



# nRF51 Series Reference Manual

Version 3.0

The nRF51 series offers a range of ultra-low power System on Chip solutions for your 2.4 GHz wireless products. With the nRF51 series you have a diverse selection of devices including those with embedded *Bluetooth*® low energy and/or ANT™ protocol stacks as well as open devices enabling you to develop your own proprietary wireless stack and ecosystem.

The nRF51 series combines Nordic Semiconductor's leading 2.4 GHz transceiver technology with a powerful but low power ARM® Cortex™-M0 core, a range of peripherals and memory options. The pin and code compatible devices of the nRF51 series offer you the most flexible platform for all your 2.4 GHz wireless applications.

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# 1 Revision history

Date	Version	Description
September 2014	3.0b	<b>Added content:</b> <ul style="list-style-type: none"><li>• Software Interrupts chapter</li></ul> <b>Updated content:</b>
November 2013	2.1	<b>Updated content:</b> <ul style="list-style-type: none"><li>• Power chapter</li></ul> <b>Updated content:</b> <ul style="list-style-type: none"><li>• Table 6 on page 19.</li><li>• Figure 72 on page 181</li><li>• Section 31.4.5 on page 185</li></ul>



## 2 About this document

This reference manual is a functional description of all the modules and peripherals supported by the nRF51 series and subsequently, is a common document for all nRF51 System on Chip (SoC) devices.

**Note:** nRF51 SoC devices may not support all the modules and peripherals described in this document and some of their implemented modules may have a reduced feature set. Please refer to the individual nRF51 device product specification for details on the supported feature set, electrical and mechanical specifications, and application specific information.

### 2.1 Peripheral naming and abbreviations

Every peripheral has a unique name or an abbreviation constructed by a single word, e.g. TIMER. This name is indicated in parentheses in the peripheral chapter heading. This name will be used in CMSIS to identify the peripheral.

The peripheral instance name, which is different from the peripheral name, is constructed using the peripheral name followed by a numbered postfix, starting with 0, for example, TIMER0. A postfix is normally only used if a peripheral can be instantiated more than once. The peripheral instance name is also used in the CMSIS to identify the peripheral instance.

### 2.2 Register tables

Individual registers are described using register tables. These tables are built up of two sections. The first three rows, which are shaded blue, describe the position and size of the different fields in the register. The following rows, beginning with the row shaded green, describes the fields in more detail.

#### 2.2.1 Fields and values

The **Id (Field Id)** row specifies which bits that belong to the different fields in the register.

A blank space means that the field is reserved and that it is read as undefined and must be written as '0' to secure forward compatibility. If a register is divided into more than one field, a unique field name is specified for each field in the **Field** column.

If a field has enumerated values, then every value will be identified with a unique value Id in the **Value Id** column. Single-bit bit-fields may however omit the "Value Id" when values can be substituted with a Boolean type enumerator range, for example, True, False; Disable, Enable, and On, Off, and so on.

The **Value** column can be populated in the following ways:

- Individual enumerated values, for example, 1, 3, 9.
- Range values, e.g. [0..4], that is, all values from and including 0 and 4.
- Implicit values. If no values are indicated in the **Value** column, all bit combinations are supported, or alternatively the field's translation and limitations are described in the text instead.

If two or more fields are closely related, the value ID, value, and description may be omitted for all but the first field. Subsequent fields will indicate inheritance with "..".

When a row in a register table contains the word **Deprecated** it means this is an attribute applied to a feature to indicate that it should not be used for new designs.

**Table 1: Example register table**

Bit number			31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																		
Reset			0 0																															
Id	RW	Field	Value Id		Value		Description																											
A	RW	WEN					Program memory access mode. It is strongly recommended to only activate erase and write modes when they are actively used.																											

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## 3 System overview

### 3.1 Summary

The nRF51 series of System on Chip (SoC) devices embed a powerful yet low power ARM® Cortex™-M0 processor with our industry leading 2.4 GHz RF transceivers. In combination with the very flexible orthogonal power management system and a Programmable Peripheral Interconnect (PPI) event system, the nRF51 series enables you to make ultra-low power wireless solutions.

The nRF51 series offers pin compatible device options for *Bluetooth* low energy, proprietary 2.4 GHz, and ANT™ solutions giving you the freedom to develop your wireless system using the technology that suits your application the best. Our unique memory and hardware resource protection system allows you to develop applications on devices with embedded protocol stacks running on the same processor without any need to link in the stack or strenuous testing to avoid application and stack from interfering with each other.

### 3.2 Block diagram

This block diagram illustrates the overall system. Arrows with white heads indicate signals that share physical pins with other signals.

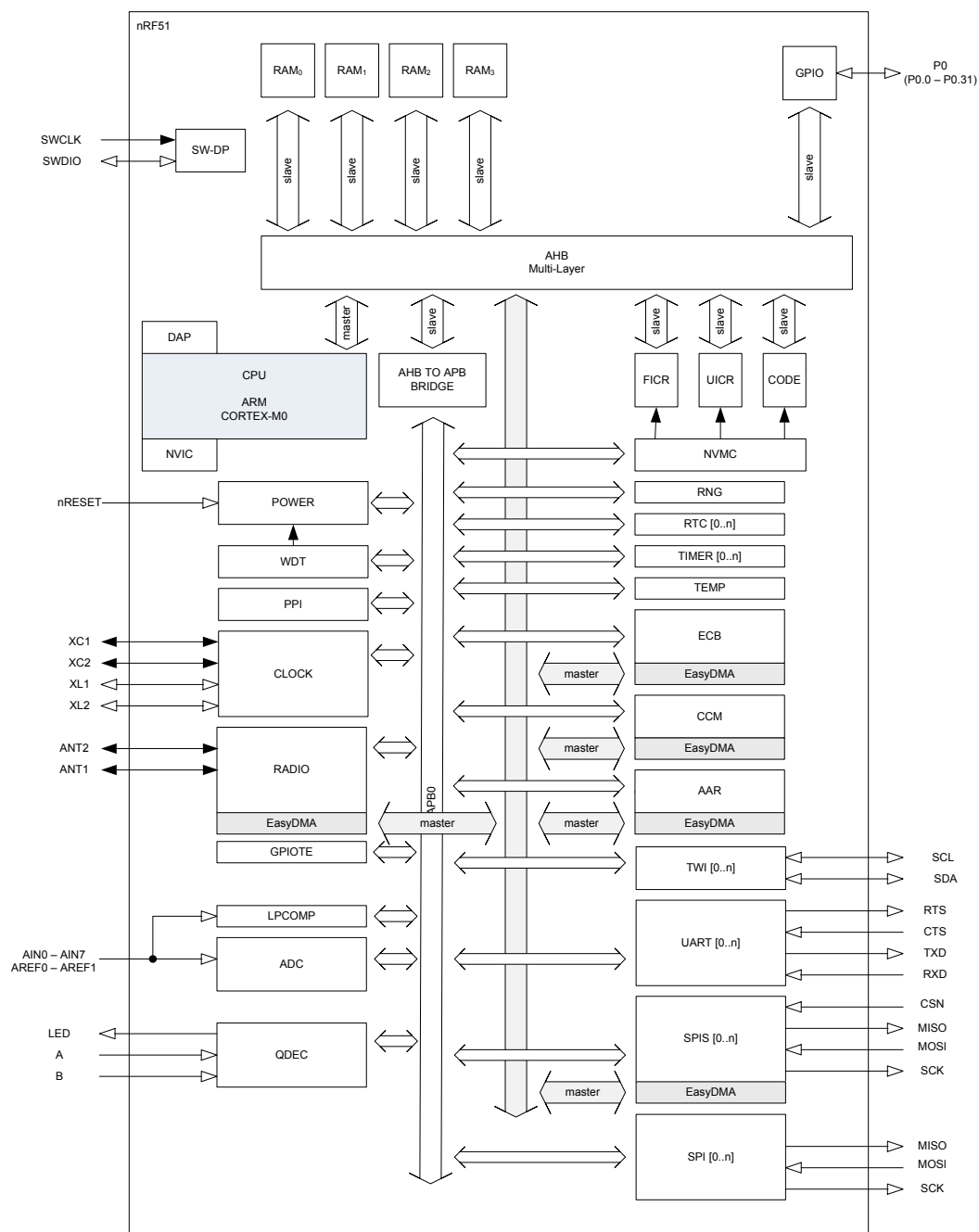


Figure 1: Block diagram

## 3.3 System blocks

This section contains descriptions of the main blocks that make up the nRF51 series.

### 3.3.1 ARM® Cortex™-M0

A low power ARM® Cortex™-M0 32 bit CPU is embedded in all nRF51 series devices. The ARM® Cortex™-M0 has a 16 bit instruction set with 32 bit extensions (**Thumb-2® technology**) that delivers high density code with a small memory footprint. By using a single-cycle 32 bit multiplier, a 3-stage pipeline, and a Nested Vector Interrupt Controller (NVIC), the ARM® Cortex™-M0 CPU makes program execution simple and highly efficient.

The ARM® Cortex Microcontroller Software Interface Standard (CMSIS) hardware abstraction layer for the ARM® Cortex-M processor series is implemented and available for M0 CPU. Code is forward compatible with ARM® Cortex-M3 and ARM® Cortex-M4 based devices.

### 3.3.2 2.4 GHz radio

The nRF51 series ultra-low power 2.4 GHz GFSK RF transceiver is designed and optimized to operate in the worldwide ISM frequency band at 2.400 GHz to 2.4835 GHz. Configurable radio modulation modes and packet structure makes the transceiver interoperable with *Bluetooth* low energy (BLE), ANT™, Gazell, Enhanced Shockburst™, and a range of other 2.4 GHz protocol implementations.

The transceiver receives and transmits data directly to and from system memory. It is stored in clear text even when encryption is enabled, so packet data management is flexible and efficient.

### 3.3.3 Power management

The nRF51 series power management system is orthogonal and highly flexible with only simple ON or OFF modes governing a whole device. In System OFF mode, everything is powered down but sections of the RAM can be retained. The device state can be changed to System ON through reset or wake up from all GPIOs. When in System ON mode, all functional blocks are accessible with each functional block remaining in IDLE mode and only entering RUN mode when required.

### 3.3.4 PPI system

The Programmable Peripheral Interconnect (PPI) enables different peripherals to interact autonomously with each other using tasks and events without use of the CPU. The PPI provides a mechanism to automatically trigger a task in one peripheral as a result of an event occurring in another. A task is connected to an event through a PPI channel.

### 3.3.5 Debugger support

The 2 pin Serial Wire Debug interface (provided as a part of the Debug Access Port, DAP) offers a flexible and powerful mechanism for non-intrusive program code debugging. This includes adding breakpoints in the code and performing single stepping.

## 4 CPU

A low power ARM® Cortex™-M0 32 bit CPU is embedded in all nRF51 series devices. The ARM® Cortex™-M0 has a 16 bit instruction set with 32 bit extensions (**Thumb-2® technology**) that delivers high density code with a small memory footprint. By using a single-cycle 32 bit multiplier, a 3-stage pipeline, and a Nested Vector Interrupt Controller (NVIC), the ARM® Cortex™-M0 CPU makes program execution simple and highly efficient.

The data alignment in nRF51 implementation is Little Endian.

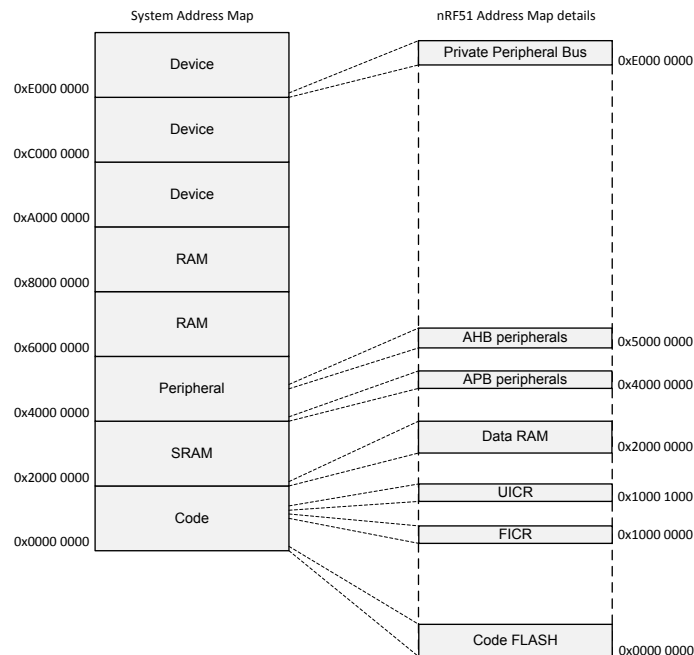
The ARM® Cortex Microcontroller Software Interface Standard (CMSIS) hardware abstraction layer for the ARM® Cortex-M processor series is implemented and available for M0 CPU. Code is forward compatible with ARM® Cortex-M3 based devices.

For further information on the embedded ARM® Cortex™-M0 CPU, see [ARM Cortex M0](#).

## 5 Memory

### 5.1 Functional description

All memory blocks and registers are placed in a common memory map.



**Figure 2: Memory map**

#### 5.1.1 Memory categories

There are three main categories of memory:

- Code memory
- Random Access Memory (RAM)
- Peripheral registers (PER)

In addition, there is one information block (FICR) containing read only parameters describing configuration details of the device and another information block (UICR) that can be configured by the user.

#### 5.1.2 Memory types

The various memory categories can have one of the following memory types:

- Volatile memory (VM)
- Non-volatile memory (NVM)

Volatile memory is a type of memory that will lose its contents when the chip loses power. This memory type can be read/written an unlimited number of times by the CPU.

Non-volatile memory is a type of memory that can retain stored information even when the chip loses power. This memory type can be read an unlimited number of times by the CPU, but have restrictions on the number of times it can be written and erased<sup>1</sup> and also on how it can be written. Writing to non-volatile memory is managed by the Non Volatile Memory Controller (NVMC).

<sup>1</sup> See product specification for more information

### 5.1.3 Code memory

The code memory is normally used for storing the program executed by the CPU, but can also be used for storing data constants that are retained when the chip loses power.

The code memory is non-volatile.

### 5.1.4 Random Access Memory

All RAM is volatile and always loses its content when the chip loses power.

Whether the RAM content is lost in System OFF power saving mode is dependent on the settings in the RAMON register in the POWER peripheral.

The system includes the following RAM (Random Access Memory) regions:

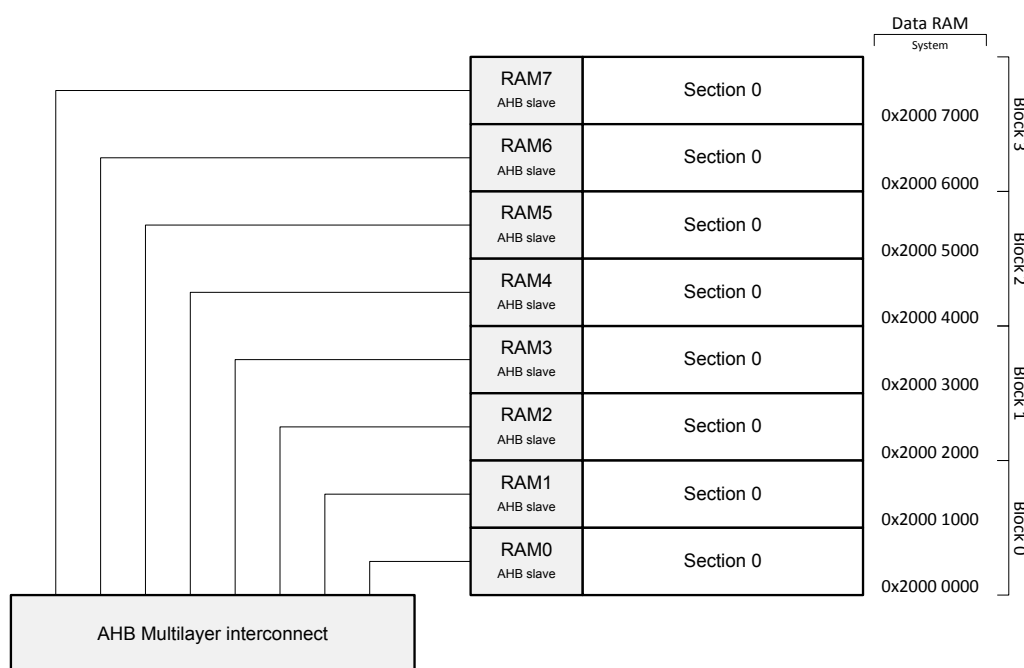
- Data RAM

The Data RAM region is located in the SRAM segment of the System Address Map. It is possible to execute code from this region.

The RAM interface is divided into multiple RAM AHB (AMBA High-performance Bus) slaves.

Each RAM AHB slave is connected to one 4 kbyte RAM section, see Section 0 in [Figure 3: RAM mapping](#) on page 16.

A RAM block is defined as two RAM sections as illustrated in [Figure 3: RAM mapping](#) on page 16.



**Figure 3: RAM mapping**

See product specification for more information about how many blocks and RAM AHB slaves are implemented.

### 5.1.5 Peripheral registers

The peripheral registers are registers used for interfacing to peripheral units such as timers, the radio, the ADC, and so on.

Most peripherals feature an ENABLE register. Unless otherwise specified in the relevant chapter, the peripheral registers (in particular the PSEL registers) shall be configured prior to enabling the peripheral.



When switching from one peripheral to another sharing the same base address (see **Instantiation** below to find for which peripherals this is the case), one shall disable the other peripheral currently using the base address, configure the new settings, and then enable the new peripheral.

Note that tasks and events cannot be used prior to enabling the peripheral.

Some peripherals feature a POWER register. This register is not required to be used unless specifically required by a PAN (Product Anomaly Notice).

## 5.2 Instantiation

**Table 2: Instantiation table**

ID	Base address	Peripheral	Instance	Description
0	0x40000000	CLOCK	CLOCK	Clock control
0	0x40000000	POWER	POWER	Power Control
0	0x40000000	MPU	MPU	Memory Protection Unit
1	0x40001000	RADIO	RADIO	2.4 GHz radio
2	0x40002000	UART	UART0	Universal Asynchronous Receiver/Transmitter
3	0x40003000	SPI	SPI0	SPI master 0
3	0x40003000	TWI	TWI0	Two-wire interface master 0
4	0x40004000	SPI	SPI1	SPI master 1
4	0x40004000	SPIS	SPIS1	SPI slave 1
4	0x40004000	TWI	TWI1	Two-wire interface master 1
6	0x40006000	GPIONTE	GPIONTE	GPIO tasks and events
7	0x40007000	ADC	ADC	Analog to digital converter
8	0x40008000	TIMER	TIMER0	Timer 0
9	0x40009000	TIMER	TIMER1	Timer 1
10	0x4000A000	TIMER	TIMER2	Timer 2
11	0x4000B000	RTC	RTC0	Real time counter 0
12	0x4000C000	TEMP	TEMP	Temperature Sensor
13	0x4000D000	RNG	RNG	Random Number Generator
14	0x4000E000	ECB	ECB	AES ECB Mode Encryption
15	0x4000F000	AAR	AAR	Accelerated Address Resolver
15	0x4000F000	CCM	CCM	AES CCM Mode Encryption
16	0x40010000	WDT	WDT	Watchdog Timer
17	0x40011000	RTC	RTC1	Real time counter 1
18	0x40012000	QDEC	QDEC	Quadrature decoder
19	0x40013000	LPCOMP	LPCOMP	Low power comparator
20	0x40014000	SWI	SWI0	Software interrupt 0
21	0x40015000	SWI	SWI1	Software interrupt 1
22	0x40016000	SWI	SWI2	Software interrupt 2
23	0x40017000	SWI	SWI3	Software interrupt 3
24	0x40018000	SWI	SWI4	Software interrupt 4
25	0x40019000	SWI	SWI5	Software interrupt 5
30	0x4001E000	NVMC	NVMC	Non Volatile Memory Controller
31	0x4001F000	PPI	PPI	PPI controller
N/A	0x10000000	FICR	FICR	Factory Information Configuration
N/A	0x10001000	UICR	UICR	User Information Configuration
N/A	0x40024000	RTC	RTC2	Real time counter 2.
N/A	0x50000000	GPIO	GPIO	General purpose input and output

## 6 Non-Volatile Memory Controller (NVMC)

### 6.1 Functional description

The Non-volatile Memory Controller (NVMC) is used for writing and erasing Non-volatile Memory (NVM).

Before a write can be performed the NVM must be enabled for writing in CONFIG.WEN. Similarly, before an erase can be performed the NVM must be enabled for erasing in CONFIG.EEN. The user must make sure that writing and erasing is not enabled at the same time, failing to do so may result in unpredictable behavior.

#### 6.1.1 Writing to the NVM

When writing is enabled, the NVM is written by writing a word to a word aligned address in the CODE or UICR. The NVMC is only able to write bits in the NVM that are erased, that is, set to '1'.

The time it takes to write a word to the NVM is specified by  $t_{\text{WRITE}}$  in the product specification. The CPU is halted while the NVMC is writing to the NVM.

Only word aligned writes are allowed. Byte or half word aligned writes will result in a hard fault.

#### 6.1.2 Writing to User Information Configuration Registers

UICR registers are written as ordinary non-volatile memory. After the UICR has been written, the new UICR configuration will only take effect after a reset.

#### 6.1.3 Erase all

When erase is enabled, the whole CODE and UICR can be erased in one operation by using the ERASEALL register. ERASEALL will not erase the Factory Information Configuration Registers (FICR).

The time it takes to perform an ERASEALL command is specified by  $t_{\text{ERASEALL}}$  in the product specification. The CPU is halted while the NVMC performs the erase operation.

#### 6.1.4 Erasing a page in code region 1

When erase is enabled, the NVM can be erased page by page using the ERASEPAGE register or the ERASEPCR1 register. After erasing a NVM page all bits in the page are set to '1'. The time it takes to erase a page is specified by  $t_{\text{PAGEERASE}}$  in the product specification. The CPU is halted while the NVMC performs the erase operation. See [UICR](#) chapter for more information.

#### 6.1.5 Erasing a page in code region 0

ERASEPCR0 is used to erase a page in code region 0. The ERASEPCR0 register can only be accessed from a program running in code region 0.

To enable non-volatile storage for program running in code region 0, it is possible for this program to erase and re-write any code page it designates for this purpose within code region 0. The ERASEPCR0 can be used for this purpose. The ERASEPCR0 register has a restriction on its use, enforced by the MPU, where only code running from code region 0 can write to it. It is possible for a program running from code region 0 to erase a page in code region 1 using ERASEPCR1.

The time it takes to erase a page is specified by  $t_{\text{PAGEERASE}}$  in the product specification.

## 6.2 Register Overview

**Table 3: Instances**

Base address	Peripheral	Instance	Description
0x4001E000	NVMC	NVMC	Non Volatile Memory Controller

Table 4: Register Overview

Register	Offset	Description
Registers		
<a href="#">READY</a>	0x400	Ready flag
<a href="#">CONFIG</a>	0x504	Configuration register
<a href="#">ERASEPAGE</a>	0x508	Register for erasing a page in Code area
<a href="#">ERASEPCR1</a>	0x508	Register for erasing a page in Code region 1. Equivalent to ERASEPAGE.
<a href="#">ERASEALL</a>	0x50C	Register for erasing all non-volatile user memory
<a href="#">ERASEPCR0</a>	0x510	Register for erasing a page in Code region 0
<a href="#">ERASEUICR</a>	0x514	Register for erasing User Information Configuration Registers

## 6.3 Register Details

Table 5: READY

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	R	READY				NVMC is ready or busy																													
			Busy	0		NVMC is busy (on-going write or erase operation)																													
			Ready	1		NVMC is ready																													

Table 6: CONFIG

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																		A	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Value	Description																																
A	RW	WEN				Program memory access mode. It is strongly recommended to only activate erase and write modes when they are actively used.																																
			Ren	0		Read only access																																
			Wen	1		Write Enabled																																
			Een	2		Erase enabled																																

Table 7: ERASEPAGE

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id	A A																															
Reset	0 0																															
Id	RW	Field	Value	Id	Value	Description																										
A	RW	ERASEPAGE				Register for starting erase of a page in Code region 1 The value is the address to the page to be erased. (Addresses of first word in page). Note that code erase has to be enabled by CONFIG.EEN before the page can be erased. See product specification for information about the total code size of the device you are using. Attempts to erase pages that are outside the code area may result in undesirable behaviour, e.g. the wrong page may be erased.																										

Table 8: ERASEPCR1

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Value	Description																																
A	RW	ERASEPCR1				Register for erasing a page in Code region 1. Equivalent to ERASEPAGE.																																

Table 9: ERASEALL

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				A																																		
Reset				0																																		
Id	RW	Field	Value	Id	Value																Description																	
A	RW	ERASEALL																			Erase all non-volatile memory including UICR registers. Note that code erase has to be enabled by CONFIG.EEN before the UICR can be erased.																	
			NoOperation	0																	No operation																	
			Erase	1																	Start chip erase																	

Table 10: ERASEPCRO

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Id	RW	Field	Value	Id	Value								Description																							
A	RW	ERASEPCRO											Register for starting erase of a page in Code region 0 The value is the address to the page to be erased (address of first word in page). Only page addresses in Code region 0 are allowed. This register can only be accessed from a program running in Code memory region 0. A hard fault will be generated if the register is attempted accessed from a program in RAM or Code memory region 1. Writing to ERASEPCRO from the Serial Wire Debug (SWD) will have no effect. CONFIG.EEN has to be set to enable erase. See product specification for information about the total code size of the device you are using. Attempts to erase pages that are outside the code area may result in undesirable behaviour, e.g. the wrong page may be erased.																							

Table 11: ERASEUICR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																			A			
Reset																																						
Id	RW	Field	Value	Id	Value	Description																																
A	RW	ERASEUICR				Register starting erase of all User Information Configuration Registers. Note that code erase has to be enabled by CONFIG.EEN before the UICR can be erased.																																
			NoOperation		0	No operation																																
			Erase		1	Start erase of UICR																																

## 7 Factory Information Configuration Registers (FICR)

### 7.1 Functional description

Factory Information Configuration Registers are pre-programmed in factory and cannot be erased by the user. These registers contain chip specific information and configuration.

### 7.2 Override parameters

Factory Information Configuration Registers contain override parameters set during device calibration in production, which need to replace default settings in the RADIO. Override parameters and the RADIO mode they are used for varies between nRF51 devices. Read the OVERRIDDEN register to determine if the FICR contains override parameters for the radio mode you are going to use. If the FICR contains override parameters, they must be copied to the radio OVERRIDE registers before enabling the radio in that mode.

### 7.3 Register Overview

Table 12: Instances

Base address	Peripheral	Instance	Description
0x10000000	FICR	FICR	Factory Information Configuration Registers

Table 13: Register Overview

Register	Offset	Description	
Registers			
<a href="#">CODEPAGESIZE</a>	0x010	Code memory page size	
<a href="#">CODESIZE</a>	0x014	Code memory size	
<a href="#">CLENRO</a>	0x028	Length of Code region 0 in bytes	<i>Deprecated</i>
<a href="#">PPFC</a>	0x02C	Pre-programmed factory Code present	<i>Deprecated</i>
<a href="#">NUMRAMBLOCK</a>	0x034	Number of individually controllable RAM blocks	
<a href="#">SIZERAMBLOCKS</a>	0x038	RAM block size, in bytes	
<a href="#">SIZERAMBLOCK[0]</a>	0x038	Size of RAM block 0, in bytes	<i>Deprecated</i>
<a href="#">SIZERAMBLOCK[1]</a>	0x03C	Size of RAM block 1, in bytes	<i>Deprecated</i>
<a href="#">SIZERAMBLOCK[2]</a>	0x040	Size of RAM block 2, in bytes	<i>Deprecated</i>
<a href="#">SIZERAMBLOCK[3]</a>	0x044	Size of RAM block 3, in bytes	<i>Deprecated</i>
<a href="#">CONFIGID</a>	0x05C	Configuration identifier	
<a href="#">DEVICEID[0]</a>	0x060	Device identifier	
<a href="#">DEVICEID[1]</a>	0x064	Device identifier	
<a href="#">ER[0]</a>	0x080	Encryption Root, word 0	
<a href="#">ER[1]</a>	0x084	Encryption Root, word 1	
<a href="#">ER[2]</a>	0x088	Encryption Root, word 2	
<a href="#">ER[3]</a>	0x08C	Encryption Root, word 3	
<a href="#">IR[0]</a>	0x090	Identity Root, word 0	
<a href="#">IR[1]</a>	0x094	Identity Root, word 1	
<a href="#">IR[2]</a>	0x098	Identity Root, word 2	
<a href="#">IR[3]</a>	0x09C	Identity Root, word 3	
<a href="#">DEVICEADDRTYPE</a>	0x0A0	Device address type	
<a href="#">DEVICEADDR[0]</a>	0x0A4	Device address 0	
<a href="#">DEVICEADDR[1]</a>	0x0A8	Device address 1	
<a href="#">OVERRIDEEN</a>	0x0AC	Override enable	
<a href="#">NRF_1MBIT[0]</a>	0x0B0	Override value for NRF_1MBIT mode	
<a href="#">NRF_1MBIT[1]</a>	0x0B4	Override value for NRF_1MBIT mode	
<a href="#">NRF_1MBIT[2]</a>	0x0B8	Override value for NRF_1MBIT mode	
<a href="#">NRF_1MBIT[3]</a>	0x0BC	Override value for NRF_1MBIT mode	
<a href="#">NRF_1MBIT[4]</a>	0x0C0	Override value for NRF_1MBIT mode	
<a href="#">BLE_1MBIT[0]</a>	0x0EC	Override value for BLE_1MBIT mode	
<a href="#">BLE_1MBIT[1]</a>	0x0F0	Override value for BLE_1MBIT mode	
<a href="#">BLE_1MBIT[2]</a>	0x0F4	Override value for BLE_1MBIT mode	
<a href="#">BLE_1MBIT[3]</a>	0x0F8	Override value for BLE_1MBIT mode	
<a href="#">BLE_1MBIT[4]</a>	0x0FC	Override value for BLE_1MBIT mode	

## 7.4 Register Details

Table 14: CODEPAGESIZE

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																
Id				A A																																
Reset				1 1																																
Id	RW	Field	Value	Id	Value																												Description			
A	R	CODEPAGESIZE																															Code memory page size			

Table 15: CODESIZE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value												Description																		
A	R	CODESIZE															Code memory size in number of pages Total code space is: CODEPAGESIZE * CODESIZE																		

Table 16: CLENR0

Bit number																																
Id	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value	Description																										
A	R	CLENR0			[0..N]	Length of code region 0 in bytes																										
							Length of code region 0 in bytes. The value must be a multiple of "Code page size" bytes CODEPAGESIZE. This register is only used when pre-programmed factory Code is present on the chip, see PPFC. N (max value) is (CODEPAGESIZE * ( CODESIZE - 1 )). This register can only be written if content is 0xFFFFFFFF. Value after mass erase of flash is 0xFFFFFFFF, this value is interpreted as 0.																									

Table 17: PPFC

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value	Description																													
A	R	PPFC				Pre-programmed factory Code present or not																													
							NotPresent																												
							Present																												

Table 18: NUMRAMBLOCK

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id	A A																															
Reset	1 1																															
Id	RW	Field	Value	Id	Value	Description																										
A	R	NUMRAMBLOCK				Number of individually controllable RAM blocks																										

Table 19: SIZERAMBLOCKS

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value	Id	Value	Description																										
A	R	SIZERAMBLOCKS				RAM block size, in bytes																										

Table 20: SIZERAMBLOCK[n]

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id	A A																															
Reset	1 1																															
Id	RW	Field	Value	Id	Value	Description																										
A	R	SIZERAMBLOCK				Size of RAM block n, in bytes																										

Table 21: CONFIGID

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id				B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A				
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1				
Id				RW		Field		Value		Id		Value		Description																									
A				R		HWID								Identification number for the HW																									

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value	Id	Value	Description																													
B	R	FWID				Identification number for the FW that is pre-loaded into the chip																												Deprecated	

**Table 22: DEVICEID[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
Id	RW	Field	Value	Id	Value	Description																														
A	R	DEVICEID				64 bit unique device identifier DEVICEID[0] contains the least significant bits of the device identifier. DEVICEID[1] contains the most significant bits of the device identifier.																														

**Table 23: ER[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A				
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1				
Id				RW		Field		Value		Id		Value		Description																									
A				R		ER						Encryption Root, word n																											

**Table 24: IR[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A			
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1			
Id	RW	Field	Value	Id	Value			Description																														
A	R	IR						Identity Root, word n																														

**Table 25: DEVICEADDRTYPE**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value	Description																													
A	R	DEVICEADDRTYPE				Device address type																													
			Public		0	Public address																													
			Random		1	Random address																													

**Table 26: DEVICEADDR[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A			
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1			
Id	RW	Field	Value	Id	Value	Description																																
A	R	DEVICEADDR				48 bit device address																																
						DEVICEADDR[0] contains the least significant bits of the device address. DEVICEADDR[1] contains the most significant bits of the device address. Only bits [15:0] of DEVICEADDR[1] are used.																																

**Table 27: OVERRIDEEN**

Indicates whether or not a particular RADIO MODE setting must be overridden via the OVERRIDE<sub>n</sub> registers in the RADIO.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				D A																															
Reset				1 1																															
Id	RW	Field	Value Id	Value	Description																														
A	R	NRF_1MBIT			Override default values for NRF_1MBIT mode																														
			Override	0	Override																														
			NotOverride	1	Do not override																														
D	R	BLE_1MBIT			Override default values for BLE_1MBIT mode																														
			Override	0	Override																														
			NotOverride	1	Do not override																														

**Table 28: NRF\_1MBIT[n]**

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
------------	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	---	---	---

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value Id	Value		Description																													
						Value to be written to RADIO.OVERRIDE[n] register if OVERRIDEEN is set. If override values are enabled for more than one mode the RADIO.OVERRIDE[n] registers has to be updated every time RADIO.MODE is changed.																													

**Table 29: BLE\_1MBIT[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value Id	Value								Description																							
A	R	OVERRIDE										Override value for 1 Mbit BLE mode Value to be written to RADIO.OVERRIDE[n] register if OVERRIDEEN is set. If override values are enabled for more than one mode the RADIO.OVERRIDE[n] registers has to be updated every time RADIO.MODE is changed.																							



## 8 User Information Configuration Registers (UICR)

### 8.1 Functional description

The User Information Configuration Registers (UICRs) are NVM registers for configuring user specific settings.

Code readback protection of the whole code area, or a part of the code area can be configured and enabled in the UICR. The UICR can only be erased by using ERASEALL.

The code area can be divided into two regions, code region 0 (CR0) and code region 1 (CR1). Code region 0 starts at address 0x00000000 and stretches into the code area as specified in the CLENR0 register. The area above CLENR0 will then be defined as code region 1. If CLENR0 is not configured, that is, has the value 0xFFFFFFFF, the whole code area will be defined as code region 1 (CR1).

Code running from code region 1 will not be able to write to code region 0. Additionally, the content of code region 0 cannot be read from code running in code region 1 or through the SWD interface if code region 0 is readback protected, see PR0 in RBPCONF.

The main readback protection mechanism that will protect the whole code, that is, both code region 0 and code region 1, is also configured through the UICR.

The PAGEERASE command in NVMC will only work for code region 1. See [NVMC](#) chapter for information on how to erase and program the code area and the [UICR](#).

### 8.2 Register Overview

**Table 30: Instances**

Base address	Peripheral	Instance	Description
0x10001000	UICR	UICR	User Information Configuration Registers

**Table 31: Register Overview**

Register	Offset	Description
Registers		
<a href="#">CLENR0</a>	0x000	Length of code region 0
<a href="#">RBPCONF</a>	0x004	Read back protection configuration
<a href="#">XTALFREQ</a>	0x008	Reset value for XTALFREQ in CLOCK, see CLOCK chapter
<a href="#">FWID</a>	0x010	Firmware ID
<a href="#">BOOTLOADERADDR</a>	0x014	Bootloader address
<a href="#">NRFFW[1]</a>	0x018	Reserved for Nordic firmware design
<a href="#">NRFFW[2]</a>	0x01C	Reserved for Nordic firmware design
<a href="#">NRFFW[3]</a>	0x020	Reserved for Nordic firmware design
<a href="#">NRFFW[4]</a>	0x024	Reserved for Nordic firmware design
<a href="#">NRFFW[5]</a>	0x028	Reserved for Nordic firmware design
<a href="#">NRFFW[6]</a>	0x02C	Reserved for Nordic firmware design
<a href="#">NRFFW[7]</a>	0x030	Reserved for Nordic firmware design
<a href="#">NRFFW[8]</a>	0x034	Reserved for Nordic firmware design
<a href="#">NRFFW[9]</a>	0x038	Reserved for Nordic firmware design
<a href="#">NRFFW[10]</a>	0x03C	Reserved for Nordic firmware design
<a href="#">NRFFW[11]</a>	0x040	Reserved for Nordic firmware design
<a href="#">NRFFW[12]</a>	0x044	Reserved for Nordic firmware design
<a href="#">NRFFW[13]</a>	0x048	Reserved for Nordic firmware design
<a href="#">NRFFW[14]</a>	0x04C	Reserved for Nordic firmware design
<a href="#">NRFHW[0]</a>	0x050	Reserved for Nordic hardware design
<a href="#">NRFHW[1]</a>	0x054	Reserved for Nordic hardware design
<a href="#">NRFHW[2]</a>	0x058	Reserved for Nordic hardware design
<a href="#">NRFHW[3]</a>	0x05C	Reserved for Nordic hardware design
<a href="#">NRFHW[4]</a>	0x060	Reserved for Nordic hardware design
<a href="#">NRFHW[5]</a>	0x064	Reserved for Nordic hardware design
<a href="#">NRFHW[6]</a>	0x068	Reserved for Nordic hardware design
<a href="#">NRFHW[7]</a>	0x06C	Reserved for Nordic hardware design
<a href="#">NRFHW[8]</a>	0x070	Reserved for Nordic hardware design
<a href="#">NRFHW[9]</a>	0x074	Reserved for Nordic hardware design
<a href="#">NRFHW[10]</a>	0x078	Reserved for Nordic hardware design
<a href="#">NRFHW[11]</a>	0x07C	Reserved for Nordic hardware design
<a href="#">CUSTOMER[0]</a>	0x080	Reserved for customer

Register	Offset	Description
<a href="#">CUSTOMER[1]</a>	0x084	Reserved for customer
<a href="#">CUSTOMER[2]</a>	0x088	Reserved for customer
<a href="#">CUSTOMER[3]</a>	0x08C	Reserved for customer
<a href="#">CUSTOMER[4]</a>	0x090	Reserved for customer
<a href="#">CUSTOMER[5]</a>	0x094	Reserved for customer
<a href="#">CUSTOMER[6]</a>	0x098	Reserved for customer
<a href="#">CUSTOMER[7]</a>	0x09C	Reserved for customer
<a href="#">CUSTOMER[8]</a>	0x0A0	Reserved for customer
<a href="#">CUSTOMER[9]</a>	0x0A4	Reserved for customer
<a href="#">CUSTOMER[10]</a>	0x0A8	Reserved for customer
<a href="#">CUSTOMER[11]</a>	0x0AC	Reserved for customer
<a href="#">CUSTOMER[12]</a>	0x0B0	Reserved for customer
<a href="#">CUSTOMER[13]</a>	0x0B4	Reserved for customer
<a href="#">CUSTOMER[14]</a>	0x0B8	Reserved for customer
<a href="#">CUSTOMER[15]</a>	0x0BC	Reserved for customer
<a href="#">CUSTOMER[16]</a>	0x0C0	Reserved for customer
<a href="#">CUSTOMER[17]</a>	0x0C4	Reserved for customer
<a href="#">CUSTOMER[18]</a>	0x0C8	Reserved for customer
<a href="#">CUSTOMER[19]</a>	0x0CC	Reserved for customer
<a href="#">CUSTOMER[20]</a>	0x0D0	Reserved for customer
<a href="#">CUSTOMER[21]</a>	0x0D4	Reserved for customer
<a href="#">CUSTOMER[22]</a>	0x0D8	Reserved for customer
<a href="#">CUSTOMER[23]</a>	0x0DC	Reserved for customer
<a href="#">CUSTOMER[24]</a>	0x0E0	Reserved for customer
<a href="#">CUSTOMER[25]</a>	0x0E4	Reserved for customer
<a href="#">CUSTOMER[26]</a>	0x0E8	Reserved for customer
<a href="#">CUSTOMER[27]</a>	0x0EC	Reserved for customer
<a href="#">CUSTOMER[28]</a>	0x0F0	Reserved for customer
<a href="#">CUSTOMER[29]</a>	0x0F4	Reserved for customer
<a href="#">CUSTOMER[30]</a>	0x0F8	Reserved for customer
<a href="#">CUSTOMER[31]</a>	0x0FC	Reserved for customer

## 8.3 Register Details

Table 32: CLENR0

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id			A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset			1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value Id			Value										Description																		
A	RW	CLENR0														Length of code region 0 Length of code region 0 in bytes. The value must be a multiple of "Code page size" bytes CODEPAGESIZE. N (max value) is (CODEPAGESIZE * ( CODESIZE - 1 )). This register can only be written if content is 0xFFFFFFFF. Value after mass erase of flash is 0xFFFFFFFF, this value is interpreted as 0.																		

Table 33: RBPCONF

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	PRO			Protect region 0. Enable or disable read-back protection of code region 0.																														
			Disabled	0xFF	Will be ignored if pre-programmed factory Code is present on the chip.																														
			Enabled	0x00	Disable																														
B	RW	PALL			Protect all. Enable or disable read-back protection of all code in device.																														
			Disabled	0xFF	Disable																														
			Enabled	0x00	Enable																														

Table 34: XTALFREQ

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value Id	Value																Description															
A	RW	XTALFREQ																		Reset value for XTALFREQ in CLOCK, see CLOCK chapter															
			16MHz	0xFF																16 MHz crystal is used															
			32MHz	0x00																32 MHz crystal is used															

**Table 35: FWID**

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																													
Id	A A																													
Reset	1 1																													
Id	RW	Field	Value	Id	Value	Description																								
A	RW	FWID				Firmware ID																								

**Table 36: BOOTLOADERADDR**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																																						
Id				A A																																																						
Reset				1 1																																																						
Id	RW	Field	Value	Id	Value																											Description																										
A	RW	BOOTLOADERADDR																														Bootloader address																										

**Table 37: NRFFW[n]**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value	Id	Description																														
A	RW	NRFFW			Reserved for Nordic firmware design																														

**Table 38: NRFBW[n]**

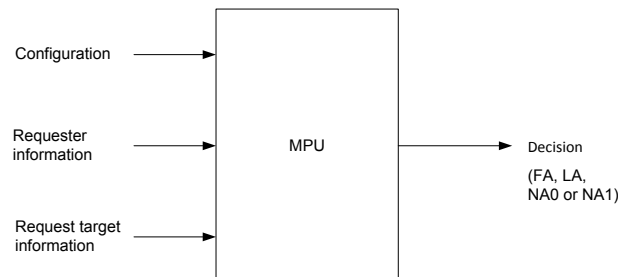
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value	Id	Description																														
A	RW	NRFBW		Value	Reserved for Nordic hardware design																														

**Table 39: CUSTOMER[n]**

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																														
Id	A A																														
Reset	1 1																														
Id	RW	Field	Value	Id	Value	Description																									
A	RW	CUSTOMER				Reserved for customer																									

## 9 Memory Protection Unit (MPU)

The Memory Protection Unit (MPU) can protect the entire memory against readback and also protect parts of the memory area from accidental access by the CPU.



**Figure 4: Block diagram**

### 9.1 Functional description

Protect all (PALL) is configured by writing '0' to UICR.RBPCONF.PALL. When protect all is enabled, the debugger (SWD) will no longer have access to code region 0, code region 1, RAM or any peripherals except for the following:

- The NVMC peripheral.
- The RESET register in the POWER peripheral.
- The DISABLEINDEBUG register in the MPU peripheral.

Code memory, RAM, and peripherals can be divided into two regions: region 0 and region 1. Code memory regions are configured in the CLENR0 register in the User Information Configuration Register (UICR), see the [memory isolation](#) and [peripheral runtime protection](#) sections in the appendix. When memory protection is enabled, these regions will be used by the Memory Protection Unit to enforce runtime protection and readback protection of resources classified as region 0.

Independent of protection settings, code region R0 (CR0) will always have full access to the system. The NVMC.ERASEPCR0 register, which is used to erase content from code region 0, can only be accessed from a program in code region 0.

Only the CPU can do fetches from code memory, and these will always be granted.

Except when generated by the SWD interface, accesses that are not granted by the MPU will result in a hardfault.

Readback protection of code region 0 is enabled by writing '0' to UICR.RBPCONF.PR0. When enabled, only code running from code region 0 will be able to access the code in code region 0. Accesses generated by code running from code region 1 or from RAM, as well as accesses generated by the debugger (SWD), will not be granted when code region 0 is protected.

Independent of readback protection configuration of code region 0 the vector table, which is located between addresses 0x00000000 and 0x00000080, will not be protected by UICR.RBPCONF.PR0.

The main role for the two region memory protection system is to allow run time protection for SoftDevices installed on the IC.

#### 9.1.1 Inputs

The MPU has three classes of inputs. These are:

- Configuration
  - Readback protection configuration from UICR and FICR.

- Information about requester
  - Source of memory access request (SWD or CPU program).
  - If the request source is a CPU program; region from which the program is running (region 0 or region 1).
  - Types of access request (read or write).
- Target information
  - Memory category requested access to (code, RAM, or PER).
  - Memory region requested access to (region 0 or region 1).

### 9.1.2 Output

The MPU outputs the level of memory access that shall be given to a memory access request. The access levels the MPU can give are as follows:

- Full access (FA)
  - Full read write access to the requested memory.
- Limited access (LA)
  - Full read access.
  - No write access. Write will generate hard fault exception.
- No access 0 (NA0)
  - No read or write access.
  - Read will return 0.
  - Write will have no effect.
- No access 1 (NA1)
  - No read or write access.
  - Read or write will generate hard fault exception.

### 9.1.3 Output decision table

The output MPU access level based on the MPU inputs is given in the table below.

The given access level is dependent on settings in the Information Configuration Registers (ICRs). See the [UICR](#) and [FICR](#) chapters for more details.

**Table 40: MPU output decision table based on the MPU inputs and the ICR configuration**

Request source	UICR.RBPCONF.PALL (Readback protect entire code memory)	UICR.RBPCONF.PRO or FICR.PPFC (Readback protect code region 0)	Request target		RAM R0	RAM R1	PER R0	PER R1
			Code R0	Code R1				
SWD	0xFF	0xFF	FA	FA	FA	FA	FA	FA
	0xFF	0x00	NA0	FA	FA	FA	FA	FA
	0x00	X	NA0	NA0	NA0	NA0	NA0	NA0
Code R0	X	X	FA	FA	FA	FA	FA	FA
Code R1	X	0xFF	LA	FA	LA	FA	LA	FA
	X	0x00	NA1	FA	LA	FA	LA	FA
RAM R0/R1	0xFF	0xFF	FA	FA	FA	FA	FA	FA
	0xFF	0x00	NA1	FA	FA	FA	FA	FA
	0x00	X	NA1	NA1	FA	FA	FA	FA

**Key:**

- X: Don't care
- LA: limited access
- NA0: no access 0
- NA1: no access 1
- FA: full access

### 9.1.4 Exceptions from table

There are some exceptions from [Table 40: MPU output decision table based on the MPU inputs and the ICR configuration](#) on page 29. These exceptions are:

- The NVMC.ERASEALL and NVMC.ERASEUICR registers have conditional write access depending on the readback protection settings in the Information Configuration registers. These exceptions are described in the [NVMC](#) chapter.
- The NVMC.ERASEPCR0 register can only be accessed from a program in code region 0.
- The UICR.CLENR0 and the FICR.CLENR0 registers can only be modified when the register value equals the default value (0xFF). This is to avoid that the memory region limits are modified to bypass readback protection.

### 9.1.5 NVM protection blocks

The protection mechanism for NVM can be used to prevent erroneous application code from erasing or writing to protected blocks. Non-volatile memory can be protected from erases/writes depending on settings in the PROTENSET registers. One bit in a PROTENSET register represents one protected block. There are two PROTENSET registers of 32 bits which means there are 64 protectable blocks in total.

**Note:** If an erase or write to a protected block is detected, the CPU will hard fault. If an ERASEALL operation is attempted from the CPU while any block is protected it will be blocked and the CPU will hard fault.

On reset, all the protection bits are cleared. To ensure safe operation, the first task after reset must be to set the protection bits. The only way of clearing protection bits is by resetting the device from any reset source.

The protection mechanism is turned off when in debug mode (a debugger is connected) and the DISABLEINDEBUG register is set to disable.

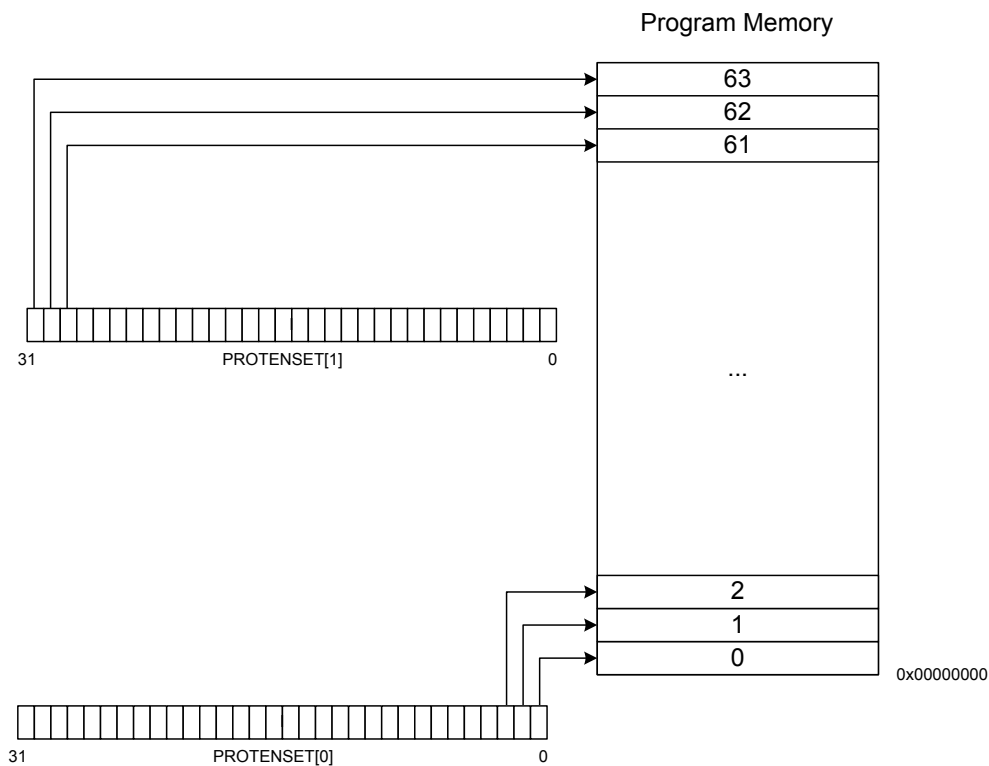


Figure 5: Protected regions of program memory

## 9.2 Register Overview

### Table 41: Instances

Base address	Peripheral	Instance	Description
0x40000000	MPU	MPU	Memory Protection Unit

### Table 42: Register Overview

Register	Offset	Description
Registers		
<i>PERRO</i>	0x528	Definition of peripherals in memory region 0
<i>RELENRO</i>	0x52C	Length of RAM region 0
<i>PROTENSETO</i>	0x600	Protection bit enable set register
<i>PROTENSET1</i>	0x604	Protection bit enable set register
<i>DISABLEINDEBUG</i>	0x608	Disable protection mechanism in debug mode
<i>PROTBLOCKSIZE</i>	0x60C	Protection block size

### 9.3 Register Details

### Table 43: PERR0

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0								
Id				U	T															S	R	Q	P	O	N	M	L	K	J	I	H	G	F										
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0							
Id	RW	Field	Value	Id	Value														Description																								
A	RW	POWER_CLOCK																	Classify POWER and CLOCK, and all other peripherals with ID=0, as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
B	RW	RADIO																	Classify RADIO as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
C	RW	UART0																	Classify UART0 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
D	RW	SPI0_TWI0																	Classify SPI0 and TWI0 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
E	RW	SPI1_TWI1																	Classify SPI1 and TWI1 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
F	RW	GPIOE																	Classify GPIOE as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
G	RW	ADC																	Classify ADC as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
H	RW	TIMER0																	Classify TIMER0 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
I	RW	TIMER1																	Classify TIMER1 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
J	RW	TIMER2																	Classify TIMER2 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
K	RW	RTC0																	Classify RTC0 as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
L	RW	TEMP																	Classify TEMP as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
M	RW	RNG																	Classify RNG as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
N	RW	ECB																	Classify ECB as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
O	RW	CCM_AAR																	Classify CCM and ECB as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
P	RW	WDT																	Classify WDT as region 0 or region 1 peripheral																								
			InRegion0	1	Peripheral configured in region 0																																						
			InRegion1	0	Peripheral configured in region 1																																						
Q	RW	RTC1																	Classify RTC1 as region 0 or region 1 peripheral																								

### Table 44: RLENR0

### Table 45: PROTENSET0

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value		Description																												
A	RW	PROTREG0					Write '1': Protection enable bit for region 0. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
B	RW	PROTREG1					Write '1': Protection enable bit for region 1. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
C	RW	PROTREG2					Write '1': Protection enable bit for region 2. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
D	RW	PROTREG3					Write '1': Protection enable bit for region 3. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
E	RW	PROTREG4					Write '1': Protection enable bit for region 4. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
F	RW	PROTREG5					Write '1': Protection enable bit for region 5. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
G	RW	PROTREG6					Write '1': Protection enable bit for region 6. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
H	RW	PROTREG7					Write '1': Protection enable bit for region 7. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
I	RW	PROTREG8					Write '1': Protection enable bit for region 8. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
J	RW	PROTREG9					Write '1': Protection enable bit for region 9. Write '0': no effect.																												
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
K	RW	PROTREG10					Write '1': Protection enable bit for region 10. Write '0': no effect.																												



Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
L	RW	PROTREG11	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 11. Write '0': no effect.																																
M	RW	PROTREG12	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 12. Write '0': no effect.																																
N	RW	PROTREG13	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 13. Write '0': no effect.																																
O	RW	PROTREG14	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 14. Write '0': no effect.																																
P	RW	PROTREG15	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 15. Write '0': no effect.																																
Q	RW	PROTREG16	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 16. Write '0': no effect.																																
R	RW	PROTREG17	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 17. Write '0': no effect.																																
S	RW	PROTREG18	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 18. Write '0': no effect.																																
T	RW	PROTREG19	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 19. Write '0': no effect.																																
U	RW	PROTREG20	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 20. Write '0': no effect.																																
V	RW	PROTREG21	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 21. Write '0': no effect.																																
W	RW	PROTREG22	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 22. Write '0': no effect.																																
X	RW	PROTREG23	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 23. Write '0': no effect.																																
Y	RW	PROTREG24	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 24. Write '0': no effect.																																
Z	RW	PROTREG25	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													
			Write '1': Protection enable bit for region 25. Write '0': no effect.																																
AA	RW	PROTREG26	Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													

**Note:** Read: Read back value of protection bit {i}.

[illegible]

### Table 46: PROTENSET1

**Note:** Read: Read back value of protection bit {i}.

[illegible]

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
I	RW	PROTREG40				Write '1': Protection enable bit for region 40. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
J	RW	PROTREG41				Write '1': Protection enable bit for region 41. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
K	RW	PROTREG42				Write '1': Protection enable bit for region 42. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
L	RW	PROTREG43				Write '1': Protection enable bit for region 43. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
M	RW	PROTREG44				Write '1': Protection enable bit for region 44. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
N	RW	PROTREG45				Write '1': Protection enable bit for region 45. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
O	RW	PROTREG46				Write '1': Protection enable bit for region 46. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
P	RW	PROTREG47				Write '1': Protection enable bit for region 47. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
Q	RW	PROTREG48				Write '1': Protection enable bit for region 48. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
R	RW	PROTREG49				Write '1': Protection enable bit for region 49. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
S	RW	PROTREG50				Write '1': Protection enable bit for region 50. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
T	RW	PROTREG51				Write '1': Protection enable bit for region 51. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
U	RW	PROTREG52				Write '1': Protection enable bit for region 52. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
V	RW	PROTREG53				Write '1': Protection enable bit for region 53. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
W	RW	PROTREG54				Write '1': Protection enable bit for region 54. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														
			Set	1	Write: enables protection																														
X	RW	PROTREG55				Write '1': Protection enable bit for region 55. Write '0': no effect.																													
			Disabled	0	Read: protection disabled																														
			Enabled	1	Read: protection enabled																														

Note: Read: Read back value of protection bit {i}.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
Y	RW	PROTREG56	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 56. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
Z	RW	PROTREG57	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 57. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
AA	RW	PROTREG58	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 58. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
AB	RW	PROTREG59	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 59. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
AC	RW	PROTREG60	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 60. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
AD	RW	PROTREG61	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 61. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
AE	RW	PROTREG62	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 62. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
AF	RW	PROTREG63	Set		1	Write: enables protection																													
							Write '1': Protection enable bit for region 63. Write '0': no effect.																												
			Disabled		0	Read: protection disabled																													
			Enabled		1	Read: protection enabled																													
			Set		1	Write: enables protection																													

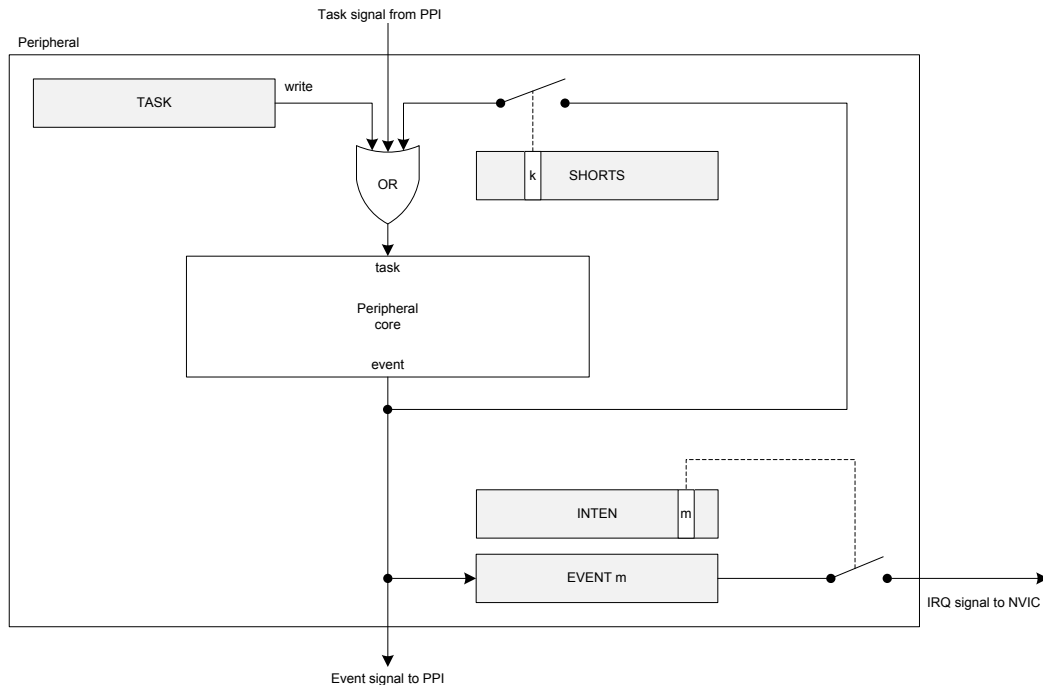
Table 47: DISABLEINDEBUG

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
Id	RW	Field	Value	Id	Value	Description																													
A	RW	DISABLEINDEBUG				Disable the protection mechanism for NVM regions while in debug mode. This register will only disable the protection mechanism if the device is in debug mode.																													
			Disabled		1	Disable in debug																													
			Enabled		0	Enable in debug																													

Table 48: PROTBLOCKSIZE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																		A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value				Description																										
A	RW	PROTBLOCKSIZE																																	
			4k		0				Protection block size																										
									4 kByte protection block size																										

## 10 Peripheral interface



**Figure 6: Tasks, events, shortcuts, and interrupts**

### 10.1 Functional description

All peripherals can be accessed through the standard ARM® Cortex Advanced Peripheral Bus (APB) or AMBA High-performance Bus (AHB) registers as well as through task, event, and interrupt registers.

#### 10.1.1 Peripheral ID

Every peripheral is assigned a fixed block of 0x1000 bytes, which is equal to 1024 x 32 bit registers. This pattern is applied to all peripherals located on the APB bus and on the AHB bus. See [Instantiation](#) on page 17 for more information about which peripherals are available and where they are located in the address map.

For peripherals on the APB bus there is a direct relationship between its ID and its base address. A peripheral with base address 0x40000000 is therefore assigned ID=0, and a peripheral with base address 0x40001000 is assigned ID=1. The peripheral with base address 0x4001F000 is assigned ID=31.

Peripherals may share the same ID, which may impose one or more of the following limitations:

- Peripherals do not share any registers or common resources, but the total number of registers available for each peripheral is reduced compared to a peripheral that has a dedicated ID.
- Peripherals share some registers or other common resources.
- Only one of the peripherals can be used at a time.
- Both peripherals are optional in the series, and only one of them is instantiated in any given chip.
- Switching from one peripheral to another must follow a specific pattern (disable the first, then enable the second peripheral).

### 10.1.2 Bit set and clear

Registers with multiple single-bit bit-fields may implement the "set and clear" pattern. This pattern enables firmware to set and clear individual bits in a register without having to perform a read-modify-write operation on the main register.

This pattern is implemented using three consecutive addresses in the register map where the main register is followed by a dedicated SET and CLR register in that order.

The SET register is used to set individual bits in the main register while the CLR register is used to clear individual bits in the main register. Writing a '1' to a bit in the SET or CLR register will set or clear the same bit in the main register respectively. Writing a '0' to a bit in the SET or CLR register has no effect. Reading the SET or CLR registers returns the value of the main register.

**Note:** The main register may not be visible and hence not directly accessible in all cases.

### 10.1.3 Tasks

Tasks are used to trigger actions in a peripheral, for example, to start a particular behavior. A peripheral can implement multiple tasks with each task having a separate register in that peripheral's task register group.

A task is triggered when firmware writes a '1' to the task register or when the peripheral itself, or another peripheral, toggles the corresponding task signal. [Figure 6: Tasks, events, shortcuts, and interrupts](#) on page 37

### 10.1.4 Events

Events are used to notify peripherals and the CPU about events that have happened, for example, a state change in a peripheral. A peripheral may generate multiple events with each event having a separate register in that peripheral's event register group.

An event is generated when the peripheral itself toggles the corresponding event signal, whereupon the event register is updated to reflect that the event has been generated. See [Figure 6: Tasks, events, shortcuts, and interrupts](#) on page 37. An event register is only cleared when firmware writes a '0' to it.

Events can be generated by the peripheral even when the event register is set to '1'.

### 10.1.5 Shortcuts

A shortcut is a direct connection between an event and a task within the same peripheral. If a shortcut is enabled, its associated task is automatically triggered when its associated event is generated.

Using a shortcut is the equivalent to making the same connection outside the peripheral and through the PPI. However, the propagation delay through the shortcut is usually shorter than the propagation delay through the PPI.

Shortcuts are predefined, which means their connections cannot be configured by firmware. Each shortcut can be individually enabled or disabled through the shortcut register, one bit per shortcut, giving a maximum of 32 shortcuts for each peripheral.

### 10.1.6 Interrupts

An interrupt is an exception that is generated by an event and can interrupt the program flow of the CPU. All peripherals on the APB bus support interrupts. A peripheral only occupies one interrupt, and the interrupt number follows the peripheral ID, for example, the peripheral with ID=4 is connected to interrupt number 4 in the Nested Vector Interrupt Controller (NVIC).

Using the INTEN, INTENSET and INTENCLR registers, you can configure every event in a peripheral to generate that peripheral's interrupt. You can enable multiple events to generate interrupts simultaneously. To resolve the correct interrupt's source, firmware can query the event registers found in the event group in the peripherals register map.

Some peripherals implement only INTENSET and INTENCLR, the INTEN register is not available on those peripherals. Refer to the individual chapters for details. In all cases, however, reading back the INTENSET or INTENCLR register returns the same information as in INTEN.

Each event implemented in the peripheral is associated with a specific bit position in the INTEN, INTENSET and INTENCLR registers. The correct bit position can be derived from the event's address. The event on address 0x100 is associated with bit 0 in the INTEN register, the event at address 0x104 is associated with bit 1, and so on. The event at address 0x17C is identified with bit 31 in the INTEN register. This pattern effectively limits the maximum number of events in a peripheral to 32.

The relationship between tasks, events, shortcuts, and interrupts is shown in [Figure 6: Tasks, events, shortcuts, and interrupts](#) on page 37.

## 11 Debugger Interface (DIF)

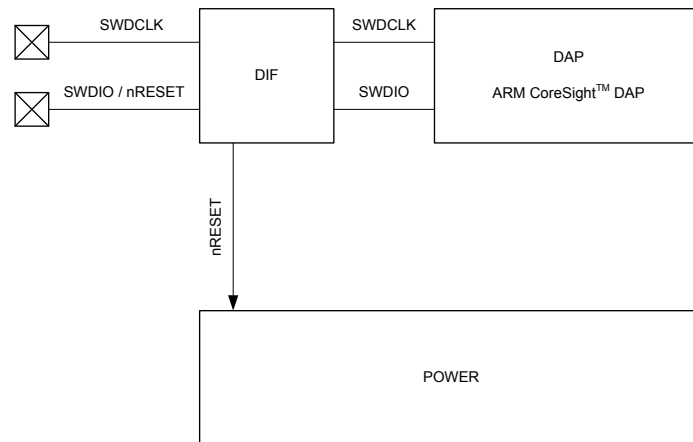


Figure 7: Debugger interface

### 11.1 Functional description

nRF51 devices support the Serial wire Debug (SWD) interface from ARM. The interface has two lines; SWDCLK and SWDIO. SWDIO and nRESET share the same physical pin. The Debugger Interface (DIF) module is responsible for handling the resource sharing between SWD traffic and reset functionality. The SWDCLK pin has an internal pull down resistor and the SWDIO/nRESET pin has an internal pull up resistor.

#### 11.1.1 Normal mode

The DIF module will be in normal mode after power on reset. In this mode the SWDIO/nRESET pin acts as a normal active low reset pin.

To guarantee that the device remains in normal mode, the SWDCLK line must be held low, that is, '0', at all times. Failing to do so may result in the DIF entering into an unknown state and may lead to undesirable behavior and power consumption.

#### 11.1.2 Debug interface mode

Debug interface mode is initiated by clocking one clock cycle on SWDCLK with SWDIO=1. Due to delays caused by starting up the DAP's power domain, a minimum of 150 clock cycles must be clocked at a speed of minimum 125 kHz on SWDCLK with SWDIO=1 to guarantee that the DAP is able to capture a minimum of 50 clock cycles.

If the device is in System OFF mode, see [Power management \(POWER\)](#) on page 42 for more information about System OFF mode, entering into debug interface mode will generate a wakeup.

In debug interface mode, the SWDIO/nRESET pin will be used as SWDIO. The pin reset mechanism will therefore be disabled as long as the device is in debug interface mode.

In debug interface mode, System OFF will be emulated to facilitate debugging of the device while in System OFF. Power numbers will naturally be higher in emulated System OFF compared to normal System OFF. See [Emulated System OFF mode](#) on page 44 for more information.

#### 11.1.3 Resuming normal mode

Normal mode can always be resumed by performing a "hard-reset" through the SWD interface:

1. Enter debug interface mode.



2. Enable reset through the RESET register in the POWER peripheral.
3. Hold the `SWDCLK` and `SWDIO/nRESET` line low for a minimum of 100  $\mu$ s.

You can also generate a "hard-reset" by performing a power on reset, or a brown-out reset.

## 12 Power management (POWER)

### 12.1 Functional description

Power management architecture gives you unique flexibility through orthogonal power control of all system blocks on the devices.

#### 12.1.1 Power supply

The following power supply alternatives are supported:

- Internal DC/DC converter setup
- Internal LDO setup
- Low Voltage mode setup

#### 12.1.2 Internal LDO setup

The internal DC/DC converter can be bypassed if it is not going to be used. When the DC/DC converter is bypassed, only the internal LDO is active as illustrated in [Figure 8: LDO regulator only](#) on page 42. The internal LDO will then generate the system power directly from the supply voltage VDD. It is recommended that the DC/DC converter is disabled in this setup.

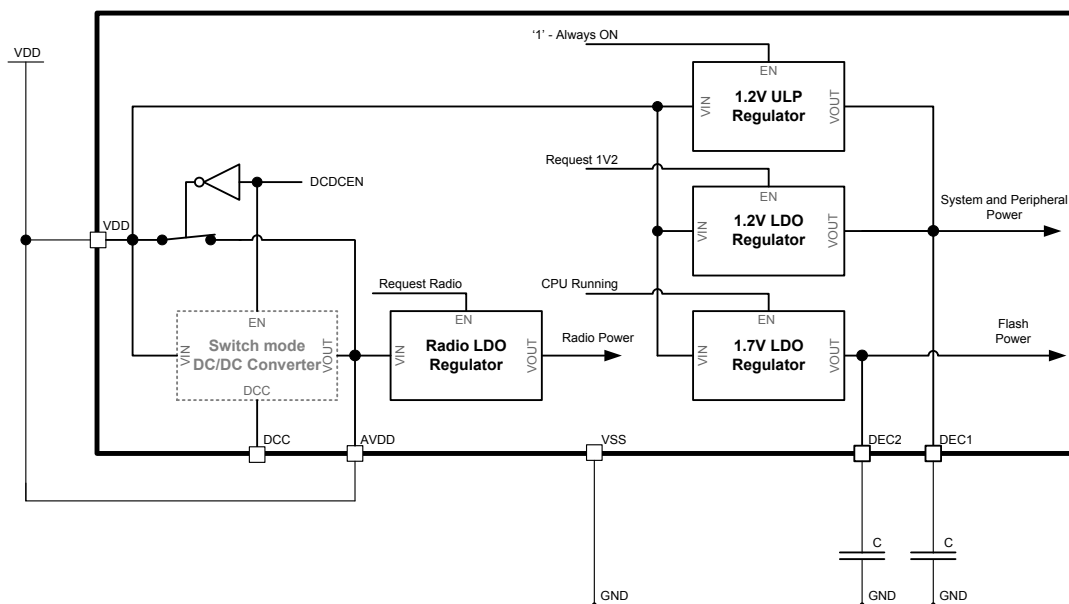
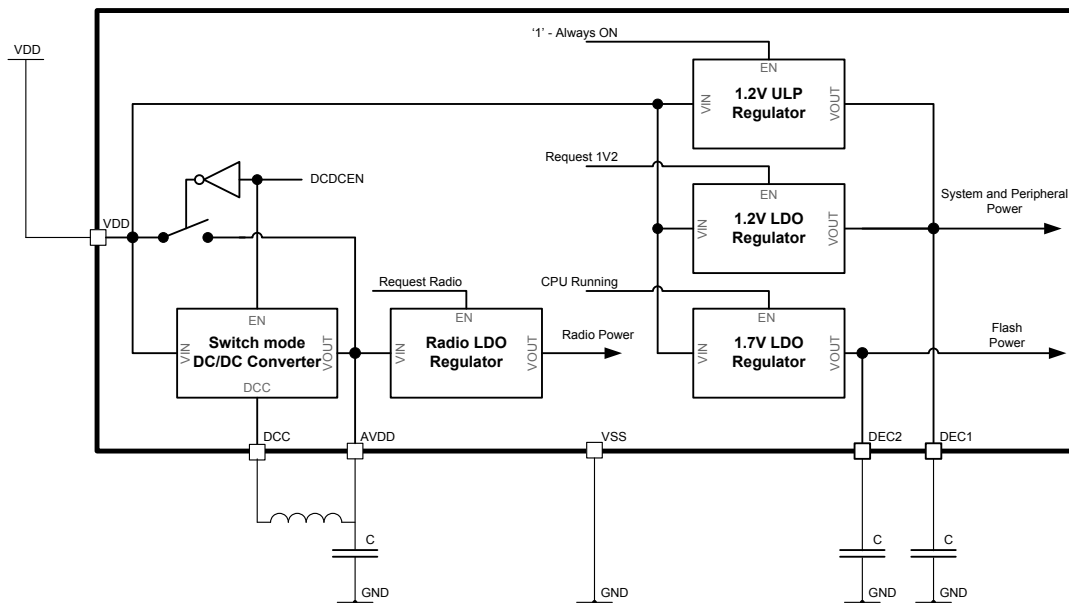


Figure 8: LDO regulator only

#### 12.1.3 DC/DC converter setup

Selected devices have a Buck type DC/DC converter that steps down the supply voltage VDD. The resulting voltage is then used by an internal LDO that supplies the radio with power.



**Figure 9: DC/DC converter**

The DC/DC converter requires an external LC filter and is enabled through the [DDCEN](#) register. See the reference circuitry chapter in the product specification for more information about component values.

The DC/DC converter only reduces the power consumption used by the radio, it does not affect the power used by the Flash, System, and Peripheral.

Enabling the DC/DC converter will not turn it on, but set it in a state where it automatically gets turned on when the radio is enabled and goes off again when the radio gets disabled. This is done to avoid wasting power running the DC/DC in between the radio events where current consumption is too low.

### DC/DC efficiency

The conversion factor ( $F_{DCDC}$ ) is the ratio between the power used by the radio and the DC/DC converter when the DC/DC is active ( $I_{DD,DCDC}$ ) and the power used by the radio when the DC/DC is disabled ( $I_{DD}$ ). As shown in below:

$$I_{DD,DCDC} = F_{DCDC} * I_{DD}$$

The conversion factor ( $F_{DCDC}$ ) depends on two parameters:

- Supply voltage (VDD).
- Current consumption used by the radio ( $I_{DD}$ ).

The conversion factor ( $F_{DCDC}$ ) will decrease with decreasing supply voltage (VDD) if the current drawn through the DC/DC converter (Radio power) is kept constant. The conversion factor ( $F_{DCDC}$ ) also decreases with decreasing current consumption ( $I_{DD}$ ), for a given voltage (VDD).

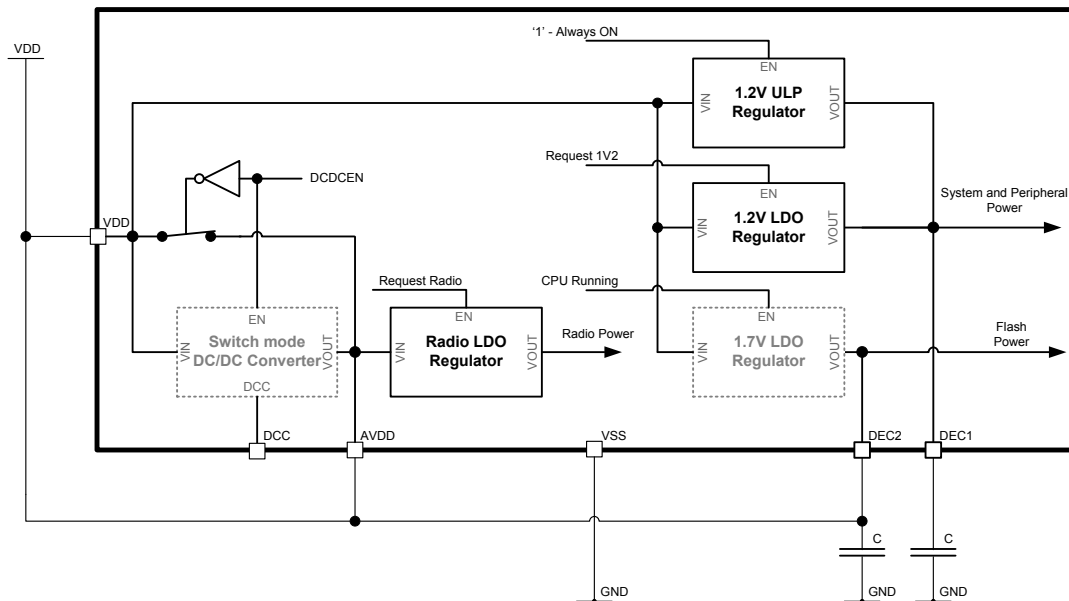
If we look at these two parameters in combination we will find a limit where the DC/DC converter no longer reduces the power consumption (i.e.  $F_{DCDC} > 1$ ).

For data on the DC/DC performance see product specification.

### 12.1.4 Low voltage mode setup

If you have a stable, low voltage available for the nRF51 device, it is possible to configure the device in low voltage mode as illustrated in [Figure 10: Low voltage mode](#) on page 44. In this mode the internal LDO is bypassed and the system is powered directly from the supply voltage VDD. See the product specification for more information about which voltage levels are supported in low voltage mode. In low voltage mode, the

DC/DC converter must be disabled. Additional requirements may apply to the accuracy and stability of the supply voltage in low voltage mode. See the product specification for more information.



**Figure 10: Low voltage mode**

### 12.1.5 System OFF mode

System OFF is the deepest power saving mode the system can enter. In this mode, the system's core functionality is powered down and all ongoing tasks are terminated. The only mechanism that is functional and responsive in this mode is the reset and the wakeup mechanism.

One or more blocks of RAM can be retained in System OFF mode depending on the settings in the RAMON (and RAMONB, if provided) register(s).

RAMON and RAMONB are retained registers, see [Reset behaviour](#). Note that these registers are usually overwritten by the startup code provided with the nRF application examples.

The system can be woken up from System OFF mode either from the DETECT signal (when active) generated by the [GPIO](#) peripheral, by the ANADETECT signal (when active) generated by the [LPCOMP](#) module, or from a reset. When the system wakes up from OFF mode, a system reset is performed.

Before entering system OFF mode the user must make sure that all on-going EasyDMA transactions have been completed. This is usually accomplished by making sure that the EasyDMA enabled peripheral is not active when entering system OFF. See documentation of these peripherals for more information.

### 12.1.6 Emulated System OFF mode

If the device is in debug interface mode, System OFF will be emulated to secure that all required resources needed for debugging are available during System OFF, see [DIF](#) chapter for more information. Required resources needed for debugging include the following key components: DIF, CLOCK, POWER, NVMC, MPU, CPU, CODE, and RAM. Since the CPU is kept on in emulated System OFF mode, it is recommended to add an infinite loop directly after entering System OFF, to prevent the CPU from executing code that normally should not be executed.

### 12.1.7 System ON mode

System ON mode is a fully operational mode, where the CPU and all peripherals are brought into a state where they are functional.

In System ON mode the CPU can either be active or sleeping. The CPU enters sleep by executing the WFI or WFE instruction found in the CPU's instruction set. In WFI sleep the CPU will wake up as a result of an

interrupt request if the associated interrupt is enabled in the NVIC. In WFE sleep the CPU will wake up as a result of an interrupt request regardless of the associated interrupt being enabled in the NVIC or not.

The system implements mechanisms to automatically switch on and off the appropriate power sources depending on how many peripherals are active, and how much power is needed at any given time. The power requirement of a peripheral is directly related to its activity level. The activity level is usually raised and lowered when specific tasks are triggered or events generated, see individual chapters describing the different peripherals for more information on how to optimize power consumption in System ON mode.

### Sub power modes

During CPU sleep, in System ON mode, the system can reside in one of the following two sub power modes:

- Constant latency
- Low power

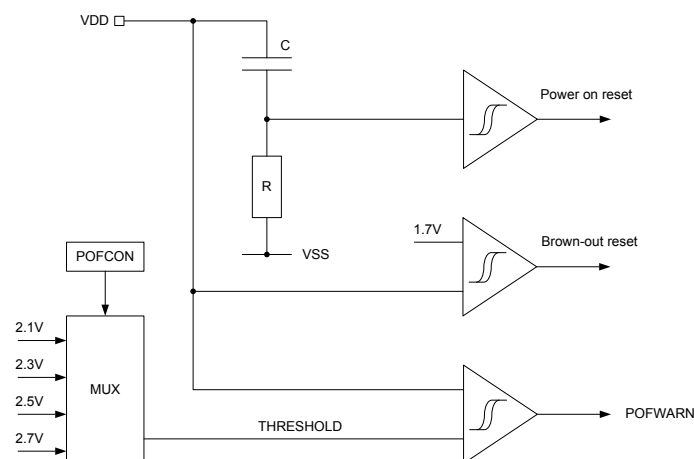
In constant latency mode (for more information, see the device specific product specification) the CPU wakeup latency and the PPI task response will be constant and kept at a minimum. This is secured by forcing a set of base resources on while in sleep, see the device specific product specification for more information about which resources are forced on. The advantage of having a constant and predictable latency will be at the cost of having increased power consumption. The constant latency mode is selected by triggering the CONSTLAT task.

In low power mode the automatic power management system, described in [System ON mode](#) on page 44, will be the most efficient and save the most power. The advantage of having low power will be at the cost of having varying CPU wakeup latency and PPI task response. The low power mode is selected by triggering the LOWPWR task.

When the system enters ON mode, it will, by default, reside in the low power sub-power mode.

### 12.1.8 Power supply supervisor

The power supply supervisor initializes the system at power-on and provides an early warning of impending power failure. In addition the power supply supervisor puts the system in a reset state if the supply voltage is too low for safe operation (brown-out). The power supply supervisor is illustrated in [Figure 11: Power supply supervisor](#) on page 45.

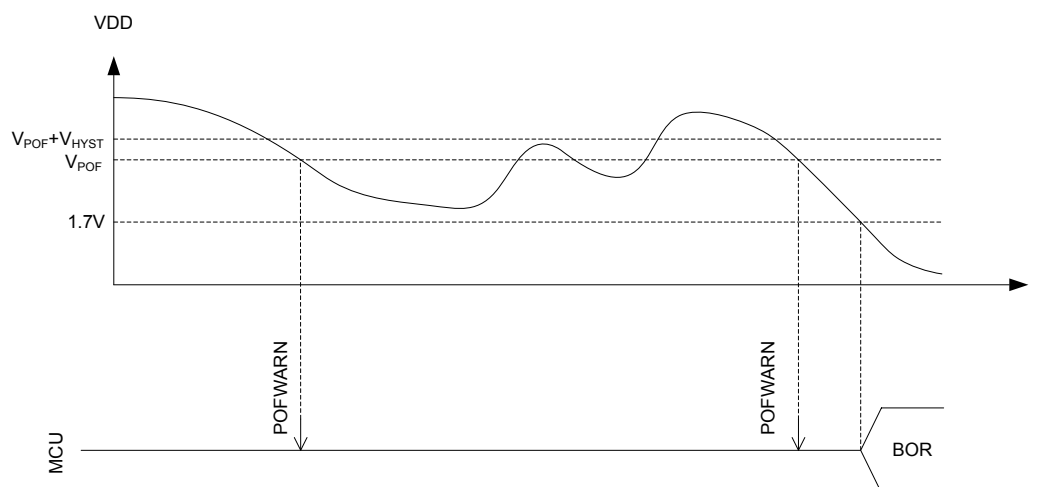


**Figure 11: Power supply supervisor**

### 12.1.9 Power-fail comparator

The power-fail comparator provides the CPU with an early warning of impending power failure. It will not reset the system, but give the CPU time to prepare for an orderly power-down. It also provides hardware protection of data stored in program memory by preventing write instructions from being executed. More information about this mechanism can be found in the [NVMC](#) chapter.

The comparator features a hysteresis of  $V_{\text{HYST}}$  (refer to the Product Specification for the exact value), as illustrated in [Figure 12: Power failure comparator \(BOR = Brown-out reset\)](#) on page 46. The threshold  $V_{\text{POF}}$  is set in the POFCON register.



**Figure 12: Power failure comparator (BOR = Brown-out reset)**

### 12.1.10 RAM blocks

Each of the available RAM blocks, which each may contain multiple RAM sections, can power up and down independently in both System ON and System OFF mode. See [Memory](#) chapter for more information about RAM blocks and sections.

### 12.1.11 Reset

There are multiple reset sources that may trigger a reset of the system. After a reset the CPU can query the RESETREAS (reset reason register) to find out which source generated the reset.

### 12.1.12 Power-on reset

The power-on reset generator initializes the system at power-on. The system is held in reset state until the supply has reached the minimum operating voltage, see the device specific product specification for more information.

### 12.1.13 Pin reset

A pin reset is generated when the physical reset pin on the device is asserted.

Since the debugger interface uses the same pin as the pin reset mechanism, a pin reset will not be available when the device is in debug interface mode unless explicitly enabled in the RESET register.

### 12.1.14 Wakeup from OFF mode reset

The device is reset when it wakes up from OFF mode.

The DAP is not reset following a wake up from OFF mode if the device is in debug interface mode, see [DIF](#) chapter for more information.

### 12.1.15 Soft reset

A soft reset is generated when the SYSRESETREQ bit of the Application Interrupt and Reset Control Register (AIRCRR register) in the ARM® core is set.

### 12.1.16 Watchdog reset

A Watchdog reset is generated when the watchdog times out. See [WDT](#)

### 12.1.17 Brown-out reset

The brown-out reset generator puts the system in reset state if the supply voltage drops below the brownout reset threshold.

### 12.1.18 Retained registers

A retained register is a register that will retain its value in System OFF mode, and through a reset depending on reset source. See individual peripheral chapters for information of which registers are retained for the different peripherals.

### 12.1.19 Reset behavior

Reset source	Reset target CPU	Peripherals	GPIO	Debug	RAM	WDT	Retained registers	RESETREAS
CPU lockup <sup>2</sup>	x	x	x					
Soft reset	x	x	x					
Wakeup from System OFF mode reset	x	x		x <sup>3</sup>	x <sup>4</sup>			
Watchdog reset <sup>5</sup>	x	x	x	x	x	x	x	
Pin reset	x	x	x	x	x	x	x	
Brownout reset	x	x	x	x	x	x	x	x
Power on reset	x	x	x	x	x	x	x	x

**Note:** The RAM is never reset, but depending on reset source, RAM content may be corrupted.

## 12.2 Register Overview

**Table 49: Instances**

Base address	Peripheral	Instance	Description
0x40000000	POWER	POWER	Power control

**Table 50: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">CONSTLAT</a>	0x078	Enable constant latency mode
<a href="#">LOWPWR</a>	0x07C	Enable low power mode (variable latency)
Events		
<a href="#">POFWARN</a>	0x108	Power failure warning
Registers		
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">RESETREAS</a>	0x400	Reset reason
<a href="#">RAMSTATUS</a>	0x428	RAM status register
<a href="#">SYSTEMOFF</a>	0x500	System OFF register
<a href="#">POFCON</a>	0x510	Power failure comparator configuration
<a href="#">GPREGRET</a>	0x51C	General purpose retention register
<a href="#">RAMON</a>	0x524	RAM on/off register (this register is retained)
<a href="#">RESET</a>	0x544	Reset configuration register
<a href="#">RAMONB</a>	0x554	RAM on/off register (this register is retained)
<a href="#">DCDCEN</a>	0x578	DC/DC enable register

<sup>2</sup> Reset from CPU lockup is disabled if the device is in debug interface mode. CPU lockup is not possible in System OFF.

<sup>3</sup> The DAP will not be reset if the device is in debug interface mode.

<sup>4</sup> RAM is not reset on wakeup from OFF mode, but depending on settings in the RAMON register parts, or the whole RAM, may not be retained after the device has entered System OFF mode.

<sup>5</sup> Watchdog reset is not available in System OFF.

## 12.3 Register Details

**Table 51: INTENSET**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A
Id	RW	Field	Value Id	Value				Description																											
A	RW	POFWARN	Enabled	1				Write '1' to Enable interrupt on <i>POFWARN</i> event. Enable																											

**Table 52: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value Id	Value	Description																																	
A	RW	POFWARN	Disabled	1	Write '1' to Clear interrupt on <i>POFWARN</i> event. Disable																																	

**Table 53: RESETREAS**

**Note:** Unless cleared, the RESETREAS register will be cumulative. A field is cleared by writing '1' to it. If none of the reset sources are flagged, this indicates that the chip was reset from the on-chip reset generator, which will indicate a power-on-reset or a brown out reset.

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reset					G F E																															
Id	RW	Field	Value Id	Value	Description																															
A	RW	RESETPIN	NotDetected	0	Reset from pin-reset detected																															
			Detected	1	Not detected Detected																															
B	RW	DOG	NotDetected	0	Reset from watchdog detected																															
			Detected	1	Not detected Detected																															
C	RW	SREQ	NotDetected	0	Reset from AIRCR.SYSRESETREQ detected																															
			Detected	1	Not detected Detected																															
D	RW	LOCKUP	NotDetected	0	Reset from CPU lock-up detected																															
			Detected	1	Not detected Detected																															
E	RW	OFF	NotDetected	0	Reset due to wake up from system OFF mode when wakeup is triggered from DETECT signal from GPIO																															
			Detected	1	Not detected Detected																															
F	RW	LPCOMP	NotDetected	0	Reset due to wake up from system OFF mode when wakeup is triggered from ANADETECT signal from LPCOMP																															
			Detected	1	Not detected Detected																															
G	RW	DIF	NotDetected	0	Reset due to wake up from system OFF mode when wakeup is triggered from entering into debug interface mode																															
			Detected	1	Not detected Detected																															

**Table 54: RAMSTATUS**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value	Description																														
A	R	RAMBLOCK0	Off	0	RAM block 0 is on or off/powering up																														
			On	1	Off																														
					On																														
B	R	RAMBLOCK1	Off	0	RAM block 1 is on or off/powering up																														
			On	1	Off																														
					On																														
C	R	RAMBLOCK2	Off	0	RAM block 2 is on or off/powering up																														
			On	1	Off																														
					On																														
D	R	RAMBLOCK3	Off	0	RAM block 3 is on or off/powering up																														
			On	1	Off																														
					On																														



Table 55: SYSTEMOFF

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																				A		
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value Id	Value	Description																																	
A	W	SYSTEMOFF	Enter	1	Enable system OFF mode																																	
					Enable system OFF mode																																	

Table 56: POFCON

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																		B	B	A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value	Description																															
A	RW	POF			Enable or disable power failure comparator																															
			Disabled	0	Disable																															
			Enabled	1	Enable																															
B	RW	THRESHOLD			Power failure comparator threshold setting																															
			V21	0	Set threshold to 2.1 V																															
			V23	1	Set threshold to 2.3 V																															
			V25	2	Set threshold to 2.5 V																															
			V27	3	Set threshold to 2.7 V																															

Table 57: GPREGRET

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A	A	A	A	A
Id	RW	Field	Value Id	Value								Description																							
A	RW	GPREGRET										General purpose retention register This register is a retained register																							

Table 58: RAMON

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0									
Id																				D		C																		B		A		
Reset																				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
Id	RW	Field	Value Id	Value	Description																																							
A	RW	ONRAM0	RAM0Off	0	Keep RAM block 0 on or off in system ON Mode																																							
			RAM0On	1	Off On																																							
B	RW	ONRAM1	RAM1Off	0	Keep RAM block 1 on or off in system ON Mode																																							
			RAM1On	1	Off On																																							
C	RW	OFFRAM0	RAM0Off	0	Keep retention on RAM block 0 when RAM block is switched off																																							
			RAM0On	1	Off On																																							
D	RW	OFFRAM1	RAM1Off	0	Keep retention on RAM block 1 when RAM block is switched off																																							
			RAM1On	1	Off On																																							

Table 59: RESET

This register is a retained register

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A																															
Reset				0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	RESET			Enable or disable pin reset in debug interface mode, see the DIF peripheral chapter																														
			Disabled	0	Disable																														
			Enabled	1	Enable																														

Table 60: RAMONB

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0								
Id																				D		C																		B		A	
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1							
Id	RW	Field	Value Id	Value	Description																																						
A	RW	ONRAM2			Keep RAM block 2 on or off in system ON Mode																																						
			RAM2Off	0	Off																																						
			RAM2On	1	On																																						
B	RW	ONRAM3			Keep RAM block 3 on or off in system ON Mode																																						
			RAM3Off	0	Off																																						
			RAM3On	1	On																																						
C	RW	OFFRAM2			Keep retention on RAM block 2 when RAM block is switched off																																						
			RAM2Off	0	Off																																						
			RAM2On	1	On																																						

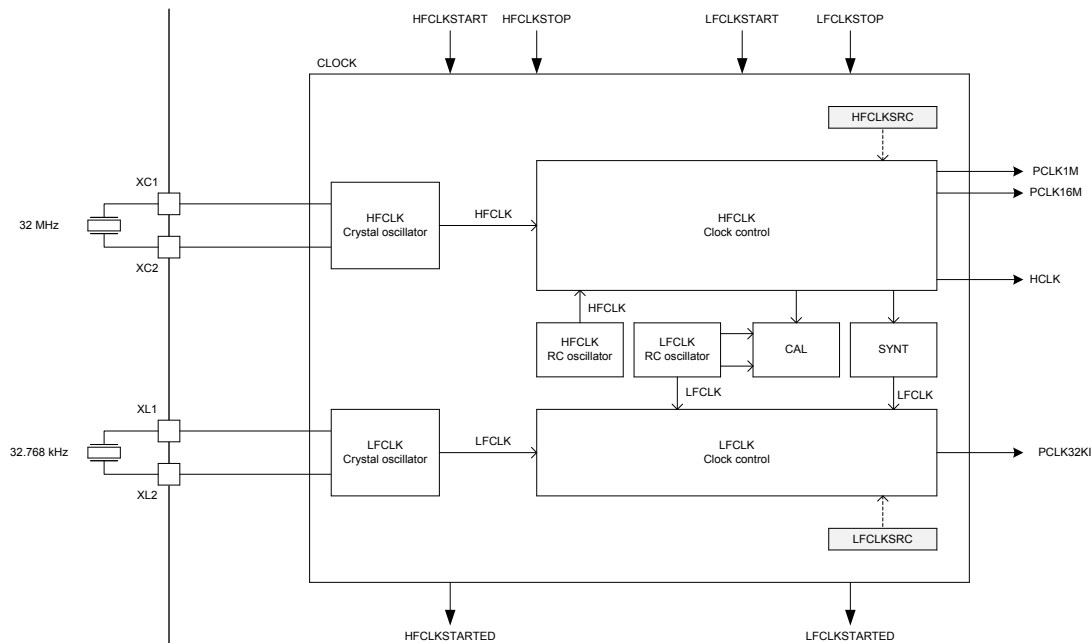
Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0														
Id																				D C														B	A														
Reset				0																0		0												1	1														
Id	RW	Field	Value Id	Value		Description																																											
D	RW	OFFRAM3				Keep retention on RAM block 3 when RAM block is switched off																																											
			RAM3Off	0		Off																																											
			RAM3On	1		On																																											

Table 61: DCDCE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				A
Reset				0																																0
Id	RW	Field	Value Id	Value		Description																														
A	RW	DCDCEN				Enable or disable DC/DC converter																														
			Disabled	0		Disable																														
			Enabled	1		Enable																														

## 13 Clock management (CLOCK)

### 13.1 Functional description



**Figure 13: Clock control**

#### 13.1.1 HFCLK clock controller

As illustrated in [Figure 13: Clock control](#) on page 51 the system supports the following high frequency clock sources:

- HFCLK crystal oscillator : 16 or 32 MHz crystal oscillator
- HFCLK RC oscillator : 16 MHz RC oscillator

The system high frequency clock (HFCLK) is derived from one of these clock sources depending on the configuration of HFCLKSRC.

The HFCLK crystal oscillators require an external AT-cut quartz crystal to be connected to the **XC1** and **XC2** pins in parallel resonant mode. If a 32 MHz crystal is used the XTALFREQ register must be configured accordingly.

The HFCLK clock controller provides the following clocks to the system derived from HFCLK:

- HCLK: 16 MHz high frequency clock for the CPU and the system as a whole.
- PCLK1M: 1 MHz peripheral clock.
- PCLK16M: 16 MHz peripheral clock.

These clocks are only available when the system is in ON mode.

When the system enters ON mode, HFCLK RC oscillator will start up automatically to provide the required clocks for the system.

The HFCLK crystal oscillator is started by triggering the HFCLKSTART task and stopped using the HFCLKSTOP task. A HFCLKSTARTED event will be generated when the selected HFCLK crystal oscillator has started. The start-up times of the HFCLK crystal oscillators are described in the device specific product specification.

A HFCLKSTOP task will stop the HFCLK oscillator. However the HFCLKSTOP task can only be sent after the STATE field in the HFCLKSTAT register indicates a 'HFCLK running' state.

The HFCLK RC oscillator is automatically switched off when the HFCLK crystal oscillators is running; it will be switched back on automatically when the HFCLK crystal oscillator is stopped.

If the system does not require any of the clocks provided by the HFCLK clock controller, the HFCLK controller may enter a power saving mode automatically and switch off the selected clock source. This occurs if all peripherals that require either PCLK1M, PCLK16M are appropriately stopped or disabled, and the CPU is sleeping and thereby no longer requesting HCLK.

When one or more of the clocks PCLK1M, PCLK16M or HFCLK are requested again, the HFCLK clock controller will resume normal operation mode. There will be transition time from power saving mode to normal operation mode that may be different depending on the configuration of the HFCLKSRC register, see product specification for more information.

To use the RADIO and the calibration mechanism associated with the 32.768 kHz RC oscillator, the HFCLK clock controller must be configured to use HFCLK crystal oscillator via the HFCLKSRC register, and the HFCLK crystal oscillator must be running.

The HFCLK crystal oscillators utilize amplitude regulated architecture to achieve low current consumption and fast start-up. The HFCLK crystal oscillators are also designed to work with one of the following alternative external sources:

- A 16 MHz rail-to-rail clock signal applied to the XC1 pin. The XC2 pin shall then be left unconnected.
- A 16 MHz low swing clock signal applied to the XC1 pin. The XC2 pin shall then be left unconnected.

### 13.1.2 LFCLK clock controller

As illustrated in [Figure 13: Clock control](#) on page 51 the system supports the following low frequency clock sources:

- LFCLK crystal oscillator: 32.768 kHz crystal oscillator
- LFCLK RC oscillator: 32.768 kHz RC oscillator
- LFCLK synthesizer: 32.768 kHz synthesized from HFCLK

The 32.768 kHz crystal oscillator requires an external AT-cut quartz crystal to be connected to the XL1 and XL2 pins in parallel resonant mode. The **XL1** and **XL2** share pins with the GPIO.

**Note:** GPIOs that share pins with XL1 and XL2 differ from device to device. For more information, see the device specific product specification.

The LFCLK clock controller provides the following clocks to the system derived from LFCLK:

- PCLK32KI: 32.768 kHz low frequency clock for peripherals

The LFCLK clock controller and all of the LFCLK clock sources are switched off by default when the system is propagated from OFF to ON mode.

The LFCLK clock is started by first selecting the preferred clock source in the LFCLKSRC register and then triggering the LFCLKSTART task. If the selected clock source cannot be started immediately the 32.768 kHz RC oscillator will start automatically and generate the LFCLK until the selected clock source is available.

The LFCLK clock is stopped by triggering the LFCLKSTOP task. The LFCLKSRC register can only be modified when the LFCLK is not running.

A LFCLKSTARTED event will be generated when the selected LFCLK crystal oscillator has started. The start-up times of the LFCLK crystal oscillators are described in the device specific product specification.

A LFCLKSTOP task will stop the LFCLK oscillator. However, the LFCLKSTOP task can only be triggered after the STATE field in the LFCLKSTAT register indicates a 'LFCLK running' state.

The 32.768 kHz crystal oscillator utilizes an amplitude regulated architecture to achieve low current consumption and fast start-up.

The 32.768 kHz crystal oscillator is also designed to work with one of the following alternative external sources:

- A low swing clock signal applied to the **XL1** pin. The **XL2** pin shall then be left unconnected.
- A rail-to-rail clock signal applied to the **XL1** pin. The **XL2** pin shall then be left unconnected.

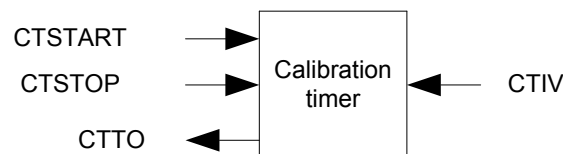
The synthesized 32.768 kHz clock depends on the HFCLK to run. If 250 ppm accuracy is required for the LFCLK running off the synthesized 32.768 kHz clock, the HFCLK must be generated from the HFCLK crystal oscillator.

### 13.1.3 Calibrating the 32.768 kHz RC oscillator

After the 32.768 kHz RC oscillator is started and running, it can be calibrated by triggering the CAL task. The 32.768 kHz RC oscillator will then temporarily request the HFCLK to calibrate itself against. A DONE event will be generated when calibration has finished. The calibration mechanism will only work as long as HFCLK is generated from the HFCLK crystal oscillator, it is therefore necessary to explicitly start this crystal oscillator before calibration can be started, see HFCLKSTART task. See product specification for recommendations on calibration intervals and crystal accuracy.

### 13.1.4 Calibration timer

The calibration timer can be used to time the calibration interval of the 32.768 kHz RC oscillator. The calibration timer is started by triggering the CTSTART task and stopped by triggering the CTSTOP task. The calibration timer will always start counting down from the value specified in CTIV and generate a CTTO timeout event when it reaches 0. The Calibration timer will stop by itself when it reaches 0.



**Figure 14: Calibration timer**

Due to limitations in the calibration timer, only one task related to calibration, that is, CAL, CTSTART and CTSTOP, can be triggered for every period of LFCLK.

## 13.2 Register Overview

**Table 62: Instances**

Base address	Peripheral	Instance	Description
0x40000000	CLOCK	CLOCK	Clock control

**Table 63: Register Overview**

Register	Offset	Description
<b>Tasks</b>		
<a href="#">HFCLKSTART</a>	0x000	Start HFCLK crystal oscillator
<a href="#">HFCLKSTOP</a>	0x004	Stop HFCLK crystal oscillator
<a href="#">LFCLKSTART</a>	0x008	Start LFCLK source
<a href="#">LFCLKSTOP</a>	0x00C	Stop LFCLK source
<a href="#">CAL</a>	0x010	Start calibration of LFCLK RC oscillator
<a href="#">CTSTART</a>	0x014	Start calibration timer
<a href="#">CTSTOP</a>	0x018	Stop calibration timer
<b>Events</b>		
<a href="#">HFCLKSTARTED</a>	0x100	HFCLK oscillator started
<a href="#">LFCLKSTARTED</a>	0x104	LFCLK started
<a href="#">DONE</a>	0x10C	Calibration of LFCLK RC oscillator complete event
<a href="#">CTTO</a>	0x110	Calibration timer timeout
<b>Registers</b>		
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">HFCLKRUN</a>	0x408	Status indicating that <a href="#">HFCLKSTART</a> task has been triggered
<a href="#">HFCLKSTAT</a>	0x40C	Which HFCLK source is running
<a href="#">LFCLKRUN</a>	0x414	Status indicating that <a href="#">LFCLKSTART</a> task has been triggered
<a href="#">LFCLKSTAT</a>	0x418	Which LFCLK source is running
<a href="#">LFCLKSRC</a>	0x41C	Copy of <a href="#">LFCLKSRC</a> register, set when <a href="#">LFCLKSTART</a> task was triggered
<a href="#">LFCLKSRC</a>	0x518	Clock source for the LFCLK
<a href="#">CTIV</a>	0x538	Calibration timer interval

Register	Offset	Description
<a href="#">XTALFREQ</a>	0x550	Crystal frequency

## 13.3 Register Details

**Table 64: INTENSET**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Id																																					
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	D	C	B	A
Id	RW	Field	Value	Id	Value	Description																															
A	RW	HFCLKSTARTED	Enabled	1	Write '1' to Enable interrupt on <i>HFCLKSTARTED</i> event.																																
B	RW	LFCLKSTARTED	Enabled	1	Write '1' to Enable interrupt on <i>LFCLKSTARTED</i> event.																																
C	RW	DONE	Enabled	1	Write '1' to Enable interrupt on <i>DONE</i> event.																																
D	RW	CTTO	Enabled	1	Write '1' to Enable interrupt on <i>CTTO</i> event.																																

**Table 65: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Value	Description																																
A	RW	HFCLKSTARTED	Disabled		1	Write '1' to Clear interrupt on <a href="#">HFCLKSTARTED</a> event.																																
						Disable																																
B	RW	LFCLKSTARTED	Disabled		1	Write '1' to Clear interrupt on <a href="#">LFCLKSTARTED</a> event.																																
						Disable																																
C	RW	DONE	Disabled		1	Write '1' to Clear interrupt on <a href="#">DONE</a> event.																																
						Disable																																
D	RW	CTTO	Disabled		1	Write '1' to Clear interrupt on <a href="#">CTTO</a> event.																																
						Disable																																

**Table 66: HFCLKRUN**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																			A			
Reset																																			0			
Id	RW	Field	Value	Id	Value	Description																																
A	R	STATUS				HFCLKSTART task triggered or not																																
			NotTriggered		0	Task not triggered																																
			Triggered		1	Task triggered																																

**Table 67: HFCLKSTAT**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																				B										A					
Reset				0																0										0					
Id	RW	Field	Value	Id	Value																Description														
A	R	SRC																			Active clock source														
			RC		0																16 MHz RC oscillator running and generating the HFCLK														
			Xtal		1																16 MHz HFCLK crystal oscillator running and generating the HFCLK														
B	R	STATE																			HFCLK state														
			NotRunning		0																HFCLK not running														
			Running		1																HFCLK running														

**Table 68: LFCLKRUN**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	R	STATUS				LFCLKSTART task triggered or not																													
			NotTriggered	0		Task not triggered																													
			Triggered	1		Task triggered																													

Table 69: LFCLKSTAT

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																				B														A		A		
Reset				0																0														A		A		
Id	RW	Field	Value Id	Value	Description																																	
A	R	SRC			Active clock source																																	
			RC	0	32.768 kHz RC oscillator running and generating the LFCLK																																	
			Xtal	1	32.768 kHz crystal oscillator running and generating the LFCLK																																	
			Synth	2	32.768 kHz synthesizer synthesizing 32.768 kHz (from HFCLK) and generating the LFCLK																																	
B	R	STATE			LFCLK state																																	
			NotRunning	0	LFCLK not running																																	
			Running	1	LFCLK running																																	

Table 70: LFCLKSRCCOPY

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																		A	A
Reset				0																0														A	A
Id	RW	Field	Value Id	Value								Description																							
A	R	SRC										Clock source																							
			RC	0								32.768 kHz RC oscillator																							
			Xtal	1								32.768 kHz crystal oscillator																							
			Synth	2								32.768 kHz synthesized from HFCLK																							

Table 71: LFCLKSRC

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																														A	A				
Reset				0																0										A	A				
Id	RW	Field	Value Id	Value				Description																											
A	RW	SRC						Clock source																											
			RC	0				32.768 kHz RC oscillator																											
			Xtal	1				32.768 kHz crystal oscillator																											
			Synth	2				32.768 kHz synthesized from HFCLK																											

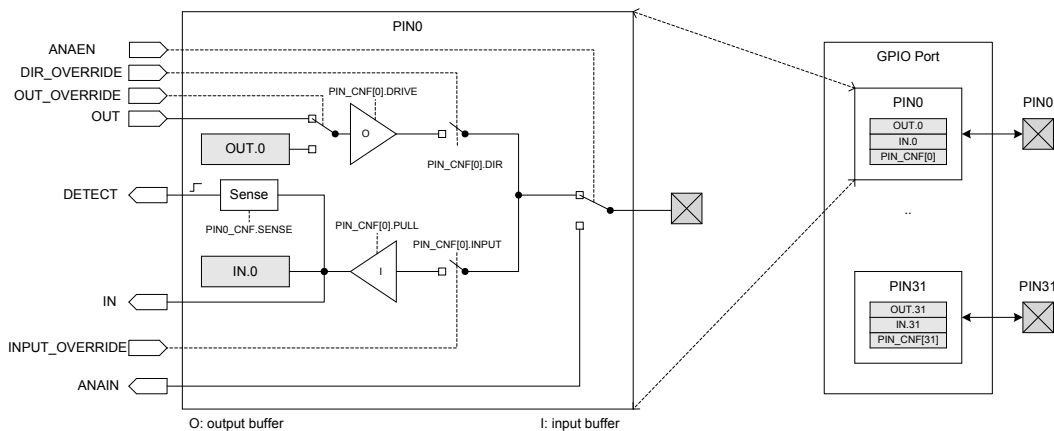
Table 72: CTIV

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0														
Id																																A	A	A	A	A	A	A											
Reset				0																0												0												A	A	A	A	A	A
Id	RW	Field	Value Id	Value								Description																																					
A	RW	CTIV										Calibration timer interval in multiple of 0.25 seconds. Range: 0.25 seconds to 31.75 seconds.																																					

Table 73: XTALFREQ

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0														
Id																																A	A	A	A	A	A	A											
Reset				0																0												A												A	A	A	A	A	A
Id	RW	Field	Value Id	Value										Description																																			
A	RW	XTALFREQ												Select nominal frequency of external crystal for HFCLK. This register has to match the actual crystal used in design to enable correct behaviour.																																			
			16MHz	0xFF										16 MHz crystal is used																																			
			32MHz	0x00										32 MHz crystal is used																																			

## 14 General-Purpose Input/Output (GPIO)



**Figure 15: GPIO Port and the GPIO pin details**

*Figure 15: GPIO Port and the GPIO pin details* on page 56 illustrates the GPIO port containing 32 individual pins, where **PIN0** is illustrated in more detail as a reference. All the signals on the left side of the illustration are used by other peripherals in the system, and therefore, are not directly available to the CPU.

### 14.1 Functional description

The GPIO Port peripheral implements up to 32 pins, PIN0 through PIN31. Each of these pins can be individually configured in the PIN\_CNFR[n] registers (n=0..31). The following parameters can be configured through these registers:

- Direction
- Drive strength
- Enabling of pull-up and pull-down resistors
- Pin sensing
- Input buffer disconnect
- Analog input (for selected pins)

The PIN\_CNFR registers are retained registers. See [POWER](#) chapter for more information about retained registers.

Pins can be individually configured, through the pin sense mechanism, to detect either a high level or a low level on their input. When the correct level is detected on any such configured pin, the sense mechanism will set the DETECT signal high. Each pin has a separate DETECT signal, and the default behaviour is that the DETECT signal from all pins in the GPIO Port are combined into a common DETECT signal that is routed throughout the system, which then can be utilized by other peripherals, see *Figure 15: GPIO Port and the GPIO pin details* on page 56. This mechanism is functional in both ON and OFF mode.

See the following peripherals for more information about how the DETECT signal is used:

- POWER: uses the DETECT signal to exit from System OFF.
- GPIOTE: uses the DETECT signal to generate the PORT event.

The input buffer of a GPIO pin can be disconnected from the pin to enable power savings when the pin is not used as an input, see *Figure 15: GPIO Port and the GPIO pin details* on page 56. Inputs must be connected in order to get a valid input value in the IN register and for the sense mechanism to get access to the pin.



Other peripherals in the system can attach themselves to GPIO pins and override their output value and configuration, or read their analog or digital input value, see [Figure 15: GPIO Port and the GPIO pin details](#) on page 56.

Selected PINs also support analog input signals, see ANAIN in [Figure 15: GPIO Port and the GPIO pin details](#) on page 56. Pins that support analog input signals vary between devices, see the product specification for your device for more details.

## 14.2 Register Overview

**Table 74: Instances**

Base address	Peripheral	Instance	Description
0x50000000	GPIO	GPIO	GPIO Port

**Table 75: Register Overview**

Register	Offset	Description
Registers		
<a href="#">OUT</a>	0x504	Write GPIO port
<a href="#">OUTSET</a>	0x508	Set individual bits in GPIO port
<a href="#">OUTCLR</a>	0x50C	Clear individual bits in GPIO port
<a href="#">IN</a>	0x510	Read GPIO port
<a href="#">DIR</a>	0x514	Direction of GPIO pins
<a href="#">DIRSET</a>	0x518	DIR set register
<a href="#">DIRCLR</a>	0x51C	DIR clear register
<a href="#">PIN_CNF[0]</a>	0x700	Configuration of GPIO pins
<a href="#">PIN_CNF[1]</a>	0x704	Configuration of GPIO pins
<a href="#">PIN_CNF[2]</a>	0x708	Configuration of GPIO pins
<a href="#">PIN_CNF[3]</a>	0x70C	Configuration of GPIO pins
<a href="#">PIN_CNF[4]</a>	0x710	Configuration of GPIO pins
<a href="#">PIN_CNF[5]</a>	0x714	Configuration of GPIO pins
<a href="#">PIN_CNF[6]</a>	0x718	Configuration of GPIO pins
<a href="#">PIN_CNF[7]</a>	0x71C	Configuration of GPIO pins
<a href="#">PIN_CNF[8]</a>	0x720	Configuration of GPIO pins
<a href="#">PIN_CNF[9]</a>	0x724	Configuration of GPIO pins
<a href="#">PIN_CNF[10]</a>	0x728	Configuration of GPIO pins
<a href="#">PIN_CNF[11]</a>	0x72C	Configuration of GPIO pins
<a href="#">PIN_CNF[12]</a>	0x730	Configuration of GPIO pins
<a href="#">PIN_CNF[13]</a>	0x734	Configuration of GPIO pins
<a href="#">PIN_CNF[14]</a>	0x738	Configuration of GPIO pins
<a href="#">PIN_CNF[15]</a>	0x73C	Configuration of GPIO pins
<a href="#">PIN_CNF[16]</a>	0x740	Configuration of GPIO pins
<a href="#">PIN_CNF[17]</a>	0x744	Configuration of GPIO pins
<a href="#">PIN_CNF[18]</a>	0x748	Configuration of GPIO pins
<a href="#">PIN_CNF[19]</a>	0x74C	Configuration of GPIO pins
<a href="#">PIN_CNF[20]</a>	0x750	Configuration of GPIO pins
<a href="#">PIN_CNF[21]</a>	0x754	Configuration of GPIO pins
<a href="#">PIN_CNF[22]</a>	0x758	Configuration of GPIO pins
<a href="#">PIN_CNF[23]</a>	0x75C	Configuration of GPIO pins
<a href="#">PIN_CNF[24]</a>	0x760	Configuration of GPIO pins
<a href="#">PIN_CNF[25]</a>	0x764	Configuration of GPIO pins
<a href="#">PIN_CNF[26]</a>	0x768	Configuration of GPIO pins
<a href="#">PIN_CNF[27]</a>	0x76C	Configuration of GPIO pins
<a href="#">PIN_CNF[28]</a>	0x770	Configuration of GPIO pins
<a href="#">PIN_CNF[29]</a>	0x774	Configuration of GPIO pins
<a href="#">PIN_CNF[30]</a>	0x778	Configuration of GPIO pins
<a href="#">PIN_CNF[31]</a>	0x77C	Configuration of GPIO pins

## 14.3 Register Details

**Table 76: OUT**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value	Id	Description																																	
A	RW	PINO																																				
			Low	0	Pin 0																																	
			High	1	Pin driver is low Pin driver is high																																	
B	RW	PIN1																																				
			Low	0	Pin 1																																	
			High	1	Pin driver is low Pin driver is high																																	

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Bit number	Id	RW	Field	Value	Id	Value	Description
Reset	Id						
0	0	0	0	0	0	0	0
AD	RW	PIN29	High	1			Pin driver is high
			Low	0			Pin driver is low
			High	1			Pin driver is high
AE	RW	PIN30	Low	0			Pin driver is low
			High	1			Pin driver is high
AF	RW	PIN31	Low	0			Pin driver is low
			High	1			Pin driver is high

**Table 77: OUTSET**

**Note:** Read: reads value of OUT register.

**Note:** Individual bits are set by writing a '1' to the bits that shall be set. Writing a '0' will have no effect.

Bit number	Id	RW	Field	Value	Id	Value	Description
Reset	Id						
0	0	0	0	0	0	0	0
A	RW	PIN0	Low	0			Pin 0
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
B	RW	PIN1	Low	0			Write: writing a '1' sets the pin high
			High	1			Pin 1
			Set	1			Read: pin driver is low
							Read: pin driver is high
							Write: writing a '1' sets the pin high
C	RW	PIN2	Low	0			Pin 2
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
D	RW	PIN3	Low	0			Pin 3
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
E	RW	PIN4	Low	0			Pin 4
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
F	RW	PIN5	Low	0			Pin 5
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
G	RW	PIN6	Low	0			Pin 6
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
H	RW	PIN7	Low	0			Pin 7
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
I	RW	PIN8	Low	0			Pin 8
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
J	RW	PIN9	Low	0			Pin 9
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
K	RW	PIN10	Low	0			Pin 10
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
L	RW	PIN11	Low	0			Pin 11
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
M	RW	PIN12	Low	0			Pin 12
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
N	RW	PIN13	Low	0			Pin 13
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high
O	RW	PIN14	Low	0			Pin 14
			High	1			Read: pin driver is low
			Set	1			Read: pin driver is high
							Write: writing a '1' sets the pin high

**Note:** Read: reads value of OUT register.

**Note:** Individual bits are set by writing a '1' to the bits that shall be set. Writing a '0' will have no effect.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				AF AE AC AC AB AA Z Y X W V U T S R Q P O N M L K J I H G F E D C B A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
P	RW	PIN15	Low	0	Pin 15																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
Q	RW	PIN16	Low	0	Pin 16																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
R	RW	PIN17	Low	0	Pin 17																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
S	RW	PIN18	Low	0	Pin 18																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
T	RW	PIN19	Low	0	Pin 19																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
U	RW	PIN20	Low	0	Pin 20																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
V	RW	PIN21	Low	0	Pin 21																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
W	RW	PIN22	Low	0	Pin 22																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
X	RW	PIN23	Low	0	Pin 23																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
Y	RW	PIN24	Low	0	Pin 24																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
Z	RW	PIN25	Low	0	Pin 25																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
AA	RW	PIN26	Low	0	Pin 26																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
AB	RW	PIN27	Low	0	Pin 27																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
AC	RW	PIN28	Low	0	Pin 28																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
AD	RW	PIN29	Low	0	Pin 29																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
AE	RW	PIN30	Low	0	Pin 30																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														
AF	RW	PIN31	Low	0	Pin 31																														
			High	1	Read: pin driver is low																														
					Read: pin driver is high																														
			Set	1	Write: writing a '1' sets the pin high																														

### Table 78: OUTCLR

**Note:** Read: reads value of OUT register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																									
Id				AF AE AC AC AB AA Z Y X W V U T S R Q P O N M L K J I H G F E D C B A																									
Reset				0 0																									
Id	RW	Field	Value	Id	Value	Description																							
A	RW	PIN0				Pin 0																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
B	RW	PIN1				Pin 1																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
C	RW	PIN2				Pin 2																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
D	RW	PIN3				Pin 3																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
E	RW	PIN4				Pin 4																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
F	RW	PIN5				Pin 5																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
G	RW	PIN6				Pin 6																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
H	RW	PIN7				Pin 7																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
I	RW	PIN8				Pin 8																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
J	RW	PIN9				Pin 9																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
K	RW	PIN10				Pin 10																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
L	RW	PIN11				Pin 11																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
M	RW	PIN12				Pin 12																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
N	RW	PIN13				Pin 13																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
O	RW	PIN14				Pin 14																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
P	RW	PIN15				Pin 15																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
Q	RW	PIN16				Pin 16																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
R	RW	PIN17				Pin 17																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								
			Clear	1	Write: writing a '1' sets the pin low																								
S	RW	PIN18				Pin 18																							
			Low	0	Read: pin driver is low																								
			High	1	Read: pin driver is high																								

**Note:** Read: reads value of OUT register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
T	RW	PIN19	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 19																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
U	RW	PIN20	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 20																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
V	RW	PIN21	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 21																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
W	RW	PIN22	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 22																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
X	RW	PIN23	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 23																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
Y	RW	PIN24	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 24																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
Z	RW	PIN25	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 25																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
AA	RW	PIN26	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 26																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
AB	RW	PIN27	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 27																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
AC	RW	PIN28	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 28																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
AD	RW	PIN29	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 29																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
AE	RW	PIN30	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 30																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														
AF	RW	PIN31	Clear	1	Write: writing a '1' sets the pin low																														
			Low	0	Pin 31																														
			High	1	Read: pin driver is low																														
			Clear	1	Read: pin driver is high																														

Table 79: IN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Description																																	
A	R	PIN0																																				
			Low	0	Pin 0																																	
			High	1	Pin input is low Pin input is high																																	
B	R	PIN1			Pin 1																																	
			Low	0	Pin input is low																																	
			High	1	Pin input is high																																	
C	R	PIN2			Pin 2																																	
			Low	0	Pin input is low																																	
			High	1	Pin input is high																																	
D	R	PIN3			Pin 3																																	
			Low	0	Pin input is low																																	
			High	1	Pin input is high																																	
E	R	PIN4			Pin 4																																	
			Low	0	Pin input is low																																	
			High	1	Pin input is high																																	
F	R	PIN5			Pin 5																																	
			Low	0	Pin input is low																																	

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id	Reset			AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Id	RW	Field	Value	Id	Value	Description																													
			High		1	Pin input is high																													
G	R	PIN6				Pin 6																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
H	R	PIN7				Pin 7																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
I	R	PIN8				Pin 8																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
J	R	PIN9				Pin 9																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
K	R	PIN10				Pin 10																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
L	R	PIN11				Pin 11																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
M	R	PIN12				Pin 12																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
N	R	PIN13				Pin 13																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
O	R	PIN14				Pin 14																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
P	R	PIN15				Pin 15																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
Q	R	PIN16				Pin 16																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
R	R	PIN17				Pin 17																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
S	R	PIN18				Pin 18																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
T	R	PIN19				Pin 19																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
U	R	PIN20				Pin 20																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
V	R	PIN21				Pin 21																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
W	R	PIN22				Pin 22																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
X	R	PIN23				Pin 23																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
Y	R	PIN24				Pin 24																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
Z	R	PIN25				Pin 25																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
AA	R	PIN26				Pin 26																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
AB	R	PIN27				Pin 27																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
AC	R	PIN28				Pin 28																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
AD	R	PIN29				Pin 29																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
AE	R	PIN30				Pin 30																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													
AF	R	PIN31				Pin 31																													
			Low		0	Pin input is low																													
			High		1	Pin input is high																													

Table 80: DIR

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																										
Id				AF AE AC AC AB AA Z Y X W V U T S R Q P O N M L K J I H G F E D C B A																										
Reset				0 0																										
Id	RW	Field	Value Id	Value	Description																									
A	RW	PIN0	Input	0	Pin 0																									
			Output	1	Pin set as input Pin set as output																									
B	RW	PIN1	Input	0	Pin 1																									
			Output	1	Pin set as input Pin set as output																									
C	RW	PIN2	Input	0	Pin 2																									
			Output	1	Pin set as input Pin set as output																									
D	RW	PIN3	Input	0	Pin 3																									
			Output	1	Pin set as input Pin set as output																									
E	RW	PIN4	Input	0	Pin 4																									
			Output	1	Pin set as input Pin set as output																									
F	RW	PIN5	Input	0	Pin 5																									
			Output	1	Pin set as input Pin set as output																									
G	RW	PIN6	Input	0	Pin 6																									
			Output	1	Pin set as input Pin set as output																									
H	RW	PIN7	Input	0	Pin 7																									
			Output	1	Pin set as input Pin set as output																									
I	RW	PIN8	Input	0	Pin 8																									
			Output	1	Pin set as input Pin set as output																									
J	RW	PIN9	Input	0	Pin 9																									
			Output	1	Pin set as input Pin set as output																									
K	RW	PIN10	Input	0	Pin 10																									
			Output	1	Pin set as input Pin set as output																									
L	RW	PIN11	Input	0	Pin 11																									
			Output	1	Pin set as input Pin set as output																									
M	RW	PIN12	Input	0	Pin 12																									
			Output	1	Pin set as input Pin set as output																									
N	RW	PIN13	Input	0	Pin 13																									
			Output	1	Pin set as input Pin set as output																									
O	RW	PIN14	Input	0	Pin 14																									
			Output	1	Pin set as input Pin set as output																									
P	RW	PIN15	Input	0	Pin 15																									
			Output	1	Pin set as input Pin set as output																									
Q	RW	PIN16	Input	0	Pin 16																									
			Output	1	Pin set as input Pin set as output																									
R	RW	PIN17	Input	0	Pin 17																									
			Output	1	Pin set as input Pin set as output																									
S	RW	PIN18	Input	0	Pin 18																									
			Output	1	Pin set as input Pin set as output																									
T	RW	PIN19	Input	0	Pin 19																									
			Output	1	Pin set as input Pin set as output																									
U	RW	PIN20	Input	0	Pin 20																									
			Output	1	Pin set as input Pin set as output																									
V	RW	PIN21	Input	0	Pin 21																									
			Output	1	Pin set as input Pin set as output																									
W	RW	PIN22	Input	0	Pin 22																									
			Output	1	Pin set as input Pin set as output																									
X	RW	PIN23	Input	0	Pin 23																									
			Output	1	Pin set as input Pin set as output																									
Y	RW	PIN24	Input	0	Pin 24																									
			Output	1	Pin set as input Pin set as output																									
Z	RW	PIN25	Input	0	Pin 25																									
			Output	1	Pin set as input																									



Bit number	Id	RW	Field	Value	Id	Value	Description
Reset	Id	RW	Field	Value	Id	Value	Description
0	AF	RW	PIN26	0	AF	RW	PIN26
1	AE	RW	PIN27	1	AE	RW	PIN27
0	AC	RW	PIN28	0	AC	RW	PIN28
1	AB	RW	PIN29	1	AB	RW	PIN29
0	AA	RW	PIN30	0	AA	RW	PIN30
1	AA	RW	PIN31	1	AA	RW	PIN31

**Table 81: DIRSET**

**Note:** Read: reads value of DIR register.

**Note:** Individual bits are set by writing a '1' to the bits that shall be set. Writing a '0' will have no effect.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value			Description																											
A	RW	PIN0			Input	0			Set as output pin 0																										
					Output	1			Read: pin set as input																										
					Set	1			Read: pin set as output																										
B	RW	PIN1				1			Write: writing a '1' sets pin to output																										
									Set as output pin 1																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
C	RW	PIN2							Set as output pin 2																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
D	RW	PIN3							Set as output pin 3																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
E	RW	PIN4							Set as output pin 4																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
F	RW	PIN5							Set as output pin 5																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
G	RW	PIN6							Set as output pin 6																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
H	RW	PIN7							Set as output pin 7																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
I	RW	PIN8							Set as output pin 8																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
J	RW	PIN9							Set as output pin 9																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
K	RW	PIN10							Set as output pin 10																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
L	RW	PIN11							Set as output pin 11																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										
					Set	1			Write: writing a '1' sets pin to output																										
M	RW	PIN12							Set as output pin 12																										
					Input	0			Read: pin set as input																										
					Output	1			Read: pin set as output																										

**Note:** Read: reads value of DIR register.

**Note:** Individual bits are set by writing a '1' to the bits that shall be set. Writing a '0' will have no effect.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value			Description																											
N	RW	PIN13	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 13																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
O	RW	PIN14	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 14																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
P	RW	PIN15	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 15																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
Q	RW	PIN16	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 16																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
R	RW	PIN17	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 17																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
S	RW	PIN18	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 18																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
T	RW	PIN19	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 19																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
U	RW	PIN20	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 20																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
V	RW	PIN21	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 21																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
W	RW	PIN22	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 22																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
X	RW	PIN23	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 23																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
Y	RW	PIN24	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 24																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
Z	RW	PIN25	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 25																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
AA	RW	PIN26	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 26																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
AB	RW	PIN27	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 27																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
AC	RW	PIN28	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 28																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
AD	RW	PIN29	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 29																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
AE	RW	PIN30	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 30																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											
AF	RW	PIN31	Set		1			Write: writing a '1' sets pin to output																											
			Input		0			Set as output pin 31																											
			Output		1			Read: pin set as input																											
			Set		1			Read: pin set as output																											

Table 82: DIRCLR

**Note:** Read: reads value of DIR register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

[illegible]

**Note:** Read: reads value of DIR register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

[illegible]

### Table 83: PIN\_CNF[n]

[illegible]

E	RW	SENSE
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## 15 GPIO tasks and events (GPIOTE)

### 15.1 Functional description

The GPIO Tasks and Events (GPIOTE) module provides functionality for accessing GPIO pins using tasks and events. Each GPIOTE channel can be assigned to one pin.

A task can be used in each GPIOTE channel for performing the following write operations to a pin:

- Set
- Clear
- Toggle

An event can be generated in each GPIOTE channel from one of the following input conditions:

- Rising edge
- Falling edge
- Any change

#### 15.1.1 Pin events and tasks

The GPIOTE module has a number of tasks and events that can be configured to operate on individual GPIO pins; the OUT[n] tasks and the IN[n] events. The tasks can be used for writing to individual pins, and the events can be generated from changes occurring at the inputs of individual pins.

The tasks and events are configured using the CONFIG[n] registers. Every pair of OUT[n] tasks and IN[n] events has one CONFIG[n] register associated with it.

When an OUT[n] task or an IN[n] event has been configured to operate on a pin, the pin can only be written from the GPIOTE module. Attempting to write a pin as a normal GPIO pin will have no effect.

As long as an OUT[n] task or an IN[n] event is configured to control a pin *n*, the pin's output value will only be updated by the GPIOTE module. The pin's output value as specified in the GPIO will therefore be ignored as long as the pin is controlled by GPIOTE. When the GPIOTE is disconnected from a pin, see MODE field in CONFIG[n] register, the associated pin will get the output and configuration values specified in the GPIO module.

When a GPIOTE channel is configured to operate on a pin as a task, the initial value of that pin is configured in the OUTINIT field of CONFIG[n].

#### 15.1.2 Port event

PORT is an event that can be generated from multiple input pins using the GPIO DETECT signal. The event will be generated on the rising edge of the DETECT signal. See [GPIO](#) chapter for more information about the DETECT signal.

This feature is always enabled although the peripheral itself appears to be IDLE, that is, no clocks or other power intensive infrastructure have to be requested to keep this feature enabled. This feature can therefore be used to wake up the CPU from a WFI or WFE type sleep in System ON with all peripherals and the CPU idle, that is, lowest power consumption in System ON mode.

#### 15.1.3 Task and events pin configuration

Each GPIOTE channel is associated with one physical GPIO pin through the CONFIG.PSEL field. When Event mode is selected in CONFIG.MODE, the pin specified by CONFIG.PSEL will be configured as an input, overriding the setting in GPIO. Similarly, when Task mode is selected in CONFIG.MODE the pin specified by CONFIG.PSEL will be configured as an output, overriding the setting in GPIO. When Disabled is selected in CONFIG.MODE, the pin specified by CONFIG.PSEL will use its configuration from the PIN\_CNF registers in GPIO.

Only one GPIOTE channel can be assigned to one physical pin. Failing to do so may result in unpredictable behavior.

## 15.2 Register Overview

**Table 84: Instances**

Base address	Peripheral	Instance	Description
0x40006000	GPIOTE	GPIOTE	GPIO Tasks and Events

**Table 85: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">OUT[0]</a>	0x000	Task for writing to pin specified in CONFIG[0].PSEL. Action on pin is configured in CONFIG[0].POLARITY.
<a href="#">OUT[1]</a>	0x004	Task for writing to pin specified in CONFIG[1].PSEL. Action on pin is configured in CONFIG[1].POLARITY.
<a href="#">OUT[2]</a>	0x008	Task for writing to pin specified in CONFIG[2].PSEL. Action on pin is configured in CONFIG[2].POLARITY.
<a href="#">OUT[3]</a>	0x00C	Task for writing to pin specified in CONFIG[3].PSEL. Action on pin is configured in CONFIG[3].POLARITY.
Events		
<a href="#">IN[0]</a>	0x100	Event generated from pin specified in CONFIG[0].PSEL
<a href="#">IN[1]</a>	0x104	Event generated from pin specified in CONFIG[1].PSEL
<a href="#">IN[2]</a>	0x108	Event generated from pin specified in CONFIG[2].PSEL
<a href="#">IN[3]</a>	0x10C	Event generated from pin specified in CONFIG[3].PSEL
<a href="#">PORT</a>	0x17C	Event generated from multiple input pins
Registers		
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">CONFIG[0]</a>	0x510	Configuration for OUT[n] task and IN[n] event
<a href="#">CONFIG[1]</a>	0x514	Configuration for OUT[n] task and IN[n] event
<a href="#">CONFIG[2]</a>	0x518	Configuration for OUT[n] task and IN[n] event
<a href="#">CONFIG[3]</a>	0x51C	Configuration for OUT[n] task and IN[n] event

## 15.3 Register Details

**Table 86: INTEN**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				I																															
Reset				0 0																															
Id	RW	Field	Value	Id	Value	Description																													
A	RW	IN0	Disabled	0	Enable or disable interrupt on <i>IN[0]</i> event																														
			Enabled	1	Disable Enable																														
B	RW	IN1	Disabled	0	Enable or disable interrupt on <i>IN[1]</i> event																														
			Enabled	1	Disable Enable																														
C	RW	IN2	Disabled	0	Enable or disable interrupt on <i>IN[2]</i> event																														
			Enabled	1	Disable Enable																														
D	RW	IN3	Disabled	0	Enable or disable interrupt on <i>IN[3]</i> event																														
			Enabled	1	Disable Enable																														
I	RW	PORT	Disabled	0	Enable or disable interrupt on <i>PORT</i> event																														
			Enabled	1	Disable Enable																														

**Table 87: INTENSET**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Note: Write '0' has no effect when read this register will read the value of <i>IN[0]</i> .					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bit number																																				
Id					I																															
Reset					0 0																															
Id	RW	Field	Value	Id	Value																Description															
A	RW	IN0	Enabled	1																	Write '1' to Enable interrupt on <i>IN[0]</i> event. Enable															
B	RW	IN1	Enabled	1																	Write '1' to Enable interrupt on <i>IN[1]</i> event. Enable															
C	RW	IN2	Enabled	1																	Write '1' to Enable interrupt on <i>IN[2]</i> event. Enable															

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																
Id				I																																D				C				B				A			
Reset				0																																															
Id	RW	Field	Value Id	Value				Description																																											
D	RW	IN3		Enabled	1				Write '1' to Enable interrupt on <i>IN[3]</i> event. Enable																																										
I	RW	PORT		Enabled	1				Write '1' to Enable interrupt on <i>PORT</i> event. Enable																																										

**Table 88: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

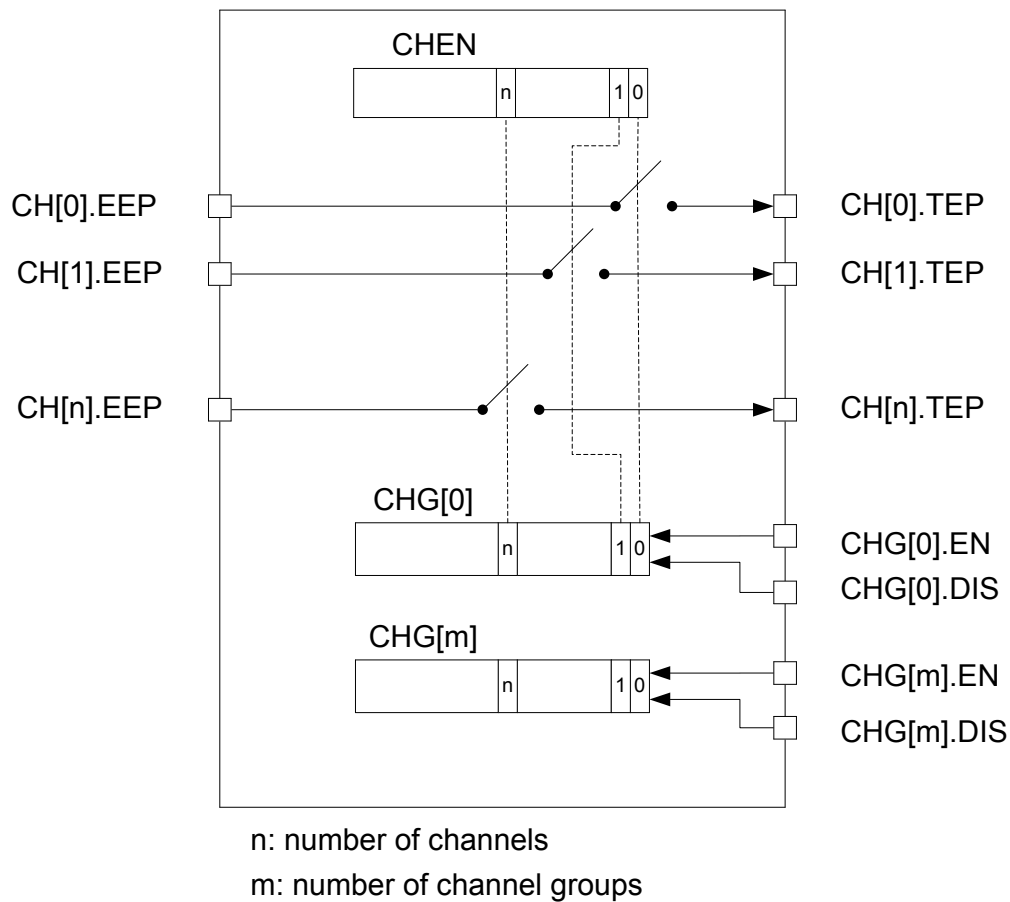
Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				I																															
Reset				0																															
Id	RW	Field	Value Id	Value				Description																											
A	RW	IN0	Disabled	1				Write '1' to Clear interrupt on <i>IN[0]</i> event. Disable																											
B	RW	IN1						Write '1' to Clear interrupt on <i>IN[1]</i> event. Disable																											
C	RW	IN2	Disabled	1				Write '1' to Clear interrupt on <i>IN[2]</i> event. Disable																											
D	RW	IN3						Write '1' to Clear interrupt on <i>IN[3]</i> event. Disable																											
I	RW	PORT	Disabled	1				Write '1' to Clear interrupt on <i>PORT</i> event. Disable																											

**Table 89: CONFIG[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																								
Id																				D				C				C				B				B				B				B								A				A			
Reset				0																																																							
Id	RW	Field	Value Id	Value	Description																																																						
A	RW	MODE			Mode																																																						
			Disabled	0	Disabled. Pin specified by PSEL will not be acquired by the GPIOTE module.																																																						
			Event	1	Event mode The pin specified by PSEL will be configured as an input and the IN[n] event will be generated if operation specified in POLARITY occurs on the pin.																																																						
			Task	3	Task mode The pin specified by PSEL will be configured as an output and triggering the OUT[n] task will perform the operation specified by POLARITY on the pin. When enabled as a task the GPIOTE module will acquire the pin and the pin can no longer be written as a regular output pin from the GPIO module.																																																						
B	RW	PSEL		[0..31]	Pin number associated with OUT[n] task and IN[n] event																																																						
C	RW	POLARITY			When In task mode: Operation to be performed on output when OUT[n] task is triggered. When In event mode: Operation on input that shall trigger IN[n] event.																																																						
			None	0	Task mode: No effect on pin from OUT[n] task. Event mode: no IN[n] event generated on pin activity.																																																						
			LoToHi	1	Task mode: Set pin from OUT[n] task. Event mode: Generate IN[n] event when rising edge on pin.																																																						
			HiToLo	2	Task mode: Clear pin from OUT[n] task. Event mode: Generate IN[n] event when falling edge on pin.																																																						
			Toggle	3	Task mode: Toggle pin from OUT[n]. Event mode: Generate IN[n] when any change on pin.																																																						
D	RW	OUTINIT			When in task mode: Initial value of the output when the GPIOTE channel is configured. When in event mode: No effect.																																																						
			Low	0	Task mode: Initial value of pin before task triggering is low																																																						
			High	1	Task mode: Initial value of pin before task triggering is high																																																						



## 16 Programmable Peripheral Interconnect (PPI)



**Figure 16: PPI block diagram**

### 16.1 Functional description

The Programmable Peripheral Interconnect (PPI) enables different peripherals to interact autonomously with each other using tasks and events and without having to use the CPU.

The PPI provides a mechanism to automatically trigger a task in one peripheral as a result of an event occurring in another peripheral. A task is connected to an event through a PPI channel. The PPI channel is composed of two end-point registers, the Event End-Point (EEP) and the Task End-Point (TEP). A peripheral task is connected to a Task End-Point using the address of the task register associated with the task. Similarly, a peripheral event is connected to an Event End-Point using the address of the event register associated with the event.

There are two ways of enabling and disabling PPI channels:

- Enable or disable PPI channels individually using the CHEN, CHENSET, and CHENCLR registers.
- Enable or disable PPI channels in PPI channel groups through the groups' ENABLE and DISABLE tasks. Prior to these tasks being triggered, the PPI channel group must be configured to define which PPI channels belongs to which groups.

PPI tasks (for example, CHG0EN) can be triggered through the PPI like any other task, which means they can be hooked up to a PPI channel as a TEP. One event can trigger multiple tasks by using multiple channels and one task can be triggered by multiple events in the same way.

### 16.1.1 Pre-programmed channels

As illustrated in [Table 90: Pre-programmed channels](#) on page 74 some of the PPI's channels are pre-programmed. These channels cannot be configured by the CPU, but can be added to groups and enabled/disabled like the general purpose PPI channels.

**Table 90: Pre-programmed channels**

Channel	EEP	TEP
20	TIMER0->EVENTS_COMPARE[0]	RADIO->TASKS_TXEN
21	TIMER0->EVENTS_COMPARE[0]	RADIO->TASKS_RXEN
22	TIMER0->EVENTS_COMPARE[1]	RADIO->TASKS_DISABLE
23	RADIO->EVENTS_BCMATCH	AAR->TASKS_START
24	RADIO->EVENTS_READY	CCM->TASKS_KSGEN
25	RADIO->EVENTS_ADDRESS	CCM->TASKS_CRYPT
26	RADIO->EVENTS_ADDRESS	TIMER0->TASKS_CAPTURE[1]
27	RADIO->EVENTS_END	TIMER0->TASKS_CAPTURE[2]
28	RTC0->EVENTS_COMPARE[0]	RADIO->TASKS_TXEN
29	RTC0->EVENTS_COMPARE[0]	RADIO->TASKS_RXEN
30	RTC0->EVENTS_COMPARE[0]	TIMER0->TASKS_CLEAR
31	RTC0->EVENTS_COMPARE[0]	TIMER0->TASKS_START

## 16.2 Register Overview

**Table 91: Instances**

Base address	Peripheral	Instance	Description
0x4001F000	PPI	PPI	Programmable Peripheral Interconnect

**Table 92: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">CHG[0].EN</a>	0x000	Enable channel group 0
<a href="#">CHG[0].DIS</a>	0x004	Disable channel group 0
<a href="#">CHG[1].EN</a>	0x008	Enable channel group 1
<a href="#">CHG[1].DIS</a>	0x00C	Disable channel group 1
<a href="#">CHG[2].EN</a>	0x010	Enable channel group 2
<a href="#">CHG[2].DIS</a>	0x014	Disable channel group 2
<a href="#">CHG[3].EN</a>	0x018	Enable channel group 3
<a href="#">CHG[3].DIS</a>	0x01C	Disable channel group 3
Registers		
<a href="#">CHEN</a>	0x500	Channel enable register
<a href="#">CHENSET</a>	0x504	Channel enable set register
<a href="#">CHENCLR</a>	0x508	Channel enable clear register
<a href="#">CH[0].EEP</a>	0x510	Channel 0 event end-point
<a href="#">CH[0].TEP</a>	0x514	Channel 0 task end-point
<a href="#">CH[1].EEP</a>	0x518	Channel 1 event end-point
<a href="#">CH[1].TEP</a>	0x51C	Channel 1 task end-point
<a href="#">CH[2].EEP</a>	0x520	Channel 2 event end-point
<a href="#">CH[2].TEP</a>	0x524	Channel 2 task end-point
<a href="#">CH[3].EEP</a>	0x528	Channel 3 event end-point
<a href="#">CH[3].TEP</a>	0x52C	Channel 3 task end-point
<a href="#">CH[4].EEP</a>	0x530	Channel 4 event end-point
<a href="#">CH[4].TEP</a>	0x534	Channel 4 task end-point
<a href="#">CH[5].EEP</a>	0x538	Channel 5 event end-point
<a href="#">CH[5].TEP</a>	0x53C	Channel 5 task end-point
<a href="#">CH[6].EEP</a>	0x540	Channel 6 event end-point
<a href="#">CH[6].TEP</a>	0x544	Channel 6 task end-point
<a href="#">CH[7].EEP</a>	0x548	Channel 7 event end-point
<a href="#">CH[7].TEP</a>	0x54C	Channel 7 task end-point
<a href="#">CH[8].EEP</a>	0x550	Channel 8 event end-point
<a href="#">CH[8].TEP</a>	0x554	Channel 8 task end-point
<a href="#">CH[9].EEP</a>	0x558	Channel 9 event end-point
<a href="#">CH[9].TEP</a>	0x55C	Channel 9 task end-point
<a href="#">CH[10].EEP</a>	0x560	Channel 10 event end-point
<a href="#">CH[10].TEP</a>	0x564	Channel 10 task end-point
<a href="#">CH[11].EEP</a>	0x568	Channel 11 event end-point
<a href="#">CH[11].TEP</a>	0x56C	Channel 11 task end-point
<a href="#">CH[12].EEP</a>	0x570	Channel 12 event end-point
<a href="#">CH[12].TEP</a>	0x574	Channel 12 task end-point
<a href="#">CH[13].EEP</a>	0x578	Channel 13 event end-point
<a href="#">CH[13].TEP</a>	0x57C	Channel 13 task end-point
<a href="#">CH[14].EEP</a>	0x580	Channel 14 event end-point
<a href="#">CH[14].TEP</a>	0x584	Channel 14 task end-point
<a href="#">CH[15].EEP</a>	0x588	Channel 15 event end-point
<a href="#">CH[15].TEP</a>	0x58C	Channel 15 task end-point

Register	Offset	Description
CHG[0]	0x800	Channel group 0
CHG[1]	0x804	Channel group 1
CHG[2]	0x808	Channel group 2
CHG[3]	0x80C	Channel group 3

## 16.3 Register Details

Table 93: CHEN

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																										
Id				AF AE AC AC AB AA Z Y X W V U P O N M L K J I H G F E D C B A																										
Reset				0 0																										
Id	RW	Field	Value Id	Value	Description																									
A	RW	CH0	Disabled	0	Enable or disable channel 0																									
			Enabled	1	Disable channel																									
B	RW	CH1	Disabled	0	Enable or disable channel 1																									
			Enabled	1	Disable channel																									
C	RW	CH2	Disabled	0	Enable or disable channel 2																									
			Enabled	1	Disable channel																									
D	RW	CH3	Disabled	0	Enable or disable channel 3																									
			Enabled	1	Disable channel																									
E	RW	CH4	Disabled	0	Enable or disable channel 4																									
			Enabled	1	Disable channel																									
F	RW	CH5	Disabled	0	Enable or disable channel 5																									
			Enabled	1	Disable channel																									
G	RW	CH6	Disabled	0	Enable or disable channel 6																									
			Enabled	1	Disable channel																									
H	RW	CH7	Disabled	0	Enable or disable channel 7																									
			Enabled	1	Disable channel																									
I	RW	CH8	Disabled	0	Enable or disable channel 8																									
			Enabled	1	Disable channel																									
J	RW	CH9	Disabled	0	Enable or disable channel 9																									
			Enabled	1	Disable channel																									
K	RW	CH10	Disabled	0	Enable or disable channel 10																									
			Enabled	1	Disable channel																									
L	RW	CH11	Disabled	0	Enable or disable channel 11																									
			Enabled	1	Disable channel																									
M	RW	CH12	Disabled	0	Enable or disable channel 12																									
			Enabled	1	Disable channel																									
N	RW	CH13	Disabled	0	Enable or disable channel 13																									
			Enabled	1	Disable channel																									
O	RW	CH14	Disabled	0	Enable or disable channel 14																									
			Enabled	1	Disable channel																									
P	RW	CH15	Disabled	0	Enable or disable channel 15																									
			Enabled	1	Disable channel																									
U	RW	CH20	Disabled	0	Enable or disable channel 20																									
			Enabled	1	Disable channel																									
V	RW	CH21	Disabled	0	Enable or disable channel 21																									
			Enabled	1	Disable channel																									
W	RW	CH22	Disabled	0	Enable or disable channel 22																									
			Enabled	1	Disable channel																									
X	RW	CH23	Disabled	0	Enable or disable channel 23																									
			Enabled	1	Disable channel																									
Y	RW	CH24	Disabled	0	Enable or disable channel 24																									
			Enabled	1	Disable channel																									
Z	RW	CH25	Disabled	0	Enable or disable channel 25																									
			Enabled	1	Disable channel																									

Bit number	Id	Reset	Id	RW	Field	Value	Id	Value	Description
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0	AF AE AC AC AB AA Z Y X W V U	P O N M L K J I H G F E D C B A	0 0						
AA	RW	CH26				Disabled	0		Enable or disable channel 26
						Enabled	1		Disable channel
									Enable channel
AB	RW	CH27				Disabled	0		Enable or disable channel 27
						Enabled	1		Disable channel
									Enable channel
AC	RW	CH28				Disabled	0		Enable or disable channel 28
						Enabled	1		Disable channel
									Enable channel
AD	RW	CH29				Disabled	0		Enable or disable channel 29
						Enabled	1		Disable channel
									Enable channel
AE	RW	CH30				Disabled	0		Enable or disable channel 30
						Enabled	1		Disable channel
									Enable channel
AF	RW	CH31				Disabled	0		Enable or disable channel 31
						Enabled	1		Disable channel
									Enable channel

**Table 94: CHENSET**

**Note:** Read: reads value of CH{i} field in CHEN register.

**Note:** Individual bits are set by writing a '1' to the bits that shall be set. Writing a '0' will have no effect.

Bit number	Id	Reset	Id	RW	Field	Value	Id	Value	Description
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0	AF AE AC AC AB AA Z Y X W V U	P O N M L K J I H G F E D C B A	0 0						
A	RW	CH0				Disabled	0		Write '1': Enable channel 0. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
B	RW	CH1				Disabled	0		Write '1': Enable channel 1. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
C	RW	CH2				Disabled	0		Write '1': Enable channel 2. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
D	RW	CH3				Disabled	0		Write '1': Enable channel 3. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
E	RW	CH4				Disabled	0		Write '1': Enable channel 4. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
F	RW	CH5				Disabled	0		Write '1': Enable channel 5. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
G	RW	CH6				Disabled	0		Write '1': Enable channel 6. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
H	RW	CH7				Disabled	0		Write '1': Enable channel 7. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
I	RW	CH8				Disabled	0		Write '1': Enable channel 8. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
J	RW	CH9				Disabled	0		Write '1': Enable channel 9. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
K	RW	CH10				Disabled	0		Write '1': Enable channel 10. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
L	RW	CH11				Disabled	0		Write '1': Enable channel 11. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel
M	RW	CH12				Disabled	0		Write '1': Enable channel 12. Write '0': no effect
						Enabled	1		Read: channel disabled
						Set	1		Read: channel enabled
									Write: Enable channel

**Note:** Read: reads value of CH{i} field in CHEN register.

**Note:** Individual bits are set by writing a '1' to the bits that shall be set. Writing a '0' will have no effect.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0													
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U																		P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0																																												
Id	RW	Field	Value	Id	Value																	Description																										
N	RW	CH13																				Write '1': Enable channel 13. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
O	RW	CH14																				Write '1': Enable channel 14. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
P	RW	CH15																				Write '1': Enable channel 15. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
U	RW	CH20																				Write '1': Enable channel 20. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
V	RW	CH21																				Write '1': Enable channel 21. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
W	RW	CH22																				Write '1': Enable channel 22. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
X	RW	CH23																				Write '1': Enable channel 23. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
Y	RW	CH24																				Write '1': Enable channel 24. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
Z	RW	CH25																				Write '1': Enable channel 25. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
AA	RW	CH26																				Write '1': Enable channel 26. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
AB	RW	CH27																				Write '1': Enable channel 27. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
AC	RW	CH28																				Write '1': Enable channel 28. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
AD	RW	CH29																				Write '1': Enable channel 29. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
AE	RW	CH30																				Write '1': Enable channel 30. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										
AF	RW	CH31																				Write '1': Enable channel 31. Write '0': no effect																										
			Disabled		0																	Read: channel disabled																										
			Enabled		1																	Read: channel enabled																										
			Set		1																	Write: Enable channel																										

Table 95: CHENCLR

**Note:** Read: reads value of CH{i} field in CHEN register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Note: Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.																															
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																											
Id				AF AE AC AC AB AA Z Y X W V U P O N M L K J I H G F E D C B A																											
Reset				0 0																											
Id	RW	Field	Value Id	ValueDescription																											
A	RW	CH0		Write '1': Disable channel 0. Write '0': no effect																											
			Disabled	0Read: channel disabled																											
			Enabled	1Read: channel enabled																											
			Clear	1Write: disable channel																											
B	RW	CH1		Write '1': Disable channel 1. Write '0': no effect																											
			Disabled	0Read: channel disabled																											
			Enabled	1Read: channel enabled																											
			Clear	1Write: disable channel																											

**Note:** Read: reads value of CH{i} field in CHEN register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0										
Id	Reset			AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U					P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A										
Id	RW	Field		Value	Id							0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										
C	RW	CH2		Disabled									Write '1': Disable channel 2. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
D	RW	CH3		Disabled									Write '1': Disable channel 3. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
E	RW	CH4		Disabled									Write '1': Disable channel 4. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
F	RW	CH5		Disabled									Write '1': Disable channel 5. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
G	RW	CH6		Disabled									Write '1': Disable channel 6. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
H	RW	CH7		Disabled									Write '1': Disable channel 7. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
I	RW	CH8		Disabled									Write '1': Disable channel 8. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
J	RW	CH9		Disabled									Write '1': Disable channel 9. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
K	RW	CH10		Disabled									Write '1': Disable channel 10. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
L	RW	CH11		Disabled									Write '1': Disable channel 11. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
M	RW	CH12		Disabled									Write '1': Disable channel 12. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
N	RW	CH13		Disabled									Write '1': Disable channel 13. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
O	RW	CH14		Disabled									Write '1': Disable channel 14. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
P	RW	CH15		Disabled									Write '1': Disable channel 15. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
U	RW	CH20		Disabled									Write '1': Disable channel 20. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
V	RW	CH21		Disabled									Write '1': Disable channel 21. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
W	RW	CH22		Disabled									Write '1': Disable channel 22. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
X	RW	CH23		Disabled									Write '1': Disable channel 23. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
Y	RW	CH24		Disabled									Write '1': Disable channel 24. Write '0': no effect																																
				Enabled									Read: channel disabled																																
				Clear									Read: channel enabled																																
													Write: disable channel																																
Z	RW	CH25		Disabled									Write '1': Disable channel 25. Write '0': no effect																																
													Read: channel disabled																																

**Note:** Read: reads value of CH{i} field in CHEN register.

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U					P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
AA	RW	CH26	Enabled	1	Read: channel enabled																														
			Clear	1	Write: disable channel																														
					Write '1': Disable channel 26. Write '0': no effect																														
			Disabled	0	Read: channel disabled																														
AB	RW	CH27	Enabled	1	Read: channel enabled																														
			Clear	1	Write: disable channel																														
					Write '1': Disable channel 27. Write '0': no effect																														
			Disabled	0	Read: channel disabled																														
AC	RW	CH28	Enabled	1	Read: channel enabled																														
			Clear	1	Write: disable channel																														
					Write '1': Disable channel 28. Write '0': no effect																														
			Disabled	0	Read: channel disabled																														
AD	RW	CH29	Enabled	1	Read: channel enabled																														
			Clear	1	Write: disable channel																														
					Write '1': Disable channel 29. Write '0': no effect																														
			Disabled	0	Read: channel disabled																														
AE	RW	CH30	Enabled	1	Read: channel enabled																														
			Clear	1	Write: disable channel																														
					Write '1': Disable channel 30. Write '0': no effect																														
			Disabled	0	Read: channel disabled																														
AF	RW	CH31	Enabled	1	Read: channel enabled																														
			Clear	1	Write: disable channel																														
					Write '1': Disable channel 31. Write '0': no effect																														
			Disabled	0	Read: channel disabled																														

**Table 96: CH[m].EEP**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0									
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A									
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0									
Id	RW	Field	Value	Id									Value																Description															
A	RW	EEP																											Pointer to event register. Accepts only addresses to registers from the Event group.															

**Table 97: CH[m].TEP**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0								
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A								
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								
Id	RW	Field	Value	Id								Value								Description																							
A	RW	TEP																		Pointer to task register. Accepts only addresses to registers from the Task group.																							

**Table 98: CHG[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0									
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U														P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								
Id	RW	Field	Value	Id	Value			Description																																				
A	RW	CH0		Excluded	0			Include or exclude channel 0																																				
				Included	1			Exclude																																				
								Include																																				
B	RW	CH1		Excluded	0			Include or exclude channel 1																																				
				Included	1			Exclude																																				
								Include																																				
C	RW	CH2		Excluded	0			Include or exclude channel 2																																				
				Included	1			Exclude																																				
								Include																																				
D	RW	CH3		Excluded	0			Include or exclude channel 3																																				
				Included	1			Exclude																																				
								Include																																				
E	RW	CH4		Excluded	0			Include or exclude channel 4																																				
				Included	1			Exclude																																				
								Include																																				
F	RW	CH5		Excluded	0			Include or exclude channel 5																																				
				Included	1			Exclude																																				
								Include																																				
G	RW	CH6		Excluded	0			Include or exclude channel 6																																				
				Included	1			Exclude																																				
								Include																																				
H	RW	CH7		Excluded	0			Include or exclude channel 7																																				
				Included	1			Exclude																																				
								Include																																				

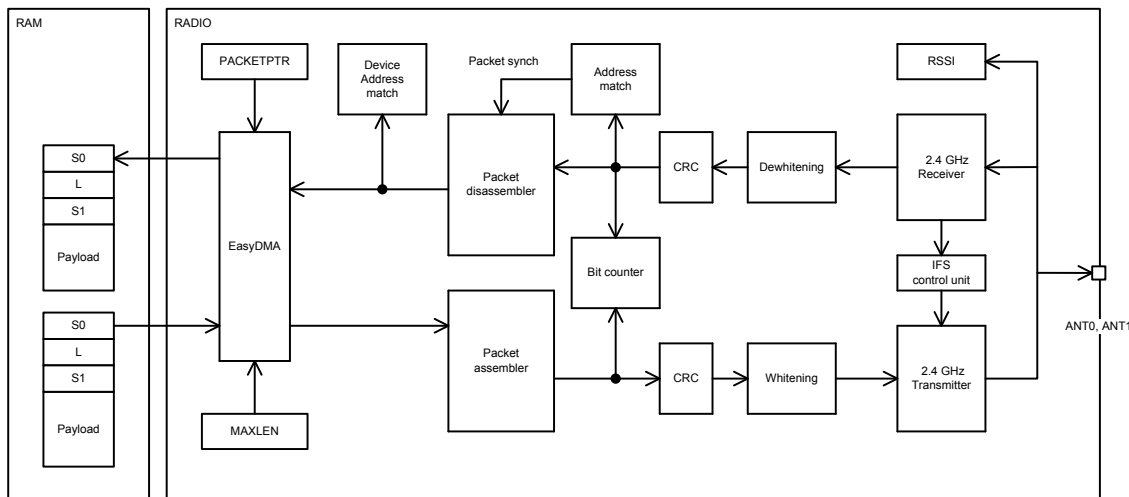
Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0										
Id				AF	AE	AC	AC	AB	AA	Z	Y	X	W	V	U															P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0									
Id	RW	Field	Value	Id	Value			Description																																					
I	RW	CH8		Excluded	0			Include or exclude channel 8																																					
					1			Exclude																																					
J	RW	CH9		Excluded	0			Include or exclude channel 9																																					
					1			Exclude																																					
K	RW	CH10		Excluded	0			Include or exclude channel 10																																					
					1			Exclude																																					
L	RW	CH11		Excluded	0			Include or exclude channel 11																																					
					1			Exclude																																					
M	RW	CH12		Excluded	0			Include or exclude channel 12																																					
					1			Exclude																																					
N	RW	CH13		Excluded	0			Include or exclude channel 13																																					
					1			Exclude																																					
O	RW	CH14		Excluded	0			Include or exclude channel 14																																					
					1			Exclude																																					
P	RW	CH15		Excluded	0			Include or exclude channel 15																																					
					1			Exclude																																					
U	RW	CH20		Excluded	0			Include or exclude channel 20																																					
					1			Exclude																																					
V	RW	CH21		Excluded	0			Include or exclude channel 21																																					
					1			Exclude																																					
W	RW	CH22		Excluded	0			Include or exclude channel 22																																					
					1			Exclude																																					
X	RW	CH23		Excluded	0			Include or exclude channel 23																																					
					1			Exclude																																					
Y	RW	CH24		Excluded	0			Include or exclude channel 24																																					
					1			Exclude																																					
Z	RW	CH25		Excluded	0			Include or exclude channel 25																																					
					1			Exclude																																					
AA	RW	CH26		Excluded	0			Include or exclude channel 26																																					
					1			Exclude																																					
AB	RW	CH27		Excluded	0			Include or exclude channel 27																																					
					1			Exclude																																					
AC	RW	CH28		Excluded	0			Include or exclude channel 28																																					
					1			Exclude																																					
AD	RW	CH29		Excluded	0			Include or exclude channel 29																																					
					1			Exclude																																					
AE	RW	CH30		Excluded	0			Include or exclude channel 30																																					
					1			Exclude																																					
AF	RW	CH31		Excluded	0			Include or exclude channel 31																																					
					1			Exclude																																					



## 17 2.4 GHz Radio (RADIO)

The RADIO contains a 2.4 GHz radio receiver and a 2.4 GHz radio transmitter that is compatible with Nordic's proprietary 250 kbps, 1 Mbps and 2 Mbps radio modes in addition to 1 Mbps Bluetooth Low Energy mode.

The RADIO implements EasyDMA. EasyDMA in combination with an automated packet assembler and packet disassembler, and an automated CRC generator and CRC checker, makes it very easy to configure and use the RADIO. See [Figure 17: RADIO block diagram](#) on page 81 for more information.



**Figure 17: RADIO block diagram**

The RADIO includes a Device Address Match unit and an interframe spacing control unit that can be utilized to simplify address white listing and interframe spacing respectively, in *Bluetooth* low energy and similar applications.

The RADIO also includes a Received Signal Strength Indicator (RSSI) and a bit counter. The bit counter generates events when a preconfigured number of bits have been sent or received by the RADIO.

### 17.1 Functional description

#### 17.1.1 EasyDMA

The RADIO implements EasyDMA for reading and writing of data packets from and to the RAM without CPU involvement.

As illustrated in [Figure 17: RADIO block diagram](#) on page 81, the RADIO's EasyDMA utilizes the same PACKETPTR pointer for receiving packets and transmitting packets. The CPU should reconfigure this pointer every time before the RADIO is started via the START task.

The MAXLEN field in the PCNF1 register configures the maximum packet payload size in number of bytes that can be transmitted or received by the RADIO. This feature can be used to ensure that the RADIO does not overwrite, or read beyond, the RAM assigned to the packet payload. This means that if the packet payload length defined by PCNF1.STATLEN and the LENGTH field in the packet specifies a packet larger than MAXLEN, the payload will be truncated at MAXLEN.

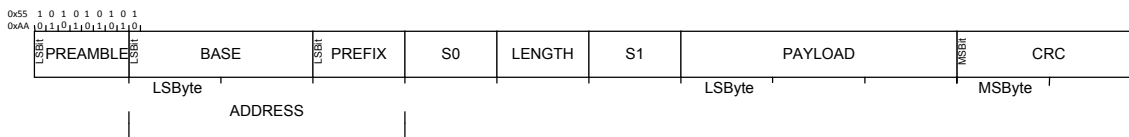
If the payload length is specified larger than MAXLEN, the RADIO will still transmit or receive in the same way as before except the payload is now truncated to MAXLEN. The packet's LENGTH field will not be altered when the payload is truncated. The RADIO will calculate CRC as if the packet length is equal to MAXLEN.

If the PACKETPTR is not pointing to the Data RAM region, an EasyDMA transfer will result in a HardFault. See [Memory](#) on page 15 for more information about the different memory regions.

The EasyDMA will have finished accessing the RAM when the DISABLED event is generated.

### 17.1.2 Packet configuration

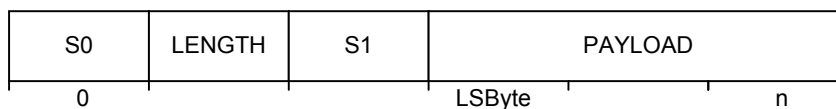
A Radio packet contains the following fields: PREAMBLE, ADDRESS, LENGTH, S0, S1, PAYLOAD and CRC as illustrated in [Figure 18: On-air packet layout](#) on page 82. The Radio sends the different fields in the packet in the order they are illustrated below, from left to right. The preamble will be sent least significant bit first on-air.



**Figure 18: On-air packet layout**

For all modes that can be specified in the MODE register, the PREAMBLE is always one byte long. If the first bit of the ADDRESS is 0 the preamble will be set to 0xAA otherwise the PREAMBLE will be set to 0x55.

Radio packets are stored in memory inside instances of a radio packet data structure as illustrated in [Figure 19: In-RAM representation of radio packet, S0, LENGTH and S1 are optional](#) on page 82. The PREAMBLE, ADDRESS and CRC fields are omitted in this data structure.



**Figure 19: In-RAM representation of radio packet, S0, LENGTH and S1 are optional**

The byte ordering on air is always Least Significant Byte First for the ADDRESS and PAYLOAD fields and Most Significant Byte First for the CRC field. The ADDRESS fields are always transmitted and received least significant bit first on-air. The CRC field is always transmitted and received Most Significant Bit first. The bit-endian, i.e. which order the bits are sent and received in, of the S0, LENGTH, S1 and PAYLOAD fields can be configured via the ENDIAN in PCNF1.

The sizes, in number of bits, of the S0, LENGTH and S1 fields can be individually configured via S0S, LS and S1S in PCNF0 respectively. If any of these fields are configured to be less than 8 bit long the, the least significant bits of the fields, as seen from the RAM representation, are used.

If S0, LENGTH or S1 are specified with zero length their fields will be omitted in memory, otherwise each field will be represented as a separate byte, regardless of the number of bits in their on-air counterpart.

### 17.1.3 Maximum packet length

Independent of the configuration of MAXLEN, the combined length of S0, LENGTH, S1 and PAYLOAD cannot exceed 254 bytes.

### 17.1.4 Address configuration

The on-air radio ADDRESS field is composed of two parts, the base address field and the address prefix field, see [Table 99: Definition of logical addresses](#) on page 83. The size of the base address field is configurable via BALEN in PCNF1. The base address is truncated from LSByte if the BALEN is less than 4.

The on-air addresses are defined in the BASEn and PREFIXn registers, and it is only when writing these registers the user will have to relate to actual on-air addresses. For other radio address registers such as the

TXADDRESS, RXADDRESSES and RXMATCH registers, logical radio addresses ranging from 0 to 7 are being used. The relationship between the on-air radio addresses and the logical addresses is described in [Table 99: Definition of logical addresses](#) on page 83.

**Table 99: Definition of logical addresses**

Logical address	Base address	Prefix byte
0	BASE0	PREFIX0.AP0
1	BASE1	PREFIX0.AP1
2	BASE1	PREFIX0.AP2
3	BASE1	PREFIX0.AP3
4	BASE1	PREFIX1.AP4
5	BASE1	PREFIX1.AP5
6	BASE1	PREFIX1.AP6
7	BASE1	PREFIX1.AP7

### 17.1.5 Received Signal Strength Indicator (RSSI)

The radio implements a mechanism for measuring the power in the received radio signal. This feature is called Received Signal Strength Indicator (RSSI).

Sampling of the received signal strength is started by using the RSSISTART task. The sample can be read from the RSSISAMPLE register.

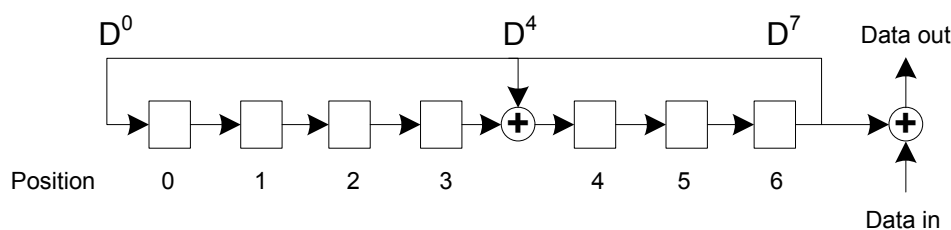
The sample period of the RSSI is defined by  $RSSI_{PERIOD}$ , see the device product specification for details. The RSSI sample will hold the average received signal strength during this sample period.

For the RSSI sample to be valid the radio has to be enabled in receive mode (RXEN task) and the reception has to be started (READY event followed by START task).

### 17.1.6 Data whitening

The RADIO is able to do packet whitening and de-whitening, see WHITEEN in PCNF1 register for how to enable whitening. When enabled, whitening and de-whitening will be handled by the RADIO automatically as packets are sent and received, i.e. radio packets located in RAM will not be whitened.

The whitening word is generated using polynomial  $g(D) = D^7 + D^4 + 1$ , which then is XORed with the data packet that is to be whitened, or de-whitened, see [Figure 20: Data whitening and de-whitening](#) on page 83.



**Figure 20: Data whitening and de-whitening**

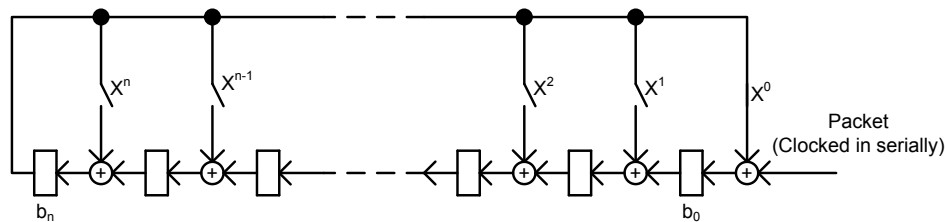
Whitening and de-whitening will be performed over the whole packet, except for the preamble, and the address field.

The linear feedback shift register, illustrated in [Figure 20: Data whitening and de-whitening](#) on page 83 can be initialised via the DATAWHITEIV register.

### 17.1.7 CRC

The CRC generator in the RADIO calculates the CRC over the whole packet excluding the preamble. If desirable the address field can be excluded from the CRC calculation as well, see CRCCNF register for more information.

The CRC polynomial is configurable as illustrated in [Figure 21: CRC generation of an n bit CRC](#) on page 84 where bit 0 in the CRCPOLY register corresponds to  $X^0$  and bit 1 corresponds to  $X^1$  etc. See CRCPOLY for more information.



**Figure 21: CRC generation of an n bit CRC**

As illustrated in [Figure 21: CRC generation of an n bit CRC](#) on page 84, the CRC is calculated by feeding the packet serially through the CRC generator. Before the packet is clocked through the CRC generator, the CRC generator's latches  $b_0$  through  $b_n$  will be initialized with a predefined value specified in the CRCINIT register. When the whole packet is clocked through the CRC generator, latches  $b_0$  through  $b_n$  will hold the resulting CRC. This value will be used by the RADIO during both transmission and reception but it is not available to be read by the CPU at any time. A received CRC can however be read by the CPU via the RXCRC register independent of whether or not it has passed the CRC check.

The length ( $n$ ) of the CRC is configurable, see CRCCNF for more information.

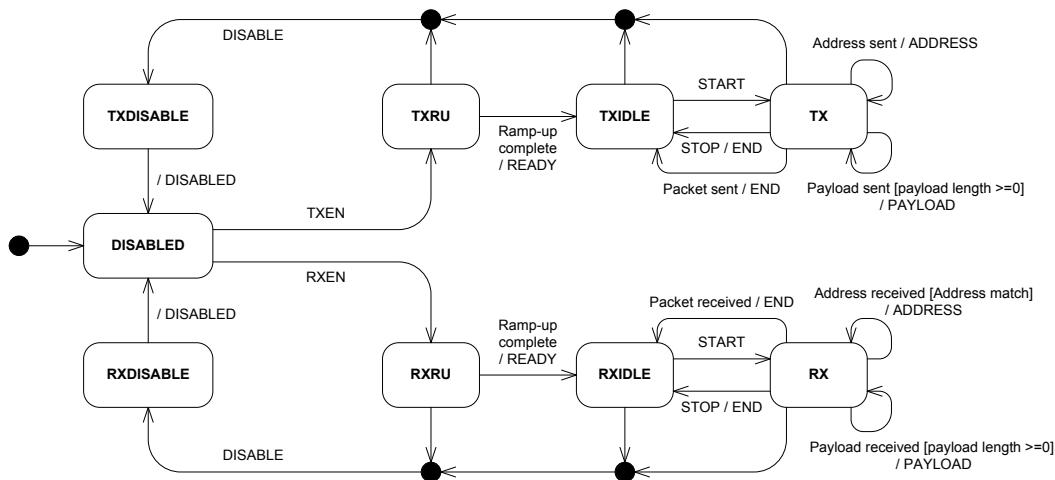
The status of the CRC check can be read from the CRCSTATUS register after a packet has been received.

### 17.1.8 Radio states

The RADIO can enter the following states as described in [Table 100: RADIO state diagram](#) on page 84 below. An overview state diagram for the RADIO is illustrated in [Figure 22: Radio states](#) on page 85. This figure shows how the tasks and events relate to the RADIO's operation. The RADIO does not prevent a task from being triggered from the wrong state, if a task is triggered from the wrong state, for example if the RXEN task is triggered from the RXDISABLE state, this may lead to incorrect behaviour. As illustrated in [Figure 22: Radio states](#) on page 85, the PAYLOAD event is always generated even if the payload is zero.

**Table 100: RADIO state diagram**

State	Description
DISABLED	No operations are going on inside the radio and the power consumption is at a minimum
RXRU	The radio is ramping up and preparing for reception
RXIDLE	The radio is ready for reception to start
RX	Reception has been started and the addresses enabled in the RXADDRESSES register are being monitored
TXRU	The radio is ramping up and preparing for transmission
TXIDLE	The radio is ready for transmission to start
TX	The radio is transmitting a packet
RXDISABLE	The radio is disabling the receiver
TXDISABLE	The radio is disabling the transmitter



**Figure 22: Radio states**

### 17.1.9 Maximum consecutive transmission time

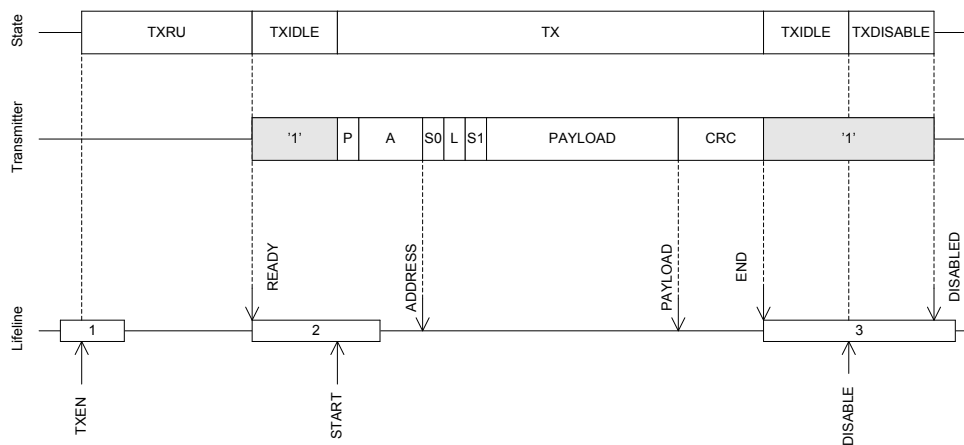
Maximum consecutive transmission time is defined as the longest time the RADIO can be active transmitting before it has to be disabled, i.e. the longest possible time between READY event and DISABLE task.

Maximum consecutive transmission time for the RADIO is 1 ms running of a 60 ppm crystal and 16 ms running of a 30 ppm crystal.

### 17.1.10 Transmit sequence

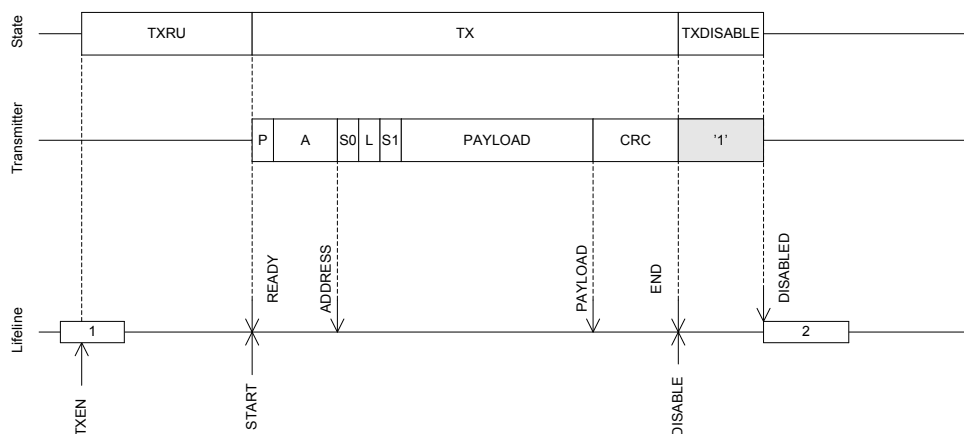
Before the RADIO is able to transmit a packet, it must first ramp-up in TX mode, see TXRU in [Figure 22: Radio states](#) on page 85 and [Figure 23: Transmit sequence](#) on page 86 etc. A TXRU ramp-up sequence is initiated when the TXEN task is triggered. After the radio has successfully ramped up it will generate the READY event indicating that a packet transmission can be initiate. A packet transmission is initiated by triggering the START task. As illustrated in [Figure 22: Radio states](#) on page 85 the START task can first be triggered after the RADIO has entered into the TXIDLE state.

[Figure 23: Transmit sequence](#) on page 86 illustrates a single packet transmission where the CPU manually triggers the different tasks needed to control the flow of the RADIO, i.e. no shortcuts are used. If shortcuts are not used, a certain amount of delay caused by CPU execution is expected between READY and START, and between END and DISABLE. As illustrated in [Figure 23: Transmit sequence](#) on page 86 the RADIO will by default transmit '1's between READY and START, and between END and DISABLED.



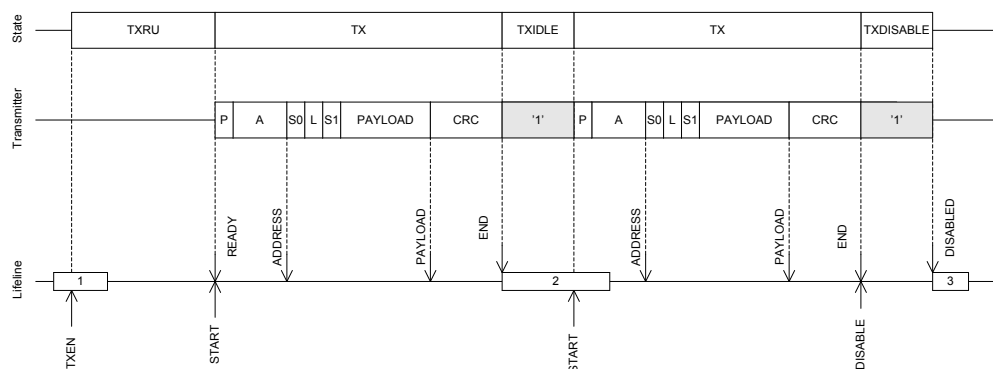
**Figure 23: Transmit sequence**

A slightly modified version of the transmit sequence from [Figure 23: Transmit sequence](#) on page 86 is illustrated in [Figure 24: Transmit sequence using shortcuts to avoid delays](#) on page 86 where the RADIO is configured to use shortcuts between READY and START, and between END and DISABLE, which means that no delay is introduced.



**Figure 24: Transmit sequence using shortcuts to avoid delays**

The RADIO is able to send multiple packets one after the other without having to disable and re-enable the RADIO between packets, this is illustrated in [Figure 25: Transmission of multiple packets](#) on page 87.

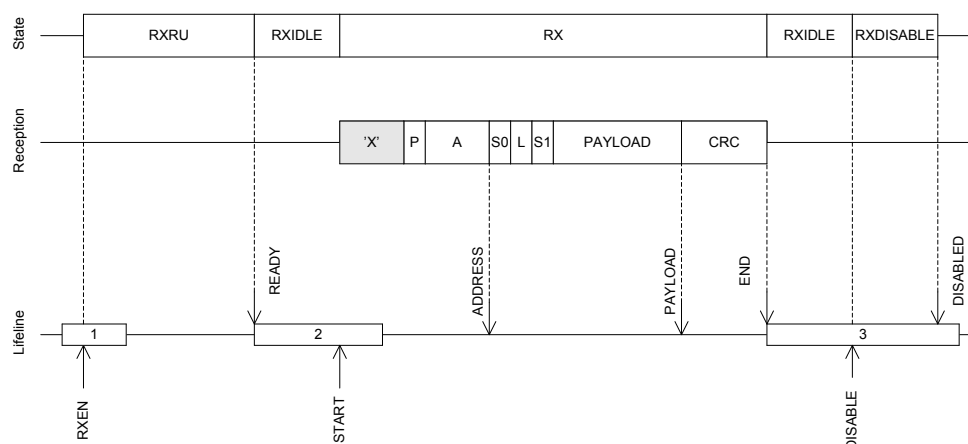


**Figure 25: Transmission of multiple packets**

### 17.1.11 Receive sequence

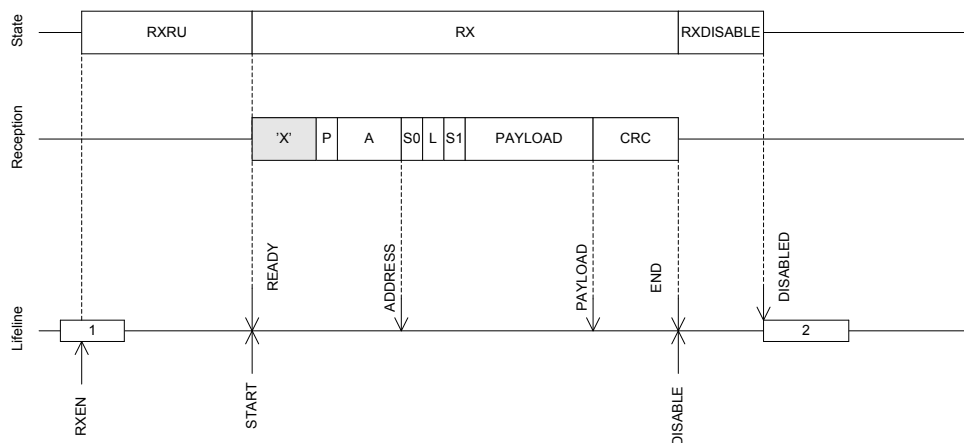
Before the RADIO is able to receive a packet, it must first ramp-up in RX mode, see RXRU in [Figure 22: Radio states](#) on page 85 and [Figure 26: Receive sequence](#) on page 87 etc. An RXRU ramp-up sequence is initiated when the RXEN task is triggered. After the radio has successfully ramped up it will generate the READY event indicating that a packet reception can be initiated. A packet reception is initiated by triggering the START task. As illustrated in [Figure 22: Radio states](#) on page 85 the START task can, first be triggered after the RADIO has entered into the RXIDLE state.

[Figure 26: Receive sequence](#) on page 87 illustrates a single packet reception where the CPU manually triggers the different tasks needed to control the flow of the RADIO, i.e. no shortcuts are used. If shortcuts are not used, a certain amount of delay, caused by CPU execution, is expected between READY and START, and between END and DISABLE. As illustrated [Figure 26: Receive sequence](#) on page 87 the RADIO will be listening and possibly receiving undefined data, illustrated with an 'X', from START and until a packet with valid preamble (P) is received.



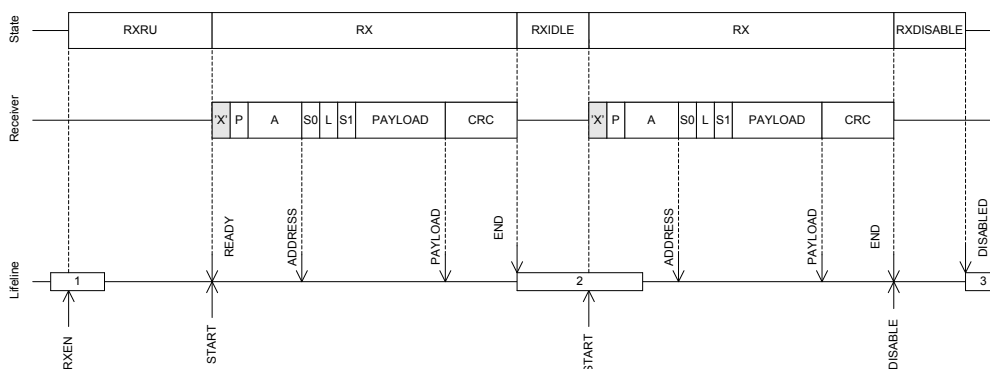
**Figure 26: Receive sequence**

A slightly modified version of the receive sequence from [Figure 26: Receive sequence](#) on page 87 is illustrated in [Figure 27: Receive sequence using shortcuts to avoid delays](#) on page 88 where the the RADIO is configured to use shortcuts between READY and START, and between END and DISABLE, which means that no delay is introduced.



**Figure 27: Receive sequence using shortcuts to avoid delays**

The RADIO is able to receive multiple packets one after the other without having to disable and re-enable the RADIO between packets, this is illustrated [Figure 28: Reception of multiple packets](#) on page 88.



**Figure 28: Reception of multiple packets**

### 17.1.12 Interframe spacing

Interframe spacing is the time interval between two consecutive packets. It is defined as the time, in micro seconds, from the end of the last bit of the previous packet received and to the start of the first bit of the subsequent packet that is transmitted. The RADIO is able to enforce this interval as specified in the TIFS register as long as TIFS is not specified to be shorter than the RADIO's turn-around time<sup>6</sup>, i.e. the time needed to switch off the receiver, and switch back on the transmitter.

TIFS is only enforced if END\_DISABLE and DISABLED\_TXEN shortcuts are enabled. TIFS is only qualified for use in BLE\_1MBIT mode.

### 17.1.13 Device address match

The device address match feature is tailored for address white listing in a Bluetooth Low Energy and similar implementations. This feature enables on-the-fly device address matching while receiving a packet on air. This feature only works in receive mode and as long as RADIO is configured for little endian, see PCNF1.ENDIAN.

<sup>6</sup> See product specification for more information on the timing value  $t_{TXEN}$ .



The Device Address match unit assumes that the 48 first bits of the payload is the device address and that bit number 6 in S0 is the TxAdd bit. See the Bluetooth Core Specification for more information about device addresses, TxAdd and white listing.

The RADIO is able to listen for 8 different device addresses at the same time. These addresses are specified in a DAB/DAP register pair, one pair per address, in addition to a TxAdd bit configured in the DACNF register. The DAB register specifies the 32 least significant bits of the device address, while the DAP register specifies the 16 most significant bits of the device address.

Each of the device addresses can be individually included or excluded from the matching mechanism. This is configured in the DACNF register.

### 17.1.14 Bit counter

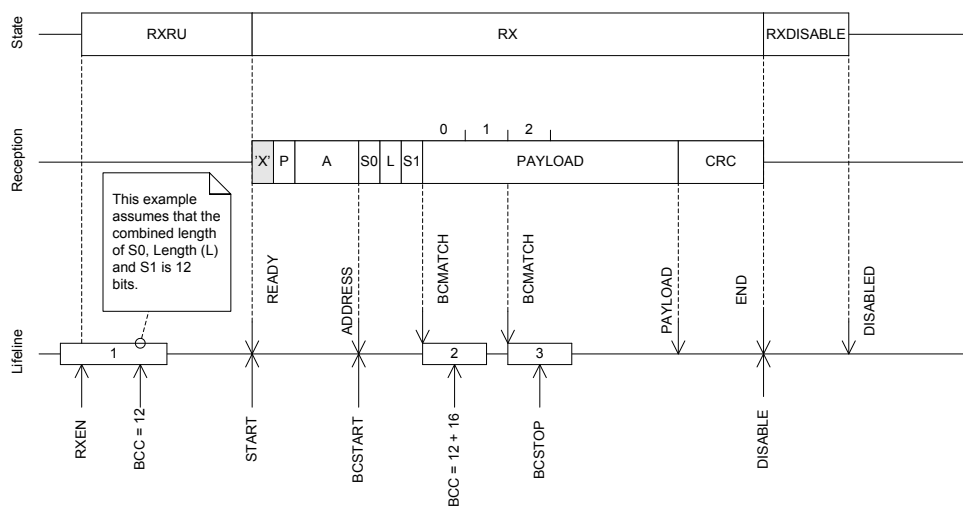
The RADIO implements a simple counter that can be configured to generate an event after a specific number of bits have been transmitted or received. By using shortcuts, this counter can be started from different events generated by the RADIO and hence count relative to these.

The bit counter is started by triggering the BCSTART task, and stopped by triggering the BCSTOP task. A BCMATCH event will be generated when the bit counter has counted the number of bits specified in the BCC register. The bit counter will continue to count bits until the DISABLED event is generated or until the BCSTOP task is triggered. The CPU can therefore, after a BCMATCH event, reconfigure the BCC value for new BCMATCH events within the same packet.

The bit counter can only be started after the RADIO has received the ADDRESS event.

The bit counter will stop and reset on BCSTOP, STOP and DISABLE tasks. The bit counter is also stopped and reset on END event unless the END\_START shortcut is enabled.

*Figure 29: Bit counter example* on page 89 illustrate how the bit counter can be used to generate a BCMATCH event in the beginning of the packet payload, and again generate a second BCMATCH event after sending 2 bytes (16 bits) of the payload.



**Figure 29: Bit counter example**

### 17.1.15 Bluetooth trim values

Before the RADIO can be used in BLE\_1MBIT mode, see [MODE](#) register, the default trim values of the RADIO must be overridden if so indicated in the [OVERRIDEEN](#) register.

See [OVERRIDE0](#) through [OVERRIDE4](#) for information about the override registers in the RADIO.

The correct values to specify in the override registers are found in FICR, see [BLE\\_1MBIT\[0\]](#) through [BLE\\_1MBIT\[4\]](#).

To enable the trim values to be overridden the override mechanism must be enabled via the ENABLE field in the [OVERRIDE4](#) register. After override is enabled the new trim values will be used next time the RADIO is enabled in TX or RX mode.

To go back to standard trim values, for example when switching between BLE\_1MBIT and another RADIO MODE, the override mechanism must be disabled via the ENABLE field in the [OVERRIDE4](#) register.

## 17.2 Register Overview

**Table 101: Instances**

Base address	Peripheral	Instance	Description
0x40001000	RADIO	RADIO	2.4 GHz Radio

**Table 102: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">TXEN</a>	0x000	Enable RADIO in TX mode
<a href="#">RXEN</a>	0x004	Enable RADIO in RX mode
<a href="#">START</a>	0x008	Start RADIO
<a href="#">STOP</a>	0x00C	Stop RADIO
<a href="#">DISABLE</a>	0x010	Disable RADIO
<a href="#">RSSISTART</a>	0x014	Start the RSSI and take one single sample of the receive signal strength
<a href="#">RSSISTOP</a>	0x018	Stop the RSSI measurement
<a href="#">BCSTART</a>	0x01C	Start the bit counter
<a href="#">BCSTOP</a>	0x020	Stop the bit counter
Events		
<a href="#">READY</a>	0x100	RADIO has ramped up and is ready to be started
<a href="#">ADDRESS</a>	0x104	Address sent or received
<a href="#">PAYLOAD</a>	0x108	Packet payload sent or received
<a href="#">END</a>	0x10C	Packet sent or received
<a href="#">DISABLED</a>	0x110	RADIO has been disabled
<a href="#">DEVMATCH</a>	0x114	A device address match occurred on the last received packet
<a href="#">DEVMISS</a>	0x118	No device address match occurred on the last received packet
<a href="#">RSSIEND</a>	0x11C	Sampling of receive signal strength complete. A new RSSI sample is ready for readout from the <a href="#">RSSISAMPLE</a> register.
<a href="#">BCMATCH</a>	0x128	Bit counter reached bit count value specified in the <a href="#">BCC</a> register
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">CRCSTATUS</a>	0x400	CRC status
<a href="#">RXMATCH</a>	0x408	Received address
<a href="#">RXCRC</a>	0x40C	CRC field of previously received packet
<a href="#">DAI</a>	0x410	Device address match index
<a href="#">PACKETPTR</a>	0x504	Packet pointer
<a href="#">FREQUENCY</a>	0x508	Frequency
<a href="#">TXPOWER</a>	0x50C	Output power
<a href="#">MODE</a>	0x510	Data rate and modulation
<a href="#">PCNF0</a>	0x514	Packet configuration register 0
<a href="#">PCNF1</a>	0x518	Packet configuration register 1
<a href="#">BASE0</a>	0x51C	Base address 0
<a href="#">BASE1</a>	0x520	Base address 1
<a href="#">PREFIX0</a>	0x524	Prefixes bytes for logical addresses 0-3
<a href="#">PREFIX1</a>	0x528	Prefixes bytes for logical addresses 4-7
<a href="#">TXADDRESS</a>	0x52C	Transmit address select
<a href="#">RXADDRESSES</a>	0x530	Receive address select
<a href="#">CRCCNF</a>	0x534	CRC configuration
<a href="#">CRCPOLY</a>	0x538	CRC polynomial
<a href="#">CRCINIT</a>	0x53C	CRC initial value
<a href="#">TEST</a>	0x540	Test features enable register
<a href="#">TIFS</a>	0x544	Inter Frame Spacing in us
<a href="#">RSSISAMPLE</a>	0x548	RSSI sample
<a href="#">STATE</a>	0x550	Current radio state
<a href="#">DATAWHITEIV</a>	0x554	Data whitening initial value
<a href="#">BCC</a>	0x560	Bit counter compare
<a href="#">DAB[0]</a>	0x600	Device address base segment 0
<a href="#">DAB[1]</a>	0x604	Device address base segment 1
<a href="#">DAB[2]</a>	0x608	Device address base segment 2
<a href="#">DAB[3]</a>	0x60C	Device address base segment 3
<a href="#">DAB[4]</a>	0x610	Device address base segment 4
<a href="#">DAB[5]</a>	0x614	Device address base segment 5
<a href="#">DAB[6]</a>	0x618	Device address base segment 6
<a href="#">DAB[7]</a>	0x61C	Device address base segment 7
<a href="#">DAP[0]</a>	0x620	Device address prefix 0
<a href="#">DAP[1]</a>	0x624	Device address prefix 1
<a href="#">DAP[2]</a>	0x628	Device address prefix 2

Register	Offset	Description
<a href="#">DAP[3]</a>	0x62C	Device address prefix 3
<a href="#">DAP[4]</a>	0x630	Device address prefix 4
<a href="#">DAP[5]</a>	0x634	Device address prefix 5
<a href="#">DAP[6]</a>	0x638	Device address prefix 6
<a href="#">DAP[7]</a>	0x63C	Device address prefix 7
<a href="#">DACNF</a>	0x640	Device address match configuration
<a href="#">OVERRIDE0</a>	0x724	Trim value override register 0
<a href="#">OVERRIDE1</a>	0x728	Trim value override register 1
<a href="#">OVERRIDE2</a>	0x72C	Trim value override register 2
<a href="#">OVERRIDE3</a>	0x730	Trim value override register 3
<a href="#">OVERRIDE4</a>	0x734	Trim value override register 4
<a href="#">POWER</a>	0xFFC	Peripheral power control

## 17.3 Register Details

Table 103: SHORTS

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				0 0																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	READY_START	Disabled	0	Shortcut between <i>READY</i> event and <i>START</i> task																														
			Enabled	1	Disable shortcut																														
B	RW	END_DISABLE	Disabled	0	Enable shortcut																														
			Enabled	1	Shortcut between <i>END</i> event and <i>DISABLE</i> task																														
C	RW	DISABLED_TXEN	Disabled	0	Disable shortcut																														
			Enabled	1	Enable shortcut																														
D	RW	DISABLED_RXEN	Disabled	0	Shortcut between <i>DISABLED</i> event and <i>TXEN</i> task																														
			Enabled	1	Disable shortcut																														
E	RW	ADDRESS_RSSISTART	Disabled	0	Enable shortcut																														
			Enabled	1	Shortcut between <i>ADDRESS</i> event and <i>RSSISTART</i> task																														
F	RW	END_START	Disabled	0	Disable shortcut																														
			Enabled	1	Enable shortcut																														
G	RW	ADDRESS_BCSTART	Disabled	0	Shortcut between <i>ADDRESS</i> event and <i>BCSTART</i> task																														
			Enabled	1	Disable shortcut																														
H	RW	DISABLED_RSSISTOP	Disabled	0	Enable shortcut																														
			Enabled	1	Shortcut between <i>DISABLED</i> event and <i>RSSISTOP</i> task																														

Table 104: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																												
Id					0																																K				H				G				F				E				D				C				B				A											
Reset					0																																0				0				0				0				0				0				0				0				0				0				0			
Id	RW	Field	Value Id	Value	Description																																																																											
A	RW	READY	Enabled	1	Write '1' to Enable interrupt on <i>READY</i> event. Enable																																																																											
B	RW	ADDRESS	Enabled	1	Write '1' to Enable interrupt on <i>ADDRESS</i> event. Enable																																																																											
C	RW	PAYLOAD	Enabled	1	Write '1' to Enable interrupt on <i>PAYLOAD</i> event. Enable																																																																											
D	RW	END	Enabled	1	Write '1' to Enable interrupt on <i>END</i> event. Enable																																																																											
E	RW	DISABLED	Enabled	1	Write '1' to Enable interrupt on <i>DISABLED</i> event. Enable																																																																											
F	RW	DEVMATCH	Enabled	1	Write '1' to Enable interrupt on <i>DEVMATCH</i> event. Enable																																																																											
G	RW	DEVMISS	Enabled	1	Write '1' to Enable interrupt on <i>DEVMISS</i> event. Enable																																																																											
H	RW	RSSIEND	Enabled	1	Write '1' to Enable interrupt on <i>RSSIEND</i> event. Enable																																																																											
K	RW	BCMATCH	Enabled	1	Write '1' to Enable interrupt on <i>BCMATCH</i> event. Enable																																																																											

Note: Write '0' has no effect. When read this register will return the value of <i>INTEN</i> .																															
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																											
Id																															
Reset				K H G F E D C B A 0																											
Id	RW	Field	Value	Id	Value				Description																						
A	RW	READY	Disabled		1				Write '1' to Clear interrupt on <i>READY</i> event. Disable																						
B	RW	ADDRESS	Disabled		1				Write '1' to Clear interrupt on <i>ADDRESS</i> event. Disable																						
C	RW	PAYLOAD	Disabled		1				Write '1' to Clear interrupt on <i>PAYLOAD</i> event. Disable																						
D	RW	END	Disabled		1				Write '1' to Clear interrupt on <i>END</i> event. Disable																						
E	RW	DISABLED	Disabled		1				Write '1' to Clear interrupt on <i>DISABLED</i> event. Disable																						
F	RW	DEVMATCH	Disabled		1				Write '1' to Clear interrupt on <i>DEVMATCH</i> event. Disable																						
G	RW	DEVMISS	Disabled		1				Write '1' to Clear interrupt on <i>DEVMISS</i> event. Disable																						
H	RW	RSSIEND	Disabled		1				Write '1' to Clear interrupt on <i>RSSIEND</i> event. Disable																						
K	RW	BCMATCH	Disabled		1				Write '1' to Clear interrupt on <i>BCMATCH</i> event. Disable																						

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A
Id	RW	Field	Value Id	Value	Description																															
A	R	CRCSTATUS																																		
			CRCError	0	Packet received with CRC error																															
			CRCok	1	Packet received with CRC ok																															

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A		
Id	RW	Field	Value	Id	Value										Description																							
A	R	RXMATCH													Received address																							
															Logical address of which previous packet was received																							

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id														A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A		
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id										Value										Description												
A	R	RXCRC																						CRC field of previously received packet												
																								CRC field of previously received packet												

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value	Id	Value	Description																													
A	R	DAI				Device address match index Index (n) of device address, see <i>DAB[n]</i> and <i>DAP[n]</i> , that got an address match.																													

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id			A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																												
A	RW	PACKETPTR				Packet pointer Packet address to be used for the next transmission or reception. When transmitting, the packet pointed to by this address will be transmitted and when receiving, the received packet will be written to this address. This address is a byte aligned ram address. Decision point: <a href="#">START</a> task.																												

Table 111: FREQUENCY

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																														A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value		Description																												
A	RW	FREQUENCY			[0..100]		Radio channel frequency Frequency = 2400 + FREQUENCY (MHz). Decision point: <i>TXEN</i> or <i>RXEN</i>																												

Table 112: TXPOWER

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	RW	TXPOWER				RADIO output power. Decision point: <a href="#">TXEN</a> task Output power in number of dBm, i.e. if the value -20 is specified the output power will be set to -20 dBm.																													
			Pos4dBm		0x04	+4 dBm																													
			0dBm		0x00	0 dBm																													
			Neg4dBm		0xFC	-4 dBm																													
			Neg8dBm		0xF8	-8 dBm																													
			Neg12dBm		0xF4	-12 dBm																													
			Neg16dBm		0xF0	-16 dBm																													
			Neg20dBm		0xEC	-20 dBm																													
			Neg30dBm		0xD8	-30 dBm																													

Table 113: MODE

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																					
Reset			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	
Id	RW	Field	Value	Id	Value	Description																															
A	RW	MODE				Radio data rate and modulation setting. The radio supports																															
			Nrf_1Mbit	0		Frequency-shift Keying (FSK) modulation.																															
			Nrf_2Mbit	1		1 Mbit/s Nordic proprietary radio mode																															
			Nrf_250Kbit	2		2 Mbit/s Nordic proprietary radio mode																															
			Ble_1Mbit	3		250 kbit/s Nordic proprietary radio mode																															
						1 Mbit/s Bluetooth Low Energy																															

Table 114: PCNF0

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																E	E	E	E								C					A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	RW	LFLEN				Length on air of LENGTH field in number of bits. Decision point: <a href="#">START</a> task.																													
C	RW	SOLEN				Length on air of S0 field in number of bytes. Decision point: <a href="#">START</a> task.																													
E	RW	S1LEN				Length on air of S1 field in number of bits. Decision point: <a href="#">START</a> task.																													

Table 115: PCNF1

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id										E	D						C	C	C	B	B	B	B	B	B	B	A	A	A	A	A	A	A	A
Reset																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																												
A	RW	MAXLEN			[0..255]	Maximum length of packet payload. If the packet payload is larger than MAXLEN, the radio will truncate the payload to MAXLEN.																												
B	RW	STATLEN			[0..255]	Static length in number of bytes The static length parameter is added to the total length of the payload when sending and receiving packets, e.g. if the static length is set to N the radio will receive or send N bytes more than what is defined in the LENGTH field of the packet. Decision point: <a href="#">START</a> task.																												
C	RW	BALEN			[2..4]	Base address length in number of bytes The address field is composed of the base address and the one byte long address prefix, e.g. set BALEN=2 to get a total address of 3 bytes. Decision point: <a href="#">START</a> task.																												
D	RW	ENDIAN				On air endianness of packet, this applies to the S0, LENGTH, S1 and the PAYLOAD fields. Decision point: <a href="#">START</a> task.																												
			Little	0	Least Significant bit on air first																													
			Big	1	Most significant bit on air first																													
E	RW	WHITEEN				Enable or disable packet whitening																												
			Disabled	0	Disable																													

### Table 116: BASE0

**Table 117: BASE1**

### Table 118: PREFIX0

### Table 119: PREFIX1

### Table 120: TXADDRESS

### Table 121: RXADDRESSES

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Table 122: CRC CNFTable 123: CRCPOLYTable 124: CRCINIT**Table 125: TEST**

### Table 126: TIFS

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Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A A A A A A A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value																Description															
																				Inter frame space is the time interval between two consecutive packets. It is defined as the time, in micro seconds, from the end of the last bit of the previous packet to the start of the first bit of the subsequent packet. Decision point: <a href="#">START</a> task.															

Table 127: RSSISAMPLE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																														A	A	A	A	A	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value Id	Value	Description																																	
A	R	RSSISAMPLE		[0..127]	RSSI sample RSSI sample result. The value of this register is read as a positive value while the actual received signal strength is a negative value. Actual received signal strength is therefore as follows: received signal strength = -A dBm																																	

Table 128: STATE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																	A	A	A	A		
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value Id	Value	Description																																	
A	R	STATE			Current radio state																																	
			Disabled	0	RADIO is in the Disabled state																																	
			RxRu	1	RADIO is in the RXRU state																																	
			RxIdle	2	RADIO is in the RXIDLE state																																	
			Rx	3	RADIO is in the RX state																																	
			RxDisable	4	RADIO is in the RXDISABLED state																																	
			TxRu	9	RADIO is in the TXRU state																																	
			TxIdle	10	RADIO is in the TXIDLE state																																	
			Tx	11	RADIO is in the TX state																																	
			TxDisable	12	RADIO is in the TXDISABLED state																																	

Table 129: DATAWHITEIV

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																														B	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
Id	RW	Field	Value Id	Value	Description																														
A	RW	DATAWHITEIV			Data whitening initial value Bit 0 corresponds to Position 6 of the LSFR, Bit 1 to Position 5, etc. Decision point: <a href="#">TXEN</a> and <a href="#">RXEN</a>																														
B	R	RESERVED			Always 1 (write has no effect) Corresponds to Position 0 of the LSFR																														

Table 130: BCC

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value								Description																							
A	RW	BCC										Bit counter compare																							
												Bit counter compare register																							

Table 131: DAB[n]

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value								Description																							
A	RW	DAB										Device address base segment n																							
												Device address base segment																							

Table 132: DAP[n]

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																					A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value				Description																											
A	RW	DAP						Device address prefix n																											
								Device address prefix																											



### Table 133: DACNF

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				P O N M L K J I H G F E D C B A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	ENA0			Enable or disable device address matching using device address 0																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
B	RW	ENA1			Enable or disable device address matching using device address 1																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
C	RW	ENA2			Enable or disable device address matching using device address 2																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
D	RW	ENA3			Enable or disable device address matching using device address 3																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
E	RW	ENA4			Enable or disable device address matching using device address 4																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
F	RW	ENA5			Enable or disable device address matching using device address 5																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
G	RW	ENA6			Enable or disable device address matching using device address 6																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
H	RW	ENA7			Enable or disable device address matching using device address 7																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
I	RW	TXADD0			TxAdd for device address 0																														
J	RW	TXADD1			TxAdd for device address 1																														
K	RW	TXADD2			TxAdd for device address 2																														
L	RW	TXADD3			TxAdd for device address 3																														
M	RW	TXADD4			TxAdd for device address 4																														
N	RW	TXADD5			TxAdd for device address 5																														
O	RW	TXADD6			TxAdd for device address 6																														
P	RW	TXADD7			TxAdd for device address 7																														

### Table 134: OVERRIDE0

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id					A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id				RW	Field	Value Id		Value		Description																										
A				RW	OVERRIDE0					Trim value override register 0																										

### Table 135: OVERRIDE1

[illegible]

### Table 136: OVERRIDE2

[illegible]

### Table 137: OVERRIDE3

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value										Description																				
A	RW	OVERRIDE3													Trim value override register 3																				

**Table 138: OVERRIDE4**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				B				A		A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0 0																															
Id	RW	Field	Value Id	ValueDescription																															
A	RW	OVERRIDE4		Trim value override register 4																															
B	RW	ENABLE	Disabled	0Enable or disable override of default trim values																															
				Disable																															
			Enabled	1Enable																															

**Table 139: POWER**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	
Id	RW	Field	Value Id	Value	Description																															
A	RW	POWER			Peripheral power control. The peripheral and its registers will be reset to its initial state by switching the peripheral off and then back on again.																															
			Disabled	0	Peripheral is powered off																															
			Enabled	1	Peripheral is powered on																															

## 18 Timer/counter (TIMER)

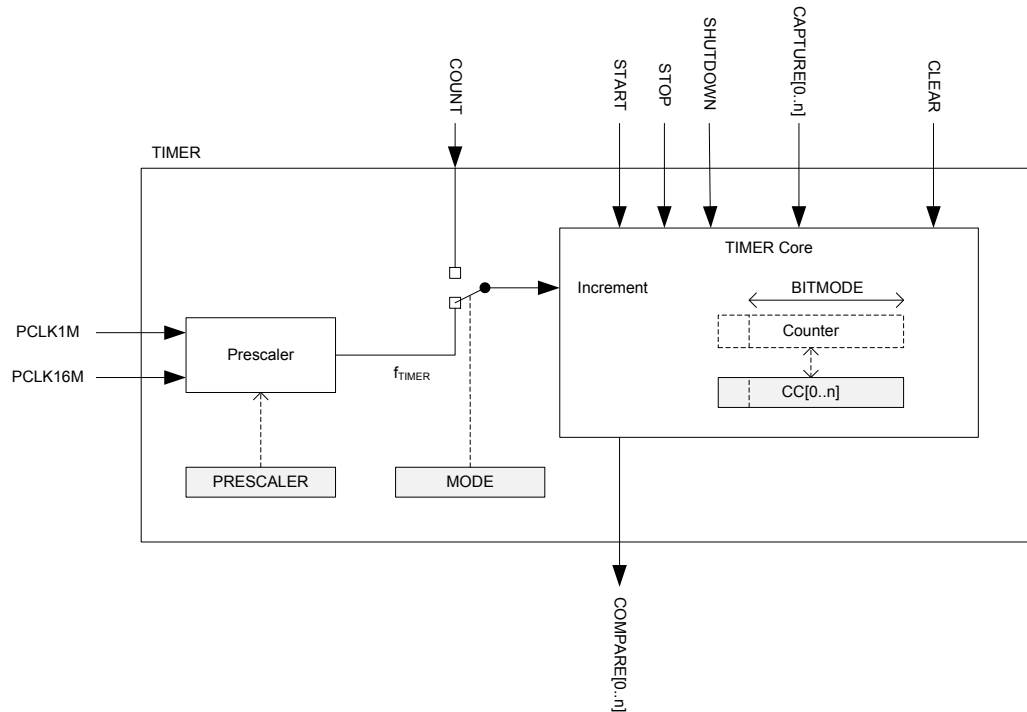


Figure 30: Block schematic for timer/counter

### 18.1 Functional description

The TIMER can operate in two modes, Timer mode and Counter mode. In both modes the TIMER is started by triggering the START task, and stopped by triggering the STOP task. After the timer is stopped the timer can resume timing/counting by triggering the START task again. When timing/counting is resumed the timer will continue from the value it had prior to being stopped.

If the timer does not need to be able to resume timing/counting after a STOP the SHUTDOWN task could be used instead of or following the STOP task.

When the timer is shut down the internal core of the timer, as illustrated in [Figure 30: Block schematic for timer/counter](#) on page 99, is switched off. To reach lowest power consumption in system ON mode the timer must be shut down. The startup time from shutdown state may be longer compared to starting the timer from the stopped state. See [Power management \(POWER\)](#) on page 42 for more information about power modes. See product specification for more information about startup times and power consumption.

In Timer mode, the TIMER's internal Counter register is incremented by one for every tick of the timer frequency  $f_{\text{TIMER}}$  as illustrated in [Figure 30: Block schematic for timer/counter](#) on page 99. The timer frequency is derived from PCLK16M as described in [Equation 1](#) using the values specified in the PRESCALER register:

$$f_{\text{TIMER}} = 16 \text{ MHz} / (2^{\text{PRESCALER}})$$

When  $f_{\text{TIMER}} \leq 1 \text{ MHz}$  the TIMER will use PCLK1M instead of PCLK16M for reduced power consumption.

In counter mode, the TIMER's internal Counter register is incremented by one each time the COUNT task is triggered, that is, the timer frequency and the prescaler are not utilized in counter mode. Similarly, the COUNT task has no effect in Timer mode.

The TIMER's maximum value is configured by changing the bit-width of the timer in the BITMODE register. For details on which bitmodes are supporting which timers see the device product specification.

The PRESCALER register and the BITMODE register must only be updated when the timer is stopped. If these registers are updated while the TIMER is started then this may result in unpredictable behavior.

When the timer is incremented beyond its maximum value the Counter register will overflow and the TIMER will automatically start over from zero.

The Counter register can be cleared, that is, its internal value set to zero explicitly, by triggering the CLEAR task.

The TIMER implements multiple capture/compare registers, see the product specification for more information on how many capture/compare registers that are supported in the chip.

### 18.1.1 Capture

The TIMER implements one capture task for every available capture/compare register. Every time the CAPTURE[n] task is triggered the Counter value is copied to the CC[n] register.

### 18.1.2 Compare

The TIMER implements one COMPARE event for every available capture/compare register. A COMPARE event is generated when the Counter is incremented and then becomes equal to the value specified in one of the capture compare registers. When the Counter value becomes equal to the value specified in a capture compare register CC[n], the corresponding compare event COMPARE[n] is generated. The amount of compare registers per TIMER instantiation is defined in the Product Specification.

BITMODE specifies how many bits of the Counter register and the capture/compare register that are used when the comparison is performed. Other bits will be ignored.

### 18.1.3 Task delays

The CLEAR task, COUNT task and the STOP task will guarantee to take effect within one clock cycle of the PCLK16M. Depending on sub-power mode, the START task may require longer time to take effect, see product specification for more information. See [POWER](#) chapter for more information about sub-power modes.

### 18.1.4 Task priority

If the START task and the STOP task are triggered at the same time, that is, within the same period of PCLK16M, the STOP task will be prioritized.

## 18.2 Register Overview

**Table 140: Instances**

Base address	Peripheral	Instance	Description
0x40008000	TIMER	TIMER0	Timer/Counter
0x40009000	TIMER	TIMER1	Timer/Counter
0x4000A000	TIMER	TIMER2	Timer/Counter

**Table 141: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Start Timer
<a href="#">STOP</a>	0x004	Stop Timer
<a href="#">COUNT</a>	0x008	Increment Timer (Counter mode only)
<a href="#">CLEAR</a>	0x00C	Clear time
<a href="#">SHUTDOWN</a>	0x010	Shut down timer
<a href="#">CAPTURE[0]</a>	0x040	Capture Timer value to CC[0] register

Register	Offset	Description
<a href="#">CAPTURE[1]</a>	0x044	Capture Timer value to CC[1] register
<a href="#">CAPTURE[2]</a>	0x048	Capture Timer value to CC[2] register
<a href="#">CAPTURE[3]</a>	0x04C	Capture Timer value to CC[3] register
Events		
<a href="#">COMPARE[0]</a>	0x140	Compare event on CC[0] match
<a href="#">COMPARE[1]</a>	0x144	Compare event on CC[1] match
<a href="#">COMPARE[2]</a>	0x148	Compare event on CC[2] match
<a href="#">COMPARE[3]</a>	0x14C	Compare event on CC[3] match
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">MODE</a>	0x504	Timer mode selection
<a href="#">BITMODE</a>	0x508	Configure the number of bits used by the TIMER
<a href="#">PRESCALER</a>	0x510	Timer prescaler register
<a href="#">CC[0]</a>	0x540	Capture/Compare register 0
<a href="#">CC[1]</a>	0x544	Capture/Compare register 1
<a href="#">CC[2]</a>	0x548	Capture/Compare register 2
<a href="#">CC[3]</a>	0x54C	Capture/Compare register 3

## 18.3 Register Details

Table 142: SHORTS

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Id					J I H G D C B A																																	
Reset					0 0																																	
Id	RW	Field	Value	Id	Value				Description																													
A	RW	COMPARE0_CLEAR	Disabled	0	Shortcut between COMPARE[0] event and CLEAR task																																	
			Enabled		Disable shortcut Enable shortcut																																	
B	RW	COMPARE1_CLEAR	Disabled	0	Shortcut between COMPARE[1] event and CLEAR task																																	
			Enabled		Disable shortcut Enable shortcut																																	
C	RW	COMPARE2_CLEAR	Disabled	0	Shortcut between COMPARE[2] event and CLEAR task																																	
			Enabled		Disable shortcut Enable shortcut																																	
D	RW	COMPARE3_CLEAR	Disabled	0	Shortcut between COMPARE[3] event and CLEAR task																																	
			Enabled		Disable shortcut Enable shortcut																																	
G	RW	COMPARE0_STOP	Disabled	0	Shortcut between COMPARE[0] event and STOP task																																	
			Enabled		Disable shortcut Enable shortcut																																	
H	RW	COMPARE1_STOP	Disabled	0	Shortcut between COMPARE[1] event and STOP task																																	
			Enabled		Disable shortcut Enable shortcut																																	
I	RW	COMPARE2_STOP	Disabled	0	Shortcut between COMPARE[2] event and STOP task																																	
			Enabled		Disable shortcut Enable shortcut																																	
J	RW	COMPARE3_STOP	Disabled	0	Shortcut between COMPARE[3] event and STOP task																																	
			Enabled		Disable shortcut Enable shortcut																																	

Table 143: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number						31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Id						D C B A																																	
Reset						0 0																																	
Id	RW	Field	Value	Id	Value	Description																																	
A	RW	COMPARE0	Enabled	1		Write '1' to Enable interrupt on <a href="#">COMPARE[0]</a> event. Enable																																	
B	RW	COMPARE1	Enabled	1		Write '1' to Enable interrupt on <a href="#">COMPARE[1]</a> event. Enable																																	
C	RW	COMPARE2	Enabled	1		Write '1' to Enable interrupt on <a href="#">COMPARE[2]</a> event. Enable																																	
D	RW	COMPARE3	Enabled	1		Write '1' to Enable interrupt on <a href="#">COMPARE[3]</a> event. Enable																																	

Table 144: INTENCLR

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

NOTE: Write '0' has no effect. When read this register will return the value of <a href="#">WRITE[0]</a> .					31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id					D C B A																															
Reset					0 0																															
Id	RW	Field	Value	Id	Value																Description															
A	RW	COMPARE0	Disabled	1																	Write '1' to Clear interrupt on <a href="#">COMPARE[0]</a> event. Disable															

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																				D	C	B	A															
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value Id	Value	Description																																	
B	RW	COMPARE1	Disabled	1	Write '1' to Clear interrupt on <a href="#">COMPARE[1]</a> event. Disable																																	
C	RW	COMPARE2	Disabled	1	Write '1' to Clear interrupt on <a href="#">COMPARE[2]</a> event. Disable																																	
D	RW	COMPARE3	Disabled	1	Write '1' to Clear interrupt on <a href="#">COMPARE[3]</a> event. Disable																																	

**Table 145: MODE**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A																															
Reset				0																															
Id	RW	Field	Value Id	Value								Description																							
A	RW	MODE										Timer mode																							
			Timer	0								Select Timer mode																							
			Counter	1								Select Counter mode																							

**Table 146: BITMODE**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id																																				A	A		
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value Id	Value				Description																															
A	RW	BITMODE																																					
			16Bit	0				Timer bit width																															
			08Bit	1				16 bit timer bit width																															
			24Bit	2				8 bit timer bit width																															
			32Bit	3				24 bit timer bit width																															
								32 bit timer bit width																															

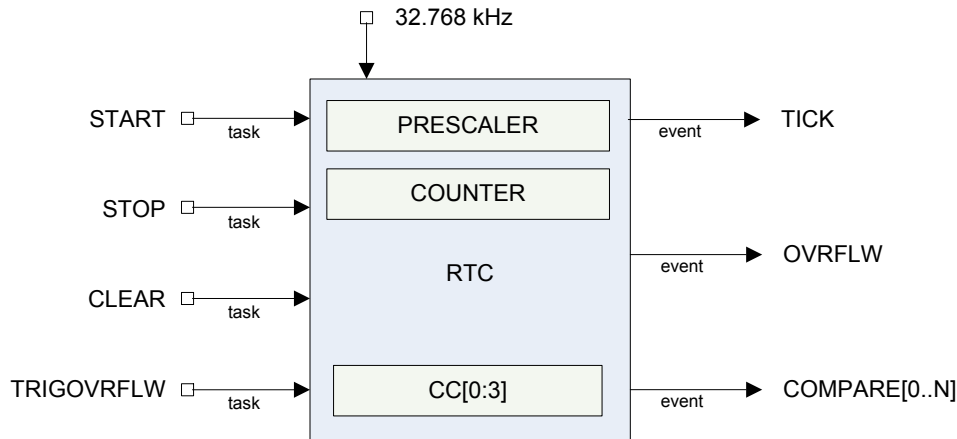
**Table 147: PRESCALER**

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																															A	A	A
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	
Id	RW	Field	Value Id	Value	Description																												
A	RW	PRESCALER		[0..9]	Prescaler value																												

**Table 148: CC[n]**

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id			A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value	Description																													
A	RW	CC			Capture/Compare value																													
					Only the number of bits indicated by BITMODE will be used by the TIMER.																													

## 19 Real Time Counter (RTC)



**Figure 31: RTC block schematic**

### 19.1 Functional description

The RTC is a 24 bit low-frequency clock with frequency prescaling and tick, compare, and overflow events.

#### 19.1.1 Clock source

The RTC will run off the LFCLK, see [Clock management \(CLOCK\)](#) on page 51 for more information about clock sources. The COUNTER resolution will therefore be 30.517  $\mu$ s. The RTC is able to run while the HFCLK is OFF and PCLK16M is not available.

#### 19.1.2 Resolution versus overflow and the PRESCALER

Counter increment frequency:

$$f_{\text{RTC}} [\text{kHz}] = 32.768 / (\text{PRESCALER} + 1)$$

The PRESCALER register is read/write when the RTC is stopped. The PRESCALER register is read-only once the RTC is STARTed. Writing to the PRESCALER register when the RTC is started has no effect.

The PRESCALER is restarted on START, CLEAR and TRIGOVFLW, that is, the prescaler value is latched to an internal register (<<PRESC>>) on these tasks.

Examples:

1. Desired COUNTER frequency 100 Hz (10 ms counter period)

$$\text{PRESCALER} = \text{round}(32.768 \text{ kHz} / 100 \text{ Hz}) - 1 = 327$$

$$f_{\text{RTC}} = 99.9 \text{ Hz}$$

$$10009.576 \mu\text{s counter period}$$

2. Desired COUNTER frequency 8 Hz (125 ms counter period)

$$\text{PRESCALER} = \text{round}(32.768 \text{ kHz} / 8 \text{ Hz}) - 1 = 4095$$

$$f_{\text{RTC}} = 8 \text{ Hz}$$

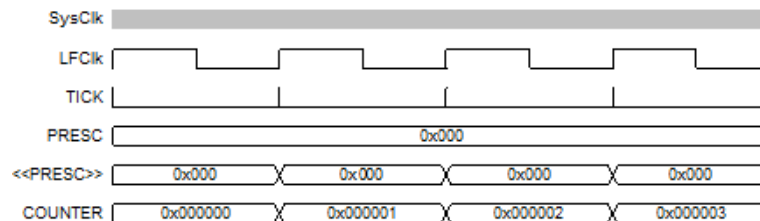
$$125 \text{ ms counter period}$$

**Table 149: RTC resolution versus overflow**

Prescaler	Counter resolution	Overflow
0	30.517 $\mu$ s	512 seconds
$2^8-1$	7812.5 $\mu$ s	131072 seconds
$2^{12}-1$	125 ms	582.542 hours

### 19.1.3 The COUNTER register

The COUNTER increments on LFCLK when the internal PRESCALER register (<<PRESC>>) is 0x00. The internal <<PRESC>> register is reloaded from the PRESCALER register. If enabled, the TICK event occurs on each increment of the COUNTER. The TICK event can be disabled.


**Figure 32: Timing diagram - COUNTER\_PRESCALER\_0**

**Figure 33: Timing diagram - COUNTER\_PRESCALER\_1**

### 19.1.4 Overflow features

The TRIGOVFLW task sets the COUNTER value to 0xFFFFF0 to allow SW test of the overflow condition. OVRFLW occurs when COUNTER overflows from 0xFFFFF to 0x000000.

**Note:**

The OVRFLW event is disabled by default.

### 19.1.5 The TICK event

The TICK event enables low power "tick-less" RTOS implementation as it optionally provides a regular interrupt source for a RTOS without the need to use the ARM® SysTick feature. Using the RTC TICK event rather than the SysTick allows the CPU to be powered down while still keeping RTOS scheduling active.

**Note:**

The TICK event is disabled by default.

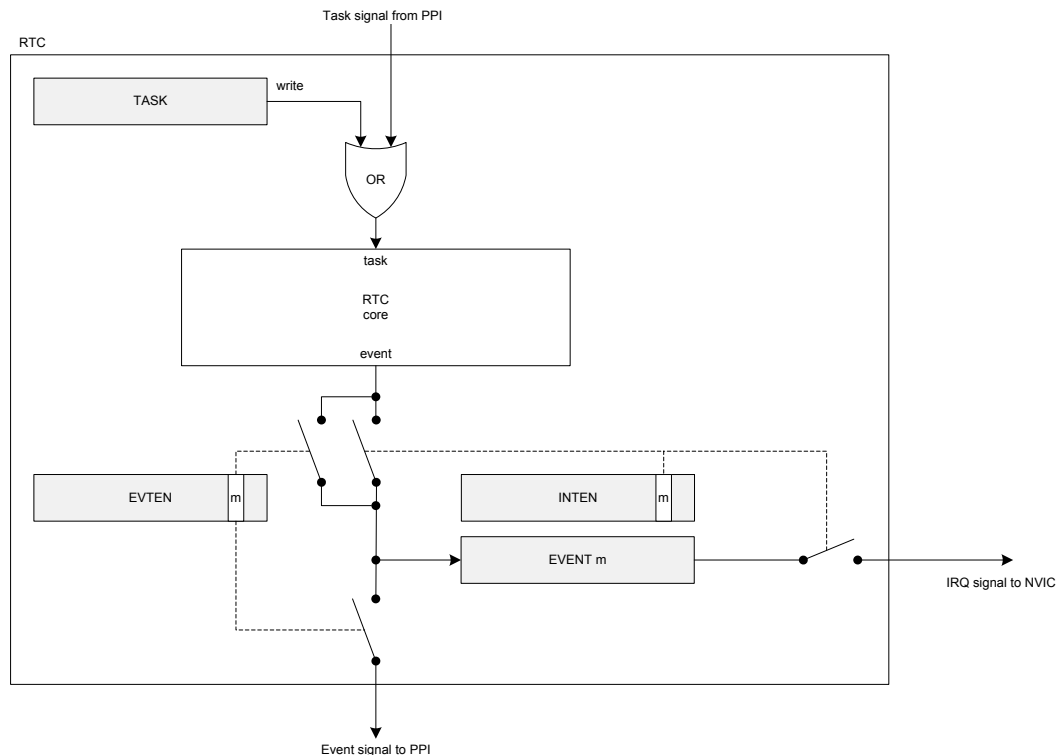
### 19.1.6 Event Control feature

To optimize RTC power consumption, events in the RTC can be individually disabled to prevent PCLK16M and HFCLK being requested when those events are triggered. This is managed using the EVTEN register.

For example, if the TICK event is not required for an application, this event should be disabled as it is frequently occurring and may raise power consumption if HFCLK otherwise could be powered down for long durations.



This means that the RTC implements a slightly different task and event system compared to the standard system described in [Figure 6: Tasks, events, shortcuts, and interrupts](#) on page 37. The RTC's task and event system is illustrated in [Figure 34: Tasks, events and interrupts in the RTC](#) on page 105.



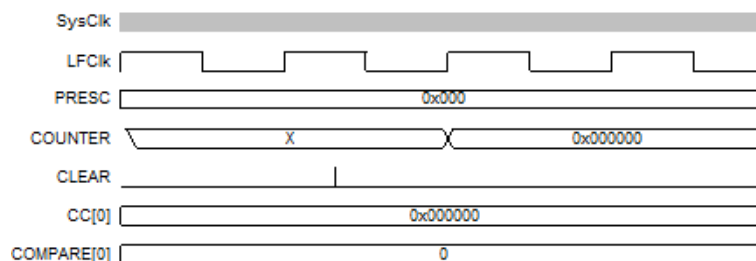
**Figure 34: Tasks, events and interrupts in the RTC**

### 19.1.7 Compare feature

There are three supported compare registers and one optional. See product specification for details on available compare registers.

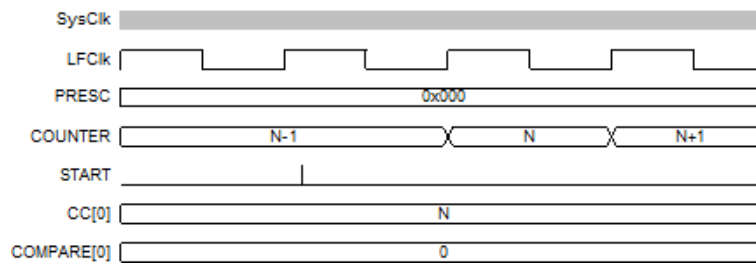
When setting a compare register, the following behavior of the RTC compare event should be noted:

- If a CC register value is 0 when a CLEAR task is set, this will not trigger a COMPARE event.



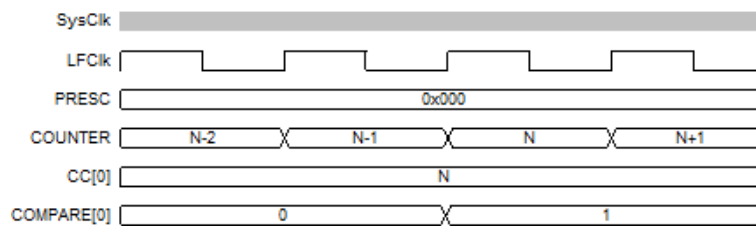
**Figure 35: Timing diagram - COMPARE\_CLEAR**

- If a CC register is N and the COUNTER value is N when the START task is set, this will not trigger a COMPARE event.



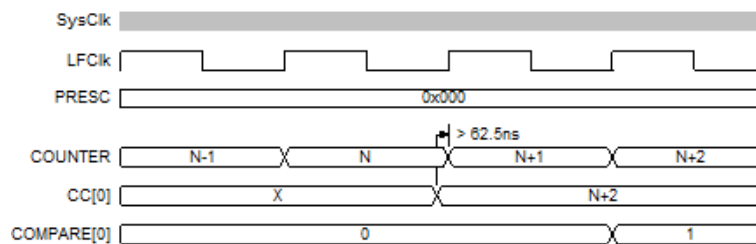
**Figure 36: Timing diagram - COMPARE\_START**

- COMPARE occurs when a CC register is N and the COUNTER value transitions from N-1 to N.



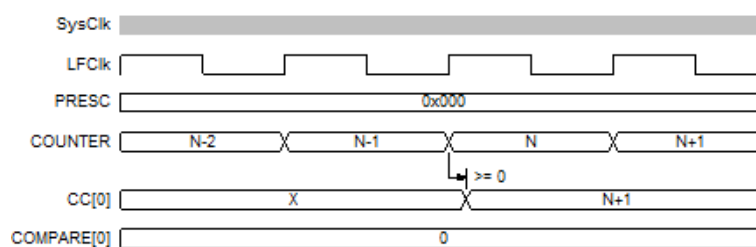
**Figure 37: Timing diagram - COMPARE**

- If the COUNTER is N, writing N+2 to a CC register is guaranteed to trigger a COMPARE event at N+2.



**Figure 38: Timing diagram - COMPARE\_N+2**

- If the COUNTER is N, writing N or N+1 to a CC register may not trigger a COMPARE event.



**Figure 39: Timing diagram - COMPARE\_N+1**

- If the COUNTER is N and the current CC register value is N+1 or N+2 when a new CC value is written, a match may trigger on the previous CC value before the new value takes effect. If the current CC value greater than N+2 when the new value is written, there will be no event due to the old value.

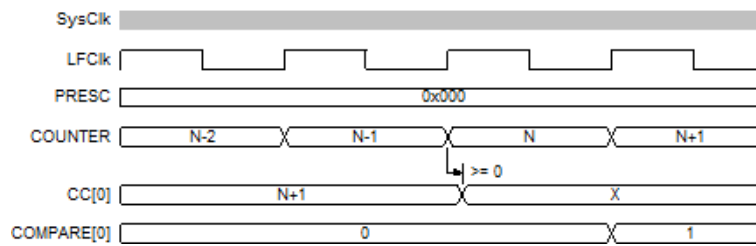


Figure 40: Timing diagram - COMPARE\_N-1

### 19.1.8 TASK and EVENT jitter/delay

The source of jitter or delay in the RTC is due to the peripheral clock being a low frequency clock (LFCLK) which is not synchronous to the faster PCLK16M. Registers in the peripheral interface, part of the PCLK16M domain, have a set of mirrored registers in the LFCLK domain. For example, the COUNTER value accessible from the CPU is in the PCLK16M domain and is latched on read from an internal register called COUNTER in the LFCLK domain. COUNTER is the register which is actually modified each time the RTC ticks. These registers must be synchronised between clock domains (PCLK16M and LFCLK).

The following is a summary of the jitter introduced on tasks and events. Figures illustrating jitter follow.

Table 150: RTC jitter magnitudes on tasks

Task	Delay
CLEAR, STOP, START, TRIGOVRFLOW	+15 to 46 $\mu$ s

Table 151: RTC jitter magnitudes on events

Operation/Function	Jitter
START to COUNTER increment	+/- 15 $\mu$ s
COMPARE to COMPARE <sup>7</sup>	+/- 62.5 ns

1. CLEAR and STOP (and TRIGOVRFLOW; not shown) will be delayed as long as it takes for the peripheral to clock a falling edge and rising of the LFCLK. This is between 15.2585  $\mu$ s and 45.7755  $\mu$ s – rounded to 15  $\mu$ s and 46  $\mu$ s for the remainder of the section.

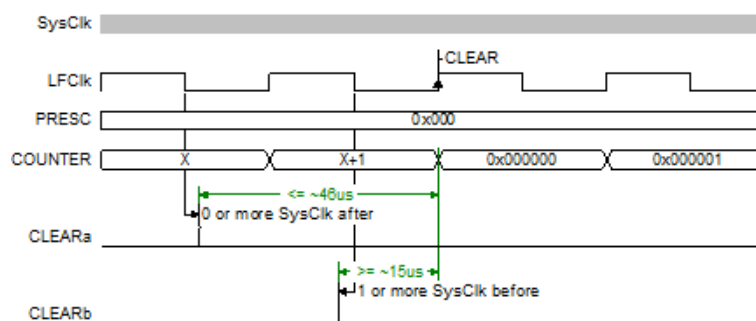
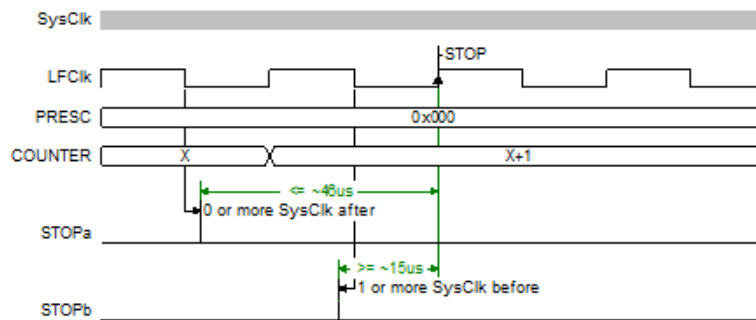


Figure 41: Timing diagram - DELAY\_CLEAR

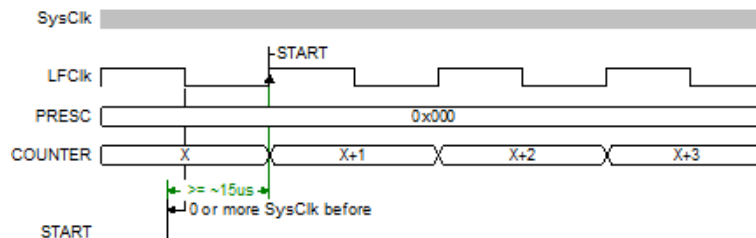
<sup>7</sup> Assumes RTC runs continuously between these events.

**Note:** 32.768 kHz clock jitter is additional to the above provided numbers.

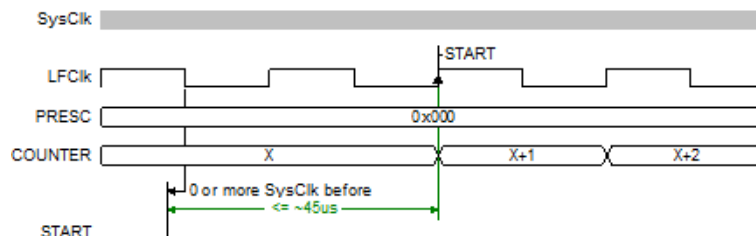


**Figure 42: Timing diagram - DELAY\_STOP**

2. The START task will start the RTC. The first increment of COUNTER (and instance of TICK event) will be after  $30.5 \mu\text{s} \pm 15 \mu\text{s}$ , again because at least 1 falling edge must occur after the START TASK before the rising edge causes events and COUNTER increment. The figures show the smallest and largest delays to on the START task which appears as a  $\pm 15 \mu\text{s}$  jitter on the first COUNTER increment.



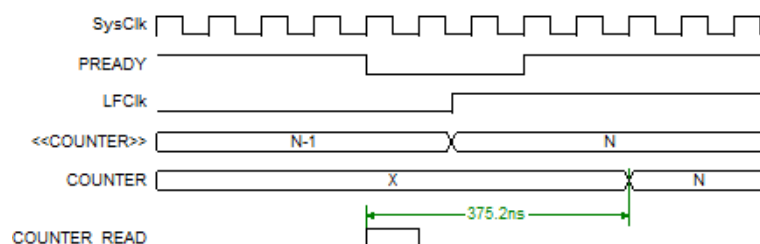
**Figure 43: Timing diagram - JITTER\_START-**



**Figure 44: Timing diagram - JITTER\_START+**

### 19.1.9 Reading the COUNTER register

To read the COUNTER register, the internal <<COUNTER>> value is sampled. To ensure <<COUNTER>> is safely sampled (considering a LFCLK transition may occur during a read), the CPU and core memory bus are halted for 3 cycles by lowering the core PREADY signal. The Read takes the CPU 2 cycles in addition resulting in the COUNTER register read taking a fixed five PCLK16M clock cycles.



**Figure 45: Timing diagram - COUNTER\_READ**

## 19.2 Register Overview

Table 152: Instances

Base address	Peripheral	Instance	Description
0x4000B000	RTC	RTC0	
0x40011000	RTC	RTC1	
0x40024000	RTC	RTC2	

Table 153: Register Overview

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Start RTC COUNTER
<a href="#">STOP</a>	0x004	Stop RTC COUNTER
<a href="#">CLEAR</a>	0x008	Clear RTC COUNTER
<a href="#">TRIGOVRFW</a>	0x00C	Set COUNTER to 0xFFFFF0
Events		
<a href="#">TICK</a>	0x100	Event on COUNTER increment
<a href="#">OVRFLW</a>	0x104	Event on COUNTER overflow
<a href="#">COMPARE[0]</a>	0x140	Compare event on CC[0] match
<a href="#">COMPARE[1]</a>	0x144	Compare event on CC[1] match
<a href="#">COMPARE[2]</a>	0x148	Compare event on CC[2] match
<a href="#">COMPARE[3]</a>	0x14C	Compare event on CC[3] match
Registers		
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">EVTEN</a>	0x340	Enable or disable event routing
<a href="#">EVTENSET</a>	0x344	Enable event routing
<a href="#">EVTENCLR</a>	0x348	Disable event routing
<a href="#">COUNTER</a>	0x504	Current COUNTER value
<a href="#">PRESCALER</a>	0x508	12 bit prescaler for COUNTER frequency (32768/(PRESCALER+1)). Must be written when RTC is stopped
<a href="#">CC[0]</a>	0x540	Compare register 0
<a href="#">CC[1]</a>	0x544	Compare register 1
<a href="#">CC[2]</a>	0x548	Compare register 2
<a href="#">CC[3]</a>	0x54C	Compare register 3

## 19.3 Register Details

Table 154: INTEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id				F E D C																												B	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Id	RW	Field	Value	Id	Value			Description																												
A	RW	TICK						Enable or disable interrupt on <i>TICK</i> event																												
			Disabled	0	Disable																															
B	RW	OVRFLW						Enable or disable interrupt on <i>OVRFLW</i> event																												
			Disabled	0	Disable																															
			Enabled	1	Enable																															
								Enable or disable interrupt on <i>COMPARE[0]</i> event																												
C	RW	COMPARE0						Disable																												
			Disabled	0	Disable																															
			Enabled	1	Enable																															
								Enable or disable interrupt on <i>COMPARE[1]</i> event																												
D	RW	COMPARE1						Disable																												
			Disabled	0	Disable																															
			Enabled	1	Enable																															
								Enable or disable interrupt on <i>COMPARE[2]</i> event																												
E	RW	COMPARE2						Disable																												
			Disabled	0	Disable																															
			Enabled	1	Enable																															
								Enable or disable interrupt on <i>COMPARE[3]</i> event																												
F	RW	COMPARE3						Disable																												
			Disabled	0	Disable																															
			Enabled	1	Enable																															

Table 155: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Note: write '0' has no effect, when read this register will return the value of <a href="#">NVEN</a> .																															
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																											
Id																															
Reset				0 0																											
Id				RW		Field		Value		Id		Value		Description																	
A				RW		TICK		Enabled				1		Write '1' to Enable interrupt on <a href="#">TICK</a> event. Enable																	

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																F				E	D	C													B	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																														
B	RW	OVRFLW	Enabled	1	Write '1' to Enable interrupt on <i>OVRFLW</i> event. Enable																															
C	RW	COMPARE0	Enabled	1	Write '1' to Enable interrupt on <i>COMPARE[0]</i> event. Enable																															
D	RW	COMPARE1	Enabled	1	Write '1' to Enable interrupt on <i>COMPARE[1]</i> event. Enable																															
E	RW	COMPARE2	Enabled	1	Write '1' to Enable interrupt on <i>COMPARE[2]</i> event. Enable																															
F	RW	COMPARE3	Enabled	1	Write '1' to Enable interrupt on <i>COMPARE[3]</i> event. Enable																															

**Table 156: INTENCLR**

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																F				E	D	C													B		A	
Reset				0												0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value		Description																															
A	RW	TICK	Disabled		1		Write '1' to Clear interrupt on <i>TICK</i> event. Disable																															
B	RW	OVRFLW	Disabled		1		Write '1' to Clear interrupt on <i>OVRFLW</i> event. Disable																															
C	RW	COMPARE0	Disabled		1		Write '1' to Clear interrupt on <i>COMPARE[0]</i> event. Disable																															
D	RW	COMPARE1	Disabled		1		Write '1' to Clear interrupt on <i>COMPARE[1]</i> event. Disable																															
E	RW	COMPARE2	Disabled		1		Write '1' to Clear interrupt on <i>COMPARE[2]</i> event. Disable																															
F	RW	COMPARE3	Disabled		1		Write '1' to Clear interrupt on <i>COMPARE[3]</i> event. Disable																															

**Table 157: EVTEN**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																F	E	D	C													B	A					
Reset																0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																																
A	RW	TICK	Disabled	0	Enable or disable event routing on <a href="#">TICK</a> event																																	
			Enabled	1	Disable Enable																																	
B	RW	OVRFLW	Disabled	0	Enable or disable event routing on <a href="#">OVRFLW</a> event																																	
			Enabled	1	Disable Enable																																	
C	RW	COMPARE0	Disabled	0	Enable or disable event routing on <a href="#">COMPARE[0]</a> event																																	
			Enabled	1	Disable Enable																																	
D	RW	COMPARE1	Disabled	0	Enable or disable event routing on <a href="#">COMPARE[1]</a> event																																	
			Enabled	1	Disable Enable																																	
E	RW	COMPARE2	Disabled	0	Enable or disable event routing on <a href="#">COMPARE[2]</a> event																																	
			Enabled	1	Disable Enable																																	
F	RW	COMPARE3	Disabled	0	Enable or disable event routing on <a href="#">COMPARE[3]</a> event																																	
			Enabled	1	Disable Enable																																	

**Table 158: EVTENSET**

Note: Write '0' has no effect. When read this register will return the value of [EVTEN](#).

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																					
Id																				F E D C																				B A	
Reset				0 0																																					
Id	RW	Field	Value	Id	Value	Description																																			
A	RW	TICK	Enabled	1		Write '1' to Enable event routing on <i>TICK</i> event. Enable																																			
B	RW	OVRFLW	Enabled	1		Write '1' to Enable event routing on <i>OVRFLW</i> event. Enable																																			
C	RW	COMPARE0	Enabled	1		Write '1' to Enable event routing on <i>COMPARE[0]</i> event. Enable																																			
D	RW	COMPARE1	Enabled	1		Write '1' to Enable event routing on <i>COMPARE[1]</i> event. Enable																																			
E	RW	COMPARE2	Enabled	1		Write '1' to Enable event routing on <i>COMPARE[2]</i> event. Enable																																			
F	RW	COMPARE3	Enabled	1		Write '1' to Enable event routing on <i>COMPARE[3]</i> event. Enable																																			

Table 159: EVTENCLR

Note: Write '0' has no effect. When read this register will return the value of [EVTEN](#).

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field																														
A	RW	TICK																														
			Disabled																													
			1																													
			Disable																													
B	RW	OVRFLW																														
			Disabled																													
			1																													
			Disable																													
C	RW	COMPARE0																														
			Disabled																													
			1																													
			Disable																													
D	RW	COMPARE1																														
			Disabled																													
			1																													
			Disable																													
E	RW	COMPARE2																														
			Disabled																													
			1																													
			Disable																													
F	RW	COMPARE3																														
			Disabled																													
			1																													
			Disable																													

Table 160: COUNTER

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field																														
A	R	COUNTER																														
			Counter value																													

Table 161: PRESCALER

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field																														
A	RW	PRESCALER																														
			Prescaler value																													

Table 162: CC[n]

Bit number	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field																														
A	RW	COMPARE																														
			Compare value																													

## 20 Watchdog timer (WDT)

### 20.1 Functional description

The watchdog is implemented as a down-counter that generates a TIMEOUT event when it wraps over after counting down to 0. The watchdog timer is started by triggering the START task, whereupon the watchdog counter is loaded with the value specified in the CRV register. This counter is also reloaded with the value specified in the CRV register when a reload request is granted.

The watchdog's timeout period is given by:

$$\text{timeout [s]} = ( \text{CRV} + 1 ) / 32768$$

When started, the watchdog will automatically force the 32.768 kHz RC oscillator on as long as no other 32.768 kHz clock source is running and generating the 32.768 kHz system clock, see [CLOCK](#) chapter.

#### 20.1.1 Reload criteria

The watchdog has 8 separate reload request registers which shall be used to request the watchdog to reload its counter with the value specified in the CRV register. To reload the watchdog counter, the special value 0x6E524635 needs to be written to all enabled reload registers. One or more RR registers can be individually enabled through the RREN register.

#### 20.1.2 Temporarily pausing the watchdog

By default the watchdog will be active counting down the down-counter while the CPU is sleeping and when it is halted by the debugger. It is however possible to configure the watchdog to automatically pause while the CPU is sleeping as well as when it is halted by the debugger.

#### 20.1.3 Watchdog reset

A TIMEOUT event will automatically lead to a watchdog reset equivalent to a system reset, see [POWER chapter](#) for more information about reset sources. If the watchdog is configured to generate an interrupt on the TIMEOUT event, the watchdog reset will be postponed with two 32.768 kHz clock cycles after the TIMEOUT event has been generated. Once the TIMEOUT event has been generated, the impending watchdog reset will always be effectuated.

The watchdog must be configured before it is started. After it is started, the watchdog's configuration registers, which comprises registers CRV, RREN, and CONFIG, will be blocked for further configuration.

The watchdog is reset when the device is put into System OFF mode. The watchdog is also reset when the whole system is reset, except for when the system is reset through a soft reset, see [POWER chapter](#) for more information about reset types.

When the device starts running again, after a reset, or waking up from OFF mode, the watchdog configuration registers will be available for configuration again.

## 20.2 Register Overview

Table 163: Instances

Base address	Peripheral	Instance	Description
0x40010000	WDT	WDT	Watchdog Timer



**Table 164: Register Overview**

Register	Offset	Description
Tasks		
<i>START</i>	0x000	Start the watchdog
Events		
<i>TIMEOUT</i>	0x100	Watchdog timeout
Registers		
<i>INTENSET</i>	0x304	Enable interrupt
<i>INTENCLR</i>	0x308	Disable interrupt
<i>RUNSTATUS</i>	0x400	Run status
<i>REQSTATUS</i>	0x404	Request status
<i>CRV</i>	0x504	Counter reload value
<i>RREN</i>	0x508	Enable register for reload request registers
<i>CONFIG</i>	0x50C	Configuration register
<i>RR[0]</i>	0x600	Reload request 0
<i>RR[1]</i>	0x604	Reload request 1
<i>RR[2]</i>	0x608	Reload request 2
<i>RR[3]</i>	0x60C	Reload request 3
<i>RR[4]</i>	0x610	Reload request 4
<i>RR[5]</i>	0x614	Reload request 5
<i>RR[6]</i>	0x618	Reload request 6
<i>RR[7]</i>	0x61C	Reload request 7

## 20.3 Register Details

**Table 165: INTENSET**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	TIMEOUT	Enabled	1	Write '1' to Enable interrupt on <i>TIMEOUT</i> event. Enable																														

**Table 166: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	TIMEOUT	Disabled	1	Write '1' to Clear interrupt on <i>TIMEOUT</i> event. Disable																														

**Table 167: RUNSTATUS**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	R	RUNSTATUS	NotRunning	0	Indicates whether or not the watchdog is running																														
			Running	1	Watchdog not running Watchdog is running																														

**Table 168: REQSTATUS**

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																				
Id	H G F E D C B A																																				
Reset	0 1																																				
Id	RW	Field	Value Id	Value	Description																																
A	R	RR0	DisabledOrRequested	0	Request status for RR[0] register																																
			EnabledAndUnrequested	1	RR[0] register is not enabled, or are already requesting reload RR[0] register is enabled, and are not yet requesting reload																																
B	R	RR1	DisabledOrRequested	0	Request status for RR[1] register																																
			EnabledAndUnrequested	1	RR[1] register is not enabled, or are already requesting reload RR[1] register is enabled, and are not yet requesting reload																																
C	R	RR2	DisabledOrRequested	0	Request status for RR[2] register																																
			EnabledAndUnrequested	1	RR[2] register is not enabled, or are already requesting reload RR[2] register is enabled, and are not yet requesting reload																																
D	R	RR3	DisabledOrRequested	0	Request status for RR[3] register																																
			EnabledAndUnrequested	1	RR[3] register is not enabled, or are already requesting reload RR[3] register is enabled, and are not yet requesting reload																																
E	R	RR4	DisabledOrRequested	0	Request status for RR[4] register																																
			EnabledAndUnrequested	1	RR[4] register is not enabled, or are already requesting reload RR[4] register is enabled, and are not yet requesting reload																																

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
Id	RW	Field	Value	Id	Value	Description																													
F	R	RR5				Request status for RR[5] register																													
			DisabledOrRequested	0		RR[5] register is not enabled, or are already requesting reload																													
			EnabledAndUnrequested	1		RR[5] register is enabled, and are not yet requesting reload																													
G	R	RR6				Request status for RR[6] register																													
			DisabledOrRequested	0		RR[6] register is not enabled, or are already requesting reload																													
			EnabledAndUnrequested	1		RR[6] register is enabled, and are not yet requesting reload																													
H	R	RR7				Request status for RR[7] register																													
			DisabledOrRequested	0		RR[7] register is not enabled, or are already requesting reload																													
			EnabledAndUnrequested	1		RR[7] register is enabled, and are not yet requesting reload																													

### Table 169: CRV

Bit number			31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id			A A																															

Table 170: RREN

[illegible]

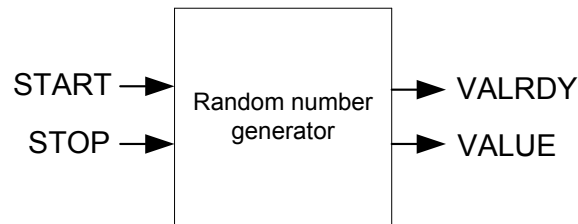
### Table 171: CONFIG

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				
Reset																																				
Id	RW	Field	Value	Id	Value																															Description
A	RW	SLEEP																																		Configure the watchdog to either be paused, or kept running, while the CPU is sleeping
			Pause	0																																Pause watchdog while the CPU is sleeping
			Run	1																																Keep the watchdog running while the CPU is sleeping
C	RW	HALT																																		Configure the watchdog to either be paused, or kept running, while the CPU is halted by the debugger
			Pause	0																																Pause watchdog while the CPU is halted by the debugger
			Run	1																																Keep the watchdog running while the CPU is halted by the debugger

**Table 172: RR[n]**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>Id</b>	<b>RW</b>	<b>Field</b>	<b>Value</b>	<b>Value</b>								<b>Description</b>																							
A	RW	RR	Reload	0x6E524635								Reload request register Value to request a reload of the watchdog timer																							

## 21 Random Number Generator (RNG)



**Figure 46: Random Number Generator**

### 21.1 Functional description

The Random Number Generator (RNG) generates true non-deterministic random numbers based on internal thermal noise.

The RNG is started by triggering the START task and stopped by triggering the STOP task. When started, new random numbers are generated continuously and written to the VALUE register when ready. A VALRDY event is generated for every new random number that is written to the VALUE register. This means that after a VALRDY event is generated the CPU has the time until the next VALRDY event to read out the random number from the VALUE register before it is overwritten by a new random number.

#### 21.1.1 Digital error correction

A digital corrector algorithm is employed on the internal bit stream to remove any bias toward '1' or '0'. The bits are then queued into an 8 bit register for parallel readout from the VALUE register.

It is possible to disable the bias in the CONFIG register. This offers a substantial speed advantage, but may result in a statistical distribution that is not perfectly uniform.

#### 21.1.2 Speed

The time needed to generate one random byte of data is unpredictable, and may vary from one byte to the next, see product specification for more information. This is especially true when digital error correction is enabled.

## 21.2 Register Overview

**Table 173: Instances**

Base address	Peripheral	Instance	Description
0x400D000	RNG	RNG	Random Number Generator

**Table 174: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Task starting the random number generator
<a href="#">STOP</a>	0x004	Task stopping the random number generator
Events		
<a href="#">VALRDY</a>	0x100	Event being generated for every new random number written to the VALUE register
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">CONFIG</a>	0x504	Configuration register
<a href="#">VALUE</a>	0x508	Output random number

## 21.3 Register Details

**Table 175: SHORTS**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id																																							A
Reset				0																																			
Id	RW	Field	Value	Id	Value		Description																																
A	RW	VALRDY_STOP																																					
			Disabled		0		Shortcut between VALRDY event and STOP task																																
			Enabled		1		Disable shortcut																																
							Enable shortcut																																

**Table 176: INTEN**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
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**Table 177: INTENSET**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A																															
Reset				0 0																															
Id	RW	Field	Value	Id	Value				Description																										
A	RW	VALRDY	Enabled		1	Write '1' to Enable interrupt on <i>VALRDY</i> event.																													
						Enable																													

**Table 178: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																
Id				A																																
Reset				0 0																																
Id	RW	Field	Value	Id	Value				Description																											
A	RW	VALRDY	Disabled		1				Write '1' to Clear interrupt on <i>VALRDY</i> event. Disable																											

**Table 179: CONFIG**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset				0																															0
Id	RW	Field	Value	Id	Value										Description																				
A	RW	DERCEN																																	
			Disabled		0										Digital error correction																				
			Enabled		1										Disabled																				
															Enabled																				

**Table 180: VALUE**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			A
Reset				0 0																															
Id				RW		Field		Value		Id		Value		Description																					
A				R		VALUE						[0..255]		Generated random number																					

## 22 Temperature sensor (TEMP)

### 22.1 Functional description

The temperature sensor measures the silicon die temperature.

The TEMP is started by triggering the START task. When the temperature measurement is completed, a DATARDY event will be generated and the result of the measurement can be read from the TEMP register

In order to be accurate, the measurement has to be performed while the HFCLK crystal oscillator is selected as clock source, see [CLOCK](#) for more information.

When the temperature measurement is completed, the TEMP analog electronics power down to save power.

The TEMP only supports one-shot operation, meaning that every TEMP measurement has to be explicitly started using the START task.

### 22.2 Register Overview

Table 181: Instances

Base address	Peripheral	Instance	Description
0x4000C000	TEMP	TEMP	Temperature Sensor

Table 182: Register Overview

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Start temperature measurement
<a href="#">STOP</a>	0x004	Stop temperature measurement
Events		
<a href="#">DATARDY</a>	0x100	Temperature measurement complete, data ready
Registers		
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">TEMP</a>	0x508	Temperature in °C

### 22.3 Register Details

Table 183: INTEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset				0																															0
Id	RW	Field	Value	Id	Value										Description																				
A	RW	DATARDY													Enable or disable interrupt on <i>DATARDY</i> event																				
			Disabled		0										Disable																				
			Enabled		1										Enable																				

Table 184: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Note: Write '0' has no effect, when read this register will return the value of <a href="#">DATARDY</a> .																																
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																												
Id				A																												
Reset				0 0																												
Id	RW	Field	Value	Id	Value																Description											
A	RW	DATARDY	Enabled		1	Write '1' to Enable interrupt on <a href="#">DATARDY</a> event.																										
						Enable																										

### Table 185: INTENCLR

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A																															
Reset				0																															
Id	RW	Field	Value Id	Value																Description															
A	RW	DATARDY	Disabled	1																Write '1' to Clear interrupt on <i>DATARDY</i> event. Disable															

### Table 186: TEMP

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id			Value			Description																									
A	R	TEMP								Temperature in °C Result of temperature measurement. Die temperature in °C, 2's complement format, 0.25 °C Decision point: DATARDY																									

## 23 AES Electronic Codebook mode encryption (ECB)

### 23.1 Functional description

AES ECB is a single AES block encrypt hardware module.

AES ECB features:

- 128 bit AES encryption
- Supports standard AES ECB block encryption
- Memory pointer support
- DMA data transfer

AES ECB performs a 128 bit AES block encrypt. At the STARTECB task, data and key is loaded into the algorithm by EasyDMA. When output data has been written back to memory, the ENDECB event is triggered.

AES ECB can be stopped by triggering the STOPECB task.

#### 23.1.1 EasyDMA

The ECB implements an EasyDMA mechanism for reading and writing to the RAM. This DMA cannot access the program memory or any other parts of the memory area except RAM.

If the ECBDATAPTR is not pointing to the Data RAM region, an EasyDMA transfer will result in a HardFault. See [Memory](#) on page 15 for more information about the different memory regions.

The EasyDMA will have finished accessing the RAM when the ENDECB or ERRORECB is generated.

#### 23.1.2 ECB Data Structure

Input to the block encrypt and output from the block encrypt are stored in the same data structure. ECBDATAPTR should point to this data structure before STARTECB is initiated.

**Table 187: ECB data structure overview**

Property	Address offset	Description
KEY	0	16 byte AES key
CLEARTEXT	16	16 byte AES cleartext input block
CIPHERTEXT	32	16 byte AES ciphertext output block

#### 23.1.3 Shared resources

The ECB, CCM, and AAR share the same AES module. The ECB will always have lowest priority and if there is a sharing conflict during encryption, the ECB operation will be aborted and an ERRORECB event will be generated.

## 23.2 Register Overview

**Table 188: Instances**

Base address	Peripheral	Instance	Description
0x400E000	ECB	ECB	AES ECB Mode Encryption

**Table 189: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">STARTECB</a>	0x000	Start ECB block encrypt
<a href="#">STOPECB</a>	0x004	Abort a possible executing ECB operation
Events		
<a href="#">ENDECB</a>	0x100	ECB block encrypt complete

Register	Offset	Description
<a href="#">ERRORECB</a>	0x104	ECB block encrypt aborted because of a STOPECB task or due to an error
Registers		
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">ECBDATAPTR</a>	0x504	ECB block encrypt memory pointers

## 23.3 Register Details

Table 190: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	ENDECB	Enabled	1	Write '1' to Enable interrupt on <i>ENDECB</i> event. Enable																														
B	RW	ERRORECB	Enabled	1	Write '1' to Enable interrupt on <i>ERRORECB</i> event. Enable																														

Table 191: INTENCLR

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	ENDECB	Disabled	1	Write '1' to Clear interrupt on <i>ENDECB</i> event. Disable																														
B	RW	ERRORECB	Disabled	1	Write '1' to Clear interrupt on <i>ERRORECB</i> event. Disable																														

Table 192: ECBDATAPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value												Description																				
A	RW	ECBDATAPTR														Pointer to the ECB data structure (see Table 1 ECB data structure overview)																				



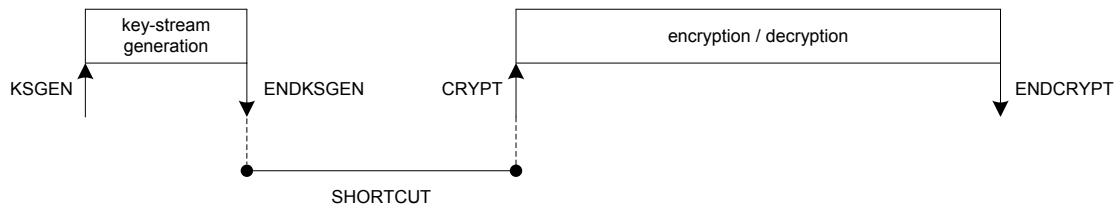
## 24 AES CCM Mode Encryption (CCM)

### 24.1 Functional description

The AES CCM supports three operations: key-stream generation, packet encryption, and packet decryption. All these operations are done in compliance with the *Bluetooth* specification<sup>8</sup>. A new key-stream must be generated before a new packet encryption or packet decryption operation can be started.

A key-stream is generated by triggering the KSGEN task. An ENDKSGEN event will be generated when the new key-stream has been generated. The key-stream will be stored in the AES CCM's temporary memory area, specified by the SCRATCHPTR, where it will be used in subsequent encryption and decryption operations.

Encryption is started by triggering the CRYPT task with the MODE register set to ENCRYPTION. Similarly, decryption is started by triggering the same task with MODE set to DECRYPTION. An ENDCRYPT event will be generated when packet encryption is completed as well as when packet decryption is completed, see [Figure 47: Key-stream generation followed by encryption or decryption. The shortcut is optional.](#) on page 121.



**Figure 47: Key-stream generation followed by encryption or decryption. The shortcut is optional.**

Key-stream generation, packet encryption, and packet decryption operations utilize the configuration specified in the data structure pointed to by the CNFPTR pointer. It is necessary to configure this pointer and its underlying data structure, and the MODE register before the KSGEN task is triggered. It is also necessary to configure the INPTR pointer and the OUTPTR pointer before the CRYPT task is triggered.

If a shortcut is used between ENDKSGEN event and CRYPT task, the INPTR pointer and the OUTPTR pointer must be configured before the KSGEN task is triggered.

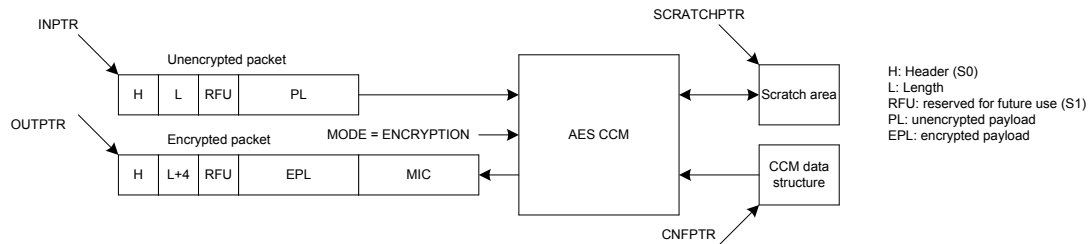
#### 24.1.1 Encryption

During packet encryption the AES CCM will read the unencrypted packet located in RAM at the address specified in the INPTR pointer, encrypt the packet and append a four byte long Message Integrity Check (MIC) field to the packet. The AES CCM will also modify the length field of the packet to adjust for the appended MIC field, that is, add four bytes to the length, and store the resulting packet back into RAM at the address specified in the OUTPTR pointer, see [Figure 48: Encryption](#) on page 122.

Empty packets (length field is set to 0) will not be encrypted but instead moved unmodified through the AES CCM.

The AES CCM is limited to read maximum 27 bytes of the unencrypted payload (PL) regardless of what is specified in the length field of the unencrypted packet.

<sup>8</sup> *Bluetooth* AES CCM 128 bit block encryption, see *Bluetooth* Core specification Version 4.0.


**Figure 48: Encryption**

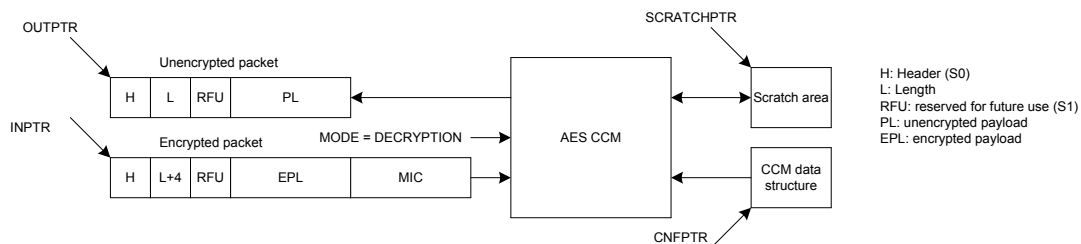
### 24.1.2 Decryption

During packet decryption the AES CCM will read the encrypted packet located in RAM at the address specified in the INPTR pointer, decrypt the packet, authenticate the packet's MIC field and generate the appropriate MIC status. The AES CCM will also modify the length field of the packet to adjust for the MIC field, that is, subtract four bytes from the length, and then store the decrypted packet back into RAM at the address pointed to by the OUTPTR pointer, see [Figure 49: Decryption](#) on page 122.

The CCM is only able to decrypt packets that are at least 5 bytes long, that is, 1 byte encrypted payload (EPL) and 4 bytes of MIC. The CCM will therefore generate a MIC error for packets where the length field is set to 1, 2, 3 or 4.

Empty packets (length field is set to 0) will not be decrypted but instead moved unmodified through the AES CCM, these packets will always pass the MIC check.

The AES CCM is limited to read maximum 27 bytes of the encrypted payload and four bytes of the MIC regardless of what is specified in the length field of the encrypted packet.


**Figure 49: Decryption**

### 24.1.3 AES CCM and RADIO concurrent operation

The AES CCM is designed to run in parallel with the RADIO to enable on-the-fly encryption and decryption of RADIO packets without CPU involvement. To facilitate this, the RADIO has to be configured with the following settings:

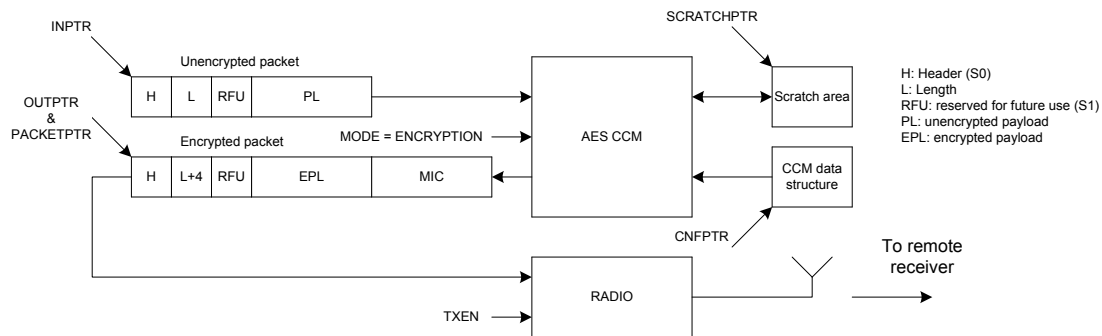
**Table 193: Radio configuration settings**

Radio parameter	Value	Description
PCNF0.SOLEN	1	Length of HEADER field in : <a href="#">Table 195: Data structure for unencrypted packet</a> on page 125 and <a href="#">Table 196: Data structure for encrypted packet</a> on page 125.
PCNF0.LFLEN	5	Length of LENGTH field in: <a href="#">Table 195: Data structure for unencrypted packet</a> on page 125 and <a href="#">Table 196: Data structure for encrypted packet</a> on page 125.
PCNF0.S1LEN	3	Length of the RFU field in: <a href="#">Table 195: Data structure for unencrypted packet</a> on page 125 and <a href="#">Table 196: Data structure for encrypted packet</a> on page 125. The combined length of LENGTH and RFU must be 8 bit always.
MODE	Ble_1Mbit	Data rate.
PCNF1.BALEN	3	Length of address (32 bit)
CRCCNF.LEN	3	Length of CRC (24 bit)

### 24.1.4 Encrypting packets on-the-fly in radio transmit mode

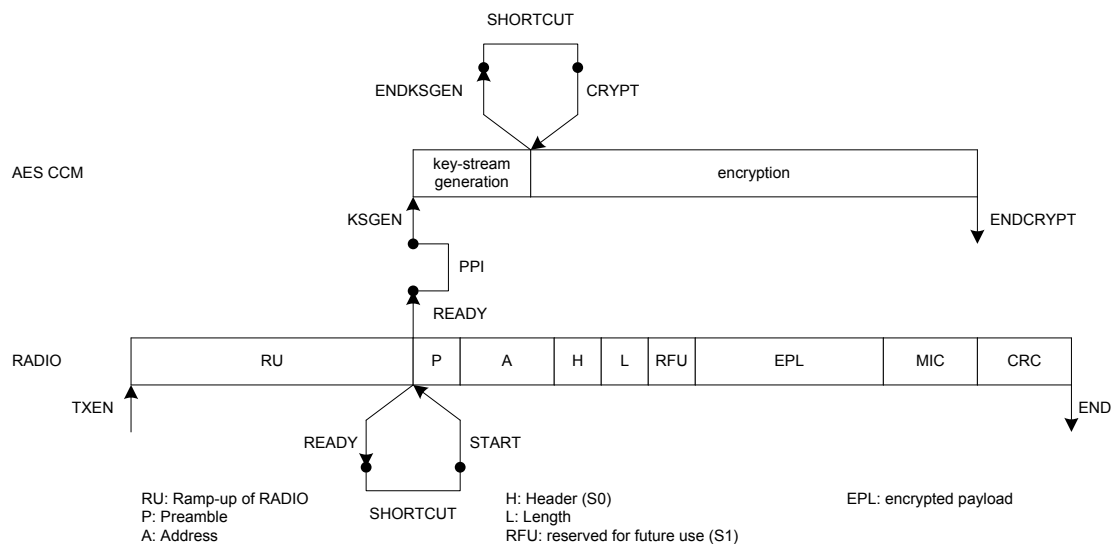
When the AES CCM is encrypting a packet on-the-fly at the same time as the RADIO is transmitting it, the RADIO must read the encrypted packet from the same memory location as the AES CCM is writing to. The

OUTPTR pointer in the AES CCM must therefore point to the same memory location as the PACKETPTR pointer in the RADIO, see [Figure 50: Configuration of on-the-fly encryption](#) on page 123.



**Figure 50: Configuration of on-the-fly encryption**

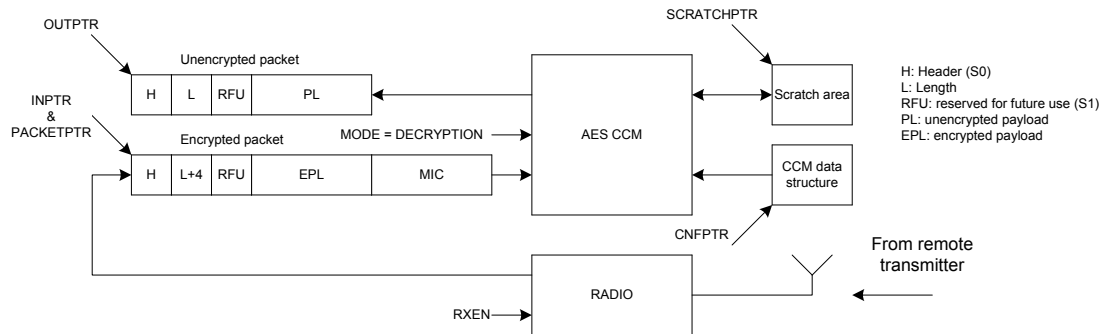
In order to match the RADIO's timing, the KSGEN task must be triggered no later than when the START task in the RADIO is triggered, in addition the shortcut between the ENDKSGEN event and the CRYPT task must be enabled. This use-case is illustrated in [Figure 51: On-the-fly encryption using a PPI connection](#) on page 123 using a PPI connection between the READY event in the RADIO and the KSGEN task in the AES CCM.



**Figure 51: On-the-fly encryption using a PPI connection**

### 24.1.5 Decrypting packets on-the-fly in radio receive mode

When the AES CCM is decrypting a packet on-the-fly at the same time as the RADIO is receiving it, the AES CCM must read the encrypted packet from the same memory location as the RADIO is writing to. The INPTR pointer in the AES CCM must therefore point to the same memory location as the PACKETPTR pointer in the RADIO, see [Figure 52: Configuration of on-the-fly decryption](#) on page 124.

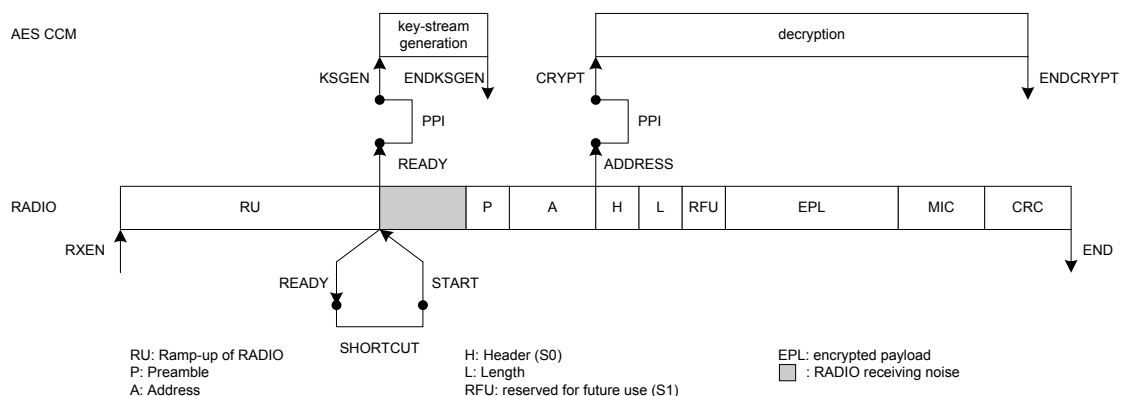


### Figure 52: Configuration of on-the-fly decryption

In order to match the RADIO's timing, the KSGEN task must be triggered no later than when the START task in the RADIO is triggered. In addition, the CRYPT task must be triggered no earlier than when the ADDRESS event is generated by the RADIO.

If the CRYPT task is triggered exactly at the same time as the ADDRESS event is generated by the RADIO, the AES CCM will guarantee that the decryption is completed no later than when the END event in the RADIO is generated.

This use-case is illustrated in [Figure 53: On-the-fly decryption using a PPI connection between the READY event in the RADIO and the KSGEN task in the AES CCM](#) on page 124 using a PPI connection between the ADDRESS event in the RADIO and the CRYPT task in the AES CCM. The KSGEN task is triggered from the READY event in the RADIO through a PPI connection.



**Figure 53: On-the-fly decryption using a PPI connection between the READY event in the RADIO and the KSGEN task in the AES CCM**

### 24.1.6 CCM data structure

The CCM data structure specified in [Table 194: CCM data structure overview](#) on page 124 is located in RAM at the memory location specified by the CNFPTR pointer register.

### Table 194: CCM data structure overview

Property	Address offset	Description
KEY	0	16 byte AES key
PKTCTR	16	Octet0 (LSO) of packet counter
	17	Octet1 of packet counter
	18	Octet2 of packet counter
	19	Octet3 of packet counter
	20	Bit 6 – Bit 0: Octet4 (7 most significant bits of packet counter, with Bit 6 being the most significant bit) Bit7: Ignored
	21	Ignored
	22	Ignored
	23	Ignored
	24	Bit 0: Direction bit Bit 7 – Bit 1: Zero padded
IV	25	8 byte initialization vector (IV) Octet0 (LSO) of IV, Octet1 of IV, ... , Octet7 (MSO) of IV

The NONCE vector (as specified by the Bluetooth Core Specification) will be generated by hardware based on the information specified in the CNFPTR data structure from [Table 194: CCM data structure overview](#) on page 124.

**Table 195: Data structure for unencrypted packet**

Property	Address offset	Description
HEADER	0	Packet Header
LENGTH	1	Number of bytes in unencrypted payload
RFU	2	Reserved Future Use
PAYLOAD	3	Unencrypted payload

**Table 196: Data structure for encrypted packet**

Property	Address offset	Description
HEADER	0	Packet Header
LENGTH	1	Number of bytes in encrypted payload including length of MIC
RFU	2	Reserved Future Use
PAYLOAD	3	Encrypted payload
MIC	3 + payload length	ENCRYPT: 4 bytes encrypted MIC

**Note:** LENGTH will be 0 for empty packets since the MIC is not added to empty packets

**Note:** MIC is not added to empty packets

### 24.1.7 EasyDMA and ERROR event

The CCM implements an EasyDMA mechanism for reading and writing to the RAM.

In some scenarios where the CPU and other DMA enabled peripherals are accessing the RAM at the same time, the CCM DMA could experience some bus conflicts which may also result in an error during encryption. If this happens, the ERROR event will be generated.

The EasyDMA will have finished accessing the RAM when the ENDKSGEN and ENDCRYPT events are generated.

If the CNFPTR, SCRATCHPTR, INPTR and the OUTPTR are not pointing to the Data RAM region, an EasyDMA transfer will result in a HardFault. See [Memory](#) on page 15 for more information about the different memory regions.

### 24.1.8 Shared resources

The CCM shares registers and other resources with other peripherals that have the same ID as the CCM. The user must therefore disable all peripherals that have the same ID as the CCM before the CCM can be configured and used. Disabling a peripheral that have the same ID as the CCM will not reset any of the registers that are shared with the CCM. It is therefore important to configure all relevant CCM registers explicitly to secure that it operates correctly.

See the Instantiation table in [Instantiation](#) on page 17 for details on peripherals and their IDs.

## 24.2 Register Overview

**Table 197: Instances**

Base address	Peripheral	Instance	Description
0x4000F000	CCM	CCM	AES CCM Mode Encryption

**Table 198: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">KSGEN</a>	0x000	Start generation of key-stream. This operation will stop by itself when completed.
<a href="#">CRYPT</a>	0x004	Start encryption/decryption. This operation will stop by itself when completed.
<a href="#">STOP</a>	0x008	Stop encryption/decryption
Events		
<a href="#">ENDKSGEN</a>	0x100	Key-stream generation complete
<a href="#">ENDCRYPT</a>	0x104	Encrypt/decrypt complete
<a href="#">ERROR</a>	0x108	CCM error event
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register

Register	Offset	Description
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">MICSTATUS</a>	0x400	MIC check result
<a href="#">ENABLE</a>	0x500	Enable
<a href="#">MODE</a>	0x504	Operation mode
<a href="#">CNFPTR</a>	0x508	Pointer to data structure holding AES key and NONCE vector
<a href="#">INPTR</a>	0x50C	Input pointer
<a href="#">OUTPTR</a>	0x510	Output pointer
<a href="#">SCRATCHPTR</a>	0x514	Pointer to data area used for temporary storage

## 24.3 Register Details

**Table 199: SHORTS**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value				Description																										
A	RW	ENDKSGEN_CRYPT							Shortcut between <i>ENDKSGEN</i> event and <i>CRYPT</i> task																										
			Disabled		0				Disable shortcut																										
			Enabled		1				Enable shortcut																										

**Table 200: INTENSET**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				C B A																															
Reset				0 0																															
Id	RW	Field	Value	Id	Value	Description																													
A	RW	ENDKSGEN	Enabled		1	Write '1' to Enable interrupt on <i>ENDKSGEN</i> event. Enable																													
B	RW	ENDCRYPT	Enabled		1	Write '1' to Enable interrupt on <i>ENDCRYPT</i> event. Enable																													
C	RW	ERROR	Enabled		1	Write '1' to Enable interrupt on <i>ERROR</i> event. Enable																													

**Table 201: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																			C	B	A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																															
A	RW	ENDKSGEN				Write '1' to Clear interrupt on <a href="#">ENDKSGEN</a> event.																															
			Disabled		1	Disable																															
B	RW	ENDCRYPT				Write '1' to Clear interrupt on <a href="#">ENDCRYPT</a> event.																															
			Disabled		1	Disable																															
C	RW	ERROR				Write '1' to Clear interrupt on <a href="#">ERROR</a> event.																															
			Disabled		1	Disable																															

**Table 202: MICSTATUS**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																				A		
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value	Id	Value	Description																																
A	R	MICSTATUS				The result of the MIC check performed during the previous decryption operation																																
			CheckFailed		0	MIC check failed																																
			CheckPassed		1	MIC check passed																																

**Table 203: ENABLE**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																		A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	RW	ENABLE				Enable or disable CCM																													
			Disabled		0	Disable																													
			Enabled		2	Enable																													

### Table 204: MODE

Bit number																																			
Id				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Reset				A																															
Id	RW	Field	Value Id	Value																Description															
A	RW	MODE																		The mode of operation to be used															
			Encryption	0																AES CCM packet encryption mode															
			Decryption	1																AES CCM packet decryption mode															

**Table 205: CNFPTR**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value												Description																		
A	RW	CNFPTR															Pointer to the data structure holding the AES key and the CCM NONCE vector (see Table 1 CCM data structure overview)																		

### Table 206: INPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id			Value			Description																									
A	RW	INPTR								Input pointer																									

### Table 207: OUTPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id		Value		Description																											
A	RW	OUTPTR						Output pointer																											

### Table 208: SCRATCHPTR

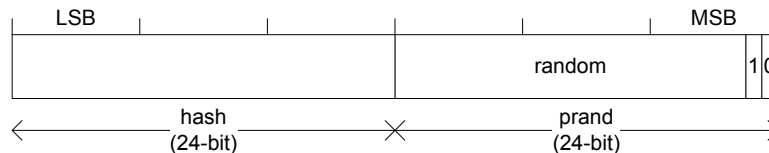
Bit number																															
Id																															
Reset																															
Id	RW	Field	Value	Id	Value	Description																									
A	RW	SCRATCHPTR				Pointer to a "scratch" data area used for temporary storage during key-stream generation, MIC generation and encryption/decryption. The scratch area is used for temporary storage of data during key-stream generation and encryption. 16 + MAXPACKETSIZE number of bytes must be reserved in RAM for this area.																									

## 25 Accelerated Address Resolver (AAR)

### 25.1 Functional description

#### 25.1.1 Resolving a resolvable address

A private resolvable address shall be composed of 6 bytes as illustrated in [Figure 54: Resolvable address](#) on page 128



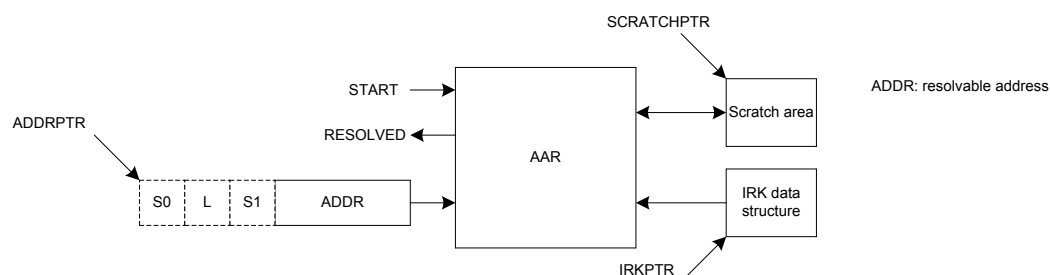
**Figure 54: Resolvable address**

To resolve an address the ADDRPTTR pointer must point to the least significant byte (LSB) of the resolvable address offset by 3 bytes to accommodate the packet header. The resolver is started by triggering the START task. A RESOLVED event is generated when and if the AAR manages to resolve the address using one of the Identity Resolving Keys (IRK) found in the IRK data structure. The AAR will use the IRK specified in the register IRK0 to IRK15 starting from IRK0. How many to be used is specified by the NIRK register. The AAR module will generate a NOTRESOLVED event if it is not able to resolve the address using the specified list of IRKs.

The AAR will go through the list of available IRKs in the IRK data structure and for each IRK try to resolve the address according to the Resolvable Private Address Resolution Procedure described in the *Bluetooth Specification*<sup>9</sup>. The time it takes to resolve an address may vary depending on where in the list the resolvable address is located. The resolution time will also be affected by RAM accesses performed by other peripherals and the CPU. See product specification for more information about resolution time.

The AAR will not distinguish between public and random addresses. The AAR will also not distinguish between static and private addresses, or between private resolvable and private non-resolvable addresses.

The AAR will stop as soon as it has managed to resolve the address, or after trying to resolve the address using NIRK number of IRKs from the IRK data structure. The AAR will generate an END event after it has stopped.



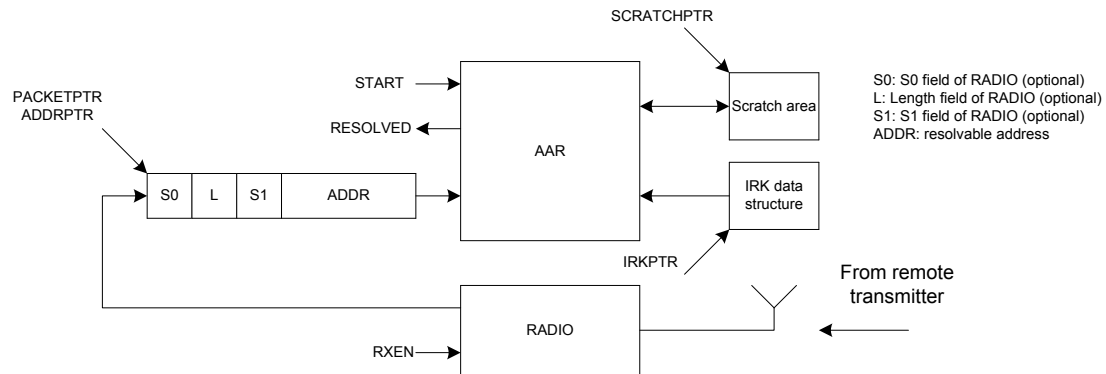
**Figure 55: Address resolution with packet preloaded into RAM**

#### 25.1.2 Use case example for chaining RADIO packet reception with resolving addresses with the AAR

The AAR may be started as soon as the 6 bytes required by the AAR has been received by the RADIO and stored in RAM. The ADDRPTTR pointer must point to the least significant byte of the resolvable address within the received packet offset by 3 bytes to accommodate the packet header.

<sup>9</sup> *Bluetooth Specification Version 4.0 [Vol 3] chapter 10.8.2.3.*





**Figure 56: Address resolution with packet loaded into RAM by the RADIO**

### 25.1.3 IRK data structure

The IRK data structure specified in [Table 209: IRK data structure overview](#) on page 129 is located in RAM at the memory location specified by the CNFPTR pointer register.

**Table 209: IRK data structure overview**

Property	Address offset	Description
IRK0	0	IRK number 0 (16 - byte)
IRK1	16	IRK number 1 (16 - byte)
..	..	..
IRK15	240	IRK number 15 (16 - byte)

### 25.1.4 EasyDMA

The AAR implements EasyDMA for reading and writing to the RAM. The EasyDMA will have finished accessing the RAM when the END, RESOLVED, and NOTRESOLVED events are generated.

If the IRKPTR, ADDRPTR and the SCRATCHPTR is not pointing to the Data RAM region, an EasyDMA transfer will result in a HardFault. See [Memory](#) on page 15 for more information about the different memory regions.

### 25.1.5 Shared resources

The AAR shares registers and other resources with other peripherals that have the same ID as the AAR. The user must therefore disable all peripherals that have the same ID as the AAR before the AAR can be configured and used. Disabling a peripheral that have the same ID as the AAR will not reset any of the registers that are shared with the AAR. It is therefore important to configure all relevant AAR registers explicitly to secure that it operates correctly.

See the Instantiation table in [Instantiation](#) on page 17 for details on peripherals and their IDs.

### 25.1.6 Register Overview

**Table 210: Instances**

Base address	Peripheral	Instance	Description
0x4000F000	AAR	AAR	Accelerated Address Resolver

**Table 211: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Start resolving addresses based on IRKs specified in the IRK data structure
<a href="#">STOP</a>	0x008	Stop resolving addresses
Events		
<a href="#">END</a>	0x100	Address resolution procedure complete
<a href="#">RESOLVED</a>	0x104	Address resolved
<a href="#">NOTRESOLVED</a>	0x108	Address not resolved
Registers		
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt

Register	Offset	Description
<a href="#">STATUS</a>	0x400	Resolution status
<a href="#">ENABLE</a>	0x500	Enable AAR
<a href="#">NIRK</a>	0x504	Number of IRKs
<a href="#">IRKPTR</a>	0x508	Pointer to IRK data structure
<a href="#">ADDRPTR</a>	0x510	Pointer to the resolvable address
<a href="#">SCRATCHPTR</a>	0x514	Pointer to data area used for temporary storage

## 25.1.7 Register Details

Table 212: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number					31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																				
Reset					0 0																															
Id	RW	Field	Value	Id	Value	Description																														
A	RW	END	Enabled	1	Write '1' to Enable interrupt on <i>END</i> event. Enable																															
B	RW	RESOLVED	Enabled	1	Write '1' to Enable interrupt on <i>RESOLVED</i> event. Enable																															
C	RW	NOTRESOLVED	Enabled	1	Write '1' to Enable interrupt on <i>NOTRESOLVED</i> event. Enable																															

Table 213: INTENCLR

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				C B A																															
Reset				0 0																															
Id	RW	Field	Value	Id	Value	Description																													
A	RW	END	Disabled	1	Write '1' to Clear interrupt on <i>END</i> event. Disable																														
B	RW	RESOLVED	Disabled	1	Write '1' to Clear interrupt on <i>RESOLVED</i> event. Disable																														
C	RW	NOTRESOLVED	Disabled	1	Write '1' to Clear interrupt on <i>NOTRESOLVED</i> event. Disable																														

Table 214: STATUS

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																
Id																																				
Reset				0 0																																
Id	RW	Field	Value	Id	Value																Description															
A	R	STATUS			[0..15]																The IRK that was used last time an address was resolved															

Table 215: ENABLE

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				0 0																															
Id	RW	Field	Value	Id	Value	Description																													
A	RW	ENABLE	Disabled	0	Enable or disable AAR																														
			Enabled	3	Disable Enable																														

Table 216: NIRK

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																
Id																																				
Reset				0 1																																
Id	RW	Field	Value	Id	Value																Description															
A	RW	NIRK			[1..16]																Number of Identity root keys available in the IRK data structure															

Table 217: IRKPTR

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																
Id				A A																																
Reset				0 0																																
Id	RW	Field	Value	Id	Value																Description															
A	RW	IRKPTR																			Pointer to the IRK data structure															

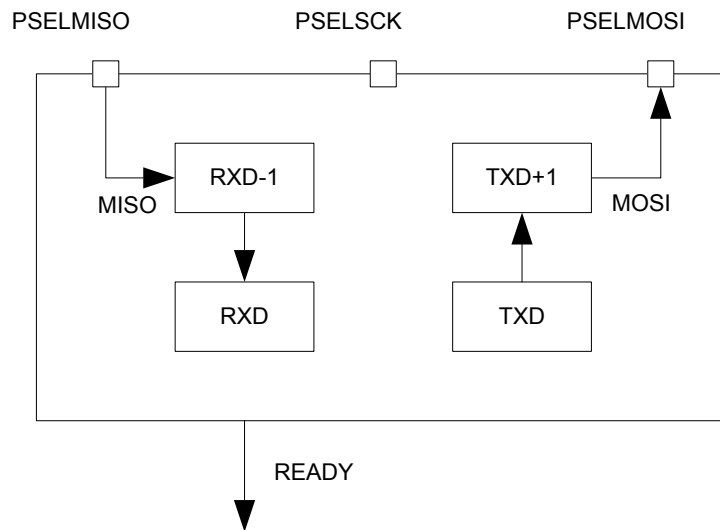
### Table 218: ADDRPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>Id</b>	<b>RW</b>	<b>Field</b>	<b>Value</b>	<b>Description</b>																															
A	RW	ADDRPTR	Value	Pointer to the resolvable address (6-bytes)																															

### Table 219: SCRATCHPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value								Description																							
A	RW	SCRATCHPTR											Pointer to a "scratch" data area used for temporary storage during resolution.A space of minimum 3 bytes must be reserved.																							

## 26 Serial Peripheral Interface (SPI) Master



**Figure 57: SPI master**

**Note:** RXD-1 and TXD+1 illustrate the double buffered version of RXD and TXD respectively.

### 26.1 Functional description

The SPI master as illustrated in [Figure 57: SPI master](#) on page 132 provides a simple CPU interface which includes a TXD register for sending data and an RXD register for receiving data. These registers are double buffered to enable some degree of uninterrupted data flow in and out of the SPI master. The SPI master does not implement support for chip select directly. Therefore, the CPU must use available GPIOs to select the correct slave and control this independently of the SPI master. The SPI master supports SPI modes 0 through 3.

**Table 220: SPI modes**

Mode	Clock polarity CPOL	Clock phase CPHA
SPI_MODE 0	0	0
SPI_MODE 0	1	1
SPI_MODE 1	0	0
SPI_MODE 1	1	1

#### 26.1.1 SPI master mode pin configuration

The different signals SCK, MOSI, and MISO associated with the SPI master are mapped to physical pins according to the configuration specified in the PSELSCK, PSELMOSI, and PSELMISO registers respectively. If a value of 0xFFFFFFFF is specified in any of these registers, the associated SPI master signal is not connected to any physical pin. The PSELSCK, PSELMOSI, and PSELMISO registers and their configurations are only used as long as the SPI master is enabled, and retained only as long as the device is in ON mode. PSELSCK, PSELMOSI, and PSELMISO must only be configured when the SPI master is disabled.

To secure correct behavior in the SPI, the pins used by the SPI must be configured in the GPIO peripheral as described in [Table 221: GPIO configuration](#) on page 133 prior to enabling the SPI. The SCK must always be connected to a pin, and that pin's input buffer must always be connected for the SPI to work. This configuration must be retained in the GPIO for the selected IOs as long as the SPI is enabled.

Only one peripheral can be assigned to drive a particular GPIO pin at a time, failing to do so may result in unpredictable behavior.

**Table 221: GPIO configuration**

SPI master signal	SPI master pin	Direction	Output value
SCK	As specified in PSELCK	Output	Same as CONFIG.CPOL
MOSI	As specified in PSELMOSI	Output	0
MISO	As specified in PSELMISO	Input	Not applicable

### 26.1.2 Shared resources

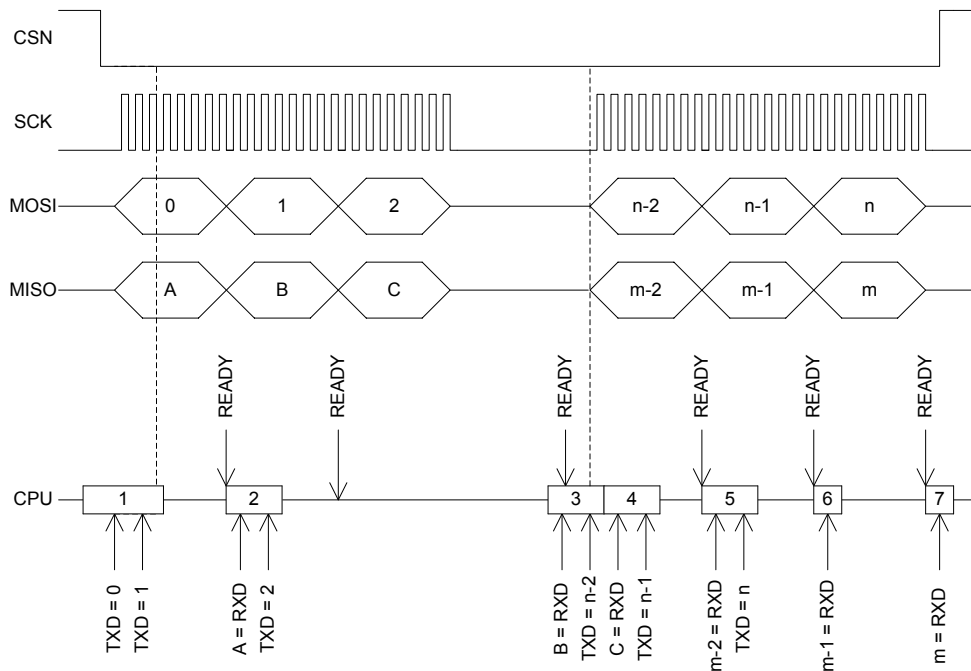
The SPI shares registers and other resources with other peripherals that have the same ID as the SPI. Therefore, the user must disable all peripherals that have the same ID as the SPI before the SPI can be configured and used. Disabling a peripheral that have the same ID as the SPI will not reset any of the registers that are shared with the SPI. It is therefore important to configure all relevant SPI registers explicitly to secure that it operates correctly.

See the Instantiation table in [Instantiation](#) on page 17 for details on peripherals and their IDs.

### 26.1.3 SPI master transaction sequence

An SPI master transaction is started by writing the first byte, which is to be transmitted by the SPI master, to the TXD register. Since the transmitter is double buffered, the second byte can be written to the TXD register immediately after the first one. The SPI master will then send these bytes in the order they are written to the TXD register.

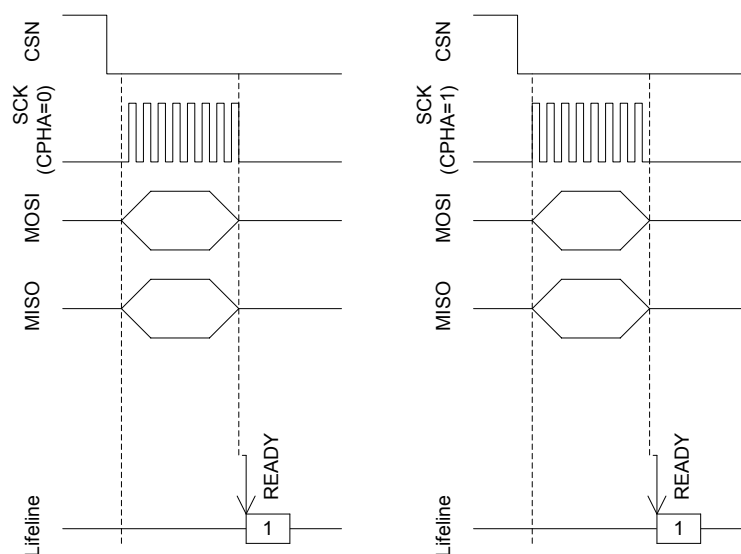
The SPI master is a synchronous interface, and for every byte that is sent, a different byte will be received at the same time; this is illustrated in [Figure 58: SPI master transaction](#) on page 134. Bytes that are received will be moved to the RXD register where the CPU can extract them by reading the register. The RXD register is double buffered in the same way as the TXD register, and a second byte can therefore be received at the same time as the first byte is being extracted from RXD by the CPU. The SPI master will generate a READY event every time a new byte is moved to the RXD register. The double buffered byte will be moved from RXD-1 to RXD as soon as the first byte is extracted from RXD. The SPI master will stop when there are no more bytes to send in TXD and TXD+1.



**Figure 58: SPI master transaction**

The READY event of the third byte transaction is delayed until B is extracted from RXD in occurrence number 3 on the horizontal lifeline. The reason for this is that the third event is generated first when C is moved from RXD-1 to RXD after B is read.

The SPI master will move the incoming byte to the RXD register after a short delay following the SCK clock period of the last bit in the byte. This also means that the READY event will be delayed accordingly, see [Figure 59: SPI master transaction](#) on page 134. Therefore, it is important that you always clear the READY event, even if the RXD register and the data that is being received is not used.



**Figure 59: SPI master transaction**

## 26.2 Register Overview

Table 222: Instances

Base address	Peripheral	Instance	Description
0x40003000	SPI	SPI0	Serial Peripheral Interface
0x40004000	SPI	SPI1	Serial Peripheral Interface

Table 223: Register Overview

Register	Offset	Description
Events		
<i>READY</i>	0x108	TXD byte sent and RXD byte received
Registers		
<i>INTEN</i>	0x300	Enable or disable interrupt
<i>INTENSET</i>	0x304	Enable interrupt
<i>INTENCLR</i>	0x308	Disable interrupt
<i>ENABLE</i>	0x500	Enable SPI
<i>PSELSCK</i>	0x508	Pin select for SCK
<i>PSELMOSI</i>	0x50C	Pin select for MOSI
<i>PSELMISO</i>	0x510	Pin select for MISO
<i>RXD</i>	0x518	RXD register
<i>TXD</i>	0x51C	TXD register
<i>FREQUENCY</i>	0x524	SPI frequency
<i>CONFIG</i>	0x554	Configuration register

## 26.3 Register Details

Table 224: INTEN

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																													
Id																														
Reset	0 0																													
Id	RW	Field	Value	Id	Value	Description																								
A	RW	READY				Enable or disable interrupt on <i>READY</i> event																								
			Disabled		0	Disable																								
			Enabled		1	Enable																								

Table 225: INTENSET

Note: Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																													
Id																														
Reset	0 0																													
Id	RW	Field	Value	Id	Value	Description																								
A	RW	READY				Write '1' to Enable interrupt on <i>READY</i> event.																								
			Enabled		1	Enable																								

Table 226: INTENCLR

Note: Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																													
Id																														
Reset	0 0																													
Id	RW	Field	Value	Id	Value	Description																								
A	RW	READY				Write '1' to Clear interrupt on <i>READY</i> event.																								
			Disabled		1	Disable																								

Table 227: ENABLE

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																													
Id																														
Reset	0 0																													
Id	RW	Field	Value	Id	Value	Description																								
A	RW	ENABLE				Enable or disable SPI																								
			Disabled		0	Disable SPI																								
			Enabled		1	Enable SPI																								

Table 228: PSELSCK

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value Id	Value		Description																													
A	RW	PSELSCK	Disconnected	[0..31]		Pin number configuration for SPI SCK signal																													
				0xFFFFFFFF		Disconnect																													

Table 229: PSELMOSI

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value Id	Value	Description																														
A	RW	PSELMOSI	Disconnected	[0..31] 0xFFFFFFFF	Pin number configuration for SPI MOSI signal Disconnect																														

Table 230: PSELMISO

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value Id	Value				Description																											
A	RW	PSELMISO	Disconnected	[0..31] 0xFFFFFFFF				Pin number configuration for SPI MISO signal Disconnect																											

Table 231: RXD

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value				Description																											
A	R	RXD						RX data received. Double buffered																											

Table 232: TXD

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																												A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value				Description																											
A	RW	TXD						TX data to send. Double buffered																											

Table 233: FREQUENCY

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value	Description																														
A	RW	FREQUENCY			SPI master data rate																														
			K125	0x02000000	125 kbps																														
			K250	0x04000000	250 kbps																														
			K500	0x08000000	500 kbps																														
			M1	0x10000000	1 Mbps																														
			M2	0x20000000	2 Mbps																														
			M4	0x40000000	4 Mbps																														
			M8	0x80000000	8 Mbps																														

Table 234: CONFIG

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	C	B	A
Id	RW	Field	Value Id	Value	Description																															
A	RW	ORDER	MsbFirst	0	Bit order Most significant bit shifted out first																															
			LsbFirst	1	Least significant bit shifted out first																															
B	RW	CPHA	Leading	0	Serial clock (SCK) phase Sample on leading edge of clock, shift serial data on trailing edge																															
			Trailing	1	Sample on trailing edge of clock, shift serial data on leading edge																															
C	RW	CPOL	ActiveHigh	0	Serial clock (SCK) polarity Active high																															
			ActiveLow	1	Active low																															



## 27 SPI Slave (SPIS)

SPIS is a SPI slave with EasyDMA support for ultra low power serial communication from an external SPI master. EasyDMA in conjunction with hardware based semaphore mechanisms removes all real-time requirements associated with controlling the SPI slave from a low priority CPU execution context.

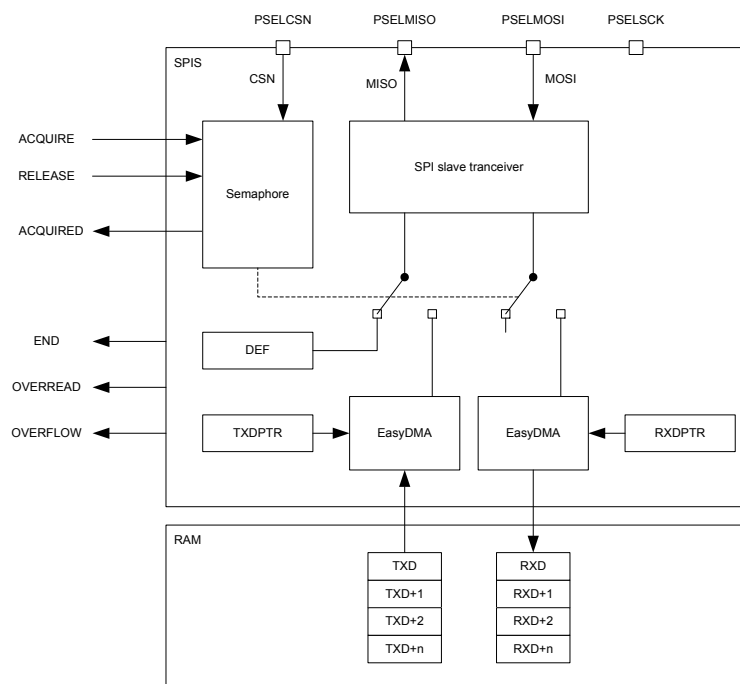


Figure 60: SPI slave

### 27.1 Pin configuration

The different signals CSN, SCK, MOSI, and MISO associated with the SPI slave are mapped to physical pins according to the configuration specified in the PSELCSN, PSELSCK, PSELMOSI, and PSELMISO registers respectively. If a value of 0xFFFFFFFF is specified in any of these registers, the associated SPI slave signal will not be connected to any physical pins.

The PSELCSN, PSELSCK, PSELMOSI, and PSELMISO registers and their configurations are only used as long as the SPI slave is enabled, and retained only as long as the device is in System ON mode, see [POWER](#) chapter for more information about power modes. PSELCSN, PSELSCK, PSELMOSI, and PSELMISO must only be configured when the SPI slave is disabled.

To secure correct behavior in the SPI slave, the pins used by the SPI slave must be configured in the GPIO peripheral as described in [Table 235: Pin configuration](#) on page 137 prior to enabling the SPI slave. This is to secure that the pins used by the SPI slave are driven correctly if the SPI slave itself is temporarily disabled or the device temporarily enters System OFF. This configuration must be retained in the GPIO for the selected I/Os as long as the SPI slave is to be recognized by an external SPI master.

The MISO line is set in high impedance as long as the SPI slave is not selected with CSN.

Only one peripheral can be assigned to drive a particular GPIO pin at a time, failing to do so may result in unpredictable behavior.

Table 235: Pin configuration

SPI signal	SPI pin	Direction	Output value	Comment
CSN	As specified in PSELCSN	Input	Not applicable	
SCK	As specified in PSELSCK	Input	Not applicable	
MOSI	As specified in PSELMOSI	Input	Not applicable	

SPI signal	SPI pin	Direction	Output value	Comment
MISO	As specified in PSEL_MISO	Input	Not applicable	Emulates that the SPI slave is not selected.

## 27.2 Shared resources

The SPI slave shares registers and other resources with other peripherals that have the same ID as the SPI slave. Therefore, you must disable all peripherals that have the same ID as the SPI slave before the SPI slave can be configured and used. Disabling a peripheral that has the same ID as the SPI slave will not reset any of the registers that are shared with the SPI slave. It is important to configure all relevant SPI slave registers explicitly to secure that it operates correctly.

The Instantiation table in [Instantiation](#) on page 17 shows which peripherals have the same ID as the SPI slave.

## 27.3 EasyDMA

The SPI Slave implements EasyDMA for reading and writing to and from the RAM. The EasyDMA will have finished accessing the RAM when the END event is generated.

If the TXDPTR and the RXDPTR are not pointing to the Data RAM region, an EasyDMA transfer will result in a HardFault. See [Memory](#) on page 15 for more information about the different memory regions.

## 27.4 SPI slave operation

SPI slave uses two memory pointers, RXDPTR and TXDPTR, that point to the RXD buffer (receive buffer) and TXD buffer (transmit buffer) respectively, see [Figure 60: SPI slave](#) on page 137. Since these buffers are located in RAM, which can be accessed by both the SPI slave and the CPU, a hardware based semaphore mechanism is implemented to enable safe sharing.

Before the CPU can safely update the RXDPTR and TXDPTR pointers it must first acquire the SPI semaphore. The CPU can acquire the semaphore by triggering the ACQUIRE task and then receiving the ACQUIRED event. When the CPU has updated the RXDPTR and TXDPTR pointers the CPU must release the semaphore before the SPI slave will be able to acquire it. The CPU releases the semaphore by triggering the RELEASE task. This is illustrated in [Figure 61: SPI transaction when shortcut between END and ACQUIRE is enabled](#) on page 139. Triggering the RELEASE task when the semaphore is not granted to the CPU will have no effect.

The semaphore mechanism does not, at any time, prevent the CPU from performing read or write access to the RXDPTR register, the TXDPTR registers, or the RAM that these pointers are pointing to. The semaphore is only telling when these can be updated by the CPU so that safe sharing is achieved.

The semaphore is by default assigned to the CPU after the SPI slave is enabled. No ACQUIRED event will be generated for this initial semaphore handover. An ACQUIRED event will be generated immediately if the ACQUIRE task is triggered while the semaphore is assigned to the CPU.

The SPI slave will try to acquire the semaphore when CSN goes low. If the SPI slave does not manage to acquire the semaphore at this point, the transaction will be ignored. This means that all incoming data on MOSI will be discarded, and the DEF (default) character will be clocked out on the MISO line throughout the whole transaction. This will also be the case even if the semaphore is released by the CPU during the transaction. In case of a race condition where the CPU and the SPI slave try to acquire the semaphore at the same time, as illustrated in lifeline item 2 in [Figure 61: SPI transaction when shortcut between END and ACQUIRE is enabled](#) on page 139, the semaphore will be granted to the CPU.

If the SPI slave acquires the semaphore, the transaction will be granted. The incoming data on MOSI will be stored in the RXD buffer and the data in the TXD buffer will be clocked out on MISO.

When a granted transaction is completed and CSN goes high, the SPI slave will automatically release the semaphore and generate the END event.

As long as the semaphore is available the SPI slave can be granted multiple transactions one after the other. If the CPU is not able to reconfigure the TXDPTR and RXDPTR between granted transactions, the

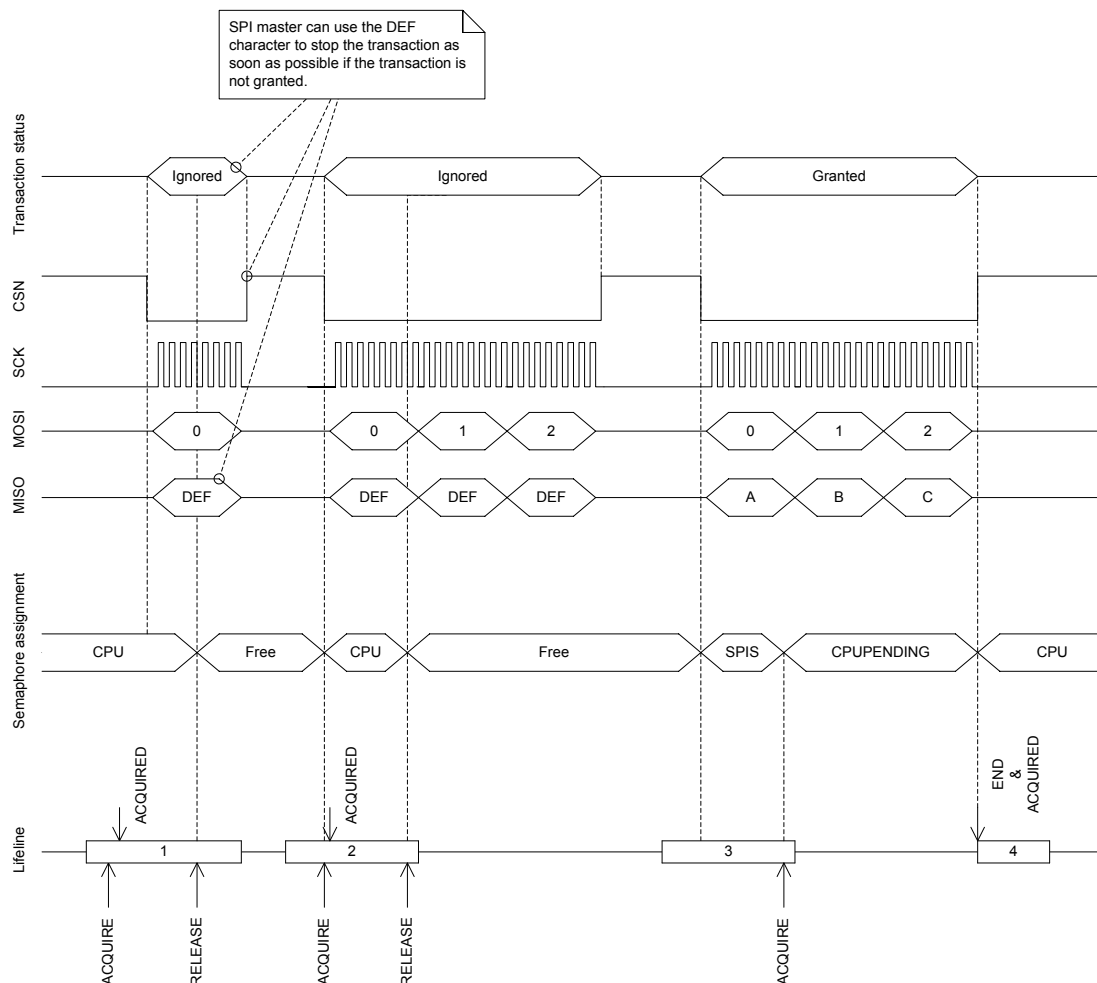
same TX data will be clocked out and the RX buffers will be overwritten. To prevent this from happening, the END\_ACQUIRE shortcut can be used. With this shortcut enabled the semaphore will be handed over to the CPU automatically after the granted transaction has completed, giving the CPU the ability to update the TXPTR and RXPTR between every granted transaction.

If the CPU tries to acquire the semaphore while it is assigned to the SPI slave, an immediate handover will not be granted. However, the semaphore will be handed over to the CPU as soon as the SPI slave has released the semaphore after the granted transaction is completed. If the END\_ACQUIRE shortcut is enabled and the CPU has triggered the ACQUIRE task during a granted transaction, only one ACQUIRE request will be served following the END event.

The MAXRX register specifies the maximum number of bytes the SPI slave can receive in one granted transaction. If the SPI slave receives more than MAXRX number of bytes, an OVERFLOW will be indicated in the STATUS register and the incoming bytes will be discarded.

The MAXTX parameter specifies the maximum number of bytes the SPI slave can transmit in one granted transaction. If the SPI slave is forced to transmit more than MAXTX number of bytes, an OVERREAD will be indicated in the STATUS register and the ORC character will be clocked out.

The AMOUNTRX and AMOUNTTX registers are updated when a granted transaction is completed. The AMOUNTTX register indicates how many bytes were read from the TX buffer in the last transaction, that is, ORC (over-read) characters are not included in this number. Similarly, the AMOUNTRX register indicates how many bytes were written into the RX buffer in the last transaction.



**Figure 61: SPI transaction when shortcut between END and ACQUIRE is enabled**

## 27.5 Register Overview

Table 236: Instances

Base address	Peripheral	Instance	Description
0x40004000	SPIS	SPIS1	SPI Slave

Table 237: Register Overview

Register	Offset	Description
Tasks		
<a href="#">ACQUIRE</a>	0x024	Acquire SPI semaphore
<a href="#">RELEASE</a>	0x028	Release SPI semaphore, enabling the SPI slave to acquire it
Events		
<a href="#">END</a>	0x104	Granted transaction completed
<a href="#">ACQUIRED</a>	0x128	Semaphore acquired
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">SEMSTAT</a>	0x400	Semaphore status register
<a href="#">STATUS</a>	0x440	Status from last transaction
<a href="#">ENABLE</a>	0x500	Enable SPI slave
<a href="#">PSELSCK</a>	0x508	Pin select for SCK
<a href="#">PELMISO</a>	0x50C	Pin select for MISO
<a href="#">PELMOSI</a>	0x510	Pin select for MOSI
<a href="#">PSELCSN</a>	0x514	Pin select for CSN
<a href="#">RXDPTR</a>	0x534	RXD data pointer
<a href="#">MAXRX</a>	0x538	Maximum number of bytes in receive buffer
<a href="#">AMOUNTRX</a>	0x53C	Number of bytes received in last granted transaction
<a href="#">TXDPTR</a>	0x544	TXD data pointer
<a href="#">MAXTX</a>	0x548	Maximum number of bytes in transmit buffer
<a href="#">AMOUNTTX</a>	0x54C	Number of bytes transmitted in last granted transaction
<a href="#">CONFIG</a>	0x554	Configuration register
<a href="#">DEF</a>	0x55C	Default character. Character clocked out in case of an ignored transaction.
<a href="#">ORC</a>	0x5C0	Over-read character

## 27.6 Register Details

Table 238: SHORTS

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id				A																																			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Value										Description																								
A	RW	END_ACQUIRE																																					
			Disabled	0											Shortcut between <i>END</i> event and <i>ACQUIRE</i> task																								
			Enabled	1											Disable shortcut																								
															Enable shortcut																								

Table 239: INTEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						
Id				B																																			A		
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
Id	RW	Field	Value	Id	Value																Description																				
A	RW	END																			Enable or disable interrupt on <i>END</i> event																				
			Disabled		0																Disable																				
			Enabled		1																Enable																				
B	RW	ACQUIRED																			Enable or disable interrupt on <i>ACQUIRED</i> event																				
			Disabled		0																Disable																				
			Enabled		1																Enable																				

Table 240: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Note: write '0' has no effect. when read this register will return the value of <i>INTEN</i> .																															
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																											
Id				B A																											
Reset				0 0																											
Id RW Field				Value Id		Value		Description																							
A	RW	END		Enabled	1	Write '1' to Enable interrupt on <i>END</i> event. Enable																									
B	RW	ACQUIRED		Enabled	1	Write '1' to Enable interrupt on <i>ACQUIRED</i> event. Enable																									

**Table 241: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number					31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																				
Reset					0 0																															
Id	RW	Field	Value Id	Value	Description																															
A	RW	END	Disabled	1	Write '1' to Clear interrupt on <i>END</i> event. Disable																															
B	RW	ACQUIRED	Disabled	1	Write '1' to Clear interrupt on <i>ACQUIRED</i> event. Disable																															

**Table 242: SEMSTAT**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	R	SEMSTAT																																	
			Free	0	Semaphore status																														
			CPU	1	Semaphore is free																														
			SPIS	2	Semaphore is assigned to CPU																														
			CPUPending	3	Semaphore is assigned to SPI slave																														
					Semaphore is assigned to SPI but a handover to the CPU is pending																														

**Table 243: STATUS**

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	OVERREAD			TX buffer over-read detected, and prevented																														
			NotPresent	0	Read: error not present																														
			Present	1	Read: error present																														
			Clear	1	Write: clear error on writing '1'																														
B	RW	OVERFLOW			RX buffer overflow detected, and prevented																														
			NotPresent	0	Read: error not present																														
			Present	1	Read: error present																														
			Clear	1	Write: clear error on writing '1'																														

**Table 244: ENABLE**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																
Id																																				
Reset				0 0																																
Id	RW	Field	Value Id	Value	Description																															
A	RW	ENABLE	Disabled	0	Enable or disable SPI slave																															
			Enabled	2	Disable SPI slave																															
					Enable SPI slave																															

**Table 245: PSELCK**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	PSELSCK	Disconnected	[0..31] 0xFFFFFFFF	Pin number configuration for SPI SCK signal Disconnect																														

**Table 246: PSELMISO**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	PSELMISO	Disconnected	[0..31] 0xFFFFFFFF	Pin number configuration for SPI MISO signal Disconnect																														

**Table 247: PSELMOSI**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				1 1																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	PSELMOSI	Disconnected	[0..31] 0xFFFFFFFF	Pin number configuration for SPI MOSI signal Disconnect																														

Table 248: PSELCSN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value	Id	Value	Description																													
A	RW	PSELCSN		Disconnected	[0..31] 0xFFFFFFFF	Pin number configuration for SPI CSN signal Disconnect																													

Table 249: RXDPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	RW	RXDPTR				RXD data pointer																													

Table 250: MAXRX

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															

Table 251: AMOUNTRX

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A A A A A A A																															
Reset				0 0																															
Id	RW	Field	Value	Id	Value	Description																													
A	R	AMOUNTRX				Number of bytes received in the last granted transaction																													

Table 252: TXDPTR

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	RW	TXDPTR				TXD data pointer																													

Table 253: MAXTX

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																												A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	RW	MAXTX				Maximum number of bytes in transmit buffer																													

Table 254: AMOUNTTX

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																												A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	R	AMOUNTTX				Number of bytes transmitted in last granted transaction																													

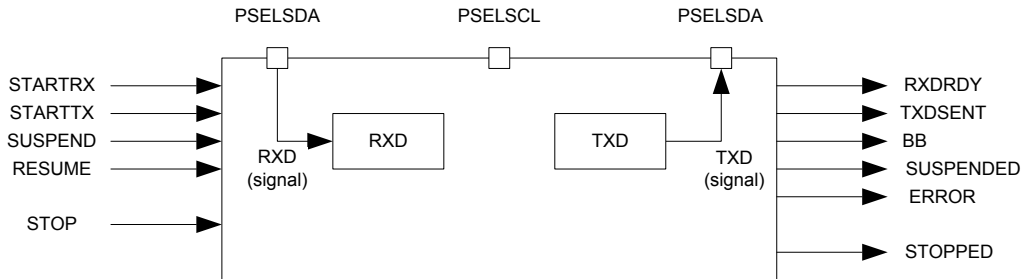
Table 255: CONFIG

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																		C	B	A		
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value	Id	Value	Description																																
A	RW	ORDER																																				
			MsbFirst	0	Bit order Most significant bit shifted out first																																	
			LsbFirst	1	Least significant bit shifted out first																																	
B	RW	CPHA																																				
			Leading	0	Serial clock (SCK) phase Sample on leading edge of clock, shift serial data on trailing edge																																	
			Trailing	1	Sample on trailing edge of clock, shift serial data on leading edge																																	
C	RW	CPOL																																				
			ActiveHigh	0	Serial clock (SCK) polarity Active high																																	
			ActiveLow	1	Active low																																	

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Id																																					
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>Id</b>	<b>RW</b>	<b>Field</b>	<b>Value</b>	<b>Id</b>	<b>Value</b>				<b>Description</b>																												
A	RW	DEF							Default character. Character clocked out in case of an ignored transaction.																												

Bit number			31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																		
Reset			0 0																															
<b>Id</b>	<b>RW</b>	<b>Field</b>	<b>Value</b>	<b>Id</b>	<b>Value</b>		<b>Description</b>																											
A	RW	ORC					Over-read character. Character clocked out after an over-read of the transmit buffer.																											

## 28 I<sup>2</sup>C compatible Two Wire Interface (TWI)

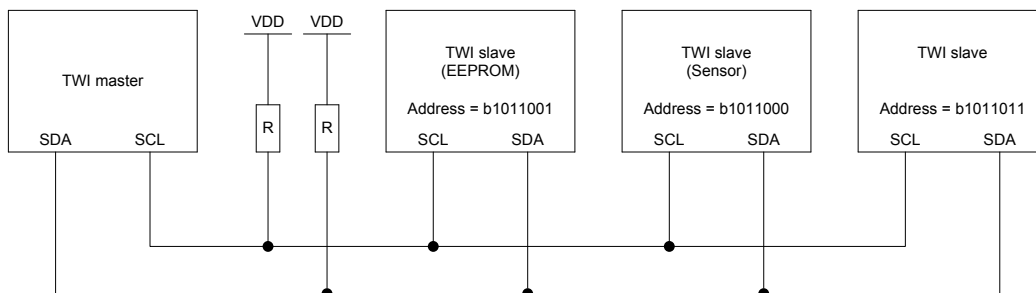


**Figure 62: TWI master's main features**

### 28.1 Functional description

The TWI master is compatible with I<sup>2</sup>C operating at 100 kHz and 400 kHz. This TWI master is not compatible with CBUS. As illustrated in [Figure 62: TWI master's main features](#) on page 144, the TWI transmitter and receiver are single buffered.

A TWI setup comprising one master and three slaves is illustrated in [Figure 63: A typical TWI setup comprising one master and three slaves](#) on page 144. This TWI master is only able to operate as the only master on the TWI bus.



**Figure 63: A typical TWI setup comprising one master and three slaves**

This TWI master supports clock stretching performed by the slaves. The TWI master is started by triggering the STARTTX or STARTRX tasks, and stopped by triggering the STOP task.

If a NACK is clocked in from the slave, the TWI master will generate an ERROR event.

### 28.2 Master mode pin configuration

The different signals SCL and SDA associated with the TWI master are mapped to physical pins according to the configuration specified in the PSELSCL and PSELSDA registers respectively. If a value of 0xFFFFFFFF is specified in any of these registers, the associated TWI master signal is not connected to any physical pin. The PSELSCL and PSELSDA registers and their configurations are only used as long as the TWI master is enabled, and retained only as long as the device is in ON mode. PSELSCL and PSELSDA must only be configured when the TWI is disabled.



To secure correct signal levels on the pins used by the TWI master when the system is in OFF mode, and when the TWI master is disabled, these pins must be configured in the GPIO peripheral as described in [Table 258: GPIO configuration](#) on page 145.

Only one peripheral can be assigned to drive a particular GPIO pin at a time, failing to do so may result in unpredictable behavior.

**Table 258: GPIO configuration**

TWI master signal	TWI master pin	Direction	Drive strength	Output value
SCL	As specified in PSEL_SCL	Input	SOD1	Not applicable
SDA	As specified in PSEL_SDA	Input	SOD1	Not applicable

## 28.3 Shared resources

The TWI shares registers and other resources with other peripherals that have the same ID as the TWI. Therefore, you must disable all peripherals that have the same ID as the TWI before the TWI can be configured and used. Disabling a peripheral that has the same ID as the TWI will not reset any of the registers that are shared with the TWI. It is therefore important to configure all relevant TWI registers explicitly to secure that it operates correctly.

The Instantiation table in [Instantiation](#) on page 17 shows which peripherals have the same ID as the TWI.

## 28.4 Master write sequence

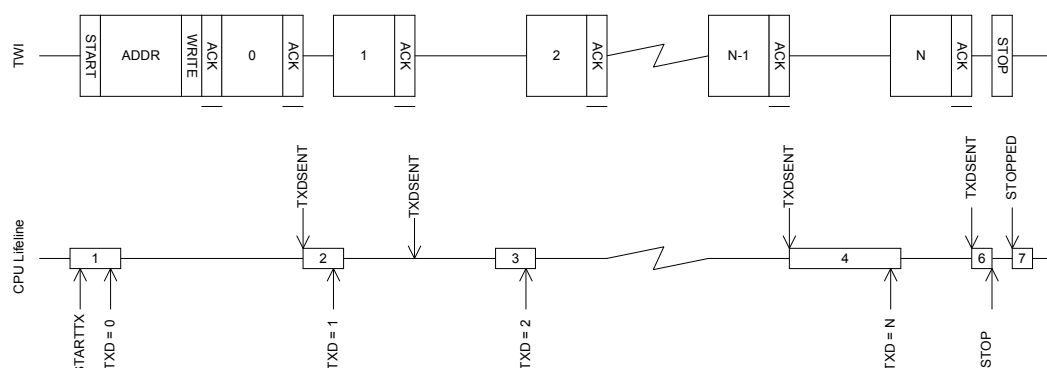
A TWI master write sequence is started by triggering the STARTTX task. After the STARTTX task has been triggered, the TWI master will generate a start condition on the TWI bus, followed by clocking out the address and the READ/WRITE bit set to 0 (WRITE=0, READ=1). The address must match the address of the slave device that the master wants to write to. The READ/WRITE bit is followed by an ACK/NACK bit (ACK=0 or NACK=1) generated by the slave.

After receiving the ACK bit, the TWI master will clock out the data bytes that are written to the TXD register. Each byte clocked out from the master will be followed by an ACK/NACK bit clocked in from the slave. A TXDSENT event will be generated each time the TWI master has clocked out a TXD byte, and the associated ACK/NACK bit has been clocked in from the slave.

The TWI master transmitter is single buffered, and a second byte can only be written to the TXD register after the previous byte has been clocked out and the ACK/NACK bit clocked in, that is, after the TXDSENT event has been generated.

If the CPU is prevented from writing to TXD when the TWI master is ready to clock out a byte, the TWI master will stretch the clock until the CPU has written a byte to the TXD register.

A typical TWI master write sequence is illustrated in [Figure 64: The TWI master writing data to a slave](#) on page 145. Occurrence 3 in [Figure 64: The TWI master writing data to a slave](#) on page 145 illustrates delayed processing of the TXDSENT event associated with TXD byte 1. In this scenario the TWI master will stretch the clock to prevent writing erroneous data to the slave.



**Figure 64: The TWI master writing data to a slave**

The TWI master write sequence is stopped when the STOP task is triggered whereupon the TWI master will generate a stop condition on the TWI bus.

## 28.5 Master read sequence

A TWI master read sequence is started by triggering the STARTRX task. After the STARTRX task has been triggered the TWI master will generate a start condition on the TWI bus, followed by clocking out the address and the READ/WRITE bit set to 1 (WRITE = 0, READ = 1). The address must match the address of the slave device that the master wants to read from. The READ/WRITE bit is followed by an ACK/NACK bit (ACK=0 or NACK = 1) generated by the slave.

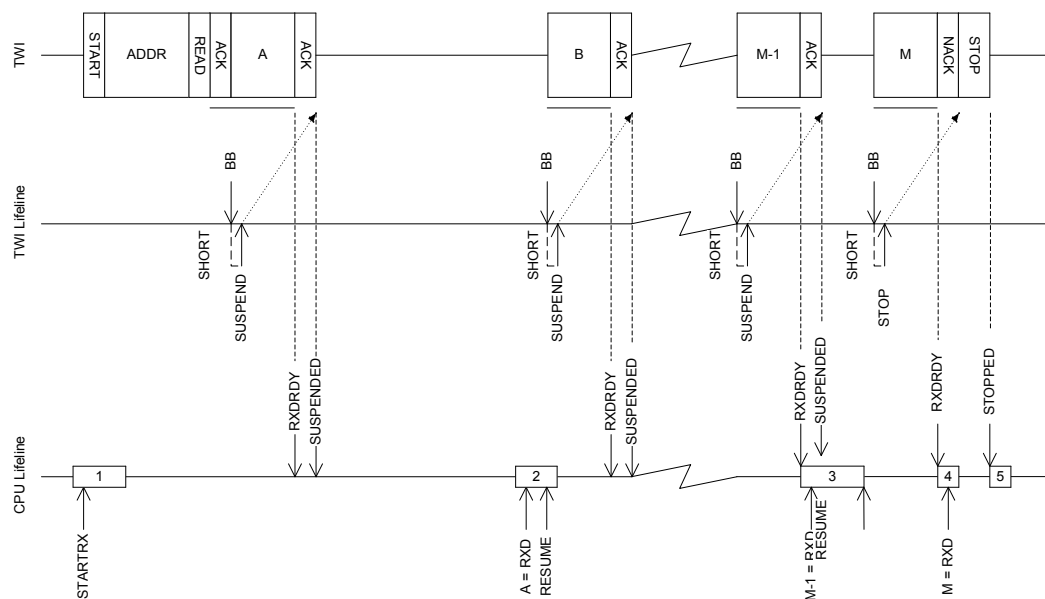
After having sent the ACK bit the TWI slave will send data to the master using the clock generated by the master.

The TWI master will generate a RXDRDY event every time a new byte is received in the RXD register.

After receiving a byte, the TWI master will delay sending the ACK/NACK bit by stretching the clock until the CPU has extracted the received byte, that is, by reading the RXD register.

The TWI master read sequence is stopped by triggering the STOP task. This task must be triggered before the last byte is extracted from RXD to ensure that the TWI master sends a NACK back to the slave before generating the stop condition.

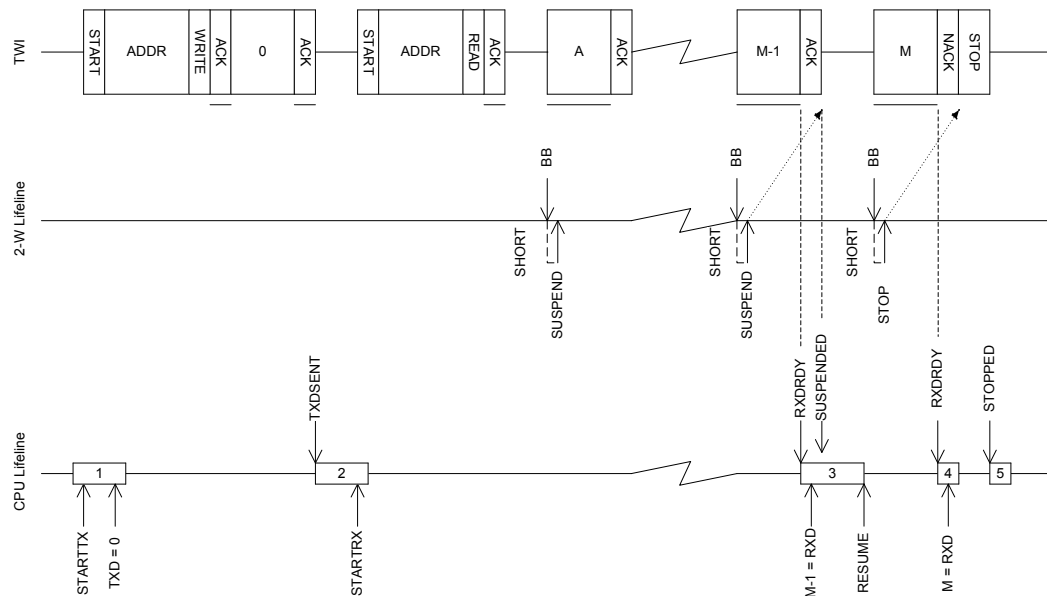
A typical TWI master read sequence is illustrated in [Figure 65: The TWI master reading data from a slave](#) on page 146. Occurrence 3 in [Figure 65: The TWI master reading data from a slave](#) on page 146 illustrates delayed processing of the RXDRDY event associated with RXD byte B. In this scenario the TWI master will stretch the clock to prevent the slave from overwriting the contents of the RXD register.



**Figure 65: The TWI master reading data from a slave**

## 28.6 Master repeated start sequence

[Figure 66: A repeated start sequence, where the TWI master writes one byte, followed by reading M bytes from the slave without performing a stop in-between](#) on page 147 illustrates a typical repeated start sequence where the TWI master writes one byte to the slave followed by reading M bytes from the slave. Any combination and number of transmit and receive sequences can be combined in this fashion. Only one shortcut to STOP can be enabled at any given time.



**Figure 66: A repeated start sequence, where the TWI master writes one byte, followed by reading M bytes from the slave without performing a stop in-between**

To generate a repeated start after a read sequence, a second start task must be triggered instead of the STOP task, that is, `STARTRX` or `STARTTX`. This start task must be triggered before the last byte is extracted from `RXD` to ensure that the TWI master sends a NACK back to the slave before generating the repeated start condition.

## 28.7 Register Overview

**Table 259: Instances**

Base address	Peripheral	Instance	Description
0x40003000	TWI	TWI0	I2C compatible Two-Wire Interface
0x40004000	TWI	TWI1	I2C compatible Two-Wire Interface

**Table 260: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">STARTRX</a>	0x000	Start TWI receive sequence
<a href="#">STARTTX</a>	0x008	Start TWI transmit sequence
<a href="#">STOP</a>	0x014	Stop TWI transaction
<a href="#">SUSPEND</a>	0x01C	Suspend TWI transaction
<a href="#">RESUME</a>	0x020	Resume TWI transaction
Events		
<a href="#">STOPPED</a>	0x104	TWI stopped
<a href="#">RXDREADY</a>	0x108	TWI RXD byte received
<a href="#">TXDSENT</a>	0x11C	TWI TXD byte sent
<a href="#">ERROR</a>	0x124	TWI error
<a href="#">BB</a>	0x138	TWI byte boundary, generated before each byte that is sent or received
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">ERRORSRC</a>	0x4C4	Error source
<a href="#">ENABLE</a>	0x500	Enable TWI
<a href="#">PSELSCL</a>	0x508	Pin select for SCL
<a href="#">PSELSDA</a>	0x50C	Pin select for SDA
<a href="#">RXD</a>	0x518	RXD register
<a href="#">TXD</a>	0x51C	TXD register
<a href="#">FREQUENCY</a>	0x524	TWI frequency
<a href="#">ADDRESS</a>	0x588	Address used in the TWI transfer

## 28.8 Register Details

### Table 261: SHORTS

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset																																						
Id	RW	Field	Value	Id	Value		Description																															
A	RW	BB_SUSPEND	Disabled	0	Shortcut between <i>BB</i> event and <i>SUSPEND</i> task																																	
			Enabled	1	Disable shortcut																																	
					Enable shortcut																																	
B	RW	BB_STOP	Disabled	0	Shortcut between <i>BB</i> event and <i>STOP</i> task																																	
			Enabled	1	Disable shortcut																																	
					Enable shortcut																																	

Table 262: INTEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						
Id																																									
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0						
Id	RW	Field	Value	Id	Value		Description																																		
A	RW	STOPPED					Enable or disable interrupt on <i>STOPPED</i> event																																		
			Disabled	0	Disable																																				
			Enabled	1	Enable																																				
B	RW	RXDREADY					Enable or disable interrupt on <i>RXDREADY</i> event																																		
			Disabled	0	Disable																																				
			Enabled	1	Enable																																				
C	RW	TXDSENT					Enable or disable interrupt on <i>TXDSENT</i> event																																		
			Disabled	0	Disable																																				
			Enabled	1	Enable																																				
D	RW	ERROR					Enable or disable interrupt on <i>ERROR</i> event																																		
			Disabled	0	Disable																																				
			Enabled	1	Enable																																				
E	RW	BB					Enable or disable interrupt on <i>BB</i> event																																		
			Disabled	0	Disable																																				
			Enabled	1	Enable																																				

### Table 263: INTENSET

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				E D C B A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	STOPPED	Enabled	1	Write '1' to Enable interrupt on <i>STOPPED</i> event. Enable																														
B	RW	RXDREADY	Enabled	1	Write '1' to Enable interrupt on <i>RXDREADY</i> event. Enable																														
C	RW	TXDSENT	Enabled	1	Write '1' to Enable interrupt on <i>TXDSENT</i> event. Enable																														
D	RW	ERROR	Enabled	1	Write '1' to Enable interrupt on <i>ERROR</i> event. Enable																														
E	RW	BB	Enabled	1	Write '1' to Enable interrupt on <i>BB</i> event. Enable																														

**Table 264: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																							
Id				E D C B A																							
Reset				0 0																							
Id	RW	Field	Value Id	Value	Description																						
A	RW	STOPPED	Disabled	1	Write '1' to Clear interrupt on <i>STOPPED</i> event. Disable																						
B	RW	RXDREADY	Disabled	1	Write '1' to Clear interrupt on <i>RXDREADY</i> event. Disable																						
C	RW	TXDSENT	Disabled	1	Write '1' to Clear interrupt on <i>TXDSENT</i> event. Disable																						
D	RW	ERROR	Disabled	1	Write '1' to Clear interrupt on <i>ERROR</i> event. Disable																						
E	RW	BB	Disabled	1	Write '1' to Clear interrupt on <i>BB</i> event. Disable																						

**Table 265: ERRORSRC**

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Bit number					31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																				
Reset					0 0																															
Id	RW	Field	Value	Id	Value	Description																														
A	RW	OVERRUN				Overrun error																														
						A start condition is received while the previous data still lies in RXD (Previous data is lost)																														
			NotPresent	0		Read: error not present																														
			Present	1		Read: error present																														
B	RW	ANACK	Clear	1		Write: clear error on writing '1'																														
						NACK received after sending the address (write '1' to clear)																														
			NotPresent	0		Read: error not present																														
			Present	1		Read: error present																														
C	RW	DNACK	Clear	1		Write: clear error on writing '1'																														
						NACK received after sending a data byte (write '1' to clear)																														
			NotPresent	0		Read: error not present																														
			Present	1		Read: error present																														
			Clear	1		Write: clear error on writing '1'																														

**Table 266: ENABLE**

Bit number					31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																				
Reset					0 0																															
Id	RW	Field	Value	Id	Value	Description																														
A	RW	ENABLE		Disabled	0	Enable or disable TWI																														
				Enabled	5	Disable TWI																														
						Enable TWI																														

**Table 267: PSELSCL**

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id					A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset					1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value	Id	Value				Description																												
A	RW	PSELSCL			[0..31]				Pin number configuration for TWI SCL signal																												
			Disconnected		0xFFFFFFFF				Disconnect																												

**Table 268: PSELSDA**

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id					A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset					1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value	Id	Value													Description																		
A	RW	PSELSDA			[0..31]													Pin number configuration for TWI SDA signal																		
			Disconnected		0xFFFFFFFF													Disconnect																		

**Table 269: RXD**

Bit number	31 30 29 28 27 2
------------	------------------



## 29 Universal Asynchronous Receiver/Transmitter (UART)

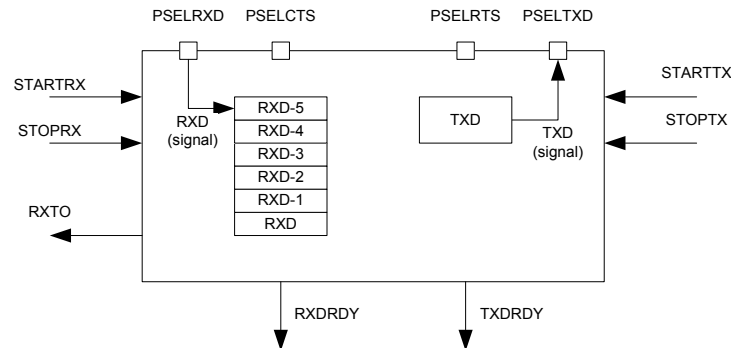


Figure 67: UART configuration

### 29.1 Functional description

The UART implements support for the following features:

- Full-duplex operation
- Automatic flow control
- Parity checking and generation for the 9<sup>th</sup> data bit

As illustrated in [Figure 67: UART configuration](#) on page 151, the UART uses the TXD and RXD registers directly to transmit and receive data. The UART uses one stop bit.

### 29.2 Pin configuration

The different signals RXD, CTS (Clear To Send, active low), RTS (Request To Send, active low), and TXD associated with the UART are mapped to physical pins according to the configuration specified in the PSELRXD, PSELCTS, PSELRTS, and PSELTXD registers respectively. If a value of 0xFFFFFFFF is specified in any of these registers, the associated UART signal will not be connected to any physical pin. The PSELRXD, PSELCTS, PSELRTS, and PSELTXD registers and their configurations are only used as long as the UART is enabled, and retained only for the duration the device is in ON mode. PSELRXD, PSELRTS, PSELRTS and PSELTXD must only be configured when the UART is disabled.

To secure correct signal levels on the pins by the UART when the system is in OFF mode, the pins must be configured in the GPIO peripheral as described in [Table 273: GPIO configuration](#) on page 151.

Only one peripheral can be assigned to drive a particular GPIO pin at a time. Failing to do so may result in unpredictable behavior.

Table 273: GPIO configuration

UART pin	Direction	Output value
RXD	Input	Not applicable
CTS	Input	Not applicable
RTS	Output	1
TXD	Output	1

### 29.3 Shared resources

The UART shares registers and other resources with other peripherals that have the same ID as the UART. Therefore, you must disable all peripherals that have the same ID as the UART before the UART can be

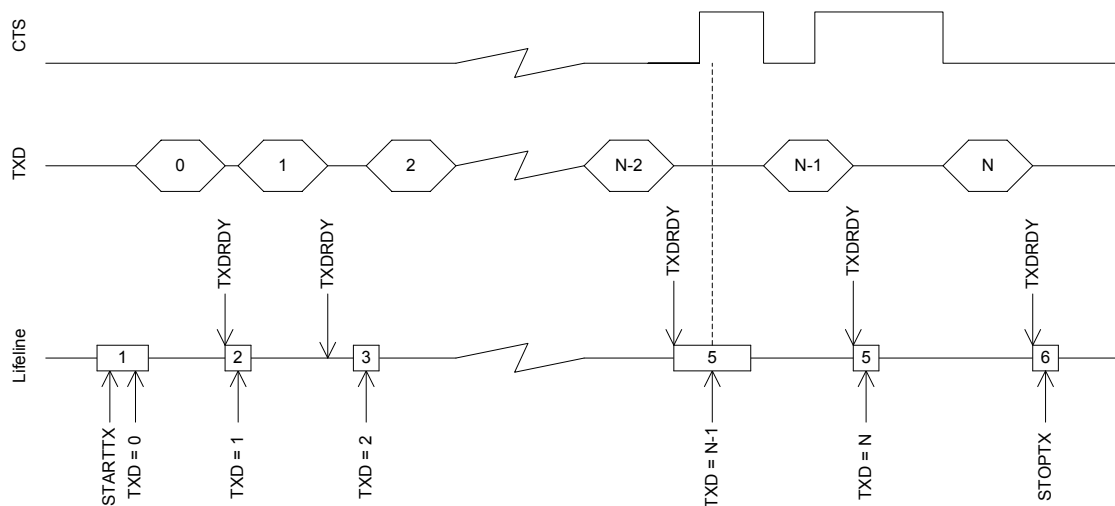
configured and used. Disabling a peripheral that has the same ID as the UART will not reset any of the registers that are shared with the UART. It is therefore important to configure all relevant UART registers explicitly to ensure that it operates correctly.

See the Instantiation table in [Instantiation](#) on page 17 for details on peripherals and their IDs.

## 29.4 Transmission

A UART transmission sequence is started by triggering the STARTTX task. Bytes are transmitted by writing to the TXD register. When a byte has been successfully transmitted the UART will generate a TXDRDY event after which a new byte can be written to the TXD register. A UART transmission sequence is stopped immediately by triggering the STOPTX task.

If flow control is enabled a transmission will be automatically suspended when CTS is deactivated and resumed when CTS is activated again, as illustrated in [Figure 68: UART transmission](#) on page 152. A byte that is in transmission when CTS is deactivated will be fully transmitted before the transmission is suspended.



**Figure 68: UART transmission**

## 29.5 Reception

A UART reception sequence is started by triggering the STARTRX task. The UART receiver chain implements a FIFO capable of storing six incoming RXD bytes before data is overwritten. Bytes are extracted from this FIFO by reading the RXD register. When a byte is extracted from the FIFO a new byte pending in the FIFO will be moved to the RXD register. The UART will generate an RXDRDY event every time a new byte is moved to the RXD register.

When flow control is enabled, the UART will deactivate the RTS signal when there is only space for four more bytes in the receiver FIFO. The counterpart transmitter is therefore able to send up to four bytes after the RTS signal is deactivated before data is being overwritten. To prevent overwriting data in the FIFO, the counterpart UART transmitter must therefore make sure to stop transmitting data within four bytes after the RTS line is deactivated.

The RTS signal will first be activated again when the FIFO has been emptied, that is, when all bytes in the FIFO have been read by the CPU, see [Figure 69: UART reception](#) on page 153.

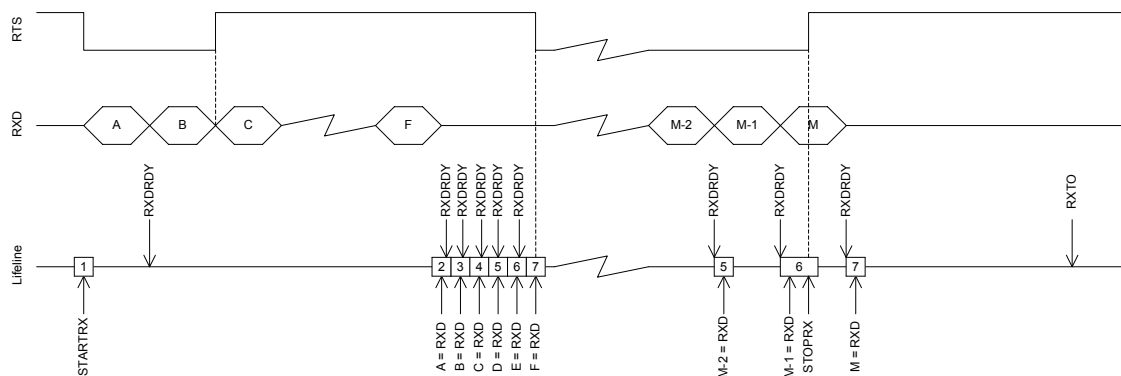
The RTS signal will also be deactivated when the receiver is stopped through the STOPRX task as illustrated in [Figure 69: UART reception](#) on page 153. The UART will be able to receive up to four bytes if they are sent in succession immediately after the RTS signal has been deactivated. This is possible because the UART is, even after the STOPRX task is triggered, able to receive bytes for an extended period equal to the



time it takes to send four bytes on the configured baud rate. The UART will generate a receiver timeout event (RXTO) when this period has elapsed.

To prevent loss of incoming data the RXD register must only be read one time following every RXDRDY event.

To secure that the CPU can detect all incoming RXDRDY events through the RXDRDY event register, the RXDRDY event register must be cleared before the RXD register is read. The reason for this is that the UART is allowed to write a new byte to the RXD register, and therefore can also generate a new event, immediately after the RXD register is read (emptied) by the CPU.



### Figure 69: UART reception

As indicated in occurrence 2 in [Figure 69: UART reception](#) on page 153, the RXDRDY event associated with byte B is generated first after byte A has been extracted from RXD.

## 29.6 Suspending the UART

The UART can be suspended by triggering the SUSPEND task. SUSPEND will affect both the UART receiver and the UART transmitter, i.e. the transmitter will stop transmitting and the receiver will stop receiving. UART transmission and reception can be resumed, after being suspended, by triggering STARTTX and STARTRX respectively.

Following a SUSPEND task, an ongoing TXD byte transmission will be completed before the UART is suspended.

When the SUSPEND task is triggered, the UART receiver will behave in the same way as it does when the STOPRX task is triggered.

## 29.7 Error conditions

An ERROR event, in the form of a framing error, will be generated if a valid stop bit is not detected in a frame. Another ERROR event, in the form of a break condition, will be generated if the RXD line is held active low for longer than the length of a data frame. Effectively, a framing error is always generated before a break condition occurs.

## 29.8 Using the UART without flow control

If flow control is not enabled the interface will behave as if the CTS and RTS lines are kept active all the time.

## 29.9 Parity configuration

When parity is enabled, the parity will be generated automatically from the even parity of TXD and RXD for transmission and reception respectively.

## 29.10 Register Overview

Table 274: Instances

Base address	Peripheral	Instance	Description
0x40002000	UART	UART0	Universal Asynchronous Receiver/Transmitter

Table 275: Register Overview

Register	Offset	Description
Tasks		
<a href="#">STARTRX</a>	0x000	Start UART receiver
<a href="#">STOPRX</a>	0x004	Stop UART receiver
<a href="#">STARTTX</a>	0x008	Start UART transmitter
<a href="#">STOPTX</a>	0x00C	Stop UART transmitter
<a href="#">SUSPEND</a>	0x01C	Suspend UART
Events		
<a href="#">CTS</a>	0x100	CTS is activated (set low). Clear To Send.
<a href="#">NCTS</a>	0x104	CTS is deactivated (set high). Not Clear To Send.
<a href="#">RXDRDY</a>	0x108	Data received in RXD
<a href="#">TXDRDY</a>	0x11C	Data sent from TXD
<a href="#">ERROR</a>	0x124	Error detected
<a href="#">RXTO</a>	0x144	Receiver timeout
Registers		
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">ERRORSRC</a>	0x480	Error source
<a href="#">ENABLE</a>	0x500	Enable UART
<a href="#">PSELRTS</a>	0x508	Pin select for RTS
<a href="#">PSELTXD</a>	0x50C	Pin select for TXD
<a href="#">PSELCTS</a>	0x510	Pin select for CTS
<a href="#">PSELRXD</a>	0x514	Pin select for RXD
<a href="#">RXD</a>	0x518	RXD register
<a href="#">TXD</a>	0x51C	TXD register
<a href="#">BAUDRATE</a>	0x524	Baud rate
<a href="#">CONFIG</a>	0x56C	Configuration of parity and hardware flow control

## 29.11 Register Details

Table 276: INTEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																	F										E		D				C		B	A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Id	RW	Field	Value	Id	Value			Description																												
A	RW	CTS						Enable or disable interrupt on <i>CTS</i> event																												
			Disabled	0	Disable																															
			Enabled	1	Enable																															
			B	RW	NCTS					Enable or disable interrupt on <i>NCTS</i> event																										
Disabled	0	Disable																																		
			Enabled	1	Enable																															
			C	RW	RXDRDY					Enable or disable interrupt on <i>RXDRDY</i> event																										
Disabled	0	Disable																																		
			Enabled	1	Enable																															
			D	RW	TXDRDY					Enable or disable interrupt on <i>TXDRDY</i> event																										
Disabled	0	Disable																																		
			Enabled	1	Enable																															
			E	RW	ERROR					Enable or disable interrupt on <i>ERROR</i> event																										
Disabled	0	Disable																																		
			Enabled	1	Enable																															
			F	RW	RXTO					Enable or disable interrupt on <i>RXTO</i> event																										
Disabled	0	Disable																																		
			Enabled	1	Enable																															

Table 277: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Note: write '0' has no effect, when read this register will return the value of <i>INTEN</i> .																																		
Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																														
Id				F																														
Reset				E D C B A																														
Id RW Field				Value Id				Value Description																										
A RW CTS				Enabled				1 Write '1' to Enable interrupt on <i>CTS</i> event.																										
B RW NCTS								Write '1' to Enable interrupt on <i>NCTS</i> event.																										

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																
Id																				F												E				D				C				B				A			
Reset																																																			
Id	RW	Field	Value	Id	Value	Description																																													
			Enabled	1	Enable																																														
C	RW	RXDRDY	Enabled	1	Write '1' to Enable interrupt on <i>RXDRDY</i> event. Enable																																														
D	RW	TXDRDY	Enabled	1	Write '1' to Enable interrupt on <i>TXDRDY</i> event. Enable																																														
E	RW	ERROR	Enabled	1	Write '1' to Enable interrupt on <i>ERROR</i> event. Enable																																														
F	RW	RXTO	Enabled	1	Write '1' to Enable interrupt on <i>RXTO</i> event. Enable																																														

**Table 278: INTENCLR**

**Note:** Write '0' has no effect. When read this register will return the value of *INTEN*.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																				F				D				C		B		A				
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																														
A	RW	CTS	Disabled	1	Write '1' to Clear interrupt on <i>CTS</i> event.																															
B	RW	NCTS	Disabled	1	Write '1' to Clear interrupt on <i>NCTS</i> event.																															
C	RW	RXDRDY	Disabled	1	Write '1' to Clear interrupt on <i>RXDRDY</i> event.																															
D	RW	TXDRDY	Disabled	1	Write '1' to Clear interrupt on <i>TXDRDY</i> event.																															
E	RW	ERROR	Disabled	1	Write '1' to Clear interrupt on <i>ERROR</i> event.																															
F	RW	RXTO	Disabled	1	Write '1' to Clear interrupt on <i>RXTO</i> event.																															

### Table 279: ERRORSRC

**Note:** Individual bits are cleared by writing a '1' to the bits that shall be cleared. Writing a '0' will have no effect.

Bit number						31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Id Reset																																				D	C	B	A
Id	RW	Field	Value Id	Value	Description																																		
A	RW	OVERRUN			Overrun error A start bit is received while the previous data still lies in RXD. (Previous data is lost.)																																		
			NotPresent	0	Read: error not present																																		
			Present	1	Read: error present																																		
			Clear	1	Write: clear error on writing '1'																																		
B	RW	PARITY			Parity error A character with bad parity is received, if HW parity check is enabled.																																		
			NotPresent	0	Read: error not present																																		
			Present	1	Read: error present																																		
			Clear	1	Write: clear error on writing '1'																																		
C	RW	FRAMING			Framing error occurred A valid stop bit is not detected on the serial data input after all bits in a character have been received.																																		
			NotPresent	0	Read: error not present																																		
			Present	1	Read: error present																																		
			Clear	1	Write: clear error on writing '1'																																		
D	RW	BREAK			Break condition The serial data input is '0' for longer than the length of a data frame. (The data frame length is 10 bits without parity bit, and 11 bits with parity bit.).																																		
			NotPresent	0	Read: error not present																																		
			Present	1	Read: error present																																		
			Clear	1	Write: clear error on writing '1'																																		

### Table 280: ENABLE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																		A	A	A		
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value	Id	Value	Description																																
A	RW	ENABLE																																				
			Disabled		0	Enable or disable UART																																
			Enabled		4	Disable UART																																
						Enable UART																																

Table 281: PSELRTS

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value Id	Value				Description																											
A	RW	PSELRTS	Disconnected	[0..31] 0xFFFFFFFF				Pin number configuration for UART RTS signal Disconnect																											

Table 282: PSELTXD

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A			
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1			
Id	RW	Field	Value Id	Value		Description																																
A	RW	PSELTXD	Disconnected	[0..31]		Pin number configuration for UART TXD signal																																
				0xFFFFFFFF		Disconnect																																

Table 283: PSELCTS

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value Id	Value				Description																											
A	RW	PSELCTS	Disconnected	[0..31] 0xFFFFFFFF				Pin number configuration for UART CTS signal Disconnect																											

Table 284: PSELRXD

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Id	RW	Field	Value Id	Value		Description																													
A	RW	PSELRXD	Disconnected	[0..31]		Pin number configuration for UART RXD signal																													
				0xFFFFFFFF		Disconnect																													

Table 285: RXD

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value																Description															
A	R	RXD																		RX data received in previous transfers, double buffered															

Table 286: TXD

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				A A																															

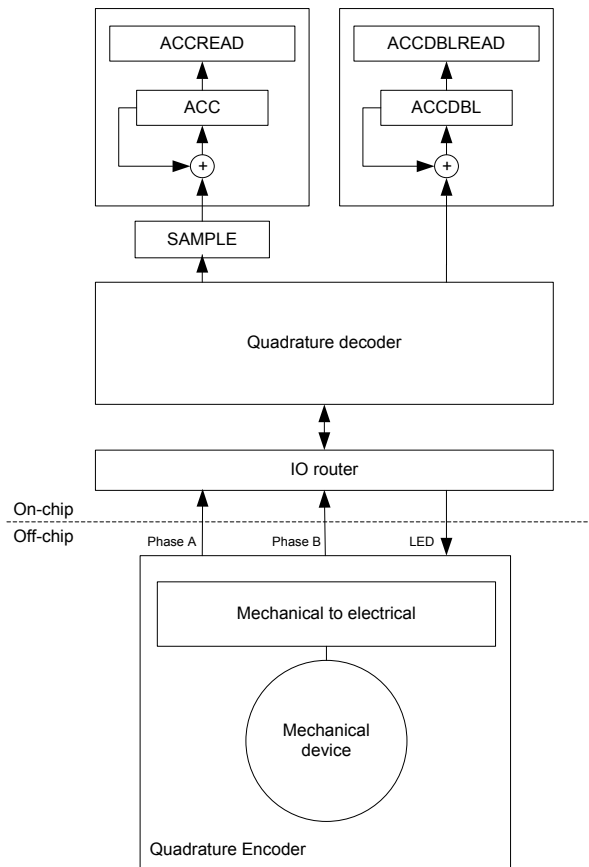
Table 287: BAUDRATE

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id			A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset			0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id		Value					Description																								
A	RW	BAUDRATE								Baud-rate																								
			Baud1200		0x0004F000					1200 baud																								
			Baud2400		0x0009D000					2400 baud																								
			Baud4800		0x0013B000					4800 baud																								
			Baud9600		0x00275000					9600 baud																								
			Baud14400		0x003B0000					14400 baud																								
			Baud19200		0x004EA000					19200 baud																								
			Baud28800		0x0075F000					28800 baud																								
			Baud38400		0x009D5000					38400 baud																								
			Baud57600		0x00EBF000					57600 baud																								
			Baud76800		0x013A9000					76800 baud																								
			Baud115200		0x01D7E000					115200 baud																								
			Baud230400		0x03AFB000					230400 baud																								
			Baud250000		0x04000000					250000 baud																								
			Baud460800		0x075F7000					460800 baud																								
			Baud921600		0x0EBEDFA4					921600 baud																								
			Baud1M		0x10000000					1Mega baud																								

**Table 288: CONFIG**

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	HWFC			Hardware flow control																														
			Disabled	0	Disabled																														
			Enabled	1	Enabled																														
B	RW	PARITY			Parity																														
			Excluded	0x0	Exclude parity bit																														
			Included	0x7	Include parity bit																														

## 30 Quadrature Decoder (QDEC)



**Figure 70: Quadrature decoder configuration**

### 30.1 Functional description

The Quadrature Decoder (QDEC) can be used for decoding the output of an off-chip quadrature encoder. The QDEC provides the following:

- Decoding of digital waveform from off-chip quadrature encoder.
- Sample accumulation eliminating hard real-time requirements to be enforced on application.
- Optional input debounce filters.
- Optional LED output signal for optical encoders.

#### 30.1.1 Pin configuration

The different signals: Phase A, Phase B, and LED, are mapped to physical pins according to the configuration specified in the PSELA, PSELB, and PSELLED registers respectively. If a value of 0xFFFFFFFF is specified in any of these registers, the associated signal will not be connected to any physical pin. The PSELA, PSELB, and PSELLED registers and their configurations are only used as long as the QDEC is enabled, and retained only as long as the device is in ON mode.

To secure correct behavior in the QDEC, the pins used by the QDEC must be configured in the GPIO peripheral as described in [Table 289: GPIO configuration](#) on page 159 prior to enabling the QDEC. This configuration must be retained in the GPIO for the selected IOs as long as the QDEC is enabled.

Only one peripheral can be assigned to drive a particular GPIO pin at a time, failing to do so may result in unpredictable behavior.

**Table 289: GPIO configuration**

QDEC signal	QDEC pin	Direction	Output value
Phase A	As specified in PSELA	Input	Not applicable
Phase B	As specified in PSELB	Input	Not applicable
LED	As specified in PSELLED	Input	Not applicable

### 30.1.2 Sampling and decoding

The off-chip quadrature encoder is an incremental motion encoder outputting two waveforms; phase A and phase B. The two output waveforms are always 90 degrees out of phase, meaning that one always changes level before the other. The direction of movement is indicated by which of these two waveforms that changes level first. Invalid transitions may occur, that is when the two waveforms switch simultaneously. This may occur if the wheel rotates too fast relative to the sample rate set for the decoder.

The QDEC decodes the output from the off-chip encoder by sampling the QDEC phase input pins (A and B) at a fixed rate as specified in the SAMPLEPER register.

When started, the decoder continuously samples the two input waveforms and decodes these by comparing the current sample pair (n) with the previous sample pair (n-1).

The decoding of the sample pairs is described in [Table 290: Sampled value encoding](#) on page 159.

**Table 290: Sampled value encoding**

Previous sample pair(n-1)		Current samples pair(n)		SAMPLE register	ACC operation	ACCCDBL operation	Description
A	B	A	B				
0	0	0	0	0	No change	No change	No movement
0	0	0	1	1	Increment	No change	Movement in positive direction
0	0	1	0	-1	Decrement	No change	Movement in negative direction
0	0	1	1	2	No change	Increment	Error: Double transition
0	1	0	0	-1	Decrement	No change	Movement in negative direction
0	1	0	1	0	No change	No change	No movement
0	1	1	0	2	No change	Increment	Error: Double transition
0	1	1	1	1	Increment	No change	Movement in positive direction
1	0	0	0	1	Increment	No change	Movement in positive direction
1	0	0	1	2	No change	Increment	Error: Double transition
1	0	1	0	0	No change	No change	No movement
1	0	1	1	-1	Decrement	No change	Movement in negative direction
1	1	0	0	2	No change	Increment	Error: Double transition
1	1	0	1	-1	Decrement	No change	Movement in negative direction
1	1	1	0	1	Increment	No change	Movement in positive direction
1	1	1	1	0	No change	No change	No movement

### 30.1.3 LED output

The LED output follows the sample period and the LED is switched on a given period prior to sampling and switched off immediately after the inputs are sampled. The period the LED is switched on prior to sampling is given in the LEDPRE register.

The LED output pin polarity is specified in the LEDPOL register.

For using off-chip mechanical encoders not requiring a LED, the LED output can be disabled by writing 0xFFFFFFFF to the PSELLED register. In this case the QDEC will not acquire access to a LED output pin and the pin can be used for other purposes by the CPU.

### 30.1.4 Debounce filters

Each of the two phase inputs have digital debounce filters. When enabled through the DBFEN register, the filter inputs are sampled at a fixed 1 MHz frequency during the entire sample period (which is specified in the SAMPLEPER register), and the filters require all of the samples within this sample period to equal before the input signal is accepted and transferred to the output of the filter.

As a result, only input signal with a steady state longer than twice the period specified in SAMPLEPER are guaranteed to pass through the filter, and any signal with a steady state shorter than SAMPLEPER will

always be suppressed by the filter. (This is assumed that the frequency during the debounce period never exceeds 500 kHz (as required by the Nyquist theorem when using a 1 MHz sample frequency).

**Note:** The LED will always be ON when the debounce filters are enabled, as the inputs in this case will be sampled continuously.

### 30.1.5 Accumulators

The quadrature decoder contains two accumulator registers, ACC and ACCDBL, that accumulate respectively valid motion sample values and the number of detected invalid samples (double transitions).

The ACC register will accumulate all valid values (1/-1) written to the SAMPLE register. This can be useful for preventing hard real-time requirements from being enforced on the application. When using the ACC register the application does not need to read every single sample from the SAMPLE register, but can instead fetch the ACC register whenever it fits the application. The ACC register will always hold the relative movement of the external mechanical device since the previous clearing of the ACC register. Sample values indicating a double transition (2) will not be accumulated in the ACC register.

An ACCOF event will be generated if the ACC receives a SAMPLE value that would cause the register to overflow or underflow. Any SAMPLE value that would cause an ACC overflow or underflow will be discarded, but any samples not causing the ACC to overflow or underflow will still be accepted.

The accumulator ACCDBL accumulates the number of detected double transitions since the previous clearing of the ACCDBL register.

The ACC and ACCDBL registers can be cleared by the READCLRACC and subsequently read using the ACCREAD and ACCDBLREAD registers.

The REPORTPER register allows automating the capture of several samples before sending out a REPORTRDY event in case a non-null displacement has been captured and accumulated. The REPORTPER field in this register selects after how many samples the accumulator content is evaluated to send (or not) a REPORTRDY event.

### 30.1.6 Output/input pins

The QDEC uses a 3 pin interface to the off-chip quadrature encoder.

These pins will be acquired when the QDEC is enabled in the ENABLE register. The pins acquired by the QDEC cannot be written by the CPU, but they can still be read by the CPU.

The pin numbers to be used for the QDEC are selected using the PSELn registers.

## 30.2 Register Overview

**Table 291: Instances**

Base address	Peripheral	Instance	Description
0x40012000	QDEC	QDEC	Quadrature Decoder

**Table 292: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Task starting the quadrature decoder
<a href="#">STOP</a>	0x004	Task stopping the quadrature decoder
<a href="#">READCLRACC</a>	0x008	Read and clear ACC and ACCDBL
Events		
<a href="#">SAMPLERDY</a>	0x100	Event being generated for every new sample value written to the SAMPLE register
<a href="#">REPORTRDY</a>	0x104	Non-null report ready
<a href="#">ACCOF</a>	0x108	ACC or ACCDBL register overflow
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">ENABLE</a>	0x500	Enable the quadrature decoder
<a href="#">LEDPOL</a>	0x504	LED output pin polarity
<a href="#">SAMPLEPER</a>	0x508	Sample period



Register	Offset	Description
<a href="#">SAMPLE</a>	0x50C	Motion sample value
<a href="#">REPORTPER</a>	0x510	Number of samples to be taken before a REPORTRDY event is generated
<a href="#">ACC</a>	0x514	Register accumulating the valid transitions
<a href="#">ACCREAD</a>	0x518	Snapshot of the ACC register, updated by the READCLRACC task
<a href="#">PSELLED</a>	0x51C	GPIO pin number to be used as LED output
<a href="#">PSELA</a>	0x520	GPIO pin number to be used as Phase A input
<a href="#">PSELB</a>	0x524	GPIO pin number to be used as Phase B input
<a href="#">DBFEN</a>	0x528	Enable input debounce filters
<a href="#">LEDPRE</a>	0x540	Time period the LED is switched ON prior to sampling
<a href="#">ACCDL</a>	0x544	Register accumulating the number of detected double transitions
<a href="#">ACCDLREAD</a>	0x548	Snapshot of the ACCDL, updated by the READCLRACC task

## 30.3 Register Details

Table 293: SHORTS

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				B A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	REPORTRDY_READCLRACC			Shortcut between <i>REPORTRDY</i> event and <i>READCLRACC</i> task																														
			Disabled	0	Disable shortcut																														
			Enabled	1	Enable shortcut																														
B	RW	SAMPLERDY_STOP			Shortcut between <i>SAMPLERDY</i> event and <i>STOP</i> task																														
			Disabled	0	Disable shortcut																														
			Enabled	1	Enable shortcut																														

Table 294: INTEN

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	SAMPLERDY	Disabled	0	Enable or disable interrupt on <a href="#">SAMPLERDY</a> event																														
			Enabled	1	Disable Enable																														
B	RW	REPORTRDY	Disabled	0	Enable or disable interrupt on <a href="#">REPORTRDY</a> event																														
			Enabled	1	Disable Enable																														
C	RW	ACCOF	Disabled	0	Enable or disable interrupt on <a href="#">ACCOF</a> event																														
			Enabled	1	Disable Enable																														

Table 295: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number					31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																			C	B	A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id	Value	Description																																
A	RW	SAMPLERDY	Enabled	1	Write '1' to Enable interrupt on <a href="#">SAMPLERDY</a> event. Enable																																
B	RW	REPORTRDY	Enabled	1	Write '1' to Enable interrupt on <a href="#">REPORTRDY</a> event. Enable																																
C	RW	ACCOF	Enabled	1	Write '1' to Enable interrupt on <a href="#">ACCOF</a> event. Enable																																

Table 296: INTENCLR

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id				C B A																															
Reset				0 0																															
Id	RW	Field	Value Id	Value	Description																														
A	RW	SAMPLERDY	Disabled	1	Write '1' to Clear interrupt on <i>SAMPLERDY</i> event. Disable																														
B	RW	REPORTRDY	Disabled	1	Write '1' to Clear interrupt on <i>REPORTRDY</i> event. Disable																														
C	RW	ACCOF	Disabled	1	Write '1' to Clear interrupt on <i>ACCOF</i> event. Disable																														

Table 297: ENABLE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						A
Reset				0																																		
Id	RW	Field	Value	Id	Value										Description																							
A	RW	ENABLE													Enable or disable the quadrature decoder																							
															When enabled the decoder pins will be active. When disabled the quadrature decoder pins is not active and can be used as GPIO .																							
			Disabled		0										Disable																							
			Enabled		1										Enable																							

Table 298: LEDPOL

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					
Id				A																																				
Reset				0																																				
Id	RW	Field	Value	Id	Value																	Description																		
A	RW	LEDPOL																																						
			ActiveLow		0																		LED output pin polarity																	
			ActiveHigh		1																		Led active on output pin low																	
																							Led active on output pin high																	

Table 299: SAMPLEPER

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A	
Id	RW	Field	Value	Id	Value										Description																							
A	RW	SAMPLEPER													Sample period. The SAMPLE register will be updated for every new sample																							
			128us	0											128 us																							
			256us	1											256 us																							
			512us	2											512 us																							
			1024us	3											1024 us																							
			2048us	4											2048 us																							
			4096us	5											4096 us																							
			8192us	6											8192 us																							
			16384us	7											16384 us																							

Table 300: SAMPLE

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value	Description																													
A	R	SAMPLE			[-1..2]	Last motion sample																													
						The value is a 2's complement value, and the sign gives the direction of the motion. The value '2' indicates a double transition.																													

Table 301: REPORTPER

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id																																							
Reset																																							
Id	RW	Field	Value	Id	Value	Description																																	
A	RW	REPORTPER				Specifies the number of samples to be accumulated in the ACC register before the REPORTRDY event can be generated The report period in [us] is given as: RPUS = SP * RP Where RPUS is the report period in [us/report] SP is the sample period in [us/sample] specified in SAMPLEPERRP is the report period in [samples/report] specified in REPORTPER .																																	
			10Smpl	0		10 samples / report																																	
			40Smpl	1		40 samples / report																																	
			80Smpl	2		80 samples / report																																	
			120Smpl	3		120 samples / report																																	
			160Smpl	4		160 samples / report																																	
			200Smpl	5		200 samples / report																																	
			240Smpl	6		240 samples / report																																	
			280Smpl	7		280 samples / report																																	

Table 302: ACC

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id	A A																															
Reset	0 0																															
Id	RW	Field	Value	Id	Value	Description																										
A	R	ACC			[-1024..1023]																											

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A			
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Value	Description																																
						Register accumulating all valid samples (not double transition) read from the RENC (in the SAMPLE register)																																
						Double transitions ( SAMPLE = 2 ) will not be accumulated in this register. The value is a 32 bit 2's complement value. If a sample that would cause this register to overflow or underflow is received, the sample will be ignored and an overflow event ( ACCOF ) will be generated. The ACC register is cleared by triggering the READCLRACC task.																																

Table 303: ACCREAD

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value				Description																										
A	R	ACCREAD			[-1024..1023]				Snapshot of the ACC register. The ACCREAD register is updated when the READCLRACC task is triggered																										

Table 304: PSELLED

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value				Description																										
A	RW	PSELLED			[0..31]				GPIO pin number to be used as LED output. Writing the value 0xFFFFFFFF will disable this output.																										

Table 305: PSELA

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value	Description																													
A	RW	PSELA			[0..31]	GPIO pin number to be used as Phase A input. Writing the value 0xFFFFFFFF will disable this input.																													
			Disconnected		0xFFFFFFFF	Disconnect																													

Table 306: PSELB

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Id	RW	Field	Value	Id	Value	Description																													
A	RW	PSELB			[0..31]	GPIO pin number to be used as Phase B input. Writing the value 0xFFFFFFFF will disable this input.																													
			Disconnected		0xFFFFFFFF	Disconnect																													

Table 307: DBFEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value				Description																										
A	RW	DBFEN																																	
			Disabled							0	Enable input debounce filters																								
			Enabled							1	Debounce input filters disabled																								
																											</								

Table 308: LEDPRE

Bit number	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																														
Id	A A																														

Table 309: ACCDBL

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																	A	A	A	A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value				Description																											
A	R	ACCDBL			[0..15]				Register accumulating the number of detected double or illegal transitions. ( SAMPLE = 2 ).																											

Bit number			31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																											A	A	A	A				
Reset			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value Id		Value		Description																											
							When this register has reached its maximum value the accumulation of double / illegal transitions will stop. An overflow event ( ACCOF ) will be generated if any double or illegal transitions are detected after the maximum value was reached. This field is cleared by triggering the READCLRACC task.																											

**Table 310: ACCDBLREAD**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0							
Id																																							A	A	A	A
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0							
Id	RW	Field	Value Id	Value		Description																																				
A	R	ACCDBLREAD		[0..15]		Snapshot of the ACCDBL register. This field is updated when the READCLRACC task is triggered.																																				

## 31 Analog to Digital Converter (ADC)

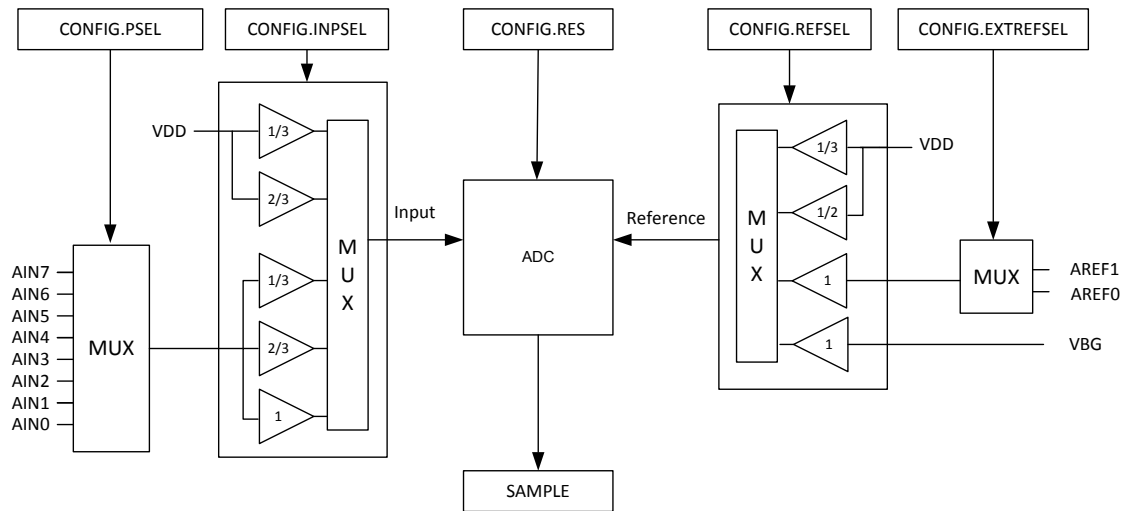


Figure 71: Analog to digital converter

### 31.1 Functional description

#### 31.1.1 Set input voltage range

It is very important you configure the ADC so the input voltage range and the ADC voltage range is matching.

If the input voltage range is lower than the ADC voltage range, the resolution will not be fully utilized.

If the input voltage range is higher than the ADC voltage range, all values above the maximum ADC voltage range will be limited to the maximum value, also called the saturation point.

Input voltage range and saturation point depends on the configured ADC reference voltage and the chosen prescaling. If the 1.2 V VBG internal reference voltage is used, the ADC range will be 0-1.2 V with a saturation point of 1.2 V. This means that your AIN signal with 1/1 prescaling should be in the range 0-1.2 V in order to obtain proper conversion. Input above 1.2 V will be converted to the maximum ADC value. However, if you use, for example, 1/3 prescaling for your AIN input the input is scaled down to 1/3. The effect is that your AIN voltage range is 0 - 3.6 V because the 3.6 V input voltage is scaled down to  $3.6 / 3 = 1.2$  V. Table 1 shows examples of reference voltage and prescaling settings and the corresponding saturation points for ADC AIN input.

Table 311: Saturation point examples

Reference	Prescaling	AIN max. voltage
1.2 V VBG	1/1	1.2 V
1.2 V VBG	2/3	1.8 V
1.2 V VBG	1/3	3.6 V
1.0 V AREF	1/1	1.0 V
1.0 V AREF	2/3	1.5 V
1.0 V AREF	1/3	3.0 V
VDD 3.0 V, VDD 1/2	1/1	1.5 V

#### Voltage divider

There are two rules to follow to find the maximum input voltage allowed on the AIN pins:

1. The ADC should not be exposed to higher voltage than 2.4 V on an AIN pin after prescaling: Input voltage x prescaling = max. 2.4 V.

- A GPIO pin must not be exposed to higher voltage than  $V_{DD} + 0.3 \text{ V}$ , according to the Absolute maximum ratings from the nRF51x22 Product Specification.

For example, when using 2/3 prescaling, you can expose  $2.4 \text{ V} / (2/3) = 3.6 \text{ V}$  to an AIN pin. To not violate rule 2,  $V_{DD}$  must be 3.3 V or higher.

Table 2 shows examples on maximum voltages that can be exposed to an ADC AIN pin, depending on the supply voltage and your prescaling settings

**Table 312: AIN maximum voltage examples**

Supply voltage	Prescaling	AIN max. voltage	Rule limitation
3.6 V	1/1	2.4 V	Rule 1
3.6 V	2/3	3.6 V	Rule 1
3.6 V	1/3	3.9 V	Rule 2
3.3 V	1/1	2.4 V	Rule 1
3.3 V	2/3	3.6 V	Rule 1 and Rule 2
3.3 V	1/3	3.6 V	Rule 2
1.8 V	1/1	2.1 V	Rule 2
1.8 V	2/3	2.1 V	Rule 2
1.8 V	1/3	2.1 V	Rule 2

If the signal you want to measure is above the maximum allowed AIN voltage, a voltage divider must be used. See Section 2.4 “Using a voltage divider to lower the voltage” on page 6.

### 31.1.2 Using a voltage divider to lower voltage

If a sensor or battery has output voltage above the ADC voltage range, it is necessary to lower that voltage before exposing it to an ADC input pin. This can be achieved with a voltage divider. An example of a voltage divider for lowering voltage from a Lithium-Ion battery is shown in Figure 3.

Because of internal impedance of the ADC, having a voltage divider with large resistor values will introduce error in ADC output. If the impedance of the voltage divider is less than 1 k $\Omega$ , the error is very small and can be neglected. As the impedance of the voltage divider is increased, the error will also increase.

But it can also be desirable to have high resistor values in the voltage divider to limit the current leak through the voltage divider. A way to reduce the error introduced by the high resistance values is to add a capacitor between the AIN pin and ground. The higher the capacitor value is, the more it will decrease the ADC output error, but it will also reduce the sampling frequency accordingly.

The moment you are sampling,  $R_{AIN}$  is 120 - 400 k $\Omega$  and therefore lowers the  $U_{AIN}$  voltage when a voltage divider is connected. If a capacitor also is connected between AIN and ground, it will keep the  $U_{AIN}$  voltage at the previous level for an adequate time period while sampling, therefore minimizing the effect of the high resistance value of  $R_2$ . The capacitor must be large enough to hold the voltage up for the required time period, i.e. 20  $\mu\text{s}$  for 8-bit sampling or 68  $\mu\text{s}$  for 10-bit sampling. The capacitor must also be small enough to fully charge before the next sample is taken. So when a capacitor is connected, it's size is a trade-off between accuracy and sampling frequency. When not sampling, the  $R_{AIN}$  will have very high value and you can consider it to be an open circuit.

For input voltages above the ADC voltage range and where high accuracy and high sampling frequency is needed, a voltage buffer is needed.

Another possible method is to connect a FET transistor between the power supply and the voltage divider which will open for current through the voltage divider momentarily before sampling. The voltage divider can then have low resistor values (<1 k $\Omega$ ) and no capacitor is needed. The voltage divider would then consume relative high current when sampling, but will not consume any current when not sampling.

### 31.1.3 Input impedance

To achieve the ADC error specifications stated in the nRF51822 Product Specification, the output impedance of the connected voltage source must be 1 k $\Omega$  or lower. Another advantage if the output impedance is 1 k $\Omega$  or lower is that different prescaling settings for the ADC input will have no practical effect on the ADC accuracy.

If a voltage source with higher impedance is applied, additional gain and offset error is introduced, which also will vary for different prescaling settings.

Figure 4 shows the nRF51 ADC input model when the ADC is sampling and Table 5 shows the value of  $R_{AIN}$  for different prescaling settings. The internal VBG reference voltage is 1.2 V so the ADC internal voltage source is  $VBG/2 = 0.6$  V.

When the ADC is not sampling the AIN input pin has very high impedance and can be regarded as open circuit. Table 5 shows the statistics for the internal impedance for different prescaling settings. 99.7% of devices ( $\pm 3$  sigma) are expected to be within 6.3%, for example for 1/1 prescaling  $\Rightarrow [121.5, 137.9]k\Omega$ .

**Table 313: Input impedance statistics for  $R_{AIN}$**

Prescaling	Mean impedance	Standard deviation
1/1	129.7 k $\Omega$	2.74 k $\Omega$
2/3	194.6 k $\Omega$	4.1 k $\Omega$
1/3	389.2 k $\Omega$	8.2 k $\Omega$

### 31.1.4 Configuration

All parameters such as input selection, reference selection, resolution, pre-scaling etc. are configured using the CONFIG register.

**Note:** It is not allowed to configure the ADC during an on-going ADC conversion (ADC busy).

### 31.1.5 Usage

An ADC conversion is started by using the START task, either by writing the task register directly from the CPU or by triggering the task through the PPI.

During sampling the ADC will enter a busy state. The ADC busy/ready state can be monitored via the BUSY register.

When the ADC conversion is completed, an END event will be generated and the result of the conversion can be read from the RESULT register.

When the ADC conversion is completed, the ADC analog electronics power down to save power.

### 31.1.6 One-shot / continuous operation

The ADC itself only supports one-shot operation, this means every single conversion has to be explicitly started using the START task.

However, continuous ADC operation can be achieved by continuously triggering the START task from, for example, a timer through the PPI.

### 31.1.7 Pin configuration

The user can use the PSEL register to select one of the analog input pins, AIN0 through AIN7, as input for the ADC. See the device product specification for more information about which analog pins are available on a particular device. The selected analog pin will be acquired by the ADC when it is enabled through the ENABLE register, see [GPIO](#) chapter for more information on how analog pins are selected.

### 31.1.8 Shared resources

The ADC shares registers and other resources with peripherals that have the same ID as the ADC. The user must therefore disable all peripherals that have the same ID as the ADC before the ADC can be configured and used. The ADC is using the same analog pins as the LPCOMP. The LPCOMP must therefore be disabled before the ADC can be enabled. It is important to configure all relevant ADC registers explicitly to secure that it operates correctly.

See the Instantiation table in [Instantiation](#) on page 17 for details on peripherals and their IDs.

## 31.2 Register Overview

Table 314: Instances

Base address	Peripheral	Instance	Description
0x40007000	ADC	ADC	Analog to Digital Converter

Table 315: Register Overview

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Start a new ADC conversion
<a href="#">STOP</a>	0x004	Stop ADC
Events		
<a href="#">END</a>	0x100	An ADC conversion is completed
Registers		
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">BUSY</a>	0x400	ADC busy (conversion in progress)
<a href="#">ENABLE</a>	0x500	Enable ADC. When enabled, the ADC will acquire access to the analog input pins specified in the CONFIG register.
<a href="#">CONFIG</a>	0x504	ADC configuration
<a href="#">RESULT</a>	0x508	Result of the previous ADC conversion

## 31.3 Register Details

Table 316: INTEN

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			A
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Id	RW	Field	Value	Id	Value										Description																				
A	RW	END		Disabled	0										Enable or disable interrupt on <i>END</i> event																				
			Enabled		1										Disable																				
															Enable																				

Table 317: INTENSET

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

NOTE: Write '0' has no effect when read this register.										31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id		A																																							
Reset		0 0																																							
Id	RW	Field	Value	Id	Value	Description																																			
A	RW	END	Enabled		1	Write '1' to Enable interrupt on <i>END</i> event.																																			
						Enable																																			

Table 318: INTENCLR

Note: Write '0' has no effect. When read this register will return the value of [INTEN](#).

Bit number			31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																																																	
Id			A																																																	
Reset			0 0																																																	
Id	RW	Field	Value	Id	Value																Description																															
A	RW	END			Disabled																1																Write '1' to Clear interrupt on <i>END</i> event.															
																																					Disable															

Table 319: BUSY

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																			A			
Reset					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Id	RW	Field	Value	Id	Value	Description																																
A	R	BUSY		Ready	0	ADC busy register																																
			Ready		0	ADC is ready. No ongoing conversion.																																
			Busy		1	ADC is busy. Conversion in progress.																																



### Table 320: ENABLE

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															

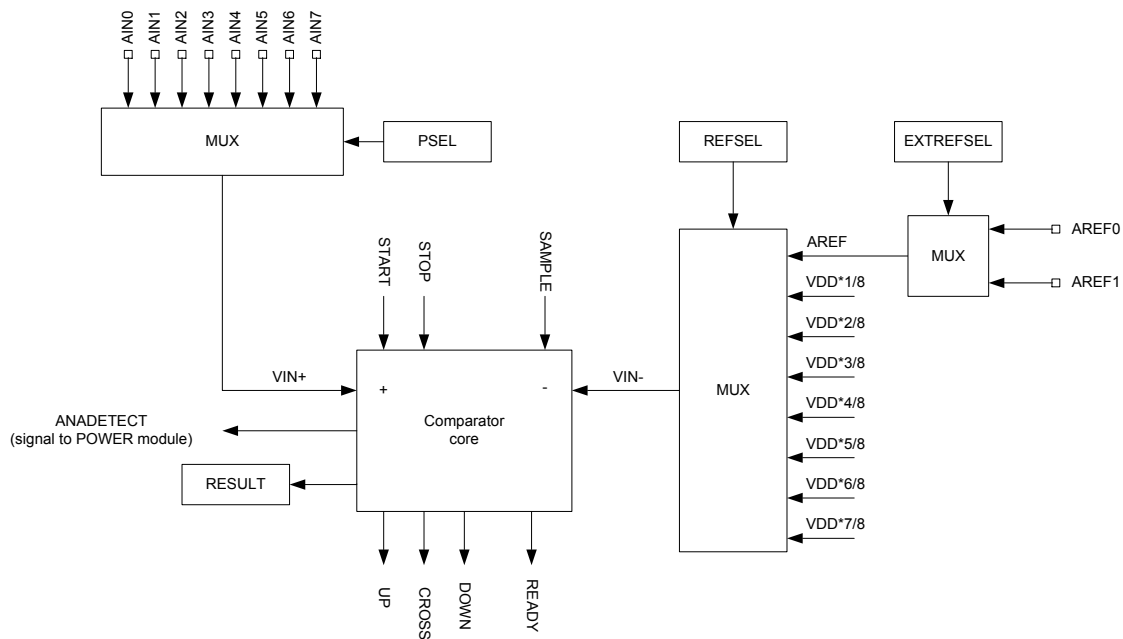
### Table 321: CONFIG

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0		
Id	RW	Field	Value	Id	Value			Description																														
A	RW	RES																																				
			8bit	0	ADC resolution																																	
			9bit	1	8 bit																																	
			10bit	2	9 bit																																	
B	RW	INPSEL																																				
			AnalogInputNoPrescaling	0	ADC input selection																																	
			AnalogInputTwoThirdsPre	1	Analog input pin specified by CONFIG.PSEL with no prescaling																																	
			AnalogInputOneThirdPres	2	Analog input pin specified by CONFIG.PSEL with 2/3 prescaling																																	
			SupplyTwoThirdsPrescaling	5	Analog input pin specified by CONFIG.PSEL with 1/3 prescaling																																	
C	RW	REFSEL																																				
			SupplyOneThirdPrescaling	6	VDD with 2/3 prescaling																																	
			VBG	0	VDD with 1/3 prescaling																																	
			External	1	ADC reference selection																																	
D	RW	PSEL																																				
			SupplyOneHalfPrescaling	2	Use internal 1.2 V band gap reference																																	
			SupplyOneThirdPrescaling	3	Use external reference specified by CONFIG. EXTREFSEL																																	
E	RW	EXTREFSEL																																				
			None	0	Use VDD with 1/2 prescaling. (Only applicable when VDD is in the range 1.7 V - 2.6 V).																																	
			AnalogReference0	1	Use VDD with 1/3 prescaling. (Only applicable when VDD is in the range 2.5 V - 3.6 V).																																	
			AnalogReference1	2	Select pin to be used as ADC input pin																																	
			Disabled	0	Analog input pins disabled																																	
			AnalogInput0	1	Use AIN0 as analog input																																	
			AnalogInput1	2	Use AIN1 as analog input																																	
			AnalogInput2	4	Use AIN2 as analog input																																	
			AnalogInput3	8	Use AIN3 as analog input																																	
AnalogInput4	16	Use AIN4 as analog input																																				
AnalogInput5	32	Use AIN5 as analog input																																				
AnalogInput6	64	Use AIN6 as analog input																																				
AnalogInput7	128	Use AIN7 as analog input																																				
F	RW	EXTREFSEL																																				
			None	0	External reference pin selection																																	
			AnalogReference0	1	Analog reference inputs disabled																																	
			AnalogReference1	2	Use AREF0 as analog reference																																	
G	RW	EXTREFSEL																																				
			AnalogReference1	2	Use AREF1 as analog reference																																	

**Table 322: RESULT**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Id																																			
Reset																																			
Id	RW	Field	Value Id	Value								Description																							
A	R	RESULT		[0..1023]								Result of the previous ADC conversion The value is updated for every completed ADC conversion. The result value is relative to the selected ADC reference input. If the sampled analog input signal is equal to or greater than the ADC reference signal, the result value will be set to the maximum (limited by the selected ADC bit width). The value is right justified (LSB of sample value always on register bit 0).																							

## 32 Low Power Comparator (LPCOMP)



**Figure 72: Low power comparator**

### 32.1 Functional description

The low power comparator (LPCOMP) compares an input voltage (VIN+), which comes from an analog input pin selected through the PSEL register against a reference voltage (VIN-) selected through the REFSEL and EXTREFSEL registers.

The PSEL, REFSEL, and EXTREFSEL registers must be configured before the LPCOMP is enabled through the ENABLE register.

Specific chip variants may not offer all the reference and/or analog inputs defined here.

The LPCOMP is started by triggering the START task. After a start-up time of  $t_{LPCOMPSTARTUP}$  the LPCOMP will generate a READY event to indicate that the comparator is ready to use and the output of the LPCOMP is correct. The LPCOMP will generate events every time VIN+ crosses VIN-. More specifically, every time VIN+ rises above VIN- (upward crossing) an UP event is generated along with a CROSS event. Every time VIN+ falls below VIN- (downward crossing), a DOWN event is generated along with a CROSS event.

The LPCOMP is stopped by triggering the STOP task.

LPCOMP will be operational in both System ON and System OFF mode when it is enabled through the ENABLE register, see [Power management \(POWER\)](#) on page 42 for more information about power modes. All LPCOMP registers including the ENABLE register are classified as retained registers when the LPCOMP is enabled. However, when the device wakes up from System OFF, all LPCOMP registers will be reset.

The LPCOMP can wake up the system from System OFF by asserting the ANADETECT signal. The ANADETECT signal can be derived from any of the event sources that generate the UP, DOWN and CROSS events. In case of wakeup from System OFF, no events will be generated, only the ANADETECT signal. See the ANADETECT register ([Table 334: ANADETECT](#) on page 173) for more information on how to configure the ANADETECT signal.

The immediate value of the LPCOMP can be sampled to the RESULT register by triggering the SAMPLE task.

See the RESETREAS register in the POWER module ([Table 53: RESETREAS](#) on page 48) for more information on how to detect a wakeup from LPCOMP.

## 32.2 Pin configuration

You can use the PSEL register to select one of the analog input pins, AIN0 through AIN7, as analog input pin for the LPCOMP, see [Figure 72: Low power comparator](#) on page 170. Similarly, you can use the EXTREFSEL register to select one of the analog reference input pins, AREF0 and AREF1, as input for AREF in case AREF is selected in REFSEL. The selected analog pins will be acquired by the LPCOMP when it is enabled through the ENABLE register. See the product specification for more information about which analog pins are available on a particular device.

## 32.3 Shared resources

The LPCOMP shares registers and other resources with peripherals that have the same ID as the LPCOMP. You must disable all peripherals that have the same ID as the LPCOMP before the LPCOMP can be configured and used. Disabling a peripheral that has the same ID as the LPCOMP will not reset any of the registers that are shared with the LPCOMP. Therefore, it is important to configure all relevant LPCOMP registers explicitly to secure that it operates correctly.

See the Instantiation table in [Instantiation](#) on page 17 for details on peripherals and their IDs.

**Note:** The LPCOMP is using the same analog pins as the ADC. The ADC must be disabled before the LPCOMP can be enabled.

## 32.4 Register Overview

**Table 323: Instances**

Base address	Peripheral	Instance	Description
0x40013000	LPCOMP	LPCOMP	Low Power Comparator

**Table 324: Register Overview**

Register	Offset	Description
Tasks		
<a href="#">START</a>	0x000	Start comparator
<a href="#">STOP</a>	0x004	Stop comparator
<a href="#">SAMPLE</a>	0x008	Sample comparator value
Events		
<a href="#">READY</a>	0x100	LPCOMP is ready and output is valid
<a href="#">DOWN</a>	0x104	Downward crossing
<a href="#">UP</a>	0x108	Upward crossing
<a href="#">CROSS</a>	0x10C	Downward or upward crossing
Registers		
<a href="#">SHORTS</a>	0x200	Shortcut register
<a href="#">INTEN</a>	0x300	Enable or disable interrupt
<a href="#">INTENSET</a>	0x304	Enable interrupt
<a href="#">INTENCLR</a>	0x308	Disable interrupt
<a href="#">RESULT</a>	0x400	Compare result
<a href="#">ENABLE</a>	0x500	Enable LPCOMP
<a href="#">PSEL</a>	0x504	Input pin select
<a href="#">REFSEL</a>	0x508	Reference select
<a href="#">EXTREFSEL</a>	0x50C	External reference select
<a href="#">ANADETECT</a>	0x520	Analog detect configuration

### Table 325: SHORTS

Table 326: INTEN

### Table 327: INTENSET

Table 328: INTENCLR

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**Table 329: RESULT**

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				A
Reset																																				
Id	RW	Field	Value	Id	Value																Description															
A	R	RESULT																			Result of last compare. Decision point SAMPLE task.															
			Bellow		0																Input voltage is below the reference threshold (VIN+ < VIN-).															
			Above		1																Input voltage is above the reference threshold (VIN+ > VIN-).															

### Table 330: ENABLE

Bit number				31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																															
Id																																			
Reset				0 0																															
Id	RW	Field	Value	Id	Value				Description																										
A	RW	ENABLE							Enable or disable LPCOMP																										
			Disabled		0				Disable																										
			Enabled		1				Enable																										

### Table 331: PSEL

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
Id																																							
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A			
Id	RW	Field	Value Id	Value	Description																																		
A	RW	PSEL			Analog pin select																																		
			AnalogInput0	0	AIN0 selected as analog input																																		
			AnalogInput1	1	AIN1 selected as analog input																																		
			AnalogInput2	2	AIN2 selected as analog input																																		
			AnalogInput3	3	AIN3 selected as analog input																																		
			AnalogInput4	4	AIN4 selected as analog input																																		
			AnalogInput5	5	AIN5 selected as analog input																																		
			AnalogInput6	6	AIN6 selected as analog input																																		
			AnalogInput7	7	AIN7 selected as analog input																																		

### Table 332: REFSEL

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Id	RW	Field	Value Id	Value	Description																															
A	RW	REFSEL			Reference select																															
			SupplyOneEighthPrescalin	0	VDD * 1/8 selected as reference																															
			SupplyTwoEighthsPrescalir	1	VDD * 2/8 selected as reference																															
			SupplyThreeEighthsPresca	2	VDD * 3/8 selected as reference																															
			SupplyFourEighthsPrescali	3	VDD * 4/8 selected as reference																															
			SupplyFiveEighthsPrescalir	4	VDD * 5/8 selected as reference																															
			SupplySixEighthsPrescalin	5	VDD * 6/8 selected as reference																															
			SupplySevenEighthsPresca	6	VDD * 7/8 selected as reference																															
			AREf	7	External analog reference selected																															

### Table 333: EXTREFSEL

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Id																																				
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A
Id	RW	Field	Value	Id	Value				Description																											
A	RW	EXTREFSEL							External analog reference select																											
			AnalogReference0		0				Use AREF0 as external analog reference																											
			AnalogReference1		1				Use AREF1 as external analog reference																											

### Table 334: ANADETECT

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
Id																																						
Reset				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Id	RW	Field	Value Id	Value										Description																								
A	RW	ANADETECT												Analog detect configuration																								
			Cross	0										Generate ANADETECT on crossing, both upward crossing and downward crossing																								
			Up	1										Generate ANADETECT on upward crossing only																								
			Down	2										Generate ANADETECT on downward crossing only																								

## 33 Software Interrupts (SWI)

### 33.1 Functional description

A set of interrupts have been reserved for use as software interrupts.

### 33.2 Register Overview

**Table 335: Instances**

Base address	Peripheral	Instance	Description
0x40014000	SWI	SWI0	Software interrupt
0x40015000	SWI	SWI1	Software interrupt
0x40016000	SWI	SWI2	Software interrupt
0x40017000	SWI	SWI3	Software interrupt
0x40018000	SWI	SWI4	Software interrupt
0x40019000	SWI	SWI5	Software interrupt