	Field	Type	Reset	Description
15-11	Reserved	R	0h	Reserved
10	UCOEN	RW	0h	Own Address enable register. With this register it can be selected if the I <sup>2</sup> C slave-address related to this register UCBxI2COA3 is evaluated or not. Modify only when UCSWRST = 1. 0b = The slave address defined in I2COA3 is disabled 1b = The slave address defined in I2COA3 is enabled
9-0	I2COA3	RW	0h	I <sup>2</sup> C own address. The I2COA3 bits contain the local address of the eUSCI_B I <sup>2</sup> C controller. The address is right justified. In 7-bit addressing mode, bit 6 is the MSB and bits 9-7 are ignored. In 10-bit addressing mode, bit 9 is the MSB. Modify only when UCSWRST = 1.

### **26.4.12 UCBxADDRX Register**

eUSCI\_Bx I<sup>2</sup>C Received Address Register

**Figure 26-28. UCBxADDRX Register**

15	14	13	12	11	10	9	8
Reserved						ADDRXX	
r-0	r0	r0	r0	r0	r0	r-0	r-0
7	6	5	4	3	2	1	0
ADDRXX							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0

**Table 26-15. UCBxADDRX Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	R	0h	Reserved
9-0	ADDRXX	R	0h	Received Address Register. This register contains the last received slave address on the bus. Using this register and the address mask register it is possible to react on more than one slave address using one eUSCI_B module.

### 26.4.13 UCBxADDMASK Register

eUSCI\_Bx I2C Address Mask Register

**Figure 26-29. UCBxADDMASK Register**

15	14	13	12	11	10	9	8
Reserved						ADDMASKx	
r-0	r0	r0	r0	r0	r0	rw-1	rw-1
7	6	5	4	3	2	1	0
ADDMASKx							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1

Can be modified only when UCSWRST = 1.

**Table 26-16. UCBxADDMASK Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	R	0h	Reserved
9-0	ADDMASKx	RW	3FFh	Address Mask Register. By clearing the corresponding bit of the own address, this bit is a don't care when comparing the address on the bus to the own address. Using this method, it is possible to react on more than one slave address. When all bits of ADDMASKx are set, the address mask feature is deactivated. Modify only when UCSWRST = 1.

### 26.4.14 UCBxI2CSA Register

eUSCI\_Bx I2C Slave Address Register

**Figure 26-30. UCBxI2CSA Register**

15	14	13	12	11	10	9	8
Reserved						I2CSAx	
r-0	r0	r0	r0	r0	r0	rw-0	rw-0
7	6	5	4	3	2	1	0
I2CSAx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 26-17. UCBxI2CSA Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	R	0h	Reserved
9-0	I2CSAx	RW	0h	I2C slave address. The I2CSAx bits contain the slave address of the external device to be addressed by the eUSCI_B module. It is only used in master mode. The address is right justified. In 7-bit slave addressing mode, bit 6 is the MSB and bits 9-7 are ignored. In 10-bit slave addressing mode, bit 9 is the MSB.

### 26.4.15 UCBxIE Register

eUSCI\_Bx I<sup>2</sup>C Interrupt Enable Register

**Figure 26-31. UCBxIE Register**

15	14	13	12	11	10	9	8
Reserved	UCBIT9IE	UCTXIE3	UCRXIE3	UCTXIE2	UCRXIE2	UCTXIE1	UCRXIE1
r0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
UCCLTOIE	UCBCNTIE	UCNACKIE	UCALIE	UCSTPIE	UCSTTIE	UCTXIE0	UCRXIE0
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 26-18. UCBxIE Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved
14	UCBIT9IE	RW	0h	Bit position 9 interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
13	UCTXIE3	RW	0h	Transmit interrupt enable 3 0b = Interrupt disabled 1b = Interrupt enabled
12	UCRXIE3	RW	0h	Receive interrupt enable 3 0b = Interrupt disabled 1b = Interrupt enabled
11	UCTXIE2	RW	0h	Transmit interrupt enable 2 0b = Interrupt disabled 1b = Interrupt enabled
10	UCRXIE2	RW	0h	Receive interrupt enable 2 0b = Interrupt disabled 1b = Interrupt enabled
9	UCTXIE1	RW	0h	Transmit interrupt enable 1 0b = Interrupt disabled 1b = Interrupt enabled
8	UCRXIE1	RW	0h	Receive interrupt enable 1 0b = Interrupt disabled 1b = Interrupt enabled
7	UCCLTOIE	RW	0h	Clock low time-out interrupt enable. 0b = Interrupt disabled 1b = Interrupt enabled
6	UCBCNTIE	RW	0h	Byte counter interrupt enable. 0b = Interrupt disabled 1b = Interrupt enabled
5	UCNACKIE	RW	0h	Not-acknowledge interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
4	UCALIE	RW	0h	Arbitration lost interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
3	UCSTPIE	RW	0h	STOP condition interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled

**Table 26-18. UCBxE Register Description (continued)**

Bit	Field	Type	Reset	Description
2	UCSTTIE	RW	0h	START condition interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
1	UCTXIE0	RW	0h	Transmit interrupt enable 0 0b = Interrupt disabled 1b = Interrupt enabled
0	UCRXIE0	RW	0h	Receive interrupt enable 0 0b = Interrupt disabled 1b = Interrupt enabled

### **26.4.16 UCBxIFG Register**

eUSCI\_Bx I<sup>2</sup>C Interrupt Flag Register

**Figure 26-32. UCBxIFG Register**

15	14	13	12	11	10	9	8
Reserved	UCBIT9IFG	UCTXIFG3	UCRXIFG3	UCTXIFG2	UCRXIFG2	UCTXIFG1	UCRXIFG1
r0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
UCCLTOIFG	UCBCNTIFG	UCNACKIFG	UCALIFG	UCSTPIFG	UCSTTIFG	UCTXIFG0	UCRXIFG0
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-1	rw-0

**Table 26-19. UCBxIFG Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved
14	UCBIT9IFG	RW	0h	Bit position 9 interrupt flag 0b = No interrupt pending 1b = Interrupt pending
13	UCTXIFG3	RW	0h	eUSCI_B transmit interrupt flag 3. UCTXIFG3 is set when UCBxTXBUF is empty in slave mode, if the slave address defined in UCBxI2COA3 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
12	UCRXIFG3	RW	0h	Receive interrupt flag 2. UCRXIFG2 is set when UCBxRXBUF has received a complete byte in slave mode and if the slave address defined in UCBxI2COA2 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
11	UCTXIFG2	RW	0h	eUSCI_B transmit interrupt flag 2. UCTXIFG2 is set when UCBxTXBUF is empty in slave mode, if the slave address defined in UCBxI2COA2 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
10	UCRXIFG2	RW	0h	Receive interrupt flag 2. UCRXIFG2 is set when UCBxRXBUF has received a complete byte in slave mode and if the slave address defined in UCBxI2COA2 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
9	UCTXIFG1	RW	0h	eUSCI_B transmit interrupt flag 1. UCTXIFG1 is set when UCBxTXBUF is empty in slave mode, if the slave address defined in UCBxI2COA1 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
8	UCRXIFG1	RW	0h	Receive interrupt flag 1. UCRXIFG1 is set when UCBxRXBUF has received a complete byte in slave mode and if the slave address defined in UCBxI2COA1 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
7	UCCLTOIFG	RW	0h	Clock low time-out interrupt flag 0b = No interrupt pending 1b = Interrupt pending
6	UCBCNTIFG	RW	0h	Byte counter interrupt flag. When using this interrupt the user needs to ensure enough processing bandwidth (see the Byte Counter Interrupt section). 0b = No interrupt pending 1b = Interrupt pending

**Table 26-19. UCBxIFG Register Description (continued)**

Bit	Field	Type	Reset	Description
5	UCNACKIFG	RW	0h	Not-acknowledge received interrupt flag. This flag only is updated when operating in master mode. 0b = No interrupt pending 1b = Interrupt pending
4	UCALIFG	RW	0h	Arbitration lost interrupt flag 0b = No interrupt pending 1b = Interrupt pending
3	UCSTPIFG	RW	0h	STOP condition interrupt flag 0b = No interrupt pending 1b = Interrupt pending
2	UCSTTIFG	RW	0h	START condition interrupt flag 0b = No interrupt pending 1b = Interrupt pending
1	UCTXIFG0	RW	0h	eUSCI_B transmit interrupt flag 0. UCTXIFG0 is set when UCBxTXBUF is empty in master mode or in slave mode, if the slave address defined in UCBxI2COA0 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending
0	UCRXIFG0	RW	0h	eUSCI_B receive interrupt flag 0. UCRXIFG0 is set when UCBxRXBUF has received a complete character in master mode or in slave mode, if the slave address defined in UCBxI2COA0 was on the bus in the same frame. 0b = No interrupt pending 1b = Interrupt pending

### **26.4.17 UCBxIV Register**

eUSCI\_Bx Interrupt Vector Register

**Figure 26-33. UCBxIV Register**

15	14	13	12	11	10	9	8
UCIVx							
r0	r0	r0	r0	r0	r0	r0	r0
UCIVx							
r0	r0	r0	r0	r-0	r-0	r-0	r0

**Table 26-20. UCBxIV Register Description**

Bit	Field	Type	Reset	Description
15-0	UCIVx	R	0h	eUSCI_B interrupt vector value. It generates an value that can be used as address offset for fast interrupt service routine handling. Writing to this register clears all pending interrupt flags. 00h = No interrupt pending 02h = Interrupt Source: Arbitration lost; Interrupt Flag: UCALIFG; Interrupt Priority: Highest 04h = Interrupt Source: Not acknowledgment; Interrupt Flag: UCNACKIFG 06h = Interrupt Source: Start condition received; Interrupt Flag: UCSTTIFG 08h = Interrupt Source: Stop condition received; Interrupt Flag: UCSTPIFG 0Ah = Interrupt Source: Slave 3 Data received; Interrupt Flag: UCRXIFG3 0Ch = Interrupt Source: Slave 3 Transmit buffer empty; Interrupt Flag: UCTXIFG3 0Eh = Interrupt Source: Slave 2 Data received; Interrupt Flag: UCRXIFG2 10h = Interrupt Source: Slave 2 Transmit buffer empty; Interrupt Flag: UCTXIFG2 12h = Interrupt Source: Slave 1 Data received; Interrupt Flag: UCRXIFG1 14h = Interrupt Source: Slave 1 Transmit buffer empty; Interrupt Flag: UCTXIFG1 16h = Interrupt Source: Data received; Interrupt Flag: UCRXIFG0 18h = Interrupt Source: Transmit buffer empty; Interrupt Flag: UCTXIFG0 1Ah = Interrupt Source: Byte counter zero; Interrupt Flag: UCBCNTIFG 1Ch = Interrupt Source: Clock low time-out; Interrupt Flag: UCCLTOIFG 1Eh = Interrupt Source: 9th bit position; Interrupt Flag: UCBIT9IFG; Priority: Lowest

***REF\_A***

The REF\_A module is a general-purpose reference system that generates the voltage references required for other subsystems such as digital-to-analog converters, analog-to-digital converters, or comparators. This chapter describes the REF\_A module.

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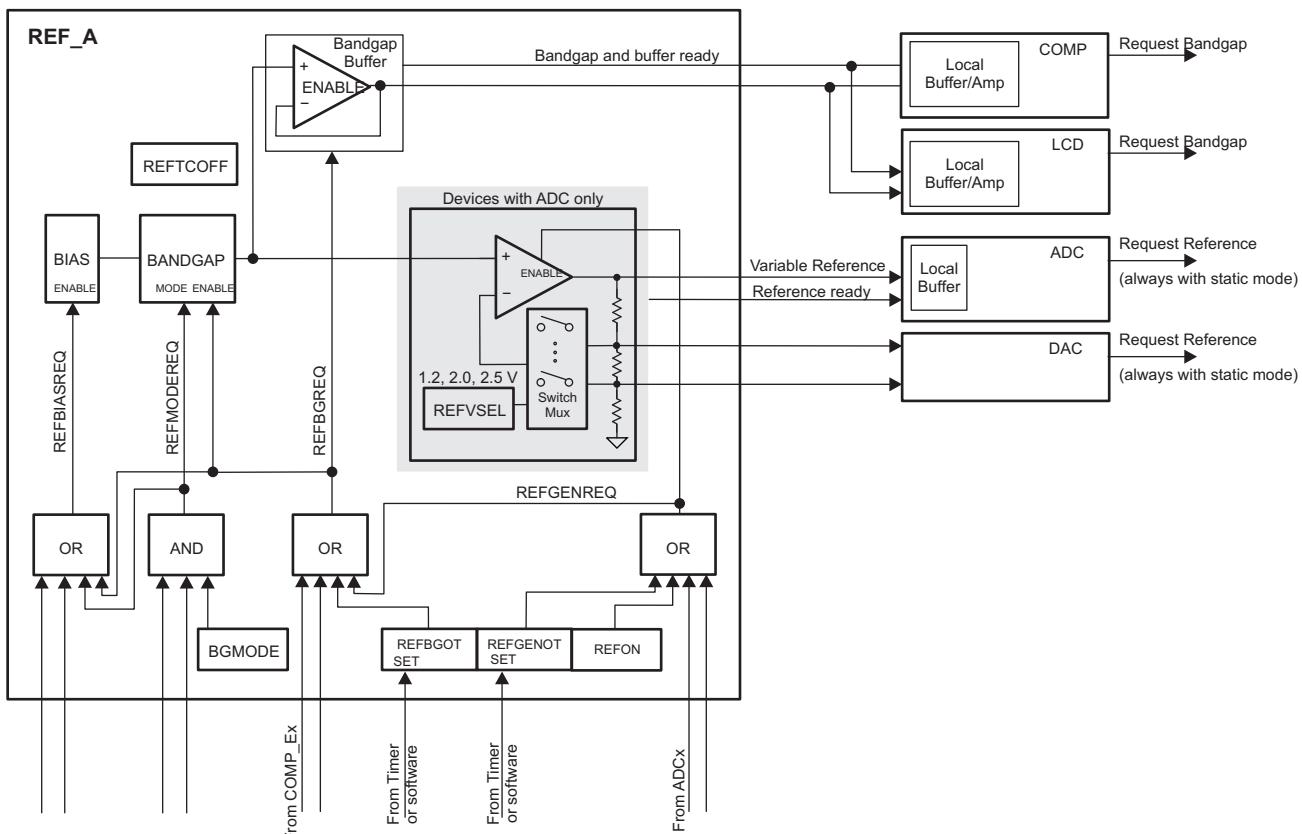
## 27.1 REF\_A Introduction

The reference module (REF) is responsible for generation of all critical reference voltages that can be used by various analog peripherals in a given device. The heart of the reference system is the bandgap from which all other references are derived by unity or noninverting gain stages. The REFGEN subsystem consists of the bandgap, the bandgap bias, and the noninverting buffer stage, which generates the three primary voltage reference available in the system (1.2 V, 2.0 V, and 2.5 V). In addition, when enabled, a buffered bandgap voltage is available.

Features of the REF\_A include:

- Centralized factory-trimmed bandgap with excellent PSRR, temperature coefficient, and accuracy
- 1.2-V, 2.0-V, or 2.5-V user-selectable internal references
- Buffered bandgap voltage available to rest of system
- Power saving features
- Hardware reference request and reference ready signals for bandgap and variable reference voltages for safe operation

[Figure 27-1](#) shows an example block diagram of the REF\_A module. The example shown here is for a device with an ADC, a DAC, an LCD, and two Comparators.



**Figure 27-1. REF\_A Block Diagram**

## 27.2 Principle of Operation

The REF\_A module provides all of the necessary voltage references for use by various peripheral modules throughout the system.

The REFGEN subsystem contains a high-performance bandgap. This bandgap has very good accuracy (factory trimmed), low temperature coefficient, and high PSRR even while operating at low power. The bandgap voltage is used to generate three voltages (1.2 V, 2.0 V, and 2.5 V) through a noninverting amplifier stage. One voltage can be selected at a time. One output of the REFGEN subsystem is the variable reference line. The variable reference line provides either 1.2 V, 2.0 V, or 2.5 V to the rest of the system. The second output of the REFGEN subsystem is the buffered bandgap reference line. Additionally, the REFGEN supports the voltage references that are required for a DAC module, if available. Lastly, the REFGEN subsystem also includes the temperature sensor circuitry, which is derived from the bandgap. The temperature sensor is used by an ADC to measure a voltage proportional to temperature.

### 27.2.1 Low-Power Operation

The REF\_A module can support low-power applications such as LCD generation. Many of these applications do not require a very accurate reference, compared to data conversion, yet power is of prime concern. To support these kinds of applications, the bandgap can be used in a sampled mode. In sampled mode, the bandgap circuitry is clocked by the VLO at an appropriate duty cycle. This reduces the average power of the bandgap circuitry significantly, at the cost of accuracy. When not in sampled mode, the bandgap is in static mode. Its power is at its highest, but so is its accuracy.

Modules can request static mode or sampled mode through their own individual request lines. In this way, the particular module determines which mode is appropriate for its proper operation and performance. Any one active module that requests static mode causes all other modules to use static mode, even if another module requests sampled mode. For example, any module using the gray box in the [block diagram](#) requests static mode and causes all other modules to use static mode. In other words, static mode always has higher priority than sampled mode.

### 27.2.2 Reference System Requests

There are three basic reference system requests that are used by the reference system. Each module can use these requests to obtain the proper response from the reference system. The three basic requests are REFGENREQ, REFBGREQ, and REFMODEREQ. No interaction is required by the user code. The modules automatically select the proper request.

A reference request signal, REFGENREQ, is available as an input into the REFGEN subsystem. This signal represents a logical OR of individual requests coming from the various modules in the system that require a voltage reference to be available on the variable reference line. When a module requires a voltage reference, it asserts its corresponding REFGENREQ signal. When the REFGENREQ is asserted, the REFGEN subsystem is enabled. After the specified settling time, the variable reference line voltage is stable and ready for use. The REFVSEL settings determine which voltage is generated on the variable reference line.

After the specified settling time of the REFGEN subsystem, the REF\_A module sets the REFGENDRDY signal. This signal can be used by each module to wait, for example, before a conversion is started after a REFGENREQ was set. The generation of the reference voltage can be triggered by a timer or by software to make sure that the reference voltage is ready when a module requires it.

In addition to the REFGENREQ, a second reference request signal, REFBGREQ, is available. The REFBGREQ signal represents a logical OR of requests coming from the various modules that require the bandgap reference line. When the REFBGREQ is asserted, the bandgap and its bias circuitry and local buffer are enabled, if not already enabled by a prior request.

After the specified settling time of the REFBGREQ subsystem, the REF\_A module sets the REFBGRDY signal. This signal can be used by each module to delay operation while the bandgap reference voltage is settling. The generation of the buffered bandgap voltage can be triggered by a timer or by software to make sure that the reference voltage is ready when a module requires it.

The REFMODEREQ request signal configures the bandgap and its bias circuitry to operate in either sampled or static mode of operation. The REFMODEREQ signal represents a logical AND of individual requests coming from the various analog modules. A REFMODEREQ occurs only if a REFGENREQ or REFBGQ is also asserted by a module, otherwise it is a don't care. When REFMODEREQ = 1, the bandgap operates in sampled mode. When a module asserts its corresponding REFMODEREQ signal, it is requesting that the bandgap operate in sampled mode. Because REMODEREQ is a logical AND of all individual requests, any modules that request static mode cause the bandgap to operate in static mode. The BGMODE bit can be read for use as an indicator of static or sampled mode of operation.

#### 27.2.2.1 REFBGACT, REFGENACT, REFGENBUSY

Any module that is using the variable reference line causes REFGENACT to be set inside the REFCTL register. This bit is read only and indicates to the user whether the REFGEN is active or off. Similarly, the REFBGACT is active any time one or more modules are actively using the bandgap reference line and, therefore, indicates to the user whether the REFBG is active or off.

The REFGENBUSY signal, when asserted, indicates that a module is using the reference and that no changes should be made to the reference settings. For example, during an active ADC12\_B conversion, the reference voltage level should not be changed. REFGENBUSY is asserted when there is an active ADC12\_B conversion (ADC12BUSY = 1). REFGENBUSY when asserted, write protects the REFCTL register. This prevents the reference from being disabled or its level changed during any active conversion.

#### 27.2.2.2 ADC12\_B

For devices that contain an ADC12\_B module, there are two buffers. The larger buffer can be used to drive the reference voltage, which is present on the variable reference line. This buffer has larger power consumption to drive larger DC loads that may be present outside the device. The large buffer is enabled continuously when REFON = 1 and REFOUT = 1. In addition, when REFON = 1 and REFOUT = 1, the second smaller buffer is automatically disabled. In this case, the output of the large buffer is connected to the capacitor array through an internal analog switch. This makes sure that the same reference is used throughout the system. If REFON = 1 and REFOUT = 0, the internal buffer is used for ADC conversion, and the large buffer remains disabled.

#### 27.2.2.3 LCD Modules

On devices that contain an LCD module, this module requires a reference to generate the proper LCD voltages. The bandgap reference line from the REFGEN subsystem is used for this purpose. Enabling the LCD module in a mode that requires a reference voltage causes a REFBGREQ from the LCD module to be asserted. The buffered bandgap is made available on the bandgap reference line for use inside the LCD module.

## 27.3 REF\_A Registers

The REF\_A registers are listed in [Table 27-1](#). The base address can be found in the device specific datasheet. The address offset is listed in [Table 27-1](#).

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 27-1. REF\_A Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	REFCTL0	REFCTL0	Read/write	Word	0000h	<a href="#">Section 27.3.1</a>
00h	REFCTL0_L		Read/write	Byte	00h	
01h	REFCTL0_H		Read/write	Byte	00h	

### 27.3.1 REFCTL0 Register (offset = 00h) [reset = 0000h]

REF\_A Control Register 0

**Figure 27-2. REFCTL0 Register**

15	14	13	12	11	10	9	8
Reserved		REFBGRDY	REFGENRDY	BGMODE	REFGENBUSY	REFBACT	REFGENACT
r0	r0	r-(0)	r-(0)	r-(0)	r-(0)	r-(0)	r-(0)
7	6	5	4	3	2	1	0
REFBGOT	REFGENOT	REFVSEL	REFTCOFF	Reserved	REFOUT	REFON	
rw-0	rw-0	rw-(0)	rw-(0)	rw-(0)	r0	rw-(0)	rw-(0)
Can be modified only when REFGENBUSY = 0.							

**Table 27-2. REFCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-14	Reserved	R	0h	Reserved. Always reads as 0.
13	REFBGRDY	R	0h	Buffered bandgap voltage is ready to be used. Both the bandgap and the bandgap buffer are active, and the reference voltage is settled for use by the comparator and the LCD. 0b = Buffered bandgap voltage is not ready to be used 1b = Buffered bandgap voltage is ready to be used
12	REFGENRDY	R	0h	Variable reference voltage ready status. Variable reference voltage is ready to be used. Both the bandgap and the reference voltage amplifier are active and the variable reference voltage is settled; for example, for use by the ADC. 0b = Reference voltage output is not ready to be used 1b = Reference voltage output is ready to be used
11	BGMODE	R	0h	Bandgap mode. Read only. 0b = Static mode 1b = Sampled mode
10	REFGENBUSY	R	0h	Reference generator busy. Read only. 0b = Reference generator not busy 1b = Reference generator busy
9	REFBACT	R	0h	Reference bandgap active. Read only. 0b = Reference bandgap buffer not active 1b = Reference bandgap buffer active
8	REFGENACT	R	0h	Reference generator active. Read only. 0b = Reference generator not active 1b = Reference generator active
7	REFBGOT	RW	0h	Bandgap and bandgap buffer one-time trigger. If written with a 1, the generation of the buffered bandgap voltage is started. When the bandgap buffer voltage request is set, this bit is cleared by hardware. 0b = No trigger 1b = Generation of the bandgap voltage is started by writing 1 or by a hardware trigger
6	REFGENOT	RW	0h	Reference generator one-time trigger. If written with a 1, the generation of the variable reference voltage is started. When the reference voltage request is set, this bit is cleared by hardware. 0b = No trigger 1b = Generation of the reference voltage is started by writing 1 or by a hardware trigger
5-4	REFVSEL	RW	0h	Reference voltage level select. Can be modified only when REFGENBUSY = 0. 00b = 1.2 V available when reference requested or REFON = 1 01b = 2.0 V available when reference requested or REFON = 1 10b = 2.5 V available when reference requested or REFON = 1 11b = 2.5 V available when reference requested or REFON = 1

**Table 27-2. REFCTL0 Register Description (continued)**

Bit	Field	Type	Reset	Description
3	REFTCOFF	RW	0h	Temperature sensor disable. The temperature sensor is disabled if the ADC on the device is not enabled independent of this control bit. Can be modified only when REFGENBUSY = 0. 0b = Temperature sensor enabled 1b = Temperature sensor disabled to save power
2	Reserved	R	0h	Reserved. Always reads as 0.
1	REFOUT	RW	0h	Reference output buffer. On devices with an ADC10_A, this bit must be written with 0. Can be modified only when REFGENBUSY = 0. 0b = Reference output not available externally 1b = Reference output available externally
0	REFON	RW	0h	Reference enable. Can be modified only when REFGENBUSY = 0. 0b = Disables reference if no other reference requests are pending 1b = Enables reference

**ADC12\_B**

The ADC12\_B module is a high-performance 12-bit analog-to-digital converter (ADC). This chapter describes the operation of the ADC12\_B module.

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<b>28.2 ADC12_B Operation.....</b>	<b>674</b>
<b>28.3 ADC12_B Registers .....</b>	<b>690</b>

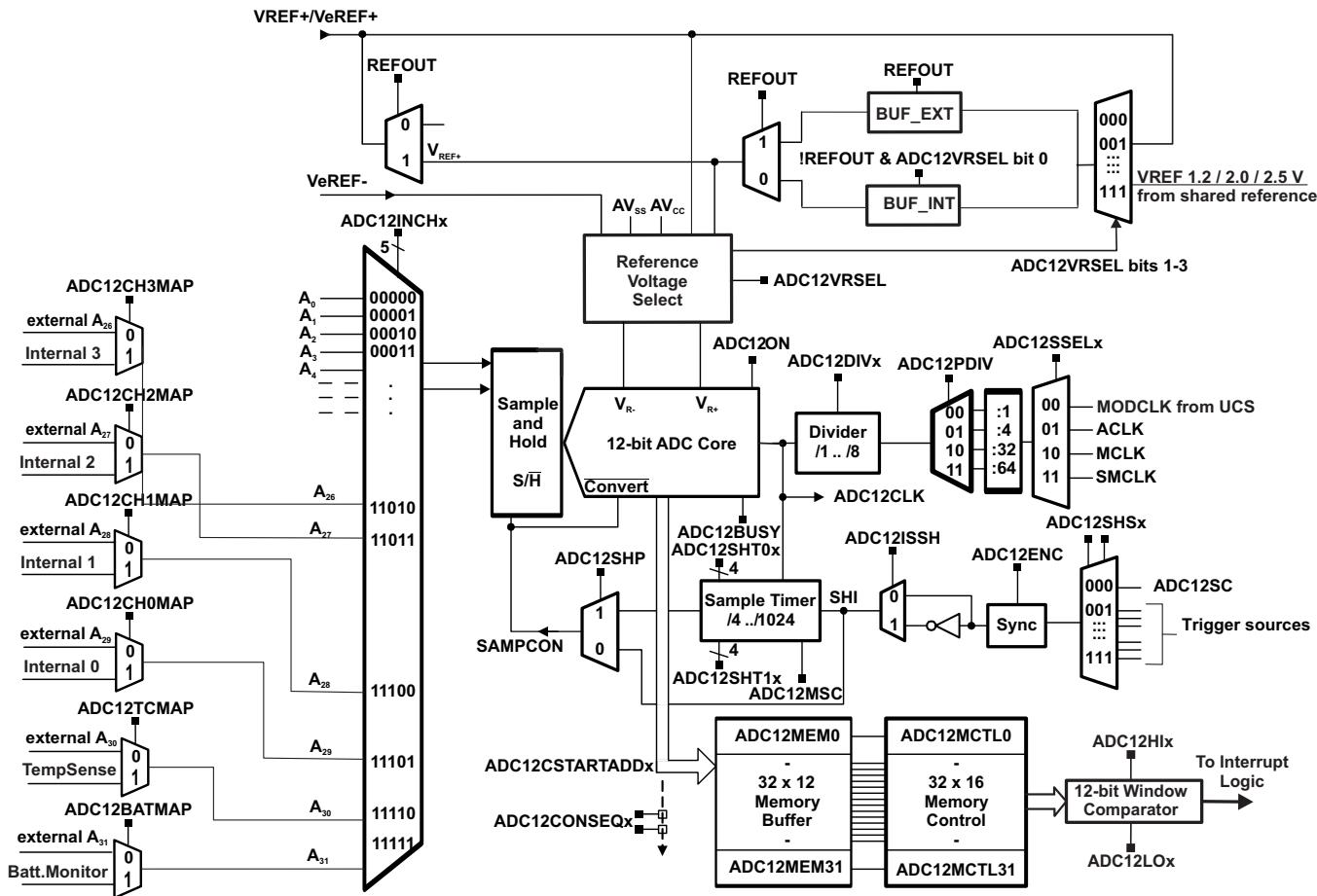
## 28.1 ADC12\_B Introduction

The ADC12\_B module supports fast 12-bit analog-to-digital conversions. The module implements a 12-bit SAR core, sample select control, and up to 32 independent conversion-and-control buffers. The conversion-and-control buffer allows up to 32 independent analog-to-digital converter (ADC) samples to be converted and stored without any CPU intervention.

ADC12\_B features include:

- 200-ksps maximum conversion rate at maximum resolution of 12 bits
- Monotonic 12-bit converter with no missing codes
- Sample-and-hold with programmable sampling periods controlled by software or timers
- Conversion initiation by software or timers
- Software-selectable on-chip reference voltage generation (1.2 V, 2.0 V, or 2.5 V) with option to make available externally
- Software-selectable internal or external reference
- Up to 32 individually configurable external input channels with single-ended or differential input selection available
- Internal conversion channels for internal temperature sensor and  $1/2 \times AV_{CC}$  and four more internal channels available on select devices (see the device-specific data sheet for availability and function)
- Independent channel-selectable reference sources for both positive and negative references
- Selectable conversion clock source
- Single-channel, repeat-single-channel, sequence (autoscan), and repeat-sequence (repeated autoscan) conversion modes
- Interrupt vector register for fast decoding of 38 ADC interrupts
- 32 conversion-result storage registers
- Window comparator for low-power monitoring of input signals of conversion-result registers

Figure 28-1 shows the block diagram of ADC12\_B. The reference generation is located in the reference module (REF) (see the device-specific data sheet).



- A The MODCLK is part of the UCS. See the UCS chapter for more information.
- B See the device-specific data sheet for timer sources available.
- C See the device-specific data sheet for Internal Channel 0-3 availability and function.
- D REFOUT bit is part of the Reference module registers.

**Figure 28-1. ADC12\_B Block Diagram**

## 28.2 ADC12\_B Operation

The ADC12\_B module is configured with user software. The following sections describe the setup and operation of the ADC12\_B.

### 28.2.1 12-Bit ADC Core

The ADC core converts an analog input to its 12-bit digital representation. The core uses two programmable and selectable voltage levels ( $V_{R+}$  and  $V_{R-}$ ) to define the upper and lower limits of the conversion. The digital output ( $N_{ADC}$ ) is full scale (0FFFh) when the input signal is equal to or higher than  $V_{R+}$ , and is zero when the input signal is equal to or lower than  $V_{R-}$ . The input channel and the reference voltage levels ( $V_{R+}$  and  $V_{R-}$ ) are defined in the conversion-control memory.

[Equation 11](#) shows the conversion formula for the ADC result  $N_{ADC}$  for single-ended mode.

$$N_{ADC} = 4096 \times \frac{(V_{in+} + \frac{1}{2} LSB) - V_{R-}}{V_{R+} - V_{R-}} \quad \text{Where, } 1 \text{ LSB} = \frac{V_{R+} - V_{R-}}{4096} \quad (11)$$

[Equation 12](#) shows the conversion formula for the ADC result  $N_{ADC}$  for differential mode.

$$N_{ADC} = \left( 2048 \times \frac{V_{in+} - V_{in-} + \frac{1}{2} LSB}{V_{R+} - V_{R-}} \right) + 2048 \quad \text{Where, } 1 \text{ LSB} = \frac{V_{R+} - V_{R-}}{2048} \quad (12)$$

[Equation 13](#) describes the input voltage at which the ADC output saturates for singled-ended mode.

$$V_{in+} = V_{R+} - V_{R-} - 1.5 \text{ LSB} \quad (13)$$

[Equation 14](#) describes the input voltage at which the ADC output saturates for differential mode.

$$V_{in+} - V_{in-} = V_{R+} - V_{R-} - 1.5 \text{ LSB} \quad (14)$$

Four control registers configure the ADC12\_B core: ADC12CTL0, ADC12CTL1, ADC12CTL2, and ADC12CTL3. The ADC12ON bit enables or disables the core. The ADC12\_B can be turned off when it is not in use to save power. If the ADC12ON bit is set to 0 during a conversion, the conversion is abruptly exited and the module is powered down. With few exceptions, an application can modify the ADC12\_B control bits only when ADC12ENC = 0. ADC12ENC must be set to 1 before any conversion can take place.

The conversion results are always stored in binary unsigned format. For differential input, this means that an offset of 2048 is added to the result to make the number positive. The data format bit ADC12DF in ADC12CTL2 allows the user to read the conversion results as binary unsigned or signed binary (2s complement).

#### 28.2.1.1 Conversion Clock Selection

The ADC12CLK operates as the conversion clock and also generates the sampling period when the pulse sampling mode is selected. The ADC12SELx bit selects the ADC12\_B source clock. SMCLK, MCLK, ACLK, and the MODCLK are the possible ADC12CLK sources. The ADC12PDIV bits set the initial divider on the input clock (1, 4, 32, or 64), and then ADC12DIV bits set an additional divider of 1 to 8.

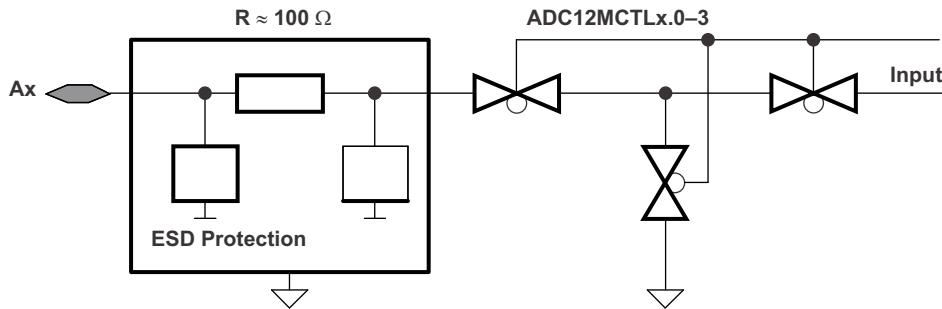
The user must ensure that the clock that is used for ADC12CLK remains active until the end of a conversion. If the clock is removed during a conversion, the operation does not complete and any result is invalid.

#### 28.2.2 ADC12\_B Inputs and Multiplexer

Up to 32 external and up to 6 internal analog signals are selected as the channel for conversion by the analog input multiplexer based on the ADC12INCHx bit and for  $A_{26}$ - $A_{31}$  the ADC12CTL3 register. The number of channels that are available as well as internal channel 0-3 is device specific and is shown in the device-specific data sheet. The input multiplexer is a break-before-make type to reduce input-to-input noise injection that can result from channel switching (see [Figure 28-2](#)). The input multiplexer is also a T-switch to minimize the coupling between channels. Channels that are not selected are isolated from the ADC, and the intermediate node is connected to analog ground (AVSS), so that the stray capacitance is grounded to eliminate crosstalk.

The ADC12\_B supports single-ended input or differential inputs configurable for each conversion memory with the ADC12DIF bit in the ADC12\_B Conversion Memory Control x Register (ADC12MCTLx). Differential input mode should be selected for differential input signals and can also be used for single-ended signals by tying the negative input to AVSS. The advantage of using differential mode is increased common mode noise rejection at the cost of a small increase in current consumption.

The ADC12\_B uses the charge redistribution method. When the inputs are internally switched, the switching action may cause transients on the input signal. These transients decay and settle before causing errant conversion.



**Figure 28-2. Analog Multiplexer T-Switch**

#### 28.2.2.1 Analog Port Selection

The ADC12\_B inputs are multiplexed with digital port pins. When analog signals are applied to digital gates, parasitic current can flow from  $V_{CC}$  to GND. This parasitic current occurs if the input voltage is near the transition level of the gate. Disabling the digital part of the port pin eliminates the parasitic current flow and, therefore, reduces overall current consumption. The PySELx bits can disable the port pin input and output buffers. Refer to the device specific port x input/output schematic and table for the ADC12\_B input pin for PySELx details.

#### 28.2.3 Voltage References

The ADC12\_B module may use an on-chip shared reference module that supplies three selectable voltage levels of 1.2 V, 2.0 V, and 2.5 V (see the reference module for proper configuration details) to supply  $V_{R+}$  and  $V_{R-}$ . These reference voltages may be used internally and externally on pin VREF+ if REFOUT=1. Alternatively, external references may be supplied for  $V_{R+}$  and  $V_{R-}$  through pins VREF+/VeREF+ and VeREF-. The ADC12\_B module reference selection is through the ADC12VRSEL bits. For pin flexibility VR+ and VR- are not restricted to VeREF+ and VeREF- respectively. Care must be taken that ADC12VRSEL does not conflict with REFOUT bit settings as only one buffer is available for internal reference with REFOUT=1 or ADC12\_B module reference when external reference with internal buffer is selected . So if REFOUT=1, VeREF+ buffered should not be selected with ADC12VRSEL = 0x3, 0x5, or 0xF.

#### 28.2.4 Auto Power Down

The ADC12\_B is designed for low-power applications. When the ADC12\_B is not actively converting, the core is automatically disabled and automatically reenabled when needed. The MODOSC that sources MODCLK is also automatically enabled when needed and disabled when not needed, if the ADC12VRSEL selects the internal reference for the ADC.

If REFON=1, the internal reference is on continually; otherwise, it is only requested when an ADC conversion is triggered. The REF buffer is powered down between conversions to save power unless REFOUT=1, or pulse sample mode is used with ADC12MSC=1, or a conversion mode other than single-channel single conversion is used. When the REF buffer is powered down in pulse sample mode, the ADC sample time does not start until the REF buffer is ready (ADC12RDYIFFG=1), so the user does not need to do anything. When the REF buffer is powered down in extended sample mode, the user must account for the REF buffer settle/ready time by using the ADC12RDYIFFG=1 in calculating the time the trigger should be asserted to make sure that the application meets the required sample time or ADC12\_B minimum sample time.

### 28.2.5 Sample Frequency Mode Selection

The ADC12PWRMD bit optimizes the ADC12\_B power consumption at two ADC12CLK ranges. Select the lowest ADC12CLK frequency that meets or exceeds the application requirements. If ADC12CLK is 1/4 or less of data sheet specified maximum for ADC12PWRMD=0, ADC12PWRMD=1 may be set to save power.

### 28.2.6 Sample and Conversion Timing

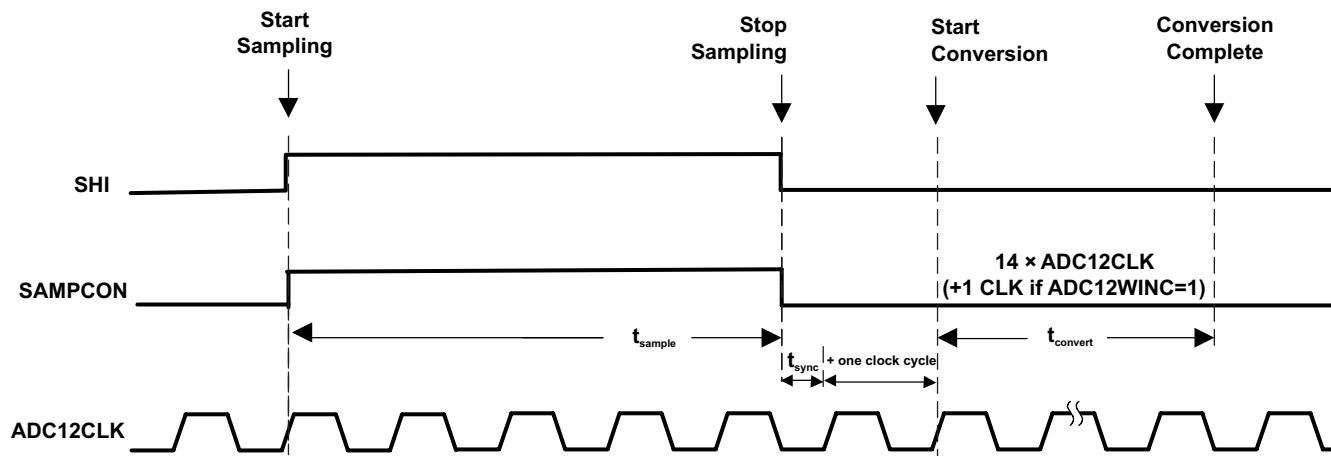
A rising edge of the sample input signal (SHI) initiates an analog-to-digital conversion. The sample input signal can be inverted with the ADC12ISSH bit. The SHSx bits select the source for SHI and include the following:

- ADC12SC bit
- Up to seven other sources that may include timer output (see to the device-specific data sheet for available sources).

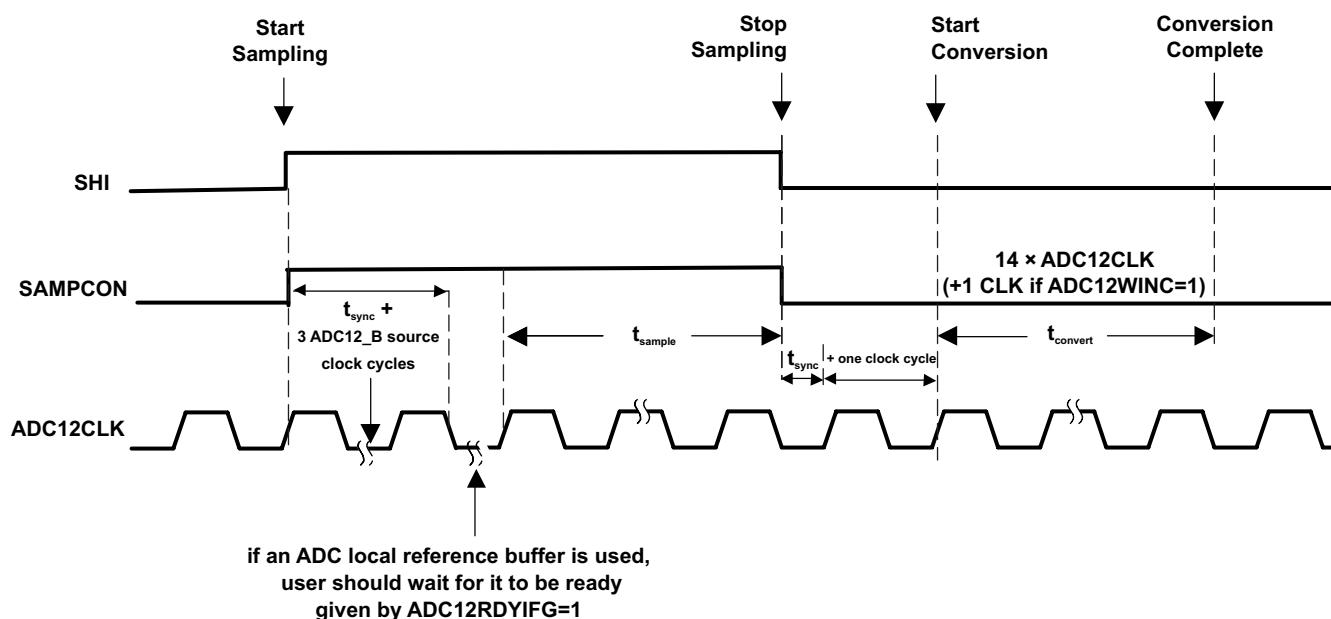
The ADC12\_B supports 8-bit, 10-bit, and 12-bit resolution modes, and the ADC12RES bits select the current mode. The analog-to-digital conversion requires 10, 12, and 14 ADC12CLK cycles, respectively. The ADC12ISSH bit can invert the polarity of the SHI signal source. The SAMPCON signal controls the sample period and start of conversion. When SAMPCON is high, sampling is active. The high-to-low SAMPCON transition starts the analog-to-digital conversion after one clock cycle for pulse sample mode and after one clock cycle plus a clock sync in extended sample mode. Control bit ADC12SHP defines the sample-timing method, either extended sample mode or pulse mode. See the device-specific data sheet for timers that are available for SHI sources.

#### 28.2.6.1 Extended Sample Mode

ADC12SHP = 0 selects the extended sample mode. The SHI signal directly controls SAMPCON and defines the length of the sample period  $t_{sample}$ . If an ADC local reference buffer is used, the user should assert the sample trigger, wait for the ADC12RDYIFG flag to be set (which indicates that the ADC12\_B local reference buffer is settled, and the flag does not occur if the sample trigger has not been asserted), and then keep the sample trigger asserted for the desired sample period before de-asserting. Alternately, if a local reference buffer is used, the user may assert the sample trigger for the desired sample time plus the maximum time for the reference and buffers to settle (reference and buffer settling times are provided in the device-specific data sheet). An ADC local reference buffer is used when ADC12VRSEL= 0001, 0011, 0101, 0111, 1001, 1011, 1101, or 1111. When SAMPCON is high, sampling is active. The high-to-low SAMPCON transition starts the conversion after synchronization with ADC12CLK plus one clock cycle (see [Figure 28-3](#) and [Figure 28-4](#)).



**Figure 28-3. Extended Sample Mode Without Internal Reference in 12-Bit Mode**



**Figure 28-4. Extended Sample Mode With Internal Reference in 12-Bit Mode**

### 28.2.6.2 Pulse Sample Mode

ADC12SHP = 1 selects the pulse sample mode. The SHI signal triggers the sampling timer. The ADC12SHT0x and ADC12SHT1x bits in ADC12CTL0 control the interval of the sampling timer that defines the SAMPCON sample period  $t_{sample}$ . The sampling timer keeps SAMPCON high while waiting for reference and ADC local reference buffer to settle (if the internal reference is used), synchronization with AD12CLK, and for the programmed interval  $t_{sample}$ . The exception is for the first conversion or where ADC12MSC=0 where an extra 3 ADC12\_B source clock cycles is required when SAMPCON goes high. (see [Figure 28-5](#) and [Figure 28-6](#)).

The ADC12SHTx bits select the sampling time in 4x multiples of ADC12CLK. ADC12SHT1x selects the sampling time for ADC12MEM8 to ADC12MEM23, and ADC12SHT0x selects the sampling time for ADC12MEM0 to ADC12MEM7 and ADC12MEM24 to ADC12MEM31.

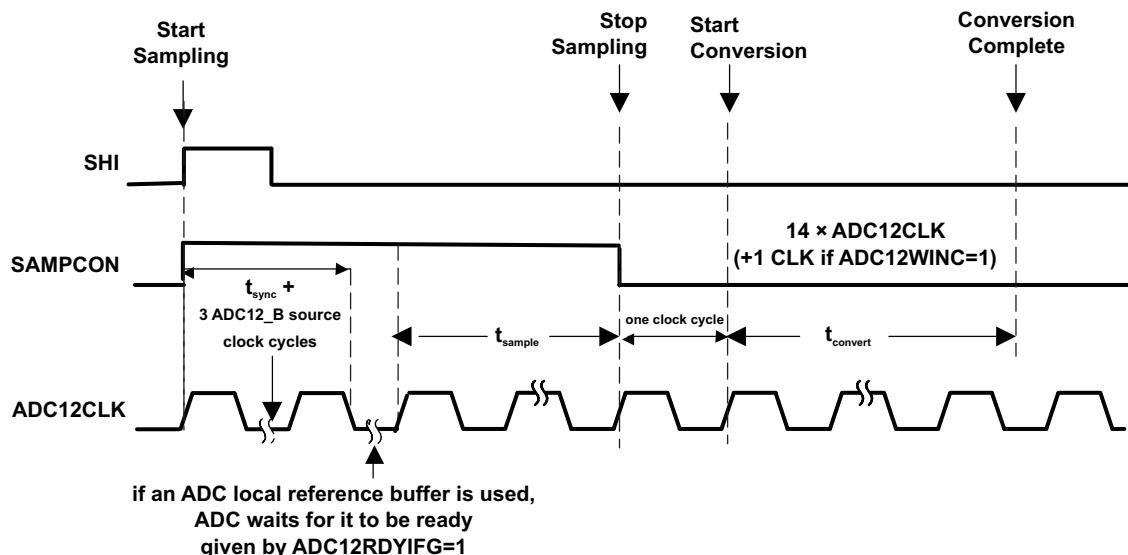


Figure 28-5. Pulse Sample Mode First Conversion or Where  $\text{ADC12MSC} = 0$  in 12-Bit Mode

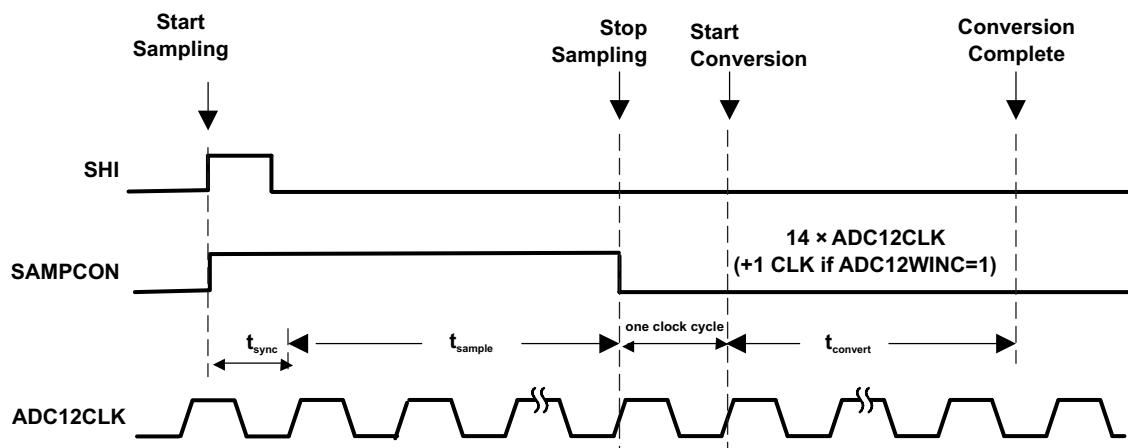
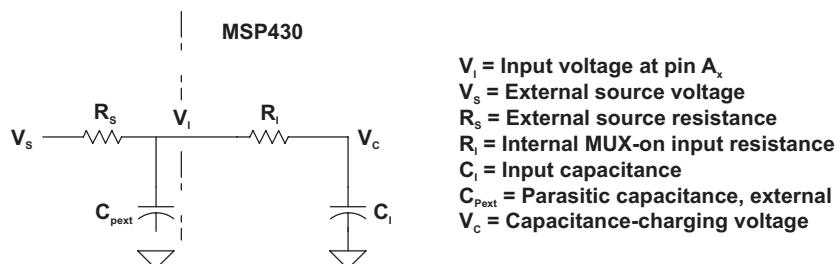


Figure 28-6. Pulse Sample Mode Subsequent Conversions in 12-Bit Mode

### 28.2.6.3 Sample Timing Considerations

When  $\text{SAMPCON} = 0$ , all  $A_x$  inputs are high impedance. When  $\text{SAMPCON} = 1$ , the selected  $A_x$  input can be modeled as an RC low-pass filter during the sampling time  $t_{\text{sample}}$  (see Figure 28-7). An internal MUX-on input resistance  $R_i$  (see the device-specific data sheet) in series with capacitor  $C_i$  (see the device-specific data sheet) is seen by the source. The capacitor  $C_i$  voltage ( $V_c$ ) must be charged to within one-half LSB of the source voltage ( $V_s$ ) for an accurate n-bit conversion, where n is the bits of resolution required.



- $V_i$  = Input voltage at pin  $A_x$
- $V_s$  = External source voltage
- $R_s$  = External source resistance
- $R_i$  = Internal MUX-on input resistance
- $C_i$  = Input capacitance
- $C_{\text{pext}}$  = Parasitic capacitance, external
- $V_c$  = Capacitance-charging voltage

Figure 28-7. Analog Input Equivalent Circuit

The resistance of the source  $R_S$  and  $R_I$  affect  $t_{\text{sample}}$ . Use [Equation 15](#) to calculate the minimum sampling time  $t_{\text{sample}}$  for a n-bit conversion, where n equals the bits of resolution.

$$t_{\text{sample}} \geq (R_S + R_I) \times \ln(2^{n+2}) \times (C_I + C_{\text{pext}}), R_S < 10k\Omega \quad (15)$$

See the device-specific data sheet for  $R_I$  and  $C_I$  values.

### 28.2.7 Conversion Memory

32 ADC12MEMx conversion memory registers store the conversion results. Each ADC12MEMx is configured with an associated ADC12MCTLx control register. The ADC12VRSEL bits define the voltage reference, and the ADC12INCHx and ADC12DIF bits select the input channels. The ADC12EOS bit defines the end of sequence when a sequential conversion mode is used. A sequence rolls over from ADC12MEM31 to ADC12MEM0 when the ADC12EOS bit in ADC12MCTL31 is not set.

The CSTARTADDx bits define the first ADC12MCTLx used for any conversion. If the conversion mode is single-channel or repeat-single-channel, the CSTARTADDx points to the single ADC12MCTLx to be used.

If the conversion mode selected is either sequence-of-channels or repeat-sequence-of-channels, CSTARTADDx points to the first ADC12MCTLx location to be used in a sequence. A pointer, not visible to software, is incremented automatically to the next ADC12MCTLx in sequence when each conversion completes. The sequence continues until an ADC12EOS bit in ADC12MCTLx is processed; this is, the last control byte processed.

When conversion results are written to a selected ADC12MEMx, the corresponding flag in the ADC12IFGRx register is set.

There are two formats available to read the conversion result from ADC12MEMx. When ADC12DF = 0, the conversion is right justified and unsigned. For ADC12DF = 0 with ADC12DIF = 0 and 8-bit, 10-bit, and 12-bit resolutions, the upper 8, 6, and 4 bits, respectively, of an ADC12MEMx read are always zeros. To convert a ADC12DIF = 1 to binary unsigned, the maximum negative value is added to the conversion. Therefore, 128 is added for 8-bit conversions, 512 is added for 10-bit conversions, and 2048 is added for 12-bit conversions.

When ADC12DF = 1, the conversion result is left justified and two's complement. For 8-bit, 10-bit, and 12-bit resolutions, the lower 8, 6, and 4 bits, respectively, of a ADC12MEMx read are always zeros.

[Table 28-1](#) summarizes the output data formats.

**Table 28-1. ADC12\_B Conversion Result Formats**

Analog Input Voltage Range	ADC12DIF	ADC12DF	ADC12RES	Ideal Conversion Results (With Offset Added When ADC12DIF = 1)	ADC12MEMx Read Value
Vin to $V_{R^-}$ : $V_{R^-}$ to $+V_{R^+}$	0	0	00	0 to 255	0000h to 00FFh
	0	0	01	0 to 1023	0000h to 03FFh
	0	0	10	0 to 4095	0000h to 0FFFh
	0	1	00	-128 to 127	8000h to 7F00h
	0	1	01	-512 to 511	8000h to 7FC0h
	0	1	10	-2048 to 2047	8000h to 7FF0h
Vin+ to Vin-: $V_{R^-}$ to $+V_{R^+}$	1	0	00	-128 to 127 (0 to 255)	0000h to 00FFh
	1	0	01	-512 to 511 (0 to 1023)	0000h to 03FFh
	1	0	10	-2048 to 2047 (0 to 4095)	0000h to 0FFFh
	1	1	00	-128 to 127	8000h to 7F00h
	1	1	01	-512 to 511	8000h to 7FC0h
	1	1	10	-2048 to 2047	8000h to 7FF0h

### 28.2.8 ADC12\_B Conversion Modes

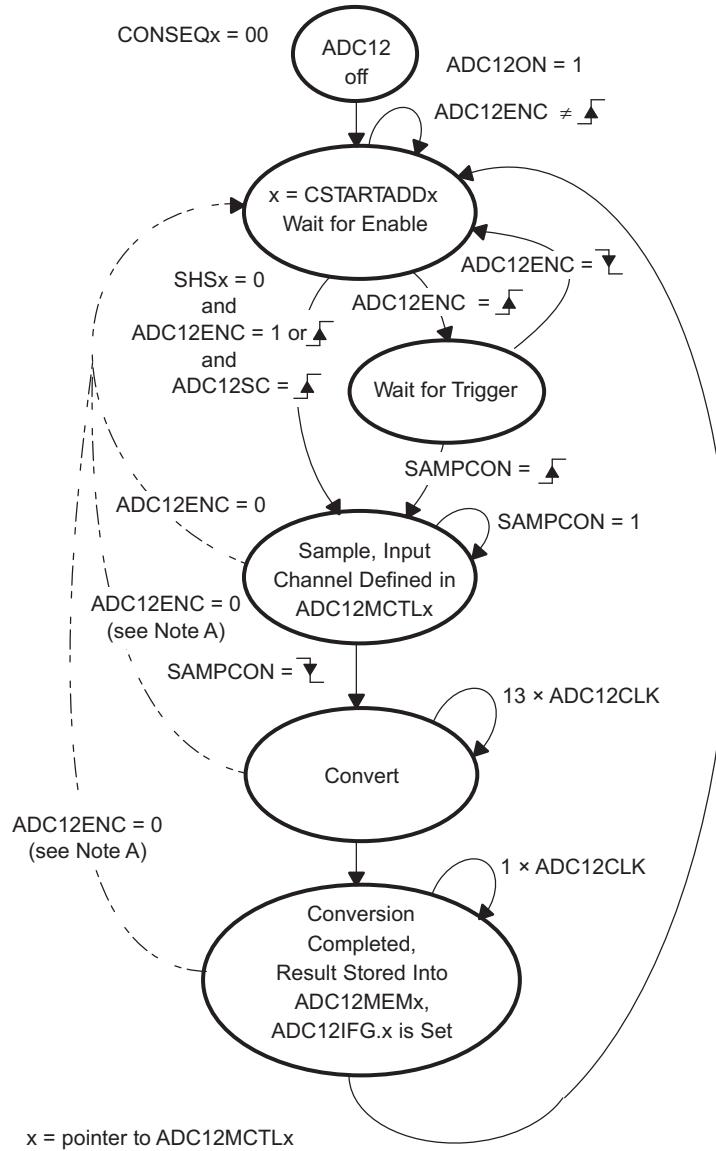
Table 28-2 shows the four operating modes that are selected by the CONSEQx bits. All state diagrams assume a 12-bit resolution setting.

**Table 28-2. Conversion Mode Summary**

ADC12CONSEQx	Mode	Operation
00	Single-channel single-conversion	A single channel is converted once.
01	Sequence-of-channels (autoscan)	A sequence of channels is converted once.
10	Repeat-single-channel	A single channel is converted repeatedly.
11	Repeat-sequence-of-channels (repeated autoscan)	A sequence of channels is converted repeatedly.

### 28.2.8.1 Single-Channel Single-Conversion Mode

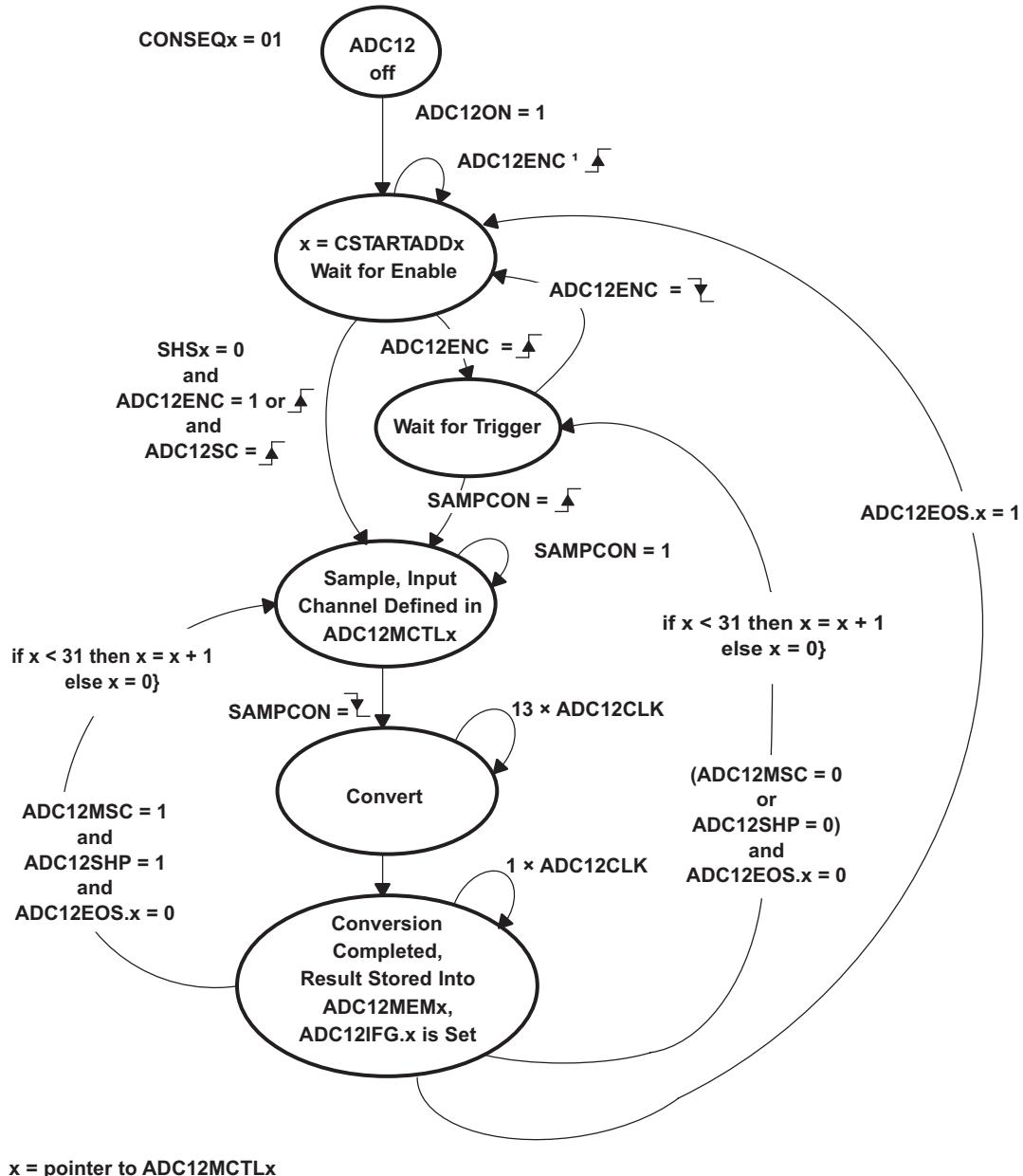
A single channel is sampled and converted once. The ADC result is written to the ADC12MEMx that is defined by the CSTARTADDx bits. [Figure 28-8](#) shows the flow of the single-channel single-conversion mode when RES = 0x2 for 12-bit mode. When ADC12SC triggers a conversion, the ADC12SC bit can trigger successive conversions. When any other trigger source is used, ADC12ENC must be toggled between each conversion. When there are multiple triggers then ADC12ENC bit must be toggled after the additional trigger(s) for lowest power (otherwise clocks are still requested even after conversion is complete).



**Figure 28-8. Single-Channel Single-Conversion Mode, ADC12ISSH = 0**

### 28.2.8.2 Sequence-of-Channels Mode (Autoscan Mode)

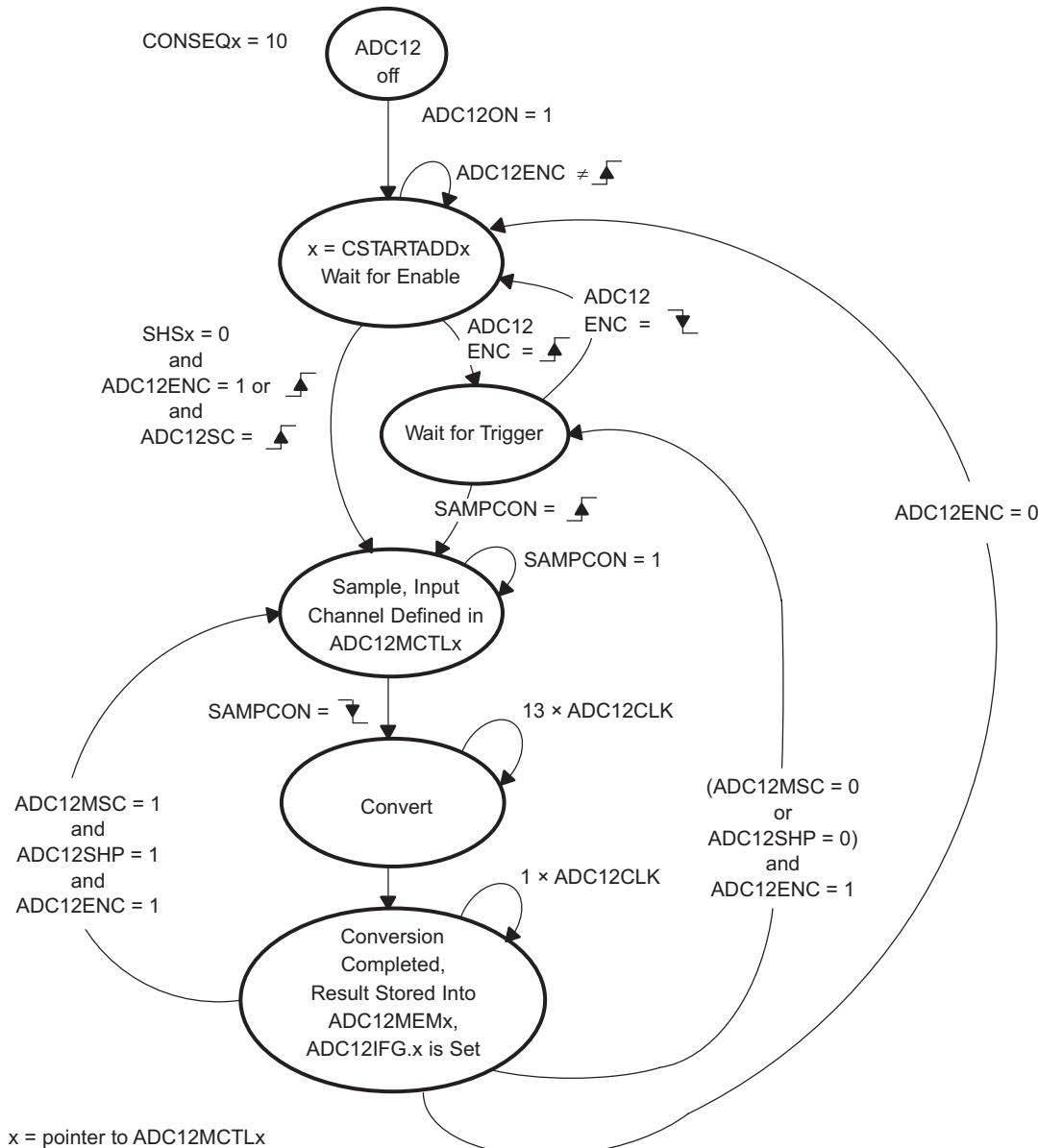
In sequence-of-channels mode, also called autoscan mode, a sequence of channels is sampled and converted once. The ADC results are written to the conversion memories starting with the ADC12MEMx that is defined by the CSTARTADDx bits. The sequence stops after the measurement of the channel with a set ADC12EOS bit. Figure 28-9 shows the sequence-of-channels mode when RES = 0x02 for 12-bit mode. When ADC12SC triggers a sequence, the ADC12SC bit can trigger successive sequences. When any other trigger source is used, ADC12ENC must be toggled between each sequence. When there are multiple triggers then ADC12ENC bit must be toggled after the additional trigger(s) for lowest power (otherwise clocks are still requested even after conversion sequence is complete)



**Figure 28-9. Sequence-of-Channels Mode, ADC12ISSH = 0**

### 28.2.8.3 Repeat-Single-Channel Mode

In repeat-single-channel mode, a single channel is sampled and converted continuously. The ADC results are written to the ADC12MEMx defined by the CSTARTADDx bits. It is necessary to read the result after the completed conversion, because only one ADC12MEMx memory is used and is overwritten by the next conversion. [Figure 28-10](#) shows the repeat-single-channel mode when RES = 0x2 for 12-bit mode.



**Figure 28-10. Repeat-Single-Channel Mode, ADC12ISSH = 0**

#### 28.2.8.4 Repeat-Sequence-of-Channels Mode (Repeated Autoscan Mode)

In repeat-sequence-of-channels mode, a sequence of channels is sampled and converted repeatedly. This mode is also called repeated autoscan mode. The ADC results are written to the conversion memories starting with the ADC12MEMx that is defined by the CSTARTADDx bits. The sequence ends after the measurement of the channel with a set ADC12EOS bit, and the next trigger signal restarts the sequence. Figure 28-11 shows the repeat-sequence-of-channels mode.

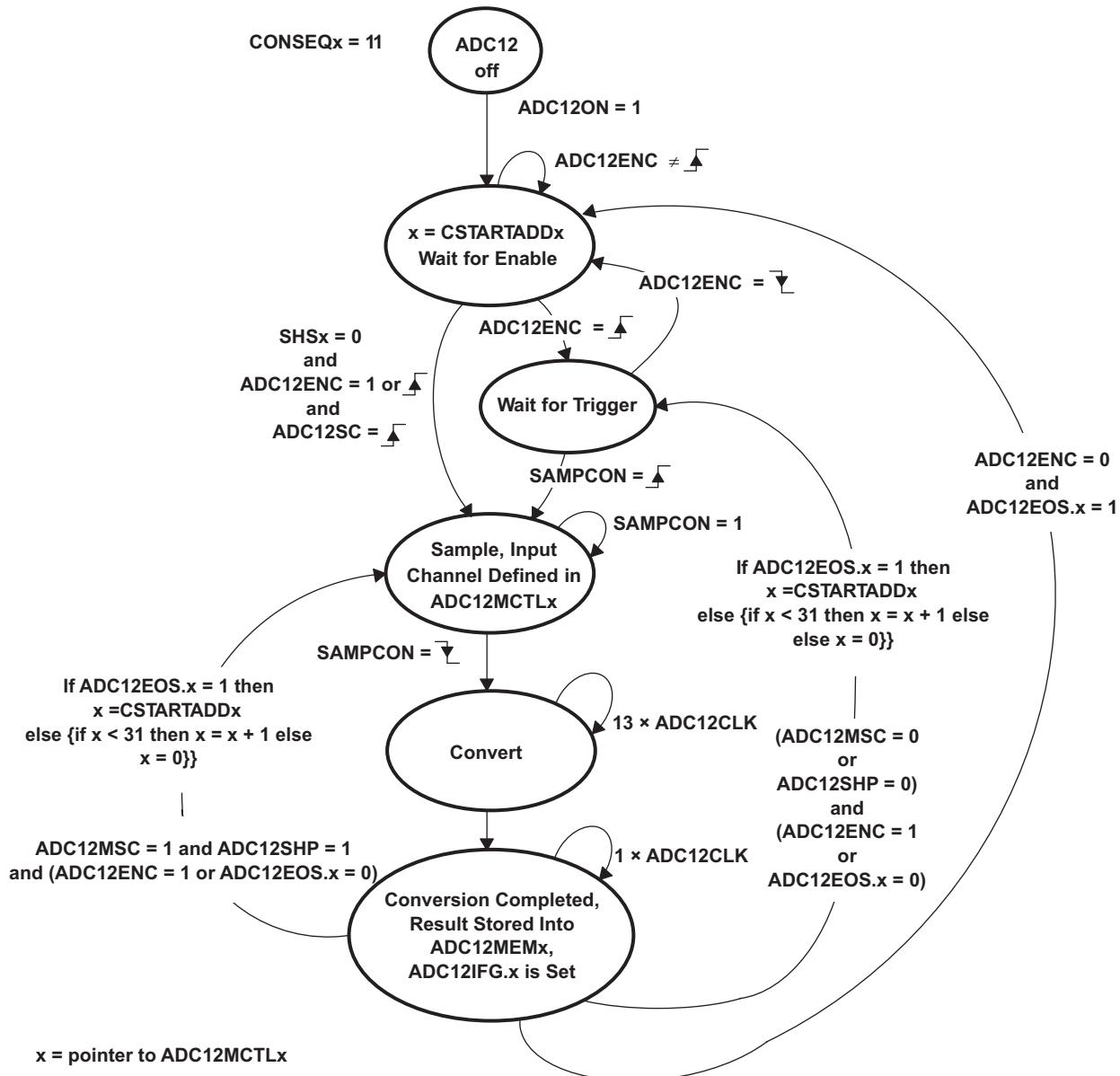


Figure 28-11. Repeat-Sequence-of-Channels Mode, ADC12ISSH = 0

### **28.2.8.5 Using the Multiple Sample and Convert (ADC12MSC) Bit**

To configure the converter to perform successive conversions automatically and as quickly as possible, a multiple sample and convert function is available. When ADC12MSC = 1, CONSEQx > 0, and the sample timer is used (pulse sample mode, ADC12SHP = 1), the first rising edge of SHI signal triggers the first conversion. Successive conversions are triggered automatically as soon as the prior conversion is completed (if the ADC local reference buffer is used, ADC12VRSEL= 0001, 0011, 0101, 0111, 1001, 1011, 1101, or 1111, there is one clock cycle before the successive conversion is triggered). Additional SHI triggers are ignored until the sequence is completed in the single-sequence mode, or until the ADC12ENC bit is toggled in repeat-single-channel or repeated-sequence modes. The function of the ADC12ENC bit is unchanged when using the ADC12MSC bit.

### **28.2.8.6 Stopping Conversions**

Stopping ADC12\_B activity depends on the mode of operation. The recommended ways to stop an active conversion or conversion sequence are:

- Reset ADC12ENC in single-channel single-conversion mode to stop a conversion immediately. The results are unreliable. For correct results, poll the busy bit until it is reset before clearing ADC12ENC.
- Reset ADC12ENC during repeat-single-channel operation to stop the converter at the end of the current conversion.
- Reset ADC12ENC during a sequence or repeat-sequence mode to stop the converter at the end of the current conversion.
- Stop any conversion mode immediately by setting the CONSEQx = 0 and resetting the ADC12ENC and ADC12ON bit. Conversion data are unreliable.

---

**NOTE: No ADC12EOS bit set for sequence**

If no ADC12EOS bit is set and a sequence mode is selected, resetting the ADC12ENC bit does not stop the sequence. To stop the sequence, first select a single-channel mode and then reset ADC12ENC.

---

### **28.2.9 Operation in LPM3 and LPM4**

The ADC remains active in LPM3 if the following are all true:

- ADC is on (ADC12ON = 1).
- Conversion is enabled (ADC12ENC = 1).
- External triggers are selected (ADC12SHSx ≠ 0) OR ACLK is ADC12B source clock (ADC12SSELx = 01b).

The ADC remains active in LPM4 if the following are all true:

- ADC is on (ADC12ON = 1).
- Conversion is enabled (ADC12ENC = 1).
- External triggers are selected (ADC12SHSx ≠ 0).

### **28.2.10 Window Comparator**

The window comparator allows to monitor analog signals without any CPU interaction. It is enabled for the desired ADC12MEMx conversion with the ADC12WINC bit in the ADC12MCTLx register. In the following the window comparator interrupts are listed:

- The ADC12LO interrupt flag (ADC12LOIFG) is set if the current result of the ADC12\_B conversion is below the low threshold defined in register ADC12LO.
- The ADC12HI interrupt flag (ADC12HIIFG) is set if the current result of the ADC12\_B conversion is greater than the high threshold defined in the register ADC12HI.
- The ADC12IN interrupt flag (ADC12INIFG) is set if the current result of the ADC12\_B conversion is greater than the low threshold defined in register ADC12LO and less than the high threshold defined in ADC12HI.

These interrupts are generated independently of the conversion mode selected by the user. The update of the window comparator interrupt flags happen after the ADC12IFGx.

The lower and higher threshold in the ADC12LO and ADC12HI registers have to be given in the correct data format. If the binary unsigned data format is selected by ADC12DF = 0, then the thresholds in the registers ADC12LO and ADC12HI must be written as binary unsigned values. If the signed binary (2s complement) data format is selected by ADC12DF = 1, then the thresholds in the registers ADC12LO and ADC12HI must be written as signed binary (2s complement). Altering the ADC12DF register or the ADC12RES register resets the threshold registers.

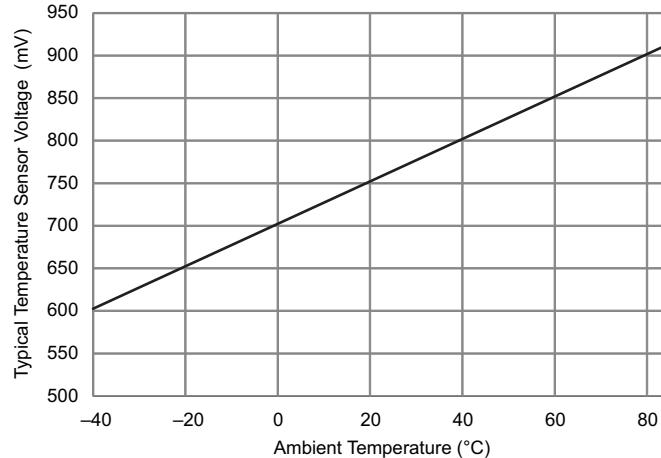
The interrupt flags are reset by the user software. The ADC12\_B sets the interrupt flags each time a new conversion result is available in the ADC12MEMx register if applicable. Interrupt flags are not cleared by hardware. The user software resets the window comparator interrupt flags per the application needs.

### 28.2.11 Using the Integrated Temperature Sensor

To use the on-chip temperature sensor, the user must enable the temperature sensor input channel by setting the ADC12TCMAP bit equal to 1 in the ADC12CTL3 register. The user must then select the analog input channel ADC12INCHx = 0x1E for the temperature sensor. Any other configuration is done as if an external channel were selected, including reference selection, conversion-memory selection, and so on. The temperature sensor is in the REF module.

A typical temperature sensor transfer function is shown in [Figure 28-12](#). The transfer function shown is only an example. Calibration is required to determine the corresponding voltages for a specific device. When using the temperature sensor, the sample period must be greater than 30  $\mu$ s. The temperature sensor offset error can be large and may need to be calibrated for most applications. Temperature calibration values are available for use in the TLV descriptors (see the device-specific data sheet for locations). Some MSP430 devices include calibration data that can be used to compute temperature more accurately. For more information, refer to [Section 1.14.3.3](#).

Selecting the temperature sensor automatically turns on the on-chip reference generator as a voltage source for the temperature sensor. However, it does not enable the VREF+ output or affect the reference selections for the conversion. The reference choices for converting the temperature sensor are the same as with any other channel.



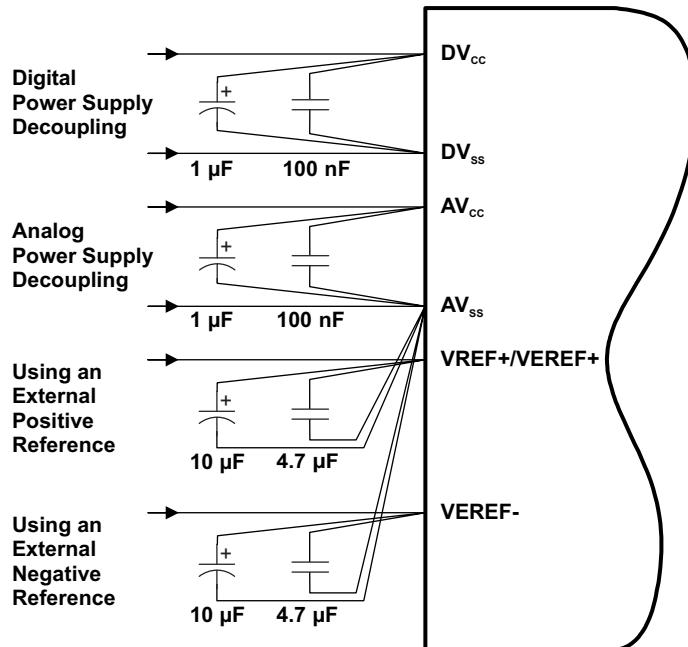
**Figure 28-12. Typical Temperature Sensor Transfer Function**

### **28.2.12 ADC12\_B Grounding and Noise Considerations**

As with any high-resolution ADC, appropriate printed-circuit-board layout and grounding techniques should be followed to eliminate ground loops, unwanted parasitic effects, and noise.

Ground loops are formed when return current from the ADC flows through paths that are common with other analog or digital circuitry. If care is not taken, this current can generate small unwanted offset voltages that can add to or subtract from the reference or input voltages of the ADC. The connections shown in Figure 28-13 prevent this.

In addition to grounding, ripple and noise spikes on the power-supply lines due to digital switching or switching power supplies can corrupt the conversion result. A noise-free design using separate analog and digital ground planes with a single-point connection is recommended to achieve high accuracy.



**Figure 28-13. ADC12\_B Grounding and Noise Considerations**

### 28.2.13 ADC12\_B Calibration

The device TLV structure contains calibration values that can be used to improve the measurement capability of the ADC12\_B. Refer to [Section 1.14](#) of the *System Resets, Interrupts, and Operating Modes, System Control Module (SYS)* chapter for more details.

### 28.2.14 ADC12\_B Interrupts

The ADC12\_B has 38 interrupt sources:

- ADC12IFG0 to ADC12IFG31
- ADC12OVIFG: ADC12MEMx overflow
- ADC12TOVIFG: ADC12\_B conversion time overflow
- ADC12LOIFG, ADC12INIFG, and ADC12HIIIFG for ADC12MEMx
- ADC12RDYIFG: ADC12\_B local reference buffer ready

The ADC12IFGx bits are set when their corresponding ADC12MEMx memory register is loaded with a conversion result. An interrupt request is generated if the corresponding ADC12IEx bit and the GIE bit are set. The conversion result written into ADC12MEMx result register also sets the ADC12LOIFG, ADC12INIFG or ADC12HIIIFG if applicable. The ADC12OVIFG condition occurs when a conversion result is written to any ADC12MEMx before its previous conversion result was read. The ADC12TOVIFG condition is generated when another sample-and-conversion is requested before the current conversion is completed. The DMA is triggered after the conversion in single-channel conversion mode or after the completion of a sequence of channel conversions in sequence-of-channels conversion mode. See [Section 11.2.11](#) for additional details. The ADC12RDYIFG is set after the sample trigger is asserted when the ADC12\_B local reference buffer is ready. Note the ADC12RDYIFG will be set even when the ADC12B does not select the buffered reference. It can be used during extended sample mode instead of adding the max ADC12\_B local reference buffer settle time to the sample signal time.

#### 28.2.14.1 ADC12IV, Interrupt Vector Generator

All ADC12\_B interrupt sources are prioritized and combined to source a single interrupt vector. The interrupt vector register ADC12IV is used to determine which ADC12\_B interrupt source requested an interrupt.

The highest-priority enabled ADC12\_B interrupt generates a number in the ADC12IV register (see [Section 28.3.15](#)). This number can be evaluated or added to the program counter (PC) to automatically enter the appropriate software routine. ADC12\_B interrupts that are disabled do not affect the ADC12IV value.

Read access of the ADC12IV register automatically resets the highest pending interrupt condition and flag except the ADC12IFGx flags. ADC12IFGx bits are reset automatically by accessing their associated ADC12MEMx register or may be reset with software.

Write access of the ADC12IV register clears all pending interrupt conditions and flags.

If another interrupt is pending after servicing of an interrupt, another interrupt is generated. For example, if the ADC12OV and ADC12IFG3 interrupts are pending when the interrupt service routine accesses the ADC12IV register, the ADC12OV interrupt condition is reset automatically. After the RETI instruction of the interrupt service routine is executed, the ADC12IFG3 generates another interrupt.

### 28.2.14.2 ADC12\_B Interrupt Handling Software Example

The following software example shows the recommended use of the ADC12IV and handling overhead. The ADC12IV value is added to the PC to automatically jump to the appropriate routine.

The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself, are:

- ADC12IFG0 through ADC12IFG30, ADC12TOV, ADC12OV, ADC12LO, ADC12HI, ADC12IN, ADC12RDY: 16 cycles
- ADC12IFG31: 14 cycles

The interrupt handler for ADC12IFG31 shows a way to check immediately if a higher-prioritized interrupt occurred during the processing of ADC12IFG31. This saves nine cycles if another ADC12\_B interrupt is pending.

```
; Interrupt handler for ADC12.
INT_ADC12      ; Enter Interrupt Service Routine
    ADD      &ADC12IV,PC   ; Add offset to PC
    RETI
    JMP      ADOV        ; Vector 0: No interrupt
    JMP      ADTOV       ; Vector 2: ADC overflow
    JMP      ADHI        ; Vector 4: ADC timing overflow
    JMP      ADLO        ; Vector 6: ADC12HIIFG
    JMP      ADIN        ; Vector 8: ADC12LOIFG
    JMP      ADM0        ; Vector A: ADC12INIFG
    JMP      ...          ; Vectors E-70
    JMP      ADM30       ; Vector 72: ADC12IFG30
    ...
    JMP      ADRDY       ; ADC12RDYIFG
;
; Handler for ADC12IFG31 starts here. No JMP required.
;
;
ADM31      MOV      &ADC12MEM31,xxx     ; Move result, flag is reset
    ...
    JMP      INT_ADC12   ; Check other int pending
;
; ADC12IFG30-ADC12IFG1 handlers go here
;
ADM0      MOV      &ADC12MEM0,xxx     ; Move result, flag is reset
    ...
    RETI
ADTOV    ...          ; Other instruction needed?
    RETI
    ; Handle Conv. time overflow
    ; Return;
ADOV     ...          ; Handle ADC12MEMx overflow
    RETI
    ; Return;
ADHI     ...          ; Handle window comparator high Interrupt
    RETI
    ; Return;
ADLO     ...          ; Handle window comparator low Interrupt
    RETI
    ; Return;
ADIN     ...          ; Handle window comparator in window Interrupt
    RETI
    ; Return;
ADRDY    ...          ; Handle window comparator in window Interrupt
    RETI
    ; Return;
```

## 28.3 ADC12\_B Registers

[Table 28-3](#) lists the memory-mapped registers for the ADC12\_B. See the device-specific data sheet for the base memory address of these registers. All other register offset addresses not listed in [Table 28-3](#) should be considered as reserved locations, and the register contents should not be modified.

---

**NOTE:** All registers have word or byte register access. For a generic register ANYREG, the suffix "\_L" (ANYREG\_L) refers to the lower byte of the register (bits 0 through 7). The suffix "\_H" (ANYREG\_H) refers to the upper byte of the register (bits 8 through 15).

---

**Table 28-3. ADC12\_B Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	ADC12CTL0	ADC12_B Control 0	Read/write	Word	0000h	<a href="#">Section 28.3.1</a>
00h	ADC12CTL0_L		Read/write	Byte	00h	
01h	ADC12CTL0_H		Read/write	Byte	00h	
02h	ADC12CTL1	ADC12_B Control 1	Read/write	Word	0000h	<a href="#">Section 28.3.2</a>
02h	ADC12CTL1_L		Read/write	Byte	00h	
03h	ADC12CTL1_H		Read/write	Byte	00h	
04h	ADC12CTL2	ADC12_B Control 2	Read/write	Word	0020h	<a href="#">Section 28.3.3</a>
04h	ADC12CTL2_L		Read/write	Byte	20h	
05h	ADC12CTL2_H		Read/write	Byte	00h	
06h	ADC12CTL3	ADC12_B Control 3	Read/write	Byte	0000h	<a href="#">Section 28.3.4</a>
06h	ADC12CTL3_L		Read/write	Byte	00h	
07h	ADC12CTL3_H		Read/write		00h	
08h	ADC12LO	ADC12_B Window Comparator Low Threshold Register	Read/write	Word	0000h	<a href="#">Section 28.3.8</a>
08h	ADC12LO_L		Read/write	Byte	00h	
09h	ADC12LO_H		Read/write	Byte	00h	
0Ah	ADC12HI	ADC12_B Window Comparator High Threshold Register	Read/write	Word	0FFFh	<a href="#">Section 28.3.7</a>
0Ah	ADC12HI_L		Read/write	Byte	FFh	
0Bh	ADC12HI_H		Read/write	Byte	0Fh	
0Ch	ADC12IFGR0	ADC12_B Interrupt Flag 0	Read/write	Word	0000h	<a href="#">Section 28.3.12</a>
0Ch	ADC12IFGR0_L		Read/write	Byte	00h	
0Dh	ADC12IFGR0_H		Read/write	Byte	00h	
0Eh	ADC12IFGR1	ADC12_B Interrupt Flag 1	Read/write	Word	0000h	<a href="#">Section 28.3.13</a>
0Eh	ADC12IFGR1_L		Read/write	Byte	00h	
0Fh	ADC12IFGR1_H		Read/write	Byte	00h	
10h	ADC12IFGR2	ADC12_B Interrupt Flag 2	Read/write	Word	0000h	<a href="#">Section 28.3.14</a>
10h	ADC12IFGR2_L		Read/write	Byte	00h	
11h	ADC12IFGR2_H		Read/write	Byte	00h	
12h	ADC12IER0	ADC12_B Interrupt Enable 0	Read/write	Word	0000h	<a href="#">Section 28.3.9</a>
12h	ADC12IER0_L		Read/write	Byte	00h	
13h	ADC12IER0_H		Read/write	Byte	00h	
14h	ADC12IER1	ADC12_B Interrupt Enable 1	Read/write	Word	0000h	<a href="#">Section 28.3.10</a>
14h	ADC12IER1_L		Read/write	Byte	00h	
15h	ADC12IER1_H		Read/write	Byte	00h	
16h	ADC12IER2	ADC12_B Interrupt Enable 2	Read/write	Word	0000h	<a href="#">Section 28.3.11</a>
16h	ADC12IER2_L		Read/write	Byte	00h	
17h	ADC12IER2_H		Read/write	Byte	00h	

**Table 28-3. ADC12\_B Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
18h	ADC12IV	ADC12_B Interrupt Vector	Read/write	Word	0000h	<a href="#">Section 28.3.15</a>
18h	ADC12IV_L		Read/write	Byte	00h	
19h	ADC12IV_H		Read	Byte	00h	
20h	ADC12MCTL0	ADC12_B Memory Control 0	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
20h	ADC12MCTL0_L		Read/write	Byte	00h	
21h	ADC12MCTL0_H		Read/write	Byte	00h	
22h	ADC12MCTL1	ADC12_B Memory Control 1	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
22h	ADC12MCTL1_L		Read/write	Byte	00h	
23h	ADC12MCTL1_H		Read/write	Byte	00h	
24h	ADC12MCTL2	ADC12_B Memory Control 2	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
24h	ADC12MCTL2_L		Read/write	Byte	00h	
25h	ADC12MCTL2_H		Read/write	Byte	00h	
26h	ADC12MCTL3	ADC12_B Memory Control 3	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
26h	ADC12MCTL3_L		Read/write	Byte	00h	
27h	ADC12MCTL3_H		Read/write	Byte	00h	
28h	ADC12MCTL4	ADC12_B Memory Control 4	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
28h	ADC12MCTL4_L		Read/write	Byte	00h	
29h	ADC12MCTL4_H		Read/write	Byte	00h	
2Ah	ADC12MCTL5	ADC12_B Memory Control 5	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
2Ah	ADC12MCTL5_L		Read/write	Byte	00h	
2Bh	ADC12MCTL5_H		Read/write	Byte	00h	
2Ch	ADC12MCTL6	ADC12_B Memory Control 6	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
2Ch	ADC12MCTL6_L		Read/write	Byte	00h	
2Dh	ADC12MCTL6_H		Read/write	Byte	00h	
2Eh	ADC12MCTL7	ADC12_B Memory Control 7	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
2Eh	ADC12MCTL7_L		Read/write	Byte	00h	
2Fh	ADC12MCTL7_H		Read/write	Byte	00h	
30h	ADC12MCTL8	ADC12_B Memory Control 8	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
30h	ADC12MCTL8_L		Read/write	Byte	00h	
31h	ADC12MCTL8_H		Read/write	Byte	00h	
32h	ADC12MCTL9	ADC12_B Memory Control 9	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
32h	ADC12MCTL9_L		Read/write	Byte	00h	
33h	ADC12MCTL9_H		Read/write	Byte	00h	
34h	ADC12MCTL10	ADC12_B Memory Control 10	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
34h	ADC12MCTL10_L		Read/write	Byte	00h	
35h	ADC12MCTL10_H		Read/write	Byte	00h	
36h	ADC12MCTL11	ADC12_B Memory Control 11	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
36h	ADC12MCTL11_L		Read/write	Byte	00h	
37h	ADC12MCTL11_H		Read/write	Byte	00h	
38h	ADC12MCTL12	ADC12_B Memory Control 12	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
38h	ADC12MCTL12_L		Read/write	Byte	00h	
39h	ADC12MCTL12_H		Read/write	Byte	00h	
3Ah	ADC12MCTL13	ADC12_B Memory Control 13	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
3Ah	ADC12MCTL13_L		Read/write	Byte	00h	
3Bh	ADC12MCTL13_H		Read/write	Byte	00h	

**Table 28-3. ADC12\_B Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
3Ch	ADC12MCTL14	ADC12_B Memory Control 14	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
3Ch	ADC12MCTL14_L		Read/write	Byte	00h	
3Dh	ADC12MCTL14_H		Read/write	Byte	00h	
3Eh	ADC12MCTL15	ADC12_B Memory Control 15	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
3Eh	ADC12MCTL15_L		Read/write	Byte	00h	
3Fh	ADC12MCTL15_H		Read/write	Byte	00h	
40h	ADC12MCTL16	ADC12_B Memory Control 16	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
40h	ADC12MCTL16_L		Read/write	Byte	00h	
41h	ADC12MCTL16_H		Read/write	Byte	00h	
42h	ADC12MCTL17	ADC12_B Memory Control 17	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
42h	ADC12MCTL17_L		Read/write	Byte	00h	
43h	ADC12MCTL17_H		Read/write	Byte	00h	
44h	ADC12MCTL18	ADC12_B Memory Control 18	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
44h	ADC12MCTL18_L		Read/write	Byte	00h	
45h	ADC12MCTL18_H		Read/write	Byte	00h	
46h	ADC12MCTL19	ADC12_B Memory Control 19	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
46h	ADC12MCTL19_L		Read/write	Byte	00h	
47h	ADC12MCTL19_H		Read/write	Byte	00h	
48h	ADC12MCTL20	ADC12_B Memory Control 20	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
48h	ADC12MCTL20_L		Read/write	Byte	00h	
49h	ADC12MCTL20_H		Read/write	Byte	00h	
4Ah	ADC12MCTL21	ADC12_B Memory Control 21	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
4Ah	ADC12MCTL21_L		Read/write	Byte	00h	
4Bh	ADC12MCTL21_H		Read/write	Byte	00h	
4Ch	ADC12MCTL22	ADC12_B Memory Control 22	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
4Ch	ADC12MCTL22_L		Read/write	Byte	00h	
4Dh	ADC12MCTL22_H		Read/write	Byte	00h	
4Eh	ADC12MCTL23	ADC12_B Memory Control 23	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
4Eh	ADC12MCTL23_L		Read/write	Byte	00h	
4Fh	ADC12MCTL23_H		Read/write	Byte	00h	
50h	ADC12MCTL24	ADC12_B Memory Control 24	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
50h	ADC12MCTL24_L		Read/write	Byte	00h	
51h	ADC12MCTL24_H		Read/write	Byte	00h	
52h	ADC12MCTL25	ADC12_B Memory Control 25	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
52h	ADC12MCTL25_L		Read/write	Byte	00h	
53h	ADC12MCTL25_H		Read/write	Byte	00h	
54h	ADC12MCTL26	ADC12_B Memory Control 26	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
54h	ADC12MCTL26_L		Read/write	Byte	00h	
55h	ADC12MCTL26_H		Read/write	Byte	00h	
56h	ADC12MCTL27	ADC12_B Memory Control 27	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
56h	ADC12MCTL27_L		Read/write	Byte	00h	
57h	ADC12MCTL27_H		Read/write	Byte	00h	
58h	ADC12MCTL28	ADC12_B Memory Control 28	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
58h	ADC12MCTL28_L		Read/write	Byte	00h	
59h	ADC12MCTL28_H		Read/write	Byte	00h	

**Table 28-3. ADC12\_B Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
5Ah	ADC12MCTL29	ADC12_B Memory Control 29	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
5Ah	ADC12MCTL29_L		Read/write	Byte	00h	
5Bh	ADC12MCTL29_H		Read/write	Byte	00h	
5Ch	ADC12MCTL30	ADC12_B Memory Control 30	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
5Ch	ADC12MCTL30_L		Read/write	Byte	00h	
5Dh	ADC12MCTL30_H		Read/write	Byte	00h	
5Eh	ADC12MCTL31	ADC12_B Memory Control 31	Read/write	Word	0000h	<a href="#">Section 28.3.6</a>
5Eh	ADC12MCTL31_L		Read/write	Byte	00h	
5Fh	ADC12MCTL31_H		Read/write	Byte	00h	
60h	ADC12MEM0	ADC12_B Memory 0	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
60h	ADC12MEM0_L		Read/write	Byte	undefined	
61h	ADC12MEM0_H		Read/write	Byte	undefined	
62h	ADC12MEM1	ADC12_B Memory 1	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
62h	ADC12MEM1_L		Read/write	Byte	undefined	
63h	ADC12MEM1_H		Read/write	Byte	undefined	
64h	ADC12MEM2	ADC12_B Memory 2	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
64h	ADC12MEM2_L		Read/write	Byte	undefined	
65h	ADC12MEM2_H		Read/write	Byte	undefined	
66h	ADC12MEM3	ADC12_B Memory 3	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
66h	ADC12MEM3_L		Read/write	Byte	undefined	
67h	ADC12MEM3_H		Read/write	Byte	undefined	
68h	ADC12MEM4	ADC12_B Memory 4	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
68h	ADC12MEM4_L		Read/write	Byte	undefined	
69h	ADC12MEM4_H		Read/write	Byte	undefined	
6Ah	ADC12MEM5	ADC12_B Memory 5	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
6Ah	ADC12MEM5_L		Read/write	Byte	undefined	
6Bh	ADC12MEM5_H		Read/write	Byte	undefined	
6Ch	ADC12MEM6	ADC12_B Memory 6	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
6Ch	ADC12MEM6_L		Read/write	Byte	undefined	
6Dh	ADC12MEM6_H		Read/write	Byte	undefined	
6Eh	ADC12MEM7	ADC12_B Memory 7	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
6Eh	ADC12MEM7_L		Read/write	Byte	undefined	
6Fh	ADC12MEM7_H		Read/write	Byte	undefined	
70h	ADC12MEM8	ADC12_B Memory 8	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
70h	ADC12MEM8_L		Read/write	Byte	undefined	
71h	ADC12MEM8_H		Read/write	Byte	undefined	
72h	ADC12MEM9	ADC12_B Memory 9	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
72h	ADC12MEM9_L		Read/write	Byte	undefined	
73h	ADC12MEM9_H		Read/write	Byte	undefined	
74h	ADC12MEM10	ADC12_B Memory 10	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
74h	ADC12MEM10_L		Read/write	Byte	undefined	
75h	ADC12MEM10_H		Read/write	Byte	undefined	
76h	ADC12MEM11	ADC12_B Memory 11	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
76h	ADC12MEM11_L		Read/write	Byte	undefined	
77h	ADC12MEM11_H		Read/write	Byte	undefined	

**Table 28-3. ADC12\_B Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
78h	ADC12MEM12	ADC12_B Memory 12	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
78h	ADC12MEM12_L		Read/write	Byte	undefined	
79h	ADC12MEM12_H		Read/write	Byte	undefined	
7Ah	ADC12MEM13	ADC12_B Memory 13	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
7Ah	ADC12MEM13_L		Read/write	Byte	undefined	
7Bh	ADC12MEM13_H		Read/write	Byte	undefined	
7Ch	ADC12MEM14	ADC12_B Memory 14	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
7Ch	ADC12MEM14_L		Read/write	Byte	undefined	
7Dh	ADC12MEM14_H		Read/write	Byte	undefined	
7Eh	ADC12MEM15	ADC12_B Memory 15	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
7Eh	ADC12MEM15_L		Read/write	Byte	undefined	
7Fh	ADC12MEM15_H		Read/write	Byte	undefined	
80h	ADC12MEM16	ADC12_B Memory 16	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
80h	ADC12MEM16_L		Read/write	Byte	undefined	
81h	ADC12MEM16_H		Read/write	Byte	undefined	
82h	ADC12MEM17	ADC12_B Memory 17	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
82h	ADC12MEM17_L		Read/write	Byte	undefined	
83h	ADC12MEM17_H		Read/write	Byte	undefined	
84h	ADC12MEM18	ADC12_B Memory 18	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
84h	ADC12MEM18_L		Read/write	Byte	undefined	
85h	ADC12MEM18_H		Read/write	Byte	undefined	
86h	ADC12MEM19	ADC12_B Memory 19	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
86h	ADC12MEM19_L		Read/write	Byte	undefined	
87h	ADC12MEM19_H		Read/write	Byte	undefined	
88h	ADC12MEM20	ADC12_B Memory 20	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
88h	ADC12MEM20_L		Read/write	Byte	undefined	
89h	ADC12MEM20_H		Read/write	Byte	undefined	
8Ah	ADC12MEM21	ADC12_B Memory 21	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
8Ah	ADC12MEM21_L		Read/write	Byte	undefined	
8Bh	ADC12MEM21_H		Read/write	Byte	undefined	
8Ch	ADC12MEM22	ADC12_B Memory 22	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
8Ch	ADC12MEM22_L		Read/write	Byte	undefined	
8Dh	ADC12MEM22_H		Read/write	Byte	undefined	
8Eh	ADC12MEM23	ADC12_B Memory 23	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
8Eh	ADC12MEM23_L		Read/write	Byte	undefined	
8Fh	ADC12MEM23_H		Read/write	Byte	undefined	
90h	ADC12MEM24	ADC12_B Memory 24	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
90h	ADC12MEM24_L		Read/write	Byte	undefined	
91h	ADC12MEM24_H		Read/write	Byte	undefined	
92h	ADC12MEM25	ADC12_B Memory 25	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
92h	ADC12MEM25_L		Read/write	Byte	undefined	
93h	ADC12MEM25_H		Read/write	Byte	undefined	
94h	ADC12MEM26	ADC12_B Memory 26	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
94h	ADC12MEM26_L		Read/write	Byte	undefined	
95h	ADC12MEM26_H		Read/write	Byte	undefined	

**Table 28-3. ADC12\_B Registers (continued)**

Offset	Acronym	Register Name	Type	Access	Reset	Section
96h	ADC12MEM27	ADC12_B Memory 27	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
96h	ADC12MEM27_L		Read/write	Byte	undefined	
97h	ADC12MEM27_H		Read/write	Byte	undefined	
98h	ADC12MEM28	ADC12_B Memory 28	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
98h	ADC12MEM28_L		Read/write	Byte	undefined	
99h	ADC12MEM28_H		Read/write	Byte	undefined	
9Ah	ADC12MEM29	ADC12_B Memory 29	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
9Ah	ADC12MEM29_L		Read/write	Byte	undefined	
9Bh	ADC12MEM29_H		Read/write	Byte	undefined	
9Ch	ADC12MEM30	ADC12_B Memory 30	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
9Ch	ADC12MEM30_L		Read/write	Byte	undefined	
9Dh	ADC12MEM30_H		Read/write	Byte	undefined	
9Eh	ADC12MEM31	ADC12_B Memory 31	Read/write	Word	undefined	<a href="#">Section 28.3.5</a>
9Eh	ADC12MEM31_L		Read/write	Byte	undefined	
9Fh	ADC12MEM31_H		Read/write	Byte	undefined	

### 28.3.1 ADC12CTL0 Register (offset = 00h) [reset = 0000h]

ADC12\_B Control 0 Register

**Figure 28-14. ADC12CTL0 Register**

15	14	13	12	11	10	9	8
ADC12SHT1x				ADC12SHT0x			
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ADC12MSC	Reserved		ADC12ON	Reserved		ADC12ENC	ADC12SC
rw-(0)	r-0	r-0	rw-(0)	r-0	r-0	rw-(0)	rw-(0)
Can be modified only when ADC12ENC = 0.							

**Table 28-4. ADC12CTL0 Register Description**

Bit	Field	Type	Reset	Description
15-12	ADC12SHT1x	RW	0	ADC12_B sample-and-hold time. These bits define the number of ADC12CLK cycles in the sampling period for registers ADC12MEM8 to ADC12MEM23. Can be modified only when ADC12ENC = 0. 0000b = 4 ADC12CLK cycles 0001b = 8 ADC12CLK cycles 0010b = 16 ADC12CLK cycles 0011b = 32 ADC12CLK cycles 0100b = 64 ADC12CLK cycles 0101b = 96 ADC12CLK cycles 0110b = 128 ADC12CLK cycles 0111b = 192 ADC12CLK cycles 1000b = 256 ADC12CLK cycles 1001b = 384 ADC12CLK cycles 1010b = 512 ADC12CLK cycles 1011b = Reserved 1100b = Reserved 1101b = Reserved 1110b = Reserved 1111b = Reserved
11-8	ADC12SHT0x	RW	0	ADC12_B sample-and-hold time. These bits define the number of ADC12CLK cycles in the sampling period for registers ADC12MEM0 to ADC12MEM7 and ADC12MEM24 to ADC12MEM31. Can be modified only when ADC12ENC = 0. 0000b = 4 ADC12CLK cycles 0001b = 8 ADC12CLK cycles 0010b = 16 ADC12CLK cycles 0011b = 32 ADC12CLK cycles 0100b = 64 ADC12CLK cycles 0101b = 96 ADC12CLK cycles 0110b = 128 ADC12CLK cycles 0111b = 192 ADC12CLK cycles 1000b = 256 ADC12CLK cycles 1001b = 384 ADC12CLK cycles 1010b = 512 ADC12CLK cycles 1011b = Reserved 1100b = Reserved 1101b = Reserved 1110b = Reserved 1111b = Reserved

**Table 28-4. ADC12CTL0 Register Description (continued)**

Bit	Field	Type	Reset	Description
7	ADC12MSC	RW	0	ADC12_B multiple sample and conversion. Valid only for sequence or repeated modes. Can be modified only when ADC12ENC = 0. 0b = The sampling timer requires a rising edge of the SHI signal to trigger each sample-and-convert. 1b = The incidence of the first rising edge of the SHI signal triggers the sampling timer, but further sample-and-conversions are performed automatically as soon as the prior conversion is completed.
6-5	Reserved	R	0	Reserved. Always reads as 0.
4	ADC12ON	RW	0	ADC12_B on. Can be modified only when ADC12ENC = 0. 0b = ADC12_B off 1b = ADC12_B on
3-2	Reserved	R	0	Reserved. Always reads as 0.
1	ADC12ENC	RW	0	ADC12_B enable conversion. 0b = ADC12_B disabled 1b = ADC12_B enabled
0	ADC12SC	RW	0	ADC12_B start conversion. Software-controlled sample-and-conversion start. ADC12SC and ADC12ENC may be set together with one instruction. ADC12SC is reset automatically. 0b = No sample-and-conversion-start 1b = Start sample-and-conversion

### 28.3.2 ADC12CTL1 Register (offset = 02h) [reset = 0000h]

ADC12\_B Control 1 Register

**Figure 28-15. ADC12CTL1 Register**

15	14	13	12	11	10	9	8
Reserved	ADC12PDIV		ADC12SHSx		ADC12SHP	ADC12ISSH	
r-0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
	ADC12DIVx		ADC12SSELx		ADC12CONSEQx	ADC12BUSY	
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	r-(0)
Can be modified only when ADC12ENC = 0.							

**Table 28-5. ADC12CTL1 Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved. Always reads as 0.
14-13	ADC12PDIV	RW	0h	ADC12_B predivider. This bit predivides the selected ADC12_B clock source. 00b = Predivide by 1 01b = Predivide by 4 10b = Predivide by 32 11b = Predivide by 64
12-10	ADC12SHSx	RW	0h	ADC12_B sample-and-hold source select 000b = ADC12SC bit 001b = see the device-specific data sheet for source 010b = see the device-specific data sheet for source 011b = see the device-specific data sheet for source 100b = see the device-specific data sheet for source 101b = see the device-specific data sheet for source 110b = see the device-specific data sheet for source 111b = see the device-specific data sheet for source
9	ADC12SHP	RW	0h	ADC12_B sample-and-hold pulse-mode select. This bit selects the source of the sampling signal (SAMPCON) to be either the output of the sampling timer or the sample-input signal directly. 0b = SAMPCON signal is sourced from the sample-input signal. 1b = SAMPCON signal is sourced from the sampling timer.
8	ADC12ISSH	RW	0h	ADC12_B invert signal sample-and-hold. 0b = The sample-input signal is not inverted. 1b = The sample-input signal is inverted.
7-5	ADC12DIVx	RW	0h	ADC12_B clock divider 000b = /1 001b = /2 010b = /3 011b = /4 100b = /5 101b = /6 110b = /7 111b = /8
4-3	ADC12SSELx	RW	0h	ADC12_B clock source select 00b = ADC12OSC (MODOSC) 01b = ACLK 10b = MCLK 11b = SMCLK

**Table 28-5. ADC12CTL1 Register Description (continued)**

Bit	Field	Type	Reset	Description
2-1	ADC12CONSEQx	RW	0h	ADC12_B conversion sequence mode select. This bit should only be modified when ADC12ENC = 0 except to stop a conversion immediately by setting ADC12CONSEQx = 00 when ADC12ENC = 1. 00b = Single-channel, single-conversion 01b = Sequence-of-channels 10b = Repeat-single-channel 11b = Repeat-sequence-of-channels
0	ADC12BUSY	R	0h	ADC12_B busy. This bit indicates an active sample or conversion operation. 0b = No operation is active. 1b = A sequence, sample, or conversion is active.

### 28.3.3 ADC12CTL2 Register (offset = 04h) [reset = 0020h]

ADC12\_B Control 2 Register

**Figure 28-16. ADC12CTL2 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved		ADC12RES		ADC12DF	Reserved		ADC12PWRMD
r0	r0	rw-(1)	rw-(0)	rw-(0)	r0	r0	rw-(0)

**Table 28-6. ADC12CTL2 Register Description**

Bit	Field	Type	Reset	Description
15-6	Reserved	R	0h	Reserved. Always reads as 0.
5-4	ADC12RES	RW	2h	ADC12_B resolution. This bit defines the conversion result resolution. This bit should only be modified when ADC12ENC=0. 00b = 8 bit (10 clock cycle conversion time) 01b = 10 bit (12 clock cycle conversion time) 10b = 12 bit (14 clock cycle conversion time) 11b = Reserved
3	ADC12DF	RW	0h	ADC12_B data read-back format. Data is always stored in the binary unsigned format. 0b = Binary unsigned. Theoretically for ADC12DIF = 0 and 12-bit mode the analog input voltage – VREF results in 0000h, the analog input voltage + VREF results in 0FFFh. 1b = Signed binary (2s complement), left aligned. Theoretically, for ADC12DIF = 0 and 12-bit mode, the analog input voltage – VREF results in 8000h, the analog input voltage + VREF results in 7FF0h.
2-1	Reserved	R	0h	Reserved. Always reads as 0.
0	ADC12PWRMD	RW	0h	Enables ADC low-power mode for ADC12CLK with 1/4 the specified maximum for ADC12PWRMD = 0. This bit should only be modified when ADC12ENC = 0. 0b = Regular power mode where sample rate is not restricted 1b = Low power mode enable, ADC12CLK can not be greater than 1/4 the device-specific data sheet specified maximum for ADC12PWRMD = 0

### 28.3.4 ADC12CTL3 Register (offset = 06h) [reset = 0000h]

ADC12\_B Control 3 Register

**Figure 28-17. ADC12CTL3 Register**

15	14	13	12	11	10	9	8
Reserved				ADC12ICH3MAP	ADC12ICH2MAP	ADC12ICH1MAP	ADC12ICH0MAP
r0	r0	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ADC12TCMAP	ADC12BATMAP	Reserved	ADC12CSTARTADDx				
rw-(0)	rw-(0)	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
	Can be modified only when ADC12ENC = 0.						

**Table 28-7. ADC12CTL3 Register Description**

Bit	Field	Type	Reset	Description
15-12	Reserved	R	0h	Reserved. Always reads as 0.
11	ADC12ICH3MAP	RW	0h	Controls internal channel 3 selection to ADC input channel A26. Can be modified only when ADC12ENC = 0. 0b = external pin is selected for ADC input channel A26 1b = ADC input channel internal 3 is selected for ADC input channel A26, see device-specific data sheet for availability
10	ADC12ICH2MAP	RW	0h	Controls internal channel 2 selection to ADC input channel A27. Can be modified only when ADC12ENC = 0. 0b = external pin is selected for ADC input channel A27 1b = ADC input channel internal 2 is selected for ADC input channel A27, see device-specific data sheet for availability
9	ADC12ICH1MAP	RW	0h	Controls internal channel 1 selection to ADC input channel A28. Can be modified only when ADC12ENC = 0. 0b = external pin is selected for ADC input channel A28 1b = ADC input channel internal 1 is selected for ADC input channel A28, see device-specific data sheet for availability
8	ADC12ICH0MAP	RW	0h	Controls internal channel 0 selection to ADC input channel A29. Can be modified only when ADC12ENC = 0. 0b = external pin is selected for ADC input channel A29 1b = ADC input channel internal 0 is selected for ADC input channel A29, see device-specific data sheet for availability
7	ADC12TCMAP	RW	0h	Controls temperature sensor ADC input channel selection. Can be modified only when ADC12ENC = 0. 0b = external pin is selected for ADC input channel A30 1b = ADC internal temperature sensor channel is selected for ADC input channel A30
6	ADC12BATMAP	RW	0h	Controls 1/2 AVCC ADC input channel selection. Can be modified only when ADC12ENC = 0. 0b = external pin is selected for ADC input channel A31 1b = ADC internal 1/2 x AVCC channel is selected for ADC input channel A31
5	Reserved	R	0h	Reserved. Always reads as 0.
4-0	ADC12CSTARTADDx	RW	0h	ADC12_B conversion start address. These bits select which ADC12_B conversion memory register is used for a single conversion or for the first conversion in a sequence. The value of CSTARTADDx is 0h to 1Fh, corresponding to ADC12MEM0 to ADC12MEM31. Can be modified only when ADC12ENC = 0.

### 28.3.5 ADC12MEMx Register ( $x = 0$ to 31)

ADC12\_B Conversion Memory x Register ( $x = 0$  to 31)

**Figure 28-18. ADC12MEMx Register**

15	14	13	12	11	10	9	8
Conversion Results							
rw	rw	rw	rw	rw	rw	rw	rw
7	6	5	4	3	2	1	0
Conversion Results							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 28-8. ADC12MEMx Register Description**

Bit	Field	Type	Reset	Description
15-0	Conversion Results	RW	undefined	If ADC12DF = 0: The 12-bit conversion results are right justified. Bit 11 is the MSB. Bits 15-12 are 0 in 12-bit mode, bits 15-10 are 0 in 10-bit mode, and bits 15-8 are 0 in 8-bit mode. If the user writes to the conversion memory registers, the results are corrupted. If ADC12DF = 1: The 12-bit conversion results are left-justified 2s-complement format. Bit 15 is the MSB. Bits 3-0 are 0 in 12-bit mode, bits 5-0 are 0 in 10-bit mode, and bits 7-0 are 0 in 8-bit mode. The data is stored in the right-justified format and is converted to the left-justified 2s-complement format during read back. If the user writes to the conversion memory registers, the results are corrupted.

### 28.3.6 ADC12MCTLx Register (x = 0 to 31)

ADC12\_B Conversion Memory Control x Register (x = 0 to 31)

**Figure 28-19. ADC12MCTLx Register**

15	14	13	12	11	10	9	8
Reserved	ADC12WINC	ADC12DIF	Reserved	ADC12VRSEL			
r0	rw-(0)	rw-(0)	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ADC12EOS	Reserved		ADC12INCHx				
rw-(0)	r0	r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
	Can be modified only when ADC12ENC = 0.						

**Table 28-9. ADC12MCTLx Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved. Always reads as 0.
14	ADC12WINC	RW	0h	Comparator window enable. Can be modified only when ADC12ENC = 0. 0b = Comparator window disabled 1b = Comparator window enabled
13	ADC12DIF	RW	0h	Differential mode. Can be modified only when ADC12ENC = 0. 0b = Single-ended mode enabled 1b = Differential mode enabled
12	Reserved	R	0h	Reserved. Always reads as 0.
11-8	ADC12VRSEL	RW	0h	Selects combinations of VR+ and VR- sources as well as the buffer selection. Note: there is only one buffer so it can be used for either VR+ or VR-, but not both. Can be modified only when ADC12ENC = 0. 0000b = VR+ = AVCC, VR- = AVSS 0001b = VR+ = VREF buffered, VR- = AVSS 0010b = VR+ = VeREF-, VR- = AVSS 0011b = VR+ = VeREF+ buffered, VR- = AVSS 0100b = VR+ = VeREF+, VR- = AVSS 0101b = VR+ = AVCC, VR- = VeREF+ buffered 0110b = VR+ = AVCC, VR- = VeREF+ 0111b = VR+ = VREF buffered, VR- = VeREF+ 1000b = Reserved 1001b = VR+ = AVCC, VR- = VREF buffered 1010b = Reserved 1011b = VR+ = VeREF+, VR- = VREF buffered 1100b = VR+ = AVCC, VR- = VeREF- 1101b = VR+ = VREF buffered, VR- = VeREF- 1110b = VR+ = VeREF+, VR- = VeREF- 1111b = VR+ = VeREF+ buffered, VR- = VeREF-
7	ADC12EOS	RW	0h	End of sequence. Indicates the last conversion in a sequence. Can be modified only when ADC12ENC = 0. 0b = Not end of sequence 1b = End of sequence
6-5	Reserved	R	0h	Reserved. Always reads as 0.

**Table 28-9. ADC12MCTLx Register Description (continued)**

Bit	Field	Type	Reset	Description
4-0	ADC12INCHx	RW	0h	<p>Input channel select. If even channels are set as differential, then odd channel configuration is ignored. Can be modified only when ADC12ENC = 0.</p> <p>00000b = If ADC12DIF = 0: A0; If ADC12DIF = 1: Ain+ = A0, Ain- = A1</p> <p>00001b = If ADC12DIF = 0: A1; If ADC12DIF = 1: Ain+ = A0, Ain- = A1</p> <p>00010b = If ADC12DIF = 0: A2; If ADC12DIF = 1: Ain+ = A2, Ain- = A3</p> <p>00011b = If ADC12DIF = 0: A3; If ADC12DIF = 1: Ain+ = A2, Ain- = A3</p> <p>00100b = If ADC12DIF = 0: A4; If ADC12DIF = 1: Ain+ = A4, Ain- = A5</p> <p>00101b = If ADC12DIF = 0: A5; If ADC12DIF = 1: Ain+ = A4, Ain- = A5</p> <p>00110b = If ADC12DIF = 0: A6; If ADC12DIF = 1: Ain+ = A6, Ain- = A7</p> <p>00111b = If ADC12DIF = 0: A7; If ADC12DIF = 1: Ain+ = A6, Ain- = A7</p> <p>01000b = If ADC12DIF = 0: A8; If ADC12DIF = 1: Ain+ = A8, Ain- = A9</p> <p>01001b = If ADC12DIF = 0: A9; If ADC12DIF = 1: Ain+ = A8, Ain- = A9</p> <p>01010b = If ADC12DIF = 0: A10; If ADC12DIF = 1: Ain+ = A10, Ain- = A11</p> <p>01011b = If ADC12DIF = 0: A11; If ADC12DIF = 1: Ain+ = A10, Ain- = A11</p> <p>01100b = If ADC12DIF = 0: A12; If ADC12DIF = 1: Ain+ = A12, Ain- = A13</p> <p>01101b = If ADC12DIF = 0: A13; If ADC12DIF = 1: Ain+ = A12, Ain- = A13</p> <p>01110b = If ADC12DIF = 0: A14; If ADC12DIF = 1: Ain+ = A14, Ain- = A15</p> <p>01111b = If ADC12DIF = 0: A15; If ADC12DIF = 1: Ain+ = A14, Ain- = A15</p> <p>10000b = If ADC12DIF = 0: A16; If ADC12DIF = 1: Ain+ = A16, Ain- = A17</p> <p>10001b = If ADC12DIF = 0: A17; If ADC12DIF = 1: Ain+ = A16, Ain- = A17</p> <p>10010b = If ADC12DIF = 0: A18; If ADC12DIF = 1: Ain+ = A18, Ain- = A19</p> <p>10011b = If ADC12DIF = 0: A19; If ADC12DIF = 1: Ain+ = A18, Ain- = A19</p> <p>10100b = If ADC12DIF = 0: A20; If ADC12DIF = 1: Ain+ = A20, Ain- = A21</p> <p>10101b = If ADC12DIF = 0: A21; If ADC12DIF = 1: Ain+ = A20, Ain- = A21</p> <p>10110b = If ADC12DIF = 0: A22; If ADC12DIF = 1: Ain+ = A22, Ain- = A23</p> <p>10111b = If ADC12DIF = 0: A23; If ADC12DIF = 1: Ain+ = A22, Ain- = A23</p> <p>11000b = If ADC12DIF = 0: A24; If ADC12DIF = 1: Ain+ = A24, Ain- = A25</p> <p>11001b = If ADC12DIF = 0: A25; If ADC12DIF = 1: Ain+ = A24, Ain- = A25</p> <p>11010b = If ADC12DIF = 0: A26; If ADC12DIF = 1: Ain+ = A26, Ain- = A27</p> <p>11011b = If ADC12DIF = 0: A27; If ADC12DIF = 1: Ain+ = A26, Ain- = A27</p> <p>11100b = If ADC12DIF = 0: A28; If ADC12DIF = 1: Ain+ = A28, Ain- = A29</p> <p>11101b = If ADC12DIF = 0: A29; If ADC12DIF = 1: Ain+ = A28, Ain- = A29</p> <p>11110b = If ADC12DIF = 0: A30; If ADC12DIF = 1: Ain+ = A30, Ain- = A31</p> <p>11111b = If ADC12DIF = 0: A31; If ADC12DIF = 1: Ain+ = A30, Ain- = A31</p>

### 28.3.7 ADC12HI Register (offset = 0Ah) [reset = 0FFFh]

ADC12\_B Window Comparator High Threshold Register

**Figure 28-20. ADC12HI Register**

15	14	13	12	11	10	9	8
High Threshold							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(1)	rw-(1)	rw-(1)	rw-(1)
High Threshold							
rw-(1)	rw-(1)	rw-(1)	rw-(1)	rw-(1)	rw-(1)	rw-(1)	rw-(1)

**Table 28-10. ADC12HI Register Description**

Bit	Field	Type	Reset	Description
15-0	High Threshold	RW	0FFFh	Window comparator high threshold should only be modified when ADC12ENC=0. If ADC12DF = 0: The 12-bit threshold value is right justified when ADC12DF = 0. Bits 15-12 are 0. Bit 11 is the MSB. Bits 11-10 are 0 in 10-bit mode, and bits 11-8 are 0 in 8-bit mode. If ADC12DF = 1: The 12-bit threshold value is left justified when ADC12DF = 1, 2s-complement format. Bit 15 is the MSB. Bits 3-0 are 0 in 12-bit mode, bits 5-0 are 0 in 10-bit mode, and bits 7-0 are 0 in 8-bit mode.

### 28.3.8 ADC12LO Register (offset = 08h) [reset = 0000h]

ADC12\_B Window Comparator Low Threshold Register

**Figure 28-21. ADC12LO Register**

15	14	13	12	11	10	9	8
Low Threshold							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
Low Threshold							
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 28-11. ADC12LO Register Description**

Bit	Field	Type	Reset	Description
15-0	Low Threshold	RW	0h	Window comparator low threshold should only be modified when ADC12ENC=0. If ADC12DF = 0: The 12-bit threshold value is right justified when ADC12DF = 0. Bits 15-12 are 0. Bit 11 is the MSB. Bits 11-10 are 0 in 10-bit mode, and bits 11-8 are 0 in 8-bit mode. If ADC12DF = 1: The 12-bit threshold value is left justified when ADC12DF = 1, 2s-complement format. Bit 15 is the MSB. Bits 3-0 are 0 in 12-bit mode, bits 5-0 are 0 in 10-bit mode, and bits 7-0 are 0 in 8-bit mode.

**28.3.9 ADC12IER0 Register (offset = 12h) [reset = 0000h]**

ADC12\_B Interrupt Enable 0 Register

**Figure 28-22. ADC12IER0 Register**

15	14	13	12	11	10	9	8
ADC12IE15	ADC12IE14	ADC12IE13	ADC12IE12	ADC12IE11	ADC12IE10	ADC12IE9	ADC12IE8
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ADC12IE7	ADC12IE6	ADC12IE5	ADC12IE4	ADC12IE3	ADC12IE2	ADC12IE1	ADC12IE0
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 28-12. ADC12IER0 Register Description**

Bit	Field	Type	Reset	Description
15	ADC12IE15	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG15 bit. 0b = Interrupt disabled 1b = Interrupt enabled
14	ADC12IE14	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG14 bit. 0b = Interrupt disabled 1b = Interrupt enabled
13	ADC12IE13	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG13 bit. 0b = Interrupt disabled 1b = Interrupt enabled
12	ADC12IE12	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG12 bit. 0b = Interrupt disabled 1b = Interrupt enabled
11	ADC12IE11	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG11 bit. 0b = Interrupt disabled 1b = Interrupt enabled
10	ADC12IE10	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG10 bit. 0b = Interrupt disabled 1b = Interrupt enabled
9	ADC12IE9	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG9 bit. 0b = Interrupt disabled 1b = Interrupt enabled
8	ADC12IE8	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG8 bit. 0b = Interrupt disabled 1b = Interrupt enabled
7	ADC12IE7	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG7 bit. 0b = Interrupt disabled 1b = Interrupt enabled
6	ADC12IE6	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG6 bit. 0b = Interrupt disabled 1b = Interrupt enabled
5	ADC12IE5	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG5 bit. 0b = Interrupt disabled 1b = Interrupt enabled
4	ADC12IE4	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG4 bit. 0b = Interrupt disabled 1b = Interrupt enabled
3	ADC12IE3	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG3 bit. 0b = Interrupt disabled 1b = Interrupt enabled

**Table 28-12. ADC12IER0 Register Description (continued)**

Bit	Field	Type	Reset	Description
2	ADC12IE2	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG2 bit. 0b = Interrupt disabled 1b = Interrupt enabled
1	ADC12IE1	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG1 bit. 0b = Interrupt disabled 1b = Interrupt enabled
0	ADC12IE0	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG0 bit. 0b = Interrupt disabled 1b = Interrupt enabled

**28.3.10 ADC12IER1 Register (offset = 14h) [reset = 0000h]**

ADC12\_B Interrupt Enable 1 Register

**Figure 28-23. ADC12IER1 Register**

15	14	13	12	11	10	9	8
ADC12IE31	ADC12IE30	ADC12IE29	ADC12IE28	ADC12IE27	ADC12IE26	ADC12IE25	ADC12IE24
rw-(0)							
7	6	5	4	3	2	1	0
ADC12IE23	ADC12IE22	ADC12IE21	ADC12IE20	ADC12IE19	ADC12IE18	ADC12IE17	ADC12IE16
rw-(0)							

**Table 28-13. ADC12IER1 Register Description**

Bit	Field	Type	Reset	Description
15	ADC12IE31	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG31 bit. 0b = Interrupt disabled 1b = Interrupt enabled
14	ADC12IE30	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG30 bit. 0b = Interrupt disabled 1b = Interrupt enabled
13	ADC12IE29	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG29 bit. 0b = Interrupt disabled 1b = Interrupt enabled
12	ADC12IE28	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG28 bit. 0b = Interrupt disabled 1b = Interrupt enabled
11	ADC12IE27	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG27 bit. 0b = Interrupt disabled 1b = Interrupt enabled
10	ADC12IE26	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG26 bit. 0b = Interrupt disabled 1b = Interrupt enabled
9	ADC12IE25	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG25 bit. 0b = Interrupt disabled 1b = Interrupt enabled
8	ADC12IE24	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG24 bit. 0b = Interrupt disabled 1b = Interrupt enabled
7	ADC12IE23	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG23 bit. 0b = Interrupt disabled 1b = Interrupt enabled
6	ADC12IE22	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG22 bit. 0b = Interrupt disabled 1b = Interrupt enabled
5	ADC12IE21	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG21 bit. 0b = Interrupt disabled 1b = Interrupt enabled
4	ADC12IE20	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG20 bit. 0b = Interrupt disabled 1b = Interrupt enabled
3	ADC12IE19	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG19 bit. 0b = Interrupt disabled 1b = Interrupt enabled

**Table 28-13. ADC12IER1 Register Description (continued)**

Bit	Field	Type	Reset	Description
2	ADC12IE18	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG18 bit. 0b = Interrupt disabled 1b = Interrupt enabled
1	ADC12IE17	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG17 bit. 0b = Interrupt disabled 1b = Interrupt enabled
0	ADC12IE16	RW	0h	Interrupt enable. Enables or disables the interrupt request for ADC12IFG16 bit. 0b = Interrupt disabled 1b = Interrupt enabled

**28.3.11 ADC12IER2 Register (offset = 16h) [reset = 0000h]**

ADC12\_B Interrupt Enable 2 Register

**Figure 28-24. ADC12IER2 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved	ADC12RDYIE	ADC12TOVIE	ADC12OVIE	ADC12HIIIE	ADC12LOIE	ADC12INIE	Reserved
r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	r0

**Table 28-14. ADC12IER2 Register Description**

Bit	Field	Type	Reset	Description
15-7	Reserved	R	0h	Reserved. Always reads as 0.
6	ADC12RDYIE	RW	0h	ADC12_B local reference buffer ready interrupt enable. The GIE bit must also be set to enable the interrupt. 0b = Interrupt disabled 1b = Interrupt enabled
5	ADC12TOVIE	RW	0h	ADC12_B conversion-time-overflow interrupt enable. The GIE bit must also be set to enable the interrupt. 0b = Interrupt disabled 1b = Interrupt enabled
4	ADC12OVIE	RW	0h	ADC12MEMx overflow-interrupt enable. The GIE bit must also be set to enable the interrupt. 0b = Interrupt disabled 1b = Interrupt enabled
3	ADC12HIIIE	RW	0h	Interrupt enable for the exceeding the upper limit interrupt of the window comparator for ADC12MEMx result register. The GIE bit must also be set to enable the interrupt. 0b = Interrupt disabled 1b = Interrupt enabled
2	ADC12LOIE	RW	0h	Interrupt enable for the falling short of the lower limit interrupt of the window comparator for the ADC12MEMx result register. The GIE bit must also be set to enable the interrupt. 0b = Interrupt disabled 1b = Interrupt enabled
1	ADC12INIE	RW	0h	Interrupt enable for the ADC12MEMx result register being greater than the ADC12LO threshold and below the ADC12HI threshold. The GIE bit must also be set to enable the interrupt. 0b = Interrupt disabled 1b = Interrupt enabled
0	Reserved	R	0h	Reserved. Always reads as 0.

**28.3.12 ADC12IFGR0 Register (offset = 0Ch) [reset = 0000h]**

ADC12\_B Interrupt Flag 0 Register

**Figure 28-25. ADC12IFGR0 Register**

15	14	13	12	11	10	9	8
ADC12IFG15	ADC12IFG14	ADC12IFG13	ADC12IFG12	ADC12IFG11	ADC12IFG10	ADC12IFG9	ADC12IFG8
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)
7	6	5	4	3	2	1	0
ADC12IFG7	ADC12IFG6	ADC12IFG5	ADC12IFG4	ADC12IFG3	ADC12IFG2	ADC12IFG1	ADC12IFG0
rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)

**Table 28-15. ADC12IFGR0 Register Description**

Bit	Field	Type	Reset	Description
15	ADC12IFG15	RW	0h	ADC12MEM15 interrupt flag. This bit is set when ADC12MEM15 is loaded with a conversion result. The ADC12IFG15 bit is reset if ADC12MEM15 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
14	ADC12IFG14	RW	0h	ADC12MEM14 interrupt flag. This bit is set when ADC12MEM14 is loaded with a conversion result. The ADC12IFG14 bit is reset if ADC12MEM14 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
13	ADC12IFG13	RW	0h	ADC12MEM13 interrupt flag. This bit is set when ADC12MEM13 is loaded with a conversion result. The ADC12IFG13 bit is reset if ADC12MEM13 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
12	ADC12IFG12	RW	0h	ADC12MEM12 interrupt flag. This bit is set when ADC12MEM12 is loaded with a conversion result. The ADC12IFG12 bit is reset if ADC12MEM12 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
11	ADC12IFG11	RW	0h	ADC12MEM11 interrupt flag. This bit is set when ADC12MEM11 is loaded with a conversion result. The ADC12IFG11 bit is reset if ADC12MEM11 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
10	ADC12IFG10	RW	0h	ADC12MEM10 interrupt flag. This bit is set when ADC12MEM10 is loaded with a conversion result. The ADC12IFG10 bit is reset if ADC12MEM10 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
9	ADC12IFG9	RW	0h	ADC12MEM9 interrupt flag. This bit is set when ADC12MEM9 is loaded with a conversion result. The ADC12IFG9 bit is reset if ADC12MEM9 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
8	ADC12IFG8	RW	0h	ADC12MEM8 interrupt flag. This bit is set when ADC12MEM8 is loaded with a conversion result. The ADC12IFG8 bit is reset if ADC12MEM8 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending

**Table 28-15. ADC12IFGR0 Register Description (continued)**

Bit	Field	Type	Reset	Description
7	ADC12IFG7	RW	0h	ADC12MEM7 interrupt flag. This bit is set when ADC12MEM7 is loaded with a conversion result. The ADC12IFG7 bit is reset if ADC12MEM7 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
6	ADC12IFG6	RW	0h	ADC12MEM6 interrupt flag. This bit is set when ADC12MEM6 is loaded with a conversion result. The ADC12IFG6 bit is reset if ADC12MEM6 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
5	ADC12IFG5	RW	0h	ADC12MEM5 interrupt flag. This bit is set when ADC12MEM5 is loaded with a conversion result. The ADC12IFG5 bit is reset if ADC12MEM5 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
4	ADC12IFG4	RW	0h	ADC12MEM4 interrupt flag. This bit is set when ADC12MEM4 is loaded with a conversion result. The ADC12IFG4 bit is reset if ADC12MEM4 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
3	ADC12IFG3	RW	0h	ADC12MEM3 interrupt flag. This bit is set when ADC12MEM3 is loaded with a conversion result. The ADC12IFG3 bit is reset if ADC12MEM3 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
2	ADC12IFG2	RW	0h	ADC12MEM2 interrupt flag. This bit is set when ADC12MEM2 is loaded with a conversion result. The ADC12IFG2 bit is reset if ADC12MEM2 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
1	ADC12IFG1	RW	0h	ADC12MEM1 interrupt flag. This bit is set when ADC12MEM1 is loaded with a conversion result. The ADC12IFG1 bit is reset if ADC12MEM1 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
0	ADC12IFG0	RW	0h	ADC12MEM0 interrupt flag. This bit is set when ADC12MEM0 is loaded with a conversion result. The ADC12IFG0 bit is reset if ADC12MEM0 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending

**28.3.13 ADC12IFGR1 Register (offset = 0Eh) [reset = 0000h]**

ADC12\_B Interrupt Flag 1 Register

**Figure 28-26. ADC12IFGR1 Register**

15	14	13	12	11	10	9	8
ADC12IFG31	ADC12IFG30	ADC12IFG29	ADC12IFG28	ADC12IFG27	ADC12IFG26	ADC12IFG25	ADC12IFG24
rw-(0)							
7	6	5	4	3	2	1	0
ADC12IFG23	ADC12IFG22	ADC12IFG21	ADC12IFG20	ADC12IFG19	ADC12IFG18	ADC12IFG17	ADC12IFG16
rw-(0)							

**Table 28-16. ADC12IFGR1 Register Description**

Bit	Field	Type	Reset	Description
15	ADC12IFG31	RW	0h	ADC12MEM31 interrupt flag. This bit is set when ADC12MEM31 is loaded with a conversion result. The ADC12IFG31 bit is reset if ADC12MEM31 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
14	ADC12IFG30	RW	0h	ADC12MEM30 interrupt flag. This bit is set when ADC12MEM30 is loaded with a conversion result. The ADC12IFG30 bit is reset if ADC12MEM30 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
13	ADC12IFG29	RW	0h	ADC12MEM29 interrupt flag. This bit is set when ADC12MEM29 is loaded with a conversion result. The ADC12IFG29 bit is reset if ADC12MEM29 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
12	ADC12IFG28	RW	0h	ADC12MEM28 interrupt flag. This bit is set when ADC12MEM28 is loaded with a conversion result. The ADC12IFG28 bit is reset if ADC12MEM28 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
11	ADC12IFG27	RW	0h	ADC12MEM27 interrupt flag. This bit is set when ADC12MEM27 is loaded with a conversion result. The ADC12IFG27 bit is reset if ADC12MEM27 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
10	ADC12IFG26	RW	0h	ADC12MEM26 interrupt flag. This bit is set when ADC12MEM26 is loaded with a conversion result. The ADC12IFG26 bit is reset if ADC12MEM26 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
9	ADC12IFG25	RW	0h	ADC12MEM25 interrupt flag. This bit is set when ADC12MEM25 is loaded with a conversion result. The ADC12IFG25 bit is reset if ADC12MEM25 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
8	ADC12IFG24	RW	0h	ADC12MEM24 interrupt flag. This bit is set when ADC12MEM24 is loaded with a conversion result. The ADC12IFG24 bit is reset if ADC12MEM24 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending

**Table 28-16. ADC12IFGR1 Register Description (continued)**

Bit	Field	Type	Reset	Description
7	ADC12IFG23	RW	0h	ADC12MEM23 interrupt flag. This bit is set when ADC12MEM23 is loaded with a conversion result. The ADC12IFG23 bit is reset if ADC12MEM23 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
6	ADC12IFG22	RW	0h	ADC12MEM22 interrupt flag. This bit is set when ADC12MEM22 is loaded with a conversion result. The ADC12IFG22 bit is reset if ADC12MEM22 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
5	ADC12IFG21	RW	0h	ADC12MEM21 interrupt flag. This bit is set when ADC12MEM21 is loaded with a conversion result. The ADC12IFG21 bit is reset if ADC12MEM21 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
4	ADC12IFG20	RW	0h	ADC12MEM20 interrupt flag. This bit is set when ADC12MEM20 is loaded with a conversion result. The ADC12IFG20 bit is reset if ADC12MEM20 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
3	ADC12IFG19	RW	0h	ADC12MEM19 interrupt flag. This bit is set when ADC12MEM19 is loaded with a conversion result. The ADC12IFG19 bit is reset if ADC12MEM19 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
2	ADC12IFG18	RW	0h	ADC12MEM18 interrupt flag. This bit is set when ADC12MEM18 is loaded with a conversion result. The ADC12IFG18 bit is reset if ADC12MEM18 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
1	ADC12IFG17	RW	0h	ADC12MEM17 interrupt flag. This bit is set when ADC12MEM17 is loaded with a conversion result. The ADC12IFG17 bit is reset if ADC12MEM17 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending
0	ADC12IFG16	RW	0h	ADC12MEM16 interrupt flag. This bit is set when ADC12MEM16 is loaded with a conversion result. The ADC12IFG16 bit is reset if ADC12MEM16 is accessed, or it can be reset with software. 0b = No interrupt pending 1b = Interrupt pending

**28.3.14 ADC12IFGR2 Register (offset = 10h) [reset = 0000h]**

ADC12\_B Interrupt Flag 2 Register

**Figure 28-27. ADC12IFGR2 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
1							
7	6	5	4	3	2	1	0
Reserved	ADC12RDYIFG	ADC12TOVIFG	ADC12OVIFG	ADC12HIIIFG	ADC12LOIFG	ADC12INIFG	Reserved
r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	r0

**Table 28-17. ADC12IFGR2 Register Description**

Bit	Field	Type	Reset	Description
15-7	Reserved	R	0h	Reserved. Always reads as 0.
6	ADC12RDYIFG	RW	0h	ADC12_B local reference buffer ready interrupt flag. The flag does not occur if the sample trigger has not been asserted. 0b = No interrupt pending 1b = Interrupt pending
5	ADC12TOVIFG	RW	0h	ADC12_B conversion-time-overflow interrupt flag. 0b = No interrupt pending 1b = Interrupt pending
4	ADC12OVIFG	RW	0h	ADC12MEMx overflow-interrupt flag. 0b = No interrupt pending 1b = Interrupt pending
3	ADC12HIIIFG	RW	0h	Interrupt flag for exceeding the upper limit interrupt of the window comparator for ADC12MEMx result register. 0b = No interrupt pending 1b = Interrupt pending
2	ADC12LOIFG	RW	0h	Interrupt flag for falling short of the lower limit interrupt of the window comparator for the ADC12MEMx result register. 0b = No interrupt pending 1b = Interrupt pending
1	ADC12INIFG	RW	0h	Interrupt flag for the ADC12MEMx result register being greater than the ADC12LO threshold and below the ADC12HI threshold interrupt. 0b = No interrupt pending 1b = Interrupt pending
0	Reserved	R	0h	Reserved. Always reads as 0.

**28.3.15 ADC12IV Register (offset = 18h) [reset = 0000h]**

ADC12\_B Interrupt Vector

**Figure 28-28. ADC12IV Register**

15	14	13	12	11	10	9	8
ADC12IVx							
r0	r0	r0	r0	r0	r0	r0	r0
ADC12IVx							
r0	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	rw-(0)	r0

**Table 28-18. ADC12IV Register Description**

Bit	Field	Type	Reset	Description
15-0	ADC12IVx	RW	0h	<p>ADC12_B interrupt vector value. Writing to this register clears all pending interrupt flags.</p> <p>000h = Interrupt Source: No interrupt pending, Interrupt Flag: None</p> <p>002h = Interrupt Source: ADC12MEM0 overflow, Interrupt Flag: ADC12OVIFG, Interrupt Priority: Highest</p> <p>004h = Interrupt Source: Conversion time overflow, Interrupt Flag: ADC12TOVIFG</p> <p>006h = Interrupt Source: ADC12 window high interrupt flag, Interrupt Flag: ADC12HIFG</p> <p>008h = Interrupt Source: ADC12 window low interrupt flag, Interrupt Flag: ADC12LOIFG</p> <p>00Ah = Interrupt Source: ADC12 in-window interrupt flag, Interrupt Flag: ADC12INIFG</p> <p>00Ch = Interrupt Source: ADC12MEM0 interrupt flag, Interrupt Flag: ADC12IFG0</p> <p>00Eh = Interrupt Source: ADC12MEM1 interrupt flag, Interrupt Flag: ADC12IFG1</p> <p>010h = Interrupt Source: ADC12MEM2 interrupt flag, Interrupt Flag: ADC12IFG2</p> <p>012h = Interrupt Source: ADC12MEM3 interrupt flag, Interrupt Flag: ADC12IFG3</p> <p>014h = Interrupt Source: ADC12MEM4 interrupt flag, Interrupt Flag: ADC12IFG4</p> <p>016h = Interrupt Source: ADC12MEM5 interrupt flag, Interrupt Flag: ADC12IFG5</p> <p>018h = Interrupt Source: ADC12MEM6 interrupt flag, Interrupt Flag: ADC12IFG6</p> <p>01Ah = Interrupt Source: ADC12MEM7 interrupt flag, Interrupt Flag: ADC12IFG7</p> <p>01Ch = Interrupt Source: ADC12MEM8 interrupt flag, Interrupt Flag: ADC12IFG8</p> <p>01Eh = Interrupt Source: ADC12MEM9 interrupt flag, Interrupt Flag: ADC12IFG9</p> <p>020h = Interrupt Source: ADC12MEM10 interrupt flag, Interrupt Flag: ADC12IFG10</p> <p>022h = Interrupt Source: ADC12MEM11 interrupt flag, Interrupt Flag: ADC12IFG11</p> <p>024h = Interrupt Source: ADC12MEM12 interrupt flag, Interrupt Flag: ADC12IFG12</p> <p>026h = Interrupt Source: ADC12MEM13 interrupt flag, Interrupt Flag: ADC12IFG13</p> <p>028h = Interrupt Source: ADC12MEM14 interrupt flag, Interrupt Flag: ADC12IFG14</p> <p>02Ah = Interrupt Source: ADC12MEM15 interrupt flag, Interrupt Flag: ADC12IFG15</p> <p>02Ch = Interrupt Source: ADC12MEM16 interrupt flag, Interrupt Flag: ADC12IFG16</p> <p>02Eh = Interrupt Source: ADC12MEM17 interrupt flag, Interrupt Flag: ADC12IFG17</p> <p>030h = Interrupt Source: ADC12MEM18 interrupt flag, Interrupt Flag: ADC12IFG18</p>

**Table 28-18. ADC12IV Register Description (continued)**

Bit	Field	Type	Reset	Description
				032h = Interrupt Source: ADC12MEM19 interrupt flag, Interrupt Flag: ADC12IFG19 034h = Interrupt Source: ADC12MEM20 interrupt flag, Interrupt Flag: ADC12IFG20 036h = Interrupt Source: ADC12MEM21 interrupt flag, Interrupt Flag: ADC12IFG21 038h = Interrupt Source: ADC12MEM22 interrupt flag, Interrupt Flag: ADC12IFG22 03Ah = Interrupt Source: ADC12MEM23 interrupt flag, Interrupt Flag: ADC12IFG23 03Ch = Interrupt Source: ADC12MEM24 interrupt flag, Interrupt Flag: ADC12IFG24 03Eh = Interrupt Source: ADC12MEM25 interrupt flag, Interrupt Flag: ADC12IFG25 040h = Interrupt Source: ADC12MEM26 interrupt flag, Interrupt Flag: ADC12IFG26 042h = Interrupt Source: ADC12MEM27 interrupt flag, Interrupt Flag: ADC12IFG27 044h = Interrupt Source: ADC12MEM28 interrupt flag, Interrupt Flag: ADC12IFG28 046h = Interrupt Source: ADC12MEM29 interrupt flag, Interrupt Flag: ADC12IFG29 048h = Interrupt Source: ADC12MEM30 interrupt flag, Interrupt Flag: ADC12IFG30 04Ah = Interrupt Source: ADC12MEM31 interrupt flag, Interrupt Flag: ADC12IFG31 04Ch = Interrupt Source: ADC12RDYIFG interrupt flag, Interrupt Flag: ADC12RDYIFG

## Comparator E (*COMP\_E*) Module

Comparator\_E is an analog voltage comparator. This chapter describes the Comparator\_E. Comparator\_E supports general comparator functionality for up to 16 channels.

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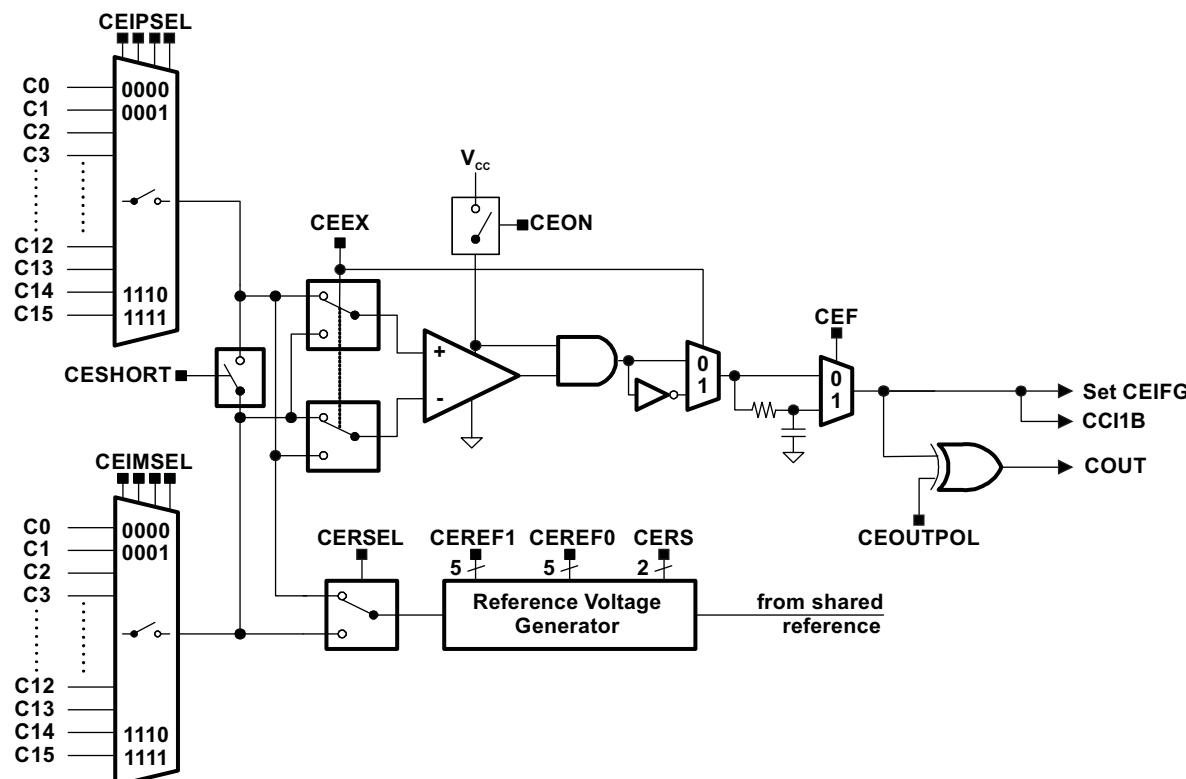
## 29.1 COMP\_E Introduction

The COMP\_E module supports precision slope analog-to-digital conversions, supply voltage supervision, and monitoring of external analog signals.

Features of COMP\_E include:

- Inverting and noninverting terminal input multiplexer
- Software-selectable RC filter for the comparator output
- Output provided to Timer\_A capture input
- Software control of the port input buffer
- Interrupt capability
- Selectable reference voltage generator and voltage hysteresis generator
- Reference voltage input from shared reference
- Ultra-low-power comparator mode
- Interrupt driven measurement system for low-power operation support

[Figure 29-1](#) shows the Comparator\_E block diagram.



**Figure 29-1. Comparator\_E Block Diagram**

## 29.2 COMP\_E Operation

The COMP\_E module is configured by user software. The setup and operation of COMP\_E is discussed in the following sections.

### 29.2.1 Comparator

The comparator compares the analog voltages at the positive (+) and negative (–) input terminals. If the + terminal is more positive than the – terminal, the comparator output CEOUT is high. The comparator can be switched on or off using control bit CEON. The comparator should be switched off when not in use to reduce current consumption. When the comparator is off, CEOUT is low when CEOUTPOL bit is set to 0, and CEOUT is high when CEOUTPOL bit is set to 1.

To optimize current consumption for the application, the lowest power mode that meets the comparator speed requirements (see the device-specific data sheet for the comparator propagation delay and response time) should be selected with the CEPWRMD bits. The CEPWRMD bits default to 0x0, which is the highest power and fastest speed. CEPWRMD = 0x2 is the lowest power and slowest speed option.

### 29.2.2 Analog Input Switches

The analog input switches connect or disconnect the two comparator input terminals to associated port pins using the CEIPSELx and CEIMSELx bits. The comparator terminal inputs can be controlled individually. The CEIPSELx and CEIMSELx bits allow:

- Application of an external signal to the V+ and V– terminals of the comparator
- Application of an external current source (for example, a resistor) to the V+ or V– terminal of the comparator
- Mapping of both terminals of the internal multiplexer to the outside

Internally, the input switch is constructed as a T-switch to suppress distortion in the signal path.

**NOTE: Comparator Input Connection**

When the comparator is on, the input terminals must be connected to a signal, power, or ground. Otherwise, floating levels may cause unexpected interrupts and increased current consumption.

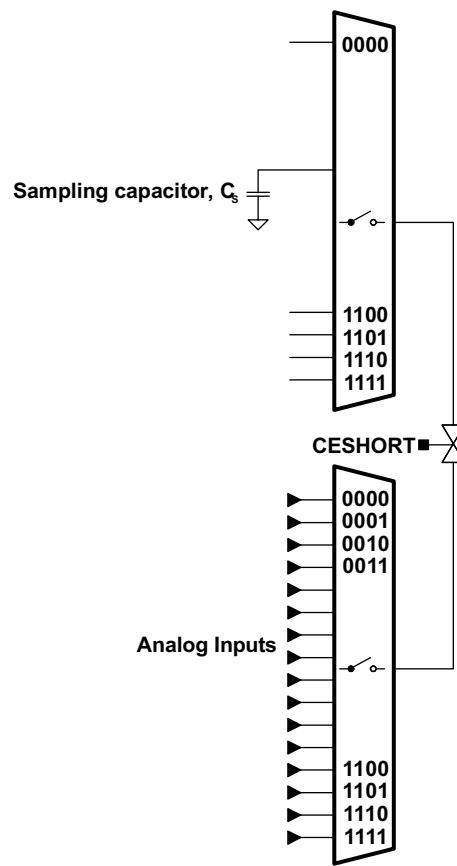
The CEEX bit controls the input multiplexer, permuting the input signals of the comparator's V+ and V– terminals. Additionally, when the comparator terminals are permuted, the output signal from the comparator is also inverted. This allows the user to determine or compensate for the comparator input offset voltage.

### 29.2.3 Port Logic

The Px.y pins that are associated with a comparator channel are enabled by the CEIPSELx or CEIMSELx bits to disable the digital components while the terminals are used as comparator inputs. Only one of the comparator input pins is selected as input to the comparator by the input multiplexer at a time.

### 29.2.4 Input Short Switch

The CESHORT bit shorts the Comparator\_E inputs. This can be used to build a simple sample-and-hold for the comparator as shown in [Figure 29-2](#).



**Figure 29-2. Comparator\_E Sample-And-Hold**

The required sampling time is proportional to the size of the sampling capacitor  $R_s$ , the resistance of the input switches in series with the short switch ( $R_i$ ), and the resistance of the external source ( $R_{s\text{ext}}$ ). The sampling capacitor  $C_s$  should be greater than 100 pF. The time constant,  $\text{Tau}$ , to charge the sampling capacitor  $C_s$  can be calculated with the following equation:

$$\text{Tau} = (R_i + R_s) \times C_s$$

Depending on the required accuracy, 3 to 10 Tau should be used as a sampling time. With 3 Tau, the sampling capacitor is charged to approximately 95% of the input signal's voltage level; with 5 Tau, it is charged to more than 99%; and with 10 Tau, the sampled voltage is sufficient for 12-bit accuracy.

### 29.2.5 Output Filter

The output of the comparator can be used with or without internal filtering. When control bit CEF is set, the output is filtered with an on-chip RC filter. The delay of the filter can be adjusted in four steps with the CEFDLY bit.

All comparator outputs oscillate if the voltage difference across the input terminals is small (see [Figure 29-3](#)). Internal and external parasitic effects and cross coupling on and between signal lines, power supply lines, and other parts of the system are responsible for this behavior. The comparator output oscillation reduces the accuracy and resolution of the comparison result. Enable the output filter to reduce errors associated with comparator oscillation.

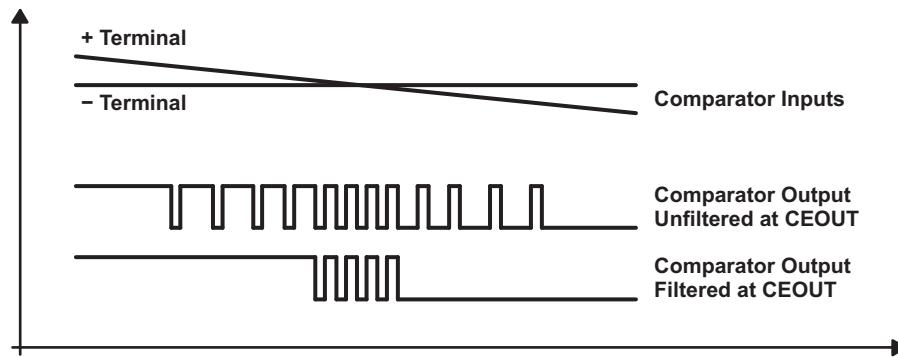


Figure 29-3. RC-Filter Response at the Output of the Comparator

### 29.2.6 Reference Voltage Generator

Figure 29-4 shows the Comparator\_E reference generator block diagram.

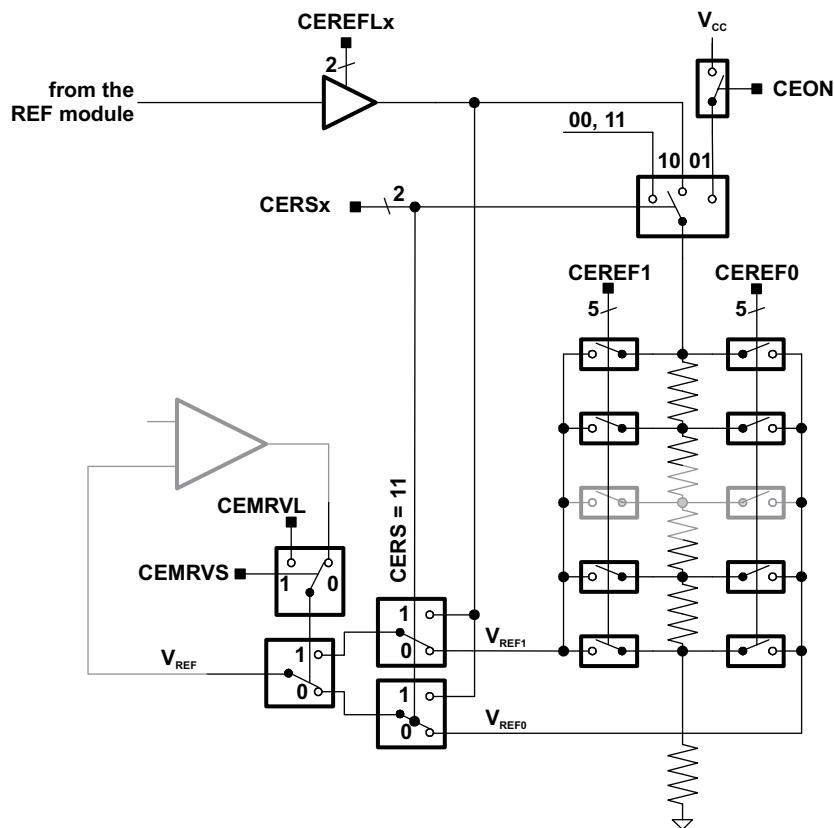


Figure 29-4. Reference Generator Block Diagram

The interrupt flags of the comparator and the comparator output are unchanged while the reference voltage from the shared reference is settling. If CEREF $_x$  is changed from a nonzero value to another nonzero value, the interrupt flags may show unpredictable behavior. TI recommends setting CEREF $_x$  = 00 before changing the CEREF $_x$  settings.

The voltage reference generator is used to generate VREF, which can be applied to either comparator input terminal. The CEREF1x (VREF1) and CEREF0x (VREF0) bits control the output of the voltage generator. The CERSEL bit selects the comparator terminal to which VREF is applied. If external signals are applied to both comparator input terminals, the internal reference generator should be turned off to reduce current consumption. The voltage reference generator can generate a fraction of the device  $V_{CC}$  or of the voltage reference of the integrated precision voltage reference source. Vref1 is used while CEOUT is 1, and Vref0 is used while CEOUT is 0. This allows the generation of a hysteresis without using external components.

### 29.2.7 Port Disable Register (CEPD)

The comparator input and output functions are multiplexed with I/O port pins, which are digital CMOS gates. When analog signals are applied to digital CMOS gates, parasitic current can flow from  $V_{CC}$  to GND. This parasitic current occurs if the input voltage is near the transition level of the gate. Disabling the port pin buffer eliminates the parasitic current flow and therefore reduces overall current consumption.

The CEPDx bits, when set, disable the corresponding Px.y input buffer (see Figure 29-5). When current consumption is critical, any Px.y pin connected to analog signals should be disabled with the associated CEPDx bits.

Selecting an input pin to the comparator multiplexer with the CEIPSEL or CEIMSEL bits automatically disables the input buffer for that pin, regardless of the state of the associated CEPDx bit.

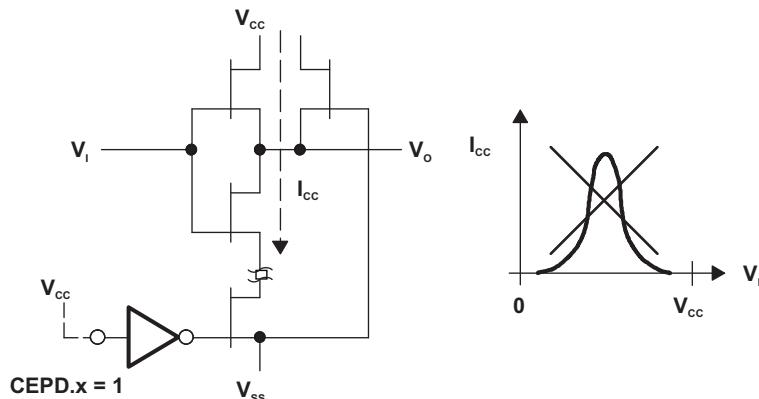


Figure 29-5. Transfer Characteristic and Power Dissipation in a CMOS Inverter and Buffer

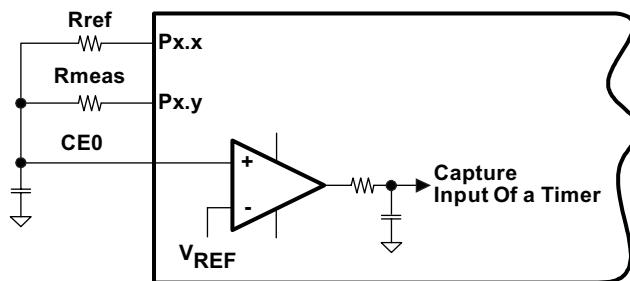
### 29.2.8 Comparator\_E Interrupts

One interrupt flag and one interrupt vector are associated with the Comparator\_E.

The interrupt flag CEIFG is set on either the rising or falling edge of the comparator output, selected by the CEIES bit. If both the CEIE and the GIE bits are set, then the CEIFG interrupt flag generates an interrupt request.

### 29.2.9 Comparator\_E Used to Measure Resistive Elements

The Comparator\_E can be optimized to precisely measure resistive elements using single slope analog-to-digital conversion. For example, temperature can be converted into digital data using a thermistor, by comparing the thermistor's capacitor discharge time to that of a reference resistor as shown in Figure 29-6. A reference resistor Rref is compared to Rmeas.



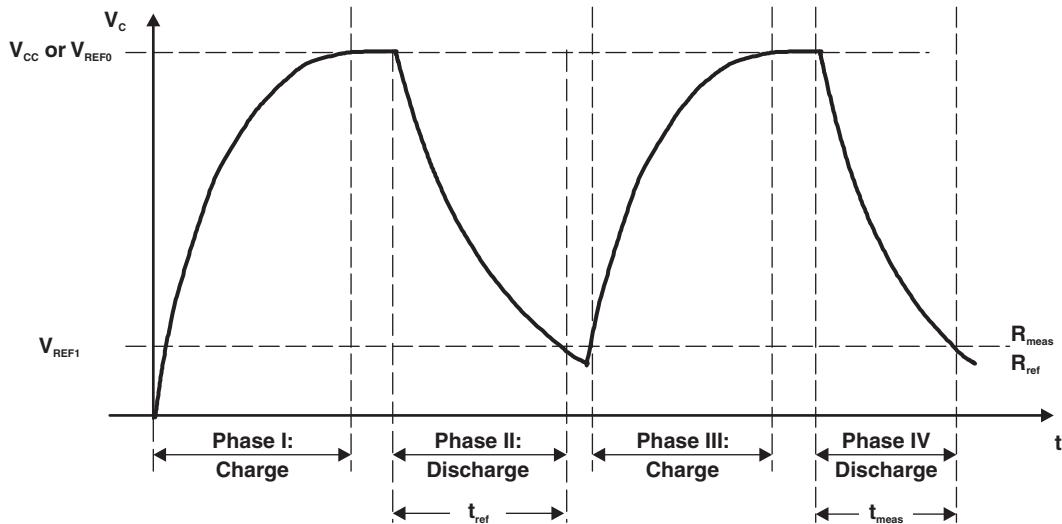
**Figure 29-6. Temperature Measurement System**

The resources used to calculate the temperature sensed by  $R_{meas}$  are:

- Two digital I/O pins charge and discharge the capacitor.
- I/O is set to output high ( $V_{cc}$ ) to charge capacitor, reset to discharge.
- I/O is switched to high-impedance input with CEPDx set when not in use.
- One output charges and discharges the capacitor through  $R_{ref}$ .
- One output discharges capacitor through  $R_{meas}$ .
- The + terminal is connected to the positive terminal of the capacitor.
- The - terminal is connected to a reference level, for example  $0.25 \times V_{cc}$ .
- The output filter should be used to minimize switching noise.
- CEOUT is used to gate a timer capturing capacitor discharge time.

More than one resistive element can be measured. Additional elements are connected to CE0 with available I/O pins and switched to high impedance when not being measured.

The thermistor measurement is based on a ratiometric conversion principle. The ratio of two capacitor discharge times is calculated as shown in [Figure 29-7](#).



**Figure 29-7. Timing for Temperature Measurement Systems**

The  $V_{cc}$  voltage and the capacitor value should remain constant during the conversion but are not critical, because they cancel in the ratio:

$$\frac{N_{\text{meas}}}{N_{\text{ref}}} = \frac{-R_{\text{meas}} \times C \times \ln \frac{V_{\text{ref1}}}{V_{\text{cc}}}}{-R_{\text{ref}} \times C \times \ln \frac{V_{\text{ref1}}}{V_{\text{cc}}}}$$

$$\frac{N_{\text{meas}}}{N_{\text{ref}}} = \frac{R_{\text{meas}}}{R_{\text{ref}}}$$

$$R_{\text{meas}} = R_{\text{ref}} \times \frac{N_{\text{meas}}}{N_{\text{ref}}}$$

## 29.3 COMP\_E Registers

The Comparator\_E registers are listed in [Table 29-1](#). The base address of the Comparator\_E module can be found in each device-specific data sheet.

**Table 29-1. COMP\_E Registers**

Offset	Acronym	Register Name	Type	Access	Reset	Section
00h	CECTL0	Comparator_E control register 0	Read/write	Word	0000h	<a href="#">Section 29.3.1</a>
02h	CECTL1	Comparator_E control register 1	Read/write	Word	0000h	<a href="#">Section 29.3.2</a>
04h	CECTL2	Comparator_E control register 2	Read/write	Word	0000h	<a href="#">Section 29.3.3</a>
06h	CECTL3	Comparator_E control register 3	Read/write	Word	0000h	<a href="#">Section 29.3.4</a>
0Ch	CEINT	Comparator_E interrupt register	Read/write	Word	0000h	<a href="#">Section 29.3.5</a>
0Eh	CEIV	Comparator_E interrupt vector word	Read	Word	0000h	<a href="#">Section 29.3.6</a>

**29.3.1 CECTL0 Register (offset = 00h) [reset = 0000h]**

Comparator\_E Control Register 0

**Figure 29-8. CECTL0 Register**

15	14	13	12	11	10	9	8
CEIMEN	Reserved				CEIMSEL		
rw-0	r-0	r-0	r-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
CEIPEN	Reserved				CEIPSEL		
rw-0	r-0	r-0	r-0	rw-0	rw-0	rw-0	rw-0

**Table 29-2. CECTL0 Register Description**

Bit	Field	Type	Reset	Description
15	CEIMEN	RW	0h	Channel input enable for the – terminal of the comparator. 0b = Selected analog input channel for V– terminal is disabled. 1b = Selected analog input channel for V– terminal is enabled. The internal reference voltage is disabled for this channel.
14-12	Reserved	R	0h	Reserved. Reads as 0.
11-8	CEIMSEL	RW	0h	Channel input selected for the – terminal of the comparator if CEIMEN is set to 1.
7	CEIPEN	RW	0h	Channel input enable for the V+ terminal of the comparator. 0b = Selected analog input channel for V+ terminal is disabled. 1b = Selected analog input channel for V+ terminal is enabled. The internal reference voltage is disabled for this channel.
6-4	Reserved	R	0h	Reserved. Reads as 0.
3-0	CEIPSEL	RW	0h	Channel input selected for the V+ terminal of the comparator if CEIPEN is set to 1.

### 29.3.2 CECTL1 Register (offset = 02h) [reset = 0000h]

Comparator\_E Control Register 1

**Figure 29-9. CECTL1 Register**

15	14	13	12	11	10	9	8
Reserved			CEMRVS	CEMRLV	CEON	CEPWRMD	
r-0	r-0	r-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
CEFDLY	CEEX	CESHORT	CEIES	CEF	CEOUTPOL	CEOUT	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	r-0

**Table 29-3. CECTL1 Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved. Reads as 0.
12	CEMRVS	RW	0h	This bit defines if the comparator output selects between VREF0 or VREF1 if CERS = 00, 01, or 10. 0b = Comparator output state selects between VREF0 or VREF1. 1b = CEMRVL selects between VREF0 or VREF1.
11	CEMRLV	RW	0h	This bit is valid of CEMRVS is set to 1. 0b = VREF0 is selected if CERS = 00, 01, or 10 1b = VREF1 is selected if CERS = 00, 01, or 10
10	CEON	RW	0h	On. This bit turns the comparator on. When the comparator is turned off the Comparator_E consumes no power. 0b = Off 1b = On
9-8	CEPWRMD	RW	0h	Power mode 00b = High-speed mode 01b = Normal mode 10b = Ultra-low power mode 11b = Reserved
7-6	CEFDLY	RW	0h	Filter delay. The filter delay can be selected in four steps. See the device-specific data sheet for details. 00b = Typical filter delay of approximately 450 ns 01b = Typical filter delay of approximately 900 ns 10b = Typical filter delay of approximately 1800 ns 11b = Typical filter delay of approximately 3600 ns
5	CEEX	RW	0h	Exchange. This bit permutes the comparator 0 inputs and inverts the comparator 0 output. 0b = Exchange off 1b = Exchange on
4	CESHORT	RW	0h	Input short. This bit shorts the + and – input terminals. 0b = Inputs not shorted 1b = Inputs shorted
3	CEIES	RW	0h	Interrupt edge select for CEIIFG and CEIFG. Changing CEIES might set CEIFG. 0b = Rising edge for CEIFG, falling edge for CEIIFG 1b = Falling edge for CEIFG, rising edge for CEIIFG
2	CEF	RW	0h	Output filter. Available if CEPWRMD = 00 or 01. 0b = Comparator_E output is not filtered 1b = Comparator_E output is filtered
1	CEOUTPOL	RW	0h	Output polarity. This bit defines the CEOUT polarity. 0b = Noninverted 1b = Inverted
0	CEOUT	R	0h	Output value. This bit reflects the value of the Comparator_E output. Writing this bit has no effect on the comparator output.

### 29.3.3 CECTL2 Register (offset = 04h) [reset = 0000h]

Comparator\_E Control Register 2

**Figure 29-10. CECTL2 Register**

15	14	13	12	11	10	9	8
CEREFACC	CEREFL		CEREF1				
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
CERS	CERSEL		CEREOF0				
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 29-4. CECTL2 Register Description**

Bit	Field	Type	Reset	Description
15	CEREFACC	RW	0h	Reference accuracy. A reference voltage is requested only if CEREFL > 0. 0b = Static mode 1b = Clocked (low power, low accuracy) mode
14-13	CEREFL	RW	0h	Reference voltage level 00b = Reference amplifier is disabled. No reference voltage is requested. 01b = 1.2 V is selected as shared reference voltage input 10b = 2.0 V is selected as shared reference voltage input 11b = 2.5 V is selected as shared reference voltage input
12-8	CEREF1	RW	0h	Reference resistor tap 1. This register defines the tap of the resistor string while CEOUT = 1.
7-6	CERS	RW	0h	Reference source. This bit define if the reference voltage is derived from VCC or from the precise shared reference. 00b = No current is drawn by the reference circuitry. 01b = VCC applied to the resistor ladder 10b = Shared reference voltage applied to the resistor ladder. 11b = Shared reference voltage supplied to VCCREF. Resistor ladder is off.
5	CERSEL	RW	0h	Reference select. This bit selects to which terminal the VCCREF is applied. When CEEX = 0: 0b = When CEEX = 0: VREF is applied to the V+ terminal; When CEEX = 1: VREF is applied to the V- terminal 1b = When CEEX = 0: VREF is applied to the V- terminal; When CEEX = 1: VREF is applied to the V+ terminal
4-0	CEREOF0	RW	0h	Reference resistor tap 0. This register defines the tap of the resistor string while CEOUT = 0.

### 29.3.4 CECTL3 Register (offset = 06h) [reset = 0000h]

Comparator\_E Control Register 3

**Figure 29-11. CECTL3 Register**

15	14	13	12	11	10	9	8
CEPD15	CEPD14	CEPD13	CEPD12	CEPD11	CEPD10	CEPD9	CEPD8
rw-(0)							
7	6	5	4	3	2	1	0
CEPD7	CEPD6	CEPD5	CEPD4	CEPD3	CEPD2	CEPD1	CEPD0
rw-(0)							

**Table 29-5. CECTL3 Register Description**

Bit	Field	Type	Reset	Description
15	CEPD15	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD15 disables the port of the comparator channel 15. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
14	CEPD14	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD14 disables the port of the comparator channel 14. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
13	CEPD13	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD13 disables the port of the comparator channel 13. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
12	CEPD12	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD12 disables the port of the comparator channel 12. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
11	CEPD11	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD11 disables the port of the comparator channel 11. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
10	CEPD10	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD10 disables the port of the comparator channel 10. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
9	CEPD9	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD9 disables the port of the comparator channel 9. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
8	CEPD8	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD8 disables the port of the comparator channel 8. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
7	CEPD7	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD7 disables the port of the comparator channel 7. 0b = The input buffer is enabled. 1b = The input buffer is disabled.

**Table 29-5. CECTL3 Register Description (continued)**

Bit	Field	Type	Reset	Description
6	CEPD6	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD6 disables the port of the comparator channel 6. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
5	CEPD5	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD5 disables the port of the comparator channel 5. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
4	CEPD4	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD4 disables the port of the comparator channel 4. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
3	CEPD3	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD3 disables the port of the comparator channel 3. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
2	CEPD2	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD2 disables the port of the comparator channel 2. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
1	CEPD1	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD1 disables the port of the comparator channel 1. 0b = The input buffer is enabled. 1b = The input buffer is disabled.
0	CEPD0	RW	0h	Port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_E. The bit CEPD0 disables the port of the comparator channel 0. 0b = The input buffer is enabled. 1b = The input buffer is disabled.

### 29.3.5 CEINT Register (offset = 0Ch) [reset = 0000h]

Comparator\_E Interrupt Control Register

**Figure 29-12. CEINT Register**

15	14	13	12	11	10	9	8
	Reserved		CERDYIE		Reserved	CEIIE	CEIE
r-0	r-0	r-0	rw-0	r-0	r-0	rw-0	rw-0
7	6	5	4	3	2	1	0
	Reserved		CERDYIFG		Reserved	CEIIFG	CEIFG
r-0	r-0	r-0	rw-0	r-0	r-0	rw-0	rw-0

**Table 29-6. CEINT Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved. Reads as 0.
12	CERDYIE	RW	0h	Comparator_E ready interrupt enable. 0b = Interrupt is disabled 1b = Interrupt is enabled
11-10	Reserved	R	0h	Reserved. Reads as 0.
9	CEIIE	RW	0h	Comparator_E output interrupt enable inverted polarity 0b = Interrupt is disabled 1b = Interrupt is enabled
8	CEIE	RW	0h	Comparator_E output interrupt enable 0b = Interrupt is disabled 1b = Interrupt is enabled
7-5	Reserved	R	0h	Reserved. Reads as 0.
4	CERDYIFG	RW	0h	Comparator_E ready interrupt flag. This bit is set if the Comparator_E reference sources are settled and the Comparator_E module is operational. This bit has to be cleared by software. 0b = No interrupt pending. 1b = Output interrupt pending.
3-2	Reserved	R	0h	Reserved. Reads as 0.
1	CEIIFG	RW	0h	Comparator_E output inverted interrupt flag. The bit CEIES defines the transition of the output setting this bit. 0b = No interrupt pending. 1b = Output interrupt pending.
0	CEIFG	RW	0h	Comparator_E output interrupt flag. The bit CEIES defines the transition of the output setting this bit. 0b = No interrupt pending. 1b = Output interrupt pending.

### **29.3.6 CEIV Register (offset = 0Eh) [reset = 0000h]**

Comparator\_E Interrupt Vector Word Register

**Figure 29-13. CEIV Register**

15	14	13	12	11	10	9	8
CEIV							
r0	r0	r0	r0	r0	r0	r0	r0
CEIV							
r0	r0	r0	r0	r0	r-0	r-0	r0

**Table 29-7. CEIV Register Description**

Bit	Field	Type	Reset	Description
15-0	CEIV	R	0h	<p>Comparator_E interrupt vector word register. The interrupt vector register reflects only interrupt flags whose interrupt enable bit are set. Reading the CEIV register clears the pending interrupt flag with the highest priority.</p> <p>00h = No interrupt pending            02h = Interrupt Source: CEOUT interrupt; Interrupt Flag: CEIFG; Interrupt Priority: Highest            04h = Interrupt Source: CEOUT interrupt inverted polarity; Interrupt Flag: CEIIFG            06h = Reserved            08h = Reserved            0Ah = Interrupt Source: Comparator ready interrupt; Interrupt Flag: CERDYIFG; Interrupt Priority: Lowest</p>

## **LCD\_C Controller**

The LCD\_C controller drives static and 2-mux to 8-mux LCDs. This chapter describes the LCD\_C controller. The differences between LCD\_B and LCD\_C are listed in [Table 30-1](#).

Topic	Page
<b>30.1 LCD_C Introduction .....</b>	<b>735</b>
<b>30.2 LCD_C Operation.....</b>	<b>737</b>
<b>30.3 LCD_C Registers .....</b>	<b>753</b>

### **30.1 LCD\_C Introduction**

The LCD\_C controller directly drives LCD displays by automatically creating the ac segment and common voltage signals. The LCD\_C controller can support static and 2-mux to 8-mux LCD glasses.

The LCD\_C controller features are:

- Display memory
- Automatic signal generation
- Configurable frame frequency
- Blinking of individual segments with separate blinking memory for static, and 2- to 4-mux LCDs
- Blinking of complete display for 5- to 8-mux LCDs
- Regulated charge pump up to 3.44 V (typical)
- Contrast control by software
- Support for the following types of LCDs
  - Static
  - 2-mux, 1/2 bias or 1/3 bias
  - 3-mux, 1/2 bias or 1/3 bias
  - 4-mux, 1/2 bias or 1/3 bias
  - 5-mux, 1/3 bias
  - 6-mux, 1/3 bias
  - 7-mux, 1/3 bias
  - 8-mux, 1/3 bias

The differences between LCD\_B and LCD\_C are listed in [Table 30-1](#).

**Table 30-1. Differences Between LCD\_B and LCD\_C**

Feature	LCD_B	LCD_C
Supported types of LCDs	Static, 2-, 3-, 4-mux	Static, 2-, 3-, 4-, 5-, 6-, 7, 8-mux
Maximum VLCDx settings	001111b	001111b
Maximum LCD voltage ( $V_{LCD,typ}$ )	3.44 V	3.44 V
Supported biasing schemes for 5-mux to 8-mux	5- to 8-mux not supported	1/3 biasing

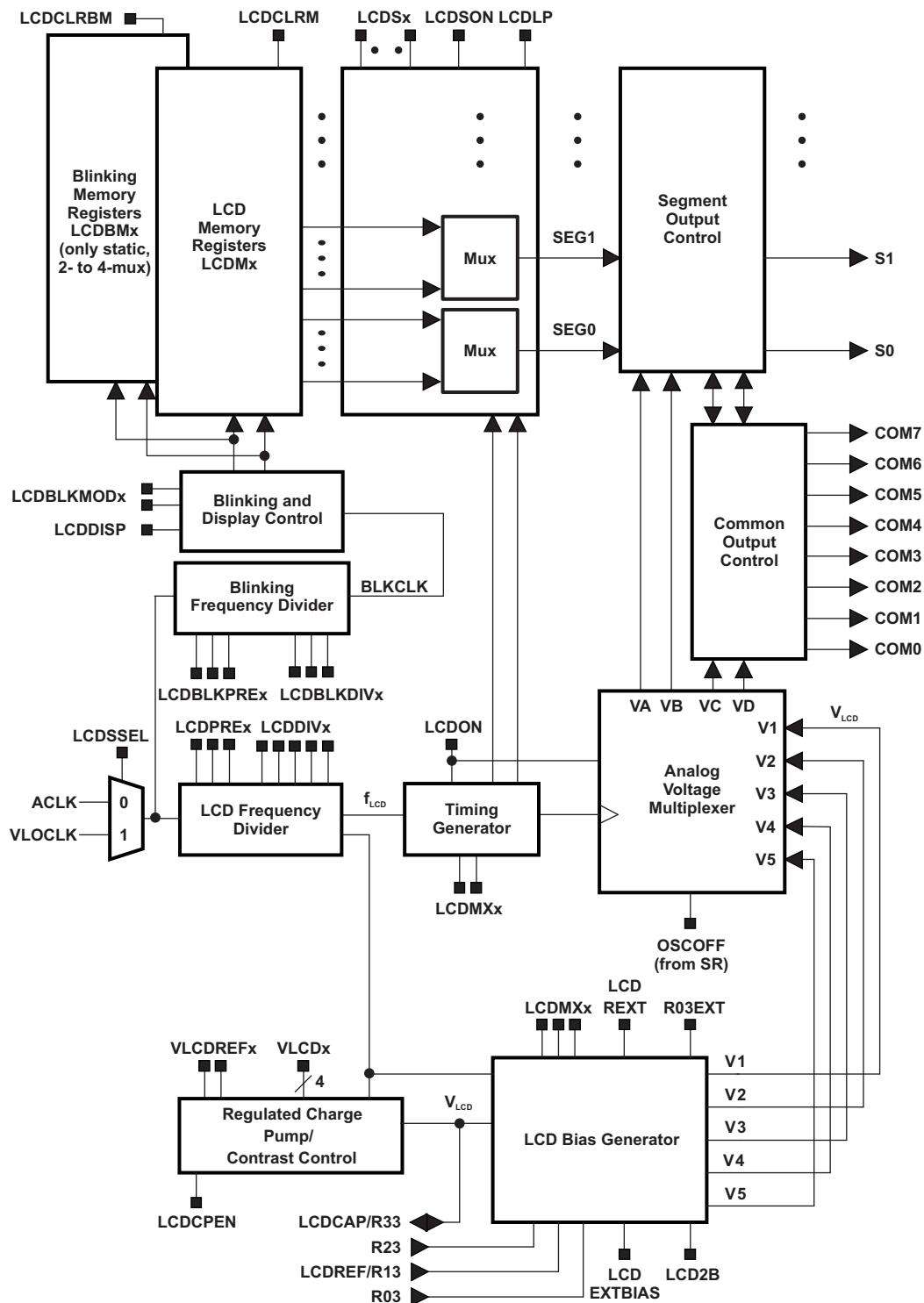
[Figure 30-1](#) shows the LCD controller block diagram.

---

**NOTE: Maximum LCD Segment Control**

The maximum number of segment lines and memory registers available differs with device. See the device-specific data sheet for available segment pins and the maximum number of segments supported.

---



**Figure 30-1. LCD Controller Block Diagram**

## 30.2 LCD\_C Operation

The LCD controller is configured with user software. The setup and operation of the LCD controller is discussed in the following sections.

### 30.2.1 LCD Memory

The LCD memory organization differs slightly depending on the mode.

Each memory bit corresponds to one LCD segment or is not used, depending on the mode. To turn on an LCD segment, its corresponding memory bit is set.

The memory can also be accessed word-wise using the even addresses starting at LCDM1, LCDM3, ...

Setting the bit LCDCLRM clears all LCD memory registers at the next frame boundary. It is reset automatically after the registers are cleared.

#### 30.2.1.1 Static and 2-Mux to 4-Mux Mode

For static and 2-mux to 4-mux modes, one byte of the LCD memory contains the information for two segment lines. [Figure 30-2](#) shows an example LCD memory map for these modes with 160 segments.

Associated Common Pins	3	2	1	0	3	2	1	0	Associated Segment Pins
Register	7				0				n
LCDM20	--	--	--	--	--	--	--	--	38 39, 38
LCDM19	--	--	--	--	--	--	--	--	36 37, 36
LCDM18	--	--	--	--	--	--	--	--	34 35, 34
LCDM17	--	--	--	--	--	--	--	--	32 33, 32
LCDM16	--	--	--	--	--	--	--	--	30 31, 30
LCDM15	--	--	--	--	--	--	--	--	28 29, 28
LCDM14	--	--	--	--	--	--	--	--	26 27, 26
LCDM13	--	--	--	--	--	--	--	--	24 25, 24
LCDM12	--	--	--	--	--	--	--	--	22 23, 22
LCDM11	--	--	--	--	--	--	--	--	20 21, 20
LCDM10	--	--	--	--	--	--	--	--	18 19, 18
LCDM9	--	--	--	--	--	--	--	--	16 17, 16
LCDM8	--	--	--	--	--	--	--	--	14 15, 14
LCDM7	--	--	--	--	--	--	--	--	12 13, 12
LCDM6	--	--	--	--	--	--	--	--	10 1, 10
LCDM5	--	--	--	--	--	--	--	--	8 9, 8
LCDM4	--	--	--	--	--	--	--	--	6 7, 6
LCDM3	--	--	--	--	--	--	--	--	4 5, 4
LCDM2	--	--	--	--	--	--	--	--	2 3, 2
LCDM1	--	--	--	--	--	--	--	--	0 1, 0

**Figure 30-2. LCD Memory for Static and 2-Mux to 4-Mux Mode - Example for 160 Segments**

### 30.2.1.2 5-Mux to 8-Mux Mode

For 5-mux to 8-mux modes, one byte of the LCD memory contains the information for one segment line. [Figure 30-3](#) shows an example LCD memory map for these modes with 160 segments.

Associated Common Pins	7	6	5	4	3	2	1	0	Associated Segment Pins
Register	7				0	n			
LCDM20	--	--	--	--	--	--	--	--	19 19
LCDM19	--	--	--	--	--	--	--	--	18 18
LCDM18	--	--	--	--	--	--	--	--	17 17
LCDM17	--	--	--	--	--	--	--	--	16 16
LCDM16	--	--	--	--	--	--	--	--	15 15
LCDM15	--	--	--	--	--	--	--	--	14 14
LCDM14	--	--	--	--	--	--	--	--	13 13
LCDM13	--	--	--	--	--	--	--	--	12 12
LCDM12	--	--	--	--	--	--	--	--	11 11
LCDM11	--	--	--	--	--	--	--	--	10 10
LCDM10	--	--	--	--	--	--	--	--	9 9
LCDM9	--	--	--	--	--	--	--	--	8 8
LCDM8	--	--	--	--	--	--	--	--	7 7
LCDM7	--	--	--	--	--	--	--	--	6 6
LCDM6	--	--	--	--	--	--	--	--	5 5
LCDM5	--	--	--	--	--	--	--	--	4 4
LCDM4	--	--	--	--	--	--	--	--	3 3
LCDM3	--	--	--	--	--	--	--	--	2 2
LCDM2	--	--	--	--	--	--	--	--	1 1
LCDM1	--	--	--	--	--	--	--	--	0 0

**Figure 30-3. LCD Memory for 5-Mux to 8-Mux Mode - Example for 160 Segments**

### 30.2.2 LCD Timing Generation

The LCD\_C controller uses the  $f_{LCD}$  signal from the integrated clock divider to generate the timing for common and segment lines. With the LCDSSEL bit, ACLK with a frequency between 30 kHz and 40 kHz or VLOCLK can be selected as clock source into the divider. The  $f_{LCD}$  frequency is selected with the LCDPREx and LCDDIVx bits. The resulting  $f_{LCD}$  frequency is calculated by:

$$f_{LCD} = \frac{f_{ACLK/VLOCLK}}{(LCDDIVx + 1) \times 2^{LCDPRE}}$$

The proper  $f_{LCD}$  frequency depends on the LCD's requirement for framing frequency and the LCD multiplex rate. It is calculated by:

$$f_{LCD} = 2 \times \text{mux} \times f_{Frame}$$

For example, to calculate  $f_{LCD}$  for a 3-mux LCD with a frame frequency of 30 Hz to 100 Hz:

$$f_{Frame} \text{ (from LCD data sheet)} = 30 \text{ Hz to } 100 \text{ Hz}$$

$$f_{LCD} = 2 \times 3 \times f_{Frame}$$

$$f_{LCD}(\min) = 180 \text{ Hz}$$

$$f_{LCD}(\max) = 600 \text{ Hz}$$

With  $f_{ACLK/VLOCLK} = 32768 \text{ Hz}$ ,  $\text{LCDPRE} = 011$ , and  $\text{LCDDIVx} = 10101$ :

$$f_{LCD} = 32768 \text{ Hz} / ((21+1) \times 2^3) = 32768 \text{ Hz} / 176 = 186 \text{ Hz}$$

With LCDPREx = 001 and LCDDIVx = 11011:

$$f_{LCD} = 32768 \text{ Hz} / ((27+1) \times 2^1) = 32768 \text{ Hz} / 56 = 585 \text{ Hz}$$

The lowest frequency has the lowest current consumption. The highest frequency has the least flicker.

### **30.2.3 Blanking the LCD**

The LCD controller allows blanking the complete LCD. The LCDSON bit is combined with a logical AND with each segment's memory bit. When LCDSON = 1, each segment is on or off according to its bit value. When LCDSON = 0, each LCD segment is off.

### **30.2.4 LCD Blinking**

The LCD controller also supports blinking. In static and 2-mux to 4-mux mode, the blinking mode LCDBLKMODx = 01 allows blinking of individual segments; with LCDBLKMODx = 10 all segments are blinking; and with LCDBLKMODx = 00 blinking is disabled. In 5-mux mode and above, only blinking mode LCDBLKMODx = 10 that allows blinking of all segments is available; if another mode is selected, blinking is disabled.

#### **30.2.4.1 Blinking Memory**

In static and 2-mux to 4-mux mode, a separate blinking memory is implemented to select the blinking segments. To enable individual segments for blinking, the corresponding bit in the blinking memory LCDBMx registers must be set. The memory uses the same structure as the LCD memory (see [Figure 30-2](#)). Each memory bit corresponds to one LCD segment or is not used, depending on the multiplexing mode LCDMXx. To enable blinking for a LCD segment, its corresponding memory bit is set.

The blinking memory can also be accessed word-wise using the even addresses starting at LCDBM1, LCDBM3, ...

Setting the bit LCDCLRBM clears all blinking memory registers at the next frame boundary. It is automatically reset after the registers are cleared.

#### **30.2.4.2 Blinking Frequency**

The blinking frequency  $f_{BLINK}$  is selected with the LCDBLKPREx and LCDBLKDIVx bits. The same clock is used as selected for the LCD frequency  $f_{LCD}$ . The resulting  $f_{BLINK}$  frequency is calculated by:

$$f_{Blink} = \frac{f_{ACLKVLO}}{(LCDBLKDIVx + 1) \times 2^{9+LCDBLKPREx}}$$

The divider generating the blinking frequency  $f_{BLINK}$  is reset when LCDBLKMODx = 00. After a blinking mode LCDBLKMODx = 01 or 10 is selected, the enabled segments or all segments go blank at the next frame boundary and stay off for half of a BLKCLK period. Then they go active at the next frame boundary and stay on for another half BLKCLK period before they go blank again at a frame boundary.

---

#### **NOTE: Blinking Frequency Restrictions**

The blinking frequency must be smaller than the frame frequency  $f_{Frame}$ .

The blinking frequency should only be changed when LCDBLKMODx = 00.

---

#### **30.2.4.3 Dual Display Memory**

In static and 2-mux to 4-mux mode, the blinking memory can also be used as a secondary display memory when no blinking mode LCDBLKMODx = 01 or 10 is selected. The memory to be displayed can be selected either manually using the LCDDISP bit or automatically with LCDBLKMODx = 11.

With LCDDISP = 0, the LCD memory is selected, and with LCDDISP = 1 the blinking memory is selected as display memory. Switching between the memories is synchronized to the frame boundaries.

With  $\text{LCDBLKMODx} = 11$  the LCD controller switches automatically between the memories using the divider to generate the blinking frequency. After  $\text{LCDBLKMODx} = 11$  is selected, the memory to be displayed for the first half a BLKCLK period is the LCD memory. In the second half, the blinking memory is used as display memory. Switching between the memories is synchronized to the frame boundaries.

### 30.2.5 LCD Voltage And Bias Generation

The LCD\_C module allows selectable sources for the peak output waveform voltage,  $V_1$ , as well as the fractional LCD biasing voltages  $V_2$  to  $V_5$ .  $V_{\text{LCD}}$  may be sourced from  $V_{\text{CC}}$ , an internal charge pump, or externally.

All internal voltage generation is disabled if the selected clock source (ACLK or VLOCLK) is turned off ( $\text{OSCOFF} = 1$ ) or the LCD\_C module is disabled ( $\text{LCDON} = 0$ ).

#### 30.2.5.1 LCD Voltage Selection

$V_{\text{LCD}}$  is sourced from  $V_{\text{CC}}$  when  $\text{VLCDEXT} = 0$ ,  $\text{VLCDx} = 0$ , and  $\text{VREFx} = 0$ .  $V_{\text{LCD}}$  is sourced from the internal charge pump when  $\text{VLCDEXT} = 0$ ,  $\text{VLDCPEN} = 1$ , and  $\text{VLCDx} > 0$ . The charge pump is always sourced from  $DV_{\text{CC}}$ . The VLCDx bits provide a software selectable LCD voltage from 2.6 V to 3.44 V (typical) independent of  $DV_{\text{CC}}$ . See the device-specific data sheet for specifications.

When the internal charge pump is used, a 4.7- $\mu\text{F}$  or larger capacitor must be connected between the  $\text{LCDCAP}$  pin and ground. If no capacitor is connected and the charge pump is enabled, the  $\text{LCDNOCAPIFG}$  interrupt flag is set, and the charge pump is disabled to prevent damage to the device.

To reduce system noise the charge pump can be temporarily disabled. It is disabled when  $\text{LCDCPEN} = 0$  and re-enabled when  $\text{LCDCPEN}$  is changed back to 1. If the charge pump is temporarily disabled the voltage stored on the external capacitor is used for the LCD voltages until the charge pump is re-enabled.

Some devices can also automatically disable the charge pump during certain periods of time (for example during an ADC conversion). To enable this feature set the corresponding  $\text{LCDCPDISx}$  bits in the  $\text{LCDBCPCTL}$  register. For details see the device-specific data sheet (if the feature is not listed in the data sheet it is not supported by the respective device).

---

**NOTE: Capacitor Required For Internal Charge Pump**

A 4.7- $\mu\text{F}$  or larger capacitor must be connected from the  $\text{LCDCAP}$  pin to ground when the internal charge pump is enabled. If no capacitor is connected, the  $\text{LCDNOCAPIFG}$  interrupt flag is set and the charge pump is disabled.

---

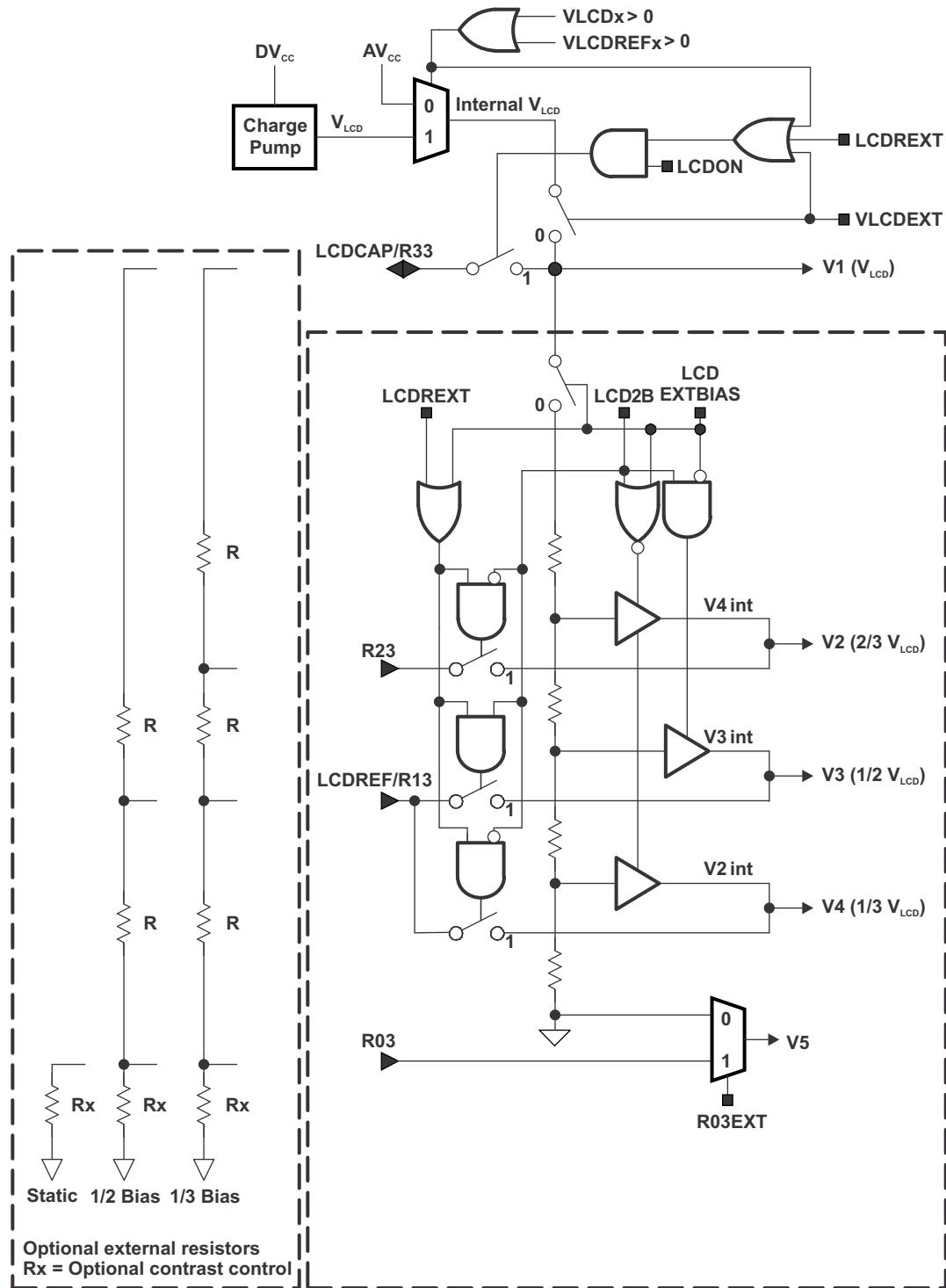
The internal charge pump may use an external reference voltage when  $\text{VLCDREFx} = 01$  (and  $\text{LCDREXT} = 0$  and  $\text{LCDEXTBIAS} = 0$ ). In this case, the charge pump voltage is set to a multiply of the external reference voltage according to the VLCDx bits setting.

When  $\text{VLCDEXT} = 1$ ,  $V_{\text{LCD}}$  is sourced externally from the  $\text{LCDCAP}$  pin and the internal charge pump is disabled.

### 30.2.5.2 LCD Bias Generation

The fractional LCD biasing voltages, V2 to V5 can be generated internally or externally, independent of the source for  $V_{LCD}$ .

The bias generation block diagram for LCD\_C static and 2-mux to 8-mux modes is shown in [Figure 30-4](#).



**Figure 30-4. Bias Generation**

The internally generated bias voltages V2 to V4 are switched to external pins with  $LCDREXT = 1$ .

To source the bias voltages V2 to V4 externally, LCDEXTBIAS is set. This also disables the internal bias generation. Typically, an equally weighted resistor divider is used with resistors ranging from a few  $k\Omega$  to  $1 M\Omega$ , depending on the size of the display. When using an external resistor divider, the  $V_{LCD}$  voltage may be sourced from the internal charge pump when VLCDEXT = 0 taking the maximum charge pump load current into account. V5 can also be sourced externally when R03EXT = 1. In static mode and all mux modes using 1/2 biasing or 1/3 biasing, when R03EXT = 1 V5 can control the contrast of the connected display by changing the voltage at the low end of the external resistor divider Rx as shown in the left part of [Figure 30-4](#).

When using an external resistor divider, R33 may serve as a switched  $V_{LCD}$  output when VLCDEXT = 0. This allows the power to the resistor ladder to be turned off, which eliminates current consumption when the LCD is not used. When VLCDEXT = 1, R33 serves as a  $V_{LCD}$  input.

The bias generator supports 1/2 biasing when LCD2B = 1 and 1/3 biasing when LCD2B = 0. In static mode, the internal divider is disabled.

**Table 30-2. Bias Voltages and external Pins**

Mode	Bias Configuration	LCD2B	Voltage Level	Pin	Condition
Static	Static	X	V1 ("1")	R33	if LCDREXT = 1 or LCDEXTBIAS = 1
			V5 ("0")	R03	if R03EXT = 1
2-mux, 3-mux, 4-mux	1/2	1	V1 ("1")	R33	if LCDREXT = 1 or LCDEXTBIAS = 1
			V3 ("1/2")	R13	if LCDREXT = 1 or LCDEXTBIAS = 1
			V5 ("0")	R03	if R03EXT = 1
2-mux, 3-mux, 4-mux	1/3	0	V1 ("1")	R33	if LCDREXT = 1 or LCDEXTBIAS = 1
			V2 ("2/3")	R23	if LCDREXT = 1 or LCDEXTBIAS = 1
			V4 ("1/3")	R13	if LCDREXT = 1 or LCDEXTBIAS = 1
			V5 ("0")	R03	if R03EXT = 1
5-mux to 8-mux	1/3	0	V1 ("1")	R33	if LCDREXT = 1 or LCDEXTBIAS = 1
			V2 ("2/3")	R23	if LCDREXT = 1 or LCDEXTBIAS = 1
			V4 ("1/3")	R13	if LCDREXT = 1 or LCDEXTBIAS = 1
			V5 ("0")	R03	if R03EXT = 1

### 30.2.5.3 LCD Contrast Control

The peak voltage of the output waveforms together with the selected mode and biasing determine the contrast and the contrast ratio of the LCD. The LCD contrast can be controlled in software by adjusting the LCD voltage generated by the integrated charge pump using the VLCDx settings.

The contrast ratio depends on the used LCD display and the selected biasing scheme. [Table 30-3](#) shows the biasing configurations that apply to the different modes together with the RMS voltages for the segments turned on ( $V_{RMS,ON}$ ) and turned off ( $V_{RMS,OFF}$ ) as functions of  $V_{LCD}$ . It also shows the resulting contrast ratios between the on and off states.

**Table 30-3. LCD Voltage and Biasing Characteristics**

Mode	Bias Config	LCDMx	LCD2B	COM Lines	Voltage Levels	$V_{RMS,OFF}/V_{LCD}$	$V_{RMS,ON}/V_{LCD}$	Contrast Ratio $V_{RMS,ON}/V_{RMS,OFF}$
Static	Static	0000	X	1	$V_1, V_5$	0	1	1/0
2-mux	1/2 <sup>(1)</sup>	0001	1	2	$V_1, V_3, V_5$	0.354	0.791	2.236
	1/3	0001	0	2	$V_1, V_2, V_4, V_5$	0.333	0.745	2.236
3-mux	1/2	0010	1	3	$V_1, V_3, V_5$	0.408	0.707	1.732
	1/3 <sup>(1)</sup>	0010	0	3	$V_1, V_2, V_4, V_5$	0.333	0.638	1.915
4-mux	1/2	0011	1	4	$V_1, V_3, V_5$	0.433	0.661	1.528
	1/3 <sup>(1)</sup>	0011	0	4	$V_1, V_2, V_4, V_5$	0.333	0.577	1.732
5-mux	1/3 <sup>(1)</sup>	0100	0	5	$V_1, V_2, V_4, V_5$	0.333	0.537	1.612
6-mux	1/3 <sup>(1)</sup>	0101	0	6	$V_1, V_2, V_4, V_5$	0.333	0.509	1.528
7-mux	1/3 <sup>(1)</sup>	0110	0	7	$V_1, V_2, V_4, V_5$	0.333	0.488	1.464
8-mux	1/3 <sup>(1)</sup>	0111	0	8	$V_1, V_2, V_4, V_5$	0.333	0.471	1.414

<sup>(1)</sup> Recommended setting to achieve best contrast

A typical approach to determine the required  $V_{LCD}$  is by equating  $V_{RMS,OFF}$  with a LCD threshold voltage provided by the LCD manufacturer, for example when the LCD exhibits approximately 10% contrast ( $V_{th,10\%}$ ):  $V_{RMS,OFF} = V_{th,10\%}$ . Using the values for  $V_{RMS,OFF}/V_{LCD}$  provided in the table results in  $V_{LCD} = V_{th,10\%}/(V_{RMS,OFF}/V_{LCD})$ . In the static mode, a suitable choice is  $V_{LCD}$  greater than or equal to three times  $V_{th,10\%}$ .

In 3-mux and 4-mux mode, a 1/3 biasing is typically used, but a 1/2 biasing scheme is also possible. The 1/2 bias reduces the contrast ratio, but the advantage is a reduction of the required full-scale LCD voltage  $V_{LCD}$ .

### 30.2.6 LCD Outputs

Some LCD segment, common, and Rxx functions are multiplexed with digital I/O functions. These pins can function either as digital I/O or as LCD functions.

The LCD segment functions, when multiplexed with digital I/O, are selected using the LCDSx bits in the LCDCPCTLx registers. The LCDSx bits select the LCD function for each segment line. When LCDSx = 0, a multiplexed pin is set to digital I/O function. When LCDSx = 1, a multiplexed pin is selected as LCD function.

The pin functions for COMx and Rxx, when multiplexed with digital I/O, are selected as described in the port schematic section of the device-specific data sheet. An some devices the COM1 to COM7 pins are shared with segment lines, refer to the device-specific data sheet. If these pins are required as COM pins due to the selected LCD multiplexing mode, the COM functionality takes precedence over the segment function that can be selected for those pins with the LCDSx bits as for all other segment pins.

See the port schematic section of the device-specific data sheet for details on controlling the pin functionality.

**NOTE: LCDS<sub>x</sub> Bits Do Not Affect Dedicated LCD Segment Pins**

The LCDS<sub>x</sub> bits only affect pins with multiplexed LCD segment functions and digital I/O functions. Dedicated LCD segment pins are not affected by the LCDS<sub>x</sub> bits.

### 30.2.7 LCD Interrupts

The LCD\_C module has four interrupt sources available, each with independent enables and flags.

The four interrupt flags, namely LCDFRMIFG, LCDBLKOFFIFG, LCDBLKONIFG, and LCDNOCAPIFG, are prioritized and combined to source a single interrupt vector. The interrupt vector register LCDCIV is used to determine which flag requested an interrupt.

The highest priority enabled interrupt generates a number in the LCDCIV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled LCD interrupts do not affect the LCDCIV value.

Any read access of the LCDCIV register automatically resets the highest pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. A write access to the LCDCIV register automatically resets all pending interrupt flags. In addition, all flags can be cleared by software.

The LCDNOCAPIFG indicates that no capacitor is present at the LCDCAP pin when the charge pump is enabled. Setting the LCDNOCAPIE bit enables the interrupt.

The LCDBLKONIFG is set at the BLKCLK edge synchronized to the frame boundaries that turns on the segments when blinking is enabled with LCDBLKMOD<sub>x</sub> = 01 or 10. It is also set at the BLKCLK edge synchronized to the frame boundaries that selects the blinking memory as display memory when LCDBLKMOD<sub>x</sub> = 11. It is automatically cleared when a LCD or blinking memory register is written. Setting the LCDBLKONIE bit enables the interrupt.

The LCDBLKOFFIFG is set at the BLKCLK edge synchronized to the frame boundaries that blanks the segments when blinking is enabled with LCDBLKMOD<sub>x</sub> = 01 or 10. It is also set at the BLKCLK edge synchronized to the frame boundaries that selects the LCD memory as display memory when LCDBLKMOD<sub>x</sub> = 11. It is automatically cleared when a LCD or blinking memory register is written. Setting the LCDBLKOFFIE bit enables the interrupt.

The LCDFRMIFG is set at a frame boundary. It is automatically cleared when a LCD or blinking memory register is written. Setting the LCDFRMIFGIE bit enables the interrupt.

### 30.2.7.1 LCDCIV Software Example

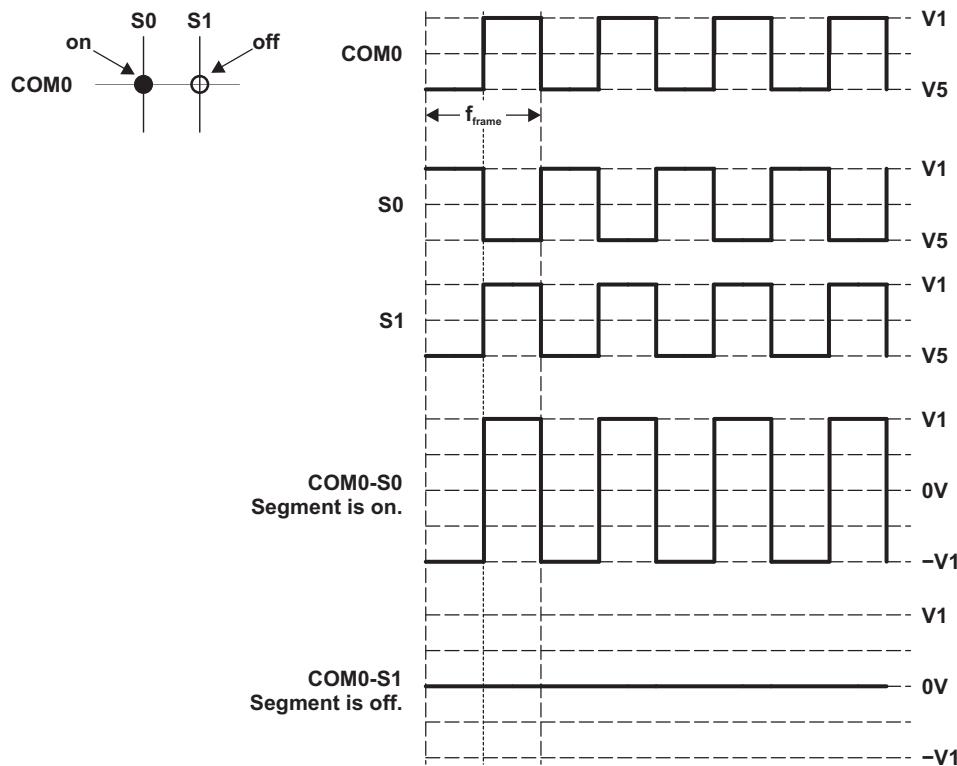
The following software example shows the recommended use of LCDCIV and the handling overhead. The LCDCIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself.

```
; Interrupt handler for LCD_B interrupt flags.
LCDB_HND           ; Interrupt latency      6
    ADD &LCDBIV,PC ; Add offset to Jump table   3
    RETI             ; Vector 0: No interrupt     5
    JMP LCDNOCAP_HND ; Vector 2: LCDNOCAPIFG    2
    JMP LCDBLKON_HND ; Vector 4: LCDBLKONIFG    2
    JMP LCDBLKOFF_HND; Vector 6: LCDBLKOFFIFG   2
    LCDFRM_HND       ; Vector 8: LCDFRMIFG      2
    ...              ; Task starts here          5
    RETI
LCDNOCAP_HND ; Vector 2: LCDNOCAPIFG
    ... ; Task starts here          5
    RETI
LCDBLKON_HND ; Vector 4: LCDBLKONIFG
    ... ; Task starts here          5
    RETI ; Back to main program    5
LCDBLKOFF_HND ; Vector 6: LCDBLKOFFIFG
    ... ; Task starts here          5
    RETI ; Back to main program    5
```

### 30.2.8 Static Mode

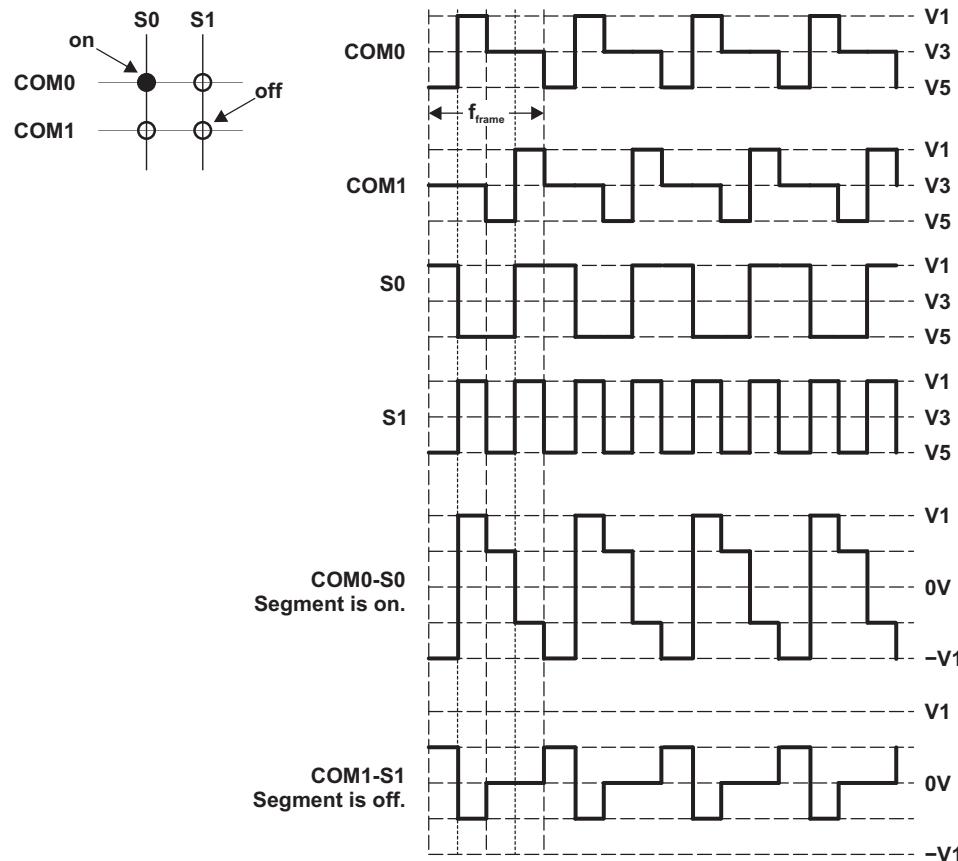
In static mode, each MSP430 segment pin drives one LCD segment, and one common line (COM0) is used. [Figure 30-5](#) shows some example static waveforms.



**Figure 30-5. Example Static Waveforms**

### 30.2.9 2-Mux Mode

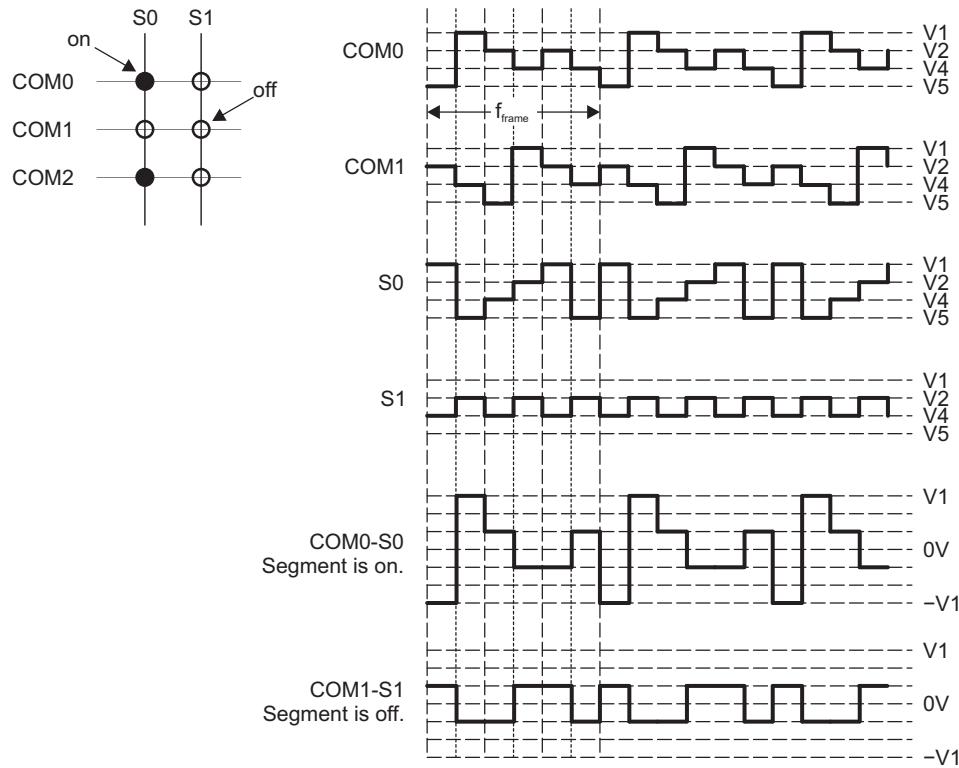
In 2-mux mode, each MSP430 segment pin drives two LCD segments, and two common lines (COM0 and COM1) are used. Figure 30-6 shows some example 2-mux 1/2-bias waveforms.



**Figure 30-6. Example 2-Mux Waveforms**

### 30.2.10 3-Mux Mode

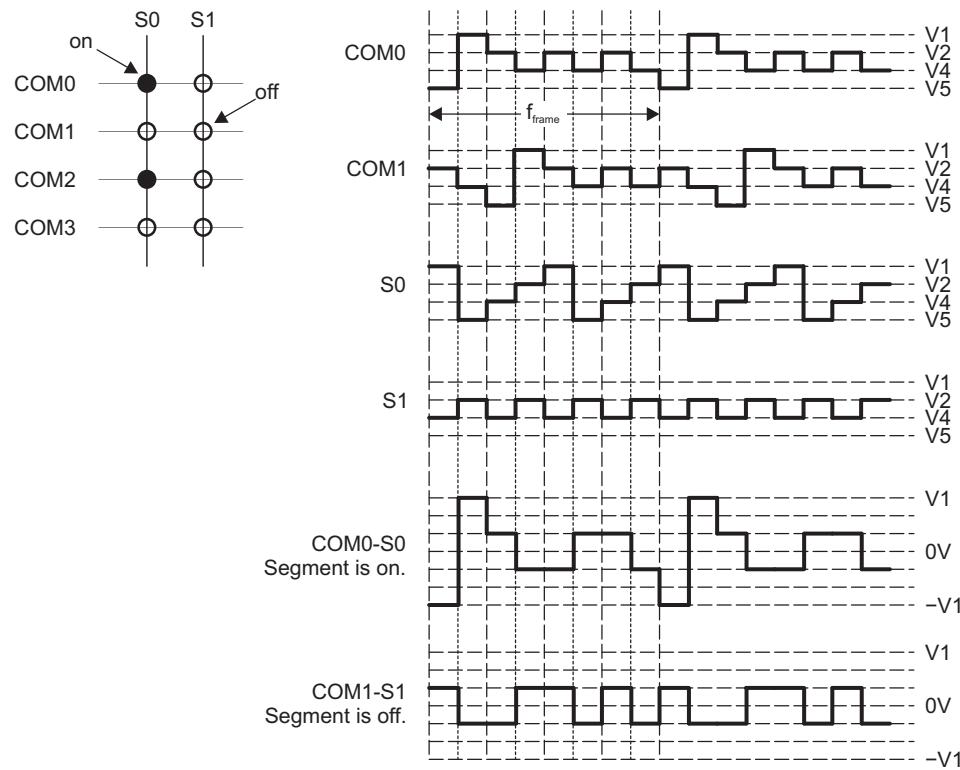
In 3-mux mode, each MSP430 segment pin drives three LCD segments, and three common lines (COM0, COM1, and COM2) are used. [Figure 30-7](#) shows some example 3-mux 1/3-bias waveforms.



**Figure 30-7. Example 3-Mux Waveforms**

### 30.2.11 4-Mux Mode

In 4-mux mode, each MSP430 segment pin drives four LCD segments and four common lines (COM0, COM1, COM2, and COM3) are used. [Figure 30-8](#) shows some example 4-mux 1/3-bias waveforms.



**Figure 30-8. Example 4-Mux Waveforms**

### 30.2.12 6-Mux Mode

In 6-mux mode, each MSP430 segment pin drives six LCD segments, and six common lines (COM0, COM1, COM2, COM3, COM4, and COM5) are used. [Figure 30-9](#) shows some example 6-mux 1/3-bias waveforms.

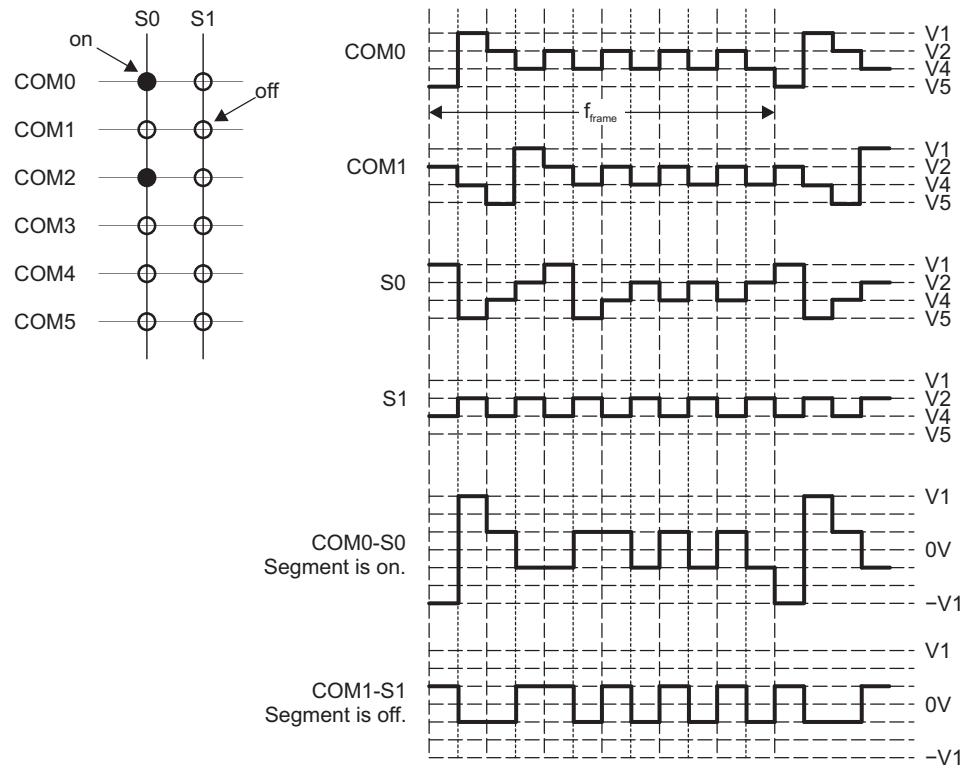
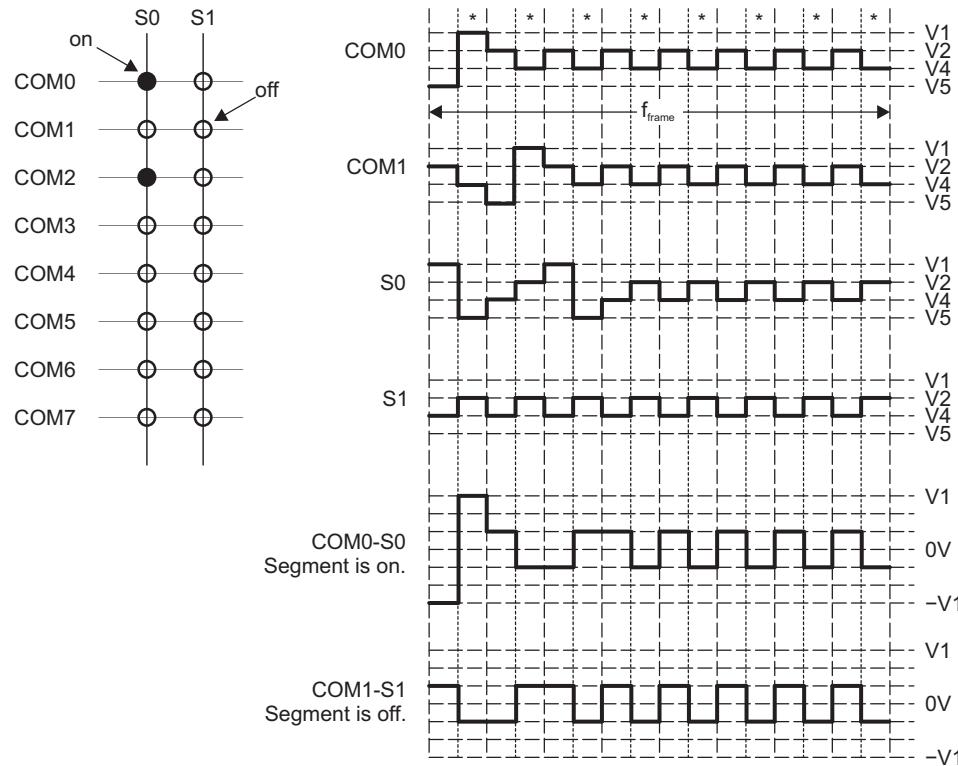


Figure 30-9. Example 6-Mux Waveforms

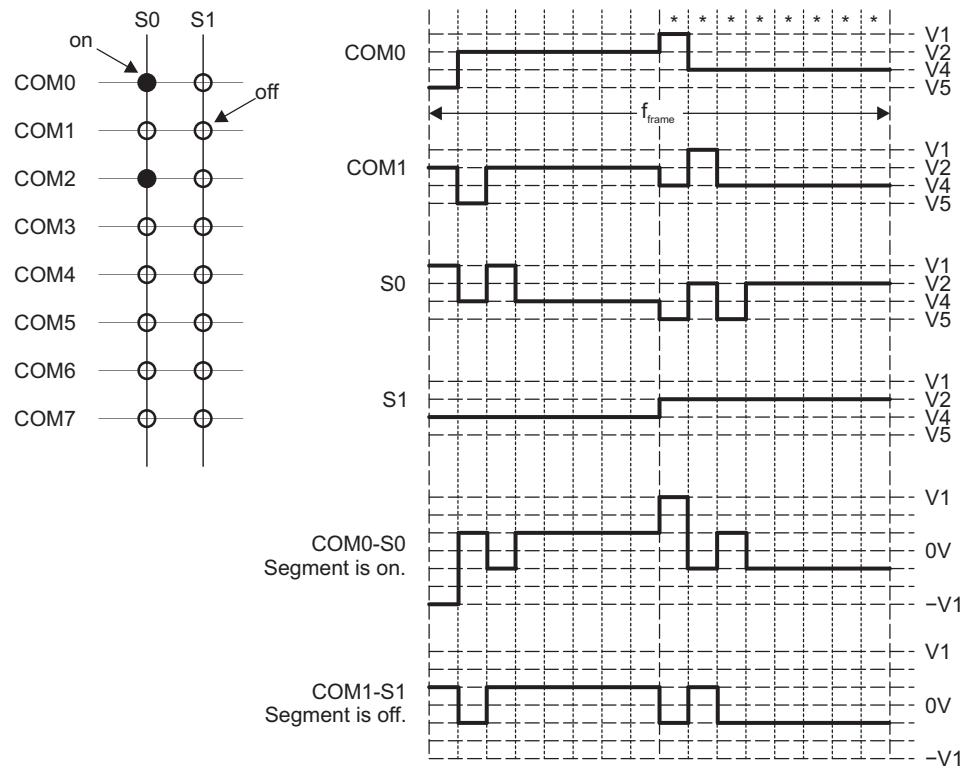
### 30.2.13 8-Mux Mode

In 8-mux mode, each MSP430 segment pin drives eight LCD segments, and eight common lines (COM0 through COM7) are used. [Figure 30-10](#) shows some example 8-mux 1/3-bias waveforms.



**Figure 30-10. Example 8-Mux, 1/3 Bias Waveforms (LCDLP = 0)**

Figure 30-11 shows some example 8-mux 1/3-bias waveforms with LCDLP = 1. With LCDLP = 1, the voltage sequence compared to the non-low power waveform is reshuffled; that is, all of the timeslots marked with "\*" in Figure 30-10 are grouped together. The same principle applies to all mux modes.



**Figure 30-11. Example 8-Mux, 1/3 Bias Low-Power Waveforms (LCDLP = 1)**

### 30.3 LCD\_C Registers

The LCD\_C registers are listed in [Table 30-4](#) to [Table 30-7](#). The LCD memory and blinking memory registers can also be accessed as word.

The number of available memory registers on a given device depends on the number of available segment pins; see the device-specific data sheet.

**Table 30-4. LCD\_C Control Registers**

Offset	Acronym	Register Name	Type	Reset	Section
000h	LCDCCTL0	LCD_C control 0	Read/write	0000h	<a href="#">Section 30.3.1</a>
002h	LCDCCTL1	LCD_C control 1	Read/write	0000h	<a href="#">Section 30.3.2</a>
004h	LCDCBLKCTL	LCD_C blinking control	Read/write	0000h	<a href="#">Section 30.3.3</a>
006h	LCDCMEMCTL	LCD_C memory control	Read/write	0000h	<a href="#">Section 30.3.4</a>
008h	LCDCVCTL	LCD_C voltage control	Read/write	0000h	<a href="#">Section 30.3.5</a>
00Ah	LCDCPCTL0	LCD_C port control 0	Read/write	0000h	<a href="#">Section 30.3.6</a>
00Ch	LCDCPCTL1	LCD_C port control 1	Read/write	0000h	<a href="#">Section 30.3.7</a>
00Eh	LCDCPCTL2	LCD_C port control 2 ( $\geq 256$ segments)	Read/write	0000h	<a href="#">Section 30.3.8</a>
010h	LCDCPCTL3	LCD_C port control 3 (384 segments)	Read/write	0000h	<a href="#">Section 30.3.9</a>
012h	LCDCCPCTL	LCD_C charge pump control	Read/write	0000h	<a href="#">Section 30.3.10</a>
014h		Reserved			
016h		Reserved			
018h		Reserved			
01Ah		Reserved			
01Ch		Reserved			
01Eh	LCDCIV	LCD_C interrupt vector	Read/write	0000h	<a href="#">Section 30.3.11</a>

**Table 30-5. LCD\_C Memory Registers for Static and 2-Mux to 4-Mux Modes<sup>(1)(2)</sup>**

Offset	Acronym	Register Name	Type	Reset
020h	LCDM1	LCD memory 1 (S1/S0)	Read/write	Unchanged
021h	LCDM2	LCD memory 2 (S3/S2)	Read/write	Unchanged
022h	LCDM3	LCD memory 3 (S5/S4)	Read/write	Unchanged
023h	LCDM4	LCD memory 4 (S7/S6)	Read/write	Unchanged
024h	LCDM5	LCD memory 5 (S9/S8)	Read/write	Unchanged
025h	LCDM6	LCD memory 6 (S11/S10)	Read/write	Unchanged
026h	LCDM7	LCD memory 7 (S13/S12)	Read/write	Unchanged
027h	LCDM8	LCD memory 8 (S15/S14)	Read/write	Unchanged
028h	LCDM9	LCD memory 9 (S17/S16)	Read/write	Unchanged
029h	LCDM10	LCD memory 10 (S19/S18)	Read/write	Unchanged
02Ah	LCDM11	LCD memory 11 (S21/S20)	Read/write	Unchanged
02Bh	LCDM12	LCD memory 12 (S23/S22)	Read/write	Unchanged
02Ch	LCDM13	LCD memory 13 (S25/S24)	Read/write	Unchanged
02Dh	LCDM14	LCD memory 14 (S27/S26)	Read/write	Unchanged
02Eh	LCDM15	LCD memory 15 (S29/S28)	Read/write	Unchanged
02Fh	LCDM16	LCD memory 16 (S31/S30)	Read/write	Unchanged
030h	LCDM17	LCD memory 17 (S33/S32)	Read/write	Unchanged
031h	LCDM18	LCD memory 18 (S35/S34)	Read/write	Unchanged
032h	LCDM19	LCD memory 19 (S37/S36)	Read/write	Unchanged
033h	LCDM20	LCD memory 20 (S39/S38)	Read/write	Unchanged
034h	LCDM21	LCD memory 21 (S41/S40)	Read/write	Unchanged
035h	LCDM22	LCD memory 22 (S43/S42)	Read/write	Unchanged
036h	LCDM23	LCD memory 23 (S45/S44)	Read/write	Unchanged
037h	LCDM24	LCD memory 24 (S47/S46)	Read/write	Unchanged
038h	LCDM25	LCD memory 25 (S49/S48)	Read/write	Unchanged
039h	LCDM26	LCD memory 26 (S51/S50)	Read/write	Unchanged
03Ah	LCDM27	LCD memory 27 (S53/S52)	Read/write	Unchanged
03Bh	LCDM28	LCD memory 28 (S54)	Read/write	Unchanged
03Ch		Reserved		
03Dh		Reserved		
03Eh		Reserved		
03Fh		Reserved		

<sup>(1)</sup> The LCD memory registers can also be accessed as word.

<sup>(2)</sup> The number of available memory registers on a given device depends on the number of available segment pins; see the device-specific data sheet.

**Table 30-6. LCD Blinking Memory Registers for Static and 2-Mux to 4-Mux Modes<sup>(1)(2)</sup>**

<b>Offset</b>	<b>Acronym</b>	<b>Register Name</b>	<b>Type</b>	<b>Reset</b>
040h	LCDBM1	LCD blinking memory 1	Read/write	Unchanged
041h	LCDBM2	LCD blinking memory 2	Read/write	Unchanged
042h	LCDBM3	LCD blinking memory 3	Read/write	Unchanged
043h	LCDBM4	LCD blinking memory 4	Read/write	Unchanged
044h	LCDBM5	LCD blinking memory 5	Read/write	Unchanged
045h	LCDBM6	LCD blinking memory 6	Read/write	Unchanged
046h	LCDBM7	LCD blinking memory 7	Read/write	Unchanged
047h	LCDBM8	LCD blinking memory 8	Read/write	Unchanged
048h	LCDBM9	LCD blinking memory 9	Read/write	Unchanged
049h	LCDBM10	LCD blinking memory 10	Read/write	Unchanged
04Ah	LCDBM11	LCD blinking memory 11	Read/write	Unchanged
04Bh	LCDBM12	LCD blinking memory 12	Read/write	Unchanged
04Ch	LCDBM13	LCD blinking memory 13	Read/write	Unchanged
04Dh	LCDBM14	LCD blinking memory 14	Read/write	Unchanged
04Eh	LCDBM15	LCD blinking memory 15	Read/write	Unchanged
04Fh	LCDBM16	LCD blinking memory 16	Read/write	Unchanged
050h	LCDBM17	LCD blinking memory 17	Read/write	Unchanged
051h	LCDBM18	LCD blinking memory 18	Read/write	Unchanged
052h	LCDBM19	LCD blinking memory 19	Read/write	Unchanged
053h	LCDBM20	LCD blinking memory 20	Read/write	Unchanged
054h	LCDBM21	LCD blinking memory 21	Read/write	Unchanged
055h	LCDBM22	LCD blinking memory 22	Read/write	Unchanged
056h	LCDBM23	LCD blinking memory 23	Read/write	Unchanged
057h	LCDBM24	LCD blinking memory 24	Read/write	Unchanged
058h	LCDBM25	LCD blinking memory 25	Read/write	Unchanged
059h	LCDBM26	LCD blinking memory 26	Read/write	Unchanged
05Ah	LCDBM27	LCD blinking memory 27	Read/write	Unchanged
05Bh	LCDBM28	LCD blinking memory 28	Read/write	Unchanged
05Ch		Reserved		
05Dh		Reserved		
05Eh		Reserved		
05Fh		Reserved		

<sup>(1)</sup> The LCD blinking memory registers can also be accessed as word.

<sup>(2)</sup> The number of available memory registers on a given device depends on the number of available segment pins; see the device-specific data sheet.

Table 30-7. LCD Memory Registers for 5-Mux to 8-Mux<sup>(1)(2)</sup>

Offset	Acronym	Register Name	Type	Reset
020h	LCDM1	LCD memory 1 (S0)	Read/write	Unchanged
021h	LCDM2	LCD memory 2 (S1)	Read/write	Unchanged
022h	LCDM3	LCD memory 3 (S2)	Read/write	Unchanged
023h	LCDM4	LCD memory 4 (S3)	Read/write	Unchanged
024h	LCDM5	LCD memory 5 (S4)	Read/write	Unchanged
025h	LCDM6	LCD memory 6 (S5)	Read/write	Unchanged
026h	LCDM7	LCD memory 7 (S6)	Read/write	Unchanged
027h	LCDM8	LCD memory 8 (S7)	Read/write	Unchanged
028h	LCDM9	LCD memory 9 (S8)	Read/write	Unchanged
029h	LCDM10	LCD memory 10 (S9)	Read/write	Unchanged
02Ah	LCDM11	LCD memory 11 (S10)	Read/write	Unchanged
02Bh	LCDM12	LCD memory 12 (S11)	Read/write	Unchanged
02Ch	LCDM13	LCD memory 13 (S12)	Read/write	Unchanged
02Dh	LCDM14	LCD memory 14 (S13)	Read/write	Unchanged
02Eh	LCDM15	LCD memory 15 (S14)	Read/write	Unchanged
02Fh	LCDM16	LCD memory 16 (S15)	Read/write	Unchanged
030h	LCDM17	LCD memory 17 (S16)	Read/write	Unchanged
031h	LCDM18	LCD memory 18 (S17)	Read/write	Unchanged
032h	LCDM19	LCD memory 19 (S18)	Read/write	Unchanged
033h	LCDM20	LCD memory 20 (S19)	Read/write	Unchanged
034h	LCDM21	LCD memory 21 (S20)	Read/write	Unchanged
035h	LCDM22	LCD memory 22 (S21)	Read/write	Unchanged
036h	LCDM23	LCD memory 23 (S22)	Read/write	Unchanged
037h	LCDM24	LCD memory 24 (S23)	Read/write	Unchanged
038h	LCDM25	LCD memory 25 (S24)	Read/write	Unchanged
039h	LCDM26	LCD memory 26 (S25)	Read/write	Unchanged
03Ah	LCDM27	LCD memory 27 (S26)	Read/write	Unchanged
03Bh	LCDM28	LCD memory 28 (S27)	Read/write	Unchanged
03Ch	LCDM29	LCD memory 29 (S28)	Read/write	Unchanged
03Dh	LCDM30	LCD memory 30 (S29)	Read/write	Unchanged
03Eh	LCDM31	LCD memory 31 (S30)	Read/write	Unchanged
03Fh	LCDM32	LCD memory 32 (S31)	Read/write	Unchanged
040h	LCDM33	LCD memory 33 (S32)	Read/write	Unchanged
041h	LCDM34	LCD memory 34 (S33)	Read/write	Unchanged
042h	LCDM35	LCD memory 35 (S34)	Read/write	Unchanged
043h	LCDM36	LCD memory 36 (S35)	Read/write	Unchanged
044h	LCDM37	LCD memory 37 (S36)	Read/write	Unchanged
045h	LCDM38	LCD memory 38 (S37)	Read/write	Unchanged
046h	LCDM39	LCD memory 39 (S38)	Read/write	Unchanged
047h	LCDM40	LCD memory 40 (S39)	Read/write	Unchanged
048h	LCDM41	LCD memory 41 (S40)	Read/write	Unchanged
049h	LCDM42	LCD memory 42 (S41)	Read/write	Unchanged
04Ah	LCDM43	LCD memory 43 (S42)	Read/write	Unchanged
04Bh	LCDM44	LCD memory 44 (S43)	Read/write	Unchanged
04Ch	LCDM45	LCD memory 45 (S44)	Read/write	Unchanged

<sup>(1)</sup> The LCD memory registers can also be accessed as word.<sup>(2)</sup> The number of available memory registers on a given device depends on the number of available segment pins; see the device-specific data sheet.

**Table 30-7. LCD Memory Registers for 5-Mux to 8-Mux<sup>(1)(2)</sup> (continued)**

<b>Offset</b>	<b>Acronym</b>	<b>Register Name</b>	<b>Type</b>	<b>Reset</b>
04Dh	LCDM46	LCD memory 46 (S45)	Read/write	Unchanged
04Eh	LCDM47	LCD memory 47 (S46)	Read/write	Unchanged
04Fh	LCDM48	LCD memory 48 (S47)	Read/write	Unchanged
050h	LCDM49	LCD memory 49 (S48)	Read/write	Unchanged
051h	LCDM50	LCD memory 50 (S49)	Read/write	Unchanged
052h	LCDM51	LCD memory 51 (S50)	Read/write	Unchanged
053h	LCDM52	LCD memory 52 (S51)	Read/write	Unchanged
054h		Reserved		
055h		Reserved		
056h		Reserved		
057h		Reserved		
058h		Reserved		
059h		Reserved		
05Ah		Reserved		
05Bh		Reserved		
05Ch		Reserved		
05Dh		Reserved		
05Eh		Reserved		
05Fh		Reserved		

### 30.3.1 LCDCCTL0 Register

LCD\_C Control Register 0

NOTE: Settings for LCDDIVx, LCDPREx, LCDSSEL, LCDLP and LCDMXx should be changed only while LCDON = 0.

**Figure 30-12. LCDCCTL0 Register**

15	14	13	12	11	10	9	8
LCDDIVx				LCDPREx			
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
LCDSEL	Reserved	LCDMXx			LCDSON	LCDLP	LCDON
rw-0	r0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 30-8. LCDCCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-11	LCDDIVx	RW	0h	LCD frequency divider. Together with LCDPREx the LCD frequency $f_{LCD}$ is calculated as $f_{LCD} = f_{ACLK/VLO} / ((LCDDIVx + 1) \times 2^{LCDPREx})$ . 00000b = Divide by 1 00001b = Divide by 2 ⋮ 11110b = Divide by 31 11111b = Divide by 32
10-8	LCDPREx	RW	0h	LCD frequency pre-scaler. Together with LCDDIVx the LCD frequency $f_{LCD}$ is calculated as $f_{LCD} = f_{ACLK/VLO} / ((LCDDIVx + 1) \times 2^{LCDPREx})$ . 000b = Divide by 1 001b = Divide by 2 010b = Divide by 4 011b = Divide by 8 100b = Divide by 16 101b = Divide by 32 110b = Reserved (defaults to divide by 32) 111b = Reserved (defaults to divide by 32)
7	LCDSEL	RW	0h	Clock source select for LCD and blinking frequency 0b = ACLK (30 kHz to 40 kHz) 1b = VLOCLK
6	Reserved	R	0h	Reserved
5-3	LCDMXx	RW	0h	LCD mux rate. These bits select the LCD mode. 000b = Static 001b = 2-mux 010b = 3-mux 011b = 4-mux 100b = 5-mux 101b = 6-mux 110b = 7-mux 111b = 8-mux
2	LCDSON	RW	0h	LCD segments on. This bit supports flashing LCD applications by turning off all segment lines, while leaving the LCD timing generator and R33 enabled. 0b = All LCD segments are off 1b = All LCD segments are enabled and on or off according to their corresponding memory location
1	LCDLP	RW	0h	LCD low-power waveform 0b = Standard LCD waveforms on segment and common lines selected 1b = Low-power LCD waveforms on segment and common lines selected

**Table 30-8. LCDCCTL0 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
0	LCDON	RW	0h	LCD on. This bit turns the LCD_C module on or off. 0b = LCD_C module off 1b = LCD_C module on

### 30.3.2 LCDCCTL1 Register

LCD\_C Control Register 1

**Figure 30-13. LCDCCTL1 Register**

15	14	13	12	11	10	9	8
		Reserved		LCDNOCAPIE	LDBLKONIE	LDBLKOFFIE	LDFRMIE
r0	r0	r0	r0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
		Reserved		LCDNOCAPIFG	LDBLKONIFG	LDBLKOFFIFG	LDFRMIFG
r0	r0	r0	r0	rw-0	rw-0	rw-0	rw-0

**Table 30-9. LCDCCTL1 Register Description**

Bit	Field	Type	Reset	Description
15-12	Reserved	R	0h	Reserved
11	LCDNOCAPIE	RW	0h	No capacitance connected interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
10	LDBLKONIE	RW	0h	LCD blinking interrupt enable, segments switched on 0b = Interrupt disabled 1b = Interrupt enabled
9	LDBLKOFFIE	RW	0h	LCD blinking interrupt enable, segments switched off 0b = Interrupt disabled 1b = Interrupt enabled
8	LDFRMIE	RW	0h	LCD frame interrupt enable 0b = Interrupt disabled 1b = Interrupt enabled
7-4	Reserved	R	0h	Reserved
3	LCDNOCAPIFG	RW	0h	No capacitance connected interrupt flag. Set when charge pump is enabled but no capacitance is connected to LCDCAP pin. 0b = No interrupt pending 1b = Interrupt pending
2	LDBLKONIFG	RW	0h	LCD blinking interrupt flag, segments switched on. Automatically cleared when data is written into a memory register. 0b = No interrupt pending 1b = Interrupt pending
1	LDBLKOFFIFG	RW	0h	LCD blinking interrupt flag, segments switched off. Automatically cleared when data is written into a memory register. 0b = No interrupt pending 1b = Interrupt pending
0	LDFRMIFG	RW	0h	LCD frame interrupt flag. Automatically cleared when data is written into a memory register. 0b = No interrupt pending 1b = Interrupt pending

### 30.3.3 LCDCBLKCTL Register

LCD\_C Blink Control Register

NOTE: Settings for LCDBLKDIVx and LCDBLKPReX should only be changed while LCDBLKMODx = 00.

**Figure 30-14. LCDCBLKCTL Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
LCDBLKDIVx			LCDBLKPReX			LCDBLKMODx	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 30-10. LCDCBLKCTL Register Description**

Bit	Field	Type	Reset	Description
15-8	Reserved	R	0h	Reserved
7-5	LCDBLKDIVx	RW	0h	<p>Clock divider for blinking frequency. Together with LCDBLKPReX, the blinking frequency <math>f_{BLINK}</math> is calculated as <math>f_{BLINK} = f_{ACLK/VLO} / ((LCDBLKDIVx + 1) \times 2^{9+LCDBLKPReX})</math>.</p> <p>NOTE: Should only be changed while LCDBLKMODx = 00.</p> <ul style="list-style-type: none"> <li>000b = Divide by 1</li> <li>001b = Divide by 2</li> <li>010b = Divide by 3</li> <li>011b = Divide by 4</li> <li>100b = Divide by 5</li> <li>101b = Divide by 6</li> <li>110b = Divide by 7</li> <li>111b = Divide by 8</li> </ul>
4-2	LCDBLKPReX	RW	0h	<p>Clock pre-scaler for blinking frequency. Together with LCDBLKDIVx, the blinking frequency <math>f_{BLINK}</math> is calculated as <math>f_{BLINK} = f_{ACLK/VLO} / ((LCDBLKDIVx + 1) \times 2^{9+LCDBLKPReX})</math>.</p> <p>NOTE: Should only be changed while LCDBLKMODx = 00.</p> <ul style="list-style-type: none"> <li>000b = Divide by 512</li> <li>001b = Divide by 1024</li> <li>010b = Divide by 2048</li> <li>011b = Divide by 4096</li> <li>100b = Divide by 8192</li> <li>101b = Divide by 16384</li> <li>110b = Divide by 32768</li> <li>111b = Divide by 65536</li> </ul>
1-0	LCDBLKMODx	RW	0h	<p>Blinking mode</p> <ul style="list-style-type: none"> <li>00b = Blinking disabled</li> <li>01b = Blinking of individual segments as enabled in blinking memory register LCDBMx. In mux mode &gt;5 blinking is disabled.</li> <li>10b = Blinking of all segments</li> <li>11b = Switching between display contents as stored in LCDMx and LCDBMx memory registers. In mux mode &gt;5 blinking is disabled.</li> </ul>

### 30.3.4 LCDMEMCTL Register

LCD\_C Memory Control Register

**Figure 30-15. LCDMEMCTL Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved					LCDCLRB	LCDCLRM	LCDDISP
r0	r0	r0	r0	r0	rw-0	rw-0	rw-0

**Table 30-11. LCDMEMCTL Register Description**

Bit	Field	Type	Reset	Description
15-3	Reserved	R	0h	Reserved
2	LCDCLRB	RW	0h	<p>Clear LCD blinking memory            Clears all blinking memory registers LCDBMx. The bit is automatically reset when the blinking memory is cleared.            Setting this bit has in 5-mux mode and above has no effect. It's immediately reset again.            0b = Contents of blinking memory registers LCDBMx remain unchanged            1b = Clear content of all blinking memory registers LCDBMx</p>
1	LCDCLRM	RW	0h	<p>Clear LCD memory            Clears all LCD memory registers LCDMx. The bit is automatically reset when the LCD memory is cleared.            0b = Contents of LCD memory registers LCDMx remain unchanged            1b = Clear content of all LCD memory registers LCDMx</p>
0	LCDDISP	RW	0h	<p>Select LCD memory registers for display            The bit is cleared in LCDBLKMODx = 01 and LCDBLKMODx = 10 or if a mux mode <math>\geq 5</math> is selected and cannot be changed by software.            When LCDBLKMODx = 11, this bit reflects the currently displayed memory but cannot be changed by software. When returning to LCDBLKMODx = 00 the bit is cleared.            0b = Display content of LCD memory registers LCDMx            1b = Display content of LCD blinking memory registers LCDBMx</p>

### 30.3.5 LCDCVCTL Register

LCD\_C Voltage Control Register

NOTE: Settings for LCDREXT, R03EXT, LCDEXTBIAS, VLCDEXT, VLCDREFx, and LCD2B should be changed only while LCDON = 0.

**Figure 30-16. LCDCVCTL Register**

15	14	13	12	11	10	9	8
Reserved		VLCDx				Reserved	
r0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	r0
7	6	5	4	3	2	1	0
LCDREXT	R03EXT	LCDEXTBIAS	VLCDEXT	LCDCPEN	VLCDREFx	LCD2B	
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 30-12. LCDCVCTL Register Description**

Bit	Field	Type	Reset	Description
15-13	Reserved	R	0h	Reserved
12-9	VLCDx	RW	0h	Charge pump voltage select. LCDCPEN must be 1 for the charge pump to be enabled. VCC is used for $V_{LCD}$ when VLCDx = 0000 and VLCDREFx = 00 and VLCDEXT = 0. 0000b = Charge pump disabled 0001b = If VLCDREFx = 00 or 10: $V_{LCD} = 2.60 \text{ V}$ ; If VLCDREFx = 01 or 11: $V_{LCD} = 2.17 \times V_{REF}$ 0010b to 1110b = If VLCDREFx = 00 or 10: $V_{LCD} = 2.60 \text{ V} + (\text{VLCDx} - 1) \times 0.06 \text{ V}$ ; If VLCDREFx = 01 or 11: $V_{LCD} = 2.17 \times V_{REF} + (\text{VLCDx} - 1) \times 0.05 \times V_{REF}$ 1111b = If VLCDREFx = 00 or 10: $V_{LCD} = 2.60 \text{ V} + (15 - 1) \times 0.06 \text{ V} = 3.44 \text{ V}$ ; If VLCDREFx = 01 or 11: $V_{LCD} = 2.17 \times V_{REF} + (15 - 1) \times 0.05 \times V_{REF} = 2.87 \times V_{REF}$
8	Reserved	R	0h	Reserved
7	LCDREXT	RW	0h	V2 to V4 voltage on external Rx3 pins. This bit selects the external connections for voltages V2 to V4 with internal bias generation (LCDEXTBIAS = 0). The bit is don't care if external biasing is selected (LCDEXTBIAS = 1). NOTE: Should be changed only while LCDON = 0. 0b = Internally generated V2 to V4 are not switched to pins (LCDEXTBIAS = 0) 1b = Internally generated V2 to V4 are switched to pins (LCDEXTBIAS = 0)
6	R03EXT	RW	0h	V5 voltage select. This bit selects the external connection for the lowest LCD voltage. R03EXT is ignored if there is no R03 pin available. NOTE: Should be changed only while LCDON = 0. 0b = V5 is VSS 1b = V5 is sourced from the R03 pin
5	LCDEXTBIAS	RW	0h	V2 to V4 voltage select. This bit selects the generation for voltages V2 to V4. NOTE: Should be changed only while LCDON = 0. 0b = V2 to V4 are generated internally 1b = V2 to V4 are sourced externally and the internal bias generator is switched off
4	VLCDEXT	RW	0h	$V_{LCD}$ source select NOTE: Should be changed only while LCDON = 0. 0b = $V_{LCD}$ is generated internally 1b = $V_{LCD}$ is sourced externally

**Table 30-12. LCDCVCTL Register Description (continued)**

Bit	Field	Type	Reset	Description
3	LCDCPEN	RW	0h	Charge pump enable 0b = Charge pump disabled 1b = Charge pump enabled when $V_{LCD}$ is generated internally (VLCDEXT = 0) and VLCDx > 0 or VLCDREFx > 0
2-1	VLCDREFx	RW	0h	Charge pump reference select. If LCDEXTBIAS = 1 or LCDREXT = 1, settings 01, 10, and 11 are not supported; the internal reference voltage is used instead. NOTE: Should be changed only while LCDON = 0. 00b = Internal reference voltage 01b = External reference voltage 10b = Internal reference voltage switched to external pin LCDREF/R13 11b = Reserved (defaults to external reference voltage)
0	LCD2B	RW	0h	Bias select. LCD2B is ignored in static mode or mux modes $\geq 5$ . NOTE: Should be changed only while LCDON = 0. 0b = 1/3 bias 1b = 1/2 bias

### **30.3.6 LCDCPCTL0 Register**

LCD\_C Port Control Register 0

NOTE: Settings for LCDSx should be changed only while LCDON = 0.

**Figure 30-17. LCDCPCTL0 Register**

15	14	13	12	11	10	9	8
LCDS15	LCDS14	LCDS13	LCDS12	LCDS11	LCDS10	LCDS9	LCDS8
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
LCDS7	LCDS6	LCDS5	LCDS4	LCDS3	LCDS2	LCDS1	LCDS0
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 30-13. LCDCPCTL0 Register Description**

Bit	Field	Type	Reset	Description
15-0	LCDSx	RW	0h	<p>LCD segment line x enable. This bit affects only pins with multiplexed functions. Dedicated LCD pins are always LCD function.</p> <p>NOTE: Settings for LCDSx should be changed only while LCDON = 0.</p> <p>0b = Multiplexed pins are port functions 1b = Pins are LCD functions</p>

### **30.3.7 LCDCPCTL1 Register**

LCD\_C Port Control Register 1

NOTE: Settings for LCDSx should be changed only while LCDON = 0.

**Figure 30-18. LCDCPCTL1 Register**

15	14	13	12	11	10	9	8
LCDS31	LCDS30	LCDS29	LCDS28	LCDS27	LCDS26	LCDS25	LCDS24
rw-0							
7	6	5	4	3	2	1	0
LCDS23	LCDS22	LCDS21	LCDS20	LCDS19	LCDS18	LCDS17	LCDS16
rw-0							

**Table 30-14. LCDCPCTL1 Register Description**

Bit	Field	Type	Reset	Description
15-0	LCDSx	RW	0h	<p>LCD segment line x enable.</p> <p>On devices supporting a maximum of 192 segments LCDS31 is reserved, if COM7 to COM1 are shared with segments. If COM7 to COM1 are not shared with segments LCDS24 to LCDS31 are reserved.</p> <p>This bit affects only pins with multiplexed functions. Dedicated LCD pins are always LCD function.</p> <p>NOTE: Settings for LCDSx should be changed only while LCDON = 0.</p> <p>0b = Multiplexed pins are port functions 1b = Pins are LCD functions</p>

### 30.3.8 LCDCPCTL2 Register

LCD\_C Port Control Register 2 ( $\geq 256$  Segments)

NOTE: Settings for LCDSx should be changed only while LCDON = 0.

**Figure 30-19. LCDCPCTL2 Register**

15	14	13	12	11	10	9	8
LCDS47	LCDS46	LCDS45	LCDS44	LCDS43	LCDS42	LCDS41	LCDS40
rw-0							
7	6	5	4	3	2	1	0
LCDS39	LCDS38	LCDS37	LCDS36	LCDS35	LCDS34	LCDS33	LCDS32
rw-0							

**Table 30-15. LCDCPCTL2 Register Description**

Bit	Field	Type	Reset	Description
15-0	LCDSx	RW	0h	<p>LCD segment line x enable.</p> <p>On devices supporting a maximum of 256 segments LCDS39 to LCDS47 are reserved, if COM7 to COM1 are shared with segments. If COM7 to COM1 are not shared with segments the complete register LCDCPCTL2 is not available.</p> <p>On devices supporting a maximum of 320 segments, LCDS47 is reserved if COM7 to COM1 are shared with segments. If COM7 to COM1 are not shared with segments, LCDS40 to LCDS47 are reserved.</p> <p>This bit affects only pins with multiplexed functions. Dedicated LCD pins are always LCD function.</p> <p>NOTE: Settings for LCDSx should be changed only while LCDON = 0.</p> <p>0b = Multiplexed pins are port functions</p> <p>1b = Pins are LCD functions</p>

### 30.3.9 LCDCPCTL3 Register

LCD\_C Port Control Register 2 (384 Segments, COMs Shared With Segments)

NOTE: Settings for LCDSx should be changed only while LCDON = 0.

**Figure 30-20. LCDCPCTL3 Register**

15	14	13	12	11	10	9	8
Reserved							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
Reserved	LCDS53	LCDS52	LCDS51	LCDS50	LCDS49	LCDS48	
r0	r0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 30-16. LCDCPCTL3 Register Description**

Bit	Field	Type	Reset	Description
15-6	Reserved	R	0h	Reserved
5-0	LCDSx	RW	0h	<p>LCD segment line x enable.</p> <p>This bit affects only pins with multiplexed functions. Dedicated LCD pins are always LCD function.</p> <p>NOTE: Settings for LCDSx should be changed only while LCDON = 0.</p> <p>0b = Multiplexed pins are port functions</p> <p>1b = Pins are LCD functions</p>

### **30.3.10 LCDCCPCTL Register**

LCD\_C Charge Pump Control Register

**Figure 30-21. LCDCCPCTL Register**

15	14	13	12	11	10	9	8
LDCPCLK SYNC	Reserved						
rw-0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
LCDCPDISx							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 30-17. LCDCCPCTL Register Description**

Bit	Field	Type	Reset	Description
15	LDCPCLKSYNC	RW	0h	LCD charge pump clock synchronization (device specific). The charge pump clock is synchronized to a device specific clock (device-specific) when the respective clock source is enabled and does not indicate a fault with its fault signal - if available. 0b = Synchronization disabled 1b = Synchronization enabled
14-8	Reserved	R	0h	Reserved
7-0	LDCPDISx	RW	0h	LCD charge pump disable (number of implemented bits and connected function is device-specific) 0b = Connected function cannot disable charge pump 1b = Connected function can disable charge pump

### **30.3.11 LCDCIV Register**

LCD\_C Interrupt Vector Register

**Figure 30-22. LCDCIV Register**

15	14	13	12	11	10	9	8
LCDCIVx							
r0	r0	r0	r0	r0	r0	r0	r0
7	6	5	4	3	2	1	0
LCDCIVx							
r0	r0	r0	r0	r0	r0	r0	r0

**Table 30-18. LCDCIV Register Description**

Bit	Field	Type	Reset	Description
15-0	LCDCIVx	R	0h	LCD_C interrupt vector value 00h = No interrupt pending 02h = Interrupt Source: No capacitor connected; Interrupt Flag: LCDNOCAPIFG; Interrupt Priority: Highest 04h = Interrupt Source: Blink, segments off; Interrupt Flag: LCDBLKOFFIFG 06h = Interrupt Source: Blink, segments on; Interrupt Flag: LCDBLKONIFG 08h = Interrupt Source: Frame interrupt; Interrupt Flag: LCDFRMIFG; Interrupt Priority: Lowest

## ***Extended Scan Interface (ESI)***

The Extended Scan Interface (ESI) peripheral automatically scans sensors and measures linear or rotational motion. This document describes the Extended Scan interface.

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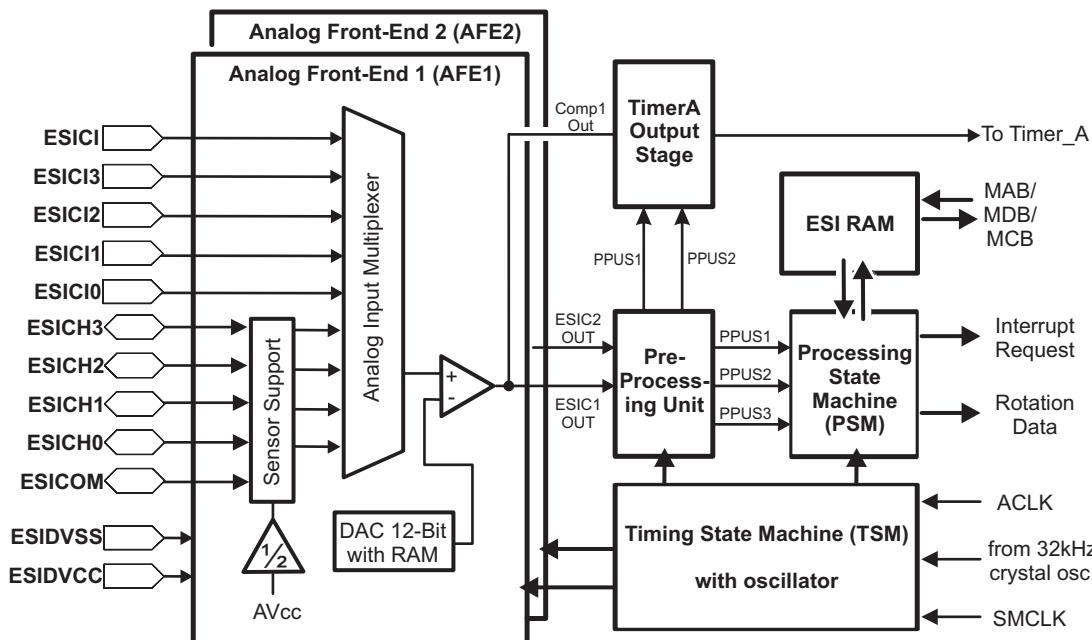
### 31.1 ESI Introduction

The ESI module is used to automatically measure linear or rotational motion with the lowest possible power consumption. The ESI consists of following blocks: the analog front end (AFE1 and AFE2), the preprocessing unit (PPU), the processing state machine (PSM) with its associated RAM, the timing state machine (TSM), and the Timer\_A Output Stage. The analog front end stimulates the sensors, senses the signal levels, and converts them into their digital representation. The digital representations of a measurement sequence are stored in the preprocessing unit. The stored digital signals are passed into the processing state machine. The processing state machine is used to analyze and count rotation or motion. The timing state machine controls the analog front end, the preprocessing unit, and the processing state machine. The Timer\_A Output Stage generates signals that are fed into Timer\_A capture inputs; this allows for time measurements (for example, LC-sensor envelope test).

The ESI features include:

- Support for different types of sensors
  - LC sensors
  - Resistive sensors such as Hall-effect or giant magnetoresistive (GMR) sensors
  - Optical sensors
  - And more
- Measurement of sensor signal envelope
- Measurement of sensor signal oscillation amplitude
- Direct analog input for analog-to-digital conversion
- Direct digital input for digital sensors such as optical decoders
- Support for quadrature decoding

[Figure 31-1](#) shows the ESI module block diagram.



**Figure 31-1. ESI Block Diagram**

## 31.2 ESI Operation

The ESI is configured with user software. The setup and operation of the ESI is described in the following sections.

### 31.2.1 ESI Analog Front End

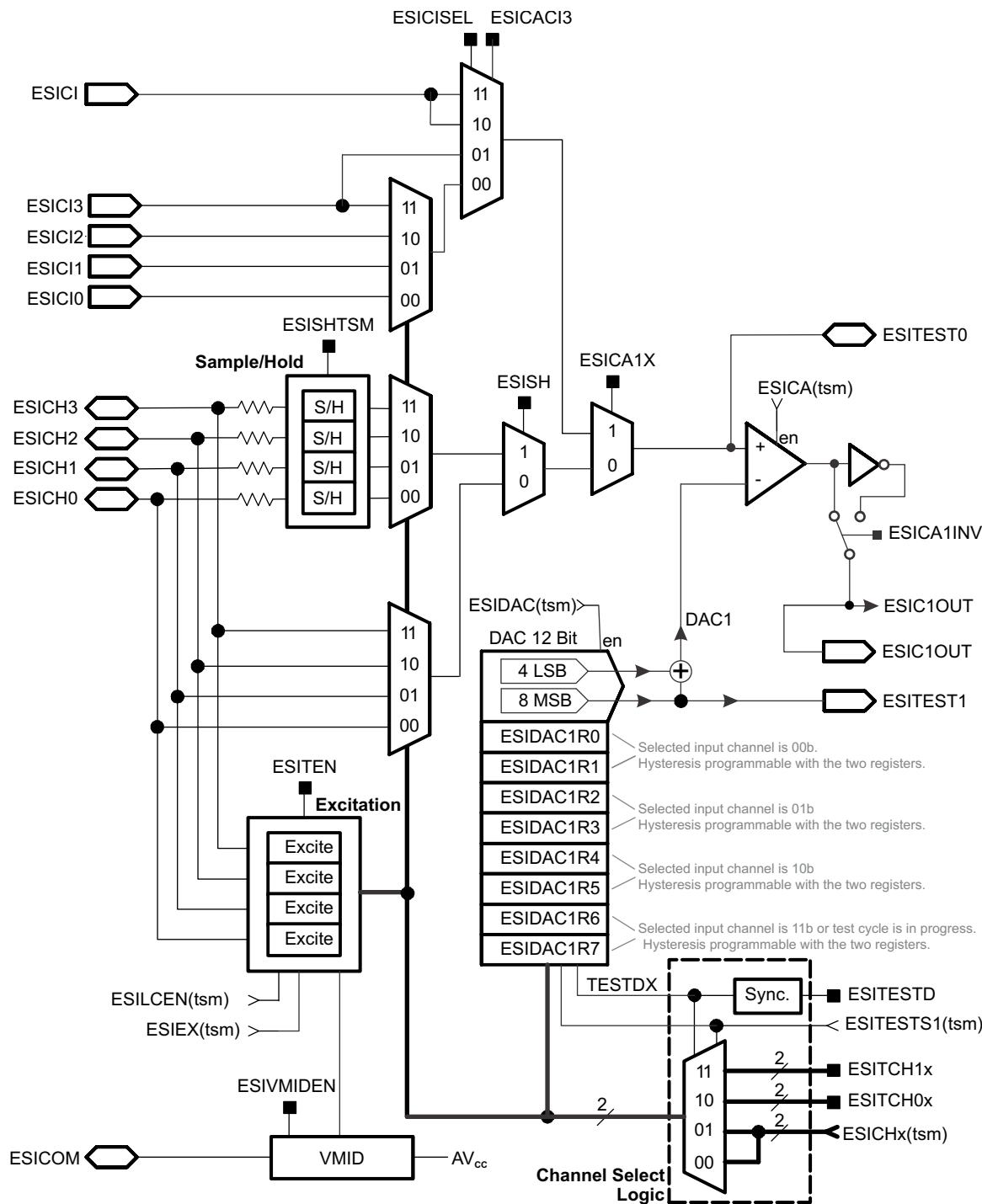
There are two analog front ends available in the ESI. The analog front end AFE1 provides sensor excitation and sample-and-hold circuit for measurements. The analog front end is automatically controlled by the timing state machine (TSM) according to the information in the timing state machine table. [Figure 31-2](#) shows the analog front end block diagram.

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**NOTE: Timing State Machine Signals**

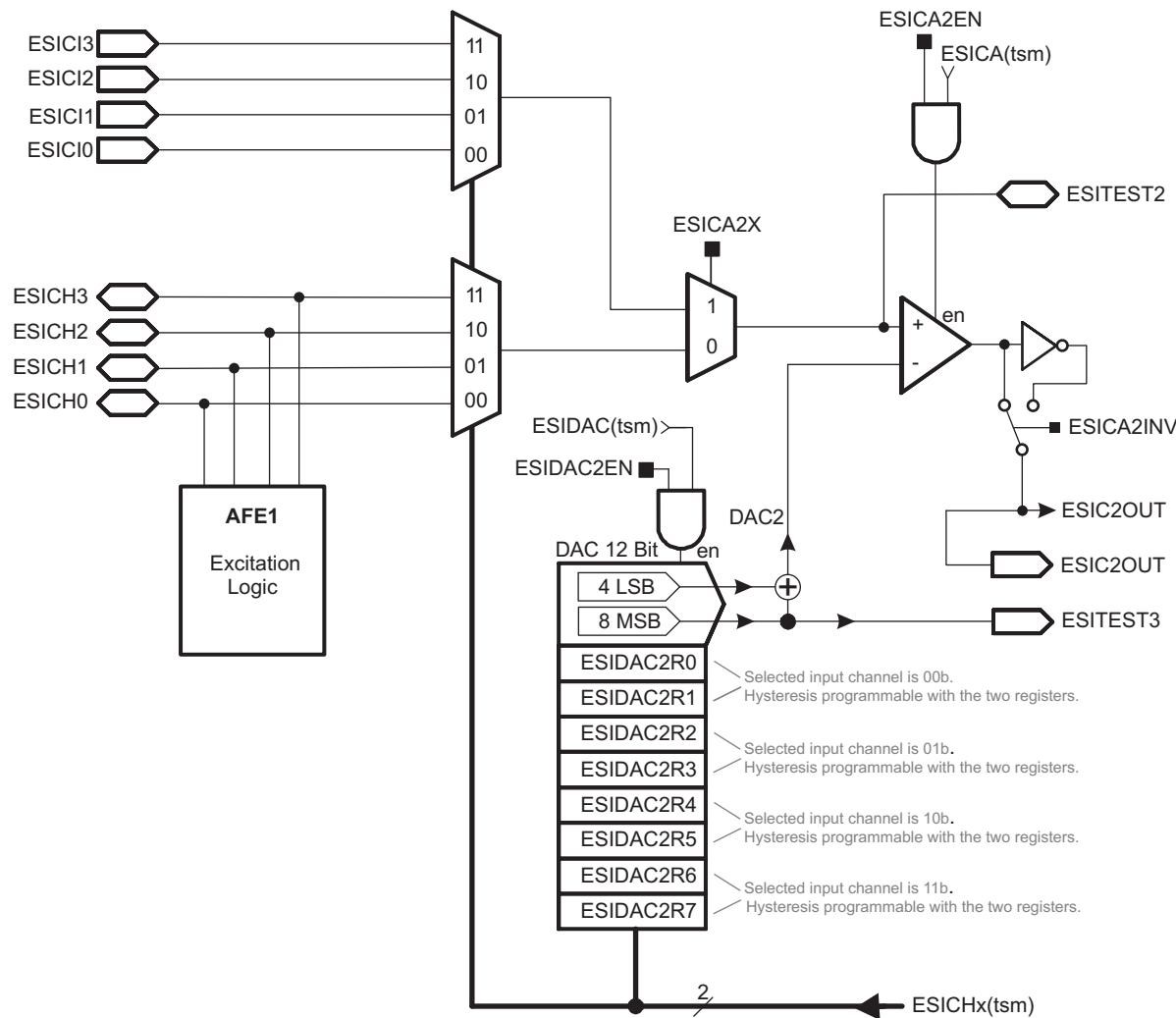
Throughout this chapter, signals from the ESITSM $x$  registers ( $x = 0$  to 31) are noted in the signal name with (tsm). For example, the signal ESIEX(tsm) comes from the actual active ESITSM $x$  register.

---



**Figure 31-2. ESI Analog Front End AFE1 Block Diagram**

The AFE2 is disabled after reset. AFE2 can be enabled by setting the ESICA2EN and ESIDAC2EN bits. If the AFE2 is disabled (ESICA2EN = 0 and ESIDAC2EN = 0), the AFE2 comparator output is always low (0 level).



**Figure 31-3. ESI Analog Front End AFE2 Block Diagram**

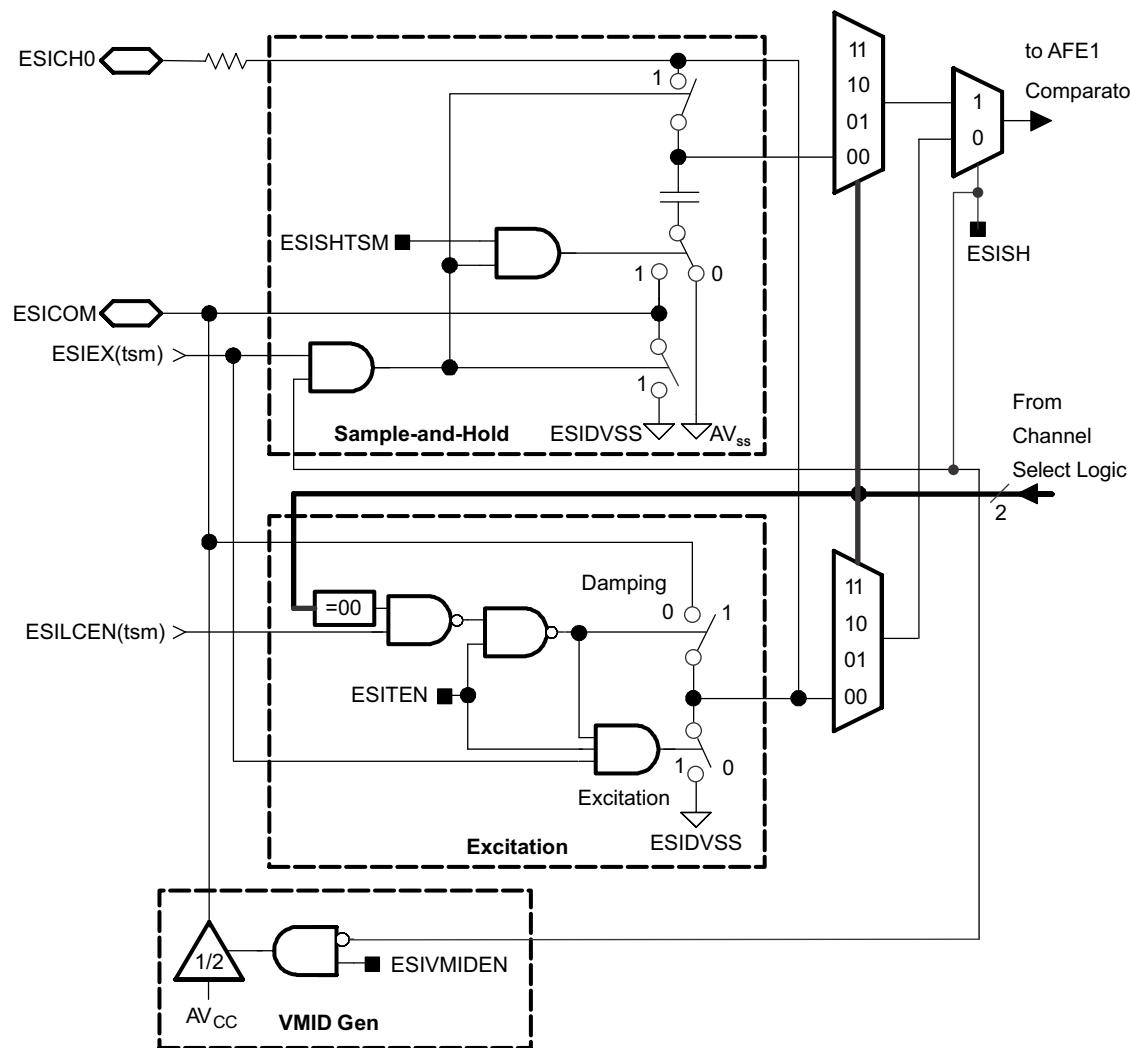
### 31.2.1.1 Excitation

The excitation circuitry is used to excite the LC sensors or to power the resistor dividers. The excitation circuitry is shown in [Figure 31-4](#) for one LC sensor connected. When the ESITEN bit is set and the ESISH bit is cleared, the excitation circuitry is enabled and the sample-and-hold circuitry is disabled.

When the ESIEX(tsm) signal from the timing state machine is high, the ESICHx input of the selected channel is connected to ground (ESIDVSS pin) and the ESICOM input is connected to the mid-voltage generator to excite the sensor. The ESILCEN(tsm) signal must be high for excitation. While one channel is excited and measured, all other channels are automatically disabled. Only the selected channel is excited and measured.

The excitation period should be long enough to overload the LC sensor slightly. After excitation the ESICHx input is released from ground when ESIEX(tsm) = 0, and the LC sensor can oscillate freely. The oscillations swing above the positive supply but are clipped by the protection diode to the positive supply voltage plus one diode drop. This gives consistent maximum oscillation amplitude.

At the end of the measurement, the sensor should be damped by setting ESILCEN(tsm) = 0 to remove any residual energy before the next measurement.



**Figure 31-4. Excitation and Sample-And-Hold Circuitry**

### 31.2.1.2 Mid-Voltage Generator

The mid-voltage generator is on when ESIVMIDEN = 1 and allows the LC sensors to oscillate freely. The mid-voltage generator requires a maximum of 6 ms to settle and requires ACLK to be active and operating at 32768 Hz.

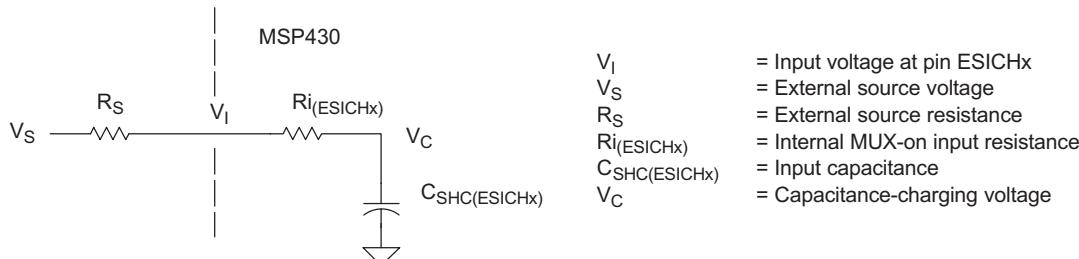
### 31.2.1.3 Sample-And-Hold

Note that the sample-and-hold circuit is only available in the analog front-end AFE1.

The sample-and-hold is used to sample the sensor voltage to be measured. [Figure 31-4](#) shows the sample-and-hold circuitry. When ESISH = 1 and ESITEN = 0, the sample-and-hold circuitry is enabled and the excitation circuitry and mid-voltage generator are disabled. The sample-and-hold is used for resistive dividers or for other analog signals that should be sampled.

Up to four resistor dividers can be connected to ESICHx and ESICOM. AVCC and ESICOM are the common positive and negative potentials for all connected resistor dividers. When ESIEX(tsm) = 1, ESICOM is connected to ESIDVSS and allows current to flow through the dividers. This charges the capacitors of each sample-and-hold circuit to the divider voltages. All resistor divider channels are sampled simultaneously. When ESIEX(tsm) = 0, the sample-and-hold capacitor is disconnected from the resistor divider, and ESICOM is disconnected from ESIDVSS. After sampling, each channel can be measured sequentially using the channel select logic, the comparator, and the DAC.

The selected ESICHx input can be modeled as an RC low-pass filter during the sampling time,  $t_{\text{sample}}$ , as shown in [Figure 31-5](#). An internal MUX-on input resistance  $R_{i(\text{ESICHx})}$  (3 k $\Omega$  maximum) in series with capacitor  $C_{\text{SHC}(\text{ESICHx})}$  (9 pF maximum) is seen by the resistor-divider. The capacitor voltage  $V_C$  must be charged to within one-half LSB of the resistor divider voltage for an accurate 12-bit conversion. See the device-specific data sheet for parameters.



**Figure 31-5. Analog Input Equivalent Circuit**

The resistance of the source  $R_S$  and  $R_{i(\text{ESICHx})}$  affect  $t_{\text{sample}}$ . [Equation 16](#) can be used to calculate the minimum sampling time  $t_{\text{sample}}$  for a 12-bit conversion:

$$t_{\text{sample}} > (R_S + R_{i(\text{ESICHx})}) \times \ln(2^{13}) \times C_{\text{SHC}(\text{ESICHx})} \quad (16)$$

Substituting the values for  $R_{i(\text{ESICHx})}$  and  $C_{\text{SHC}(\text{ESICHx})}$  given above, the equation becomes:

$$t_{\text{sample}} > (R_S + 3k) \times 9.011 \times 9 \text{ pF} \quad (17)$$

For example, if  $R_S$  is 10 k $\Omega$ ,  $t_{\text{sample}}$  must be greater than 1054 ns.

### 31.2.1.4 Direct Analog And Digital Inputs

By setting the ESICA1X or ESICA2X bit, external analog or digital signals can be connected directly to the particular comparator through the ESIClx inputs. This allows measurement capabilities for optical encoders and other sensors.

Both analog front-ends have own control bits to select either the sensor input (ESICHx) or the direct input (ESIClx). This allows to use different input settings (selection of ESIClx or ESICHx) for AFE1 and AFE2.

### 31.2.1.5 Comparator Input Selection And Output Bit Selection

The ESICA1X and ESISH bits within AFE1 select between the ESIClx channels and the ESICHx channels for the comparator input as described in [Table 31-1](#).

The AFE2's ESICA2X bit selects either ESIClx channels (ESICA2X = 1) or the ESICHx channels (ESICA2X = 0) for the analog front-end AFE2.

**Table 31-1. ESICAX and ESISH Input Selection**

ESICA1X	ESISH	Operation
0	0	ESICHx and excitation circuitry is selected within AFE1
0	1	ESICHx and sample-and-hold circuitry is selected within AFE1
1	X	ESIClx inputs are selected within AFE1

Note that the test insertion feature is only available for AFE1. The TESTDX signal and ESITESTS1(tsm) signal select between the ESIOUTx output bits and the ESITCHOUTx output bits for the comparator output as described in [Table 31-2](#). TESTDX is controlled by the ESITESTD bit.

**Table 31-2. Selected Output Bits**

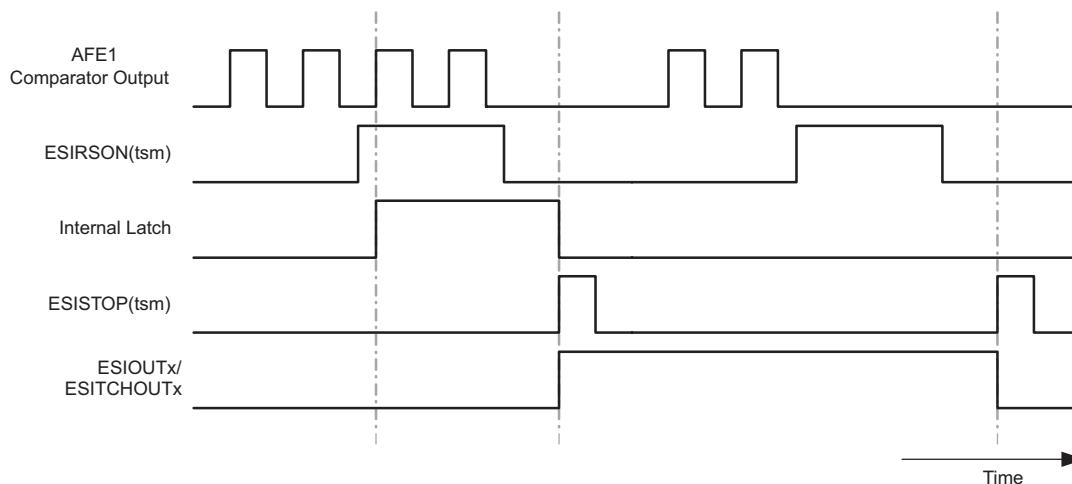
TESTDX	ESICHx(tsm)	ESITEST1(tsm)	Selected Output Bit
0	00	X	ESIOUT0 and ESIOUT4
0	01	X	ESIOUT1 and ESIOUT5
0	10	X	ESIOUT2 and ESIOUT6
0	11	X	ESIOUT3 and ESIOUT7
1	X	0	ESITCHOUT0
1	X	1	ESITCHOUT1

When TESTDX = 0, the ESICHx(tsm) signals select which ESICI<sub>x</sub> or ESICH<sub>x</sub> channel is excited and connected to the comparator. The ESICHx(tsm) signals also select the corresponding output bit for the comparator result.

When TESTDX = 1, channel selection depends on the ESITESTS1(tsm) signal. When TESTDX = 1 and ESITESTS1(tsm) = 0, input channel selection is controlled with the ESITCH0<sub>x</sub> bits and the output bit is ESITCHOUT0. When TESTDX = 1 and ESITESTS1(tsm) = 1, input channel selection is controlled with the ESITCH1<sub>x</sub> bits and the output bit is ESITCHOUT1.

When AFE1's ESICA1X = 1, the ESICSEL and ESICI3 bits select between the ESICI<sub>x</sub> channels and the ESICI input, allowing storage of the comparator output for one input signal into the four output bits ESIOUT0 to ESIOUT3. This can be used to observe the envelope function of sensors.

The output logic is enabled by the ESIRSON(tsm) signal. When a comparator output is high while ESIRSON = 1, an internal latch is set. Otherwise the latch is reset. The latch output is written into the selected output bit with the rising edge of the ESISTOP(tsm) signal as shown in [Figure 31-6](#).


**Figure 31-6. Analog Front-End Output Timing**

### 31.2.1.6 Comparator and DAC

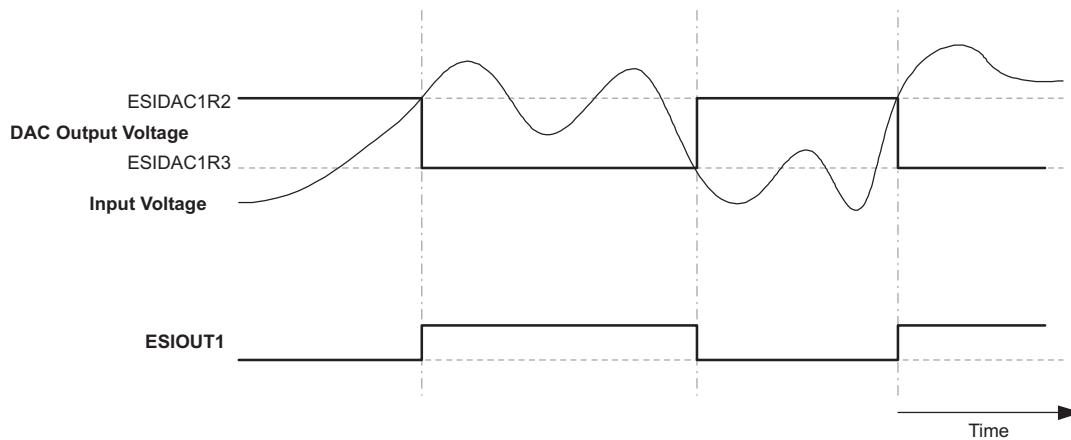
The analog input signals are converted into digital signals by the comparator and the programmable 12-bit DAC. The comparator compares the selected analog signal to a reference voltage generated by the DAC. If the voltage is above the reference, the comparator output is high. Otherwise, it is low. The comparator outputs of both analog front-ends can be individually inverted by setting ESICA1INV for AFE1 or ESICA2INV for AFE2. The comparator output is stored in the selected output bit and processed by the processing state machine to detect motion and direction.

The comparator and the DAC in both analog front-ends AFE1 and AFE2 are turned on and off by ESICA(tsm) signal and the ESIDAC(tsm) signal. In case, the AFE1's comparator or DAC are not needed they can be disabled by clearing the ESICA(tsm) and ESIDAC(tsm) control bits within ESITSM0 register. AFE2 is disabled when its comparator and DAC are disabled. This can be done by clearing the ESICA2EN and ESIDAC2EN bits. In case these bits are set the AFE2's comparator and DAC will be controlled by the ESICA(tsm) and ESIDAC(tsm) control bits.

For each input there are two DAC registers to set the reference level as listed in [Table 31-3](#). Together with the last stored output of the comparator, ESIOUTx, the two levels can be used as an analog hysteresis as shown in [Figure 31-7](#). The individual settings for the four inputs can be used to compensate for mismatches between the sensors.

**Table 31-3. Selected DAC Registers**

Analog Front-End	Selected Output Bit, ESIOUTx	Last Value of ESIOUTx	DAC Register Used
AFE1	ESIOUT0	0	ESIDAC1R0
		1	ESIDAC1R1
	ESIOUT1	0	ESIDAC1R2
		1	ESIDAC1R3
	ESIOUT2	0	ESIDAC1R4
		1	ESIDAC1R5
	ESIOUT3	0	ESIDAC1R6
		1	ESIDAC1R7
AFE2	ESIOUT4	0	ESIDAC2R0
		1	ESIDAC2R1
	ESIOUT5	0	ESIDAC2R2
		1	ESIDAC2R3
	ESIOUT6	0	ESIDAC2R4
		1	ESIDAC2R5
	ESIOUT7	0	ESIDAC2R6
		1	ESIDAC2R7



**Figure 31-7. Analog Hysteresis With DAC Registers**

When TESTDX = 1, the ESIDAC1R6 and ESIDAC1R7 registers are used as the comparator reference as described in [Table 31-4](#). Note that this feature is only available in AFE1.

**Table 31-4. DAC Register Select When TESTDX=1**

ESITESTS1(tsm)	DAC Register Used
0	ESIDAC1R6
1	ESIDAC1R7

### 31.2.1.7 Optional Comparator Offset Cancellation

The ESI's comparator has an offset that drifts over temperature and supply voltage. For some applications the specified offset error and offset drift may be acceptable - see device-specific data sheet. If the offset error is not acceptable, adding a comparator autozero cycle within the TSM sequence can minimize the offset error. After the inserted autozero TSM cycle, the comparator operates effectively with a zeroed offset.

Adding an ESITSMx state within the TSM sequence, which has the ESICAAZ bit selected (ESITSM.ESICLKAZSEL=1) and set, performs the comparator autozeroing. As long as the ESICAAZ bit is set the autozeroing is performed. This means, the length of the appropriate ESITSMx state defines the length of autozeroing. The following code excerpt shows how to include an autozeroing cycle within a TSM sequence. The example focus on ESICA and ESICAAZ control bits:

```
...
ESITSM5 = TSM_State5;    // TSM_State5 is a placeholder for any setting;
                           // Comparator is
disabled (ESICA=0, ESICAAZ=0)
ESITSM6 = ESICA + ESICAAZ + Length + TSM_State6;
               // comparator is switched on and at the same time the autozeroing is
               // performed. Length is defined by ESCLK and ESIREPEATx bits -
               // appropriate setting needed to meet autozeroing timing requirements;
               // see device-specific data sheet (ESICA=1, ESICAAZ=1)
ESITSM7 = ESICA + TSM_State7;
               // normal comparator operation: settle comparator
               // (ESICA=1, ESICAAZ=0)
ESITSM8 = ESICA + TSM_State8;
               // normal comparator operation: processing of comparator output signal
               // (ESICA=1, ESICAAZ=0)
...

```

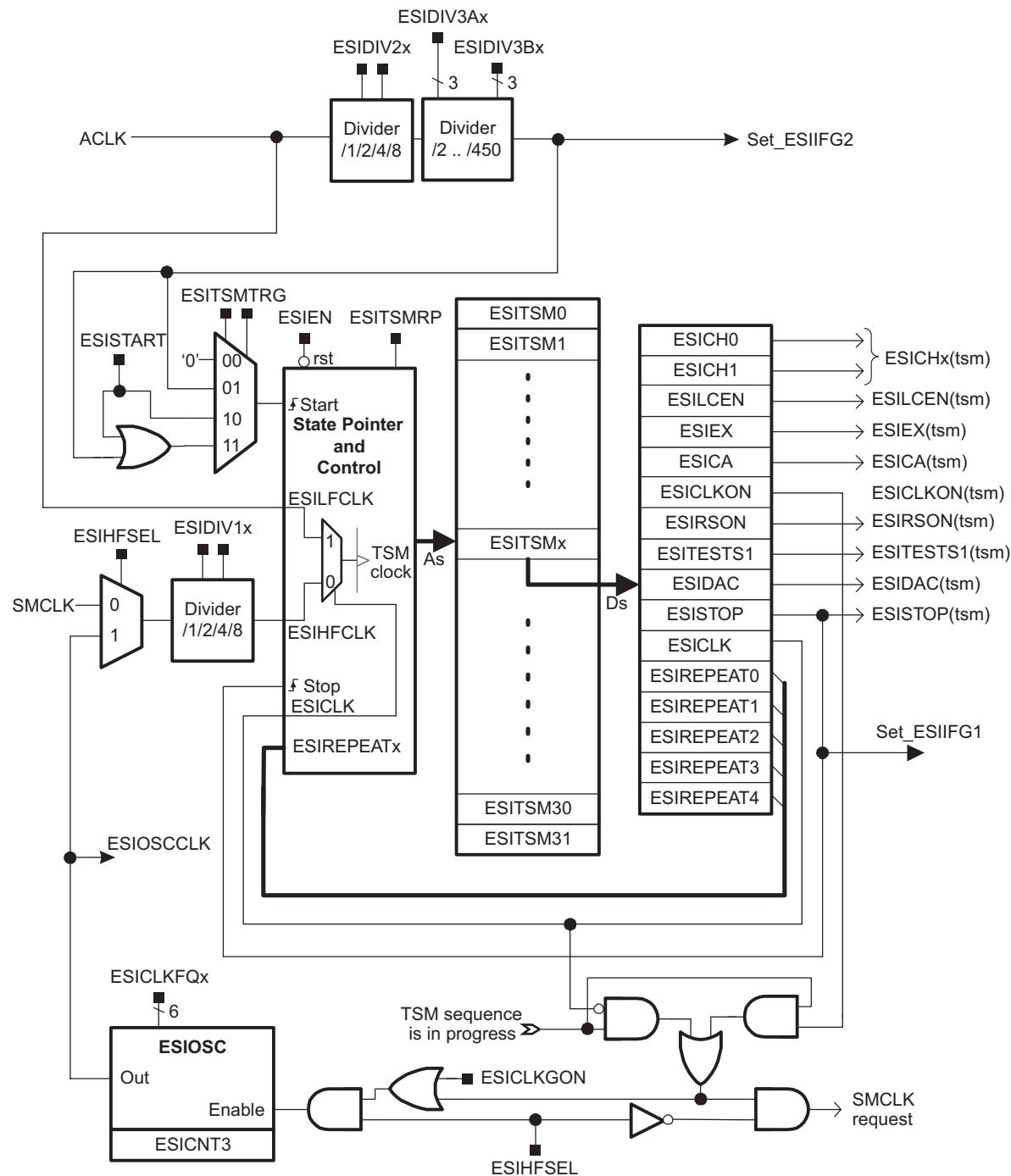
### 31.2.2 ESI Timing State Machine

The TSM is a sequential state machine that cycles through the ESITSMx registers and controls the analog front end and sensor excitation automatically with no CPU intervention. The states are defined within a 32 x 16-bit memory, ESITSM0 to ESITSM31. The ESIEN bit enables the TSM. The ESI uses ACLK as its source for the low frequency clock signal ESILFCLK. When ESIEN = 0, the ACLK input divider, the TSM start flip-flop, and the TSM outputs are reset and the internal oscillator is stopped. The TSM block diagram is shown in [Figure 31-8](#).

A TSM sequence begins at ESITSM0 and ends when the TSM encounters a ESITSMx state with a set ESISTOP bit. When a state with a set ESISTOP bit is reached, the state counter is reset to zero and state processing stops. State processing re-starts at ESITSM0 with a software trigger (setting the ESISTART control bit), the next start condition when ESITSMRP = 0, or immediately when ESITSMRP = 1

After generation of the ESISTOP(tsm) pulse, the timing state machine will load and maintain the conditions defined in ESITSM0. For the case an LC sensor is used the ESILCEN(tsm) bit should be reset in ESITSM0 to ensure that all LC oscillators are shorted (damped) while no measurement sequence is in progress.

In case a TSM sequence is started with a software trigger, the ESISTART control bit is automatically cleared as soon as a TSM sequence is completed and the system is again in idle mode (ESITSM0 settings are used in idle mode).



**Figure 31-8. Timing State Machine Block Diagram**

### 31.2.2.1 TSM Operation

Starting of a TSM sequence depends on the selected trigger. Possible triggers are the control bit ESISTART, the divided ACLK and an or combination of these two triggers (ESISTART or divided ACLK).

If the divided ACLK is chosen, the TSM automatically starts and re-starts periodically based on a divided ACLK start signal selected with the ESIDIV2x bits, the ESIDIV3Ax and ESIDIV3Bx bits when ESITSMRP = 0. For example, if ESIDIV2x, ESIDIV3Ax, and ESIDIV3Bx are configured to 270 ACLK cycles, then the TSM automatically starts every 270 ACLK cycles. When ESITSMRP = 1 the TSM restarts immediately with the ESITSM0 state at the end of the previous sequence i.e. with the next ACLK cycle after encountering a state with ESISTOP = 1. The ESIIFG2 interrupt flag is set when the TSM starts.

The ESIDIV2x, ESIDIV3Ax, and ESIDIV3Bx bits may be updated anytime during operation. When updated, the current TSM sequence will continue with the old settings until the last state of the sequence completes. The new settings will take effect at the start of the next sequence.

Setting ESISTART bit is another trigger for starting a TSM sequence. The ESISTART bit is set as long as the actual TSM sequence is in progress. As soon as the TSM sequence is completed and ESITSM0 register is again active for idle state configuration the ESISTART bit is automatically cleared. In case ESISTART is the only source for a start trigger (ESITSMTRG = 01) an ACLK synchronization sequence is performed, which may take up to 2.5 ACLK cycles. For all other cases no special synchronization is needed and TSM starts with the appropriate positive ACLK edge.

---

**NOTE:** It is important to set the ESISTOP(tsm) bit at least once the control registers ESITSM2 to ESITSM31. The ESISTOP(tsm) control bit ensures that a user-defined TSM sequence is terminated and the TSM progressing is switching into idle mode awaiting the next start trigger.

---

### 31.2.2.2 TSM Idle Condition Selectable With ESITSM0

ESITSM0 register is used for two different tasks. First, by definition ESITSM0 register is always the first ESITSMx register within a TSM sequence. The second purpose of ESITSM0 is to define the settings of the analog front ends during idle time; idle time means no TSM sequence is in progress.

When ESITSM0 defines the AFE1 and AFE2 settings in idle time only some of the ESITSMx control bits are functional. These functional bits are ESICLKON, ESIRSON, ESIEX, ESILCEN, and ESICHx. Some bits do not have any effect in idle mode, like ESIDAC, ESICA, ESIREPEATx bits and ESICLK bit; the ESIREPEATx bits and ESICLK bit are only utilized when ESITSM0 is used within a TSM sequence. ESIDAC and ESICA bits should be '0' in ESITSM0 state for reduced current consumption.

Note that changing ESITSM0 register gets effective not before the next TSM sequence is started. This has to be considered especially after powering up the device and doing the first initialization of the ESI.

### 31.2.2.3 TSM Control of the AFE

The TSM controls the AFE with the ESICHx, ESILCEN, ESIEX, ESICA, ESICLKON, ESIRSON, ESITESTS1, ESIDAC, ESISTOP, and ESICLK bits. When any of these bits are set, their corresponding signal(s), ESICHx(tsm), ESILCEN(tsm), ESIEX(tsm), ESICA(tsm), ESICLKON(tsm), ESIRSON(tsm), ESITESTS1(tsm), ESIDAC(tsm), ESISTOP(tsm), and ESICLK(tsm) are high for the duration of the state. Otherwise, the corresponding signal(s) are low.

### 31.2.2.4 TSM State Duration

The duration of each state is individually configurable with the ESIREPEATx bits. The duration of each state is ESIREPEATx + 1 times the selected clock source. For example, if a state were defined with ESIREPEATx = 3 and ESICLK = 1, the duration of that state would be 4 x ACLK cycles. Because of clock synchronization, the duration of each state is affected by the clock source for the previous state, as shown in [Table 31-5](#).

**Table 31-5. TSM State Duration**

ESICLK		State Duration, T
For Previous State	For Current State	
0	0	$T = (\text{ESIREPEATx} + 1) \times 1/f_{\text{ESIHCLK}}$
0	1	$(\text{ESIREPEATx}) \times 1/f_{\text{ACLK}} < T \leq (\text{ESIREPEATx} + 1) \times 1/f_{\text{ACLK}}$
1	0	$(\text{ESIREPEATx} + 1) \times 1/f_{\text{ESIHCLK}} \leq T < (\text{ESIREPEATx} + 3) \times 1/f_{\text{ESIHCLK}}$
1	1	$T = (\text{ESIREPEATx} + 1) \times 1/f_{\text{ACLK}}$

### 31.2.2.5 TSM State Clock Source Select

The TSM clock source is individually configurable for each state. The TSM can be clocked from ACLK or a high frequency clock selected with the ESICLK bit. When ESICLK = 1, ACLK is used for the state, and when ESICLK = 0, the high frequency clock is used. The high frequency clock can be sourced from SMCLK or the TSM internal oscillator, selected by the ESIHFSEL bit. The high-frequency clock can be divided by 1, 2, 4, or 8 with ESIDIV1x bits.

A set ESICLKON bit is used to turn on the selected high frequency clock source for the duration of the state, when it is not used for the state. If the DCO is selected as the high frequency clock source, it is automatically turned on, regardless of the low-power mode settings of the MSP430.

The TSM internal oscillator should be adjusted to the nominal frequency of 4.8 MHz. To realize this it can be tuned in nominal 3% steps from around 1 MHz to around 8MHz with the ESICLKFX. The frequency and the steps differ from unit to unit. See the device-specific data sheet for parameters.

The TSM internal oscillator frequency can be measured with ACLK. When ESIHFSEL = 1 and ESICLKON = 1 ESICNT3 is reset, and beginning with the next rising edge of ACLK, ESICNT3 counts the clock cycles of the internal oscillator. ESICNT3 counts the internal oscillator cycles for one ACLK period. Reading ESICNT3 while it is counting will result in reading 01h.

The ACLK is automatically turned on for the following cases, regardless of the low-power mode settings of the MSP430:

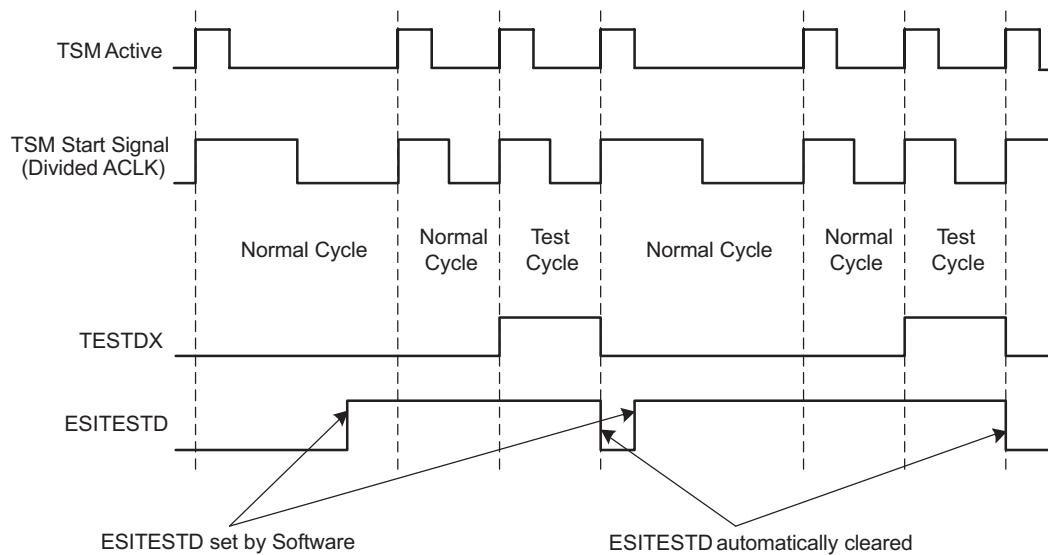
- ACLK is automatically turned on all the time when the divided ACLK signal (ESIDIV2x, ESIDIV3Ax, and ESIDIV3Bx dividers) is selected as trigger for starting a TSM sequence.
- While a TSM sequence is in progress the ACLK is automatically turned on.

### 31.2.2.6 TSM Stop Condition

A TSM sequence always starts with ESITSM0, uses some ESITSMx states to do a measurement, and ends at the subsequent ESITSMx state with a set ESISTOP bit (stop state). The duration of this last state (stop state) is always one ESIHFCLK cycle regardless of the ESICLK or ESIREPEATx settings. The ESIIFG1 interrupt flag is set at when the TSM encounters a state with a set ESISTOP bit.

### 31.2.2.7 TSM Test Cycles

For calibration purposes, to detect sensor drift, or to measure signals other than the sensor signals, a test cycle may be inserted between TSM cycles by setting the ESITESTD bit. The time between the TSM cycles is not altered by the test cycle insertion as shown in [Figure 31-9](#). At the end of the test cycle the ESITESTD bit is automatically cleared. The TESTDX signal is active during the test cycle to control input and output channel selection. TESTDX is generated after the ESITESTD bit is set and the next TSM sequence completes.



**Figure 31-9. Test Cycle Insertion**

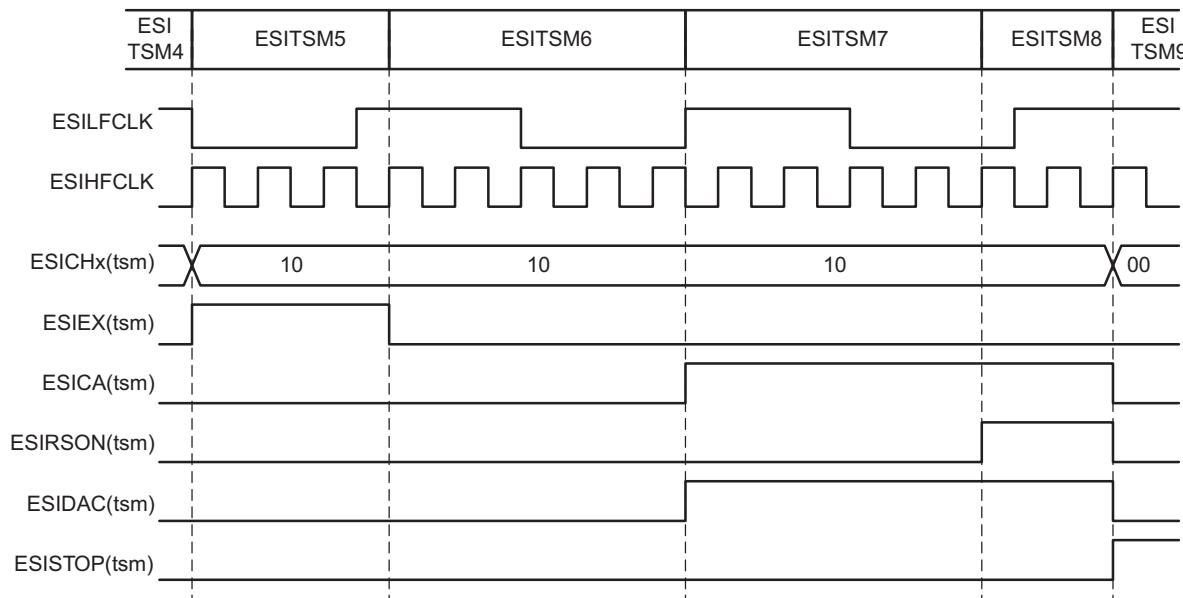
#### 31.2.2.8 TSM Example

Figure 31-10 shows an example for a TSM sequence. The TSMx register values for the example are shown in Table 31-6. ACLK and ESIHFCLK are not drawn to scale. The TSM sequence starts with ESITSM0 and ends with a set ESISTOP bit in ESITSM9. Only the ESITSM5 to ESITSM9 states are shown.

**Table 31-6. TSM Example Register Values**

TSMx Register	TSMx Register Contents
ESITSM5	0100Ah
ESITSM6	00402h
ESITSM7	01912h
ESITSM8	00952h
ESITSM9	00200h

The example also shows the affects of the clock synchronization when switching between ESIHFCLK and ACLK. In state ESITSM6, ESICLK is set, whereas in the previous state and the successive state, ESICLK is cleared. The waveform shows the duration of ESITSM6 is less than one ACLK cycle and the duration of state ESITSM7 is up to one ESIHFCLK period longer than configured by the ESIREPEATx bits.



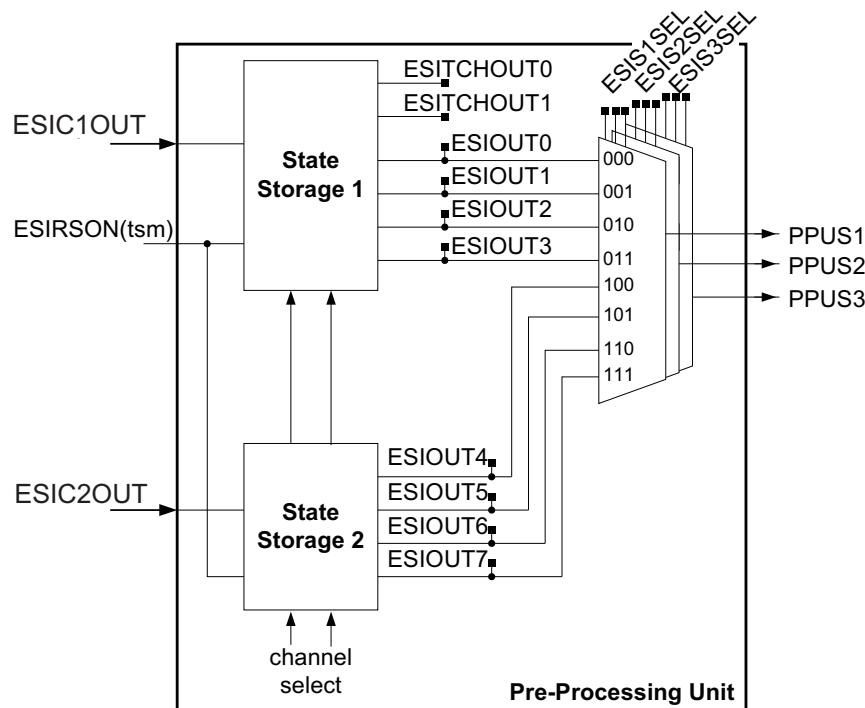
**Figure 31-10. Timing State Machine Example**

### 31.2.3 ESI Pre-Processing and State Storage

The Pre-Processing Unit (PPU) stores the measurement results of a TSM sequence. Beside this it also allows to select up to three signals that are processed by the Processing State Machine (PSM).

Up to four regular measurements and two test insertion measurements could sequentially be done within one TSM sequence. When ESIRSON(tsm) is high the comparator output signal is latched in the PPU's State Storage block. The State Storage consist of several latches. The output of these latches can be read from the ESIOUTx and ESITCHOUTx bits located in ESIPPU control register. Each input channel has its own latch. The ESICHx(tsm), ESITCH0x, or ESITCH1x bits define which of the latches is used.

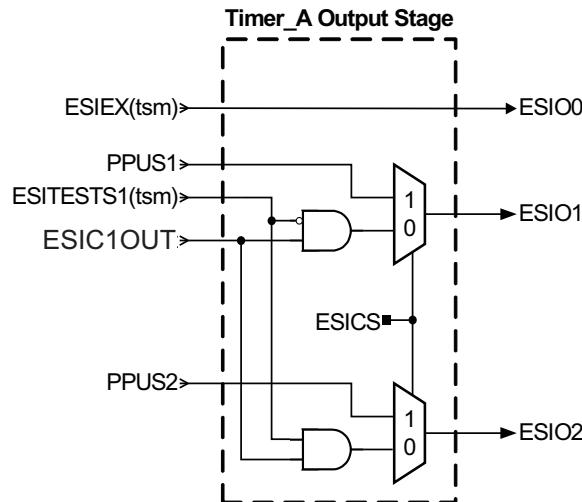
The block diagram of the Pre-Processing Unit is shown in [Figure 31-11](#).



**Figure 31-11. Pre-Processing Unit**

### 31.2.4 TimerA Output Stage

The comparator output of the analog front end AFE1, the ESIEX(tsm) signal, and two preprocessing unit outputs PPUS1 and PPUS2 are connected to a Timer\_A's capture inputs through the ESI's Timer\_A output stage, shown in Figure 31-12. There are two different modes that are selected by the ESICS bit. The Timer\_A Output Stage provides the ESIOx signals to one of the device's Timer\_A module. See the device-specific data sheet for connection of these signals.



**Figure 31-12. Timer\_A Output Stage of the Analog Front End**

When ESICS = 0, the ESIEX(tsm) signal and the comparator output can be selected as inputs to different Timer\_A capture/compare registers. This can be used to measure the time between excitation of a sensor and the last oscillation that passes through the comparator or to perform a slope A/D conversion.

When ESICS = 1, the ESIEX(tsm) signal and the output bits PPUS1 and PPUS2 from the PPU can be selected as inputs to Timer\_A. This can be used to measure the duty cycle of PPUS1 or PPUS2.

### 31.2.5 ESI Processing State Machine

The PSM is a programmable state machine used to determine rotation and direction with its state table stored within the ESI memory (ESI RAM). The processing state machine measures rotation and controls interrupt generation based on the inputs from the timing state machine and the analog front-end. The PSM block diagram is shown in Figure 31-13.

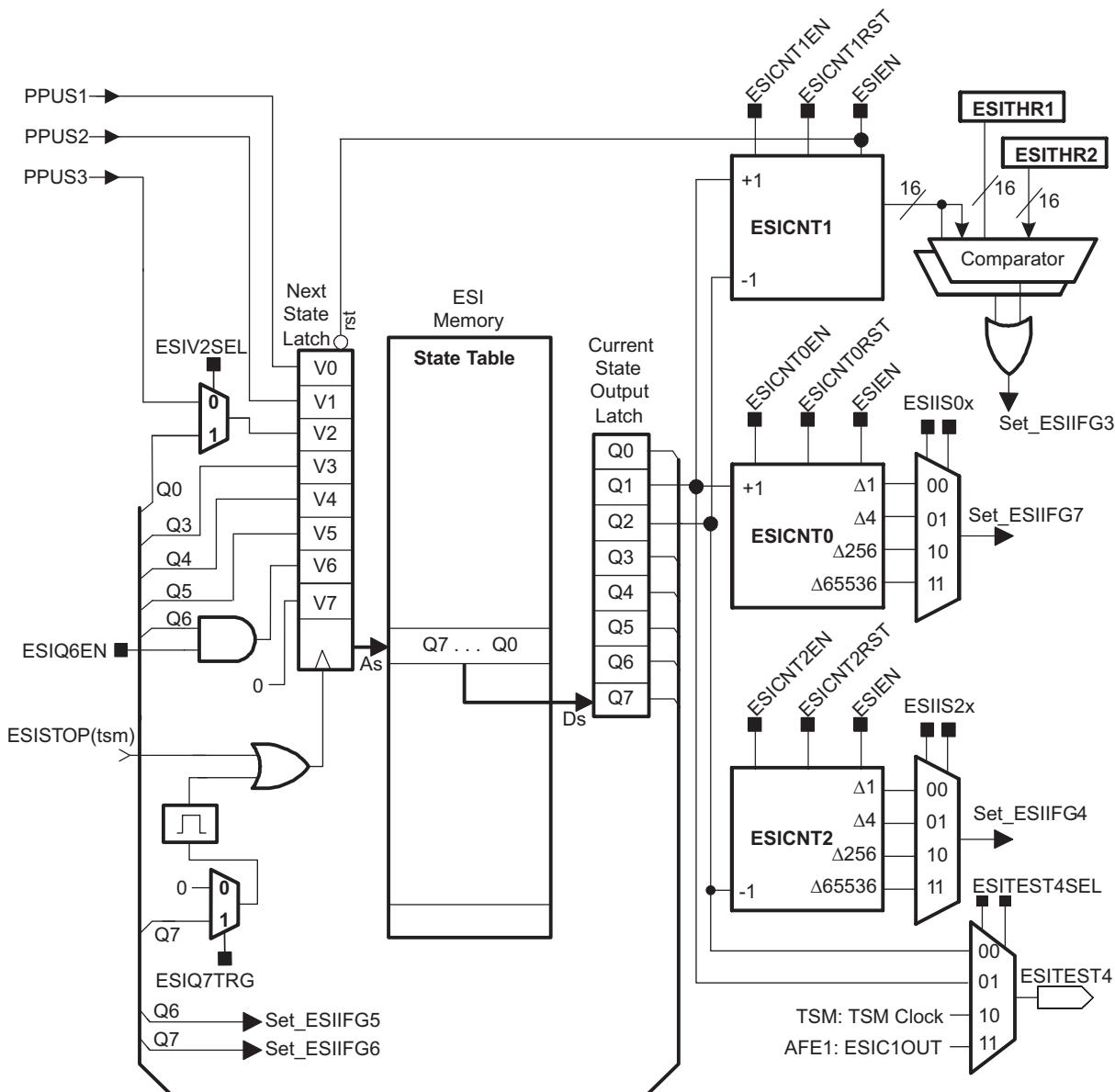


Figure 31-13. ESI Processing State Machine Block Diagram

#### 31.2.5.1 PSM Operation

The PSM is triggered at any rising edge of ESISTOP(tsm) signal during a normal cycle. Note that a test cycle insertion does not trigger the PSM. Triggering the PSM means, the PSM starts a sequence moving the current-state byte (Q0...Q7) from the PSM state table located in ESI RAM to the PSM next state latch (V2...V6 or V3...V6). All accesses to the PSM state table are done automatically with no CPU intervention.

The current-state and next-state logic are reset while the ESI is disabled. The ESI allow selecting either two signals or three signals for the processing. When the ESI is enabled following scenarios do exist for first processing:

- Two input signals are chosen (ESIV2SEL = 1):  
The byte stored at addresses 0 within PSM State Table (ESI RAM) will be loaded first when the ESI is enabled.
- Three input signals are chosen (ESIV2SEL = 0):  
The byte stored at addresses 0 within PSM State Table (ESI RAM) will be loaded first when the ESI is enabled.

Signals PPUS1 and PPUS2 form a 2-bit offset (ESIV2SEL = 1) and signals PPUS1, PPUS2, and PPUS3 form a 3-bit offset (ESIV2SEL = 0) added to the base address of the PSM State Table to determine the byte loaded to the PSM current-state output latch. For example, when two input signals are chosen (ESIV2SEL = 1) and PPUS2 = 1, and PPUS1 = 0, the byte loaded by the PSM will be at the address <current address of PSM State Table> + 2. The next byte and further subsequent bytes are determined by the next state calculations and are calculated by the PSM based on the state table contents and the values of signals PPUS1 and PPUS2.

The PSM needs two TSM clock cycles to complete the processing of the measurement results from a single TSM sequence.

### 31.2.5.2 ESI RAM

The purpose of the ESI RAM is to store the user-defined PSM table. The ESI RAM can be accessed by PSM or CPU. CPU write and read access to ESI RAM is only possible when ESI is disabled (ESIEN = 0). Any CPU write access to ESI RAM is ignored while ESI is active (ESIEN = 1). A CPU read access to ESI RAM is not possible while ESI is active; in this case the CPU would read a 0x00 (byte access) or 0x0000 (word access).

---

**NOTE:** The ESI RAM does not support stack usage. This means, stack pointer should not point to ESI RAM addresses.

The ESI RAM start address (base address) can be found in the device-specific data sheet (see *Peripheral File Map* section).

---

### 31.2.5.3 Next State Calculation

Either bit 0 (Q0) or signal PPUS3, and bits 3-5 (Q3, Q4, Q5), and, if enabled by ESIQ6EN, bit 6 (Q6) are used together with the signals PPUS1, PPUS2, and optional PPUS3 to calculate the next state. When ESIQ6EN = 1, Q6 is used in the next-state calculation. The next state is:

0	Q6	Q5	Q4	Q3	Q0 or PPUS3	PPUS2	PPUS1
↓	↓	↓	↓	↓	↓	↓	↓
V7	V6	V5	V4	V3	V2	V1	V0

If ESIQ7TRG = 0, the Q7 bit can be used to generate an interrupt (ESIIFG7).

Enabling Q7 as trigger (ESIQ7TRG = 1) causes the following functionality: When Q7 = 0, the PSM state is updated by the falling edge of the ESISTOP(tsm) at the end of a TSM sequence. After updating the current state the PSM moves the corresponding state table entry to the output latch. When Q7 = 1, the next state is calculated immediately without waiting for the next falling edge of ESISTOP(tsm). The state is then updated with the next ESIOSC cycle. The worst-case time between state transitions in this case is 6 ESIOSC cycles.

### 31.2.5.4 PSM Counters

The PSM has three 16-bit counters ESICNT0, ESICNT1, and ESICNT2. ESICNT0 is updated with Q1, ESICNT1 is updated with Q1 and Q2, and ESICNT2 is updated with Q2. The counters can be read from the ESICNT0, ESICNT1, and ESICNT2 registers. The different counters can individually be reset by setting the ESICNTxRST control bits. When ESIEN = 0, all counters are held in reset.

ESICNT0 increments based on Q1. When ESICNT0EN = 1, ESICNT0 increments on a transition to a state where bit Q1 is set.

ESICNT1 can increment or decrement based on Q1 and Q2. When ESICNT1EN = 1, ESICNT1 decrements on a transition to a state where bit Q2 is set and it increments on a transition to a state where bit Q1 is set. In case both bits Q1 and Q2 are set on a state transition, ESICNT1 does not increment or decrement.

ESICNT2 decrements based on Q2. When ESICNT2EN = 1, ESICNT2 decrements on a transition to a state where bit Q2 is set. On the first count after a reset ESICNT2 will roll over from zero to 65535 (0FFFFh).

When the next state is calculated to be the same state as the current state, the counters ESICNT0, ESICNT1, and ESICNT2 are incremented or decremented according to Q1 and Q2 at the state transition. For example, if the current state is 05h and Q2 is set, and if the next state is calculated to be 05h, the transition from state 05h to 05h will decrement ESICNT2 if ESICNT2EN = 1.

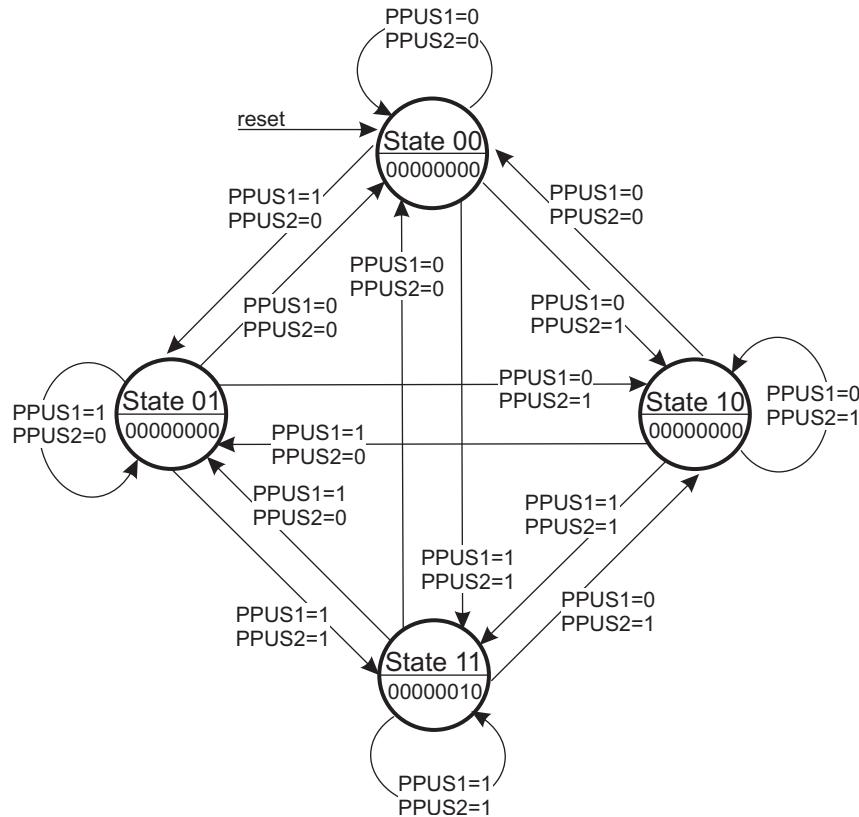
---

**NOTE:** A read from any ESICNTx register should occur while PSM counters are not triggered. This can be realized by reading the ESI counters in the ESIIIFG1 interrupt service routine and choosing appropriate timing of TSM sequences. Alternatively, the ESI counters may be read multiple times, and a majority vote taken in software to determine the correct reading.

---

### 31.2.5.5 Simplest State Machine

Figure 31-14 shows the simplest state machine that can be realized with the PSM. The following code shows the corresponding state table.



**Figure 31-14. Simplest PSM State Diagram (ESIV2SEL=1)**

```

; Simplest State Machine Example
SIMPLEST_PSM db 000h ; State 00 (State Table Index 0)
              db 000h ; State 01 (State Table Index 1)
              db 000h ; State 10 (State Table Index 2)
              db 002h ; State 11 (State Table Index 3)
  
```

If the PSM is in state 01 of the simplest state machine and the PSM has loaded the corresponding byte at index 01h of the state table:

Q7	Q6	Q5	Q4	Q3	Q2	Q1	Q0
0	0	0	0	0	0	0	0

For this example, PPUS1 and PPUS2 are set at the end of the next TSM sequence. To calculate the next state the bits Q5 - Q3 and Q0 of the state 01 table entry, together with the PPUS1 and PPUS2 signals are combined to form the next state:

V7	V6 (Q6)	V5 (Q5)	V4 (Q4)	V3 (Q3)	V2 (Q0)	V1 (PPUS2)	V0 (PPUS1)
0	0	0	0	0	0	1	1

The state table entry for state 11 is loaded at the next state transition:

V7	V6 (Q6)	V5 (Q5)	V4 (Q4)	V3 (Q3)	V2 (Q0)	V1 (PPUS2)	V0 (PPUS1)
0	0	0	0	0	0	1	0

Q1 is set in state 11, so ESICNT1 will be incremented.

More complex state machines can be built by combining simple state machines to meet the requirements of specific applications.

### 31.2.6 ESI Debug Register

The Scan IF peripheral has several ESIDEBUGx registers for debugging and development.

- Reading ESIDEBUG1 shows the last address read by the PSM.
- Reading ESIDEBUG2 shows the index of the TSM and the PSM bits Q7 to Q0.
- Reading ESIDEBUG3 shows the TSM output.
- Reading ESIDEBUG4 shows which DAC1 register is selected and its contents.
- Reading ESIDEBUG5 shows which DAC2 register is selected and its contents.

### 31.2.7 ESI Interrupts

The Extended Scan IF has one interrupt vector for nine interrupt flags listed in [Table 31-7](#). Each interrupt flag has its own interrupt enable bit. When an interrupt is enabled, and the GIE bit is set, the interrupt flag will generate an interrupt. The interrupt flags are not automatically cleared. They must be cleared with software. The interrupt vector register ESIV is used to determine which interrupt flags requested an interrupt.

**Table 31-7. ESI Interrupts**

Interrupt Flag	Interrupt Condition
ESIIFG0	ESIIFG0 is set by one of the ESIOUT0 to ESIOUT3 outputs selected with the ESIIFGSET1x bits.
ESIIFG1	ESIIFG1 is set by the rising edge of the ESISTOP(tsm) signal.
ESIIFG2	ESIIFG2 is set at the start of a TSM sequence.
ESIIFG3	ESIIFG3 is set at different count intervals of the ESICNT1 counter, selected with the ESITHR1 and ESITHR2 registers.
ESIIFG4	ESIIFG4 is set at different count intervals of the ESICNT2 counter, selected with the ESIIS2x bits.
ESIIFG5	ESIIFG5 is set when the PSM transitions to a state with Q6 set.
ESIIFG6	ESIIFG6 is set when the PSM transitions to a state with Q7 set.
ESIIFG7	ESIIFG7 is set at different count intervals of the ESICNT0 counter, selected with the ESIIS0x bits.
ESIIFG8	ESIIFG8 is set by one of the ESIOUT4 to ESIOUT7 outputs selected with the ESIIFGSET2x bits.

#### 31.2.7.1 PSM Counter ESICNT0 and ESICNT2 Interrupt Handling

The interrupt logic of the PSM counters ESICNT0 and ESICNT2 is generating an interrupt using either the counter input directly or one out of three defined counter outputs. This means, there are four different settings possible: generating an interrupt on 1, 4, 256, or 65536 count steps.

#### 31.2.7.2 PSM Counter ESICNT1 Interrupt Handling

The PSM ESICNT1 counter interrupt logic generates an interrupt as soon as its counter value is equal to the content of the control registers ESITHR1 or ESITHR2. These two threshold registers can be defined by user; the registers contain a 16-bit value that is compared with the 16-bit ESICNT1 register. The interrupt ESIIFG3 is set as soon as the content of ESICNT1 counter is equal to the content of ESITHR1 or ESITHR2.

### 31.2.7.3 ESIIIV, Interrupt Vector Generator

The ESIIIFGx interrupt flags are prioritized and combined to source a single interrupt vector. The interrupt vector register ESIIIV is used to determine which flag requested an interrupt.

The highest-priority enabled interrupt generates a number in the ESIIIV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled ESI interrupt do not affect the ESIIIV value.

A read access of the ESIIIV register automatically resets the highest-pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, if the ESICNT1 (ESIIIFG3) and ESICNT2 (ESIIIFG4) interrupt flags are set when the interrupt service routine accesses the ESIIIV register, ESIIIFG3 is reset automatically. After the RETI instruction of the interrupt service routine is executed, the ESIIIFG4 interrupt flag generates another interrupt.

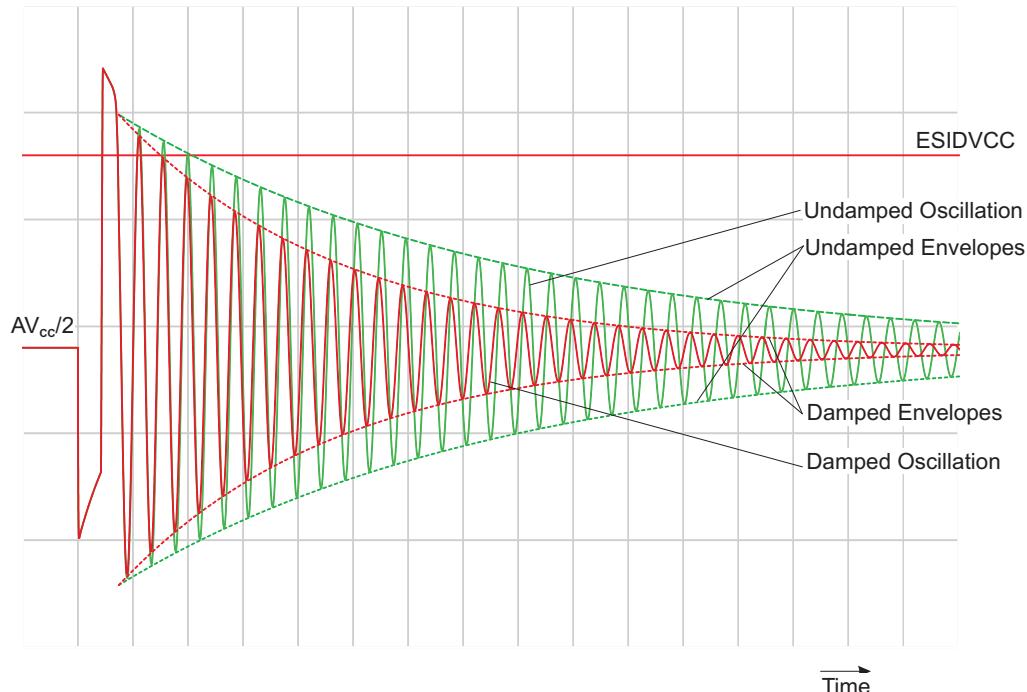
A write access to the ESIIIV register clears all pending ESI interrupt flags.

### 31.2.8 Overview of ESI Applications

The ESI supports different types of sensors. This chapter introduces only a few of the existing solutions of how to use the ESI.

#### 31.2.8.1 Using the ESI with LC Sensors

Systems with LC sensors use a disk that is partially covered with a damping material to measure rotation. Rotation is measured with LC sensors by exciting the sensors and observing the resulting oscillation. The oscillation is either damped or un-damped by the rotating disk. The oscillation is always decaying because of energy losses but it decays faster when the damping material on the disk is within the field of the LC sensor, as shown in [Figure 31-15](#). The LC oscillations can be measured with the oscillation test or the envelope test.

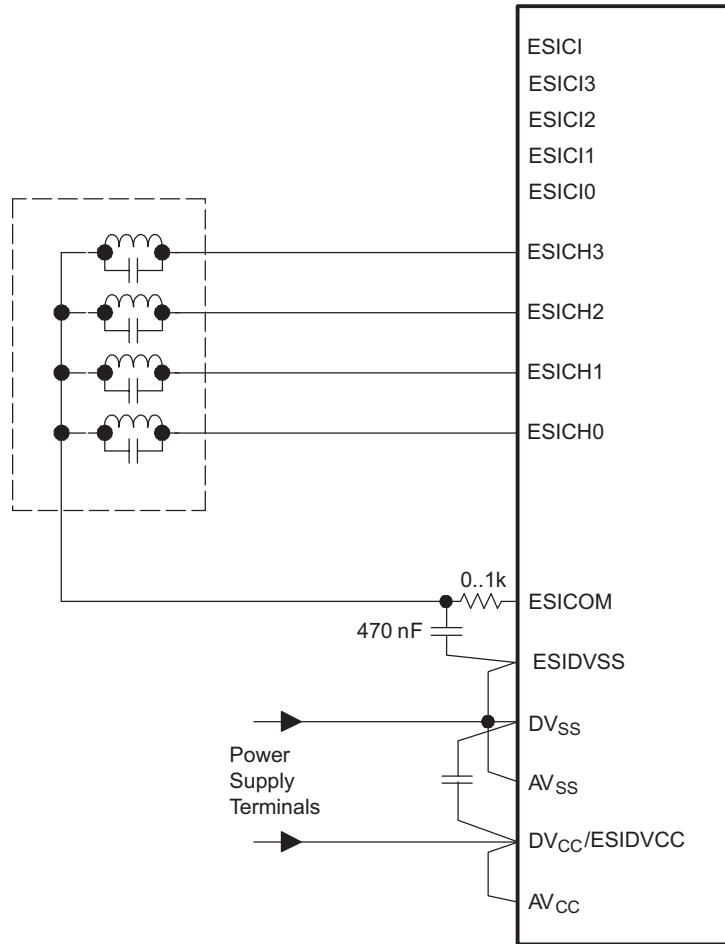


**Figure 31-15. LC Sensor Oscillations**

### 31.2.8.1.1 LC-Sensor Oscillation Test

The oscillation test tests if the amplitude of the oscillation after sensor excitation is above a reference level. The DAC is used to set the reference level for the comparator, and the comparator detects if the LC sensor oscillations are above or below the reference level. If the oscillations are above the reference level, the comparator will output a pulse train corresponding to the oscillations and the selected AFE output bit will 1. The measurement timing and reference level depend on the sensors and the system and should be chosen such that the difference between the damped and the undamped amplitude is maximized.

**Figure 31-16** shows the connections for the oscillation test.

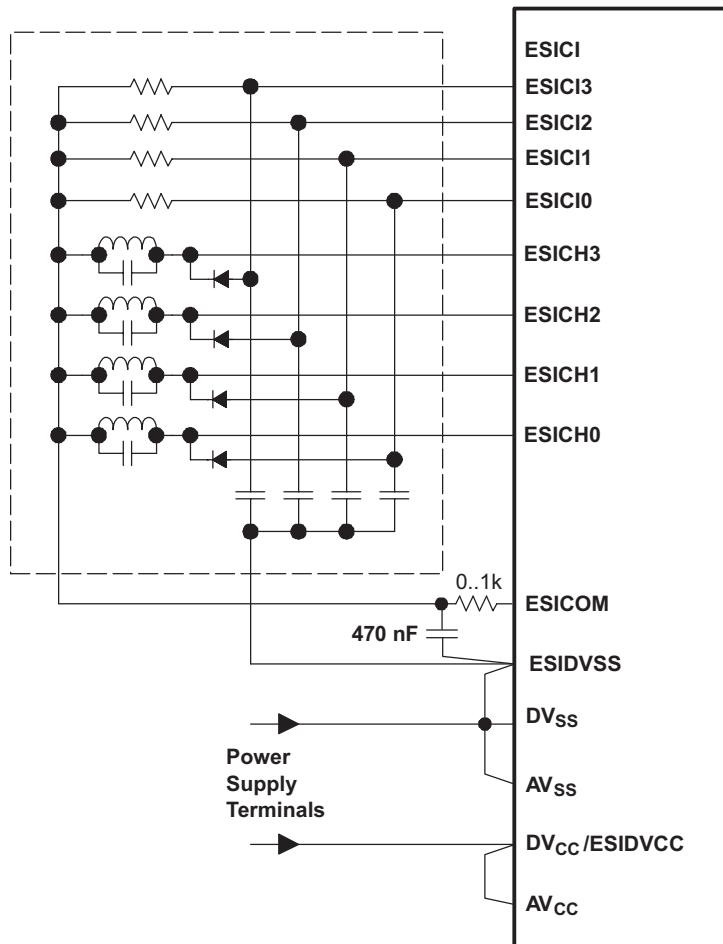


**Figure 31-16. Sensor Connections For The Oscillation Test**

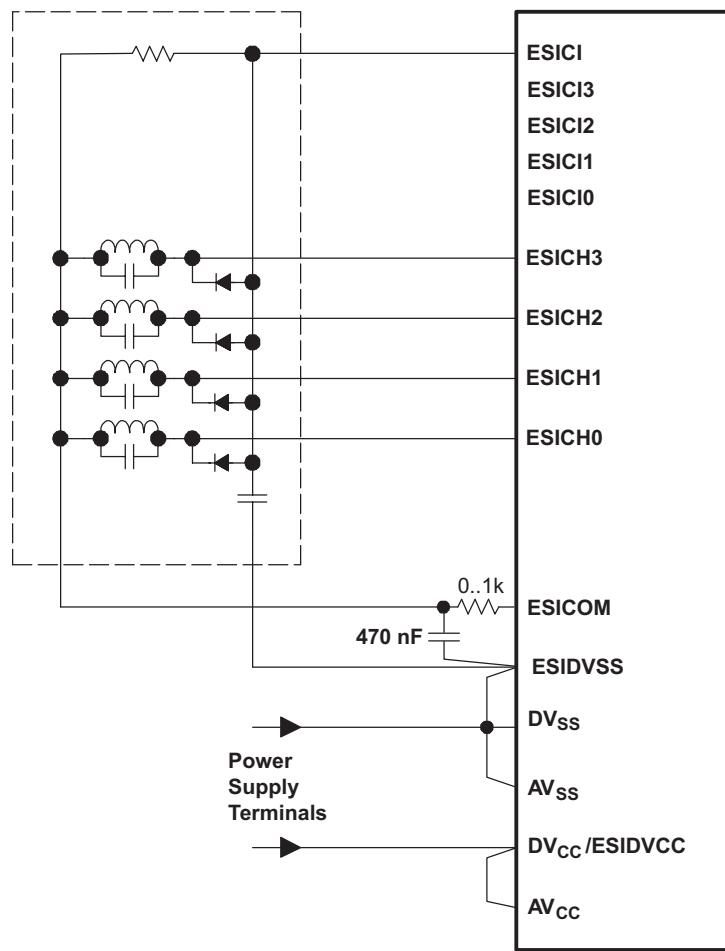
### 31.2.8.1.2 LC-Sensor Envelope Test

The envelop test measures the decay time of the oscillations after sensor excitation. The oscillation envelope is created by the diodes and RC filters. The DAC is used to set the reference level for the comparator, and the comparator detects if the oscillation envelop is above or below the reference level. The comparator and AFE outputs are connected to Timer\_A and the capture/compare registers for Timer\_A are used to time the decay of the oscillation envelope. The PSM is not used for the envelope test.

When the sensors are connected to the individual ESICIx inputs as shown in [Figure 31-17](#), the comparator reference level can be adjusted for each sensor individually. When all sensors are connected to the ESICI input as shown in [Figure 31-18](#), only one comparator reference level is set for all sensors.



**Figure 31-17. LC Sensor Connections For The Envelope Test**

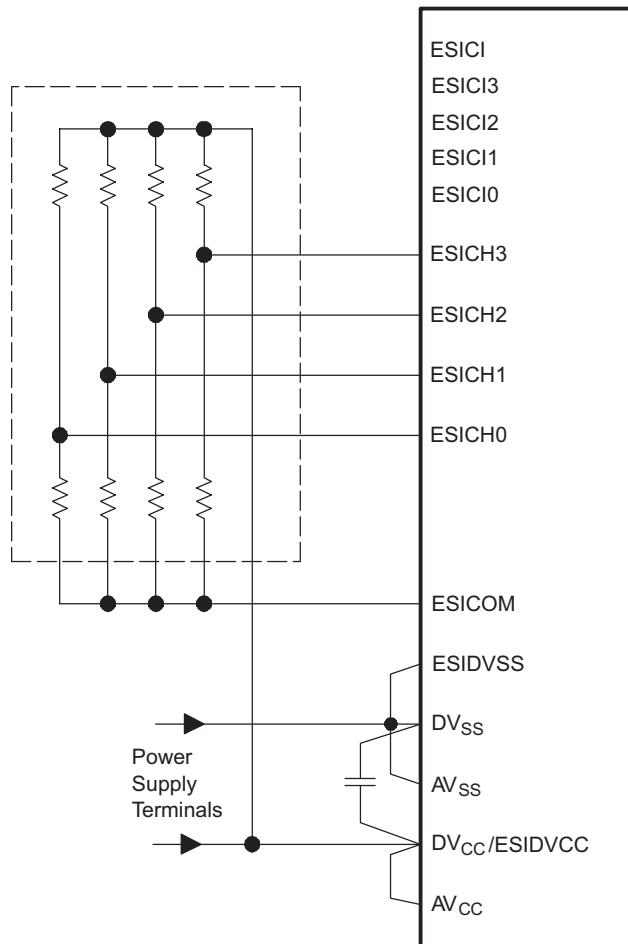


**Figure 31-18. LC Sensor Connections For the Envelope Test**

### 31.2.8.2 Using the ESI With Resistive Sensors

Systems with GMRs use magnets on an impeller to measure rotation. The damping material and magnets modify the electrical behavior of the sensor so that rotation and direction can be detected.

Rotation is measured with resistive sensors by connecting the resistor dividers to ground for a short time allowing current flow through the dividers. The resistors are affected by the rotating disc creating different divider voltages. The divider voltages are sampled with the sample-and-hold circuits. After the signals have settled the dividers may be switched off to prevent current flow and reduce power consumption. The DAC is used to set the reference level for the comparator, and the comparator detects if the sampled voltage is above or below the reference level. If the sampled voltage is above the reference level the comparator output is high. [Figure 31-19](#) shows the connection for resistive sensors.



**Figure 31-19. Resistive Sensor Connections**

### 31.2.8.3 Quadrature Decoding

The ESI can be used to decode quadrature-encoded signals. Signals that are  $90^\circ$  out of phase with each other are said to be in quadrature. To Create the signals, two sensors are positioned depending on the slotting, or coating of the encoder disk. Figure 31-20 shows two examples for the sensor positions and a quadrature-encoded signal waveform.

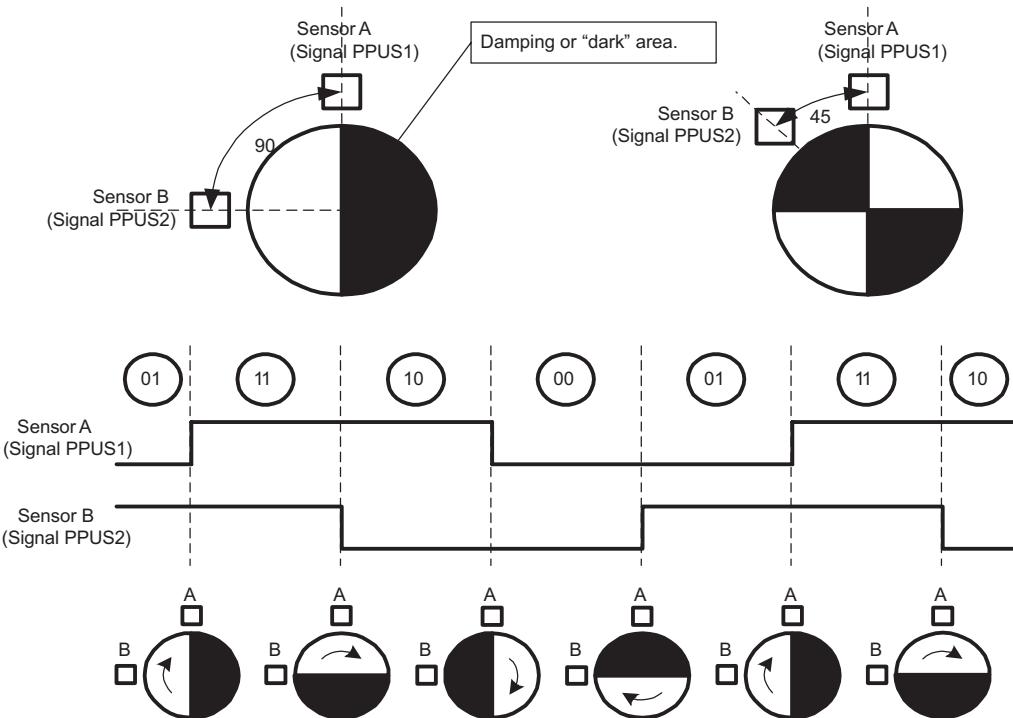


Figure 31-20. Sensor Position and Quadrature Signals (S1=PPUS1, S2=PPUS2)

Quadrature decoding requires knowing the previous quadrature pair S1 (PPUS1) and S2 (PPUS2), as well as the current pair. Comparing these two pairs will tell the direction of the rotation. For example, if the current pair is 00 it can change to 01 or 10, depending on direction. Any other change in the signal pair would represent an error as shown in Figure 31-21.

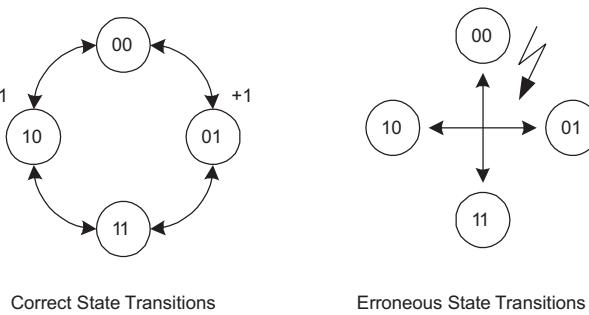


Figure 31-21. Quadrature Decoding State Diagram

To transfer the state encoding into counts it is necessary to decide what fraction of the rotation should be counted and on what state transitions. In this example only full rotations will be counted on the transition from state 00 to 01 or 10 using a  $180^\circ$  disk with the sensors  $90^\circ$  apart. All the possible state transitions can be put into a table and this table can be translated into the corresponding state table entries for the processing state machine as shown in Table 31-8.

**Table 31-8. Quadrature Decoding PSM Table**

Previous Quadrature Pair	Current Quadrature Pair	Movement	State Table Entry					Byte Code
			Q6	Q2	Q1	Q3	Q0	
			Error	-1	+1	Current Quadrature Pair		
00	00	No Rotation	0	0	0	0	0	000h
00	01	Turns right, +1	0	0	1	0	1	003h
00	10	Turns left, -1	0	1	0	1	0	00Ch
00	11	Error	1	0	0	1	1	049h
01	00	Turns left	0	0	0	0	0	000h
01	01	No rotation	0	0	0	0	1	001h
01	10	Error	1	0	0	1	0	048h
01	11	Turns right	0	0	0	1	1	009h
10	00	Turns right	0	0	0	0	0	000h
10	01	Error	1	0	0	0	1	041h
10	10	No rotation	0	0	0	1	0	008h
10	11	Turns left	0	0	0	1	1	009h
11	00	Error	1	0	0	0	0	040h
11	01	Turns left	0	0	0	0	1	001h
11	10	Turns right	0	0	0	1	0	008h
11	11	No rotation	0	0	0	1	1	009h

### 31.3 ESI Registers

The Extended Scan Interface registers are listed in [Table 31-9](#).

---

**NOTE:** The ESI RAM start address (base address) can be found in the *Peripheral File Map* section of the device-specific data sheet.

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**Table 31-9. ESI Registers**

Offset	Acronym	Register Name	Type	Access	Reset
0h	ESIDEBUG1	ESI debug register 1	Read	Word	Reset with PUC
02h	ESIDEBUG2	ESI debug register 2	Read	Word	Reset with PUC
04h	ESIDEBUG3	ESI debug register 3	Read	Word	Reset with PUC
06h	ESIDEBUG4	ESI debug register 4	Read	Word	Reset with PUC
08h	ESIDEBUG5	ESI debug register 5	Read	Word	Reset with PUC
0Ah	Reserved				
0Ch	Reserved				
0Eh	Reserved				
10h	ESICNT0	ESI PSM counter 0	Read	Word	Reset with PUC
12h	ESICNT1	ESI PSM counter 1	Read	Word	Reset with PUC
14h	ESICNT2	ESI PSM counter 2	Read	Word	Reset with PUC
16h	ESICNT3	ESI oscillator counter register	Read	Word	Reset with PUC
18h	Reserved				
1Ah	ESIIV	ESI interrupt vector	Read	Word	Reset with PUC
1Ch	ESIINT1	ESI interrupt register 1	Read/Write	Word	Reset with PUC
1Eh	ESIINT2	ESI interrupt register 2	Read/Write	Word	Reset with PUC
20h	ESIAFE	ESI AFE control register	Read/Write	Word	Reset with PUC
22h	ESIPPU	ESI PPU control register	Read/Write	Word	Reset with PUC
24h	ESITSM	ESI TSM control register	Read/Write	Word	Reset with PUC
26h	ESIPSM	ESI PSM control register	Read/Write	Word	Reset with PUC
28h	ESIOSC	ESI oscillator control register	Read/Write	Word	Reset with PUC
28h	ESIOSC_L		Read/Write	Byte	Reset with PUC
29h	ESIOSC_H		Read/Write	Byte	Reset with PUC
2Ah	ESICTL	ESI control register	Read/Write	Word	Reset with PUC
2Ch	ESITHR1	ESI PSM Counter Threshold 1 register	Read/Write	Word	Reset with PUC
2Eh	ESITHR2	ESI PSM Counter Threshold 2 register	Read/Write	Word	Reset with PUC
30h	Reserved				
32h	Reserved				
34h	Reserved				
36h	Reserved				
38h	Reserved				
3Ah	Reserved				
3Ch	Reserved				
3Eh	Reserved				
40h to 4Eh	ESIDAC1R0 to ESIDAC1R7	ESI DAC1 register 0 to ESI DAC1 register 7	Read/Write	Word	Unchanged
50h to 5Eh	ESIDAC2R0 to ESIDAC2R7	ESI DAC2 register 0 to ESI DAC2 register 7	Read/Write	Word	Unchanged
60h to 9Eh	ESITSM0 to ESITSM31	ESI TSM 0 to ESI TSM 31	Read/Write	Word	Unchanged

### 31.3.1 ESIDEBUG1 Register

Extended Scan Interface Debug Register 1

**Figure 31-22. ESIDEBUG1 Register**

15	14	13	12	11	10	9	8
Unused							
r	r	r	r	r	r	r	r
7	6	5	4	3	2	1	0
Unused							
r	r	r	r	r	r	r	r

**Table 31-10. ESIDEBUG1 Register Description**

Bit	Field	Type	Reset	Description
15-7	Unused	R	0h	Unused. These bits are always read as zero.
6-0	Last_PSM_Address	R	0h	ESIDEBUG1 shows the last address read by the PSM.

### 31.3.2 ESIDEBUG2 Register

Extended Scan Interface Debug Register 2

**Figure 31-23. ESIDEBUG2 Register**

15	14	13	12	11	10	9	8
Unused							
r	r	r	r	r	r	r	r
7	6	5	4	3	2	1	0
PSM_Bits							
r	r	r	r	r	r	r	r

**Table 31-11. ESIDEBUG2 Register Description**

Bit	Field	Type	Reset	Description
15-13	Unused	R	0h	Unused. These bits are always read as zero.
12-8	TSM_Index	R	0h	These bits show the TSM register pointer index.
7-0	PSM_Bits	R	0h	These bits show the PSM bits Q7 to Q0.

### 31.3.3 ESIDEBUG3 Register

Extended Scan Interface Debug Register 3

**Figure 31-24. ESIDEBUG3 Register**

15	14	13	12	11	10	9	8
Register_Content							
r	r	r	r	r	r	r	r
7	6	5	4	3	2	1	0
Register_Content							
r	r	r	r	r	r	r	r

**Table 31-12. ESIDEBUG3 Register Description**

Bit	Field	Type	Reset	Description
15-0	Register_Content	R	0h	Current ESITSMx register content. These bits show the TSM output.

### 31.3.4 ESIDEBUG4 Register

Extended Scan Interface Debug Register 4

**Figure 31-25. ESIDEBUG4 Register**

15	14	13	12	11	10	9	8
Unused	DAC1_Register				DAC1_Data		
r	r	r	r	r	r	r	r
7	6	5	4	3	2	1	0
DAC1_Data							
r	r	r	r	r	r	r	r

**Table 31-13. ESIDEBUG4 Register Description**

Bit	Field	Type	Reset	Description
15	Unused	R	0h	Unused. This bit is always read as zero.
14-12	DAC1_Register	R	0h	These bits show which DAC1 register is currently selected to control the DAC1.
11-0	DAC1_Data	R	0h	These bits show value of the currently selected DAC1 register.

### 31.3.5 ESIDEBUG5 Register

Extended Scan Interface Debug Register 5

**Figure 31-26. ESIDEBUG5 Register**

15	14	13	12	11	10	9	8
Unused	DAC2_Register				DAC2_Data		
r	r	r	r	r	r	r	r
7	6	5	4	3	2	1	0
DAC2_Data							
r	r	r	r	r	r	r	r

**Table 31-14. ESIDEBUG5 Register Description**

Bit	Field	Type	Reset	Description
15	Unused	R	0h	Unused. This bit is always read as zero.
14-12	DAC2_Register	R	0h	These bits show which DAC2 register is currently selected to control the DAC2.
11-0	DAC2_Data	R	0h	These bits show value of the currently selected DAC2 register.

### 31.3.6 ESICNT0 Register

Extended Scan Interface Counter 0 Register

**Figure 31-27. ESICNT0 Register**

15	14	13	12	11	10	9	8
ESICNT0x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
ESICNT0x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0

**Table 31-15. ESICNT0 Register Description**

Bit	Field	Type	Reset	Description
15-0	ESICNT0x	R	0h	ESICNT0. These bits are the ESICNT0 counter. ESICNT0 is reset when ESIEN = 0 or when ESICNT0RST = 1.

### 31.3.7 ESICNT1 Register

Extended Scan Interface Counter 1 Register

**Figure 31-28. ESICNT1 Register**

15	14	13	12	11	10	9	8
ESICNT1x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
ESICNT1x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0

**Table 31-16. ESICNT1 Register Description**

Bit	Field	Type	Reset	Description
15-0	ESICNT1x	R	0h	ESICNT1. These bits are the ESICNT1 counter. ESICNT1 is reset when ESIEN = 0 or when ESICNT1RST = 1.

### 31.3.8 ESICNT2 Register

Extended Scan Interface Counter 2 Register

**Figure 31-29. ESICNT2 Register**

15	14	13	12	11	10	9	8
ESICNT2x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
ESICNT2x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0

**Table 31-17. ESICNT2 Register Description**

Bit	Field	Type	Reset	Description
15-0	ESICNT2x	R	0h	ESICNT2. These bits are the ESICNT2 counter. ESICNT2 is reset when ESIEN = 0 or when ESICNT2RST = 1.

### 31.3.9 ESICNT3 Register

Extended Scan Interface Oscillator Counter Register

**Figure 31-30. ESICNT3 Register**

15	14	13	12	11	10	9	8
ESICNT3x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0
ESICNT3x							
r-0	r-0	r-0	r-0	r-0	r-0	r-0	r-0

**Table 31-18. ESICNT3 Register Description**

Bit	Field	Type	Reset	Description
15-0	ESICNT3x	R	0h	Internal oscillator counter. ESICNT3 counts internal oscillator clock cycles during one ACLK period after ESICLKON and ESIHFSEL are both set. Setting the control bits ESIHFSEL and ESICLKON resets the ESICNT3 counter.

### 31.3.10 ESIIV Register

Extended Scan Interface Interrupt Vector Register

**Figure 31-31. ESIIV Register**

15	14	13	12	11	10	9	8
ESIIV							
r0	r0	r0	r0	r0	r0	r0	r0
ESIIV							
r0	r0	r0	r-0	r-0	r-0	r-0	r0

**Table 31-19. ESIIV Register Description**

Bit	Field	Type	Reset	Description
15-0	ESIIV	R	0h	<p>Extended Scan Interface interrupt vector value. The ESIIV register helps to easily find out the source of an Extended Scan Interface interrupt. By adding the ESIIV register content to the program counter (PC) the code execution is continued on one of the following instructions. This allows to realize a jump table that optimizes the detection of interrupt source. Writing to this register clears all pending Extended Scan Interface interrupt flags.</p> <p>00h = No interrupt pending</p> <p>02h = Interrupt Source: Rising edge of the ESISTOP(tsm) signal; Interrupt Flag: ESIIFG1; Interrupt Priority: Highest</p> <p>04h = Interrupt Source: ESIOUT0 to ESIOUT3 conditions selected by ESIIFGSETx bits; Interrupt Flag: ESIIFG0</p> <p>06h = Interrupt Source: ESIOUT4 to ESIOUT7 conditions selected by ESIIFGSET2x bits; Interrupt Flag: ESIIFG8</p> <p>08h = Interrupt Source: ESICNT1 counter conditions selected with the ESITHR1 and ESITHR2 registers; Interrupt Flag: ESIIFG3</p> <p>0Ah = Interrupt Source: PSM transitions to a state with a set Q7 bit; Interrupt Flag: ESIIFG6</p> <p>0Ch = Interrupt Source: PSM transitions to a state with a set Q6 bit; Interrupt Flag: ESIIFG5</p> <p>0Eh = Interrupt Source: ESICNT2 counter conditions selected with the ESIS2x bits; Interrupt Flag: ESIIFG4</p> <p>10h = Interrupt Source: ESICNT0 counter conditions selected with the ESIS0x bits; Interrupt Flag: ESIIFG7</p> <p>12h = Interrupt Source: Start of a TSM sequence; Interrupt Flag: ESIIFG2; Interrupt Priority: Lowest</p>

### 31.3.11 ESIINT1 Register

Extended Scan Interface Interrupt Register 1

**Figure 31-32. ESIINT1 Register**

15	14	13	12	11	10	9	8
ESIIFGSET2x				ESIIFGSET1x		Reserved	ESIIIE8
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	r0	rw-0
7	6	5	4	3	2	1	0
ESIIIE7	ESIIIE6	ESIIIE5	ESIIIE4	ESIIIE3	ESIIIE2	ESIIIE1	ESIIIE0
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 31-20. ESIINT1 Register Description**

Bit	Field	Type	Reset	Description
15-13	ESIIFGSET2x	RW	0h	ESIIFG8 interrupt flag source. These bits select when the ESIIFG8 flag is set. 000b = ESIIFG8 is set when ESIOUT4 is set. 001b = ESIIFG8 is set when ESIOUT4 is reset. 010b = ESIIFG8 is set when ESIOUT5 is set. 011b = ESIIFG8 is set when ESIOUT5 is reset. 100b = ESIIFG8 is set when ESIOUT6 is set. 101b = ESIIFG8 is set when ESIOUT6 is reset. 110b = ESIIFG8 is set when ESIOUT7 is set. 111b = ESIIFG8 is set when ESIOUT7 is reset.
12-10	ESIIFGSET1x	RW	0h	ESIIFG0 interrupt flag source. These bits select when the ESIIFG0 flag is set. 000b = ESIIFG0 is set when ESIOUT0 is set. 001b = ESIIFG0 is set when ESIOUT0 is reset. 010b = ESIIFG0 is set when ESIOUT1 is set. 011b = ESIIFG0 is set when ESIOUT1 is reset. 100b = ESIIFG0 is set when ESIOUT2 is set. 101b = ESIIFG0 is set when ESIOUT2 is reset. 110b = ESIIFG0 is set when ESIOUT3 is set. 111b = ESIIFG0 is set when ESIOUT3 is reset.
9	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
8	ESIIIE8	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG8 bit. Details about the interrupt functionality can be found in the ESIIFG8 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
7	ESIIIE7	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG7 bit. Details about the interrupt functionality can be found in the ESIIFG7 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
6	ESIIIE6	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG6 bit. Details about the interrupt functionality can be found in the ESIIFG6 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
5	ESIIIE5	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG5 bit. Details about the interrupt functionality can be found in the ESIIFG5 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled

**Table 31-20. ESIINT1 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
4	ESIIE4	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG4 bit. Details about the interrupt functionality can be found in the ESIIFG4 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
3	ESIIE3	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG3 bit. Details about the interrupt functionality can be found in the ESIIFG3 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
2	ESIIE2	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG2 bit. Details about the interrupt functionality can be found in the ESIIFG2 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
1	ESIIE1	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG1 bit. Details about the interrupt functionality can be found in the ESIIFG1 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled
0	ESIIE0	RW	0h	Interrupt enable. These bits enable or disable the interrupt request for the ESIIFG0 bit. Details about the interrupt functionality can be found in the ESIIFG0 bit descriptions (see control register ESIINT2). 0b = Interrupt disabled 1b = Interrupt enabled

### 31.3.12 ESIINT2 Register

Extended Scan Interface Interrupt Register 2

**Figure 31-33. ESIINT2 Register**

15	14	13	12	11	10	9	8
Reserved	ESIIS2x		Reserved	ESIIS0x		Reserved	ESIIFG8
r0	rw-0	rw-0	r0	rw-0	rw-0	r0	rw-0
7	6	5	4	3	2	1	0
ESIIFG7	ESIIFG6	ESIIFG5	ESIIFG4	ESIIFG3	ESIIFG2	ESIIFG1	ESIIFG0
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 31-21. ESIINT2 Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
14-13	ESIIS2x	RW	0h	ESIIFG4 interrupt flag source 00b = ESIIFG4 is set with each count of ESICNT2. 01b = ESIIFG4 is set if (ESICNT2 modulo 4) = 0. 10b = ESIIFG4 is set if (ESICNT2 modulo 256) = 0. 11b = ESIIFG4 is set when ESICNT2 decrements from 01h to 00h.
12	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
11-10	ESIIS0x	RW	0h	ESIIFG7 interrupt flag source 00b = ESIIFG7 is set with each count of ESICNT0. 01b = ESIIFG7 is set if (ESICNT0 modulo 4) = 0. 10b = ESIIFG7 is set if (ESICNT0 modulo 256) = 0. 11b = ESIIFG7 is set when ESICNT0 increments from FFFFh to 00h.
9	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
8	ESIIFG8	RW	0h	ESIIFG8 is set by one of the AFE2's ESIOUTx outputs selected with the ESIIFGSET2x bits. 0b = No interrupt pending 1b = Interrupt pending
7	ESIIFG7	RW	0h	ESI interrupt flag 7. ESIIFG7 is set at different count intervals of the ESICNT0 counter, selected with the ESIIS0x bits. ESIIFG6 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending
6	ESIIFG6	RW	0h	ESI interrupt flag 6. This bit is set when the PSM transitions to a state with a set Q7 bit. ESIIFG6 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending
5	ESIIFG5	RW	0h	ESI interrupt flag 5. This bit is set when the PSM transitions to a state with a set Q6 bit. ESIIFG5 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending
4	ESIIFG4	RW	0h	ESI interrupt flag 4. This bit is set by the ESICNT2 counter conditions selected with the ESIIS2x bits. ESIIFG4 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending
3	ESIIFG3	RW	0h	ESI interrupt flag 3. This bit is set by the ESICNT1 counter conditions selected with the ESITHR1 and ESITHR2 registers. ESIIFG3 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending

**Table 31-21. ESIINT2 Register Description (continued)**

<b>Bit</b>	<b>Field</b>	<b>Type</b>	<b>Reset</b>	<b>Description</b>
2	ESIIFG2	RW	0h	ESI interrupt flag 2. This bit is set at the start of a TSM sequence generated by the divided ACLK. A TSM sequence started with ESISTART bit does not set ESIIFG2. ESIIFG2 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending
1	ESIIFG1	RW	0h	ESI interrupt flag 1. This bit is set by the rising edge of the ESISTOP(tsm) signal. ESIIFG1 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending
0	ESIIFG0	RW	0h	ESI interrupt flag 0. This bit is set by the AFE1's ESIOUTx conditions selected by the ESIIFGSET1x bits. ESIIFG0 must be reset with software. 0b = No interrupt pending 1b = Interrupt pending

### 31.3.13 ESIAFE Register

Extended Scan Interface Analog Front-End Control Register

**Figure 31-34. ESIAFE Register**

15	14	13	12	11	10	9	8
Reserved	Reserved	Reserved	Reserved	ESIDAC2EN	ESICA2EN	ESICA2INV	ESICA1INV
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
ESICA2X	ESICA1X	ESICISEL	ESICACI3	ESISHTSM <sup>(1)</sup>	ESIVMIDEN <sup>(2)</sup>	ESISH	ESITEN
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

<sup>(1)</sup> The control bit ESIVSS was renamed to ESISHTSM to avoid confusion with supply pin naming.

<sup>(2)</sup> The control bit ESIVCC2 was renamed to ESIVMIDEN to avoid confusion with supply pin naming.

**Table 31-22. ESIAFE Register Description**

Bit	Field	Type	Reset	Description
15-12	Reserved	RW	0h	Reserved for test purposes. It is strongly recommended to always write these bits as 0.
11	ESIDAC2EN	RW	0h	Enable ESIDAC(tsm) control for DAC in AFE2. 0b = AFE2's DAC is always disabled, independently from ESIDAC(tsm) setting. 1b = AFE2's DAC is controlled by ESIDAC(tsm) bit.
10	ESICA2EN	RW	0h	Enable ESICA(tsm) control for comparator in AFE2. 0b = AFE2's comparator is always disabled, independently from ESICA(tsm) setting. 1b = AFE2's comparator is controlled by ESICA(tsm) bit.
9	ESICA2INV	RW	0h	Invert AFE2's comparator output 0b = Comparator output in AFE2 is not inverted 1b = Comparator output in AFE2 is inverted
8	ESICA1INV	RW	0h	Invert AFE1's comparator output 0b = Comparator output in AFE1 is not inverted 1b = Comparator output in AFE1 is inverted
7	ESICA2X	RW	0h	AFE2's comparator input select. This bit selects groups of signals for the comparator input. 0b = AFE2's comparator input is one of the ESICHx channels, selected with the channel select logic. 1b = AFE2's comparator input is one of the ESIClx channels, selected with the channel select logic and the ESICISEL and ESICACI3 bits.
6	ESICA1X	RW	0h	AFE1's comparator input select. This bit selects groups of signals for the comparator input. 0b = AFE1's comparator input is one of the ESICHx channels, selected with the channel select logic. 1b = AFE1's comparator input is one of the ESIClx channels, selected with the channel select logic and the ESICISEL and ESICACI3 bits.
5	ESICISEL	RW	0h	Comparator input select for AFE1 only. This bit is used with the ESICACI3 bit to select the comparator input when ESICAX = 1. 0b = Comparator input is one of the ESIClx channels, selected with the channel select logic and ESICACI3 bit. 1b = Comparator input is the ESICI channel
4	ESICACI3	RW	0h	Comparator input select for AFE1 only. This bit is selected the comparator input when ESICISEL = 0 and ESICAX = 1. 0b = Comparator input is selected with the channel select logic. 1b = Comparator input is ESICI3.

**Table 31-22. ESIAFE Register Description (continued)**

Bit	Field	Type	Reset	Description
3	ESISHTSM <sup>(1)</sup>	RW	0h	Sample-and-hold ESIDVSS select. 0b = The ground connection of the sample capacitor is connected to ESIDVSS, regardless of the TSM control. 1b = The ground connection of the sample capacitor is controlled by the TSM
2	ESIVMIDEN <sup>(2)</sup>	RW	0h	Mid-voltage generator 0b = AVCC/2 generator is off 1b = AVCC/2 generator is on if ESISH = 0
1	ESISH	RW	0h	Sample-and-hold enable 0b = Sample-and-hold is disabled 1b = Sample-and-hold is enabled
0	ESITEN	RW	0h	Excitation enable 0b = Excitation circuitry is disabled 1b = Excitation circuitry is enabled

<sup>(1)</sup> The control bit ESIVSS was renamed to ESISHTSM to avoid confusion with supply pin naming.

<sup>(2)</sup> The control bit ESIVCC2 was renamed to ESIVMIDEN to avoid confusion with supply pin naming.

### 31.3.14 ESIPPU Register

Extended Scan Interface Pre-Processing Unit Control Register

**Figure 31-35. ESIPPU Register**

15	14	13	12	11	10	9	8
Reserved						ESITCHOUT1	ESITCHOUT0
r0	r0	r0	r0	r0	r0	r-(0)	r-(0)
7	6	5	4	3	2	1	0
ESIOUT7	ESIOUT6	ESIOUT5	ESIOUT4	ESIOUT3	ESIOUT2	ESIOUT1	ESIOUT0
r-(0)	r-(0)	r-(0)	r-(0)	r-(0)	r-(0)	r-(0)	r-(0)

**Table 31-23. ESIPPU Register Description**

Bit	Field	Type	Reset	Description
15-10	Reserved	R	0h	Reserved. These bits are always read as zero and, when written, do not affect the bit setting.
9	ESITCHOUT1	R	0h	Latched AFE1 comparator output for test channel 1
8	ESITCHOUT0	R	0h	Latched AFE1 comparator output for test channel 0
7	ESIOUT7	R	0h	Latched AFE2 comparator output when ESICH3 input is selected
6	ESIOUT6	R	0h	Latched AFE2 comparator output when ESICH2 input is selected
5	ESIOUT5	R	0h	Latched AFE2 comparator output when ESICH1 input is selected
4	ESIOUT4	R	0h	Latched AFE2 comparator output when ESICH0 input is selected
3	ESIOUT3	R	0h	Latched AFE1 comparator output when ESICH3 input is selected
2	ESIOUT2	R	0h	Latched AFE1 comparator output when ESICH2 input is selected
1	ESIOUT1	R	0h	Latched AFE1 comparator output when ESICH1 input is selected
0	ESIOUT0	R	0h	Latched AFE1 comparator output when ESICH0 input is selected

### 31.3.15 ESITSM Register

Extended Scan Interface Timing State Machine Control Register

**Figure 31-36. ESITSM Register**

15		14		13		12		11		10		9		8	
Reserved		ESICLKAZSEL		ESITSMTRGx		ESISTART		ESITSMRP		ESIDIV3Bx					
r0		rw-0		rw-0		rw-0		rw-0		rw-0		rw-0		rw-0	
7		6		5		4		3		2		1		0	
ESIDIV3Bx		ESIDIV3Ax				ESIDIV2x				ESIDIV1x					
rw-0		rw-0		rw-0		rw-0		rw-0		rw-0		rw-0		rw-0	

**Table 31-24. ESITSM Register Description**

Bit	Field	Type	Reset	Description
15	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
14	ESICLKAZSEL	RW	0h	Control bit functionality selection. This bit allows to define the functionality of bit 5 in register ESITSMx. 0b = ESITSMx.5 bit is used as ESICLKON. See ESITSMx control register for further description. 1b = ESITSMx.5 bit is used as ESICAAZ. See ESITSMx control register for further description.
13-12	ESITSMTRGx	RW	0h	TSM start trigger selection. These bits allow to chose the source for the TSM start trigger. 00b = Halt mode. This setting allows to stop the TSM. 01b = TSM start trigger ACLK divider is used. ESIDIV3Ax and ESIDIV3Bx bits select the division rate for the TSM start trigger. 10b = Software trigger for TSM. When ESISTART bit is set by software a TSM start trigger is generated. Note that for this setting an ACLK synchronization sequence is performed that takes up to 2.5 ACLK cycles. 11b = Either the ACLK divider (ESIDIV3Ax and ESIDIV3Bx) or the ESISTART bit is used for TSM start trigger.
11	ESISTART	RW	0h	TSM software start trigger. In case the ESISTART bit is selected for TSM trigger generation this bit allows to generate a TSM start trigger by software. 0b = Idle state 1b = A TSM sequence is started. ESISTART is automatically cleared as soon as the TSM sequence starts.
10	ESITSMRP	RW	0h	TSM repeat mode 0b = Each TSM sequence is triggered by the ACLK divider controlled with the ESIDIV3Ax and ESIDIV3Bx bits or ESISTART control bit depending on ESITSMTRGx setting. 1b = Each TSM sequence is immediately started at the end of the previous sequence.
9-7	ESIDIV3Bx	RW	0h	TSM start trigger ACLK divider. These bits together with the ESIDIV3Ax bits select the division rate for the TSM start trigger. The division rate is shown in <a href="#">Table 31-25</a> . The division rate can be calculated as: $((ESIDIV3A + 1) \times 2 - 1) \times ((ESIDIV3B + 1) \times 2 - 1) \times 2$
6-4	ESIDIV3Ax	RW	0h	TSM start trigger ACLK divider. These bits together with the ESIDIV3Bx bits select the division rate for the TSM start trigger. The division rate is shown in <a href="#">Table 31-25</a> . The division rate can be calculated as: $((ESIDIV3A + 1) \times 2 - 1) \times ((ESIDIV3B + 1) \times 2 - 1) \times 2$
3-2	ESIDIV2x	RW	0h	ACLK divider. These bits select the ACLK division. 00b = /1 01b = /2 10b = /4 11b = /8

**Table 31-24. ESITSM Register Description (continued)**

Bit	Field	Type	Reset	Description
1-0	ESIDIV1x	RW	0h	TSM SMCLK divider. These bits select the SMCLK division for the TSM. 00b = /1 01b = /2 10b = /4 11b = /8

**Table 31-25. TSM Start Trigger ACLK Divider**

ACLK Divider	ESIDIV3Bx	ESIDIV3Ax		ACLK Divider	ESIDIV3Bx	ESIDIV3Ax
2	000	000		126	011	100
6	000	001		130	010	110
10	000	010		150	010	111
14	000	011		154	011	101
18	000	100		162	100	100
22	000	101		182	011	110
26	000	110		198	100	101
30	000	111		210	011	111
42	001	011		234	100	110
50	010	010		242	101	101
54	001	100		270	100	111
66	001	101		286	101	110
70	010	011		330	101	111
78	001	110		338	110	110
90	001	111		390	110	111
98	011	011		450	111	111
110	010	101				

### 31.3.16 ESIPSM Register

Extended Scan Interface Processing State Machine Control Register

**Figure 31-37. ESIPSM Register**

15	14	13	12	11	10	9	8
ESICNT2RST	ESICNT1RST	ESICNT0RST		Reserved		ESITEST4SEL	
rw-0	rw-0	rw-0	r0	r0	r0	rw-0	rw-0
7	6	5	4	3	2	1	0
ESIV2SEL	Reserved	ESICNT2EN	ESICNT1EN	ESICNT0EN	ESIQ7TRG	Reserved	ESIQ6EN
rw-1	r0	rw-0	rw-0	rw-0	rw-0	r0	rw-0

**Table 31-26. ESIPSM Register Description**

Bit	Field	Type	Reset	Description
15	ESICNT2RST	RW	0h	ESI Counter 2 reset. Setting this bit resets ESICNT2 register. After ESICNT2 register is cleared, the ESICNT2RST bit is automatically reset. This bit is always read as zero.
14	ESICNT1RST	RW	0h	ESI Counter 1 reset. Setting this bit resets ESICNT1 register. After ESICNT1 register is cleared, the ESICNT1RST bit is automatically reset. This bit is always read as zero.
13	ESICNT0RST	RW	0h	ESI Counter 0 reset. Setting this bit resets ESICNT0 register. After ESICNT0 register is cleared, the ESICNT0RST bit is automatically reset. This bit is always read as zero.
12-10	Reserved	R	0h	Reserved. These bits are always read as zero and, when written, do not affect the bit setting.
9-8	ESITEST4SEL	RW	0h	Output signal selection for ESITEST4 pin. 00b = Q2 signal from PSM table 01b = Q1 signal from PSM table 10b = TSM clock signal from Timing State Machine 11b = AFE1's comparator output signal ESIC1OUT
7	ESIV2SEL	RW	1h	Source Selection for V2 bit of Next State Latch 0b = PPUS3 signal is used for V2 bit 1b = Q0 is used for V2 bit
6	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
5	ESICNT2EN	RW	0h	ESICNT2 enable (down counter) 0b = ESICNT2 is disabled 1b = ESICNT2 is enabled
4	ESICNT1EN	RW	0h	ESICNT1 enable (up/down counter) 0b = ESICNT1 is disabled 1b = ESICNT1 is enabled
3	ESICNT0EN	RW	0h	ESICNT0 enable (up counter) 0b = ESICNT0 is disabled 1b = ESICNT0 is enabled
2	ESIQ7TRG	RW	0h	Enabling to use Q7 as trigger for a PSM sequence. 0b = Only ESISTOP(tsm) is used as PSM trigger. 1b = ESISTOP(tsm) and Q7 are used as PSM triggers. As soon as a PSM state is reached with Q7 bit set the next state is calculated immediately without waiting for the next falling edge of ESISTOP(tsm).
1	Reserved	R	0h	Reserved. This bit is always read as zero and, when written, does not affect the bit setting.
0	ESIQ6EN	RW	0h	Q6 enable. This bit enables Q6 for the next PSM state calculation. 0b = Q6 is not used to determine the next PSM state 1b = Q6 is used to determine the next PSM state

### 31.3.17 ESIOSC Register

Extended Scan Interface Oscillator Control Register

**Figure 31-38. ESIOSC Register**

15	14	13	12	11	10	9	8
Reserved		ESICLKFXQ					
r0	r0	rw-1	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
		Reserved				ESICLKGON	ESIHFSEL
r0	r0	r0	r0	r0	r0	rw-0	rw-0

**Table 31-27. ESIOSC Register Description**

Bit	Field	Type	Reset	Description
15-14	Reserved	R	0h	Reserved. These bits are always read as zero and, when written, do not affect the bit setting.
13-8	ESICLKFXQ	RW	20h	Internal oscillator frequency adjust. These bits are used to adjust the internal oscillator frequency. Each increase or decrease of the ESICLKFXQ bits increases or decreases the internal oscillator frequency by approximately 3%. 000000b = Minimum frequency ⋮ 100000b = Nominal frequency ⋮ 111111b = Maximum frequency
7-2	Reserved	R	0h	Reserved. These bits are always read as zero and, when written, do not affect the bit setting.
1	ESICLKGON	RW	0h	Internal oscillator control. When ESICLKGON = 1 and ESIHFSEL = 1, the internal oscillator calibration is started. ESICLKGON is not used when ESIHFSEL = 0. 0b = No internal oscillator calibration is started. 1b = The internal oscillator calibration is started when ESIHFSEL = 1.
0	ESIHFSEL	RW	0h	Internal oscillator enable. This bit selects the high frequency clock source for the TSM. 0b = TSM high frequency clock source is SMCLK. 1b = TSM high frequency clock source is the Extended Scan IF internal oscillator.

### 31.3.18 ESICTL Register

Extended Scan Interface General Control Register

**Figure 31-39. ESICTL Register**

15	14	13	12	11	10	9	8
ESIS3SELx			ESIS2SELx				ESIS1SELx
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
7	6	5	4	3	2	1	0
ESIS1SELx	ESITCH1x		ESITCH0x		ESICS	ESITESTD	ESIEN
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 31-28. ESICTL Register Description**

Bit	Field	Type	Reset	Description
15-13	ESIS3SELx	RW	0h	PPUS3 source select. These bits select the PPUS3 source for the PSM. 000b = ESIOUT0 is the PPUS3 source 001b = ESIOUT1 is the PPUS3 source 010b = ESIOUT2 is the PPUS3 source 011b = ESIOUT3 is the PPUS3 source 100b = ESIOUT4 is the PPUS3 source 101b = ESIOUT5 is the PPUS3 source 110b = ESIOUT6 is the PPUS3 source 111b = ESIOUT7 is the PPUS3 source
12-10	ESIS2SELx	RW	0h	PPUS2 source select. These bits select the PPUS2 source for the PSM. 000b = ESIOUT0 is the PPUS2 source 001b = ESIOUT1 is the PPUS2 source 010b = ESIOUT2 is the PPUS2 source 011b = ESIOUT3 is the PPUS2 source 100b = ESIOUT4 is the PPUS2 source 101b = ESIOUT5 is the PPUS2 source 110b = ESIOUT6 is the PPUS2 source 111b = ESIOUT7 is the PPUS2 source
9-7	ESIS1SELx	RW	0h	PPUS1 source select. These bits select the PPUS1 source for the PSM. 000b = ESIOUT0 is the PPUS1 source 001b = ESIOUT1 is the PPUS1 source 010b = ESIOUT2 is the PPUS1 source 011b = ESIOUT3 is the PPUS1 source 100b = ESIOUT4 is the PPUS1 source 101b = ESIOUT5 is the PPUS1 source 110b = ESIOUT6 is the PPUS1 source 111b = ESIOUT7 is the PPUS1 source
6-5	ESITCH1x	RW	0h	These bits select the comparator input for test channel 1. 00b = Comparator input is ESICH0 when ESICAX = 0; Comparator input is ESIC10 when ESICAX = 1. 01b = Comparator input is ESICH1 when ESICAX = 0; Comparator input is ESIC11 when ESICAX = 1. 10b = Comparator input is ESICH2 when ESICAX = 0; Comparator input is ESIC12 when ESICAX = 1. 11b = Comparator input is ESICH3 when ESICAX = 0; Comparator input is ESIC13 when ESICAX = 1.

**Table 31-28. ESICCTL Register Description (continued)**

Bit	Field	Type	Reset	Description
4-3	ESITCH0	RW	0h	These bits select the comparator input for test channel 0. 00b = Comparator input is ESICH0 when ESICAX = 0; Comparator input is ESICIO when ESICAX = 1. 01b = Comparator input is ESICH1 when ESICAX = 0; Comparator input is ESICI1 when ESICAX = 1. 10b = Comparator input is ESICH2 when ESICAX = 0; Comparator input is ESICI2 when ESICAX = 1. 11b = Comparator input is ESICH3 when ESICAX = 0; Comparator input is ESICI3 when ESICAX = 1.
2	ESICS	RW	0h	Comparator output ir Timer_A input selection 0b = The ESIEX(tsm) signal and the comparator output are connected to the TACCRx inputs. 1b = The ESIEX(tsm) signal and the ESIOUTx outputs are connected to the TACCRx inputs selected with the ESIS1SELx and ESIS2SELx bits (PPUS1 and PPUS2 signals).
1	ESITESTD	RW	0h	Test cycle insertion. Setting this bit inserts a test cycle between TSM cycles. ESITESTD is automatically reset at the end of the test cycle. Note that a test cycle insertion should only be done when divided ACLK is used as start trigger for TSM sequences (ESITSMTRGx = 01 and ESITSMRP=0). 0b = No test cycle inserted 1b = Test cycle inserted between TSM cycles.
0	ESIEN	RW	0h	Extended Scan interface enable. Setting this bit enables the Extended Scan Interface and its components. 0b = Extended Scan Interface disabled 1b = Extended Scan Interface enabled

### **31.3.19 ESITHR1 Register**

ESI PSM Counter Threshold 1 Register

**Figure 31-40. ESITHR1 Register**

15	14	13	12	11	10	9	8
Threshold1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0
Threshold1							
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0

**Table 31-29. ESITHR1 Register Description**

Bit	Field	Type	Reset	Description
15-0	Threshold1	RW	0h	Threshold for ESICNT1 counter. The interrupt flag ESIIFG3 is set when ESICNT1 content and Threshold 1 is equal. (for example, used to detect a certain increase of ESICNT1)

### **31.3.20 ESITHR2 Register**

ESI PSM Counter Threshold 2 Register

**Figure 31-41. ESITHR2 Register**

15	14	13	12	11	10	9	8
Threshold2							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1
Threshold2							
rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1	rw-1

**Table 31-30. ESITHR2 Register Description**

Bit	Field	Type	Reset	Description
15-0	Threshold2	RW	FFFFh	Threshold for ESICNT1 counter. The interrupt flag ESIIFG3 is set when ESICNT1 content and Threshold 2 is equal. (for example, used to detect a certain decrease of ESICNT1)

### 31.3.21 ESIDAC1Rx Register ( $x = 0$ to 7)

Extended Scan Interface Digital-To-Analog Converter 1 Register  $x$  ( $x = 0$  to 7)

**Figure 31-42. ESIDAC1Rx Register**

15	14	13	12	11	10	9	8
Reserved				DAC_Data			
r0	r0	r0	r0	rw	rw	rw	rw
7	6	5	4	3	2	1	0
DAC_Data							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 31-31. ESIDAC1Rx Register Description**

Bit	Field	Type	Reset	Description
15-12	Reserved	R	0h	Reserved. These bits are always read as zero and, when written, do not affect the bit setting.
11-0	DAC_Data	RW	0h	12-bit DAC data

### 31.3.22 ESIDAC2Rx Register ( $x = 0$ to 7)

Extended Scan Interface Digital-To-Analog Converter 2 Register  $x$  ( $x = 0$  to 7)

**Figure 31-43. ESIDAC2Rx Register**

15	14	13	12	11	10	9	8
Reserved				DAC_Data			
r0	r0	r0	r0	rw	rw	rw	rw
7	6	5	4	3	2	1	0
DAC_Data							
rw	rw	rw	rw	rw	rw	rw	rw

**Table 31-32. ESIDAC2Rx Register Description**

Bit	Field	Type	Reset	Description
15-12	Reserved	R	0h	Reserved. These bits are always read as zero and, when written, do not affect the bit setting.
11-0	DAC_Data	RW	0h	12-bit DAC data

### 31.3.23 ESITSM $x$ Register ( $x = 0$ to 31)

Extended Scan Interface Timing State Machine Register

**NOTE:**

A TSM sequence should at least consist of three ESITSM $x$  registers. For example, using ESITSM0 for idle state, ESITSM1 for measurement, and ESITSM2 as stop state; note that usually several ESITSM $x$  registers are needed to perform a measurement.

While a TSM sequence is in progress the access to the ESITSM $x$  registers is blocked. Reading the ESITSM $x$  registers while a TSM sequence is in progress returns always a 0x0000.

**Figure 31-44. ESITSM $x$  Register**

15	14	13	12	11	10	9	8
ESIREPEAT $x$							
rw	rw	rw	rw	rw	ESICLK	ESISTOP	ESIDAC
7	6	5	4	3	2	1	0
ESITESTS1	ESIRSON	ESICLKON ESICAAZ	ESICA	ESIEX	ESILCEN	ESICH $x$	
rw	rw	rw	rw	rw	rw	rw	rw

**Table 31-33. ESITSM $x$  Register Description**

Bit	Field	Type	Reset	Description
15-11	ESIREPEAT $x$	RW	0h	These bits together with the ESICLK bit configure the duration of this state. ESIREPEAT $x$ selects the number of clock cycles for this state. The number of clock cycles = ESIREPEAT $x$ + 1. Note that all ESIREPEAT $x$ bits should be cleared within the ESITSM $x$ state that generates the end of sequence (ESISTOP bit is set).
10	ESICLK	RW	0h	This bit selects the clock source for the TSM. 0b = The TSM clock source is the high frequency source selected by the ESIHFSEL bit. 1b = The TSM clock source is ACLK
9	ESISTOP	RW	0h	This bit indicates the end of the TSM sequence. The duration of this state is always one high-frequency clock period, regardless of the ESICLK and ESIREPEAT $x$ settings. 0b = TSM sequence continues with next state 1b = End of TSM sequence
8	ESIDAC	RW	0h	TSM DAC on. This bit turns the AFE1 DAC and optionally also AFE2 DAC on. 0b = AFE1 DAC and AFE2 DAC are off during this state. 1b = AFE1 DAC is on during this state. AFE2 DAC is only on when ESIDAC2EN in ESIAFE control register is set.
7	ESITESTS1	RW	0h	TSM test cycle control. This bit selects for this state which channel-control bits and which DAC registers are used for a test cycle. 0b = The ESITCH0 $x$ bits select the channel and ESIDACR6 is used for the DAC 1b = The ESITCH1 $x$ bits select the channel and ESIDACR7 is used for the DAC
6	ESIRSON	RW	0h	Internal output latches enabled. This bit enables the internal latches of the AFE output stage. 0b = Output latches disabled 1b = Output latches enabled

**Table 31-33. ESITSMx Register Description (continued)**

Bit	Field	Type	Reset	Description
5	ESICLKON ESICAAZ	RW	0h	<p>This control bit in the ESITSMx control register can either be used as ESICLKON bit or ESICAAZ bit. Its functionality is selectable by the control bit CLKCAAZSEL in register TSM.</p> <p>ESITSM.ESICLKAZSEL=0 → ESICLKON:            High-frequency clock on. Setting this bit turns the high-frequency clock source on for this state when ESICLK = 1, even though the high frequency clock is not used for the TSM. When the . high-frequency clock is sourced from the DCO, the DCO is forced on for this state, regardless of the MSP430 low-power mode.            0b = High-frequency clock is off for this state when ESICLK = 1            1b = High-frequency clock is on for this state when ESICLK = 1</p> <p>ESITSM.ESICLKAZSEL=1 → ESICAAZ:            Comparator Offset cancellation by doing an autozero cycle.            0b = "AZ-compensation Compare phase", Comparator compares (this phase must be preceded by the "AZ-compensation Auto Zero Phase" for each compare).            1b = "AZ-compensation Auto Zero phase", Comparator Offset cancellation sequence is active (autozero). The length for autozero is adjusted by the selected clock (ESICLK) and the programmed repeat cycles (ESIREPEATx). See device-specific data sheet for appropriate timing requirements.</p>
4	ESICA	RW	0h	<p>TSM comparator on. Setting this bit turns the AFE1 comparator and optionally the AFE2 comparator on for this state.            0b = AFE1 comparator and AFE2 comparator are off during this state            1b = AFE1 comparator is on during this state. AFE2 comparator is only on when ESICA2EN in ESIAFE control register is set.</p>
3	ESIEX	RW	0h	<p>Excitation and sample-and-hold. This bit, together with the ESISH and ESITEN bits, enables the excitation transistor or samples the input voltage during this state. ESILCEN must be set to 1 when ESIEX = 1.            0b = Excitation transistor disabled when ESISH = 0 and ESITEN = 1. Sampling disabled when ESISH = 1 and ESITEN = 0.            1b = Excitation transistor enabled when ESISH = 0 and ESITEN = 1. Sampling enabled when ESISH = 1 and ESITEN = 0.</p>
2	ESILCEN	RW	0h	<p>LC enable. Setting this bit turns the damping transistor off, enabling the LC oscillations during this state when ESITEN = 1.            0b = All ESICHx channels are internally damped. No LC oscillations.            1b = The selected ESICHx channel is not internally damped; the LC oscillates. All other unselected ESICHx channels are internally damped (no LC oscillations).</p>
1-0	ESICHx	RW	0h	<p>Input channel select. These bits select the input channel to be measured or excited during this state.            00b = ESICH0            01b = ESICH1            10b = ESICH2            11b = ESICH3</p>

### **31.3.24 Extended Scan Interface Processing State Machine Table Entry (ESI Memory)**

Extended Scan Interface Processing State Machine Table Entry (ESI Memory)

**Figure 31-45. Extended Scan Interface Processing State Machine Table Entry Register**

7	6	5	4	3	2	1	0
Q7	Q6	Q5	Q4	Q3	Q2	Q1	Q0

**Table 31-34. Extended Scan Interface Processing State Machine Table Entry Description**

Bit	Field	Type	Reset	Description
7	Q7			When Q7 = 1, ESIIFG6 will be set. When ESIQ6EN = 1 and ESIQ7EN = 1 and Q7 = 1, the PSM proceeds to the next state immediately, regardless of the ESISTOP(tsm) signal and Q7 is used in the next-state calculation.
6	Q6			When Q6 = 1, ESIIFG5 will be set. When ESIQ6EN = 1, Q6 will be used in the next-state calculation.
5	Q5			Bit 5 of the next state
4	Q4			Bit 4 of the next state
3	Q3			Bit 3 of the next state
2	Q2			When Q2 = 1, ESICNT1 decrements if ESICNT1EN = 1 and ESICNT2 decrements if ESICNT2EN = 1.
1	Q1			When Q1 = 1, ESICNT1 increments if ESICNT1EN = 1 and ESICNT0 increments if ESICNT0EN = 1.
0	Q0			When ESIV2SEL=0 the Q0 bit is used as bit 2 (V2) for the next state. For the case ESIV2SEL=1 the Q0 bit is unused.

## ***Embedded Emulation Module (EEM)***

This chapter describes the embedded emulation module (EEM) that is implemented in all devices.

Topic	Page
<b>32.1 Embedded Emulation Module (EEM) Introduction.....</b>	<b>821</b>
<b>32.2 EEM Building Blocks .....</b>	<b>823</b>
<b>32.3 EEM Configurations .....</b>	<b>824</b>

### 32.1 Embedded Emulation Module (EEM) Introduction

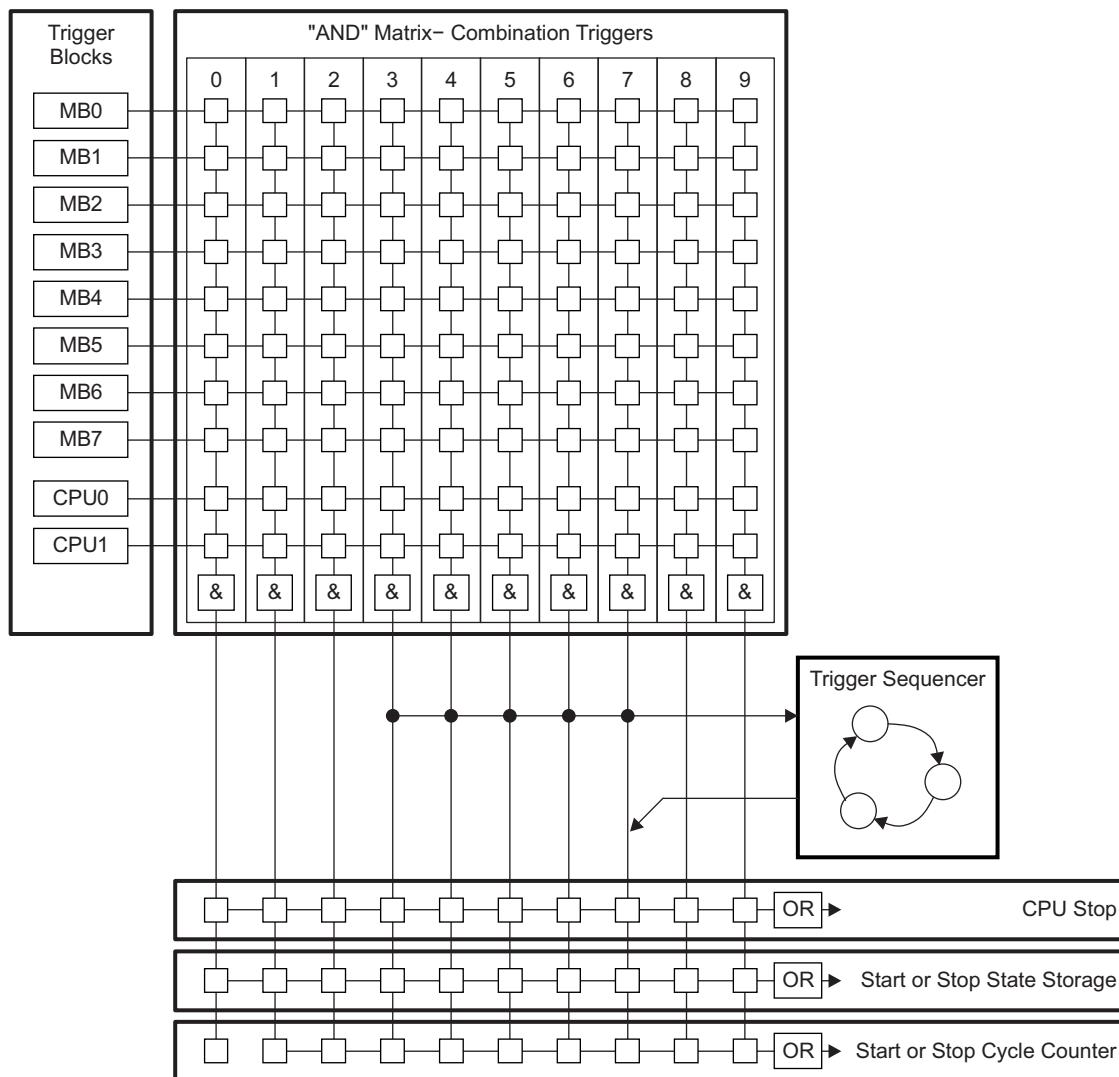
Every MSP430 microcontroller implements an EEM. It is accessed and controlled through either 4-wire JTAG mode or Spy-Bi-Wire mode. Each implementation is device-dependent and is described in [Section 32.3](#), the EEM Configurations section, and the device-specific data sheet.

In general, the following features are available:

- Nonintrusive code execution with real-time breakpoint control
- Single-step, step-into, and step-over functionality
- Full support of all low-power modes
- Support for all system frequencies, for all clock sources
- Up to eight (device-dependent) hardware triggers or breakpoints on memory address bus (MAB) or memory data bus (MDB)
- Up to two (device-dependent) hardware triggers or breakpoints on CPU register write accesses
- MAB, MDB, and CPU register access triggers can be combined to form up to ten (device-dependent) complex triggers or breakpoints
- Up to two (device-dependent) cycle counters
- Trigger sequencing (device-dependent)
- Storage of internal bus and control signals using an integrated trace buffer (device-dependent)
- Clock control for timers, communication peripherals, and other modules on a global device level or on a per-module basis during an emulation stop
- EnergyTrace++™ Technology

[Figure 32-1](#) shows a simplified block diagram of the largest currently-available EEM implementation.

For more details on how the features of the EEM can be used together with the IAR Embedded Workbench™ debugger or with Code Composer Studio (CCS), see *Advanced Debugging Using the Enhanced Emulation Module (SLAA393)* at [www.msp430.com](http://www.msp430.com). Most other debuggers supporting the MSP430 devices have the same or a similar feature set. For details, see the user's guide of the applicable debugger.



**Figure 32-1. Large Implementation of EEM**

## 32.2 EEM Building Blocks

### 32.2.1 Triggers

The event control in the EEM of the MSP430 system consists of triggers, which are internal signals indicating that a certain event has happened. These triggers may be used as simple breakpoints, but it is also possible to combine two or more triggers to allow detection of complex events and cause various reactions other than stopping the CPU.

In general, the triggers can be used to control the following functional blocks of the EEM:

- Breakpoints (CPU stop)
- State storage
- Sequencer
- Cycle counter

There are two different types of triggers – the memory trigger and the CPU register write trigger.

Each memory trigger block can be independently selected to compare either the MAB or the MDB with a given value. Depending on the implemented EEM, the comparison can be =, ≠, ≥, or ≤. The comparison can also be limited to certain bits with the use of a mask. The mask is either bit-wise or byte-wise, depending upon the device. In addition to selecting the bus and the comparison, the condition under which the trigger is active can be selected. The conditions include read access, write access, DMA access, and instruction fetch.

Each CPU register write trigger block can be independently selected to compare what is written into a selected register with a given value. The observed register can be selected for each trigger independently. The comparison can be =, ≠, ≥, or ≤. The comparison can also be limited to certain bits with the use of a bit mask.

Both types of triggers can be combined to form more complex triggers. For example, a complex trigger can signal when a particular value is written into a user-specified address.

### 32.2.2 Trigger Sequencer

The trigger sequencer allows the definition of a certain sequence of trigger signals before an event is accepted for a break or state storage event. Within the trigger sequencer, it is possible to use the following features:

- Four states (State 0 to State 3)
- Two transitions per state to any other state
- Reset trigger that resets the sequencer to State 0.

The trigger sequencer always starts at State 0 and must execute to State 3 to generate an action. If State 1 or State 2 are not required, they can be bypassed.

### 32.2.3 State Storage (*Internal Trace Buffer*)

The state storage function uses a built-in buffer to store MAB, MDB, and CPU control signal information (that is, read, write, or instruction fetch) in a nonintrusive manner. The built-in buffer can hold up to eight entries. The flexible configuration allows the user to record the information of interest very efficiently.

### 32.2.4 Cycle Counter

The cycle counter provides one or two 40-bit counters to measure the cycles used by the CPU to execute certain tasks. On some devices, the cycle counter operation can be controlled using triggers. This allows, for example, conditional profiling, such as profiling a specific section of code.

### 32.2.5 EnergyTrace++™ Technology

The EEM implements circuitry to support EnergyTrace++ technology. The EnergyTrace++ technology allows you to observe information about the internal states of the microcontroller. These states include the CPU Program Counter (PC), the ON or OFF status of the peripherals and the system clocks (regardless of the clock source), and the low-power mode currently in use. These states can always be read by a debug tool, even when the microcontroller sleeps in LPMx.5 modes. See *Code Composer Studio for MSP430 User's Guide (SLAU157)* for more information about integration into the IDE. See *MSP430™ Advanced Power Optimizations: ULP Advisor™ and EnergyTrace++ Technology (SLAA603)* for examples of use.

### 32.2.6 Clock Control

The EEM provides device-dependent flexible clock control. This is useful in applications where a running clock is needed for peripherals after the CPU is stopped (for example, to allow a UART module to complete its transfer of a character or to allow a timer to continue generating a PWM signal).

The clock control is flexible and supports both modules that need a running clock and modules that must be stopped when the CPU is stopped due to a breakpoint.

### 32.2.7 Debug Modes

The TEST/SBWTCK pin is used to enable the connection of external development tools with the EEM through Spy-Bi-Wire or JTAG debug protocols. The connection is usually enabled when the TEST/SBWTCK is high. When the connection is enabled, the device enters a debug mode. In the debug mode, the entry and wakeup times to and from low-power modes may be different compared to normal operation (application mode).

---

**NOTE:** Pay careful attention to the real-time behavior when using low-power modes with the device connected to a development tool.

---

There are two different debug modes available: the default debug mode and a ultra-low power debug mode. See *Code Composer Studio for MSP430 User's Guide (SLAU157)* for more information how to select the mode in the IDE.

Features and restrictions of the default debug mode are:

- It is possible to change breakpoint settings while the program is executed
- LPMx.5 is not supported
- Wakeup from low-power modes are faster than in application mode
- FRAM is forced on. It cannot be switched off using the FRAM Power Control bits

Features and restrictions of the ultra-low power debug mode are:

- It is not possible to change breakpoint settings while the program is executed
- LPMx.5 is supported
- Entry and wakeup times to and from low power modes may be longer than in application mode (for details see below)
- FRAM can be switched off using the FRAM Power Control bits.

In ultra-low power debug mode, the LPM entry and exit may be delayed. Low-power mode entry and wakeup from low-power modes is only possible while the debug protocol is in a certain state. Thus, the delay depends on the speed of the selected debug protocol. With Spy-Bi-Wire the delay is longer than when using JTAG. Also, the reaction on a DMA trigger or on a SMCLK or MCLK request may be delayed.

## 32.3 EEM Configurations

[Table 32-1](#) gives an overview of the EEM configurations. The implemented configuration is device-dependent, and details can be found in the device-specific data sheet and these documents:

*Advanced Debugging Using the Enhanced Emulation Module (EEM) With CCS (SLAA393)*

*IAR Embedded Workbench Version 3+ for MSP430 User's Guide (SLAU138)*

*Code Composer Studio for MSP430 User's Guide (SLAU157)*

**Table 32-1. EEM Configurations**

Feature	XS	S	M	L
Memory bus triggers	2 (=, ≠ only)	3	5	8
Memory bus trigger mask for	1) Low byte 2) High byte 3) Four upper addr bits	1) Low byte 2) High byte 3) Four upper addr bits	1) Low byte 2) High byte 3) Four upper addr bits	All 16 or 20 bits
CPU register write triggers	0	1	1	2
Combination triggers	2	4	6	10
Sequencer	No	No	Yes	Yes
State storage	No	No	No	Yes
Cycle counter	1	1	1	2 (including triggered start or stop)

In general, the following features can be found on any device:

- At least two MAB or MDB triggers supporting:
  - Distinction between CPU, DMA, read, and write accesses
  - =, ≠, ≥, or ≤ comparison (in XS, only =, ≠)
- At least two trigger combination registers
- Hardware breakpoints using the CPU stop reaction
- At least one 40-bit cycle counter
- Enhanced clock control with individual control of module clocks
- EnergyTrace++™ Technology

## Revision History

NOTE: Page numbers for previous revisions may differ from page numbers in the current version.

### Changes from October 27, 2016 to January 31, 2017

### Page

- |  |     |
|--|-----|
| • Added Note 1 in <a href="#">Section 8.6, FRCTL_A Registers</a> .....   | 292 |
| • Added note in FRCTLPW bit description in <a href="#">Table 8-4, FRCTL0 Register Field Descriptions</a> ..... | 293 |
| • Corrected "UCBxI2COA0 = 0x0412;" in <a href="#">Example 26-2, Slave RX With 7-Bit Address</a> .....          | 630 |
-

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